POKES

Jim Blackler has provided us with a bevy of POKEs (the first four of which, incidentally, are for games on Hewson's *4th Dimension* compilation). The following routine provides the basis for the five following POKEs. Type in lines 10 to 80 and then tag on the POKE you want. Save the program out (just in case), RUN it and wait for the screen prompts. Couldn't be easier.

```
10 A=520: REM CYBERHACK – BASE LISTING
FOR CYBERLOAD GAMES – BY JIM BLACKLER
20 READ Z: Q=Q+Z: IF Q<>0 THEN POKE A, Z:
A=A+1: GOTO 20
30 SYS 520: REM QUANTITY ERROR MEANS
CHECKSUM FAILED – CHECK LISTING
40 DATA 32, 44, 247, 162, 16, 142, 62, 3, 232, 142,
64, 3, 32, 108, 245, 169, 32, 141, 233, 16
50 DATA 169, 61, 141, 234, 16, 169, 2, 141, 235,
16, 162, 157, 189, 158, 16, 157, 158, 2, 202
60 DATA 208, 247, 169, 166, 141, 20, 3, 169, 2,
141, 21, 3, 208, 254, 141, 13, 220, 72, 169, 32
70 DATA 141, 240, 3, 169, 82, 141, 241, 3, 169, 2,
141, 242, 3, 104, 96, 169, 93, 162, 2, 141
80 REM END OF CYBERHACK
```

CYBERDINE WARRIOR

This POKE for infinite energy, time and ammo...

```
90 REM CYBERHACK SUPPLEMENT FOR
CYBERDINE WARRIOR
100 DATA 201, 250, 142, 202, 250, 96, 78, 69, 230,
169
110 DATA 173, 141, 194, 229, 141, 100, 230, 76,
54, 250, -12528
```

HEAD THE BALL

Infinite energy, bombs, shields and bullets...

```
90 REM CYBERHACK SUPPLEMENT FOR HEAD
THE BALL
100 DATA 181, 250, 142, 182, 250, 96, 78, 167,
140, 78, 105, 131, 76, 34, 250, -11413
```

INSECTS IN SPACE

Infinite lives and smart bombs...

```
90 REM CYBERHACK SUPPLEMENT FOR
INSECTS IN SPACE
100 DATA 201, 250, 142, 202, 250, 96, 169, 173,
141, 253, 66, 141, 80, 62, 76, 54, 250, -11859
```

IMPOSSABUBBLE

Quite simply infinite lives...

```
90 REM CYBERHACK SUPPLEMENT FOR
IMPOSSABUBBLE
100 DATA 201, 250, 142, 202, 250, 96, 169,
173, 141, 116, 126, 76, 54, 250, -11499
```

HAMMERFIST

This provides infinite energy and ammunition for both characters on the new version...

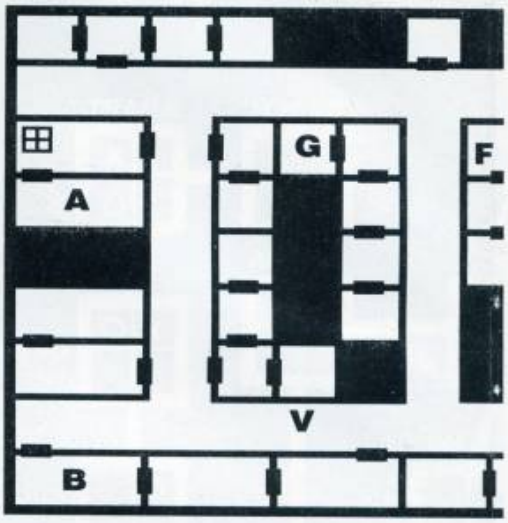
```
90 CYBERHACK SUPPLEMENT FOR HAMMER-
FIST
100 DATA 228, 230, 142, 229, 230, 96, 78, 157,
166, 169, 165, 141, 47, 151, 141, 143, 142, 141
110 DATA 214, 142, 141, 140, 143, 141, 56, 144,
76, 81, 230, -13557
```

More pokes on page 46!

1. FLOOR 32 (First Floor)

In order to progress to the later levels, you MUST collect the following objects;
THE RADIO – To listen in on the terrorists, and call the cops
THE LIGHTER – To travel through those grimy vents
AMMUNITION – For use with the UZI
THE CORD – For use with the explosives
A KEY – To unlock the doors in the Air Shaft room
FOOD – For extra health

Once these objects have been collected (in no specific order) you can then head for the security room (going through the vents is advised). Here you must use the DIE HARD MANUAL to deactivate the security system. Then, head for the staircase.



DIE HARD

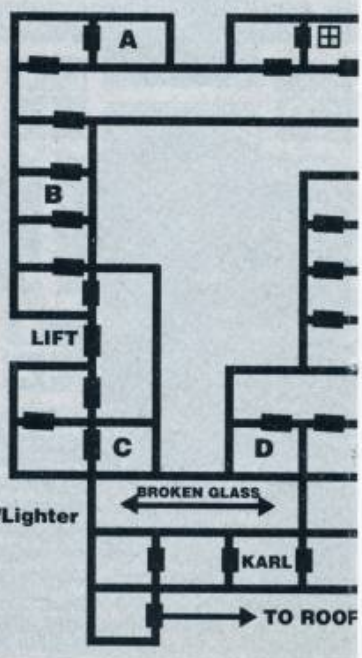
So you've discovered, to your dismay, that Bruce Willis you ain't. Don't lose sleep over it, just have a quick scan at our* Die Hard *player's guide below and go kick Hans Gruber's ass, preferably killing him in the process. (Look Ma, no Hans – groan)

3. FLOOR 33

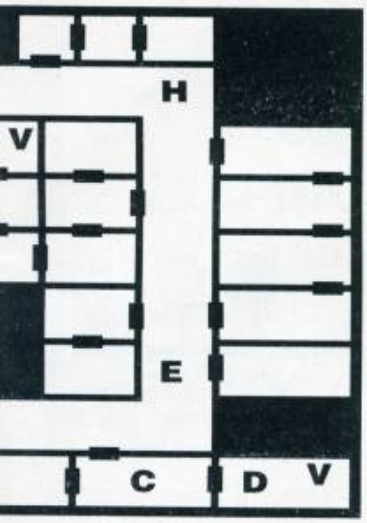
Move left to the end of the corridor, and go into the 'top' room. The terrorist here has the detonators. Yes, you guessed it, kill him! Head down into the Board Room, kill the terrorist, and throw him out of the window (Bruce Willis was never like this in Moonlighting!).

Head down and east into the corridor, then drop the explosives down the lift shaft; you MUST be carrying the explosives, the cord and the detonators to do this. The explosion will kill the terrorist that would otherwise block your path on a later level. When walking through the computer room, try not to step on broken glass. If you do get cut, you'll have to run down the hall to the first aid kit.

Head east along the main corridor and go into the 'block' of 12 rooms. Kill the terrorist and pick up the first aid kit because you're certainly going to need it later. Go up the stairs, and prepare to meet Karl! He will throw your gun and ammunition down the air shaft – you must defeat him with hand-to-hand conflict (it's a good idea to have the first aid kit on standby here). Once he has been defeated, get his gun and ammunition, and get the hell out of there – up the stairs.



⊞ 1st Aid
A Detonator
B Uzi/Cigarettes/Lighter
C Uzi
D Uzi
E 1st Aid Kit
V Vent

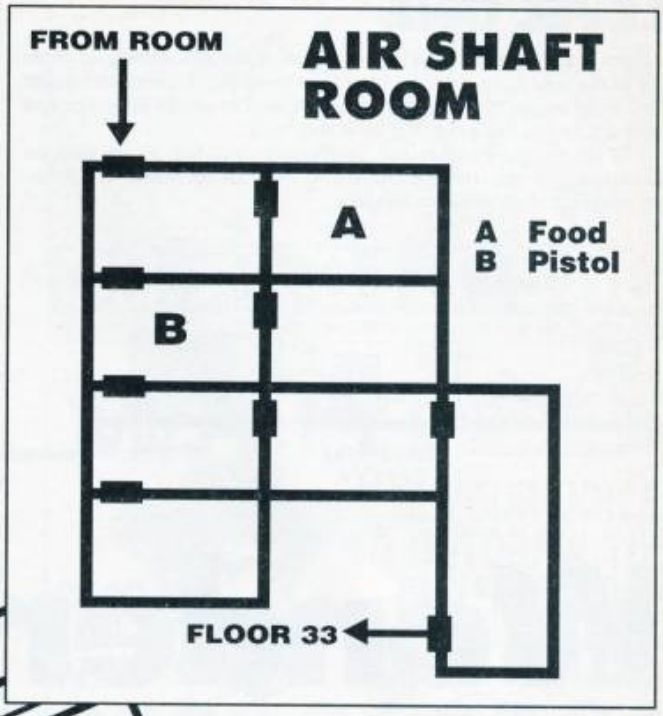


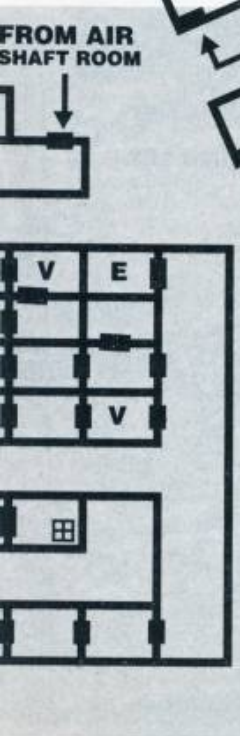
FLOOR 32

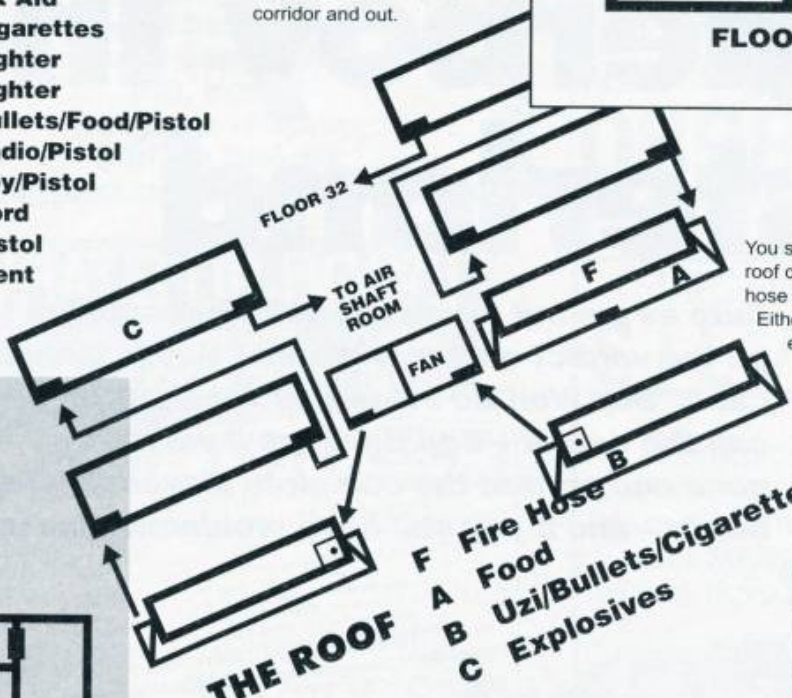
1st Aid
Cigarettes
Lighter
Lighter
Bullets/Food/Pistol
Radio/Pistol
Key/Pistol
Cord
Pistol
Vent

2. THE ROOF (First Visit)

Move left for the first two sections, and then move right (follow the map if unsure). Kill the first terrorist you encounter to get some much needed food. Keep going left, and kill the man with the UZI. Search him, and collect the gun and ammunition. Go through the door, then shoot the fan to get into the second part of the roof – here you will find the explosives (naturally you have to kill a terrorist to get them). Head right, and into the Air Shaft room (you must have the key here). Search for some food and a pistol, then move east into the corridor and out.







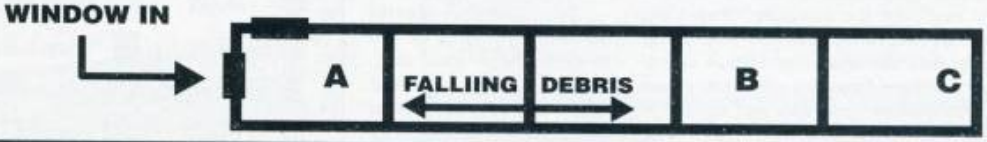
4. THE ROOF (Second Visit)

You should now find yourself at the start of the roof complex again. Make your way to the fire hose *very quickly* (just get your ass out of sight). Either swing down on the rope before the roof explodes or die. Your choice.

5. THE TRASHED HALL (FINALE)

Shoot the terrorist (if he's not already dead) and move right. For the next two screens you must dodge the falling debris – easier said than done! Kill the next terrorist you encounter, as he has a handy first aid kit. Then you will come face to face with the Hans himself. Walk towards him (Holly will push away) and shoot him – he falls out of the window, to his death. HOORAY! (The End, roll credits...)

A Uzi
B 1st Aid/Uzi/Bullets
C Hans and Holly (the end)



GENERAL TIPS

- Maps that you may find during the game are grossly inaccurate – use ours instead
- In general, first aid cupboards can only be used once
- When fighting, toggle between punch and low kick repeatedly
- Anyone who can reset their machine can enter this: POKE 5801,173 for infinite ammunition