Encyclopédie des «triches» Oric (11e partie)

par André C.

The house of death
Geoff Phillips, Tansoft
To pass through the mirror, EAT BUN. Map printed in OUM 78. [pas d'article dans le Ceo-Mag]

The Last Warrior
Ph. Douillard & S. Laborde, FGC / HGC
N, W, W, W, TAKE MIRROR, N, N, POIN MIRROR, DROP MIRROR, E, N, HUG WALL, TAKE KEY, S, S, E, N, W, TAKE CLUB, E, S, W, W, S, TAKE KNIFE, E, E, E, ATTACK WARRIOR, DROP CLUB, N, N, W, W, CUT PLANT, DROP KNIFE, TAKE SAP, TAKE SEED, DRINK SAP, EAT SEED, N, TAKE PURSE, S, E, S, S, S, S, S, S, E, E, N, N, N, E, N, TAKE BOOMERANG, W, LOB BOOMERANG, DROP BOOMERANG, N, E, E, TAKE GLOVES, WEAR GLOVES, W, N, OPEN TRUNK, DROP KEY, TAKE HELM, WEAR HELM, S, S, S, S, S,

S, S, W, W, SEARCH CRATER, TAKE SANDALS, WEAR SANDALS, N, N, N, W, W, TAKE TEETH, W, N, E, HUG WALL, E, SAY MAN, TAKE LAMP, W, S, S, E, N, EMPTY FLASK, SEARCH WELL, TAKE CRUCIFIX, S, W (last two could be SW), W, N, TAKE SKIN, N, DROP ARMOUR, JUMP RIVER, N, N, N, E, E, LOB LAMP, E, SCRAPE SKIN, TAKE SCALES, LOB TEETH, LOB SCALES, S, TAKE STATUE, INSERT CRUCIFIX, ENTER PASSAGE. [voir aussi Ceo-Mag n°55 page 12]
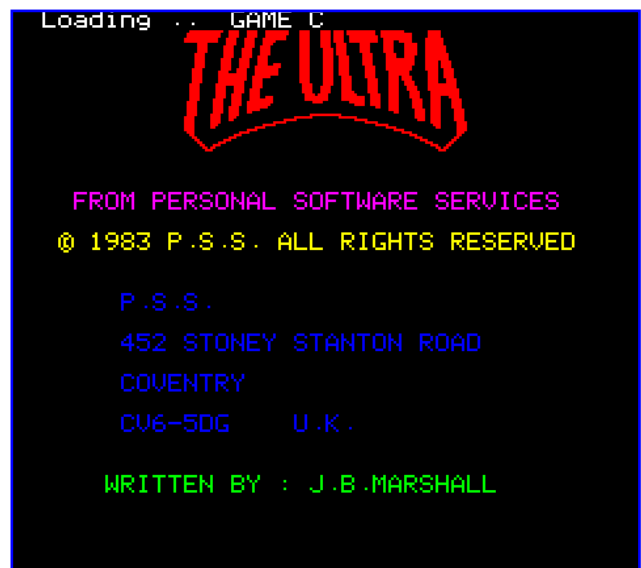
The raider
O. Fourdan, Tagada Soft
[rien chez Jim, voir Ceo-Mag n°165 pages 21-23]

The Ultra
John B. Marshall, Personal Software Service

For infinite lives, load the program, inhibit its auto-run and enter: POKE#684,255:CALL#5BD (could be #6B4) or try: DOKE#3F98.#EAEA: DOKE#3EE0,#EAEA [voir aussi Ceo-Mag n°29 page 08; n°44 page 14; n°175 page 30; n°219 page 09-10; n°226 pages 18-19]

The Wizard Of Akyraz
Brian Howarth, Channel 8 Software
[pas de recopie d'écran disponible] Having saved the fox's skin, FOLLOW FOX to the next location. At the bridge, you should find a fox and corn and be carrying a chicken. You cannot carry all three across at one time. If you leave the chicken and fox together, the fox will eat the chicken. If you leave the chicken and corn together, you can wave goodbye to the corn. You will have to carry these three items over in the following way:
1. Carry the chicken over then head back.
2. Carry the fox over, leave it and come back with the chicken.
3. Cross with the corn, leaving the chicken behind.
4. Collect the chicken and you'll have all three items safely over the bridge.
[voir aussi le Ceo-Mag n°225 pages 18-20]

Them, a paranoid fantasy
Andy Green, Virgin Games
For infinite lives, load the program , inhibit its auto-run and enter: POKE#24B9,#9E:CALL#5BD [voir aussi le Ceo-Mag n°225 p 18-20 & p 29]

Time Machine
Brian Howarth, Channel 8 Software
The couplete solution: N, W, S, N, GET GLOVES, WEAR GLOVES, BREAK WINDOW, EXAM PAINTING, GET KEY, OPEN DRAWER, EXAM DRAWER, GET PISTOL, GET CROWBAR, E, OPEN DOOR, GET FLASHLIGHT, GO MACHINE, REMOVE GLOVES, DROP GLOVES, DROP KEY, PRESS (BUTTON), LEAVE MACHINE.

You will now be randomly transported to the cellar, Brig, Sphynx or Swamp scenarios. The Sphynx and Brig must be completed first. To move to the required location keep pressing the button till you get there.

THE SAILING BRIG (Carrying only a crowbar). N, GET ROPE, GET SAIL, S, S, CLIMB RIGGING, GET POUCH, D, N, GO PORTAL, EXAM POUCH, DROP POUCH, GET PRISM, INSERT PRISM, DROP ROPE, DROP SAIL, LEAVE MACHINE, E, OPEN DOOR, GO DOOR, E, OPEN CHEST, GET HAMMER, W, W, GET BISCUITS, E, S, GET NEEDLE, N, U, W, GO PORTAL, DROP CROW, PRESS (BUTTON).

THE SPHYNX (Carrying flashlight and pistol). PUSH STONE, GO OPENING, LIGHT FLASHLIGHT, GET ROCK, S, PULL LEVER, JAM LEVER, N, N, GO DOOR, CLIMB STATUE, GET PRISM, D, SHOOT DOG, GO OPENING, S, GET SHOVEL, GO PORTAL, INSERT PRISM, DROP PISTOL, DROP FLASHLIGHT, PRESS (BUTTON).

THE SWAMP (Carrying rope, sail, biscuits, needle & thread, hammer and shovel). N, N, E, FEED BRONTOSAURUS, GO CAUSEWAY, FIX BOAT, GO BOAT, DIG, DROP SHOVEL, GET PRISM, GO BOAT, W, W, S, S, GO PORTAL, INSERT PRISM, PRESS FOR (4 times), GET CROWBAR, LEAVE MACHINE,

LEVER PLATE, GO SHAFT, W, BREAK GENERATOR, E, GO ARCHWAY, GET DOCTOR.
[voir aussi Ceo-Mag n°225 pages 18-20]

Trek
Salamander Software
[recopie d'écran page suivante] [rien chez Jim, voir Ceo-Mag n°225 pages 18-20]

© Salamander Software 1983

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

Trickshot
Stephen Haigh, IJK
On the first shot move the potting cross up or down 1 pixel, fire at maximum power and you will pot a ball everytime. [voir aussi Ceo-Mag n°56 page 09 et 175 page 30]

Trouble in store
Geoff Phillips, Orpheus
For infinite lives, load the program, inhibit it's auto-run and enter: POKE#505B,200:CALL#FD You can climb up the wall, although you are not supposed to be able to do this.
[voir aussi Ceo-Mag n°44 page 14; 137 page 04; n°226 pages 18-19; n°225 page 29]

Two Gun Turtle
Steve Hughes, Lothlorien
For infinite lives, load the program, inhibit it's auto-run and enter: POKE#43A8,#EA [voir aussi Ceo-Mag n°19 page 12 et 221 pages 08-09]

Tyrann
R. Gosselin & M. Wystrach, Norsoft
To reach side 2 without having a party reach level 11, load up the Scenario and then load side 1 of Tyrann. When the message 'the steps lead down to the depths' is displayed, stop the cassette quickly. Turn the tape over and rewind to the start. Forward the tape past the first four blocks, including the '*' program, then load the rest of side 2 as normal. Remember though that your party are supposed to have an average of 10 levels each! [voir aussi Ceo-Mag n°194 p 20-22 & n°226 p 26]

Ultima Zone
Andy Green, Tansoft
Load only the «C» file. Inhibit its auto-run and enter: POKE 10704,173:POKE 14841,173:CALL 1536 [voir aussi Ceo-Mag n°175 page 30; n°225 pages 18-20; n°226 pages 18-19]

Velnor's Lair
Derek Brewster & John Airey, Quicksilva

To pass the crocodiles, get the bath-tub frou the Ogres Bathroom. Examine the fungi for some oars . USE BATH to cross. [voir aussi Ceo-Mag n°208 ages 18-24]

Waxworks
Brian Howarth, Channel 8 Software
[pas de recopie d'écran disponible]
The complete solution: U, N, SAY 1953, S, W, SAY 46, E, D, INSERT COIN, DROP PAPER, GET BEAM, N, EXAM TOILET, GET JACKET, S, W, W, S, S, GET AQUALUNG, W, WEAR AQUALUNG, DROP BEAM, GO AIRlOCK, SWIM, W, D, N, EXAM JUNK, EXAM JUNK, GET LAMP, GET CROWBAR, RUB LAMP, DROP JACKET, D, W, W, S, W, GET BEAM, RUB LAMP, FIX TRAPDOOR, RUB LAMP, DROP AQUALUNG, GET JACKET, EXAM JACKET, EXAM JACKET, DROP JACKET, GET PISTOL, GET BULLETS, LOAD PISTOL, D, MOVE GUY, GET BARREL, WAIT, LIGHT TORCH, DROP BARREL, GET ROPE, TIE ROPE, GET BARREL, GO ROPE, E, SHOOT ZOMBIE (till it dies - if it doesn't you are in trouble!), GO DOOR, LIGHT MATCH, LIGHT FUSE, DROP BARREL, W, DROP MATCHES, DROP PISTOL, GO DOOR, GO PASSAGE, OPEN SARCOPHAGUS, DROP CROWBAR, W, W, W, GO TUNNEL, RUB LAMP, D, U, GET KEY, D, WAIT, GO ROPE, GO TUNNEL, D, EXAM ALTAR, GET TALISMAN, U, N, GO DOOR, EXAM JEWELLRY, GET CASKET, OPEN CASKET, GET LEAVES, E, S, U, E, GO DOOR, GO PASSAGE, WEAR TALISMAN, GIVE LEAVES, WEAR MASK.
I believe this solution to be a cheat, and that to escape from Torquemada you are meant to use the rats and the pipe. The rats chewing through the rope and setting you free. Then again it could be a red herring! Anyone know the truth?
[pas d'article dans le Ceo-Mag]   à suivre...