

Encyclopédie des «triches» Oric (12e partie)

par André C.

Waydor

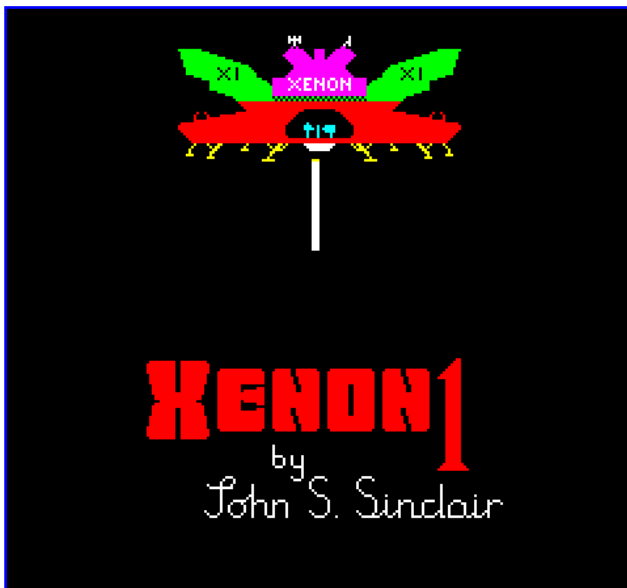
David Brown, IMS Software / VTR Software



[rien chez Jim, voir Ceo-Mag n°214 page 16; n°219 pages 27-30; n°221 pages 14-18; n°222 pages 17-19]

Xenon 1

John Sinclair, IJK



For infinite lives, load the program , inhibit its auto-run and enter: POKE1895,9:RUN for 9 lives, or POKE24617,173:RUN for infinite lives. The only way to die is to press ESC.

Try out the following CALL's FROM hires

Ceo-Mag n°237

mode:

CALL#8EE - Screen 2.

CALL#81F - Screen 2 with special effects.

CALL#B0B - Screen 3.

CALL#BE4 - Screen 4.

CALL#D13 - Screen 5.

CALL#A12 - Screen 6.

CALL#8D7 - Full game.

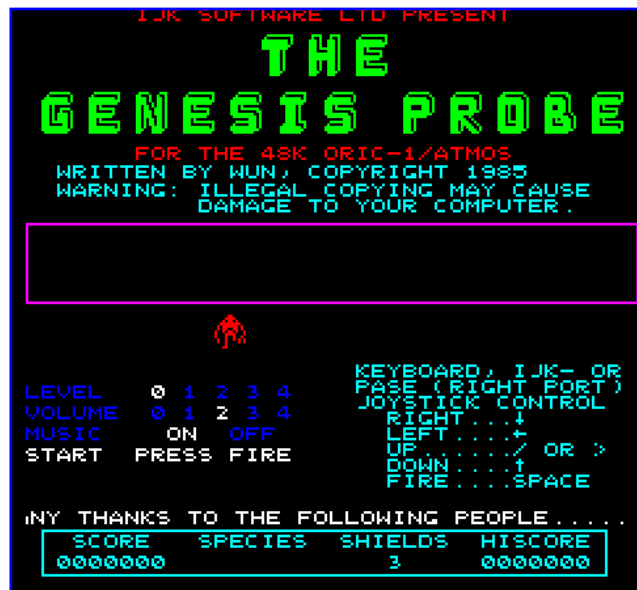
or from TEXT mode:

CALL#735 - Settings.

[voir aussi Ceo-Mag n°19 page 12; n°175 page 30; n°218 pages 08-09 et n°226 page 26]

Xenon 3, the genesis probe

Wun, IJK



TERRA

Play using the keyboard and have a friend keep an eye on the tank shells, they are easy to miss! Don't bother keeping track of which species you have caught until only a few species are remaining. If a nuclear missile attacks, give all attention to it.

MICRON & SUMTANA

These screens are virtually the same except for the number and type of species that have to be penned. Use a joystick for speed, though the game is not unduly hard with keys. As soon as the screen appears, knock all the gates down that are lying horizontal. Then check that there are no direct routes across the screen to the pens. If there are then close them. Finally allow a clear route

along the top to the last gate so that the animals are forced down around and up in single file in front of the pens. They can then be directed as you wish.

XER

This screen is similar to Centipede. Use the joystick.

RUNDUS

This screen is much like TERRA without the tanks. Zap everything in sight until the score reaches 4 or 5.

RADON

RADON is a cross between a slow version of Galaxians and XER. The mothership sits at the top of the screen launching Kamikaze fighters down the screen in vertical lines. Don't let the slow speed fool you as there are so many of them. Use a joystick to hurl your boomerang up into the motherships reactor and watch it explode.

For infinite lives, before loading the last program type: POKE#7139,127

For extra shields, try the following:

1. CLOAD as normal until GENESIS B is displayed on the status line, turn the computer off then on again. Type CLOAD»»:POKE 7139,48 plus the number of shields wanted:CLOAD»»

2. Play the tape and you can have upto 78 shields. It will say that there has been a loading error but will play as normal.

[voir aussi Ceo-Mag n°219 pages 09-10]

Zagorsk

J. Ransley, L. Lundgren & D. Pessan (v. fr)



[rien chez Jim, voir Ceo-Mag n°129 pages 18-19 et n°130 page 06]

Zebbie

J. Buckley, IJK

Ceo-Mag n°237



Load the game and inhibit it's autorun. Enter the following POKE's for various effects:

POKE 32000,6:CALL 8189 for infinite lives.

POKE 8434,173:CALL 8189 to get rid of the top border so that you can sit on top of the score. It also takes you straight to the bonus stage.

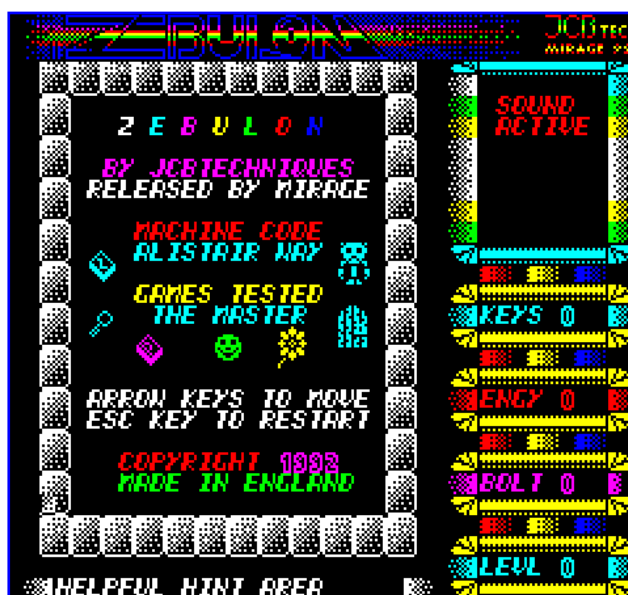
From France, we have the following POKE's (presumably for infinite lives):

DOKE#338D,#EAEA:DOKE#338F,#EAEA

[voir aussi Ceo-Mag n°19 page 12; n°218 page 33; n°221 pages 08-09]

Zebulon

J. Bristow & A. Way, Mirage Software & OUM



Follow this link for the Zebulon Players Guide which currently has walkthroughs for levels 0 to 10.

Screen 12

Titled 'Zorks Got A Mate', this one has sliding walls. Pick up the bolt at the botom. Kill the first Zork, get the food and the puzzle piece. Go to the

bottom right and the wall falls down after you. Go under the second Zork as you have no bolts left to kill him with. Then collect the flower and on you go to Screen 13.

Screen 13

Flip over the bottom lever and get the bottom puzzle piece. Stand under boulder, which is below the puzzle In the middle. Move left and the wall boulder falls. Get the second puzzle piece. Move right and more boulders fall. Wend your way up and right to push other lever. Ignore the Zork and get the flower.

[voir aussi Ceo-Mag n°83 page 14]

ZipNZap

Jonathan Bristow

[rien chez Jim, voir Ceo-Mag n°115 pages 12-13]



Zodiac adventure

Geoff Phillips, Tansoft



‘SAY BOO’ to the yeti to get rid of him. [voir aussi Ceo-Mag n°211 pages 25-30]

Zorgons Revenge

John Sinclair, IJK



If you have only got one life left, choose the ‘Space Mission’ level. When you blow up the freighter, destroy yourself by colliding with an alien or bullet before the ‘Magic Stone’ fully forms. If the lives left box contains keyboard letters or symbols you now have Infinite lives. For infinite lives, load the program, Inhibit it’s auto run and enter (all one line):

DOKE#836,#EAEA:POKE#838,234:

DOKE#855,#EAEA:

POKE#857,234:DOKE#98B,#EAEA:

POKE#98D,234

When you have completed one of the screens & you find yourself on the Princess Roz screen, quickly hold down the ‘Z’ key and keep it down. You will gain the bonus and not lose a life.

Try the following CALL’s from HIRES mode:

CALL#1400 - Display screen with spider & lift.

CALL#2800 - Display screen with spaceship & cube.

CALL#3400 - Display screen with two four-headed monsters.

CALL#3F00 - Display screen with bird.

CALL#4600 - Display screen with giant ants & guns.

CALL#07C8 - Select missions & play normal game.

CALL#6778 - Display game title & authors name.

If you are using Euphoric, then dump the memory to disc with F9 & edit the contents of #9616 which contains the number of lives.

[voir aussi Ceo-Mag n°19 page 12; n°75 page 2; n°175 page 30; n°222 pages 08-09; n°225 pages 18-20 et n°226 page 26]