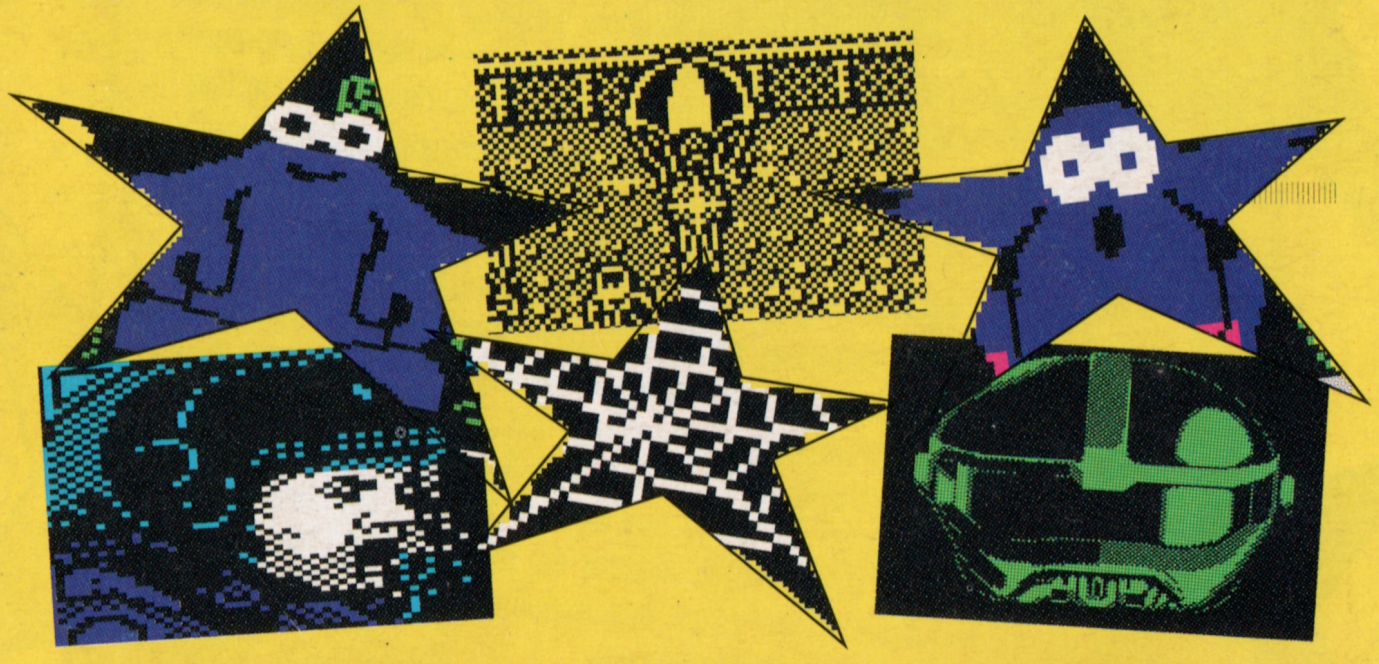
FREE!



The YOUR SINCLAIR Classic Collection





Hints & Tips On 1991's Biggest Budgies!

Dear Readers

Hello and welcome to yet another wild, weird and downright wonderful *Your Sinclair* cover booklet. After the success of last year's freebies (the rather grandly-named *Tipshop Tiptionary* and *Tipshop Tiptionary 2*) we reckoned it was high time we pulled our thinking caps back over our heads and came up with a brand-new way for you to make a horrible sellotapey mess across the front cover. So guess what we came up with! That's right! Exactly the same as last time! Yes, readers, we're talking tips, tips, and more tips (and even more tips than that when the rest have all said their prayers and are snuggled up tight in bed). It really is quite astonishing.

But wait! If you look closely you'll see there's an ever-so-subtle difference this time round. You see, what with the rerelease of so many *YS* Megagames on budget labels, we struck upon the admittedly quite brilliant idea of sweeping up all our old hints and tips for them and printing them again. Not bad, eh? After all, judging by the success of games like *R-Type* and *Target Renegade* in the *YS* Gallup Charts there must be quite a few Spec-chums who weren't around when these came out as full-pricers – so what better idea to let you in a few of the secrets we unearthed first time round? Hurrah!

Some of them we got straight from Tipshop, some we got from the *Tipshop Tiptionary* (that's the big proper *Tipshop Tiptionary* book that's still on sale at £8.95 plus £1.45 p&p, fact fans – see the ad inside the ish), and some, well, er, that's about it really. So I'll stop the woffling. Let's crack those knuckles and jolly well get going!

Andy

CONTENTS

Batman The Caped Crusader 7
Operation Wolf 4
R-Type 2
Silkworm 4
Target Renegade 1
Thunder Blade 3
Trap Door 5
WEC Le Mans 5
Xenon 5

TARGET RENEGADE

Hit Squad

Level 1
In the car park, kick the bikers off using a flying kick. Keep kicking them until they vanish. Move to Screen 2 and wait in the middle until the biker with the mallet appears. Kick him over and grab the mallet. Then swing the mallet at all the baddies until you're onto the next level.



Level 2
In the seedy street at night, keep moving but stay towards the right of the screen. The boss will appear and shoot at you. When he runs out of bullets go and kill him. Kick the woman with the weapon, grab the weapon and kill everyone. Don't let the boss go, he'll just come back with more bullets.

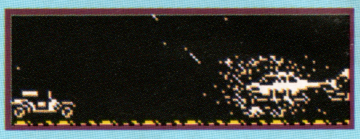
Level 3
In the park, use the flying kick and Level 1 tactics.

Level 4
At the shopping mall, high-kick the mad dogs and the blokes with bandaged heads. Watch out for the guys with saucepans on their heads – they duck the flying kicks. You'll have to jump past them and back-kick them.



Level 5
At the pub, the hardest bit. Use back-kicks/punch/knee/weapon combinations. Get the snooker cue but be careful 'cos the bloke headbutts you and you lose 3 strength points. When you get to the games

room, smack Mr Big with the snooker cue until he dies. If he manages to knock the cue to the floor go to the bottom of the screen and wait until he follows you. Then run to the top of the screen and grab the cue. Stay away from Mr Big otherwise he'll grab you and shake you to death. Even if you do beat Mr Big, all the baddies will avoid your flying kicks in the next bit.



You then restart with a funny screen which then sorts itself out and gives you infinite lives.

R-TYPE
Hit Squad

Infy lives hack!

```
520 REM Infinite Lives by Jon North
530 DATA 233, 240, 0, 14, 221, 91, 6,
13, 1, 73, 241, 35, 188, 97, 33, 35
540 DATA 34, 34, 157, 246, 33, 53, 2
49, 34, 159, 246, 195, 128, 158, 31
550 DATA 15, 43, 31, 31, 29, 43, 15,
31, 29, 43, 20, 29, 2359836
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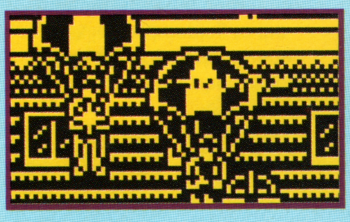
Infy lives for Player 2!

63797,n



Infy time!

62936,0



Infy lives tips!

• Once you get a chance to get on the scoreboard keep on typing numbers until they interfere with the score. Press 'ENTER' and you'll see a white, muddled-up playing screen. When you move along, the screen will revert to normal. Even though no lives are displayed, you do have an infinite amount. When you load the next level, 4 lives will be displayed.

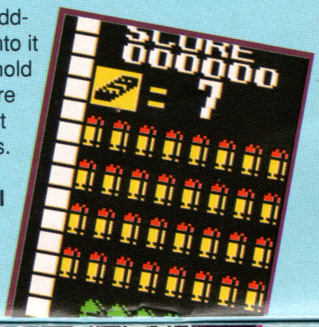
• Or if that doesn't tickle your fancy then type your name on the scoreboard and then keep your finger on 'CAPS SHIFT' and '0' (zero).



LEVEL BY LEVEL (SORT OF)

Level 1 Shoot at the end-of-level baddy's eyes and green head repeatedly.

Level 2 Stay to the bottom left of the screen. Shoot the snake's body segments until you come to the nest. On top of the nest a blue bubble expands and deflates. Fire the add-on onto it and hold it there until it blows.



Level 3



You can only go under the ship and must shoot out the thrusters or you get burnt. When you come to the end of the mothership there's a bit which moves in and out and then fires. Shoot the add-on out and guide it into the purple bit and fire away.

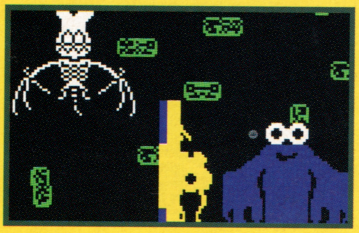


Level 4 Shoot everything. If you're not quick enough a green wall appears before you. The space ship at the end of the level splits into 3 bits. By shooting the green patches on the ships you will blow it up. Stay to the right of the screen.

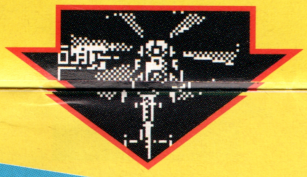
Level 5 This is pretty easy until you get to the thing that's covered in frog spawn (or something) at the end. It explodes when you shoot it. Blast your add-on into the middle and fire like crazy.

Level 6 On this level there are large blocks which fly around the maze. At the end, put your add-on back where it belongs, move in and fire continuously. When the guardian moves towards you shoot its eye open.

Level 7 Make sure you use the shield at the end then just keep beaming into the monster's eye and it dies from sheer pain.



Level 8 Here's where you get to meet big boy Bydo. Evade missiles by keeping to the bottom left-hand corner. When he opens his mouth just start firing your lasers. That should do the trick.







from behind, as soon as you're on, fly fast going left and right, and up and down blowing up all the tanks and 'copters. If you have trouble with the skyscrapers, pull up and go left or right. As soon as you're round, go down and in, blasting the tanks.

Now for the barrage. Go fast and dodge every way shooting the tanks. Then go forward and blast the helicopter on the deck of the ship. Keep going fast and when thr guns shoot a barrage...

STOP DEAD. As soon as they stop, go fast and blast the blood and guts out of them. Do this on all guns and you should be alright. Now you're on Level 2.

Infy lives hack!

Choose from...
37452,0
38241,22
38242,154

37374,0



Skip a level!

Load, select joystick and press down G and O. The border will go sort of sky blue and when you press 'ENTER' you'll skip a level.

THUNDER BLADE

Kixx



LEVEL 1

Looking at the helicopter from above, make for the first skyscraper you see and land on it. Fly to its front. Stop. Fly left to right, not going forward, and bomb the tanks. Then go forward under cover of the skyscrapers bombing the tanks as you go.

Looking at the helicopter

OPERATION WOLF
Hit Squad

TO BLOW OR NOT TO BLOW...

Helicopters Bullets take too long. Use grenades and get them as soon as they come on-screen.

Armoured cars Just keep your finger on the Fire button as soon as they come on-screen.



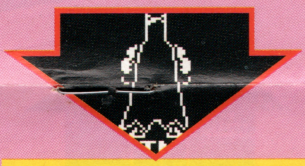
Boats Easy. If there's one just keep firing. If there's a group use a grenade.

Normal Soldiers Throw knives and grenades at you, but they're easy to waste. One shot to kill.

Flat-heads Shoot them in the head once (and be quick about it).

Prisoners Nurses, Women & Boys They run across the screen and get in your line of fire. Drain your energy if you hit them.

Hostages Appear on Levels 5 and 6. You must let them pass ('cos then you'll get points).



A cheat!

Load the 128K version into the 48K machine (and vice versa) and you immediately jump to Level 6.

POKE for infy lives!

40840,0

POKE for grenades!

40756,183

things with the helicopter a bubbly thing appears. Run through it for a temporary shield against missiles, or blast it for a



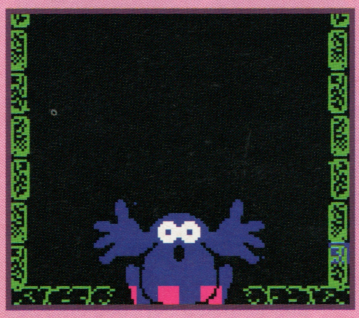
smart bomb.

- When the big gooseneck helicopter is about to assemble, shoot the flashing propellor bit for another smart bomb. Shoot the



'copter from above and below when it's assembled. It'll give you double fire if you haven't got it already.

- The big 'mutha' of a helicopter at the end is no prob. Blast its weak spot, but watch out for massive missiles. If you just shoot the weak spot you can blast it before it's even fully on the screen. Keep the jeep firing straight ahead 'cos this monster fires bombs.
- Never have the jeep shooting



itself or you end up prone to anything.

- If the jeep and chopper stay in the bottom left-hand corner, keep firing. Nothing can get them. Beware of the jets on Level 5 onwards.

SILKWORM
Mastertronic Plus

- Don't use autofire because it's far too slow – the only way to stay alive is to pound away the Fire button.
- When you shoot the flat saucer

Cheat mode!

When the helicopter appears on the screen in bits, shoot the bit that's behind the neck. This will destroy everything on the screen and get you some extra points.

POKE for immunity!

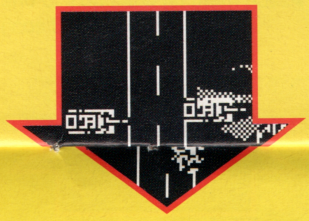
47894,0

WEC LE MANS

Hit Squad

POKEs for infy time!

26110,34
26085,0:26087,0

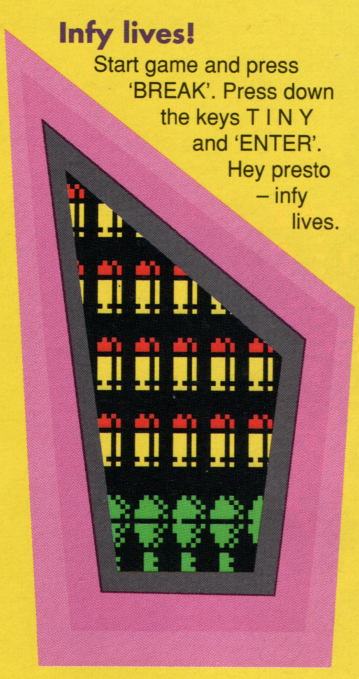


XENON

Mastertronic Plus

Infy lives!

Start game and press 'BREAK'. Press down the keys T I N Y and 'ENTER'. Hey presto – infy lives.



TRAP DOOR

Alternative

The Can Of Worms

Take the can out of the kitchen, and then open the trap door and let some worms out. Pick 'em up and put them in the can. If Drutt has eaten some of them, let a few more out. Collect 3 worms and once the can's full put it in the dumb waiter but don't send it up until the time has almost run out. In the meantime you can start some of the other tasks.

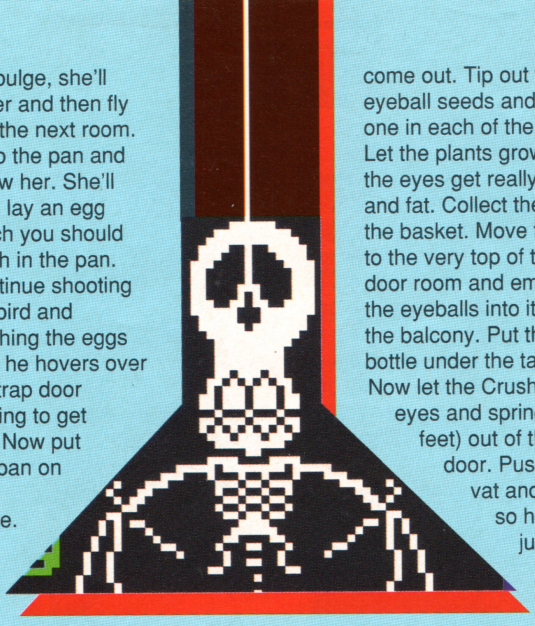




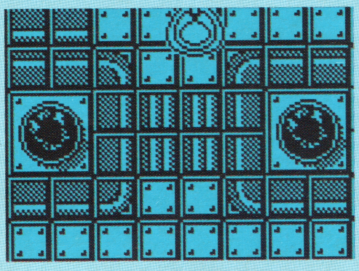
Fried Eggs

Let the bird out from under the trap door. Take the basket and tip out the bullet. Put the bullet on the trap door. When the bird flies over the trap door, open it so the bullet hits the bird, and close it so you don't lose the bullet down the hole. If you do you can use Boni the Skull as a bullet instead. The bird's eyes

will bulge, she'll hover and then fly into the next room. Grab the pan and follow her. She'll then lay an egg which you should catch in the pan. Continue shooting the bird and catching the eggs until he hovers over the trap door waiting to get out. Now put the pan on the stove.



First the pan steams and then it flashes red hot. When this happens take the pan off the stove (you'll drop it because it's hot). The moment it stops





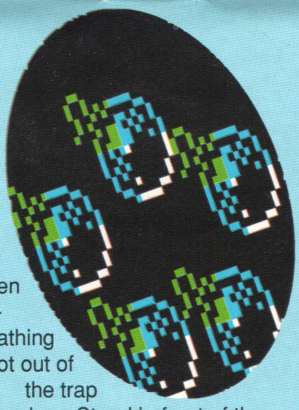
flashing, put it in the dumb waiter and send it up quick.

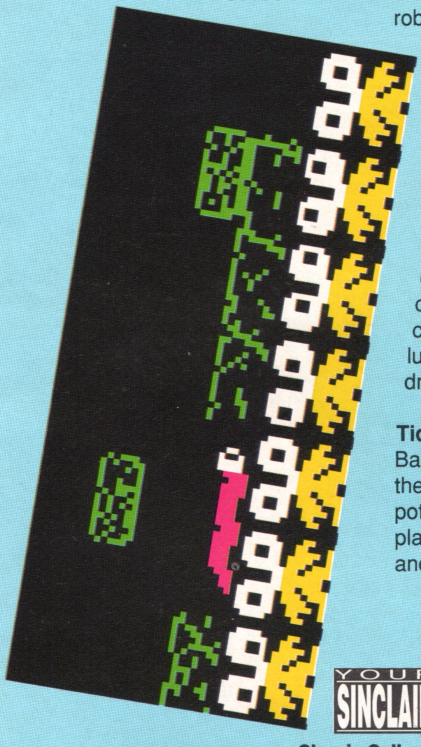
Eyeball Crush

Empty out the yellow beaker (next to the basket in the kitchen). Go to the room with the flowerpots in it. Tip the beaker onto the floor and a packet of seeds will come out. Tip out the eyeball seeds and put one in each of the pots. Let the plants grow until the eyes get really huge and fat. Collect them in the basket. Move the vat to the very top of the trap door room and empty the eyeballs into it from the balcony. Put the bottle under the tap. Now let the Crusher (big eyes and springy feet) out of the trap door. Push the vat and bottle so he jumps in the vat, and green liquid will pour into the bottle. Put it in the dumb waiter. Open the trap and the creature will fall down.

Boiled Slimies

Take the beaker that had the eye seeds in it and go down to the cellar. Catch the 4 slimies. Put them into the cauldron. Go to the kitchen and push the cauldron to the top of the room. Empty the slimies into the cauldron from the balcony. Push the cauldron so that it's in front of the dumb waiter. Let the green fire-breathing robot out of the trap door. Stand in front of the cauldron and wait until the creature stops by you. Step out of the way before it fires or you'll get roasted. The cauldron will steam, indicating the slimies are boiled. Push them into the dumb waiter before they get cold. To get rid of the creature, raise the weight and lure it under it. Crush it when it drops.





Tidying Up

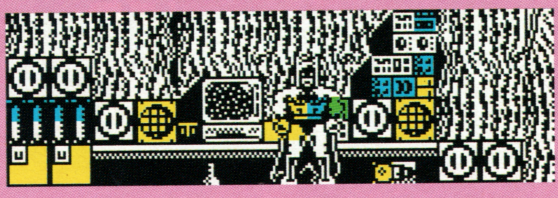
Basically throw everything down the trap door. This includes the pots used to grow the eyeball plants, the vat, Drutt the Spider, and all the worms.

Opening The Safe
Raise the crusher so that it's three quarters up the screen and push the safe under it. If you raise it too high the safe will be curshed. If it's too low it won't open.

BATMAN THE CAPED CRUSADER

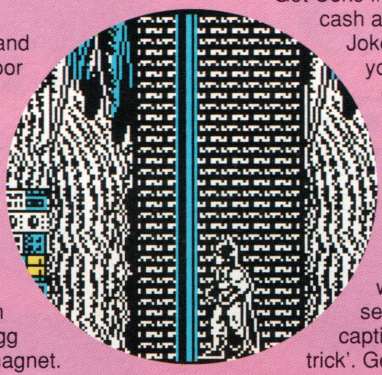
Hit Squad

A Bird In The Hand
First of all get the nose (which makes you invisible), then the Batarang and the lock pick. Leave the cave, go right and get the sweet and the shoe. Go along and open the door that says 'Take Your Pick' with the lock pick. Go right until the end, and go through the door. Get the lift key then go back to the entrance. Go through the door and to the right, use the lift key and go through the bottom door, right and through the door. Go left and through the door then left and pick up the toast and dart. Go right and get the game disk. Go through the door, and through the next one. Turn left. Get the egg and use the magnet. Use the dart and get the pass. Head back to the rooftop, then go right down the ladder and up the other one. Get the pop and the torch and go back down the ladder. Go right and get the door key and go back to the door that says 'Don't Pass Go'. Use the pass. Then use the torch inside. Go left and get the tape. Go right and through the last door, then left and through the first door, then left again and up the stairs. Go right to the end and through the door, turn left, through the door, then right to the end and use the door key. Go through the door, turn right to the end, through the door and right. To complete the game use 3 items – the tape, the disk and the magnet. And that's it.

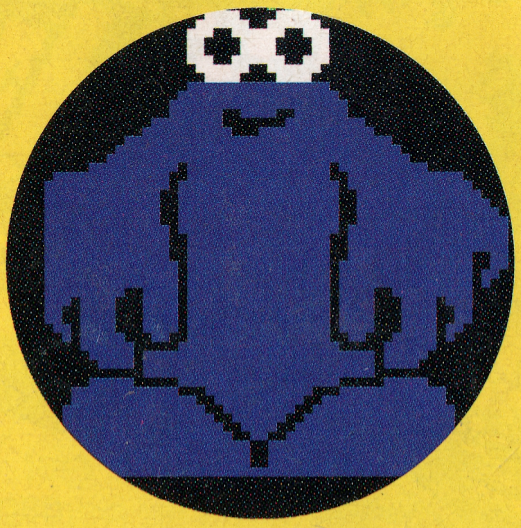


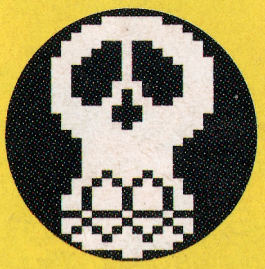
A Fete Worse Than Death...
Get bulb, use in dark room. Get mask, wear it. Get torch and use in sewer. Get Batarang and use it. Go to sewer. Get ears and use them. Get roll. Get all food (fish and carrot). Get shades to use in Joker's Funhouse when it's too bright. Get false teeth. Take to false teeth room (in Joker's house and above sewer) and use them. You can now eat food. Go to ghost train and get wire clippers. Defuse all ten bombs with them. Go to fair. Get Coke if needed. Get cash and use. Get Joker's card. If you use the dog, it gives you more energy but slows you down. Use card in Funhouse when you see the caption 'card trick'. Get camera. Use it. Drop it. Tadaaaahhh!





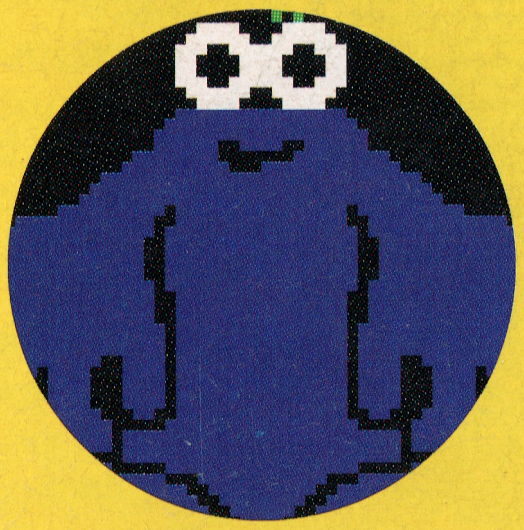


















Future PUBLISHING

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