

CheatCollectionE.02

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE.02		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CheatCollectionE.02

1.1 Cheat Collection

Cheat Collection English Version 1.23 (15.09.1996) Part 3

In this Guide are all Cheats, I found in English.
Please remember that at the english computers some keys are at an other
place (y -> z, z -> y, - -> ß, + -> (, (->),) -> =,).

Go To Part: German, 0 - 9 , A - C , D - H , I - R , S - Z

I

Ice Runner

Cheat

Ikari Warriors

Cheat

Immortal, The

Codes|Hint

Impact

Cheat|Codes

Impossamole

Cheat

Impossible Mission 2025

Codes

Incredible Crash Dummies

Cheat

Indiana Jones III - Indiana Jones and the Last Crusade

Cheat

Indiana Jones IV - Indiana Jones and the Fate of Atlantis

Cheat

Indianapolis 500

Hint

Indy Heat
 Cheat

Infestation
 Cheat

Insanity Flight
 Cheat

Interchange
 Codes

Interlock
 Cheat

International Athletics
 Cheat

International Ice Hockey
 Cheat

International Karate + - Chop 'n' Drop
 Cheat

Interphase
 Cheat

Invaders II - Mental Image
 Cheat

Ishar 3
 Cheat

It came from the Desert
 Hint

Ivanhoe
 Cheat

J

Jaguar XJ220
 Cheat

James Pond - Underwater Agent
 Cheat

James Pond 2 - Robocod
 Cheat|Hint

James Pond 2 AGA - Robocod 1200
 Cheat

James Pond 3 AGA
 Cheat

Jet Strike

Codes

Jim Power

Cheat

Jimmy White's Whirlwind Snooker

Cheat

Joan of Arc

Solve

John Madden's American Football

Cheat|Codes

Judge Dredd

Cheat

Jug

Cheat

Jumping Jackson

Codes

Jungle Strike

Codes

Jungle Strike AGA

Codes

Jungle Strike CD\$^3\$\$^2\$

Codes

Jupiter Probe

Cheat

Jurassic Park

Codes

Jurassic Park AGA

Codes

K

K240

Cheat

Kaiser

Cheat

Karate Kid II

Cheat

Katakis

Cheat

Keef the Thief

Cheat

Kick Off
 Cheat

Kick Off 2
 Cheat

Kid Chaos
 Cheat|Codes

Kid Gloves
 Cheat

Kid Gloves 2
 Cheat

Killing Cloud, The
 Cheat|Codes

Killing Game Show, The
 Cheat

King Solomons Mines
 Hint

Kingpin Bowling - LSD
 Cheat

Kings of the Beach
 Cheat|Codes

Kings Quest 3
 Cheat|Hint

Kings Quest 5
 Solve

Kiro's Quest
 Cheat|Codes

Klax
 Cheat

Knighmare
 Cheat

Kristal
 Hint

Krusty's Super Funhouse
 Cheat|Codes

Krypton Egg
 Cheat

Kult
 Solve

Kwix
Codes

L

L.E.D. Storm
Cheat

Labyrinth of Time
Solve

Laser Squad
Cheat

Last Action Hero
Cheat

Last Battle
Cheat

Last Duel
Cheat

Last Ninja
Hint

Last Ninja 2
Hint

Last Ninja 3
Cheat|Codes|Hint

Last Ninja CD\$^3\$\$^2\$
Cheat

Leander
Cheat|Codes

Leather Goddesses of Phobos
Hint

Leatherneck
Cheat

Legend of Faerghail
Cheat|Hint

Legend of Lothian
Solve

Legend of the Lost
Cheat|Codes

Legend of the Sword
Solve|Hint

Legend of Valour
Cheat

Leisure Suit Larry
Cheat|Solve

Leisure Suit Larry 3
Solve

Leisure Suit Larry 6
Solve

Lemmings
Cheat|Codes

Lemmings - Christmas 1994
Codes

Lemmings - Holiday 93
Codes

Lemmings 2 - The Tribes
Cheat

Lemmings II - Oh No More Lemmings
Codes

Leonardo
Cheat|Codes

Lethal Weapon
Cheat|Codes|Hint

Lethal Xcess
Cheat

Lettrix - Software 2000
Codes

Liberation
Cheat|Hint

Licence to Kill
Cheat

Light Corridor
Codes|Hint

Line of Fire
Cheat

Lionheart
Cheat

Little Puff
Cheat

Locomotion
Codes

Logical
Cheat|Codes

Lollypop
Cheat

Lombard R.A.C. Rally
Hint

Loopz
Codes

Lord of the Rings
Hint

Lords of the Rising Sun
Solve

Lords of Time
Hint

Lost Patrol
Cheat|Hint

Lost Vikings
Codes

Lotus Esprit Turbo Challenge
Cheat

Lotus Esprit Turbo Challenge 2
Cheat|Codes

Lotus Esprit Turbo Challenge 3 - The Ultimate Challenge
Cheat|Codes

Lotus Esprit Turbo Challenge CD³²
Cheat

Lunar-C CD³²
Codes

Lupo Alberto
Cheat

Lure of the Temptrees
Solve

M

Mad Bomber 2
Cheat

Mad Professor Mariati
Solve

Magazin, Das

Codes

Magic Garden

Hint

Magic Marble

Codes

Magic Pockets

Cheat|Codes

Magic Way, The

Cheat

Magicland Dizzy

Cheat

Major Motion

Cheat

Manager, The

Cheat

Manchester United

Cheat

Manic Miner 1 and 2

Cheat

Manix - Millenium

Codes

Marble Madness

Other

Marblelous

Codes

Marvin's Marvelous Adventure AGA

Cheat|Codes

Master Ninja

Cheat

McDonaldLand

Cheat

Mean Arenas

Cheat

Mean Streets

Hint

Mega Twins

Cheat

Mega-Lo-Mania

Cheat | Codes

Megaball
Cheat

Megatraveller 1
Cheat

MegaWorm
Codes

Menace
Cheat

Mercenary - The Second City
Hint

Mercs
Hint

Metal Law
Cheat

Metal Masters
Cheat

Mickey Mouse
Cheat

Mickey Mouse 2
Codes

Microcosm CD\$^3\$\$^2\$
Cheat

Midnight Resistance
Cheat

Midwinter
Hint

Might & Magic II
Cheat | Hint

Might & Magic III
Cheat | Hint

Millenium 2.2
Solve

Mindshadow
Solve

Mister & Missis
Codes

Moktar

Codes

Monopoly

Cheat

Monty Python's Flying Circus

Cheat

Moonshine Racers

Cheat

Moonstone

Cheat

Mortal Kombat

Cheat

Mortal Kombat II

Cheat

Motorhead

Cheat

Mouthman

Cheat

Move' Em

Codes

Mr. Blobby

Cheat | Codes

Mr. Nutz - Ocean

Cheat

Mr. Tomato

Cheat

Myth - System 3

Cheat

N

Narc

Cheat

Narco Police

Cheat

Naughty Ones AGA

Cheat

Navy Moves

Codes | Hint

Navy Seals

Cheat

Nebulus - Tower Topler
Cheat

Nebulus 2
Cheat|Codes

Necris Dome
Cheat

Necronom
Cheat

Neuromancer
Cheat

Neuronics
Codes

Never Ending Story 2
Codes

Never Mind
Cheat|Codes

New York Warriors
Cheat

New Zealand Story
Cheat|Hint

Nick Faldo's Championship Golf
Cheat|Hint

Nicky Boom
Cheat|Codes

Nicky Boom 2
Cheat|Codes

Night Breed
Cheat

Night Breed - Action
Cheat

Night Shift
Cheat|Codes|Hint

Ninja Mission
Cheat

Ninja Rabbits
Cheat

Ninja Spirit
Cheat

Ninja Warriors
Cheat

Nitro
Cheat

North and South
Hint

Nova 9
Cheat

Nu
Cheat

0

Oil Imperium - Reline
Hint

Ollies Follies
Codes

One Step Beyond
Codes

Ooops Up
Codes

Operation Lemmings
Cheat

Operation Thunderbolt
Cheat

Operation Wolf
Cheat

Ork
Cheat

Oscar AGA
Cheat

Osiris
Codes

Out to Lunch
Cheat|Codes

Outrun
Cheat

Outzone
Cheat|Codes

Over the Net
Cheat

Overkill AGA
Cheat

Overlander
Solve|Hint

Oxyd Magnum
Codes

P

P-47 Thunderbolt
Cheat

P.P. Hammer
Cheat|Codes

Pacland
Cheat|Hint

Pandora
Solve

Pang
Cheat

Panza Kick Boxing
Cheat

Paradroid 90
Cheat|Hint

Parasol Stars
Cheat

Pawn
Cheat

Pegasus
Cheat|Codes

Pengo II
Cheat|Codes

Personal Nightmare
Hint

Peter Beardsley's International Soccer
Cheat

PGA Tour Golf
Cheat

Phantasia III
Cheat

Pharaohs Curse

Cheat

Photon Storm
Cheat

Pinball Fantasies
Cheat

Pinball Magic
Cheat

Pipe Dream
Codes

Pipeline
Codes

PipeMania
Cheat|Codes

Pirates
Hint

PitFighter
Cheat

Plague, The
Cheat

Platoon
Cheat

Player Manager
Hint

Pod (PD)
Cheat

Poing (PD)
Cheat

Police Quest 2
Cheat

Pool of Radiance
Cheat

Popeye 2
Codes

Populous
Cheat|Codes

Populous II
Cheat|Codes

Power, The

Cheat | Codes

Powerdrift

Cheat

Powerdrome

Hint

Powermonger

Hint

Powerplay

Cheat

Predator

Cheat

Predator 2

Cheat

Prehistorik

Hint

Premier Manager

Cheat

Premier Manager 2

Cheat

Premier Manager 3

Cheat

Premiere

Cheat | Hint

Prince of Persia

Cheat

Pro Tennis Tour

Cheat

Project X

Cheat | Hint

Project X - Revised Edition - Team 17

Cheat

Projectyle

Cheat

Prophecy I - The Viking Child

Codes

Psyborg

Codes

Puffy's Saga

Cheat

Puggsy

Codes

Pushover

Codes

Putty

Cheat

Putty Squad

Codes

Puzznic

Cheat | Codes

Q

Quadralien

Codes | Hint

Questron 2

Solve | Hint

Quiks the Thunder Rabbit

Cheat | Codes

Qwak

Cheat

R

R-Type

Cheat

R-Type 2

Cheat

Raider

Codes

Railroad Tycoon

Cheat

Rainbow Islands

Cheat

Rally Championships

Cheat

Rally Cross Challenge

Cheat

Rambo II

Hint

Rambo III

Cheat | Hint

Rampage
Cheat

RBI Baseball 2
Cheat

Rectangle - Turtle Byte
Codes

Rescue
Codes

Resolution 101
Cheat

Return of the Jedi
Cheat

Return to Atlantis
Cheat

Return to Genesis
Cheat

Revelation
Codes

Revenge of the Mutant Camels
Codes

Rick Dangerous
Cheat

Rick Dangerous 2
Cheat

Rings of Medusa
Cheat

Rings of Medusa II - Return of Medusa
Cheat

Rings of Zon
Cheat

Rise of the Robot
Cheat

Risky Woods
Cheat

Road Blasters
Cheat

Road Rash
Cheat

Roadkill CD\$^3\$\$^2\$
Codes

Roadwar 2000
Hint

Robbeary
Cheat

Robin Hood
Cheat

Robin Hood - Legend Quest - Codemasters
Cheat

Robin Smith's Cricket
Cheat

Robocod
Hint

Robocop
Cheat

Robocop 2
Cheat

Robocop 3
Cheat

Rock 'n' Roll
Cheat

Rock Star ate my Hamster
Cheat

Rocket Ranger
Solve|Hint

Rodland
Cheat

Rolling Ronny
Cheat

Rolling Thunder
Cheat

Rome
Cheat

Rotor
Cheat|Codes

Rotox
Cheat

Rubicon
 Cheat

Ruff 'n' Tumble
 Cheat|Codes

Running Man, The
 Cheat|Solve

1.2 ice runner

During play, type any of the following and then press <RETURN> or <ENTER>:

FUNNY Speeds up the enemy
MAGIC Infinite lives
GURKE Invincibility and infinite everything.
(Use <F9> to advance levels)

1.3 ikari warriors

Play game, get high score, type "FREERIDE" and press <RETURN>. When the high score table is displayed next, it should say '1988 FEB' where you entered "FREERIDE", indicating that the cheat is active. Play the game and you should have infinite lives.

1.4 The Immortal

Codes for higher levels are:

Level 2: befef810006f70
Level 3: cc5ee21000e10
Level 4: 465fa31001eb0
Level 5: b57f943000eb0
Level 6: 1bbeb53010a41
Level 7: 8ddfb62010ac1
Level 8: e011f730178c1

In Level 4, walk around the ring on the floor three times to open the floor. In level 7, when Norlac dives underwater, you must hurry back and throw yourself into the whirlpool rather than climbing the ladder. In level 8, to defeat the dragon and Mordamir, use the BLINK spell six times, then use the fire protection spell just before he breathes fire at you, and not when he takes a quick breath. When he pauses, hold up the amulet and Mordamir will spin in. Use the STATUE spell three times to avoid being killed by the lightning, then just as he starts his next spell, put up a SONIC spell. Use STATUE twice more and when he animates the bones, hit the statue just before they reach you. He will now say that you have no more defences, so wait until he holds up the amulet then cast the MAGNETIC spell. Bingo - end of game.

1.5 impact

When you press <T> during play you will get infinite lives.

Level Codes are:

11 GOLD	51 HEAD
21 FISH	61 JUMP
31 WALL	71 ROAD
41 PLUS	81 USER

1.6 impossamole

Enter the following codes into the high score table for an In-game effect. Note: Only one will work at a time.

"COMMANDO"	No time limit for weapons
"HEINZ..."	Three power bars
"ANNFRANK"	Low energy topped up
"LUMBAJAK"	Double length energy bar
"OOCHOUCH"	Walk on water without dying
"JUGGLERS"	Try it!

1.7 impossible mission 2025

Stage	Level 1	Level 2	Level 3	Level 4	Level 5
1	FBQDDXRE	FNQAYXHI	FYQOPXEF	GKQJYXDI	
2	ETQFJXXD	FDQCVXIA	FRQYCXVL	GCQLRXWB	GOQJFXBK
3	EXQEJXDC	FJQCHXOM	FUQTBXQE	GGQKTUF	GSQFDXZA

1.8 incredible crash dummies

On the title screen, type "EBYGUM" for invincibility. The screen should flash red. During play press <SPACE> to skip levels.

1.9 indiana jones iii - indiana jones and the last crusade

On the title screen type in "IEHOVA", "IEHOVAH", "JIEHOVA" or "JEHOVA". The screen should flash. Following keys have effect in the game:

- <1>-<2> will go to the halfway points of the level
- <L> advances you a level
- <I> supplies you with an icon.

Entering your name in the high score table as "SILLYNAM" will give you infinite Continue options.

1.10 indiana jones iv - indiana jones and the fate of atlantis

On the title screen, type "NIGHTSHIFT" for infinite lives. Press <F9> to skip levels.

1.11 indianapolis 500

Here's how to create the perfect car for the perfect racer:

Car: Lona/Buick

Gears: Front Back
4 up from middle 5 up from middle

Stagger: No difference

Rubber: Right Front Right Back Left Front Left Back
Hard Medium Soft Soft

Cambers: Right Front Right Back Left Front Left Back
-.50 +.25 +.25 +1

Pressure: All At 25

Shockers: Right Front and Back Left Front and Back
Both at Bottom Both at Bottom

Levers on Dash: Both full forward

Also this is funny, but pointless. Choose the Lola Buick, set the drag and fuel at minimum and the gear rating to maximum. This will allow you to qualify in the front of the grid. Start a race and lurch violently into the other cars as soon as possible. As the cars behind will be unable to avoid you, this will cause one of the biggest pile-ups you've ever seen - we are talking nineteen cars here !

1.12 indy heat

On the equipment select screen (before you enter your initials), press <P> to pause the game and type "AMANDA". The border should flash to let you know it worked. Now enter your initials and select your driver and as soon as your done you should notice that you now have 9 coins and 900,000 dollars. You can also pause the game during play and type the cheat, and the next time you are at the equipment screen you will be blessed with the coins and cash.

1.13 infestation

At the start of the game, to get to the underground complex, you must go to the terminal located at about 90,30. Hit <F2> to access it and enter the name "KAL SOLAR". (<F2> again) Now go to the teleport located at 50,50 and if you walk in the direction of the arrows you can enter the complex.

1.14 insanity flight

To skip a level press and hold <BOTH MOUSE>, <FIRE> and <L>.

1.15 interchange

Level Codes:

05 GLEN 15 AIDA 25 STOO 35 GONE 45 SHOT
10 KRST 20 SEAN 30 SLOP 40 KILL

1.16 interlock

Level Codes:

2 LEVELTWO	14 HEADACHE
3 MAINWOOD	15 ROBOTICS
4 MANDARIN	16 TPAURAGE
5 WIVENHOE	17 DINOSAUR
6 GARFIELD	18 CATEGORY
7 STARTREK	19 SPACEMAN
8 RELIGION	20 INSPIRAL
9 SUNSHINE	21 UNIVERSE
10 INDUSTRY	22 MULTIVAC
11 FLOATING	23 BOASTING
12 UNNUENDO	24 LAXATIVE
13 SAPPHIRE	25 LANGUAGE

1.17 international athletics

This method is easier than wagging your joystick until either you break it or your arm falls off. Plug your mouse and plug it in the joystick port. When you move your mouse round and round on your mousepad, your man runs at full speed and you rack up impressive times.

1.18 international ice hockey

When you score pause the game until music stops for extra points.

1.19 international karate + - chop 'n' drop

When you are knocked to the floor, pause the game with <SPACE> and unpause again with <SPACE>. You will now be invulnerable. Be careful!, this works for the computer, too! You must do this every level.

Press:

<T> all the fighters' trousers fall down.
<F> your opponent's trousers fall down
<S> allows the fighter's shadows to change color

Codes to type in while playing:

FREZ Freeze the game
PAC Pacman moves across screen
FISH Makes a fish leap out of water
BIRD Bird flies across screen
PERI periscope rises out of water
FAST ?
TITL back to title screen
JUMP Message
GERM Switch to german
FILT Filter on/off

Typing FUCK and CUNT typed twice reset the game.

Other words that bring a message:

ANBK ANGL ARCH DATE DICK EDHK FOOK GLZP GPZP JACQ JUMP SHAH SIMR SLAN
STEW SUNL TOTO WANK

1.20 interphase

At any time during flight enter "Fenny" (note the F must be capital to activate the cheat). As soon as you finish typing it you are taken into view mode which allows you to cycle thru all the aliens and all the objects in the game. You also have complete mouse control over them- you can make them rotate and zoom in and out by holding down <LEFT MOUSE> and moving the mouse. To go to the next object hit <RIGHT MOUSE>.

1.21 invaders ii - mental image

Or Attack Of The Green Smelly Aliens From Planet 27b/6 to give it its full name. For infinite energy and the best weapons available, type in "JAM DOUGHNUT" on the title screen.

1.22 ishar 3

Press and hold <CTRL>, <ALT>, <V> with the mouse pointer completely to the left of the screen, and press <LEFT MOUSE>. This should restore your life points to maximum.

1.23 it came from the desert

Before attempting to go into the ants' nest, you should first save Elmer to get more flamethrower fuel. Some time between the 8th and 10th (I don't remember the exact day), he will leave a note in his station saying that he is going hiking in the SW Volcanic Cone. Go to the volcano, fight the ants, and next day, visit Elmer's station. He'll thank you for saving his life and give you more flamethrower fuel.

The entrance to the ants' nest will never appear on the main map, but there are several other ways to get there:

- By taking a flight from Hilber's Field.
- By driving a tank from a battle going on at a nearby location.
- By going south when you are in a battle at the M1 mine.

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around for you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the M1 mine.

For those who are having trouble getting to the ants hideout, it is located about one screen due south of mine one. The best way to gain access to the tunnel is on the morning of day 11. Go to the airport and get the plane. Fly to mine one (southeast from the airport) and land on the road in front of mine one. Get out of your plane and walk to the center of the main building of mine one. Walk south about one and a half screens and the hole should open and a ant will crawl out. You must kill the ant and run to the hole before it closes. You will get about 4 or 5 chances to get in. Once you are in the hole you will automatically have the flame thrower and the timed dynamite charges. There are two levels of the ants chambers, a top level and a bottom level. You must make a map as to where you have checked. You can do this by putting the game on pause with <LEFT MOUSE>. This will keep the ants off you while you draw maps. Once you have made it to the bottom chamber repeat the map drawing till you find the queen ants chamber. You will need it to get out after you plant the charges. To plant the charges once in the queens chambers move close to the queens left side of her body. Once you walk around her left side the music will stop and a slow ticking will start. You will have to get back to the place you entered on the second level. If you get back before the bomb goes off you will win the game.

It means nothing to gather information about the ants through out the game. The mayor will not listen to anything you present in evidence. He will call an alert only after his car gets eaten on the afternoon of June 11.

It will do no good to escape the hospital as you have to sleep anyway. Even thou it will do no good to escape from the hospital it's a fun arcade sequence to play.

Even with the solves given above you still must learn how to fly the airplane. To get the right altitude to save fuel, after you take off fly east or west. Back off the throttle till the shadow on the ground comes up and just touches the wing of the plane. You will then have the right speed and altitude. The faster you fly and the higher you go the more fuel you will use. These settings will conserve enough fuel to let you fly and not run out of gas and return to the airfield and land if you blow it getting into the ant hole.

1.24 ivanhoe

While playing, pause the game and type in "ZOBINETTE" or "JC IS THE BEST" and press <RETURN>. The screen will flash to let you know the cheat is activated. Now unpaue the game.

- <M> extra life
- <N> advances you a level.
- kills all on screen enemies.
- <CTRL> kills the boss in the bonus stage.

1.25 jaguar xj220

On the sound selection screen, choose the sound FX and select radio. This will cause the scenery to travel at twice the speed, yet the actual speed remains the same.

Turn on the radio instead of the compact disk player and tune it to a frequency of 065.4 so that you can easily beat the lap record.

When your told to start your engine, press <FIRE>. Then when it say {GO} press <P> to pause the game and <P> again to unpaue the game. You'll finish the race instantly with the fastest lap time.

1.26 james pond - underwater agent

On the title screen type in "JUNKYARD" or "JUNKMAN". Then, when playing the game:

- <RETURN> toggles the cheat on/off.
- <D> makes all locks disappear
- <Z> Level 3
- <X> Level 4
- <C> Level 5
- <V> Level 6
- Level 7
- <N> Level 8
- <M> Level 9
- <F7> Increase size of screen and speed.
- <F10> Make the border flash.

1.27 james pond 2 - robocod

Type in "THE LITTLE MERMAID" during play (the border flashes when activated) for infinite lives. Here are the cheat keys you can use:

```
<RETURN> Infinite shield(toggles)
<F6> / <F7> 50 Hz / 60 Hz (If you have a Big or Super Agnus)
<F9> / <F10> Toggle timing colours
<G> Level Start
<K> Suicide
<M> Map select
<S> Saves your current position in memory
<X> Level Exit
```

Only one of the following can be used on each individual level:

```
<C> Car
<B> Bathtub
<F> Wings
<P> Plane
```

Pressing <CTRL> and <RETURN> during play gives lives. (repeatable process)

When you start the game, on the first roof you come to, above a sign saying "Arctic Toys" you will find five objects. Pick up the objects in the correct order (Cake, Hammer, Earth globe, Apple and Tap) (first letters = CHEAT) to receive an invincibility shield lasting 10 minutes. When the cheat is activated, flashing fish form around Robocod, and the music speeds up. Also, if now you go straight into the first room, and then exit immediately you will find that all of the castle doors have been unlocked, allowing you to access any level.

On the sports equipment level after the second spike are five objects in a row. Collect these in the correct order (Lips, Ice cream, Violin, Earth and Snowman) (first letters = LIVES) for infinite lives.

In some point of the game (I do not know where), there are five objects that spell out the word POWER. Collect them in the following order: Penguin, Oil, Wine, Earth and Racquet.

When on Map screen, you can leap to various points in the game. These are accessed by using the following numbers:

Level 1-1	01	Level 6-2	08	Bonus Level 8	23
Level 1-2	02	Level 6-3	09	Bonus Level 9	36
Level 1-3	03	Level 7-1	25	Bonus Level 10	38
Level 3-1	13	Level 7-2	26	Bonus Level 11	40
Level 3-2	15	Level 7-3	27	Bonus Level 12	42
Level 3-3	17	Level 7-4	28	Bonus Level 13	43
Level 3-4	18	Level 7-5	29	Bonus Level 14	44
Level 4-1	20	Level 8	39	Bonus Level 15	45
Level 4-2	21	Level 9-1	41	Bonus Level 16	46
Level 4-3	24	Level 9-2	49	Bonus Level 17	47
Level 5-1	30	Bonus Level 1	04	Level 1&2 Boss	10
Level 5-2	31	Bonus Level 2	06	Level 5&6 Boss	11
Level 5-3	32	Bonus Level 3	07	Level 7&8 Boss	12
Level 5-4	33	Bonus Level 4	14	Hard Level	48
Level 5-5	34	Bonus Level 5	16	End Animation	50

Level 5-6 35 Bonus Level 6 19
Level 6-1 05 Bonus Level 7 22

Here are the locations of the secret rooms:

- a) There are two hidden worlds behind the main tower, another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor - avoiding the doors - then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room.
- b) Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!!
- c) Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.
- d) Do as above after the sweets level, but go to the left of the castle. Go on the snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down.
- e) On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.
- f) Complete a level with does not feature a guardian and you will always find something new when you return to the castle "selection" screen. In one case you will find a whole sequence of lifts and things (see above) that lead to a door that you cannot normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.
- g) It is possible to finish Robocod by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.
- h) Finish the bath levels and as soon as you come out of the door run straight to the golden snowmen in the bottom far left outside the castle. Jump into these snowmen and you'll float upwards to the top of the screen where you'll be met by a door. Getting through this door is tricky but worth it. Inside are loads of extra lives and energy stars. Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards revealing a secret tunnel. At the end of this are even more extra lives and stars.

1.28 james pond 2 aga - robocod 1200

On the title screen or during play, type "O.S. FRIENDLY" and use any of the following keys:

```
<F>   gives robocod some wings
<P>   gives robocod the plane
<B>   gives robocod the bath
<C>   gives robocod the car
<X>   go straight to the exit
<S>   save position
<K>   kill robocod
<M>   Map selector
<RETURN>  Invincibility on/off
<F6>   50 Hz
<F7>   60 Hz
<F9>   Screen effects
```

1.29 james pond 3 aga

On the map screen, type any of the following:

```
"EVAS"   Save game at any time
"UNCLE ROGER" Message from the programmer
"FORMAT" Erase all previously saved games
```

During play, type "NIGHTMARE" and press <F10> to access the cheat menu. Lots of options to choose from.

If you choose to play Finnius, you must pause the game and press <ESC> to restart the level.

1.30 jet strike

Level Codes:

```
01 TDEJQNQL 05 HTETAPOJ 09 XHYJMVKX
02 JHALMROB 06 NFYHOTAR 10 HHSFMBQX
03 R2WVUVCP 07 RPSREBSX 11 HXEXWPWW
04 VZQRUDOP 08 XHYJMVKX
```

1.31 jim power

Pause the game and type "VELOU" to activate the cheat. Now use <1> through <0> on the main keyboard to select weapons and use the function keys to skip to the corresponding level.

1.32 jimmy white's whirlwind snooker

Enter the trick shot mode and while on the table, press <F7> followed by <F4>, then <F1>. You should hear a double clicking noise if you've done it properly. Now return to the control menu and access the demo mode menu. You may notice that a third option, "Do a random 147 Break", is now

available. Select this and watch and weep as the computer executes the ultimate break. Also, during a one player game, if you commit a foul, press <BOTH MOUSE> to get another shot.

When all the red balls are off the screen you can choose the color of the next ball to hit the pocket by pressing:

<2> YELLOW <5> BLUE
<3> GREEN <6> PINK
<4> BROWN <7> BLACK

1.33 joan of arc

- Defence of the Wall

As soon as the screen changes start pressing fire to launch rocks. Use oil when time is short or when two or more enemies are coming up the same ladder. Even though it says that oil is limited, there are at least five cauldrons at your disposal.

- Entry to Town

As soon as the screen has loaded push right and keep pushing right until the end. When an enemy appears keep fire pressed until he is slain. Release fire and your man should run straight up the drawbridge. Repeat this until you get into town.

- Attack on the Wall

Push the joystick forwards as soon as the screen changes. Keep pushing forwards until the wall is taken. Use <FIRE> to ward off the rocks until the top is reached.

- Game Strategy

At the start of the game ORLEANS must be taken. Select 'Start A Campaign' and then displacement to move north into Orleans. Here you should encounter your first battle.

- Battle Tactics

Hold your ground and wait to be attacked. As soon as the enemy move, shower them with arrows and then with mortars. Move your troops forward to protect your archers and send your cavalry out (they are likely to be killed). While your troops are fighting, remember to fire your arrows if the remainder of the enemy moves forward to attack.

On the defeat of the enemy, choose 'Offensive' and attack Orleans. Use the 'Entry in to town' and 'Attack on the Wall' tips to succeed. After capturing Orleans move north east into Champagne and take Rheims to crown the king.

After the coronation move north taking each town in every province until you have reached the northern most province. Sweep anti-clockwise until each province has been taken.

Joan's army soon becomes depleted; choose 'Royal Army' and then 'Modification' to top up her army. About 2,000 archers and 3,000 troops are enough. To pay for this collect the tithe in September but forget about the other taxes. This will avoid any uprising, but means that you will have to ransom some hostages. Choose 'Diplomacy' and then 'Liberation', deal with Henry VI and use Regnault of Chatres and Tremoille as ambassadors. The meeting place does not really matter.

- Ransom Demand Guidelines

Duke of Bedford \$4,000,000
Duke of Warwick \$2,000,000
Duke of Gloucester \$2,000,000
John Talbot \$1,000,000
Count of Suffolk \$1,000,000
Cardinal of Winchester \$1,000,000
Captain Falstaff \$1,000,000

If you are really desperate halve the ransom. If your coffers are overflowing, execute one of them using the 'Royal Justice' Menu, which will reduce the number of armies that Henry VI can control.

Any French characters caught should be executed promptly. If there are no hostages when payday comes choose 'Helping Hand' and kidnap one. Do not try for the Dukes because these attempts are most likely to fail. Remember to pay well - \$20,000 is the right incentive. If Joan is caught, Richemont, War General is a good replacement.

1.34 john madden's american football

Passwords:

0540300 Quarter final
0150361 Semi final
0550361 Super bowl final

To get the ball back when you're kicking off (all the time with some teams). When the kicking meter is on the screen put the direction full to the right with no power at all. Cincinnati, Kansas, All Madden, and Minnesota can get the ball all the time.

If you go to the password screen and type in the first three numbers as 665, and then any other numbers after that, you will be in the final game. The number you type in after 665 determines the team you play. An example code is 6657657.

1.35 judge dredd

Log on the computer as "DREDD" then type in "BRUCKEN PLAYING HEROQUEST" or "BRUCKEN PLAYING HERO QUEST" followed by <RETURN> and exit. Now use the <HELP> key to skip levels.

1.36 jug

On the title screen hold down <ESC> and click the mouse pointer on the right edge of the picture to activate the cheat mode. This will give you infinite energy and lives.

1.37 jumping jackson

Level Codes:

	Game A	Game B
05	ROCKNROLL	SYNTHE
09	NOISES	FUNK
13	TENEBRE	ELVIS

1.38 jungle strike

Level Codes:

02	RXMCK3RVMCZ	05	VHKRWPCJR79	08	7LJYk39XV49
03	9VMZBW74PFB	06	W74JV6PC3WY	09	N4J3RWNL4GG
04	XNGDXN4MZ34	07	TN6Z3L6MHFB	10	L6DMYRVWT67

1.39 jungle strike aga

Level Codes:

02	R9XVWT74JKR	05	VWNL4S6HDBT	08	7NS6MHPGCDY
03	9XVWT7NSGFJ	06	WTL4S6MPYRN	09	NL6MHPGCZY3
04	XVWT7NL6CDY	07	T74S6MHPGFF	10	L4MHPGCZJKR

1.40 jungle strike cd³²

Level Codes:

Sub Attack RX6MJFYBLML
Training Ground 9SPY9XV76GC
Night Strike XNLGKXWNMZY
Puloso City VWNL4S6HDBT
Snow Fortress W7N4MJY3T6T
River Raid TNPF9XT7NHM
Mountains 7NS6MHPGCDY
Return Home N4JRTPZJFRH
Win Screen L6HGZXT7NH4

1.41 jupiter probe

On the title screen, type "BOO" and press <F3> for invincibility. Now, during play press the <P> key to advance levels. Press <SPACE> to stop advancing levels.

1.42 jurassic park

Level Codes:

```
02 8EB75C3D 06 AEA7542D 10 EE77780D
03 DE5FB8C5 07 BEA7542D 11 9E074035
04 EEE7740D 08 CE5FBOC5
05 BEB75C25 09 FE6FA8DD
```

1.43 jurassic park aga

Level Codes:

```
02 E54C67AA 06 85A4834A 10 D56C7FBA
03 B5A48352 07 85B48B42 11 A5149F5A
04 D5F4AB62 08 F54C6FAA
05 95B48B42 09 C57C77B2
```

1.44 k240

On the disk operations screen, select play a saved game. When you are asked to insert a saved game disk, leave disk two in and press <LEFT MOUSE>. When the list of saved games appears, click on the first slot. You will now be rewarded with an extra hard opponent.

1.45 kaiser

Break the StartUp-Sequence when the game start loading using <CTRL> + <D>. Then type "KROENUNG" and press <ENTER>.

1.46 karate kid ii

Enter your name as "MYAGI" in the high scores table.
During game press <P> to skip to the next level in 1 player mode.
You can skip all the way up to the final encounter.
In a two player game, you can skip to the second last screen.

1.47 katakis

After inserting disk 2, press <Y> and use the mouse in port 2, press the <RIGHT MOUSE> until level 1 has loaded.

1.48 keef the thief

For something interesting in this game go up into the tree houses near the left side of the map. When you see a commercial like screen with a woman in it make this spell: Rhino Horn, Black Pearl, Narcicus Root.

1.49 kick off

As the computer or a friend is getting ready to take a shot, just hold down <FIRE> and the result will either be your keeper saving the ball or knocking it over the net.

1.50 kick off 2

If your opponents goalie is too good for you, run your finger along the function keys (from <F1> to <F10>), and "S12" or "S14" should appear in the top right hand corner of the screen. You should now be able to substitute one of your players for your opponents goalie. This sub. goalie is usually pretty useless.

Substitute the opposing goalkeeper twice and he will not save your shots.

Keep pressing <R> when you take a penalty. This will show you where the player's going to kick the ball.

Switch on autofire, or repeatedly press <FIRE> and the result will be that your keeper will save the ball every time.

1.51 kid chaos

Enter any of the following for your password:

ARCADEGAMES Sub game menu
HARDASNAILS Cheat menu
BMNEPGHITJJ ?

Level Codes:

2 LFEGOKOKQCK
3 MDORQAPKHOL
4 NRLQTAGASIM
5 OPTSQARBL0D

1.52 kid gloves

Pause the game with <F1> and type in "RHIANNON"

<F6> will take you to the shop
<F7> will put you onto the next level
<F8> nine keys and spells and \$10,000 cash
<F9> toggles immunity on/off.

Possible every-time type in cheat before using a key.

1.53 kid gloves 2

Enter "CHEAT ON" as your name in the high score table. Now during play press <ESC> to advance levels.

1.54 The Killing Cloud

Level Codes:

2 A66TRDEX or A66TG7EZ
3 2WWTR7EX or 2WWTQ7E3
4 Q44FRCE2 or QXX6G6EB
5 3XX8RCCM or 3336RWE3
6 XXX8VCCN
7 4338VCCN
8 W3Q8VCAM
9 63QTGDEX
10 CA2TG7EF

When the game asks for a mission code, enter "1 KILLING" (maybe "1KILLING"). This will give you 28 nets and 29 PUPS.

1.55 The Killing Game Show

To call up a map of level one, section one, boot up the game as normal and when asked to hit <FIRE>, hit the <HELP> key instead. There it is. Do the same for each section. While the replay is playing press <HELP> to restart with 5 lives.

1.56 king solomons mines

To get past the mosquitoes you need the bottle from the oasis. You have to dig to find it. Inside are Anti-malaria tablets. Use the rope to get past the swamp, then go north into the quicksand. Quickly throw the rope and then pull until your free. To cross the bridge, throw the spear, then go to the bridge, and when it starts to collapse, type "RUN" then jump.

1.57 kingpin bowling - lsd

This cheat requires really fast autofire, but you may be able to emulate it on a joystick/pad by pressing <FIRE> really quickly. During play, if you line up the man where you want, and then press down the autofire, it will generally throw the ball down the center of the lane. The less force there is, the closer to the center of the lane the ball will be bowled. If you put your man to the far right, and put the speed up to almost full force, you can generally bowl a perfect strike. Its a very useful technique.

Also, if you have a single pin left, or a similar situation in your game, then this is an excellent technique to line up the ball.

NOTE: This cheat will not guarantee a strike, or spare every time.

1.58 kings of the beach

Level Codes:

- 1 SIDEOUT
- 2 GEKKO
- 3 TOPFLITE
- 4 SUNDEVIL

Other Codes:

- LOGIC ON The computer plays for you
- LOGIC OFF Deactivated computer play
- CHEAT ON Obvious
- CHEAT OFF Deactivates CHEAT ON
- EAT ME Bigger sprites
- DRINK ME Smaller sprites

1.59 kings quest 3

The wand is in the cabinet in the wizards study. The key is on the top of the closet in the wizards bedroom. You have to be an eagle to get into the cave. The key to the door behind the mirror is in the skeletons hand.

When casting a spell and asked to recite a verse just hit <RETURN>.

To hide your possessions from the wizard, put them under the bed.

The King's Quest series of games uses the debug command and interpreter for the programmers (up to KQIII) KQIV doesn't have it because of the tremendous size of the game. Have some fun and press the <ALT> key then <D> then <RETURN> or <ENTER> (I think twice) then type in either "GET OBJECT" (and type in a random <#>) or "TP" for transport (and a random <#>) and see what happens. It works., and if you're tired looking for a certain object the "Get Object" function works great!

1.60 kings quest 5

WIZARDS HOUSE: south

SNAKE'S PATH: south

EDGE OF TOWN: east

TOWN: west

EDGE OF TOWN: east

TOWN: take silver coin by broken cart

look inside the barrel by the cart and take the fish inside

west

EDGE OF TOWN: west

BAKERY: go inside bakery
buy a custard pie with the silver coin
exit bakery
west

INN: west

BEE'S TREE: operate the fish on the bear
go to the tree
take honeycomb from tree
take stick by base of tree
north

ANT'S NEST: operate stick on dog
south

BEE'S TREE: east

INN: search haystack
east

BAKERY: east

EDGE OF TOWN: east

TOWN: go into first shop (tailors)
give tailor golden needle
exit shop
west

EDGE OF TOWN: west

BAKERY: west

INN: west

BEE'S TREE: north

ANT'S NEST: north

GYPSIES VAN: west

DESERT: west
west
west
west
west
west
west

OASIS BY TEMPLE: drink from oasis
hide behind rocks by oasis
wait!
east

DESERT: south
south
south

DEAD MAN: take boot
south
south

OASIS #1: drink from oasis
south

DESERT: west
west
west
west

NOMAD'S CAMP: drink from water jug
go into smaller tent
go straight to back of tent, left, take staff, right to
the centre of the tent, and down to exit the tent
east

DESERT: north
north

north
OASIS #2: drink from oasis
 north
DESERT: north
 north
 east
 east
OASIS BY TEMPLE: drink from oasis
 north
OUTSIDE TEMPLE: operate staff on temple doors
 north (inside temple)
INSIDE TEMPLE: take large brass bottle by door
 take gold coin by bottle
 exit temple
OUTSIDE TEMPLE: south
OASIS BY TEMPLE: east
DESERT: east
 east
 east
 east
 east
 east
 east
GYPSIE'S VAN: give gold coin to man in chair
 south
ANT'S NEST: south
BEE'S TREE: east
INN: east
BAKERY: select boot from your inventory
 walk right until a rat and a cat appear
 throw the boot at the cat
 select the amulet from your inventory
 operate amulet on yourself so that you are wearing it
 west
INN: north
GNOME'S HOME: north
WEEPING WILLOW: east
ENTRANCE TO FOREST: north
FORK: west
FOREST PATH #1: north
 the witch will appear! (or should - it may be random)
 give the brass lamp to the witch
ELVEN GLADE: east
OUTSIDE WITCH'S CASTLE: north
INSIDE WITCH'S CASTLE: open drawer and take the pouch inside
 open chest and take the spinning wheel inside
 take small key (it's in the lamp that's hanging
 from the roof)
 exit castle (south)
OUTSIDE WITCH'S CASTLE: east
TREE & DOOR: go around the back of the tree to the front, and walk up the
 ramp to get to the door.
 operate the brass key on the door
 take the golden heart inside the tree
 west
OUTSIDE WITCH'S CASTLE: west
ELVEN GLADE: operate honeycomb on yourself

open the pouch
take the gems that were inside the pouch
operate gems on honey on ground
...and again...
...and again...
follow the elf west
ELVEN CAVE: follow the elf west again into the cave
ENTRANCE TO THE FOREST: west
WEEPING WILLOW: give the golden heart to the tree
take the princesses harp
west
GYPSIES VAN: they're gone - take the tambourine
east
WEEPING WILLOW: south
GNOME'S HOME: give spinning wheel to the bigger gnome
south
INN: east
BAKERY: east
EDGE OF TOWN: east
TOWN: go into the third shop (cobblers)
give old man your elven boots
exit shop
go into the second shop (toy shop)
give man your marionette
exit the shop
west
EDGE OF TOWN: west
BAKERY: west
INN: enter the inn - WHACKO!
CELLAR: take the rope that you were tied up in
operate hammer on the door
open door
north
STORE ROOM: open large cupboard
take leg of lamb
exit inn through left door
INN: north
GNOME'S HOME: east
FORK: east
SNAKES PATH: operate tambourine on snake
east
ICY RIDGE: operate cloak on self
north
ICY CLIFF: eat leg of lamb
operate rope on the jutting out cliff to the right of the
branch
climb rope
ICY CREVASSE: click hand pointer on first stepping stone
click hand pointer on third stepping stone
click hand pointer on fifth stepping stone
click hand pointer on sixth stepping stone
click hand pointer on opposite ledge
click walk pointer next to cedric
east
ICY LEDGE: operate sled on eastern slope
you will go east
ICY SLOPES: when you reach the bottom, go east

BIG BIRD: give bird your remaining half leg of lamb
north

QUEENS CHAMBER: just when the wolves start to move towards you, play
the harp

LAIR OF THE YETI: select pie from inventory
north

OUTSIDE YETI'S CAVE: throw pie at Yeti's face
north

INSIDE YETI'S CAVE: operate hammer on crystal directly to the north
south

OUTSIDE YETI'S CAVE: west

LAIR OF THE YETI: click walk pointer on wolf

LAIR OF THE YETI: south

CHIMNEY: click walk pointer on geographical chimney at bottom of screen

BIRD'S NEST: take locket from next to you
the Roc will take you to the beach

BEACH: take iron bar
north

BOAT: operate beeswax on boat
click hand pointer on boat
you will go east

SEA: east
east
east
south

BEACH: you will get captured by the Harpies!

HARPIES LAIR: play harp
take fish hook
west

SANDY PATH: pick up Cedric
west

BEACH: take shell
click the hand pointer on the boat
you will go out to sea again

SEA: west
west
west
west

BEACH & HOUSE: select shell from inventory
ring bell
operate shell on man

COVE: north (up stairs)

ORACLES: operate crystal on yourself
north

OUTSIDE CASTLE: north (not through door - round left side of castle)
operate iron bar on gate in ground
click hand pointer on hole

MAZE: (Note: Every new square you arrive in, click with the eye pointer
on the blackness outside the scene, and a compass will appear
telling you which direction you are facing. In this way, you
can navigate you way through the maze.)

west
west
north
north
east

north
east
north

MONSTER: operate tambourine on monster

take hairpin (you may need to look for it - it is very small)

MAZE: south
west
south
west
south
south
east
east

- Should be back at the entrance!

south
east
east
north
east
north
east
north
north
west
west
north

DOOR: operate hairpin on door
open door

WIZARDS PANTRY: open cupboard on left-hand side of screen
get packet of dried peas
north

WIZARDS KITCHEN: give locket to girl
east

- Somewhere around here you will be caught by a large purple beastie.
- He will take you to a prison cell. If he doesn't come, just muck
- about 'til he does.

ORGAN ROOM: east

DINING ROOM, NORTH: south

DINING ROOM, SOUTH: muck about 'til you get caught
if you got caught before you got here, just
continue!

PRISON CELL: click Fish hook on mouse hole in north wall
you will be rescued by the Princess

MAZE: follow the princess - you will arrive at the door

DOOR: open door

WIZARDS PANTRY: north

WIZARDS KITCHEN: east

ORGAN ROOM: east

- At this stage, if you enter a room and a cat is sitting on the floor,
- Your pretty much ruined and you may as well restore, as that *&#@!
- cat will go and fetch the wizard! You can get rid of him later.

DINING ROOM, NORTH: south

DINING ROOM, SOUTH: you may like to move to the right side of the rug.
when the purple dude comes back again, Operate

the dried peas on him
west
BOTTOM OF STAIRS: north (up stairs)
TOP OF STAIRS: west
Hopefully the full solution will be here soon. Watch this space!

1.61 kiro's quest

Enter any of the following for your name in the high score table:

"KIRO" Start game with one extra life
"MORE" Gives you swirl shot
"FLIP" Play upside down

Also, try entering these for your name in the high score table:
"FUCK", "WANK", "SHIT", "COCK", "CUNT", "CRAP", and "ARSE".

Level Codes:

05 JJIK
09 TRQD
13 YAFS
17 RTMI
21 DIXG
25 DWLD
29 EBQQ
33 MAIS
37 JHHN

Note: This was from a demo of the game and the level codes and the cheats may be changed in the Full version.

1.62 klax

Begin play then hold down either of the <SHIFT> keys and <SPACE> together. Now press any key from <1> to <4> for different helpful effects, including infinite credits and even a free ticket to level 100.

While playing the game, press all the keys on the left hand side of the keyboard and you will skip to the next level.

To play the last screen hold down <CTRL> + <4> during the game.

1.63 nightmare

This cheat involves the woodland section on the first level. Use the spade to help you find the five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen. Continue with your quest and you should find that your hit points never decrease.

1.64 kristal

Fights - Proficient swordplay is essential if your to get anywhere in the game. The neck chop is one of the more effective blows, but the program blocks repetition of single moves. To get around this, occasionally switch to a differnt move in order to enable the neck chop once again. Give generously to the poor and youll be a step closer to obtaining the Sword of the Spheres.

The Palace - To enter the palace, youll need to get the invitation from the elusive Gloop, found in Novala. Once you have it, keep out of fights or you could lose it for good. When you get into the palace, ask Nedrod three questions and he will give you the talisman, which can help you find another useful item. Answer the Princess's question with "Its a secret". She will give you the Ring of Belz, which will only work in conjunction with the spell scroll.

In General - Objects are not always found in the same places from game to game, so a detailed search of both fore and backgrounds is often in order. To survive the final confrontation, a high psychic rating is needed, which can be increased by donating skringles to the poor. Disorderly conduct can have the opposite effect. The safest technique in the space battles, is to slow right down as soon as you see the aliens shoot them all, then power at full steam until the next lot. Follow Readheads ship if you see it. Heatpro tablets are necessary if you beam down to one of the hotter planets. Makes notes of what you are told, and use any new names or subjects to weavel out every last bit of information from the characters.

1.65 krusty's super funhouse

Enter "ZACHARY" for the password and you will be given infinite lives. You will also be able to go anywhere.

Level Codes:

- 2 NELSON
- 3 PATTIE
- 4 MRPLOW
- 5 MAGGIE

1.66 krypton egg

When the game starts to load hold down <LEFT MOUSE> and <HELP>. During play use the following keys:

- <ESC> Advances levels
 - <F10> Unlimitted lives
 - <CTRL> Advance to the last monster
-

1.67 kult

How to complete the five ordeals:

* The Twins - Object = Goblet

Go to the source on the left hand side. Inspect the fountain and press the eye. Fill the Goblet and go back to the room called 'The Twins'. Open the left-hand serpent and empty the goblet into it. Get the die that emerges from the serpent then open the right hand serpent. Throw the die, and note the number thrown. Put the die into the right-hand serpent and go to the room facing you. The hands are in a dice formation (except for the middle one). Pull up the hands until they resemble the formation you threw earlier, then push the serpent's head on the wall. The sliding partition should open; note down the shape which it covered. Go back to the fountain room and inspect each cube (each is patterned). Lift the cube which resembles the one you found behind the sliding partition.

* In the Scorpion's Presence - Object = Fly

Pray to the statue then enter the room called 'The Web'. Look at the web on the floor and crawl on it. Give the mistress the fly; show affection but don't be too saucy with her. Feed the fly to the blue spider and get the red one. Leave the room, and then put the red spider into the statue's mouth. Don't listen to the man who pops out, just pass through trapdoor.

* The Wall - Object = Dagger (can use psi-shift!)

First choose the third zone, then the second zone; this means that you can unlock the sliding wall when you open either door. Go through either door, left or right, and inspect the step. Then take a look at the slot on the Sculpted Warrior and climb onto the step. Either put your dagger into the slot, or if you haven't got one, use Psi-Shift. You will be spun around by the wall. There are now TWO separate gaps in the wall, one which goes straight on, and the other is a dark, black strip; it depends on which door you have taken. Move the cursor to go down the black passage, not straight on. Stick your hand in the gap on the floor. Return the way you came, and this time go straight on.

* De Profundis - Object = Rope

First of all, wait. Then lasso your rope onto the hook on the ceiling. When the Granite Monster lurks towards you, jump onto him. Wait a few minutes.

* The Noose - Object = None

Do not do as the Poormouth says. Use either the lantern, or your Solar Eyes Power. Grab hold of left hand rope and climb up. Push the lever, remove the noose-rope and he will fall. Take the left-hand piece of rope. Inspect the hollow on the platform. Finally, leave and go to the Master's Orbit.

* What to do after you have got the five Skulls

Give all five skulls to the Protozorg underneath the trader. He will announce that you are a divot. Go to the concourse outside the ring, and remember, if you are asked any questions, show the egg you were given. Once you are in the concourse, ignore the guard and use all the violence you can muster on the upper right-hand guard; then enter the upper right-hand passage.

Go left. Inspect the toad's head and poke it's eye. Use the Lantern (if you have it) or the Solar Eyes to see. Inspect the lever and the trapdoor. Use Psi-Shift on the lever and pass through the trapdoor. Next keep going straight through until you meet Norma Jean and Ash. You MUST do as Norma Jean says. Don't move! Tell her the truth...talk to both of them and then use your Zone Scan. Lift your block on the floor and get both objects, the beam and the flask. Unwrap the bandages from the mummy, go to the left and keep going forward.

By going through the trapdoor you will enter the Threshold of Truth. Kill the priestess and put the egg in the opened mouth. Next off, take a look at the Lantern. Read the book, then use your Psi-Shift on the statuette to retrieve it on the left-hand side, near the ceiling.

Leave and go to the refectory, then go to Saura's Repose. Put the statuette you found into the niche then go to the Presence of God, and then to Placating the Powers. Kill the first priestess, then make use of Psi-Shift on Saura's Mark, aiming it at her dagger. Use Brain Warp on the character, Sci-Fi, then give her the flask to drink. Go to Saura's Repose, putting the monkey into the small tunnel. Enter the Presence of God and wait. Go into the passage. Wait. Use aggro on the god, Zorg, and then use Brain Warp on Pratozim, who is holding Sci-Fi hostage. Use Psi-Shift on trap door, and finally, throw the knife or dagger at Pratozim.

1.68 kwix

Level Codes:

11 DIP	21 LIGHT	31 NUT	41 EGG	
02 ART	12 LOOP	22 DISK	32 DIAL	42 PRINTER
03 FUN	13 DESTINATION	23 BUMP	33 VOICE	43 DARKNESS
04 CASCADE	14 SWITCH	24 SEVEN	34 FAXID	44 SHOP
05 SUPRME	15 FINAL	25 RADIO	35 POWER	45 MESSAGE
06 MONARCH	16 KING	26 FOCUS	36 BREAK	46 FREE
07 RESOLUTION	17 CLICK	27 LIBRARY	37 OPERATOR	47 BOX
08 BAD	18 COREL	28 SCHOOL	38 DESTROY	48 FRANTIC
09 COLOR	19 MONO	29 CARWASH	39 HIFI	49 MORTE
10 FANTASTIC	20 DEVIL	30 CALIGRAPH	40 GLAS	50 VAMPIRE

1.69 l.e.d. storm

On the title screen, type "DAVID BROADHURST WANTS TO CHEAT" (put two spaces between the second and third words) for infinite lives. If this doesn't work, then see Strider.

Try also "AMIGA DAVID BROADHURST WANTS TO CHEAT".

1.70 labyrinth of time

BEGINNING

The game begins in the subway car and all you have in your inventory is a single quarter. Don't use this coin in anything other than the pay phone at the end of the hall in the 50's Diner on the upper level. Got that? Good. When wandering around the various levels and areas of this game, click the eye icon on the various walls and lights etc., there are some very nice pics in this game.

You'll begin the game in a subway car on the middle level. You can exit the middle level in one of three ways; by using the elevator in the hotel, by falling through the city street when you cross against the red light which is through the south exit door in the subway, or by the stairs which you will come to after making your way through the MEDIEVAL MAZE. As the exit door to the south of the subway car is secured all you can do is bravely exit the subway car by the west exit and walk into the hotel. When you first enter the hotel there will be two doors, one you can open and one is locked. Go into the one you can open and have a look around. Nothing of importance happens here, but it is worth checking out. You will go back to the locked one later, when you find the key. The only other room of interest is Number 14, the other rooms you can't enter anyway as they have do not disturb signs on them. This is the room with the wardrobe in it (which is locked) and the key to it is located in the western town on the upper level. There is one other door you can enter on this level, which is the door to the mirror maze which is located across from the elevator which is in the south hallway of the hotel. For now we will go to the western town and get the key for the wardrobe. To get to the western town, go up in the elevator. The door you see straight ahead of you goes to the theatre, go through there for now and walk through the balcony section and out the other exit this will take you to a wall. Notice the slider puzzle on the wall, the correct alignment for the slider pieces is located in the construction site at the end of the hedge maze on the upper level. When you eventually find this area you will line up the pieces in the right sequence and the wall will open. Now go back to the lobby by the elevator, the door to the detectives office is locked you will get this key later. Now turn right. you will be facing south at this point, walk through the doorway and down the hallway. As you exit the hallway, notice the temple floating in the air, this is your ultimate objective. At this point turn right and head across the crystal cliffs, through the cave entrance and down the tunnel. At the end of the tunnel turn left and go through the multi-colored doorway into the railway car. Have a look around the railway car and the town. The locked door at the west end of the railway car is never opened, I never found a key for it. The door at the east end of the railway car gives you another view of your objective. The only places of importance are the newspaper office, the sheriff's office and the mine tunnel. Nip into the sheriff's office and open the drawer on the desk, look in the drawer and take the brass key inside. Oh, and while you're here, pop into the saloon and grab the bottle of whiskey, you can take a drink from it periodically if you wish. Now head back to room 14 in the hotel when you are finished exploring. Open the wardrobe, look inside and take the journal and the card. The journal has an interesting story in it

and will later reveal a clue when you have accomplished a couple of tasks, more on that later. The card is used to turn on the various teleporters in the game. For now we will head for a teleporter which is located at the end of the mirror maze.

MIRROR MAZE

Go to the doorway across from the elevator and walk inside, now go through the insanely laughing clowns mouth and follow the map below. When you get to Morgan in the centre of the maze, do not use your quarter in him unless you save your game first. If you put your quarter in before saving your game, he will tell you, "You will wish you had that coin back" and then you will have to start over as you can not finish the game without that quarter. So save your game first and then plunk in your quarter and watch the animation.

```
[R]--[R]--[R]  [R]--[R]--[R] R = Room
|      | |      | M = Morgan
[R]--[R]  [R]--[R]--[R]  [R] CR = Control Room & Teleporter      N
      |  | |      |      | CM = Clowns mouth
[R]--[R]  [R]--[R]--[R]--[R]          W | E
|      |      |
[R]--[R]  [R]--[M]  [R]--[R]--[CM}  <- Entrance to mirror maze.    S
|      |      |
[R]--[R]--[R]--[R]--[R]--[R]
|      |      |      |
[R]--[R]--[R]  [R]--[R]--[R]
      |
      [CR]
```

Once you make it through the maze you can use the cardkey in the teleporter slot, After using the cardkey you must press one of the buttons to teleport. The green button will teleport you to the library, the blue button to the museum.

MUSEUM

Pressing the blue button takes you to the museum where you should pick up the alien belt (I never found a use for this, outside of the fact it flashes). There are also three levers here, pulling the levers will place or remove bridge sections, they are also used in conjunction with some other levers later in the game.

Pulling the left lever will remove a bridge section from the mine and the one under the subway causing the subway car to be crushed but don't despair as it can be 'pumped up' with the bicycle pump which is found in a toolbox at the construction site on the upper level after you solve the slider puzzle. You have to crush the subway anyway to get an item you need. After the car has been crushed and you pump it up, check out the legs sticking out from under the subway car, it ain't Kansas anymore. Also as I mention later in the solve, I have played two complete games and one time the subway was crushed and one time it was not. I'm assuming that pushing the left lever back up causes the subway car to be crushed as you replace the bridge section when you do this and it is sitting on top of the subway car. When you leave here make sure all levers are down.

Next press the green button to teleport to the library, the orange button takes you back to the control room. The cave and the mountain road can be reached by teleporting from the southern-most room of the library. The first time you exit the cave and walk across the road, you will narrowly dodge the falling rocks and they won't injure you. However, to cross back you must be wearing the hekmet which is found in the south-east corner of the medieval maze. You will not be able to pass the rocks if you aren't wearing the helmet. Safety first.

CRETAN PALACE

After crossing the mountain road and dodging the falling rocks you will be facing east in a Cretan hall. Walk down the hallway and go through the doorway. You will be in another Cretan hall, there are two exits from this hall. If you turn left you will end up on a bridge platform, this is where you will cause pieces of a bridge to appear to get to the doorway in the temple. For now turn right and go through the doorway, you will be in the Cretan Palace, have a quick wander round and take the Labrys which you can find in the central room inside the large circular well. Also note the design on the door in the palace, you need to place an artifact there from King Minos tomb. Below is map of palace.

```

[CH]
  |
[R]-[R]-[R]-[C] R = Room
  |   |   | CH = Cretan Hall           W | E
[TR]-[R]-[W]-[R] W = Well with Labrys
  |   |   | C = Courtyard to Medieval maze       S
[R]-[R]-[R] TR = Throne room of Minos

```

Now on to the medieval maze.

MEDIEVAL MAZE

The maze is located on the middle level to the east of the cave and the Cretan palace. To navigate through the maze to get the helmet and exit maze follow map below.

```

[WC]
  |
[R]-[R]-[R]-[R]-[R]-[R] R = Room
  |   |   C = Courtyard from Cretan Palace
[R]-[R] [R]-[R]-[R]-[R] H = Helmet
  |   |   | WC = Wierd Cave, to 50's Diner
[C]-[R] [R] [R]-[R]-[R]-[R]
  |   |   |   |
[R]-[R] [R] [R]-[R]-[R]           N
  |   |   |   |
[R]-[R] [R]-[R]-[R]-[R]           W | E
  |   |   |   |
[R]-[R]-[R]-[R]-[R] [H]           S

```

After getting the helmet make your way to the upper level and the 50's diner through the northwest exit from the maze.

50's DINER

Upon exiting the Medieval Maze you will be in a wierd cave, go through the doorway in front of you. After climbing the stairs, the first object you'll find is a can of paint. This is very important so be sure to take it. Now turn to your right and enter the diner. Have a look around check things out but do not use your quarter in the jukebox. After checking out the diner exit it were the sign is for the telephone and head down the hall to the pay phone (another view of the Temple), drop your quarter in the slot on top of the phone. After inserting the coin in the slot, thirteen coins will fall onto the stool underneath the pay phone. Pick up the quarters. Use a coin on the jukebox, and get the silver key from the coin return. After retrieving the silver key, go back to the pay phone and put a quarter in the coin slot for the pay toilet. Now enter the hedge maze.

HEDGE MAZE

```

      [CS]
      |
[H]-[H]-[H]-[H]-[H] [H]-[H]  CS = Construction Site
 |  |  |  |  | H = Hedge path
[H]-[H] [H]-[H] [H]-[H]-[H]  D = From 50's Diner
 |  |  |  |
[H]-[H]-[H]-[H] [H] [H]-[H]
      |  |  |  |  |
[H]-[H]-[H]-[H] [H]-[H] [H]      N
      |
[H]-[H] [H]-[H]-[H]-[H]-[H]      W | E
 |  |  |  |  |
[H]-[H]-[H] [H]-[H]-[H]-[H]      S
 |  |  |  |  |
[H]-[H] [H]-[H]-[H]-[H]-[H]
 |
[D]

```

After dashing through this maze you'll enter a construction site. Take the screwdriver lying on the workhorse and jote down the numbers on the west wall. These numbers are the solution to the theatre slider puzzle.

You also have the silver key, it's now time for a long walk back to the detective's office on the middle floor. On the way through the Mirror maze you can plunk some quarters into Morgan and he will give you some advice in the form of riddles. See below.

- Whatever will be will be, Doris Day
- It's all done with mirrors.
- If one could speak to the past, how would it answer.
- Some doors were never meant to be opened.
- Sometimes a closed door is greater than an open one.
- You will meet a tall dark stranger.
- The future is what the past has made it.
- If you cannot reach your goal, you must learn to build bridges.
- A blank piece of paper, is full of potential.
- Beep Beep - Harpo Marx
- Great power hides behind the thrones of Kings.
- Morgan the Magician says you should figure it out yourself.

Use the silver key to open the detectives door and take the iron key which

will open the jail cell in the sheriff's office. I never found a use for the Falcon statue or the notes.

Just hang onto the key for the jail cell right now as you do not really need it until later on near the end of the game, but if you want you can check out the jail cell and get the gun under the blanket. The gun is never used in the game. You can also do this later near the end of the game.

So where to next? Go to the slider puzzle on the wall outside the theatre, and line up the slider puzzle like it was on the wall in the construction site. Ah, forgot to write it down did you, here it is. :)

```
7  2  9 10
1  11 5 13
8  15 14 12
3  4  6
```

Once you solve the puzzle the wall will open revealing another entrance to the construction site. Look inside the toolbox to get the gold key and the bicycle pump. Never got the spigot to turn in the keg.

Once you have the golden key you can open the locked door in the hotel across from the washroom. Note the door in the rock wall with the combination lock. In the servant's room note the message on the wall. There is a blank sheet of paper in the closet which you must use with the printing press in the western town on the upper level. I never found a use for the broom, bucket or teapot. Once you have printed the newspaper, return it to the servant's room and place it underneath the sign on the wall. Also while you are in the Western Town, go into the mine and push the mine cart down the tracks, it will crash through the door as the bridge section has been removed by pulling the left lever down in the Museum. While there get the lantern behind the door and you can get the sword in the stone if you want and become the King of England. I never found a use for it.

SURREAL MAZE

Next you're going to need the shirt so return to the subway car and pump it up with the bicycle pump. Hm, I re-played this game as I wrote the solve to make sure it was correct and the subway car was not crushed. There was still some legs sticking out from under the subway car, but this time there was a different message when you looked at the legs. With the subway car crushed and pumped back up the message said "You don't seem to be in Kansas anymore". This time the message was "You wonder if Minos will get your little dog to". The only thing I can remember doing different in the museum was to leave all three levers pulled down. My original game I did not leave all three levers down, also if you pull the left lever down and then push it back up you will see the bridge section lying on the crushed subway. Though this could be what crushes the subway, by pushing the lever back up the bridge section does in the subway Hm. Once the subway car is restored go south to the locked door. The door can be opened by unscrewing the screw in the latch with the screwdriver and then taking out the screw. Once you remove the screw you can open the door and enter the city streets. If you still have a quarter left you can buy a newspaper, but I never found a use for it. Nor did I ever find any keys for the doors on the street. Actually all you can do is walk down the street and attempt to cross the intersection. Whereupon you fall down to the bottom of a well. Now walk ahead and you will be in

the main room in the Surreal maze. You will be facing the chair and the TV. Follow the directions below exactly and you will make it to the Ziggurat.

Okay go S,S,S,S,S,W,W,W,S.

On the third south you will be in the main room again, but that is okay, after all it is a surreal maze, on the fifth south you should be in the room with the red brick wall and pulsating black doorway. Also the frame around the doorway should be wood curved at the top. When you turn to the west you should be facing the stone doorway with the curved top. After three wests you should be back in the red brick room facing the stone doorway. Now if you did it correctly turn and enter the Ziggurat. If it didn't work try it again. This is the most reliable way I found to find the Ziggurat. Now head west and go up the stairs and push the column you find there. If you are playing on an IBM through the shell it may freeze up on you here, so save before you try this. A lady I know with an IBM had this happen to her and to get past this point she had to play this part by starting the game from Windows. After the column is moved it will open the two doors halfway down the stars. Go down the stairs and enter the lefthand door. Hm, kind of dark aye, time to turn on that lantern, and follow map below. For now do not move the red switch as you will be teleported after moving any switches in the Ziggurat and you might as well have the shirt with you. The three switches you find here operate different parts of the bridge in conjunction with the ones in the museum. So go to the yellow lever pick up the dirty shirt and push the lever. Also on the map were it shows there is an entrance to another room, I never got in there. If you left any of the two right levers in the museum up, not sure which one there will be a bridge section leaning against the wall.

```

[W]  W = Well
      _____|_ SM = Surreal maze      N
      |          | Z = Ziggurat outside
      |  SM  | M = Mayan Ziggurat inside  W | E
      |          | R = Red Lever
-[M]-[R]-[M]      |_____| Y = Yellow lever + dirty shirt  S
      |          |          | P = Purple lever
[M]-[M] [Z]-[Z]-[Z]-[Z]
      |          |          |
[Y]-[M]-[P]-[M]

```

You will now find yourself on the bridge platform with one section of the bridge in place, the dirty shirt must be taken to the laundry chute on the upper level in the hotel and dropped inside. The shirt will appear, clean and pressed, later in the servant's room under the sign.

Now what do I do about the combination lock - how do I open it? Well, the combination to the lock can be found in the journal which you found in the wardrobe in the hotel on the middle level. However, the combination will only appear after you have cleaned the shirt and put the newspaper you printed under the note in the servant's room. The locked door will allow access to King Minos tomb. Now at this point when I read the journal it turns out the number was wrong. The combination is the date for the last entry. In my game the date was 4/8/12, which is obviously wrong as the year does not follow the rest of the journal. The correct combination is 4/8/72, don't forget zeros in front of the 4 and 8. Open the door and enter King Minos tomb and wander down to the sarcophagus and open it and pick up the Cretan ornament. There is also a pith helmet that you can pick

up but I never found any use for it. Hm, I wonder were this ornament goes, look familiar, no? You place the ornament in the door in the Cretan palace, once opened move the throne and take the other can of paint.

Now you will have to return to the Ziggurat and pull the purple lever to place another section of bridge, after pushing the lever you will be back on the bridge platform with two sections of the bridge in place, with one more to go. Now once again make your way to the Ziggurat and pull the final red lever. Hurray you are once again on the bridge platform with your bridge completed.

Now head to the museum and look inside the broken display case. There will be something there. It appears only after the bridge is finished. Take the Mayan Talisman and head for the bridge. Oops, ended up in jail for theft did we, never fear you have a key. If you haven't been here before check out gun under the blanket. Now release yourself from jail and head for the bridge yet again. Once there cross over and enter the maze centre. You will be facing the minotaur. Notice the light shining on him, well do something about it. Get rid of the light, how you say, well paint over the mirrors. Now place the Labrys in the indentation were the minotaurs head was and then use mayan talisman on the pyramid keystone. It will be blasted to pieces, now sit right back and I I'll tell you a tale, oops wrong era. Enjoy the ending animation. To the best of my knowledge Labyrinth II never came out.

1.71 laser squad

In laser squad, for fun do the assassins on level 1. Buy no armour, give the corporal an M4000 with two reloads, the next two rocket launchers with four rockets each, and the last two nothing at all. Deploy in the entrance, in the gap in the outer wall, and take the house to pieces with the rockets, waiting for droids or Regix to show up - get them with Jonlan's M4000. I managed to do the scenario with one shot - it went between the leaves of the door, blew up against a wall and Regix was on the other side. end of story, fade to black.

1.72 last action hero

On the title screen or during play, type "HAVE A BAD DAY". The screen should flash to let you know it worked. Now use the following keys:

	Normal	Boss
Level 1	<F1>	<F2>
Level 2	<F3>	<F4>
Level 3	<F5>	<F6>
Level 4	<F7>	<F8>
Level 5	<F9>	<F10>

<L> Advance to the next level

<D> Kill all opponents on the screen

1.73 last battle

Enter in the highscores the word "TORATORATORA" followed by a space character. Now you can easily end the game.

1.74 last duel

Start the game, pause with <F9>, then hold down <HELP>, <LEFT SHIFT> and <1> together. Unpause and the function keys will take you through all levels. <F8> gives you five lives.

1.75 last ninja

To get past the dragon at the end of level one, you must stand at the far left side of the path just at the beginning of the Dragons rocky lair. Throw a smoke bomb and if you are on target the Dragon will fall asleep. You can now walk past without getting killed.

1.76 last ninja 2

To board the helicopter at the end of level 5, you must first allow the helicopter to leave the screen, then run to the end of the building and jump in the direction that the helicopter went, making sure that you completely exit the screen.

To kill the Dragon throw a smoke bomb under him.

1.77 last ninja 3

Level codes:

Level 1	SUSS
Level 2	IMED
Level 3	URTI
Level 4	BASD
Level 5	NOUS
Level 6	RERO

Play the game and try to get into the highscore-list. There enter instead of your name "ILLBEBACK" and start a new game. From there on you got unlimited lifes and you can choose levels with <F1>-<F6>!

To kill the Dragon throw a smoke bomb under him.

1.78 last ninja cd³²

For infinite lives press <L> and <R> along with the Blue button when loading.

1.79 leander

Enter any of the following for the password:

```
"ZXSP"  LEVEL 2    "LVFT"  LEVEL 3
"LTUS"  INFINITE  LIVES  "ESPR"  ??????
"LUCY"  HEARTS    "SOTB"  RAIN
        "SNOW"  SNOW
```

If you typed "LTUS" use <F8> to pause the game and press <F6> and then <FIRE> to skip levels. <F2> - <F7> selects the various super weapons.

1.80 leather goddesses of phobos

The answer to the Sultan's riddle is "Riddle". To get past the assassin in space, fight him until he is disarmed. Take his sword and give it back to him. He will then realise that you are a good guy, and that he has no chance of winning. He will then kill himself.

1.81 leatherneck

Start the game and type "CUTHBERTNECK" or "CUTHBERT", then press <F3>. This will give all players protection from enemy fire, but not from your team-mates' bullets. To return to normal press <F3> once again.

1.82 legend of faerghail

Load in several of the players that come pre-rolled on the disk, and load an original of your own. Go sell all their equipment, have them withdraw all monies from the bank, and transfer to you. Create new characters and do the same as often as you need, and you'll have plenty of gold to properly outfit you stalwart band.

Here are the answers to some of the questions and riddles you'll be asked while you're rummaging around in the dungeons of Faerghil.

In the ELVEN PALACE

```
Q: Who is Findal's yougest uncle?  A: SCAGNAR
Q: Who is Findal's father?  A: FINDAIL
Q: Who is Findal's great parent?  A:ALGANOR
```

In the DRAGONSERVANT'S TEMPLE

```
Q: What lies between myself and my opposite?  A: AND
```

In the CASTLE

```
Q: What tries to go up, but stops short, has but one foot, and can not walk?
```

A: STAIRS

In the RUINS OF ANCIENT ORACLE

Q: The more it gets, the more it eats, and has it eaten all, it dies. What is it? A: FIRE

Q: I talk without soul, I hear without ears, I talk without mouth, and I'm born in air. What am I? A: ECHO

Q: Two little windows, they have no glass, they stand together like flowers in grass. Two little windows, they show us the world, they show us the stars, the forest, the field, the fold. What could they be? A: EYES

Elven Pyramid, Level 4: 12 children walk in the fore, and 12 children walk at the rear, but as I counted them all, there were only 12 children. In what formation did the children walk? A: CIRCLE

1.83 legend of lothian

Complete Solution:

Here are the locations of interest with their coordinates.

- 1 The ruins of Heslon 34\textdegree{}E, 12\textdegree{}S
- 2 Asraela (in lake) 19\textdegree{}E, 04\textdegree{}S
- 3 Rastun (mountains) 45\textdegree{}E, 07\textdegree{}N
- 4 Lothian castle 07\textdegree{}W, 18\textdegree{}N
- 5 Larkspur 56\textdegree{}W, 26\textdegree{}N
- 6 The mountain cave 57\textdegree{}W, 16\textdegree{}N
- 7 Forlorn castle 17\textdegree{}W, 13\textdegree{}S
- 8 Marlot 29\textdegree{}W, 28\textdegree{}S
- 9 Trubly (island) 59\textdegree{}W, 17\textdegree{}S
- 10 Shrine of Might 67\textdegree{}E, 19\textdegree{}N
- 11 Wenhea 62\textdegree{}E, 25\textdegree{}S
- 12 The evil castle 67\textdegree{}E, 10\textdegree{}S
- 13 The magic tree 67\textdegree{}E, 27\textdegree{}N
- 14 Shrine of Protection 17\textdegree{}W, 29\textdegree{}N

First, visit Larkspur. Take the rope from the girl in the extreme upper right corner. Then travel to the Lothian castle, where you should go along the central corridor leading to King Lothian, but go through the door that leads to the brig instead.

Talk to the prisoner standing right next to the bars, and he will give you a key. Leave the castle and go to Rastun, where you get a lantern from a man in the upper left corner area (in the mountains). Next go to Asraela, and take the axe in the hut.

Go to the Forlorn castle (enter with the key), and first go to the garden in the very center of the first floor. Take the rose. Now you could use the key to go into the dungeon (the treasure there is the Orb of Sight), but you need only go to the second floor and take the compass from the man in the observatory. Use it to get to know coordinates.

Finally, talk to Lord Forlorn and say Yes. Leave the castle and go to Wenhea, where you must give the rose to the pretty girl. She will give you her mirror in return. Go to the ruins of Heslon (kill the Medusa with the mirror before entering), and grab the unicorn with the rope.

If your inventory seems full, go back to the Forlorn castle and say Yes to Lord Forlorn. This will take away the mirror. Otherwise just go to Marlot, where you should show your gemstone to the man selling ships (unless you've

got 5000 gold to spare!), and he will give you a ship.

Enter the ship. There's no need to visit Trubly, but you should go to the mountain cave instead. Enter with the lantern and find the wizard. Talk to him and he will give you an amulet. Use it.

Then go to the magic tree, possibly visiting any shrines along the way. The chant for the Shrine of Protection is "SUKANG" and the one for the Shrine of Might is "JINSOM". You can now safely walk along the marsh, thanks to the amulet. Chop the tree with the axe, and go to the Forlorn castle one last time.

Give Lord Forlorn all he wants, and he will give you a horn. Go back to your ship and go to the evil castle, which you enter with the horn. Now take a good look at a map (or draw one of your own) and memorise the traps. They take away 1...7 health points a time if you set them off. To progress, you must set at least some traps off. NEVER SAVE A GAME WHEN YOU ARE ON A TRAP!

Find the stairs and descend. Now find the potion and get it, but don't drink it yet. Instead go to the evil sorcerer. Drink the potion (this will cure all your wounds) and talk to the sorcerer. Kill him and take the spellbook that is left.

Go back to your ship, sail to the Lothian castle and enter. Go to King Lothian and use the spellbook on him.

1.84 legend of the lost

Level Codes:

- 2 STONES
- 3 LADDER
- 4 ESCAPE
- 5 LAVA
- 6 FINALE

Type "EDLERx" for the password where x is the value 1-6.

1.85 legend of the sword

The worm can only be killed with spears, but it then blocks the tunnel. Leave it well alone! To enter the cell in the trolls cavern, get arrested by leaving the iron gates open. Search the trolls house thoroughly for the key to the gates. To take the boat, block the door of the house by the lake with the body of a humanoid.

INVENTORY

EXAMINE PACK

EXAMINE CAPTAIN

ASK CAPTAIN FOR MAP

EXAMINE IT AND PUT IT IN PACK

E

LOOK

READ SIGN

S

LOOK

EXAMINE ROCKS (Don't bother with the winkles as they make you ill!)

N

N
UP
E
LOOK
TAKE MANGO
W
W
OPEN GATES
CLIMB GATES AND OPEN THEM (5%)
W
EXAMINE DOOR
TAKE FUNGUS AND EXAMINE IT
DROP IT
IN
UP
EXAMINE SKELETON
TAKE KNIFE AND EXAMINE IT
EXAMINE WALL
UP
OPEN DOOR
BREAK DOOR
IN
EXAMINE TABLE
OPEN DRAWER
TAKE SCROLL AND READ IT
DROP SCROLL
LOOK THROUGH WINDOW
OUT
DOWN
DOWN
OUT
E
E
E
E
S
S
OPEN DOOR
IN
TAKE ALL (Calendar, Biscuits and Bone)
READ CALENDAR THEN DROP IT
OUT
GIVE BONE TO DOG
BREAK BONE
GIVE BONE TO DOG.

EXAMINE HOLE
TAKE PIPE
IN
LOOK
LIFT RUG
OPEN TRAPDOOR
DOWN
EXAMINE WALL
PUSH IT
S
S

DOWN
LOOK
TAKE GOLD COIN (Cornilius takes it!) (10%)
NW
DRINK WATER
SE
LOOK
FOLLOW FOOTPRINTS
REMOVE SNARE
TAKE IT
LOOK
TAKE BERRIES AND EXAMINE THEM (deadly nightshade!!)
DROP BERRIES
CLIMB TREE
NW
N
N
E
NE
E
E
EXAMINE RAFT
TAKE ROPE
EXAMINE MEN
ASK PAGAN FOR COIN
KICK PAGAN
TAKE COIN
W
S
SHOUT TO LEPRECHAUN
GIVE COIN TO LEPRECHAUN
GIVE PIPE TO LEPRECHAUN (15%)
EXAMINE BOTTLE
S
S
LOOK
PUT ALL IN PACK
CLIMB TREE
TAKE APPLES
DOWN
TAKE APPLES
SE
NW
W
W
ATTACK HUMANOIDS WITH KNIFE
TAKE QUIVER AND BOW THEN GIVE THEM TO BELAR
TAKE AXE
E
S
S
YES (Don't give anything to Shukar!).

W
W
N (someone is coming!)
WAIT

ATTACK HUMANOIDS WITH AXE
GIVE AXE AND KNIFE TO PAGAN
TAKE SPEAR
SEARCH HUMANOID
TAKE TINDER
N
TAKE MELONS
N
TALK TO STAG
DROP SNARE
FOLLOW STAG
S
W
N (Stag is in the snare
gives help
Daville picks up bottle) (20%)
TAKE SNARE
NW
N
E
E
E
NE
N
SHAKE HANDS WITH HUNTER
GIVE SNARE TO HUNTER (he tells you to beware of Shukar and gives you
some nuts)
PUT NUTS IN PACK
S (Borgalius has taken the Hunter's ring)
SW
N
ASK DAVILLE FOR BOTTLE OF ANTIDOTE
DRINK ANTIDOTE
LOOK
S
DROP GREEN BOTTLE
W
W
SW
S
SE
E
CLIMB TREE ("Bragglesticks" is scratched into the trunk)
W
S
S
W
ASK PAGAN FOR KNIFE
KILL TURTLE WITH KNIFE
GIVE KNIFE TO PAGAN
PUT ALL IN PACK
ASK PAGAN FOR AXE
E
CHOP TREE WITH AXE
GIVE AXE TO PAGAN
TAKE WOOD
W

MAKE FIRE (Turtle eaten).

E
N
N
N
N
E
W
IN
SW
LOOK
OPEN TRAPDOOR
DOWN
LOOK
TAKE TORCH
TAKE TINDER FROM PACK
LIGHT TORCH
N
OPEN DOOR
KICK DOOR
OPEN DOOR
IN
EXAMINE BARREL
TAKE BOTTLE
EXAMINE BOTTLE OF WATER
EMPTY BOTTLE OF WATER
OUT
N
E
LOOK
TAKE KEY
UNLOCK DOOR WITH KEY
OPEN DOOR
IN
EXAMINE SKELETON
TAKE CLOTH
OUT
W
W (Daville picks up the brass key)
OPEN DOOR
IN
S
OPEN DOOR
IN
LOOK (don't take treasure!)
OUT
N
N
LOOK ("Portacotius" written on the door in white lettering)
UNLOCK DOOR WITH KEY (the bronze key won't fit....Daville opens it with
the brass key)
OPEN DOOR
IN
ASK BORGALIUS FOR RING
EXAMINE RING
WEAR RING

IN (you are transported to a junction) (25%).

S
HIDE
LOOK
N
W
CLIMB TREE
DOWN STAIRS
OPEN DOOR
ENTER
N
LOOK
NW (Daville picks up the blunt knife)
SE
LOOK IN HOLE (rat bites you!)
LOOK IN HOLE
TAKE PARCHMENT AND EXAMINE IT (symbol of spider
giant eye)
DROP IT
S
ENTER
UP
WAKE TROLL (The troll tells you about the key under the floorboards)
LIFT FLOORBOARD
TAKE KEY
DOWN STAIRS
ENTER
W
GIVE MELON AND SPEAR TO CORNILIUS
N
KICK TROLL
KICK TROLL
TAKE STRANGE BOTTLE AND OPEN IT
TAKE SHOVEL
S
W
UNLOCK GATES WITH SMALL KEY
DROP SMALL KEY
OPEN GATES
IN (30%)
W
DIG WITH SHOVEL
LIGHT TORCH
W
EXAMINE STATUE
EXAMINE WALL
EXAMINE HOLE
MOVE CHEST THEN OPEN IT
EXAMINE CHEST
TAKE GOLD KEY
EXAMINE BARREL
FILL LADLE WITH MEAD
DRINK MEAD
PUT ALL IN PACK EXCEPT BOTTLE, SWORD AND TORCH
FILL LEATHER BOTTLE WITH MEAD.

GIVE SHOVEL TO CORNILIUS
TAKE HOOK (ignore the rope
there is a scorpion underneath it!!)
E
E (you are now captured and taken to a cell)
WAIT
WAIT
WAIT
EXAMINE MAN (dead!)
SEARCH MAN
TAKE DISC
WAIT (for the troll)
TALK TO TROLL
SEARCH TROLL (don't bother with the earring)
OUT
S
W (the troll appears)
W
TAKE BOTTLE OF ANTITROLLS FROM PACK
THROW BOTTLE OF ANTITROLLS AT TROLLS
EXAMINE TABLE
PUT GOLD KEY IN PACK
TAKE QUIVER AND BOW AND GIVE THEM TO BELAR
TAKE AXE AND KNIFE AND GIVE THEM TO PAGAN
GIVE ALL TO CORNILIUS
TAKE SPEAR AND SWORD
TAKE SACK
DROP SACK
LOOK
EAT MANGO
SEARCH TROLL
PUT ALL IN PACK
TAKE HORN
UNTIE ROPE
E
SE
SE
S
IN
UP
DOWN TREE
SEARCH TROLL
TAKE POUCH AND EXAMINE IT
DROP IT.

SE
E
LOOK
TAKE CHERRIES
SE
DROP ALL
CLIMB TREE (clue to getting further South)
TAKE ALL
DOWN
LOOK UP
THROW SPEAR AT BATS
LOOK UP (Shubalooka)

SW
EAT NUTS, CHERRIES AND BISCUITS
SAY SHUBALOOKA (you are transported to a tunnel in the Forest)
SW
UP
NE (catgut)
SW
W
N
N
E
E
N
DOWN
N
LOOK
TAKE ROPE AND HOOK FROM PACK
DROP ALL EXCEPT ROPE AND HOOK
TIE ROPE TO HOOK
THROW ROPE AT CAVE
TAKE HELMET AND EXAMINE IT
WEAR HELMET
OUT
TAKE ALL
W
UP
E
E
TAKE GLASS
NE
NE
WAIT
HIDE
WAIT (you are captured and tied to a stake across the lake)
LOOK
TAKE GLASS WITH FEET
CUT ROPE WITH GLASS
DROP GLASS
ATTACK GUARD WITH HANDS
ATTACK GUARD WITH HANDS
TAKE GUARD (to put across door of shack)
ENTER TENT
TAKE QUIVER AND BOW.

OUT
GIVE QUIVER AND BOW TO BELAR
ENTER TENT
TAKE ALL
OUT
GIVE AXE AND KNIFE TO PAGAN
TAKE ALL EXCEPT GLASS
ENTER BOAT
EXAMINE BOAT
DROP ALL
TAKE PACK AND WEAR IT
TAKE ALL EXCEPT TEDDY BEAR
W

ASK CORNILIUS FOR CLOTH
PUT CLOTH IN HOLE
DROP CLOTH
PUT HORN AND DISK IN PACK
LOOK
TAKE BOTTLE
ASK BORGALIUS TO SWIM
S
NE
E
S
S
S
ASK CORNILIUS FOR GOLD COIN
SE
SHOW GOLD KEY AND GOLD COIN TO SPHERE (you are transported through the
sphere to a swamp) (45%)
DRINK BOTTLE OF FRUBA
DROP YELLOW BOTTLE
N
N (carcass)
W
ATTACK HYDRA WITH SWORD
EXAMINE HYDRA
TAKE SPECTACLES AND EXAMINE THEM
WEAR THEM
E
SW (you hear screams to the Southwest)
SW
DROP ALL
ASK PAGAN FOR KNIFE
CLIMB TREE
LOOK
READ MESSAGE
UP
EXAMINE EGG
EXAMINE NEST
TAKE FIGURINE AND EXAMINE IT (it depicts an evil wraith.....the
guardian of the bloodstone)
DROP FIGURINE
WAIT
WAIT
ATTACK MORAG WITH KNIFE
TAKE CANDLE AND EXAMINE IT.

DOWN
DOWN
GIVE CANDLE TO PAGAN
TAKE ALL
SE
N
NE
LOOK
NE
SAY MUSTAL
SHOUT MUSTAL
NE

READ SIGN
EXAMINE SKELETON
TAKE BOTTLE OF HOLY WATER
EXAMINE HORSE (harness)
PUSH WAGON NE
LOOK
EXAMINE DOOR
UNLOCK DOORS WITH KEY (key does not fit!)
PUSH WAGON NW
CLIMB IN WAGON
OPEN WINDOW (Belar helps)
OUT
PUSH WAGON SE
NW
THROW ROPE AT WINDOW (?)
TAKE HOOK
TIE ROPE TO HOOK
THROW ROPE AT WINDOW
UP (55%)
DROP ALL
ASK DAVILLE FOR BRASS KEY THEN DROP IT
ASK CORNILIUS FOR BRONZE KEY
DROP BRONZE KEY
TAKE ROPE AND GIVE IT TO CORNILIUS
TAKE SWORD, BOTTLE AND TORCH
NE
DOWN
SW
SW
NW
OPEN DOOR
ENTER
EXAMINE SKELETON
EXAMINE BUNKS
MOVE PILLOW
TAKE KEY
LOOK
OPEN TRAPDOOR
REMOVE TINDER FROM PACK
LIGHT TORCH
PUT BOTTLE AND KEY IN PACK
W
ASK BELAR FOR QUIVER AND BOW
SHOOT SPIDER WITH ARROW
GIVE QUIVER AND BOW TO BELAR.

EXAMINE WALL
BURN WEB
TAKE DIAMOND AND EXAMINE IT
E
UP
OUT
SE
NE
SE
NE
UNLOCK DOOR WITH TIN KEY

DROP TIN KEY
OPEN DOOR
ENTER
UP
LOOK
TAKE KEY
UNLOCK DOOR WITH KEY
CLEAN RUSTY KEY
UNLOCK DOOR WITH KEY
DROP IRON KEY
OPEN DOOR
ENTER
EXAMINE TABLE
OPEN DRAWER
TAKE LETTER AND READ IT
DROP IT
OUT
EXAMINE WALL
KICK WALL
TAKE RED CRYSTAL AND EXAMINE IT (make sure you are wearing the helmet!)
DOWN
OUT
SW
EXAMINE SKELETON
SW
EXAMINE WALL
LOOK (don't touch it or you will be trapped!)
OPEN DOOR
SW
EXAMINE SKELETON
OUT
NE
SE
OPEN DOOR
ENTER
EXAMINE TABLE
ASK PAGAN FOR CANDLE
PUT CANDLE IN HOLDER
LIGHT CANDLE (strength increased)
READ MESSAGE
SE
SE
EXAMINE SKELETON
EXAMINE SKULL (with glasses adventure)
TALK TO SKELETON
OPEN DOOR
ENTER
LOOK
LOOK BEHIND TAPESTRIES
EXAMINE NICHE
TAKE KEY
OUT.

NW
SW

SE
SE (tripwire
in cell and trapdoor closes!)
LIGHT TORCH
BLOW HORN
PUT ALL IN PACK
ASK CORNELIUS FOR ROPE
THROW ROPE
UP (Daville picks up the rope)
JUMP OVER WIRE
OPEN DOOR
ENTER
EXIT
JUMP OVER WIRE
NE
SW
NW
NW
SW
OPEN DOOR
NE
NW
NW
EXAMINE WALL
PUSH STONE
LIGHT TORCH (on stairway
ceiling shuddering!)
DROP ALL
JUMP
ASK CORNILIUS FOR SHOVEL
DIG WITH SHOVEL
TAKE ALL
DROP SHOVEL
DOWN
OPEN DOOR
ENTER (wraith)
TAKE BOTTLE OF HOLY WATER FROM PACK
THROW IT AT WRAITH
EXAMINE WALL
EXAMINE HOLE
EXAMINE COFFIN
EXAMINE SKELETON
TAKE KEY
BREAK SKULL
TAKE KEY
PUT ALL IN COFFIN
EXAMINE COMPARTMENT
TAKE RUBY
TAKE ALL EXCEPT KNIFE AND CLOAK
EXAMINE PEDESTAL
TAKE RUBY AND EXAMINE IT
EXAMINE PEDESTAL (key engraved on side)
OPEN DOOR
EXIT.

UP
TAKE SHOVEL

DIG WITH SHOVEL
DROP SHOVEL
SE
NE
NE
UP
SW
UNLOCK DOOR
DROP COPPER KEY
OPEN DOOR
ENTER
EXAMINE STATUE
EXAMINE HOLE
OPEN DOOR
ENTER (Pagan takes something)
EXAMINE PAGAN
ASK PAGAN FOR PIN
EXAMINE SHELF
TAKE CRUCIFIX
UNLOCK CHEST WITH PLATINUM KEY
DROP PLATINUM KEY
OPEN CHEST AND EXAMINE IT
TAKE WAND AND EXAMINE IT
FASTEN DIAMOND TO WAND
OUT
PUT PIN IN HOLE (Ogre with axe pulls away from wall)
TAKE PIN AND DROP IT
EXAMINE WALL
EXAMINE SLIT
PUT DISC IN SLIT
LOOK
SE
READ PLAQUE
EXAMINE VISAGE
PUT CRYSTAL IN VISAGE
STRIKE DOOR WITH WAND (you are transported to a valley).

W
BLOW HORN
DROP HORN
THROW LARGE RUBY IN FIRE (across lava)
N (Pagan calls upon demons of the Underworld to create a fire)
N
N
N (fire is an illussion!)
LOOK
EXAMINE PIT
JUMP OVER PIT
N
E
OPEN DOOR
ENTER
EXAMINE CHEST
OPEN CHEST
EXIT
W
N

EXAMINE WALL
LOWER FIRST LEVER
LOWER THIRD LEVER (Suzar leaves Pagan's body)
WAVE WAND (moat freezes)
TAKE PAGAN
EXAMINE HIM
ASK PAGAN FOR TEARDROP
EXAMINE IT
WARM TEARDROP
EXAMINE WOMAN
WAKE WOMAN (Crysella)
UNLOCK CHEST WITH GOLD KEY
DROP ALL EXCEPT WAND AND TEARDROP
TAKE SWORD AND SHIELD (the ring fuses with the sword)
EXAMINE MAGICAL SWORD ("Portacotius")
EXAMINE SHIELD
PUT WAND IN SHIELD
N (Suzar throws lightning bolt)
RAISE SHIELD
TAKE SHIELD
SIT (see crack.....Crysella finds hole)
EXAMINE HOLE
PUT SWORD IN HOLE
TAKE SHIELD
TAKE SWORD
TAKE SWORD
PUT WAND IN SHIELD
N
EXAMINE METAL
TOUCH METAL WITH SWORD.

1.86 legend of valour

Find some treasure and pick it up, then find a person. Throw the treasure at the person. Now he (or she) will drop a bag of money. And remember that the persons with the most money are often the women.

1.87 leisure suit larry

Press <ALT> and <X> to bypass the proof of age questions. You can go to any location in the game by hitting <ALT> & <D> and entering (TP). It asks for a location number, so enter a number from 008 to 045.

This solve didn't get all the points, but it finishes the game. my additions are in capitals.....(score 215 of 222)

The 1st step is to enter the bar, go to the bathroom and read the walls several times until you get the password. Then go to the sink and get the ring. you can (must!) use the toilet if you want. Go to the bar and buy a whiskey. Go to the drunk next to the bathroom wall and (kick him to wake him) give him the whiskey and he'll give

you the remote control. Get the rose too. Go back into the bar and knock on the big door.. when he asks you for the password.. tell him "KEN SENT ME", then enter. Turn on the T.V. with the remote. Keep changing channels until you find a channel he likes.. he'll move from the stairs. Climb up and voila! The prostitute: Don't hop into bed with her until you get the rubber. You just need the candy on the bench. Get it. go out the window, and go to the fire-escape ladder. You'll fall into a dumpster. Search it and get the hammer. Exit the dumpster and go left. Call a cab at the street.

Now go to the casino and go through the lobby. Get the card in the ashtray. Now gamble a bit until you have about 250 dollars. Go outside. Sometime in the game when outside the casino, a guy in a barrel will come up and ask you to buy an apple. Buy it. Call the cab.. tell him to go to the store. enter the store and buy a rubber. Also get the (magazine and) cheap wine in the back. (never enter the cab with the wine.. the cabbie will get drunk and kill you) pay for the wine and exit.. Wait for the russian looking guy to come from the left. (Ignore the dog) When he comes, give him the wine.. not money. (Look at phone dial number, answer the questions) Once you have the knife go right and show the pass to the bouncer at the disco door. Go in and sit down at the table with the lady. Smile and give her the ring, the candy, and the rose. Ask her to dance. When you finish off with the dancing ask her to marry you. She'll ask you for \$100. Give it to her and meet her at the marriage chapel. It's east of the casino front. Enter and go up to the front. Type "MARRY", and you'll get married. Go up to the honeymoon suite. (fourth floor, door with the heart, push four). Knock, and enter. She'll be on the bed, and {NOT IN THE MOOD!?!} Turn on the radio and listen to it. You'll get a number to call to get the wine delivered that she wants. Go to the casino and get some taxi fare money. Go to the phone in front of the store, (answer the phone if it rings) call the number and have them deliver it to the {HONEYMOON SUITE}. If they say it probably won't show up, you screwed up on the typing. Go back to the casino and go to the suite. Be sure that you have the knife. Enter and pour the wine. Things will take they're course and you'll find yourself tied to the bed. (THE BITCH!) Use the knife and free yourself. Get the rope and leave. Go to the casino again and using some saving, use the dollar and get about \$50. (go to cabaret. find a seat and sitdown. listen to act.) Once you have it, go to the bar and knock on the door again. Go up the stairs and screw her now that you have the rubber. Remove the rubber after you've used it. Go out the window and this time go to the right of the balcony. Tie the rope to yourself and tie it to the railing. Type "GO WINDOW" or (reach out) something so your hanging in front of the window on the right. Break the glass with the hammer. Get the pills. Pull on the rope and untie yourself. Go down the fire escape and call a cab again. Go to the casino and go to the eighth floor. Talk to the lady at the desk until the game tells you that you'll need some medicine or something. Give her the pills. She'll run off and leave the desk unguarded. Push the button and enter the open doors on the right. Enter and go up and right. When you're in the room with the bed, open the closet door. Enter it and type, "LOOK". Get the doll... (look at doll. inflate doll. look at doll. use doll.) then wait as you run after it. When you're near the hottub, (remove clothes) enter it. Look at the lady. smile, and give her the apple. Things

will then run they're course, and voila!

1.88 leisure suit larry 3

Complete Solution:

Look through left binoculars
Look at the plaque
Go home
Go to work
Go home
Open mailbox
Get credit card
Goto beach
Look at girl
Talk to girl
Give credit card to girl
Get ginsu knife
Leave beach
Goto casino and sharpen knife on casino steps
Goto the wooded area right before your house
Get little piece of wood by the small grey tree and carve it with knife
Goto cave by Chip-n-Dales
Cut grass with knife and make grass skirt
Goto Cabana
Get soap by sink and drink water from sink
Enter cabana and read wall
Put on grass skirt
Goto beach and sell wood carving to girl
Got to cabana
Put on suit
Got to the showroom in the casino
Talk to man, show ticket and give man money
Watch the show
Walk around telephone and wait for girl
Look at girl
Talk to girl
When girl mentions farm, type in "Deed"
Go to lawyers office
Talk to receptionist about deed until he's not busy
Talk to lady lawyer
Type "Deed" until she's not busy
Leave building and re-enter building
Talk to receptionist about deed
Go to Chari Tarts door
Knock on door and give her deed
Dance
Explore island in showgirl outfit (optional for extra points)
Goto Cheri Tarts door and open it
Find clothes and put them on
Goto beach and get towel
Goto lawyers office
Divorce
Talk to lady about Divorce
Leave and re-enter building

Give money to man
Leave building
Goto cave by Chip-n-Dales
Enter cave
SAVE THE GAME!
Go to edge of cliff
Get flowers
Make lei
Exit cave
Go to the bar in the Casino
Sit down by the girl
Look at girl
Talk to girl
Give girl lei
say "divorce" to girl
get card
exit bar
Look at back of card - on the back are three businesses names. Get the
page numbers from each business. These numbers in order is the locker
combination you will need later.
At entrance of bar, look for the magic marker. If it's there, get it.
(Every time you enter the bar, look for it, and if it's there, grab it.)
Go to Fat City
Insert card in far door
Look at girl
Talk to girl
Say "workout" to girl
Exit room
Go to the door on the left
Insert card
Type in "find locker 69"
Face locker
Open locker
Put on sweats
Close locker
Go to the right door in the locker room
There are four exercises you must do here. Stand next to each piece
of exercise equipment and type in "workout".
When you have lost enough weight, leave workout
Go to locker 69
Open locker
Take off sweats
Take towel and soap
Close locker
Go to left door
Turn shower on
Use soap
Rinse off
Turn shower off
Go to locker 69
Open locker
Dry off
Use deodorant
Get dressed
Close locker
Go into the room where the woman was working out
Look at woman

Type "help girl with video"
Exit
Goto cave by Chip-n-Dales
Enter cave
SAVE THE GAME!
Go to edge of cliff
Get flowers
Make lei
Exit cave
Go to bar
Get magic marker (If you don't have it)
Give Patti the lei
type in "ask patti for date"
Go to comedy club
Get bottle of wine
Go to casino
Use elevator
Push 9
Pour wine
(This is where you turn into Patti!)
Get Panties
get nylons
Get Bra
Get dress
Get bottle
Enter elevator
Push 1
Go to bar
Get magic marker (If you don't have it)
Look at piano } You can do these two steps over and over again until
Get tips } you get tired of it - you keep getting lotsa' points
Go to cabana
Fill bottle with water from sink
Drink water from sink
Go to Chip-n-Dales (Optional for points)
Go past comedy club to cliff
SAVE THE GAME!
Enter the bamboo past the upper cliff
Go to first T-junction and take the right path
Follow path
Go left
When delirious and on your knees, drink water from bottle
SAVE THE GAME!
Type in "drink from stream"
Go up to rock
Climb tree
SAVE THE GAME!
Get coconuts
Climb down
Get marijuana
SAVE THE GAME!
smoke marijuana
Wait
RESTORE GAME
Make rope
Walk to edge of cliff by tree
Throw rope

Tie rope to tree
Rip dress
SAVE THE GAME!
Climb rope
Go up and Left
Stop
Take off bra
Put coconuts in bra
Walk until boar comes out (Don't let him get you!)
Throw bra
Walk to river
Go into river
Move log
Get on to the log
Now ride the tide, saving the game as often as possible. The riding
will take a while.
Get captured by nudists
When in cage type "use magic marker"
When in anti-gravity type "unplug cord"

Well done! You have finished Leisure Suit Larry 3!

1.89 leisure suit larry 6

GETTING STARTED

What's the basic idea behind this game? How do I play?

Help all the babes in the game. Find a babe. Talk to her. Find out what she needs, get it for her, and get ready for some gratitude. Not! Don't get frustrated. Helping one babe may allow you to eventually find the right babe for you.

How do I get started?

If you're in the front lobby at the beginning of the game, try talking to the front desk clerk to get your room key. Go up the stairs to your room, unlock your door and go inside. Look at the table. Try calling all the phone numbers on the cards on the table. Go to the bathroom. Use the sink. Look at the brown water. Call maintenance to send a plumber up to fix it.

How do I use the elevator or the ice machine next to my room?

Some things are not useful at the beginning of the game such as the elevator and ice machine. We're going to try hard to make you forget about certain things that you see early on, so keep your eyes peeled and remember to look at things later that you couldn't use at the start!

GAMMIE

What does Gammie want?

Gammie wants to use the Cellulite Machine. You'll have to fix it.

How do I repair the Cellulite machine's piston?

Go to the dining room. Walk into the kitchen. Put your hand in the garbage to find a can of lard. Take the lard and use it to lubricate the large piston on the left.

How do I repair the Cellulite machine's ripped vacuum hose?

Go to the Mud Bath and walk one screen to the right to reach the Weight Room. There is a wide rubber belt on the BunShaker machine. If the BunShaker machine is being used, talk to the body-builder, Thunderbird. Leave the room and return. The BunShaker should be vacant and you can take the belt. Use the belt on the hole in the vacuum hose of the Cellulite Machine.

How do I clean the Cellulite machine's filter?

Use a wrench on the filter tank bolt. Open the filter lid. Take the clogged filter and use it on the sink in the Kitchen to clean it. Put the filter back in the filter tank. Close the lid and tighten the bolt with the wrench.

Where can I find a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

I think the machine works, but I can't seem to tell Gammie. Why?

Give the machine a test run. Turn it on. Wait for the message that everything is okay. Once you see the message, shut the machine down and go talk to Gammie.

Where can I get an orange?

Go to the Dining Room. Click your hand on the salad bar to find an orange. Take the orange.

I need something to cool Gammie's forehead. What can I do?

Get a washcloth from the front of the maid's cart that appears every now and then outside your room. Click the washcloth on the pool. Go to the Kitchen. Open the refrigerator door. Put the wet cloth inside and close the fridge door. Leave the Kitchen. Return to the Kitchen and open the fridge. Use the take icon to pick up the cool cloth.

Where can I get some mineral water?

If Gammie asks for some mineral water, go to the hallway door east of the Blues Bar to find a room service tray. Take the mineral water off the tray.

After I helped Gammie, she took off! Why did I go through all this?

Gammie left behind a lot of excess cellulite. This can be useful. Go to the beach and click your hand on the sand to find a whale oil lamp. Click the lamp on the drainage faucet in the center of the Cellulite Drainage room. Get a match in the Blues Bar and click your zipper on it to light it. Light the lamp, and you'll find you've created a Lamp of Knowledge. Pretty neat, huh?

Rose

Where is Rose?

Walk one screen left of the Front Desk. Open the hallway door to enter the Health Spa. Rose is in the High Colonic Treatment room through the door on the left.

What does Rose want?

Look around the High Colonic Treatment room. You'll see lots of flowers. Rose loves flowers. You need to get some more flowers for Rose. The only flowers you can take are in your room. If you don't have your room key, talk to the front

desk girl to get it. Get the flowers from the vase in your room and give them to Rose. She'll give you an orchid for all your troubles.

Burgundy

Where is Burgundy?

Burgundy sometimes sings at the bar. If you go to the bar and Burgundy isn't on stage, try walking out of the bar for a little while and come back later.

How can I talk to Burgundy?

You need to unplug her microphone so she'll stop singing and listen to you. Put your hand on the microphone wire to unplug it.

Where can I find some beer?

The Spa will not serve alcohol, but you can find a place that has beer. Go to the Mud Baths and walk right. Walk through the Weight Room to enter the Aerobics Room. Use the empty spot to dance and end the class. Talk to the aerobics instructor and get her employee badge. Go back to the hall and walk east until you reach the gate to the employee's campground. Use the employee badge to open the gate. Enter the tent and take some beer for Burgundy.

The beer didn't help. Burgundy is singing again. What now?

She wants more beer! Go back to the employee's campground and get more for her. After she drinks the second six-pack, she'll meet you in the sauna.

Where can I get a towel to wear in the sauna?

You can get a towel in two different places. You can take a towel from the maid's cart that appears every now and then outside your room. You can also get one from Gary the Towel Attendant in the Health Spa. To get the towel from Gary, click your hand on the desk to sign in.

How do I put the towel on?

Go to the men's locker room. Open the last locker on the lower right. Click the towel on yourself to wear it. To change back into your leisure suit, open the locker and click the towel on yourself again.

Burgundy and Cav left without me. What do I do?

Burgundy left her silver bracelet in the sauna. Take it.

Shablee

Where can I find Shablee?

Shablee is in the Make-Up Classroom. The classroom is two screens left from the Front Desk. Go down the ramp. Shablee is the girl in the lower right of the screen.

What does Shablee want?

Shablee wants an evening gown.

Where can I find an evening gown?

Burgundy the Country Western Blues singer has a gown. If you've gone to the sauna with her, you can find the dress back-stage at the bar. Click your hand on the curtain to walk on stage. Walk south of the stage between the curtains to find the dress. Take the dress and give it to Shablee.

Shablee says she'll meet me later on the beach, but later never happens!

You need to get a condom. Get your room key from the girl at the front desk and

go upstairs to your room. Look at the cards on the table. Call the Turn Down service at 75 to order a surprise. Leave your room and go downstairs. When you return to your room, a condom will be left on your bed. Take the condom, and you'll meet Shablee on the beach.

I've met Shablee on the beach. What do I do now?

Put your hand on her and talk to her several times. When the moment is right, click the condom on her. When you've returned to your room, go back to the beach and get the champagne.

Charlotte

What does Charlotte want?

Charlotte wants some batteries.

How do I get batteries?

Go to the Blues Bar and get a match from the bowl at the left end of the bar. Go to the hallway. Talk to Art the Tram Driver to ride the tram east until it stops outside the employee's campground. Give the match to Art so he'll go smoke a cigar. After Art leaves, click your hand on the tram to open the rear hood. Use the wrench on the tram motor to disconnect some cables. After you close the hood, Art returns and will open the hood. Talk to Art to get his flashlight. Before Art asks you to return his flashlight, click your hand on the flashlight to remove the batteries.

Where can I get a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

How do I open the Electro-Shock door?

Go to the Make-Up Classroom and take the unused electrical cord on the floor. Go to the Mud Baths. Stand near the Electro-Shock door and click your hand on the electrical cord to strip one end bare. Use the cord on the electrical outlet to plug it in. Use the electrical cord on the electronic lock to open the Electro-Shock door. After Charlotte zaps you, return to the Electro-Shock room and get the pearl earring that someone dropped.

Thunderbird

Where is Thunderbird?

Thunderbird is working out in the Weight Room. Go to the Mud Baths. Walk one more screen to the right.

What does Thunderbird want?

Thunderbird wants a pair of handcuffs.

Where can I find a pair of handcuffs?

Go to the Front Lobby. Walk one screen south to get an outside view of the Spa. Look at the gatehouse to get a close-up of Darryl the Gate Guard. He has a spare set of handcuffs on his belt.

How can I get the handcuffs?

You need to distract Darryl the Gate Guard. Go to the Mud Baths. Click your hand on the plants below the video camera to move them out of the way. Use a wrench on the video camera to aim it through the vent into the women's shower room. Go back to the gatehouse. Use the pick-up icon to take the handcuffs from Darryl's belt. Give the handcuffs to Thunderbird.

Where can I find a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

Which room is Thunderbird's?

Go to the Front Desk and walk three screens to the left. Open the middle door to find Thunderbird's room. Thunderbird will give you a dog collar. Click your hand icon on it to get a diamond.

Cav

Where can I find Cav?

Cav is the Aerobics Instructor in the Aerobics Classroom. Go to the Mud Baths. Walk to the right to enter the Weight Room. Open the door on the right to enter the Aerobics Classroom. You can also reach Aerobics Classroom from a door on the right leading from the Pool area.

How can I get a chance to talk to Cav?

Click your hand on the empty step to start dancing and disrupt the class. Cav the Aerobics Instructor will dismiss the class. You can now talk to her.

How can Cav help me?

Talk to her a few times, look at the employee badge on her shirt. Take the badge. The badge will allow you to get into the employee's campground.

I need a date so I can meet Cav in the Sauna. Who do I ask?

Ask Burgundy.

Where can I find a towel for the Sauna?

You can get a towel in two different places. You can take a towel from the maid's cart that appears every now and then outside your room. You can also get one from Gary the Towel Attendant in the Health Spa. To get the towel from Gary, click your hand on the desk to sign in.

How do I put the towel on?

Go to the men's locker room. Open the last locker on the lower right. Click the towel on yourself to wear it. To change back into your leisure suit, open the locker and click the towel on yourself again.

Merrily

Where is Merrily?

Merrily is floating next to the floating bar in the pool. You can't talk to her until you get close to her.

What does Merrily want?

Merrily wants unlimited access to the bungee/dive tower.

Where can I find a swimsuit for the pool?

Take some dental floss from the back of the maid's cart that appears every now and then outside your room. Go to the pool and wait for the pool bar to float near the edge of the pool. Look at the floating bar and take the sunglasses' case from the bar. Open the sunglasses' case and remove the sunglasses. Click your hand on it again to get the cloth. Use the dental floss on the cloth to make a swimsuit.

How do I put on my swimsuit?

Go to the pool. Click the swimsuit on yourself to wear it. You can't wear the swimsuit anywhere else. To put your clothes back on, click the swimsuit on yourself again.

Where do I get a flotation device?

The flotation device is on the far side of the pool near the middle of the screen. It is a brown deflated beaver pool float.

How do I inflate my flotation device?

Go to the kitchen. Click the beaver on the road coach's front tire to inflate it.

How do I use the flotation device?

Click your hand on the pool to swim in it. Click the beaver on yourself to ride it. Float over to the bar and talk to Merrily.

How do I order a drink at the pool bar?

Click your hand on the beaver's tail to slap it on the water. This will alert the underwater waitress that you want to order a drink.

Where can I get ID to order a drink?

Show your room key to the waitress.

How can I get Merrily a tower key?

Get some soap from the maid's cart that appears every now and then outside your room. Wear your swimsuit at the pool. Talk to the life guard to get the tower key. Use the tower key to climb the tower. Before you dive, click the tower key on the soap to make an impression. Dive into the pool, get out, put your clothes on and walk to the front desk. Take a room key from the Quicki Checkout bin. Use the file on the new room key to make a copy of the tower key. You can get the file from the plumber if you have bathroom plumbing problems. Give the duplicate tower key to Merrily.

Finally, I'm on tower with Merrily. What do I do?

Click your hand and zipper icon several times on Merrily. Click your hand on yourself to remove your clothes, then click the zipper on her. You'll get Merrily's Words of Wisdom before you fall.

Shamara

Where is Shamara?

You can find Shamara in the Penthouse on the balcony.

How can I get to the Penthouse?

Go through the Dining Room to get to the Kitchen. Click your hand on the controls next to the dumbwaiter to open and enter the dumbwaiter. Click your

hand on the lower red push-button outside the dumbwaiter to reach the Penthouse. Walk to the balcony and talk to Shamara.

What does Shamara want?

Shamara wants an orchid, a diamond, a pearl, a silver bracelet, a modern sculpture made from your melted gold medallion, some Words of Wisdom, a Burning Lamp of Knowledge, and some chilled champagne.

Where can I find all the stuff Shamara wants?

You can get an orchid from Rose, a diamond from Thunderbird, a pearl from Charlotte, a silver bracelet from Burgundy, Words of Wisdom from Merrily, and some champagne from Shablee. The champagne can be chilled with ice from the ice machine next to your room. The burning Lamp of Knowledge can be found on the beach. To make the burning Lamp of Knowledge, fill it with cellulite after you help Gammie and light it with a match from the bar. Light the match by clicking your zipper on it. The modern sculpture created by your melted gold medallion can be found after your encounter with Charlotte in the Electro-Shock room.

1.90 lemmings

Typing "FQUIGGLY" on the title screen should make your Lemmings suicide-proof.

Type in "IAMNOTGOOD" then press space if you can't complete a level.

These are the codes to various levels at various difficulty settings:

	FUN TRICKY	TAXING	MAYHEM	2 PLAYER
01	-----	HBANLMFPDV	MFIBA JLNFS	NHMFHFAKHV -----
02	IJHLDJBCCW	BINLMFJQDQ	FIBIJLMOFL	HMFFHFINMHO IJHLDIJCMX
03	NHLDHBADCR	BAJHLDIBEO	IBANLMFPFY	MFHFAJLNHX NHLDIJADMU
04	HLDBINECK	IJHLDIBCEX	BINLMFIQFR	FHF IJLMOHQ HLDIJINEMN
05	LDHBAJLFCT	NHLDIBADEU	FAJHLDHBGT	HFANLMFPHN LDIJAJLFMW
06	DHBIJLLGCM	HLDIBINEEN	IJHLDHFCEG	FINLMFHQHW DIJ IJLLGMP
07	HBANLLDHCJ	LDIBAJLFEW	NHLDHFADGJ	FAJHLDIBIW IJANLLDHMM
08	BIMLLDHICS	DIBIJLLGEP	HLDFINEGS	IJHCDIFCIP JINLLDIIMV
09	BAJHMLHJCM	IBANLLDHEM	LDHFAJLFG	NHLDIFADIM JAJHMDIJMX
10	IJHMDHBKCN	BINLLDIEV	DHF IJLLGGU	HLDIFINEIV IJHMDIJKMQ
11	NHMDHBALCK	BAJHMDIJEX	HFANLLDHGR	LDIFAJLFIO NHMDIJALMN
12	HMDHBINMCT	IJHMDIBKEQ	FINLLDHIGK	DIF IJLLGIX HMDIJINMMW
13	MDHBAJLNCM	NHMDIBALEN	FAJHMDHJGM	IFANLLDHIV MDIJAJLNMP
14	DHBIJLMOCV	HMDIBINMEW	IJHMDHFKGV	FINLLDIIIN DIJ IJLMOMY
15	HBANLMDPCS	MDIBAJLNEP	NHMDHFALGS	FAJHMDIJIP IJANLMDPMV
16	BINLMDHQCL	DIBIJLMOEY	HMDHF INMGL	IJHMDIFKIY JINLMDIQMO
17	BAJHLFHBOO	IBANLMDPEV	MDHFAJLNGU	NHMDIFALIV JAJHLFIBNR
18	IJHLFHBKDX	BINLMDIQEO	DHF IJLMOGN	HMDIFINMIO IJHLFIJCNK
19	NHLFHBADDU	BAJHLFIBFR	HFANLMDPGK	MDIFAJLNIX NHLFIJADNX
20	HLFHBINEDN	IJHLFIBCFK	FINLMDHQGT	DIF IJLMOIQ HLF IJINENQ
21	HLFHBJLFDW	NHLFIBADFX	FAJHLFHBHW	IFANLMDPIN
22	FHBIJLLGDP	HLFIBINEFQ	IJHLFHFCHP	FINLMDIQIW
23	HBANLLFHDM	LFIBAJLFFJ	NHLFHFADHM	FAJHLFIBJJ
24	BINLLFHIDV	FIBIJLLGFS	HLFHFINEHV	IJHLFIFCJS
25	BAJHMFHJDX	IBANLLFHFP	LFHFAJLFHO	NHLFIFADJP
26	IJHMFHBKDQ	BINLLFIIFY	FHF IJLLGHX	HLFIFINEJY

```

27 NHMFHBALDN BAJHMFJKF HFANLLFHUU LFIFAJLFJR
28 HMFHBINMDW IJHMFIBKFT FINLLFHIHN FIFIJLLGJK
29 MFHBAJLNDP NHMFIBALFQ FAJHMFHJHP IFANLLFHJX
30 FHBIJLMODY HMFIBINMFJ IJHMFHFHXY FINLLFIIJQ

```

And the Xmas Lemmings...

```

Level 1   Merry Christmas, Mr. Lemming
Level 2   Christmas Bonus           KKHLLJCCCS
Level 3   Digging for Victory       NJNLJCCDCS
Level 4   AAAAAARRRRRRGGGGGGHHHHHH!!!!!! HLDNCKOECU

```

The demo has *5* levels. The 4th is the Bomboozal level. You have to explode Lemmings in PRECISELY the right time and place, get them from the top of a maze to the bottom. Oh yeah, there are Fire Pits From Hell (TM), to get in the way. The 5th level. "If At First You Don't Succeed..." 3 column but only 2 forward "diggers". A BIG Chasm. And you have to save 99 Lemmings out of 100.

David Jones have made this game only SLIGHTY more playable. At least the levels get PROGRESSIVELY harder. Following are the codes for Levels 3-5 for the less dexterous of us.

```

Level 3 - LPVMXDGJIO
         4 - PVMXDOLKIX
         5 - VMXDGHTLIQ

```

1.91 lemmings - christmas 1994

Level Codes:

1 Player:

```

Frost Area  Hail Area  Flurry Area  Blizzard Area
01 CAJRLDNBCG CAJRLFNBDJ CAJRLDOBEJ CAJRLFOBFM
02 IJRLDNCCCP IJRLFNCCDS IJRLDOCCES IJRLFOCCFF
03 NRLDNCADCM NRLFNCADDP NRLDOCADEP NRLFOCADFS
04 RLDNCINECF RLFNCINEDI RLDOCINEEI RLFOCINEFL
05 LDNCAJVFCO LFNCAJVFDL LDOCAJVFER LFOCAJVFFE
06 DNCIJVLGCH FNCIJVLGDK DOCIJVLGKE FOCIJVLGFN
07 NCANVLDHCE NCANVLFHDH OCANVLDHEH OCANVLFHFK
08 CINVLDNICN CINVLFNIDQ CINVLDOIEQ CINVLFOIFD
09 CAJRMNDJCP CAJRMFNJDS CAJRMDOJES CAJRMFOJFF
10 IJRMNDCKCI IJRMFNCKDL IJRMDOCKEL IJRMFOCKFO
11 NRMDNCALCF NRMFNCALDI NRMDOCALDI NRMFOCALFL
12 RMDNCINMCO RMFNINMDR RMDOCINMER RMFOCINMFE
13 MDNCAJVNCH MFNCAJVNDK MDOCAJVNEK MFOCAJVNFN
14 DNCIJVMOCQ FNCIJVMODD DOCIJVMOED FOCIJVMOFG
15 NCANVMDPCN NCANVMFPDQ OCANVMDPEQ OCANVMFPFD
16 CINVMNDQCG CINVMFNQDJ CINVMDOQEJ CINVMFOQFM

```

2 Player:

```

Frost Area  Hail Area  Flurry Area  Blizzard Area
01 KAJRLDOB MJ KAJRLFOBNM OAJRLDNBOO OAJRLFNBPB
02 IJRLDOKCMS IJRLFOKCNF IJRLDNCOH IJRLFNOC PK
03 NRLDOKADMP NRLFOKADNS NRLDNOADOE NRLFNADPH

```

```

04 RLDOKINEMI RLFOKINENL RLDNOINEON RLFNOINEPQ
05 LDOKAJVFM RLFOKAJVFNE LDNOAJVFOG LFNOAJVFPJ
06 DOKIJVLGMK FOKIJVLGNN DNOIJVLGOP FNOIJVLGPS
07 OKANVLDHMH OKANVLFHMK NOANVLDHOM NOANVLFHPP
08 KINVLDOIMQ KINVLFOIND OINVLDNIOF OINVLFNIP I
09 KAJRMDOJMS KAJRMFOJNF OAJRMDNJOH OAJRMFNJPK
10 IJRMDOKKML IJRMFOKKNO IJRM DNOKOQ IJRMFNOKPD
11 NRMDOKALMI NRMFOKALNL NRMDNOALON NRMFNOALPQ
12 RMDOKINMMR RMFOKINMNE RMDNOINMOG RMFNOINMPJ
13 MDOKAJVNMK MFOKAJVNNN MDNOAJVNOP MFNOAJVNPS
14 DOKIJVMOMD FOKIJVMONG DNOIJVMOOI FNOIJVMOPL
15 OKANVMDPMQ OKANVMFPND NOANVMDPOF NOANVMFPPI
16 KINVMDOQMJ KINVMFOQNM OINVMDNQOO OINVMFNQPR

```

1.92 lemmings - holiday 93

FLURRY LEVELS:

```

02 Floating lemming flurry IJLDNCCCN
03 Holiday lemmings OJNLHCEDCT
04 Lemming tracks in the snow HLDLCMNECT
05 Christmas south of the equator LDLCAJNFCK
06 Lemming snowfall LHCKKONGCN
07 Lemming snowjourn LCANNLDHCQ
08 Clouds of lemmings CINLLLHICL
09 A block from home CAJHMDLJCJ
10 Lemmings below zero MJHMDLCKCW
11 At me in a cave NJOLHCGLCN
12 Presents of mind JMDLCINMCK
13 Yo-yo-lem-lem MDLCAKLNCS
14 Marshmallow land DLCKJNMOCO
15 Head for the hills LCENMMDPCM
16 The long way around CKNOMDLQVC

```

BLIZZARD LEVELS:

```

01 Odogil lemmings CAJKNNHBDM
02 Lemmings up high KJKLFLCCDR
03 Check your hints KJLGNCADDO
04 Santus lemmingus JLFCKNEDW
05 It came upon a lemnigh clear LFLCAJOFDO
06 A single lemming FLCKJNLGDY
07 Break on through LCANNLGHDU
08 Presents of mind 2 CMOONOHIDJ
09 Lemmings..The motion picture CAJJMFNJDQ
10 The wrath of lem KKHMFNCKDK
11 The search for lem NKMFNCALDX
12 The voyage home KMGLCKNMDR
13 The final frontier MFLCCJMNDX
14 The undiscovered country NJCMKNDGDM
15 The needs of many LCANNMFPDM
16 The next lemeration BDNNMONQDV

```

1. If a Builder hits a steepish slope he will stop building and turn around.
2. On the early levels practice using the lemmings special abilities. Try completing level one without Climbers and level

- two without Floaters.
3. On Blizzard level two, you will need to use the Digger/Builder method to block off the lemmings.
 4. On Blizzard level 14 the exit is hidden under snow in the steel boxes in the bottom left corner! Use Miners and Bashers to get there.

1.93 lemmings 2 - the tribes

This cheat will allow you to select any level for any tribe. Go to each corner of the menu screen and press <LEFT MOUSE> (or <BOTH MOUSE>) each time until you hear a lemming faintly squeal "Let's Go". You should hear this at each point of pressing.. Now you can select any level on any tribe and have 60 lemmings on each, which means that you only have to complete the last level of each tribe to complete the game.

1.94 lemmings ii - oh no more lemmings

Two different sets of codes to Lemmings II is listed here because they seemed to be completely different and I'm not sure which one is authentic.

	TAME	CRAZY	WILD	WICKED
01	-----	TFLCAHVFB	BAHPUDIJC	UFIBAHTNDI
02	IHRDNCAD	FLCIHTTGB	IHPUDIBKC	FIBIHTUODR
03	LRTDLCADA	HBALTTFHBS	LPUDIBALCD	IBALTUFPDO
04	PTDLCILEAF	BILTTFHIBL	PUDIBILMCM	BILTUFIQDH
05	TDLCAHTFAO	BAHPUFHJBN	UDIBAHTNCF	FAHPTDHBEJ
06	DLCIHVTGAJ	IHPUFHBKBG	DIBIHTUOCO	IHPDHFCE
07	LCAMTTDHAF	LPUFHBBALBD	IBALTUDPCL	LPTDHFADep
08	CIMVVLHIAG	PUFHBILMBM	BILTUDIQCE	PTDHFIL EEI
09	CAHRUDLJAR	UFHBAHTNBF	BAHPTFIBDH	TDHFAHTFER
10	IHRUDLCKAK	FHBIHTUOBO	IHPFIBCDQ	DHFIIHTG EK
11	LRUDLCALAH	HBALTUF PBL	LPTFIBADDN	HFALTTDHEH
12	RUDLCILMAQ	BILTUFHQBE	PTFIBILEDG	FILTTDHI EQ
13	UDLCAHVNAJ	BAHPTDIBCE	TFIBAHTFDP	FAHPUDHJES
14	DLCIHVUOAS	IHPTDIBCCN	FIBIHTTGDI	IHPUDHFKE L
15	LCALVUDPAP	LPTDIBADCK	IBALTTFHDF	LPUDHFALEI
16	CILTUDLQAG	PTDIBILECD	BILTTFIIDO	PUDHFILMER
17	CAHRTFLBBL	TDIBAHTFCM	BAHPUFIJDQ	UDHFAHTNEK
18	IHRNFLCCBE	DIBIHTTGCF	IHPUFIBKDJ	DHFIIHTUOED
19	LRTFLCADBR	IBALTTDHCS	LPUFIBALDG	HFALTUDPEQ
20	RTFLCILEBK	BILTTDIICL	PUFIBILMDP	FILTUDHQEJ

	TAME	CRAZY	WILD	WICKED	HAVOC	2 PLAYER
01	-----	VNLCAIVFBO	CEIPWLMJCR	UNICAITNDS	GAHRVFLBFF	JAHPTDIBKE
02	IIRVLNCCAO	FHBIHTTGBF	MHPWDMBKCQ	FMBMHTWODL	IIRVNNFCFI	IHPTDKJCKP/IHPTDIJCKN
03	MRVLLCADAJ	LBAMVVNHBD	MRWLMBALCE	IBCLVWNPDM	MPTNHGADFM	LPTDIJAPKK
04	RVLLCIMEAS	CIMVVNLIBN	RWLMBIMMCN	CIMVWNMQDJ	RVNLGIMEFN	PTDIJILEKD
05	VLLCAIVFAL	CEIPWNLJBR	WLBBAIVNCG	GAIRVLLBEL	VNLGEITFFI	TDIJAHTFKM
06	LLCIIVVGAE	IIRWNLBKBH	LMBIIVWOC	MIPVLLGCEG	NLGMITVGFR	DIJIHTTGKF

```

07 LCAMVVLHAR MPWNLGCLBJ MBAMVWLPCM MRVLLFADEQ LGAMVVNHFM IJALTTDHKS
08 CIMVLLIAK RWNLCIMMBO BIMVWLMQCF RVLLFIMEEJ GMMTVNLIFH JILTTDIKL
09 CAIRWLLJAM WNLBAIVNBG CAIRTNMBDH VLLGAIVFED GAIRWNLJFH JAHPUJIKN
10 IIRWLLCKAF NLCMITWOBS MHRVNMCCDF LLGIIVVGEM IIRWNLGKFQ IHPUDIJKK
11 MRWLLCALAS LBAMVWNPBM MRVNMBAADO LGAMVVLHEJ MRWNLFALFM
12 RWLLCIMMAL BKMVWNLQBH RVNMCIMEDI GIMVLLIEJ RWNLFIMMFF
13 WLLCAIVNAE BAIRVLMBCF VNMCAIVFDR FAIRWLLJED WNLFAIVNFO
14 LLCIIVWOAN MIPVLMCCCR NMBIIVVDJ IIRWLLFKEM NLFIIWOFH
15 HBALTUDPAI MRVLMCADCM MBAMVVNHG MRWLLFALEJ LFAMVWNPFE
16 CIMVWLLQAD RVLMECECF CIMVVNMIDQ RWLLGIMMED GIMVUNLQFM
17 CAIRVNLBBG VLMBEHTFCO BHRWNIJDM WLHFATNEF GAIRVLMBGO
18 IIRVNLCCBP LMCIIIVGCH IIRWNMBKDK LHGIITUDEN IIRVLMFCGG
19 MRVNLCADBM MCAMVVLHCE MRWNMBALDH LFELTWDPEK LRVDMGADGL
20 RVNLCIMEBF CIMVLMICN RWNMBIMMDQ GIMVWLLQEL RVLMFIMEGM

```

1.95 leonardo

Enter "FREIBIERC" or "FREIBIERIC" as your password for unlimited lives. The screen will flash and tell you that you have discovered the secret of Leonardo. This gives you infinite lives.

Level Codes:

```

10 EMMENTALER
20 ALPHORN
30 MATTERHORN
?? IVANHOE

```

1.96 lethal weapon

During play press and hold <ALT> + <Y> + any of the following:

```

<0> - <9> Skip levels
<I> Turns off sprite collision
<K> Increase ammunition
<L> Increase lives
<M> Removes game sprites and platforms
<N> Replace game sprites and platforms.
<Q> Game over

```

If you jump onto the notice board next to the mission 1 entrance and push up, you'll be able to collect 4 extra lives.

On mission 3, jump along the 4th platform, jump up and keep pushing up and you'll climb the wall. When you reach the top, walk to the left and keep going until you reach the edge of the screen. There you will find 10 magnifying glasses, one gun, a round of bullets and an extra life.

Level Codes:

```

1 KUIRFR
2 BEIFCF
3 RDRKBA

```

4 LYLSUA

1.97 lethal xcess

In the options-menu, enter the word "COKE". When the screen flashed blue you are in the cheat mode.

```
<F1> Triangle
<F2> Drones
<F3> Alienwiper
<F4> Blaster
<F5> Laser
<F6> Formation
<F7> Seeker
<F8> Hunter
<F9> Shield
<F10> Invincibility
<V> Slow motion
<L> Add lives
```

Also on the title screen type any of the following:

```
"FAST" Increase ship speed
"AUTO" Engages autofire (Use <HELP> for rapid fire speed)
"TWIN" Gives you two ships onscreen
"EXIT" Resets computer
"QUIT" Resets computer
"DEMO" Starts game demo
```

1.98 lettrix - software 2000

Level Codes:

```
05 4489 15 6719 25 2245
10 2350 20 9521 30 1379
```

1.99 liberation

If you hang on to the data crystal after the first mission, you can use it to find other captives on the other missions without hunting for clues.

To duplicate any item as many times as you want do the following:

First find a power point and stand in front of it. Then select any item from a droid's backpack and drop it on to the floor so that the name of it appears in the text window. Now pick up the same object and return it to the droid's backpack and engage the power point so the lightning bolts are touching you. Use the look right, look left command to move the view screen so that it is at an angle. Move the cursor to the bottom of the screen and hold down the right mouse button so that the cursor becomes a hand and left click, at which point an object should appear on the floor and you can drop

as many objects as you wish. Look back to the normal view and when the power bolts stop you can pick up the objects that you dropped.

1.100 licence to kill

Use <F8> as a levelskipper.

1.101 light corridor

First a little hint: The green diamonds are essential as these award you with an extra life. Some of the red diamonds will allow control over two bats but this is more of a hinderence as the two bats prove confusing. Avoid the blue squares as they will shrink the size of your bat.

Level Codes:

01 0000	11 9305	21 3212	31 2819	41 1926
02 5400	12 3406	22 0213	32 9919	42 9726
03 0101	13 0407	23 8213	33 7320	43 5927
04 3901	14 6407	24 5014	34 2521	44 0528
05 2602	15 2008	25 1015	35 0622	45 7328
06 9902	16 7408	26 8215	36 3722	46 3929
07 4303	17 4709	27 5116	37 1223	47 3030
08 9003	18 3810	28 5116	38 4523	48 0531
09 6904	19 0511	29 7017	39 4124	49 8431
10 3305	20 6811	30 5518	40 1825	50 9932

1.102 line of fire

When on the joystick select screen, type in "OPERATION FERRET". This should give you infinite lives/energy, but if it doesn't work, try typing it with a full stop at the end. Also, now pressing <0> to <9> allows you to skip levels.

You could also try pressing the <HELP> key once the game has loaded for a secret message and now type in "WHAT A BUMMER" for infinite credits and the level skip.

1.103 lionheart

Pull down on the joystick then press <P> to pause the game while still in the crouched position. Next press and hold <CTRL> and <HELP>. This will give you infinite lives.

Use the following keys:

- <F1> - <F10> Level select
- <1> - <5> More level select
- <RETURN> Shake the ground

```

<S>   Plays sound
<CURSOR UP> Sound minus 1
<CURSOR DOWN> Sound plus 1
<D>   Die
<HELP>   Toggle one and two button joystick
<M>   Toggle sound
<SPACE>   Not really sure
<CTRL>   Invincibility and you can move the guy anywhere
         using the mouse. When you have him in the desired
         position press <CTRL> again to release him.
<RIGHT MOUSE> acts as a pause

```

1.104 little puff

Type in "FAT DRAGON NINJA" then <CAPS LOCK> + <L> will skip levels.

1.105 locomotion

Level Codes:

```

B BOOT
C CHOR
D DORF
E ENTE
F FUSS
G GIFT
H HAND
I IGLU
J JAHR
K KUSS
L LAND

```

1.106 logical

Type "THE FINAL CUT" to enter the screen editor. If you type "ELO WANTS xx", and you type a number from 01 to 99 instead of "xx", you will then go to the selected level.

Level Codes:

```

01 WELCOME          11 DONT PANIC 21 BE HONEST          31 BLUE VELVET
02 THE OTHER SIDE  12 COLORMANIA 22 BLUE N VIOLET      32 PARADISE I
03 QUADRI QUADRA  13 REFRESHMENT 23 THREE PATH      33 CLASSIC ART
04 STONE ROAD      14 FULL MOON  24 DANGEROUS          34 VENI VIDI VICI
05 NICE COLORS     15 RUNNING BALLS 25 THE WANDERER      35 WE LIKE IT
06 MORE COLORS     16 GREEN RIVER  26 SECRET CHAMBER      36 FOREVER HERE
07 REAL FUN        17 TWO ISLANDS 27 FALCONS FLIGHT      37 WONDERLAND
08 PINK AND PINK   18 MORE ISLANDS 28 BLUE ANGEL          38 THE SNARE
09 GREEN PATH      19 TIMES CHANGE 29 FAR THUNDER         39 CURE IT
10 BAD DIRECTION   20 OTHER THINGS 30 A SIMPLE ONE         40 SUN IS SHINING

41 A RAINBOW       51 LOGISTIC     61 WILD AT HEART       71 WALK IN CREAM

```

42 ARROW ROAD	52 TURNING COLORS	62 THE DARK AGE	72 TOUCH HER
43 TURNING WHEELS	53 PARAMOUNT	63 DIMLIGHTS	73 SHADOWLAND
44 ACCELERATION	54 THE LADDER	64 THE FIFTIES	74 JACK IN BAG
45 THE PRESIDENT	55 BACK N RED	65 PICTURE OF HER	75 VITAMIN C
46 HE IS MISSING	56 TREASURE ROOM	66 GORDIAN KNOT	76 STUNT BALL
47 PICKNICK TIME	57 DONT WANT THAT	67 HIGH SPEED	77 MIRRORLAND
48 WHO IS CALLING	58 THE FREE FALL	68 ALEXANDRIA	78 ACE QUEST
49 ANCIENT ART	59 CORRADO BEACH	69 RUNNING TEAR	79 BOA BOA BOA
50 SHE IS GONE	60 MORE POPCORN	70 HER RAINBOW	80 DA DA DA
81 HAUNTED HOUSE	91 SHE COMPARES		
82 THE SECRETS	92 BIG MOUNTAINS		
83 SMILING JOKE	93 TOMOTTOW		
84 CHILDREN GO	94 TELEPORTER JAM		
85 IT IS ATLANTIS	95 LEVER SUNLIGHT		
86 ON THE ROAD	96 NEW EXODUS		
87 BLUE IS FIRST	97 THE PEACEPIPE		
88 WOLF'S MOON	98 FINAL SURPRISE		
89 WILD CHINA	99 WHITE MIAMI		
90 ITS LOGICAL			

1.107 lollypop

Enter "BIBBIB" for the password to play a hidden game.

During play, type "BRAINB" and press <RETURN>. The message
BRAIN BUG KEYCODES ENABLED
should appear. Now use the following keys:

```
<F2>    Toggles invincibility
<1>-<8>  Jump to the corresponding level
<9>     Jump to games ending
<1>-<9> keypad Warp to hidden rooms
<TAB>   Finish level
```

During play, type "MAMA" and press <RETURN>. The message
CHEAT KEYCODES ENABLED
should appear. Now use any of the keys above and enter any of the
following followed by <RETURN>:

```
"LIVES"   nine lives
"DIE"     Kill yourself
"SETCHK"  Set restart point
"SMARTS"  For five film
"ITEMS"   Gives you all items
"LEVEL"   Complete level
"GAME"    Jump to game ending
"EMONST"  Jump to end of level monster
"CREDIT"  Show credits
"VERS"    Show game version
"DEBUG"   Shows debug information
"LEVRON"  Turns on all levers
"ADJUST"  Enable/disable frame rate adjust
"ADDWGT"  Enable/disable extra-enemy weight
```

1.108 lombard r.a.c. rally

The complete questions and answers for the T.V. interview section follow, (the questions are not listed in order, they show randomly):

1. What is curious about the Cadet GSI?
B: It has a second footbrake.
 2. Who won the 1980 Lombard R.A.C. Rally?
B: H. Toivonen & P. White.
 3. The Ypres Rally in Belgium is held over?
A: 24 hours.
 4. Which company provided the tyres for the 1988 Lombard R.A.C. Rally?
A: Pirelli.
 5. Where is Nuremburg 24 Rally held?
B: Germany.
 6. How long has Lombard sponsored the rally?
C: 14 years.
 7. Who won the 1977 Olympus Rally?
C: Ron Richardson.
 8. How many levels are the R.A.C. M.S.A. Rallies held over?
B: Five graded levels.
 9. What is the nationality of the driver Kenith Erikson?
A: Swedish.
 10. Carne De Passage is?
C: A customs document.
 11. How many times has the Ford Escort won the Lombard R.A.C. Rally?
B: Eight.
 12. What is the overall length of the Ford Sierra RS Cosworth?
B: 4.46 metres.
 13. During what decade did the Lombard R.A.C. Rally not run?
A: 1940 - 1950.
 14. Who won the 17th New Zealand Rally?
C: Franz Whittingham.
 15. Which car won the first World Championship Rally for Group A cars?
C: Lancia.
 16. How much does a Peugeot 205 GTi weigh?
A: 880 kg.
 17. Franz Whittingham was the first Austrian to?
B: Win a World Rally.
 18. Which is the only Rally with more than one starting point?
A: Monte Carlo.
 19. The time spent between arrival control and the stage start is known as?
B: Dead time.
 20. Part of the 1987 Rally was run at Clumber Park. In which county is this park in?
B: Nottinghamshire.
 21. A B.M.W. group A car is available in kit form, it is?
A: M3.
 22. How many times has the Mini won the Rally?
A: 1.
 23. In what year was the Rally cancelled due to foot and mouth disease?
B: 1967.
 24. What is the R.A.C. British Motorsport's Yearbook known as?
A: The Blue Book.
 25. The Japanese Supra 3.0i had which problem in the 1987 Safari
-

- Rally?
A: Overheating.
26. How many Marshalls are involved in the running of the Rally?
C: 15,000.
27. Who was the 1987 Soviet Union national champion?
C: Ilmar Rossier.
28. The Nissan 200sx made its first European Rally appearance in?
A: Greece.
29. What is the Targa system?
B: A route timing system.
30. Who won the seventh Malborough Rally of Argentina?
C: Mickey Biassion.
31. Are two-way radios allowed between crews and service-crews?
A: Yes.
32. What was the maximum number of starters allowed in the 1988 Lombard R.A.C. Rally?
B: 180.
33. What is the alternative route defining system known as?
C: The Tulip Card.
34. What is the engine size of the Ford RS Cosworth?
B: 1993cc.
35. What is the R.A.C. M.S.A. speed limit in road Rallys?
A: 30mph.
36. Which manufacturer won the 1987 R.A.C. Rally?
B: Lancia.
37. Who was the first driver to participate in 100 W.C.R. events?
A: Hannu Mikoia.
38. Lancia won the Monte Carlo Rally with Aereia in?
B: 1954.

1.109 loopz

Level Codes:

- 1 EASY
- 6 GRVY
- 11 TRBY
- 16 STNL
- 21 GZPN
- 26 PLGR
- 31 KRNC
- 36 BGDK
- 41 FRNK
- 46 ZSZS

1.110 lord of the rings

Explore the SHIRE (starting point) Completley. There are items in this area the you will need later in the game.

If the game tell you there is a chest in a room, use the SKILL picklock, to open it. PIPIN TOOK has this skill.

1.111 lords of the rising sun

Yoshitsune is more skilled at fighting than yoritomo, so at the start of the game make sure you have almost full strength and men before you try attacking anything. Your main objective now, because you are near maximum status, is to deal with your brother and to capture enemy castles. If you take over enemy castles, the enemy troops will have nowhere to recruit more men and all your brother's men and land is yours if he dies. Your next job is to try and secure the eastern half of the island. To do this, take over all the castles and destroy or recruit all the armies on that side of the island. Now concentrate on the rest of the island. In Edo try to leave a general with the least siege abilities as he probably won't need to siege castles anymore. Remember one general will do and if the general is at Edo, Nagoya will be easier to storm by boat. If you can send a general from Akita to Matsue via Aikawa you will have a good base from which you attack the western castles.

Once you have complete control over the main island then you should be able to wipe out the remaining four castles on the 2 smaller islands. Don't go for these unless you have a very firm base otherwise you will have to trek all the way back should a range trooper take over the castle.

Yoritomo

A great politician and strategist but try to take Edo first because it's the only castle you won't have to lay siege to take. If you're lucky though, you may reach Toyama or Nigata before anyone else. The same rules apply to yoritomo as with yoshitsune: wait until you nearly have a full army before attacking. Be careful if you get into any fights, because you have a low battle skill and a smaller army with a higher skill can easily wipe you out. At the beginning of the game try to avoid taking risks and instead concentrate on improving your skills. If you ever fight your brother and survive long enough, chase him on horseback, because if you slay him things can change dramatically.

Overall...

Participate in battles as you tend to lose more men if you don't. Chasing the general on horseback often leads to early victory as you can wipe out armies in one battle instead of at the end of the game, and once you're confident it's possible to do it every time: but do not engage in the siege sequence, because losing can be costly. The most important factor in battle is strength and long journeys can weary your troops, so ensure they have plenty of rest before a battle. An army coming by sea will be tired but faster and more flexible, so meet them on the shore and the advantage will be with your men.

Whichever character you've chosen, try to isolate the rest of the island so you're more able to concentrate on attacking the enemy and won't have to worry about defensive manoeuvres and precautions: but watch out for the enemy trying to out-flank you. The islands will all be bitterly fought over, so ensure that your troops have confident strength before attacking. The islands are well worth going for though, because they are ideal resting places for a tired force and good generals can interchange their armies from island to mainland without meeting too many

problems.

The key to early victory is to recruit many more armies than your enemy, thus trapping him in a spiders web and gradually wearing him down (of course he can always try the same tactic on you, so beware). It's important to have a strong hold on north and south Japan, as a rogue force can wreck havoc and open up flanks, causing all sorts of problems. If you're unsure of your force, avoid battles because he who fights and runs away really does live to fight another day. Ninja assassins may sound appealing, but only resort to them as a last resort and don't send them too hard a mission because they might turn back and recognise you as the enemy.

1.112 lords of time

After the shed go North east, West, Up, then North. Now tie the two short planks together and drop them. Cross the river, give the Narcissus the looking glass and he will give you the lodestone, then go to the shed and type "GET KEYS WITH LOD". Shout to get the icicle. Drop something cold to get accross the lake. For a winged gift, kneel and pray.

1.113 lost patrol

Keeping up your men's strength and morale is vital. Giving your men 50 minutes' rest a night, or during the day when it's too dark to carry on, will slam your energy and morale levels to max. Even if you don't have much food, you don't have to worry, as your men will not eat it.

On reaching the first village (the first white cross on the map), search the area to find a hole in the ground where the villagers appear to be hiding. You then have two options: ENTER TUNNEL or USE GRENADES. Gomez is useful at this point, but if he is dead, go for the USE GRENADES option.

Start off questioning the villagers normally by asking them "Where VC?" Once you have an answer, start the hard questioning, or a village boy will get hold of a gun and shoot one of your men...

1.114 lost vikings

Level Codes:

02	GRBT	11	VLCN	20	WKYY	29	HOPP
03	TLPT	12	OCLK	21	CMB0	30	TRDR
04	GRND	13	PHR0	22	BBLL	31	FNTM
05	LLM0	14	C1R0	23	TTRS	32	WRLR
06	FL0T	15	SPKS	24	JLLY	33	TRPD
07	TRSS	16	JMNN	25	PLNG	34	TFFF
08	PRHS	17	SMRT	26	BTRY	35	FRGT
09	CVRN	18	V8TR	27	JNKR	36	4RN4
10	BBLS	19	NFL8	28	CBLT	37	MSTR

1.115 lotus esprit turbo challenge

On the options screen, enter player one's name as "FIELDS OF FIRE" and player two's name as "IN A BIG COUNTRY". This cheat will allow you to continue no matter how badly you perform. Alternatively, enter player one's name as "MONSTER" and player two's name as "SEVENTEEN" and you should now be able to get into a bonus game.

If not working try switching the text between player one and two.

1.116 lotus esprit turbo challenge 2

Passwords:

"DUX" small sub-game
 "TURPENTINE" shuts timer off at 10
 "DEESIDE" qualify regardless of your effort

for curses:

None Forest
 "TWILIGHT" Night
 "PEA SOUP" Fog
 "THE SKIDS" Snow
 "PEACHES" Desert
 "LIVERPOOL" Motorway
 "BAGLEY" Marsh
 "E BOW" Storm

1.117 lotus esprit turbo challenge 3 - the ultimate challenge

Type in "GAMESMAST" into the code box and you'll be able to play the special course designed for the program.

Type "BACKTOTHEFISH" for both players passwords and you will get no time outs.

Type "CU AMIGA" for the password for a bonus game. Here type "BIGCOUNTRY" and a number 1 to 99 to choose the starting level.

TIMED RACES:

EASY LEVEL	MEDIUM LEVEL	HARD LEVEL
RACE 1 PWRWVWHNM-30	RACE 1 ANNSMQLPN-60	RACE 1 IYVVNVEQR-35
RACE 2 XMQIYSKAS-80	RACE 2 VZVDOPHCY-50	RACE 2 KAZZNIKAI-45
RACE 3 UVQSNPBCM-70	RACE 3 RTLMYJKHB-60	RACE 3 FGQLJGDFAF-65
RACE 4 CWVBQPCAV-50	RACE 4 ERRURV -67	RACE 4 MFFSRPYDU-60
RACE 5 SFXUXXXXP-60	RACE 5 NSSSXXXXS-60	RACE 5 PLQTZQDPE-80
RACE 6 HSYWYSKCG-50	RACE 6 WSVUQPCSJ-70	RACE 6 ZKZGKJKKK-50
RACE 7 IVVEMMKOZ-50	RACE 7 OUNDEFACG-99	RACE 7 TGGJGGTTT-63
RACE 8 GXWDYPACV-68	RACE 8 AFZYBQCJT-70	
RACE 9 BZ ZF BAT-90	RACE 9 JBOUKJHKA-99	
RACE 10 LWNJWKACN-90	RACE 10 DASICOTET-80	
RACE 11 XDNUSEECE-85		

RACE 12 QDSCJVEBT-75
 RACE 13 SKGYXXXXK-57
 RACE 14 YKGJWVNAK-92
 RACE 15 WJMEGMEQH-60

CHAMPIONSHIP RACES:

EASY LEVEL	MEDIUM LEVEL	HARD LEVEL
RACE 1 CRRIPWBXX-28	RACE 1 RLQYDVAKA-48	RACE 1 PPRGGQFVL-52
RACE 2 QPWMVQKCQ-34	RACE 2 HDMOQFAKA-51	RACE 2 JPIQKUHCE-65
RACE 3 XGPGPZHHS-42	RACE 3 WXQBQMDXD-88	RACE 3 EIIBGGAFE-48
RACE 4 FGWLSYCKM-51	RACE 4 UDONAJHAL-47	RACE 4 CIGIUQCLT-92
RACE 5 PRRUMPUMV-68	RACE 5 NKWCXXXXK-33	RACE 5 KNHUPHHKE-64
RACE 6 NANCXXXXZ-39	RACE 6 AONGLQKTC-63	RACE 6 VVOSHGSIS-86
RACE 7 IPWONWOBP-65	RACE 7 ZXJGHBKHF-70	RACE 7 RGHSVBRET-89
RACE 8 DPGTQKBHQ-42	RACE 8 YDOERACTJ-86	
RACE 9 IPMIJOBHQ-62	RACE 9 GXQFSUMPP-45	
RACE 10 MU YURWFHA-86	RACE 10 TVQLSYUFU-89	
RACE 11 WMQHMYTVJ-85		

1.118 lotus esprit turbo challenge cd³²

Enter player one's name in as "ANGEL DARK" and player two's name as "HARVEST HOME" for some help with the race.
 If you get bored with racing, try entering player one's name as "MONSTER" and player two's name as "SEVENTEEN". Now you can play a vertically scrolling shoot'em up instead.

1.119 lunar-c cd³²

Level Codes:

Security Zone "MEBBHKSBAL"
 Cooling Chamber "MFDCRHOCCS"
 Energy Duct "WJRICCDFEU"
 Mystery Code "BYL ERAI"

1.120 lupo alberto

During play, type "SPECTRUM". The clock should turn to a heart to let you know it worked. Press <1> through <9> and <0> to select advanced levels.

1.121 lure of the temptrees

PULL TORCH, and move closer to the door, so when the guard goes in, you leave immediately. When you leave..
 CLOSE DOOR and then LOCK DOOR, so that asshole won't hurt you.
 TALK TO PRISONER, and he'll ask you for water, go to GUARD ROOM,

GET KNIFE, GET BOTTLE, LOOK AT BARREL, USE TAP ON BOTTLE, USE KNIFE ON SACK
LOOK AT SACK, and then go right to TORTURE ROOM, you'll see the guy...
USE KNIFE ON LEATHER CORD, it's fixed to his feet... From now on he'll
follow you wherever you go. Go back to THE OUTER CELL, and GIVE BOTTLE
TO PRISONER, he'll tell you 'bout the way of escape.
TELL RATPOUCH TO PUSH BRICKS, when he leaves go after him...

You are now in the SEWER OUTLET.. <some village map will help ya>
Go to THE FORGE, GET TINDERBOX <on the floor>, TALK TO LUTHERN, leave and
go to SEVERED ARMS, TALK TO EILEAIN, leave and talk to MALLIN <the guy
in green clothes>, he'll give you METAL BAR, go with it to VILLAGE SHOP, and
GIVE IT TO EWAN, he'll give you some money and GEM. Go to MAGPIE TAVERN,
TALK TO MARKUS, BRIBE MARKUS, TALK TO MARKUS once again, then TALK TO MALLIN,
go to THE FORGE, TALK TO LUTHERN, go back to MAGPIE COURTYARD and TALK TO
GRUB, the guy lying on the ground. Ask him 'bout the BLACK GOAT. Now
TALK TO LUTHERN, <again, shhh>, go to SEVERED ARMS and TALK TO EILEAIN,
she'll give you the DIARY, EXAMIN DIARY, go back to MAGPIE TAWERN and
GIVE GEM TO NELLIE. She'll give you a FLASK. DRINK FLASK..
See blacksmith, GIVE FLASK TO LUTHERN, so he'll empty it for you. Nice going.
Now go to MARKET PLACE, GIVE LOCKPICK TO RATPOUCH... And at this moment
you should save the game, because you don't know what will happen next..
LOOK AT DOOR, you'll see a lock. TELL RATPOUCH TO USE LOCKPICK ON LOCK.

Now you're in the TAIDGH'S HOUSE...
LOOK AT APARATUS, USE OIL BURNER WITH TINDERBOX, USE FLASK ON TAP <it's on
the very right side of the APARATUS>..
Go to MIDDLE STREET, and DRINK FLASK.. <Wow, what a cute bitch!>
Enter THE DOOR, and TALK TO SKORLS.. You'll set the girl free..
Now you can go and talk to anyone you want, there are many funny situations,
so check'em out, you should talk to Skorls, Luthern, Gwyn, Eilaine, Ultar,
Morkus, Gereint and Grub.. <BUT!! You can't go to the CASTLE WALL, coz
you'll lose the magic..>
When you got bored, walk to CASTLE WALL, so you'll turn to DIERMOT again.
Now... TALK TO GOEWNIE, you can find her in APOTHECARY WORKSHOP.
Go to BLACKFRIARS ROW and LOOK AT NOTE. Find MALLIN and TALK TO him.
He'll give you a book, now go to MONKS LODGE and TALK TO TOBY. GIVE BOOK
TO TOBY, he'll tell you how to fight SELENA.. Remeber the INGREDIENTS he'll
tell you. Now leave and go to APTH WORKSHOP. TALK TO GOEWIN, tell her it's
for a dragon, but she won't have COWBANE, leave... And now you have two
ways to do it. You can go and find COWBANE yourself, or TELL RATPOUCH TO
GO TO THE FORGE, AND THEN ASK CATRIONE FOR COWBANE, AND THEN GO TO SMITHY
STREET AND THEN GET COWBANE, FINISH. He'll be back so ASK RATPOUCH FOR
COWBANE, now you got it, so GIVE COWBANE TO GOEWIN. TALK TO GOEWIN, so she'll
give you the potion. Now TALK TO GOEWIN again, leave and go to SEVERED ARMS,
TALK TO ULTAR, go to WEREGATE, TALK TO GORGOYLES, go to APTH WORKSHOP and
TALK TO GOEWIN, she'll meet you at the gate.. TALK TO GOEWIN. Go inside and
play around with the skulls, you can TELL her to PULL or PUSH skulls.
You'll get to the room with no skulls so save the game before you go ahead..
Now fight to that asshole, hope you beat him up... The trick is to point your
mouse on DIERMOT and then.. You'll figure it out after few times..
Well, you'll see the monster.. USE POTION ON DRAGON, and then TALK TO DRAGON,
commend him to help you, so you'll get an eye.. Now let him sleep, leave the
caves...

TALK TO GOEWIN.. Go to THE FORGE and TALK TO LUTHERN, then TALK TO
MELLIN, he'll tell you about the SKORL.. Go to the MARKET PLACE and when you
see Skorl going to VILLAGE SHOP, LOOK THROUGH THE WINDOW, you'll hear the

conversation, Skorl leaves then, TALK TO SKORL, he'll tell you about the barrel, go to VILLAGE SHOP, TALK TO EWAN...

So now, Skorl will take you to THE CASTLE..
LOOK AT CASK, the one in the left corner, so you'll see the BUNG.. Now go to THE KITCHEN, GET TONGS, LOOK AT CARCASS, GET FAT, now TALK TO MINNOW, tell him you've come for Selena, TALK TO him once again, and ask him to tell his master that someone is in the WINE CELLAR. As soon as he leaves, go to the left USE TONGS ON BUNG, and hide yourself in the very right corner of the room. Skorl comes in and sees the wine... Now go left to THE GATE ROOM and USE FAT ON LEVER, TELL MINNOW TO OPERATE LEVER, while he does it, PULL WINCH. The gate will open.. Now go back, and make sure to save the game <AGAIN>, because you may have some problems on the bridge.. After you pass him, head to the left so you'll see Selena.. Now you can fuck her and have many kids..

1.122 mad bomber 2

Press <F5> on the title screen. You will hear the word "Holiday" (from a song by Madonna), and the word "SKIP" will appear. Now when you start the game you will be on level 13. Repeat the procedure to deactivate the skip.

1.123 mad professor mariati

Here is the solution for the Chemistry Lab level:

From the starting screen, head left and trip the switch that you find there. This turns off some of the deadly electrical devices and allows you to enter a previously inaccessible screen. Go up the ladder and walk to the left, then use the conveyor belt to fall down and collect the crowbar.

Next make your way to the auto ladder. Use the crowbar and jump on the lever three times.

Go up and collect the jam jar, before returning down and heading right to where the other jar is. Go down two levels and head right. Use the jam jars, and you will be able to read the tiny password and pass through the locked door. Go right. Collect the hammer and take it up to the top level.

Head left and collect the phial (there's a clue about a "strong aroma"), and head down to where the 'test your strength' machine is. Use the potion and the hammer and you will ring the bell, revealing an oil can as your prize. Take this up to the top-right hand screen and use it on the pipe and, voila, you have completed the level!

1.124 Das Magazin

Level Codes:

1 HEIMDAL 3 ATACAMA 5 CHANGAI
2 TSCHAKO 4 NEMESIS 6 ZWINGER

7 CYCLAME

1.125 magic garden

Here are some hints for this weird game: Never have more than nine items in your pockets at a time. There is a key hidden in one of the drawers of the shed. The second time you enter the old tree, you should find a heart. Use it behind the bird table to fly.

1.126 magic marble

Level Codes:

Level 1 - ADVERTISER
 2 - EVERYWHERE
 3 - TOOTHPASTE
 4 - CONNECTION
 5 - CLEVERNESS
 6 - COPYWRITER
 7 - TELEVISION
 8 - CIGARETTES
 9 - COMPLICATE
 10 - IMPOSSIBLE
 END - INTERESTED

1.127 magic pockets

When you loose your last life keep your finger on <FIRE> and the game will start again with your previous score, when you get to 100,000 you become super powered!

On the first level enter 3 secret rooms using the teleport helmet. In the third room you will find a golden chalice. Pick it up and you will start each level with full power-ups.

Level Codes:

Level 1	Level 2	Level 3	Level 4
01-"1053"	06-"6245"	12-"3505"	19-"8498"
02-"3425"	07-"5284"	13-"0692"	20-"4370"
03-"8282"	08-"4757"	14-"1786"	21-"3541"
04-"4476"	09-"2818"	15-"9877"	22-"2823"
05-"7766"	10-"1960"	16-"7962"	23-"1286"
RC-"1467"	11-"6331"	17-"4125"	24-"6067"
	BG-"8712"	18-"2219"	25-"5139"
		FT-"3123"	26-"4400"
			TH-"2456"

1.128 magic way, the

During play press <HELP> 30 times. This will give you infinite energy. Press to de-activate the cheat.

1.129 magicland dizzy

Anywhere in the game, pause and type "DIAMONDS AND PEARLS". Unpause and continue with infinite lives.

1.130 major motion

Using both the mouse and the joystick at the same time will give you more power for ramming other vehicles.

During play, type " TURBO TIMOTHY PURVES" (two space before and two spaces in between the words). Now use the following keys:

- <F5> Adds weapons to your arsenal
- <F6> Infinite lives
- <F7> Cars with bladed wheels can't knock you off
- <F8> Invincible to the heli's droppings
- <F9> Invincible to the jet
- <F10> Restart music on

1.131 The Manager

On the preference screen, put the cursor over the main menu icon and press <CTRL> and <D>. This should give every player on your side 99 strength and you will have \$24,999,999. Also, on the preference screen, hold down <D>, <A>, <P>, and <G>. This will give you lots of money and high statistics.

1.132 manchester united

If you're losing a game, whilst playing simply press the appropriate key to start a two player game and the other team should freeze letting you win kind of easily.

When you concede a penalty push the joystick up and keep the button pressed down and your goalie will always save it.

During play press <CTRL> and <ESC> simultaneously to loose with 5-0.

1.133 manic miner 1 and 2

While playing, pause with <SPACE> and press the <*> on the numeric keypad. Unpause the game with <SPACE> again, and you should have nine lives. Repeat this when necessary.

1.134 manix - millenium

Level Codes:

```
01 MANIX   05 TIME    09 MIKE    13 IXION
02 ZONE    06 MOTIVATE 10 SARAH   14 KINETIC
03 SPACE   07 TOM      11 DOUG    15 TRAP
04 MOON    08 MAJOR    12 NEIL    16 CLIMAX
```

1.135 marble madness

Stay where you are on the first level for a surprise.

1.136 marblelous

Level Codes:

```
01 FIRST   46 INKYTINKY
06 WATERFALL 51 BLOBBER
11 CODELIST 56 JESUS
16 BADPARENTS 61 DOPEMAN
21 CALCULATOR 66 SUICIDIAL
26 PETERTHEBEAST 71 HEADBANGER
31 ONOFF    76 NEARLY
36 DARKSOUL 80 FINAL
41 DEADSKIN
```

1.137 marvin's marvelous adventure aga

Enter "OSTERWALD YEAH" for the password and use <HELP> to skip levels during play.

Level Codes:

```
01 HEART OF GLASS 05 SPIKKELS 09 FALLING
02 BIG BANG SYSEX 06 MOTORCYCLE 10 APHEX TWIN
03 DOING THE DO 07 SO ALIVE 11 ELASTICA
04 ZERO PLUS ONE 08 TWIN PEAKS 12 MAX GOLDT
```

NOTE: The level codes do not correspond to the level number. The codes are in the order in which they appear in the game.

1.138 master ninja

On skill level screen, hit <SHIFT> <H> instead of choosing a level. You will get 100 of each weapon.

1.139 mcdonaldland

On the one or two player select screen, type "SPICY BEANBURGER" or "KID". The guy should then jump up and down. During play, but not on the map screen, press <=> to add guys. Press <ENTER> on the keypad to get a card.

When you get to the bonus room, if you fall down to the exit, then press <FIRE>, it will open. While it's open press <P>, and you should be given an other go at the bonus room.

1.140 mean arenas

Type "CHEAT" on the password bit. When you're in the level do not use the warp, instead collect everything on the way down. At the bottom of the maze collect the gem before collecting the coin. When you collect the gem the following list cheat keys will be available:

```
<HELP> Skip to next level
<W> fire weapon
<DEL> Activate shield
<B> bombs
<L> extra lives
<E> energy
<A> All coins collected
<F> Freeze monsters
```

Enter any of the following for your password:

```
"CHEATOFF" Shuts the above cheat off
"REVEAL" Reveals the locations of hidden passages
"TUTORIAL" ?
"SONIC" Increase game speed
"NORMAL" Revert back to normal speed
```

In one player mode enter "QSSIFS4UYLS2WGKUN3" for the password and you will be whisked away to level three with enough lives to complete the game with ease.

1.141 mean streets

The object of the game is to prevent project 'Overlord' - a satellite which can control people - from going into operation.

The men behind this are the chiefs of Gideon Enterprises and the Law and Order party. To stop the satellite you need to collect the eight passcards

which were issues to the eight scientists involved with the project (one of them being Carl Linsky). Be quick though, Carl's wasn't the first death and it's certainly not going to be the last, so make sure you visit the potential victims before anything happens to them.

Check out every possible location. If you miss an object you're in trouble. Quite simply, it may prevent you from getting any further.

SCIENTISTS	NAV CODES
-----	-----
Carl Linsky	4660, 4663 (San Francisco), 4675 (Warehouse)
Cal Davis	3720
Sam Jones	0021
John Klaus	7012
Larry Hammond	4935
Ron Morgan	1998, 6470 (Beach House), 1710 (Vacant Property)
Greg Call	4753, 8911 (Lab), 1700 (Gold&Diamond mine)
Bosworth Clark	9932

Here are the Colours of Passcards with Password and Location:

PASSWORD	COLOUR	LOCATION
-----	-----	-----
Bishop	Blue	4675 (Inside the Band Aid can)
Rook	Black	5194 (In a locker)
Knight	Purple	8911 (in the shelf near the vine)
Pawn	Green	7012 (John will give it to you)
Checkmate	Orange	3270 (In a box in the cage)
King	Grey	5037 (In the safe)
Queen	Yellow	0021 (Sam will give it to you)
Stalemate	Red	6470 (In the Piranha's pool)

Go to these People for Information

Sandra Larson	4599 (Carl's Girlfriend)
Sylvia Linsky	4421 (Carl's daughter)
Steve Clements	4680 (A policeman investigating Carl's death)
Sonny Fletcher	5170 (A PI who worked for Linsky)
Peter Dull	4674 (Works for an insurance company)
Bash Dagot	4657 (Witnessed Linsky's death)
Ron Meat	4525 (A freak who knows Larry Hammond)
Wanda Peck	4621 (A useful source of Info)
J St Gideon	3891 (The man behind Overlord)
Frank Schimming	4650 (Boss at Gideon)
Robert Knott	0132 (The Chief of Law and Order)
Smiley Monroe	3615/3614 (A cop investigating the death of Cal Davis)
Aaron Sternwood	0439 (A friend of Davis)
Delores Lightbody	4920 (Carl Linsky's Fiance)
Arnold Dweeb	4610 (Works for MTC, one of Gideon's projects)
Tom Griffith	4590 (Schimming's right hand man)
Della Lang	2111 (She's in love with Ron Morgan)
Lola Lovetoy	4603/4605 (She worked for Gideon)
Jim Slade	4927/4921/5612 (A killer who works for Knott)
Bazil Mallory	2713 (The attorney for Law and Order)

Getting out and meeting people is the only way to gain information and to progress through the game. And it's usually a good idea to treat them with

respect. Don't go in fists flailing. Be reasonable - it's more productive and you won't get hurt. When interrogating somebody try to find connections between them and other characters. A great many people in the game are linked and these links will need to be exploited to help you get further in the mystery.

Other Persons and Positions:

David pope 6211
 Melba Wiedbush 4122
 Stanford Demille 3199
 Bus Locker 5194
 Alcatraz 4550
 Jorge Valdez 4931
 Brenda Perry 4577
 Bosworth Clark 9932
 Maurice Gribble 8231
 Jerome Milbourne 4623
 Ed Bradley 7312
 Harry Rice 1231
 Blaze Weiner 1715

Interesting locations:

Bug Surf Hotel 5162
 Law and Order HQ 5037
 University 4663

Interesting codes:

CMKY CODE MONKEYS
 GOLD US GOLD

1.142 mega twins

Pause the game and type "PUNISHYOURMACHINE" for infinite credits.

1.143 mega-lo-mania

Level codes: (from 2 sources)

2nd Epoch BNYABDUNBHV or BTVCZLGPZSB
 3rd Epoch COVCPMJVEBL MKIAVZLXXSJ
 4th Epoch WKCHIEUKNL KPIANBSXXSF
 5th Epoch GATAVRXRONT ICNBBRKSPDP
 6th Epoch WWKDXGPXDBZ KECDXSPKFBB
 7th Epoch KUUCTOPLGHV YDGAFZLDESB
 8th Epoch PEHAJBPKZAQ IMUBDWEPTPD
 9th Epoch GYJDJHPNFHN DAIAXVCUHTZ
 Mother Battle TJLBVSNNIGD JKBAHVOUIAV

You can't actually take part in the final battle "The Mother Of Battles" unless you have suspended some of your men from previous levels by freezing their towers.

And the following are cheat codes that give you lots of men per Epoch.

Madcap Scarlet

```

1 IVIAZXF1WMB OVIAYASIWMO 100 men
2 ELEALUFOPNP KMEAKXROPNQ 200 men
3 MOXALSLTFCZ SPXAKVXTFCA 300 men
4 IFTAJNFPOVN DGTAIQRPDVO 400 men
5 MCOALOIXVPR SDOAGLLIVPS 500 men
6 NZHPVHLMLEN SAIBUKXMLEO 600 men
7 QWCPHELHGLP WXCGBGHXHLQ 700 men
8 MMYAFZEZXF D SOYAE CRZXF E 800 men
9 IQUBTYQSPAD ORUBOBESP AE 900 men

```

1.144 megaball

On any level hit <RIGHT AMIGA> <P> for invincibility.

1.145 megatraveller 1

A quick tip to gain cash.

Find a High Tech world with a low law level and buy as many PGMP's as possible, although this may only be one initially. Then go to a lower Tech, higher law level world and sell the merchandise. The ideal planets are: LLUN/EFATE (when using the trader character on the disk you can purchase a PGMP for 130500 credits) and STUR/EFATE (where not only is there a PGMP lying on the floor near the Gun shop, but they can be sold for 244500 credits). In no time at all and with a little cost (because you are staying within the system) you will gain riches untold!

1.146 megaworm

Level Codes:

```

05 MASTERS OF WAR 32 DARK EYES 44 SLOW TRAIN
10 DESOLATION ROW 34 TRUST YOUR EYES 45 SOLID ROCK
14 IDIOT WIND 36 MAN OF PEACE 46 HEART OF MINE
18 FOREVER YOUNG 38 MOONSHINER 47 FOOT OF PRIDE
22 LENNY BRUCE 40 GOLDENLOOM 48 ISIS
25 HURRICANE 41 UNION SUNDOWN 49 GATES OF EDEN
28 JOKERMAN 42 LAY LADY LAY
30 SHOOTING STAR 43 PRECIOUS ANGEL

```

1.147 menace

While playing type in "XR31TURBONUTTERBASTARD" or "XR31 TURBO NUTTER BASTARD"
<1> to <6> on the numeric keypad will take you to the level
<HELP> will replenish weapons
<RETURN> will take you to the end of level guardian (or give
you extra weapons ?)

1.148 mercenary - the second city

Flying the Dominion Dart, fly to above 350 metres and level off. Now your speed should be 1,781 kph. Fire a missile. Pick the missile up once you get close to it, and then land. Go to 08,08, take the crashed inter-galactic craft and go to 08,06, go underground, exit your ship, go through the triangular door, and now you will be in the authors cheat room. Here you can get keys to every door, passes to get out of prison. and the ability to carry oodles of goodies in your pockets.

1.149 mercs

When on level 5, go to the right hand side of the screen, just before you reach the tank, and blast the hedge blocking your way. Keep blasting until it explodes, then you can go past it and into a hidden area containing heaps of pick-ups. There is also a clowns head here. If you pick it up you will be given a weapon that destroys everthing on contact.

1.150 metal law

During play, type "D-SWAT". Now use the following keys:

<F1>-<F5> Select fire power
<F6> Shield on
<F7> Shield off
<F8> Skip level
<F9> Skip world

1.151 metal masters

Press <F4> to turn off the enemy's automatic mode so that he can't move. You can now take a step forward and kick seven bells out of him without any damage.

1.152 mickey mouse

While playing, type in "61315688" and press . A flickering line should appear in the border, indicating that the cheat mode is in operation.

The following keys will now activate these handy features...

- <F2> Opens the door to the next sub-game
- <F3> Starts a fight between you and a witch
- <F4> Refills your water pistol

On the section where you fight the witch press <.> on the keypad to automatically beat the witch. Press <ENTER> on the keypad to lose.

During any sub game press <.> on the keypad to complete the sub game. Press <ENTER> on the keypad to exit back to the tower without completing the sub game.

1.153 mickey mouse 2

Level Codes:

01 TIME	08 SIZE	15 ZERO	22 TYRE
02 TEST	09 QUIZ	16 FIRE	23 LOVE
03 GAME	10 DOLL	17 ROOT	24 NOTE
04 SHIP	11 DATE	18 READ	25 JAZZ
05 RACE	12 ZOOM	19 TAPE	26 HELP
06 WORD	13 DISK	20 UNIT	27 KING
07 SHOP	14 GOLD	21 SONG	28 GIFT

1.154 microcosm cd³²

The cheat is different every time you pause the game.

Pause the game and press the buttons. You should notice that one of the buttons will produce a sound with a higher pitch. Now press another button. If you don't get another high pitched sound press the button that first made the sound and continue to try the other buttons. The cheat is a sequence of 5 or 6 buttons. Just think of the game SIMON and remember the sequence until you get it right. You will hear a different sound when you complete the sequence.

When you're about to enter the Pod Bay at the start, and it goes to the cut sequence, pause the game and press the following buttons:

Green - Blue - Yellow - Red - Yellow - Down - Green - Right - Red - Up

The Title screen will turn black and white and the cheat will be activated. With this cheat, you're invulnerable; you can also warp around the map and have all the guns on the next level you play. To warp around the map, simply bring the map up. There's a solid white block displaying your location and another outlined block, press either the Blue or the Yellow button; to warp to that point, press the Green button. The only drawback to this cheat is that all the amazing cut sequences are in black and white. There are various other codes which do the same thing at different parts of the game. You can find

these by pausing the game and pressing all the buttons until you find one that makes a different sound to the others. Press it then you have to find the next one that makes the same noise. Keep doing this until it makes that noise and the cut sequences are in black and white.

Or try the following:

At the start of level one, turn right and at the next crossroads push up. Pause the game, press Yellow, Red, Green, Blue, Up and Left. Unpause and you'll be completely invincible.

1.155 midnight resistance

On the title screen, type

"IT'S EASY WHEN YOU KNOW HOW" (my be no apostrophe) or

"ITSEASYWHENYOUKNOWHOW" Infinite continues and energy

"SIAMESE" unlimited lives and following keys

<F1> Normal rifle

<F2> Full auto

<F3> Three way

<F4> Shot gun

"BLUEDAY" Turns everything blue

"IAMAFREINDOFIANS" Message

"VERSION" Version date

"CREDITS" Game credits

"HELLOS" Greeting to various people

1.156 midwinter

Don't bother with the tedious procedures of recruitment, just head straight for enemy HQ with some dynamite and introduce them to Mr. Big Explosion. Also if you start every game by clicking the mouse in exactly the same place on the START screen, every game will be set up identically.

At the start of the game:

You are on skis. Don't stop to snipe. Get as quickly as you can to the nearest garage. You need missiles against the bombers. Try to get a Wolf snow-buggy. You can dodge the mortars on skis the same way as on a buggy: turn quickly 90 degrees and speed off. If you stop to snipe, the mortars will get you. When you get the snow-buggy speed to your next point while blasting the bombers as they appear.

Tips On Invulnerability

** Against missiles

Whether you are skiing or driving a snow-buggy, the moment you hear the missile being launched, stop immediately and begin to turn around. Keep turning on the spot. The missile will narrowly miss you then come back and keep pace alongside you for a while until it finally speeds off to clobber someone else not so smart.

** Against mortars

Watch for the bomber. It will always come over the horizon in front of you. If you are stopped, wait until it is approximately half way to you (otherwise it may be able to dodge your missile) then blast it. If you are moving quickly, blast it the moment it appears over the horizon. If a bomber does manage to drop mortars, turn 90 degrees quickly and speed off.

1.157 might & magic ii

To earn heaps of experience points, make a backup of your original play disc. Now boot and insert the disk that contains your characters. Save them onto your second backup by going to the inn. Buy three tickets (green, yellow, red or black) and try to win in all three arenas. Remember to save after each victory. Once you have a victory in each arena, go to the castle where the bishop is held captive. Before entering flick the write protect tab to protect your disk. Then enter and free the bishop with the correct key. He will give you 10,000 experience points if you have won three fights of the same color. Exit and go to town. Open the write protect tab and save at the inn. You can repeat this several times. Once you have acquired mega-experience, save your party using your original backup of the play disk.

Here are also some locations:

Weapons:

```
A-01 Todilor - Luxus Palace - 00,06    }
J-26 Fluxer  - Castle Pinehurst - 07,06    }\  You need all of these
M-27 Radicon - Castle Woodhaven - 02,11    }/  to get the Elemental Orb
N-19 Capitor - Castle Hillstone - 03,13    }
Sword of Courage - D4 14,11
Sword of Nobility - D1 00,08
Sword of Valor   - A2 11,02
```

Discs:

```
Air Disc   - Castle Xabran - 15,15
Earth Disc - Castle Xabran - 06,02
Fire Disc  - Castle Xabran - 16,14
Water Disc - Castle Xabran - 15,00
```

Talons:

```
Air Talon   - On a pedestal in the Plane of Air - 11,07
Earth Talon - In a shrine in the Plane of Earth - 08,08
Fire Talon  - In the Plane of Fire   - 04,04
Water Talon - In a shrine in the Plane of Water - 10,10
```

People/Creatures/Places:

```
Castle Xabran - 9th century           - C2 14,08
Dead Eye and Red Duke                 - D1 14,01
Lloyd of Lloyd's Beacon Fame - Corak's Cave - 07,11
Mist Warrior - Mist Haven             - 15,11
Mr. Wizard - Arcane Wilderness        - 01,14
Queen Beetle                          - E2 11,06
Serpent King                          - E3 05,06
Sherman - Native's Cove               - 10,01
```

Spaz Twit - 7th century - A1 11,03
 Supreme Dragon Lord - D1 10,12
 The Gourmet - A3 07,07
 The Long One - 8th century - E2 05,04

To find the Evil Wizard, follow the dark path: 1-3-1-3-9-11-A-C-G-I
 To find the Good Wizard, follow the light path: 2-2-4-6-6-12-A-D-F-I

Clerical Spells:

Air Encasement - A1 - 01,14
 Air Transmutation - A1 - 08,08
 Earth Encasement - E4 - 14,01
 Earth Transmutation - E4 - 08,08
 Fire Encasement - E1 - 14,14
 Fire Transmutation - E1 - 08,08
 Frenzy - B4 - 08,01
 Holy Word - C1 - 09,07?
 Walk on Water - C2 - ??,??
 Water Encasement - A4 - 01,01
 Water Transmutation - A4 - 08,08

Sorcerer's Spells:

Lloyd's Beacon - Corak's Crypt - 07,11
 Wizard's Eye - Sandsobar
 Fingers of Death - C1 01,08
 Dancing Sword - A1 15,11

Hirelings

- Dead Eye and Red Duke are in Bozorc's (BOSS ORC) control in D1 at 14,01.
- Sir Kill and Jed I are in Sarakin's Mines. Unfortunately, you have to kill Sarakin first (and his undead friends!)
- Might Nakazama and Lord Peabody's servant Sherman were last seen having some problems with amazons near Native's Cove at 10,1.
- A couple of guys are in prison in Atlantium - break 'em out!
- A couple of kids are in kept in prison by kobolds in kobold's HQ in the dungeons beneath Middlegate
- Buy fried troll's liver at bar in Vulcania. I think there are a couple of hirelings who like your taste...But ya gotta demonstrate your skills to them first... (So what is killing a dozen cripples and misers...)
- A couple of hirelings are almost dinner for the snowbeast in Tundara. Kill the snowbeast (in the outer walls of the city), skip the emerald ring or you will be accused of murder, and save the 2 hirelings.
- A lichlord guards a high level wizard in Area D3.
- A couple of guys are currently being held in prison in Castle Hillstone.
- Anyway, with the exception of Sherman, most of the hirelings are not necessary to win the game. They are nice to have around. The most a hireling can cost is 50000 gold a day. There is a list of all the hirelings and their locations in the hall of hirelings in Castle Xabran.

General:

- New tips appear in the bars every odd, even, 30th and 180th days.
- Catch a Ferry to Murray's resort isle at C3-7,9.
- Star Burst is in the centre of the Dead Zone
- The password for use at Square lake is WAFE
- To unlock the frozen secrets of evil, try Right 46, Left 23.
- To free the mystic Thaumaturge of Good, enter Right 32, Left 64.
- Go to bar in Tundara and eat red-hot wolf nipple chips. Then go to

- Druid's Grove (C3 - 1,9) and you will find a druid eating the same thing. He'll like your breath so much he will give you the Nature's Gate spell
- For the clerical Divine Intervention spell, Go to the Druid's Cave, and at 14,15 is a arch druid who needs a favor from you. Find Horvath! Well, Horvath is within the cave (5,3?) find him and kill him. Horvath is a pretty tough opponet so beware. If you succeed, go back to the druid and he will grant you this spell.
 - For the Eagle Eyes spell, complete Nordon's quest in Middlegate, and this spell is part of the reward.
 - You will need some sort of protection to get the Starburst spell! It is supposed to be in the middle of the Dead Zone, but I do not know anyone who has actually got it.
 - For the Enchant Item spell, find the Gemmaker in the Gemmaker's Cave (D1 - 10,12? - a bit north of Vulcania!) The Gemmaker is at 3,3 in the dungeon. Warning: His fee is TIME! (Your character gets AGED.)
 - A list of all spells to be found is at the Hall of spells in Castle Xabran.
 - On days 140-170 at B2 - 14,4 (the circus grounds), there is a circus. Now try a few events there. You will probably lose, but you do a consolation prize...A cupie doll! Now go (fly is quicker) to D3 7,13? (somewhere there!) and meet this old raving hermit. He will take the doll and direct you to the pool in the Inner Limits (E2 - 10,11?). Bath in this pool (usually it is acid) and you will feel like a WINNER! Go back to the circus grounds and choose a category you want to improve on. For example, if you want improved strength, try to ring the bell. Horseshoes for improved accuracy, Kissing booth for better personality, Shell game for better intelligence, Sack race for better speed, Head dunk for better endurance, etc. +10 to the category.

Individual Quests

For one to be true, each class must fulfil his quest. Each class must be alone or be in the company of thieves. When the quest is done, return to Mt. Farview in area D2 - 07,00 to claim true status (+) and 5 million experience.

Tasks for individual characters are:

Archers must defeat Baron Wilfrey. (B2 11,02)

Barbarians must defeat Brutal Bruno, the barbarian chieftain. (C4 00,15)

Clerics must defeat a haunt of ghosts at C1 10,15 in the Lost Soul's

Woods and collect Corak's Soul. Then go to Corak's Crypt and reunite the soul with his body. One must have an Admit 8 Pass to enter the crypt though, and to obtain one, you have to get it from a zombie in the dungeon beneath Sandsobar (or find one as treasure after a fight!)

Knights must defeat the Dread Knight of Jouster's Way. (B3 05,14)

Ninjas must assassinate the chaotic Dawn of Dawn's mist bog. (D4 08,09)

Paladins must defeat the Frost Dragon who resides in the dungeon beneath the Forbidden Forest. (B3)

Sorcerers must release both the Good and the Evil wizards from the Isle of the Ancients.

For Evil (dark), follow this set of markeddoors: 1, 3, 1, 7, 9, 11, A, C, G, I. The combination to free the evil wizard is Right 46 (type 46 when you enter the right alcove) and Left 23 (type 23 when you enter the left alcove!)

For Good (Light), follow this path: 2, 2, 4, 6, 6, 12, A, D, F, I. The combination to free the good wizard is Right 32 and

Left 64.

Robbers must accompany some/all characters on their relevant quests.

Triple Crowns

Buy a key of the appropriate colour. Buy several arena tickets and then fight in the 3 different arenas (Middlegate's ARENA, Sandsobar's Monster Bowl, and Atlantium's Colliseum). Once you have won all 3 fights, you are a triple crown winner of that colour. Go to the bishop of the appropriate colour to claim the experience earned. There are 4 colours and 4 types of tickets.

Green Key - Key Shoppe in Middlegate
Green Ticket - Supplies Store in Middlegate
Green Bishop - Castle Woodhaven

Yellow Key - Key Shoppe in Sandsobar
Yellow Ticket - Supplies Store in Sandsobar
Yellow Bishop - Castle Hillstone

Red Key - Key Shoppe in Vulcania
Red Ticket - Supplies Store in Vulcania
Red Bishop - Castle Pinehurst

Black Key - Key Shoppe in Atlantium
Black Ticket - Supplies Store in Atlantium
Black Bishop - Luxus Castle

You have to be both True and a Black Triple Crown winner to qualify for the quest for Princess Lamanda (goal of the game).

To finish the game

Get the four weapons (Tolidor, Fluxer, etc.)

Get the Element Orb. (Dawns mist bog cavern - 10,15)

You can't leave with Orb in hand! There should be a teleporter in the dungeon (very near the entrance), use that instead and you should end up in Murray's Cave in Murray's Resort Isle. Another way is to transfer the Orb to the hireling and then Dismissing my hireling. Now I can leave the cave with no problem and I can find the hireling with the Orb same and sound back at the original inn.

Get the four elemental talons.

Use Lord Peabody's time machine to get to the 9th Century (Era 8), and go to Castle Xabran at C2 - 14,08.

Get the four discs

Using the time machine in Castle Pinehurst, or through the vortex holes at the corners of each elemental planes, travel back to the years 100, 200, 300, 400 to find the talons. The locations of the talons are given above. Each shrine which holds a talon requires the appropriate disc to open.

Now you should have all 4 talons and the orb. Go back to the 9th Century again and find King Kalohn at C4 - 14,5 and see him fighting the Mega Dragon. When he sees you with the talons and Orb, you will have changed history because history had said the battle would have been lost. Now that the dragon has been vanquished, King Kalohn will live after all.

You return to the 10th Century and you go back to Luxus Palace. Instead of Princess Lamanda, you now see King Kalohn! He tells you of the final quest. To go to Square Lake and try to stop the villain that is going to

doom Cron.

You enter this fantastic maze. At the end of this simple maze, you meet him. SHELTEM and his elemental friends...You should be able to defeat him, but alas, can you beat his recorded message? He has left a pre-recorded message and REAL-TIME cryptogram puzzle. If time expires, the world crashes into the Sun. Now, the encryption algorithm changes EVERY time so I can't help you with that. But the message is the same every time:

We, the people of Terra, in order to form a more perfect union, establish justice, insure domestic tranquility, provide for the common defense.

The answer of this is given already, Preamble. Now, find the corresponding encryption and translate the word Preamble to its encrypted code and then you are done! Cron is saved from crashing into the Sun.

1.158 might & magic iii

Teleport Codes:

HOME
SEADOG
FREEMAN
DOOMED
REDHOT
AIR
WATER
FIRE
EARTH

Enter "DOE MEISTER" at any Mirror Portal in order to be transported to a Secret Room in Dragon Cavern. The room contains a vast and secret hoard of gold which belonged to dragons long dead. Use Lloyd's Beacon or Mr. Wizard to leave the secret room, or perish in an eternal trap.

Enter "ORB MEISTER" at any Mirror Portal to enter the twisting passages beneath the pyramids where you can obtain a King's Ultimate Power Orb. Grateful kings offer much experience for the return of such orbs.

Enter "BLASTOFF" at any mirror Portal to view the award-winning End Game sequence, after which you may restart the game and continue your adventures throughout the Isles of Terra.

1.159 millenium 2.2

The first thing to do is to activate the Mk.I Solagen which is already in stock in the energy module. Once this is up and running, it's simply a question of initiating the Resource Complex to get enough material to build a Mk.II. Once the Mk.II has been researched, you'll find that there isn't enough energy to build the thing. Turn off the Resource Complex, build the Mk.II and then turn it back on again. After that, it's simply a matter of researching and building increasingly powerful

Solagens up to the Mk.X. Don't worry about the failed Mk.III. Simply use the Mk.II which should be in store and repeat the process.

Once the base is operating properly, you have a number of options. But before many of the items can be built, extra minerals are needed. To get these quickly, and simply, research and build a small fleet of Grazers. These can continually ferry small amounts of much-needed ores from the asteroid field.

The central part of the game focuses on the growth and expansion of the moon and it's colonies. This is a matter of finding which moons or planets provide the best sources of raw materials, setting up colonies and shuttling to and from these. The colonies provide minerals and ores, while the moonbase sends replacement Solagens, Fighters and Orbital Lasers. The latter equipment - as if you hadn't already discovered - is employed in the continual fending off of Martian attacks. Orbital Lasers are very effective, but can only be used once: obviously it's best to keep a reasonable store in each colony and the Moonbase (later on in the game you'll need a full complement of lasers on the moon so keep building !)

To find more info about the Solar system, continually build and launch probes. However, don't bother sending them to the inner planets, Mars and it's moons, Jupiter and it's moons, or the asteroid belt, since they either get destroyed or yeild no/useless info.

The key to completing the game is Triton: probe, research and colonise as soon as possible, for reasons which will become clear later. When reports of Martian flu come in, research and produce the required vaccine. Don't just ferry it to the infected base though, but produce enough for all colonies and the Moonbase since the strain is virulent and soon spreads throughout the inhabited worlds.

At some point you will be informed of the crashed Martian Fleet Carrier, and the details beamed back to the Moonbase. Research this immediately: it's important that one be built. However, you'll find it takes rather a lot of materials!

Once the fleet carrier is built, fill it full of fighters and head for Mars. While in orbit the carrier is attacked by a fleet of Martians, at which point all the fighters should be launched (lower right icon on left hand side). A ferocious, if slightly tedious battle ensues but the Martians should eventually surrender.

After this, Mars can be colonised in the usual way. The colonists then find plans of a Martian transforming machine, capable of making the Earth's air breathable. Again, this should be researched and built ASAP. However, you'll find that the stock of chromium is pretty much nil. This is where Triton comes in: you should, by now, have enough chromium collected for shuttling back to the moon.

Once the Terraformer is built, you'll find that even the Fleet Carrier isn't large enough to carry it to Earth. Don't despair: the researchers redesign the ship so that the Terraformer just fits in. The newly customised juggernaut can now take it to the Earth, although it cannot take off again.

While the Earth is being transformed, previous reports of a huge Martian

fleet prove to be true, when the Moonbase is attacked by over 200 fighters!

At this point the stockpile of Orbital Lasers - up to 16 - should be used, prior to launching your fighters. Even after all this, it stands a very good chance that the attack cannot be repelled completely, and the Moonbase still gets duffed up a treat. In this case you'll find that the Moonbase's population has been reduced to zero. Don't panic: send a couple of Carracks to the moon to dismantle them. The population increases by 80 for every Carrack destroyed.

Having survived the Martian final assault, it should now be just a question of time before Earth is colonisable. In the mean time, all your colonies start declaring independence. As long as you have a good stock of materials, don't worry about it. When a report comes in stating that Earth is once more habitable, build the necessary SIOS, and send it to Earth, and then throw your joystick around the room, and out through the window, as you are greeted with the naff ending sequence!

1.160 mindshadow

Complete Solution:

Firstly, Get Shell

Go to Hut

When inside the hut, Get Straw

Now, from the hut, go east to the Ship

Look Ship and Get Steel

Continue east to the jungle and Get Vine

Go Back to the beach, then east to the rocks

Drop all

Tie Vine to Rock

Climb the Vine and Enter the Cave

Look Cave and get Rock

Dig and get Map

- This map is used to get through the quicksand maze

Go back to Hut then go North to the Sign

Now go N,N,E,N,E,E,S,S,E

Look around and get Rum

Now W,N,N,W,W,S,W,S,S and back to the Beach

Now bang rock on steel

- This makes a spark which lights the straw on fire

When the Pirate arrives, give him the rum

Once on the ship, go N,W,S, to a group of pirates

Kick man

After the men all back off, go South into the kitchen and get the meat

Cleaver

Move to the anchor that is chained up and cut the chain with the cleaver

- This stops the ship so that you can get off

Return to where you were first let on and Go Plank

- It may take a few moves for the royal navy to catch up with you, so

- waste some time until 'er majesty's has caught up!

- Also, don't walk by the captain after cutting the chain or he will kill

- you for letting the navy catch him

Once the ship appears, Go Ship

After being deposited on the docks, keep going east to the alley, then

go south
Search the man and get all
From here, return to the street before the alley and go north
East to cafe, give hat once seated and have drink.
Look drink
Then follow man
Talk to man (Remember the name of the ship Tycoon?)
Think Tycoon
On your way out of the cafe, get hat
- Oo! Its changed!
Look at hat and think Bob
Once out of the cafe, go S,W,N
Bribe Man
Then S,S
Buy Pole
Return to Docks and use Pole
Get Newspaper
Read paper and think Arcman
From here go E,E,N,N
Say Chandralt and buy Ticket
From here go W,S,S,W,N,N
Go plane
Once out of plane N,E to Bar
Then Booth 11
Search Man, Get all
Read message and look ID
Think Jared
Think Bob Masters
Exit bar and continue north to the hotel
Go east to get in
Get room number
Climb stairs and go into your room
Once inside, duck
Get parchment
Look parchment
- The parchement shows you where something is buried, by the two trees
From outside Hotel go E,E,S,S,E
Dig and get paper
Read paper
Once back on the street, enter bank
Say AN11649 (The account on the paper)
Once you have the box, open it
Get Gun
Go back to hotel and up stairs to Jared's room
- For fun, you can try the other rooms, too!
Once in Jared's room, shoot man
Get note and Think William
- You will start to remember all types of things
Think Arcman
Think Jared
Think Tycoon
Think Bob Masters
Think William

You now have your memory back and the story is revealed.
Hooray, the end!

1.161 mister & missis

Level Codes:

0	Training	Level	LUDWIG
1	Woodland		WOODLAND
2	Tower		DSCH
3	Factory		BABAYAGA
4	Desert		GLOBULE
5	Cavern		QUIXOTE
6	Sewer		THE MOJO
7	Dungeon		CLANGERS

1.162 moktar

Level codes :

6752	2845	3559
1015	9822	7541
2665	2466	1331
1802	0791	1204
2290	8311	2332
2578		

1.163 monopoly

When you are playing the computer and you land on a property, put it up for auction. Keep clicking <LEFT MOUSE> and you will get the property for \$10 as no other player has a chance to bid against you.

1.164 monty python's flying circus

Type "SEMPRINI" as your name in the highscores and you will be able to start on any level up to the one you reached in the previous game, as well as having the choice to show or hide the hidden bonuses.

1.165 moonshine racers

During play, type "CHICKEN MASALA" and use <F10> to advance to the next level. Make the race has started and you type it as fast as possible. You might want to enter it a few times or it might just end the game and go to the title screen.

1.166 moonstone

Take a trip to Stonehenge, keep hold of any valuable items and position the pointer at either the word GOLD, STRENGTH, CONSTITUTION or ENDURANCE and tap <FIRE>. The druids should continue the ceremony and you will get an extra life without losing any items whatsoever.

When you enter Stonehenge and you have to offer a magical item to Danu, click on the Strength (STR) for an extra live. Do this as often as you like.

1.167 mortal kombat

On the screen where you select to start the game or options, type "CATHULU" and the new selection {CHEATMODE} will appear. Enter the cheat menu and type "RJC" and a statistics screen will appear, press <SPACE> to return to selection menu.

On the screen that tells you about {CODES}, type "VAMPIRE" the words will turn white and you should hear a sound. This will turn off the blood.

Death Moves:

	Opponent to the Right	Opponent to the Left
KANO	L, L, F	R, R, F
SCORPION	D, D, F	D, D, F
RAIDEN	R, L, L, L, F	L, R, R, R, F
SONYA	R, R, L, L, F	L, L, R, R, F
LIU KANG	D, L, U, R, D	D, R, U, L, D
SUB-ZERO	R, D, R, F	L, D, L, F
JOHNNY CAGE	R, R, R, F	L, L, L, F

1.168 mortal kombat ii

On the screen where you can select between {START} and {OPTIONS}, type "FIONA". The screen will flash green. This turns off the blood. To reactivate the blood type it again and the screen will flash red.

Select options from that same screen and type "ZEDWEB". A new option (DIAGNOSTICS) should appear at the bottom of the screen. Select this option and you will be given a list of cheat options.

1.169 motorhead

During play press <F1> to pause the game and type "BOMBER". Now press <F1> again to unpaue the game. The following keys will now be available for use:

- <ESC> Skip to the next level
- <RETURN> Fill weapon power
- <*> (keypad) kill all guys on the screen

1.170 mouthman

On the title screen hold down <RIGHT MOUSE>, <LEFT MOUSE>, <FIRE> and push the Joystick Left for 5 seconds until the title screen comes back. Select the empty space from the menu to enter the level editor.

1.171 move'em

Level Codes:

1 IHKKSDDC	2 NHFSTJLL	3 IJGGFDSD	4 AKJSWEZE	5 ADDSFWWW
6 UTRQKLKK	7 LPAPWIEW	8 ZTTRDGFS	9 LKLSDGET	10 PLPLPWZZ
11 LKSFDRRE	12 DARSEZZE	13 IUEGDGHS	14 LHSVXVCD	15 LKJHJEZT
16 IIIIEUWDD	17 LLKASHBC	18 CCDFFEJF	19 JJASDTES	20 LIEZGXCY
21 LNGGSIIW	22 OKDPWEOO	23 LASZEWQZ	24 MBCWZTED	25 LKASHHEE
26 LKVXXSAE	27 QWUICBVE	28 MNMNCBXW	29 ULNBUWEU	30 WNXYQZUE
31 HUETTWEW	32 PPOEUUCH	33 LJWQZECB	34 MBXCWICS	35 LASGFHEZ
36 LKDIUIWE	37 LKAZUWUE	38 SDNCEUZF	39 LKIIFGDW	40 BCNVDFWE
41 CXEIUWXS	42 AJDHXVWW	43 IRWEHCBS	44 MCSUZEUI	45 MCNWIVBD
46 MCLSOEIW	47 LLDFFIOED	48 PEIRNFDN	49 PCEGXNBC	50 GRISWOLD

1.172 mr. blobby

Enter "DEBUG" for the password for technical information. Enter "EXIT" for something.

Level Codes:

01 AABA	16 HAPR	31 GOBT	46 FVCN
02 BABE	17 AACB	32 HBPS	47 GOCU
03 CCAH	18 BBBF	33 AADC	48 HCPT
04 DAKD	19 CCBI	34 BCBG	49 AAED
05 EMEA	20 DBLD	35 CCCJ	50 BDBH
06 FLAF	21 ENEB	36 DCMD	51 CCDK
07 GGAK	22 FMBF	37 EOEC	52 DDND
08 HAHJ	23 GGBL	38 FNCF	53 EPED
09 AIJA	24 HBHK	39 GGCM	54 FODF
10 BAJM	25 AIKB	40 HCHL	55 GGDN
11 CKAP	26 BBJN	41 AILC	56 HDHM
12 DASL	27 CKBQ	42 BCJO	57 AIMD
13 EUMA	28 DBTL	43 CKCR	58 BDBP
14 FTAN	29 EVMB	44 DCUL	59 CKDS
15 GOAS	30 FUBN	45 EWMC	60 DDVL

1.173 mr. nutz - ocean

On the map screen type "DONT PANIC" and use the following keys while on the map screen:

<A> gives you all power ups
<Q> adds stars to you

<W> subtracts stars from you
<F5> adds lives to your stock
<F6> subtracts lives from your stock
<F7> add gems to your stock
<F8> subtract gems from your stock
<F9> add bombs to your stock
<F10> subtract bombs from your stock
<F1>-<F4> jump to corresponding level
<1>-<7> warp around the current world

Use the following keys during the platform sections:

<F1> turns you in to the fire ball
<F2> gives you a shield
<F3> gives you a shield

On level one, when you come to the first teleporter, keep going right, until you find the the first ladder. Go up to it and get a blue flag - it has loads of gems, lives and hit points, so you can keep going until you have thousands of stars and 99 lives.

Pause the game and slowly type any of the following:

"COOL JUMP NUT" for infinite lives
"SORCERER" for invincibility
"OCEANSOFT" to activate the following keys
 <F9> for bombs
 <F10> for diamonds
 <SPACE> to skip levels

1.174 mr. tomato

On the title screen type "INFINITE DREAMS" for invincibility.

1.175 myth - system 3

Pause the game and type "SNUFFLECAKE" for infinite lives.

1.176 narc

When the game starts go right until the first dustbin appears. Kneel down in front of it and keep shooting. When it turns blue the cheat mode will be on and you will have infinite lives. You may have to walk into the dustbin after it turns blue.

1.177 narco police

Type the following codes (press return after each one you type):

"NOENEMIG" Makes all enemies disappear
"COMENZAR" Makes all enemies reappear
"ABRIR" Opens all doors
"BLAST" Set off smart bombs
"MUNICON" More ammunition
"ETAPAUNO" Moves you one level or zone
"NOAMETZ*" No machine guns
(Replace the * with a number to go to that level)
"NOCAMZ*" No Cameras
(Replace the * with a number to go to that zone)
"CONGRA" Complete the game

Here are a few more: "ETAPADOS", "LISTADOS", and "CUADRICU".

1.178 naughty ones aga

On the title screen, type "JOSHUA" for infinite lives. During play press , <SPACE>, or <RETURN> to skip to the next level. Do not try to skip the last level or the game will crash. This cheat may also work on the standard version.

1.179 navy moves

The access code for part 2 is "786169"

PART 1: Move back slightly when you encounter a mine. They're much less sensitive from the rear. Avoid jetski bullets by jumping or ducking. When approaching sharks, move the up and down nut left and right. Octopi and sea monsters are easily thwarted by holding down fire until both missiles are ignited and then releasing. Struggle to dock with a submarine? Put a mini-sub in the gap between the tailfin and the hull, face the left of the screen and move upwards slowly, the computer takes over the docking procedure for you.

PART 2: The code is 948411.

Arrows indicate the direction of the lifts. Kill white marines and flamethrower troops to get more ammo. Stand over the body and search thoroughly. To get the code of an official, you must shoot him with a gun, not a flamethrower. To enter computer codes, stand by a terminal, push up and you'll be asked for a code. Two of the codes are: transmit message: 1st or 2nd transmission official open door: 1st or 2nd machine official to open the reactor door, use the terminal next to the reactor. The computer confirms the bomb is planted. Go out, use the same terminal you used to open the door and transmit the following: "OABERYAMD". Now type

"END" at the ready prompt and run like hell to the conning tower.

1.180 navy seals

Enter your name as "PSBOYS" on the high score list. (Or type it on title screen?) Now in game press <H> to pause and <ESC> to skip levels. Also type the word "WOZZI" on the high score table and you will get infinite credits.

1.181 nebulus - tower topler

Type "HELLOIAMJMP" on the title screen. This gives you unlimited Pogos, and you can go to each of the eight unfinished towers by hitting a function key. (<F1> to <F8>)
You can do the same with the second group by accepting the second mission before typing in the password.

1.182 nebulus 2

Level Codes:

Tower 5 ICEHOUSE
Tower 9 LANDANDLOVE
Tower 13 GREENTREES

If you can't collect enough weapons, type in
"HOUSEBLUES" on the 'up' towers, or
"BLUESHOUSE" on the 'down' towers.

On the title screen, type "HELLOIAMJMP" for infinite lives. Also, pressing <F1>-<F8> you can access any of the towers.

1.183 necris dome

Type in "SPRAY SUIT" to use the Thermo-plas suit.

1.184 necronom

On the title screen, Enter "CHEAT" for the password and press <FIRE>. Now start the game and use the following keys:

<F1> speed increase
<F2> faster bullets
<F3> better weapon

```
<F8> extra lives
<F9> level skip
<1>-<7> Weapon select
```

1.185 neuromancer

When you first begin, sell all your body parts. You can get along just fine without them for now, and it gives you enough to get a half way decent deck. You will eventually need to buy them back before you start entering cyber-space, or you will be killed easily.

1.186 neuronics

Level Codes:

```
02 CIBCLM 26 QUTFFN 50 SCBLEB 74 FTUVLW 98 PTLGPG
03 HVLATI 27 EISYWQ 51 UDHHIU 75 NZWCGP 99 GKJBHH
04 TMBFHS 28 BJDDYQ 52 SGZPVV 76 LAYZVL 100 HKARSZ
05 XTOAEL 29 USENIE 53 ORHMIY 77 WWRUZW 101 JZGIRY
06 ZYORZY 30 AOIYSW 54 OGOUTW 78 CHXDUF 102 IPPRHB
07 TXGFWT 31 BVOIMJ 55 ALAJAJ 79 CVBKPY 103 MNZBEL
08 YRYQTX 32 HPIWGV 56 PLQOJF 80 JOVDBM
09 CCJEYT 33 SGKSOP 57 LWTAYS 81 VFPWZA
10 FFNZBE 34 CVQHAZ 58 GLNMZF 82 VOQWQV
11 WOQXOS 35 CTLKAL 59 YODAOA 83 RGULOI
12 AZMFED 36 RILWTK 60 XRPXYB 84 JLLEAH
13 AQXXZZ 37 PVQMRS 61 KCSGKQ 85 HEEIBJ
14 UQJNQF 38 JAQKRQ 62 QXDYMM 86 JHYVUQ
15 VAJDKH 39 YAEMVC 63 EIADJJ 87 ONNWFJ
16 MSILEK 40 DCGUSW 64 GTJFGS 88 ZGLUCJ
17 ZAGFNG 41 QQMVMC 65 UJEQPP 89 MJYENJ
18 IVCNKN 42 NVZRPQ 66 UYMHGZ 90 HVZBFP
19 EAZXGR 43 JLRNCV 67 XJXVDJ 91 XGJEOP
20 YFSNRB 44 OBLNKW 68 CKHNQJ 92 MBYRIE
21 UYUURP 45 HEMMAA 69 DGKYXQ 93 RJWZMG
22 UPVMER 46 AUAGQD 70 WTTNRL 94 PXSRSX
23 ACYNPG 47 KFHMAE 71 FBRRRN 95 ECDCTR
24 DUAGDK 48 UYGYMG 72 IHGUSG 96 NBAHTD
25 TSTIHH 49 QUICHN 73 BDYJPB 97 IGEHQY
```

1.187 never ending story 2

Level Codes:

```
1 PHZANLO
2 QCFDQGB
```

1.188 never mind

At the main screen type "328GTS". A message, "cheat now on steve", will appear. Now you can skip to the next level at any time by pressing <RIGHT MOUSE>.

Level Codes:

```

0 MMRHM  1 AMRHA  2 HMRHH  3 VMRHV
4 PMRHP  5 GMRHG  6 IMRHI  7 RMRHR
8 MMRHW  9 AMRHN 10 HAMRHZ 11 VMRHT
12 HHMWHH 13 GAMRHQ 14 IAMRHB 15 RAMRHF
16 MHMWHM 17 AHMWA 18 HHMWHJ 19 VHMWHV
20 PHMWHP 21 GHMWHG 22 IHMWHI 23 RHMWHR
24 VMWHW 25 AVMWHN

```

1.189 new york warriors

Stay all the way to the right on level 4 to reach the subway without much trouble.

During play, type "WAISTVICE" and use the following keys:

```

<F1>-<F8> Jump to the corresponding level
<T> Activate flame thower
<G> Activate grenade launcher
<H> Activate the homing missile
<F> Activate the spread fire
<S> Activate normal missiles
<F10> Toggle invincibility
<F9> Add guys

```

1.190 new zealand story

Before playing (or Pause game and press <M>), type in "MOTHERFUCKENKIWIBASTARD" then, while playing, press <HELP> to advance you a level.

In other game versions type in "FLUFFY KIWIS" for the same effect.

Hold <SHIFT> and type "PHILLIP" on the title screen for mega firepower.

To access the cheat mode just press "TRY CHEATING" (including the space) keys together while on the title screen. The border should turn grey and when you start the game you have infinite kiwi's and the ability to skip levels by pressing <CURSOR LEFT>.

The town names are:

AUCKLAND, ROTORUA, WAITOMO CAVES, STRAIT COOK, and MT COOK.

There are level warps on each level except the last two to be activated by firing arrows at certain areas of the screen. Here are most of them:

Level	Warp Location	Takes to Level
----	-----	-----

- 1-1 On the left hand side of the top ledge opposite Kiwi. Jump and fire left (if you have bombs you must get as far left as possible).
- 1-2 Shoot the baddies and collect the blue E on the floor to the right. Now hop back to the point you started at and stand on the the last two blocks on the left side of the second floor. Shoot towards the left wall while doing tiny hops, and the warp will appear.
- 1-3 From the starting position there are 12 ledges and a wall to the right. Go to the other side of the wall and fire to the left towards the second ledge from the bottom. Ship required.
- 1-4 If you take the warp at 1-1 it takes you to level 1-4, where the Extend Life Pills are. Fire left.
- 2-1 Above your kiwi friend is a small tunnel which takes you to some stair-like ledges leading to a small cavern where there are two fruits. Fire at the fruit on the right. Ship needed to reach tunnel.
- 2-2 Find a balloon and float up to where the bears on balloons emerge. Stand to the right of the green left-pointing arrow and shoot the bears balloons away. Repeat this until the warp appears.
- 2-2 There is a ledge with a green arrow pointing right. Jump up into the water.
- 2-3 Follow the first water you come to. At the end are two ledges with spikes below. Stand on one ledge and fire at the other.
- 2-4 Just before you rescue the kiwi stand on top of the steps and shoot towards the right wall for the warp to appear.
- 4-1 Above the Extend Life Pills is a tunnel. Fire above the 2nd letter from the right. You must be on a duck ship for it to work.
- 4-4 Below the kiwi to the left are some spikes. Stand on the left hand side of Fire while doing tiny jumps (fire right)
- 1-4 Where there are 2 Extend Life Pills
- 1-2 Where there are 2 Extend Life Pills
- 2-1 near the end of the round
- 2-1
- 3-4
- 2-2 just jump to save the kiwi
- 2-2 takes you halfway through the level
- 2-3 takes you halfway through the level
- 3-1 takes you past some deadly bullets (and the octoous)
- 4-2
- 5-1

When you reach the ice whale, move to the right-hand side of the spikes, avoid the crystals, and wait until he picks you up. Once inside the whale, you can start shooting, but avoid the ice drops.

Meeting the rock monster without bombs makes him difficult to pass. So collect bombs, go to the highest platform and shoot him. Kill it by either dodging the bullets and hitting it when the doors open, or by fireballs.

The last boss you encounter is the balloon seal. He cant be killed, by blows to the body, so you must hit the balloon. Be careful for the balloon seal is armed with a cannon and shoots cannon balls at

Tiki.

1.191 nick faldo's championship golf

The tricky control system can be best mastered by following these tips. Don't concentrate too hard on wrist snap, - concentrate on the double click more (Wrist snap only adds 10% more power).
Get used to less difficult clubs first, such as the three wood with it's larger strike bar.

Type in "MAJORTOM" on the title screen and you get a bonus nine hole course located on the barren planet Mars.

To get a hole in one everytime, choose to play as an amateur, then start the game. When you putt, the {A MULLIGAN} option will appear. Click on {OLD} and your shots should decrease by one. Repeat until you are on stroke one, and put the ball in.

1.192 nicky boom

Level Codes:

2 MEDIT 3 KRATTY 4 MIRTES 5 ARRAY 6 JANIR
7 TRINOS 8 SIXAN

For infinite lives type "TRONIX" as your password and use the following keys during play: ("TINNY" may also do something)

 Skips to next level
<F1> Gives you a shield
<F2> Gives you ten bombs
<F3> Gives you ten keys
<F4> Gives you ten mega bombs

1.193 nicky boom 2

Level Codes:

2 DRACO 6 PALET
3 ATIKH 7 MIURA
4 FIRAM 8 SLORY
5 LURNA

For infinite lives type "DRINN" as your password and use the following key during play:

<BACKSPACE> Skips to next level
<F1> Gives you a shield
<F2> Gives you nine firecrackers
<F3> Gives you nine keys
<F4> Gives you nine ultra sound whistles

1.194 night breed

Type in "RISEN FROM THE DEAD" for infinite lives. Try typing it in on the title screen or while playing, with or without pausing the game.

1.195 night breed - action

Pause the game and type "RISEN FROM THE DEAD" for unlimited lives. Click on the pass key and make the shape below, now when you click on the START you will have infinite energy.

1.196 night shift

Level Code

- 02 Cherry, Banana, Banana, Lemon.
- 03 Banana, Cherry, Pineapple, Plum.
- 04 Pineapple, Lemon, Pineapple, Pineapple.
- 05 Pineapple, Pineapple, Lemon, Cherry.
- 06 Cherry, Plum, Plum, Pineapple.
- 07 Cherry, Pineapple, Lemon, Banana.
- 08 Pineapple, Banana, Pineapple, Cherry.
- 09 Pineapple, Lemon, Lemon, Cherry.
- 10 Lemon, Banana, Plum, Plum.

Type "ET" or "EP" on highscores to activate cheat mode for infinites.

On the high score table enter your name as "MPICKLE". Restart the game and you will be able to access the next level(s) no matter how poor you did.

Having got the BEAST running, the best place to stay is the paint control area with the three dials and flush chain. Moving up and down, try to position the scroll so that you can see both the colour in the paint trough AND the toy moulds in use. This way you can make sure that you've mixed the right colour for the right toy.

If you're not careful, a couple of toys can be painted incorrectly when the moulds change. With good timing, you need never waste one. If your BEAST is set up correctly, the first part of a toy to go in for painting should always be the body. When you see the moulds being changed, run to the required paint dial (or flush chain, if necessary) and wait.

You should see the last head from the 'old' toy being pushed out of the mould and enter the bin on the right of the screen. Then the first body of the 'new' toy should be thrown into the left bin. As the 'old' toy's head drops down the paint spray jets, quickly make all the paint changes needed. By the time the jets react, the toy head should have passed through and been painted the correct color, while the jets are now ready to spray the new color on the new body.

Lemmings and lawyers are a pain. Keep jumping and they won't get you. In the later levels, the lemmings start meddling with the BEAST,

unscrewing bolts and flushing the paint trough. Leave flytraps beneath the area at risk to deal with that problem.

1.197 ninja mission

While playing, on entering a room, push the joystick in the direction of the enemy and hold the fire button. This will freeze them, making them a lot easier to beat up.

1.198 ninja rabbits

On the difficulty select screen, press <*> on the keypad and then press <C>. The screen will flash to let you now it worked. This will give you infinite lives.

1.199 ninja spirit

Try:

- 1) In-game pause with <F9> and press <LEFT SHIFT> press <F9> to unpause and you will find that the collision detection has been turned off.
- 2) Press <F9> to pause the game and then press all the lettered keys at the same time. The game will restart and you will be invincible and have infinite time.
- 3) Pause the game, and press <CAPS LOCK>, then <CTRL>, then <SHIFT>, restart the game, with infinite lives and no collision detection.

Type "NO HUNS AT HAMPDEN AND NO SKOL AT IBROX", then press keys <0> - <9> to select that level.

1.200 ninja warriors

Press the <CAPS LOCK> and type in one of the following cheat codes, don't forget to include the spaces! Press <CAPS LOCK> again to turn it off and activate the cheat mode:

"A SMALL STEP FOR A MAN" jumping baddies jump off screen
"CHEDDAS" or "CHEDDAR" infinite credits
"GENESIS OF DALEKS" photo-negative screen mode.
"KYLIE" flip screen upside down
"MAY THE FORCE BE WITH YOU" infinite energy
"MONTY PYTHON" enemies walk on backwards
"OPEN THE POD BAY DOORS HAL" infinite shurikens
"SKIPPY" enemies bounce
"SNOW WHITE" ninjas become dwarves
"STEVE AUSTIN" <S> toggles slow motion on/off
"THE TERMINATOR" body parts explode when you die
"WARP FACTOR ONE, MR SULU" or (after <CAPS LOCK> press <1>-<6> for level)

"WARP FACTOR ONE,MR SULU" or
"WARP FACTOR ONE MR SULU" skips levels

1.201 nitro

Enter your name as "MAJ" and you will be awarded 5000 fuel points and 50 coins.

Just type "NITRO" to skip to the next level.

1.202 north and south

An easy way to kill off enemy armies is to, in battle mode, bring your infantry to the bottom of the screen, move backwards to get them into retreat formation, then move forward to the enemy. You will see that the enemy cannot get quite as far down the screen as you and so they are stuck trying to move downwards. Now you can just advance and shoot them all down with minimal losses. This will only work when playing the computer of course. It may be harder to win if your human opponent has read this hint as well!

1.203 nova 9

There are several cheats in this game. Press these three keys together:

<CTRL>, <ALT> and

<HELP> Shield recharge & Damage fix

<RETURN> Adds Lasers & Rockets

<CURSOR UP> Level skip

1.204 nu

On the title screen, type "JOSHUA" and a message will appear {GREETING PROFESSOR FALCON....}. You will now be blessed with infinite lives.

1.205 oil imperium - reline

1. When you sell all your oil in the beginning you get a lot of money.
 2. When the prices are low, save the game and start it again.
-

1.206 ollies follies

To skip levels, wait until the game is running and type in one of the following codes:

05 FRANK 09 FANDA 15 NORBI 19 ZOOMM

1.207 one step beyond

Level Codes:

01 48474	26 44215	51 40001	076 27720
02 39943	27 26705	52 56488	077 04473
03 22881	28 05384	53 30953	078 32193
04 62824	29 32089	54 31905	079 36666
05 20169	30 37473	55 52858	080 03323
06 17457	31 04026	56 09227	081 43312
07 37626	32 41499	57 62085	082 17765
08 55083	33 45525	58 05776	083 61077
09 27173	34 21488	59 02325	084 13306
10 16720	35 01477	60 08101	085 08847
11 43892	36 22965	61 10426	086 22153
12 60613	37 24442	62 18527	087 31000
13 38970	38 47407	63 28953	088 53153
14 34047	39 06313	64 47480	089 18617
15 07481	40 53720	65 10897	090 06234
16 41528	41 60033	66 58377	091 24851
17 49009	42 48217	67 03738	092 31085
18 25001	43 42714	68 62115	093 55936
19 08474	44 25395	69 00317	094 21485
20 33475	45 02573	70 62432	095 11885
21 41949	46 27968	71 62749	096 33370
22 09888	47 30541	72 59645	097 45255
23 51837	48 08509	73 56858	098 13089
24 61725	49 23514	74 50967	099 58344
25 48026	50 16487	75 42289	100 58344

1.208 oops up

Level Codes:

01 PO01	21 G8LD	41 XPE5	61 OOT8	81 SA3A
02 DK51	22 P49X	42 UP9F	62 TI27	82 S4A9
03 30FJ	23 A0A5	43 AQ1Q	63 W3RE	83 LA8D
04 FL59	24 39VS	44 S046	64 905W	84 MUE0
05 Q058	25 XPE4	45 VE96	65 TRP2	85 ER7E
06 FA20	26 FE5C	46 X94B	66 6GI3	86 NEPT
07 5F6J	27 CXE5	47 E114	67 REWQ	87 W8GA
08 CKD4	28 32H4	48 D824	68 IPOU	88 PI31
09 NF05	29 PD30	49 84D5	69 HGF6	89 2I10
10 D04G	30 10F4	50 S04L	70 FUK0	90 A234
11 40V8	31 D947	51 FOR0	71 30RT	91 X3Q1
12 FDL0	32 FD4G	52 2FF7	72 JUEE	92 NEC1
13 V03D	33 DK48	53 R4KG	73 MIRO	93 GUF7

14 49F8	34 206G	54 39GH	74 GULU	94 A3K9
15 WAQD	35 DK39	55 PW04	75 JUG8	95 C5J0
16 X038	36 DGLO	56 OEP5	76 R2T7	96 JH90
17 UU09	37 DO49	57 R4G6	77 TUP8	97 JUBI
18 40FJ	38 6P05	58 MF03	78 KOP9	98 V069
19 X03C	39 FO49	59 OW75	79 BIWI	99 T800
20 DK49	40 4G7H	60 MC90	80 EB01	100 4799

1.209 operation lemmings

To pick a level from which you can start from type "CYB Computers" in the high score table.

Swearing at the high score table brings up a few messages as well.

1.210 operation thunderbolt

Enter name as "WIGAN NINJA" for infinite lives. Now hit <F2> for level-skip! Type SPECCY MODE on the hi score screen (need 50,000 points) to bring on twice the number of enemies.

Enter your name on hi score table as EDOM TAEHC (CHEAT MODE spelled backwards) for infinite lives

Usually you have to shoot equipment boxes to get the laser sight, but press <F8> and <FIRE> at the same time on the title screen and you will start a 1 player game with laser sight. For 2 players press <F2> instead of <F8> on the title screen.

Hit the following keys in sequence to have the laser sight throughout the game:

<F8>, <F7>, <F6>, <F5>, <F4>, <F3>, <F8>, <F1>, <F1>, <F1> (one player game)

<F8>, <F7>, <F6>, <F5>, <F4>, <F3>, <F8>, <F2>, <F2>, <F2> (two player game)

1.211 operation wolf

At the end of a level between when you kill the last bastard and the time the appears, rolling the mouse down causes damage to decrease.

Pause the game with <F1> and aim your gun while paused, then unpause.

1.212 ork

In the in-game computer, fire in all four corners of the screen.

<A> for Ammunition

<F> for Fuel

<H> for Help or top up Health

<RETURN> to Take off or land whenever necessary

<E> replenish energy.

1.213 oscar aga

On the level select screen, enter the door marked {SCREEN 2} The Horror Level. After the level has loaded and before you press <FIRE> to start the level, push up on the joystick and hold down <K>. While still holding both, press <FIRE> to enter the level. Once the level has started you can let go of the joystick and <K> key. Now press <ESC> to skip levels.

1.214 osiris

Level Codes:

02 HIPPO 27 STARS 52 ALIGATOR 77 CLAIRE
03 SAHARA 28 KAFTAN 53 ABBIS 78 BRIDGE
04 OSIRIS 29 STARTREK 54 AMDUAT 79 MIDSLIDE
05 PIXLERS 30 OUTSIDE 55 THINIS 80 MINARET
06 INCREDIBLE 31 SINAI 56 WRONGWAY 81 HANDSUP
07 TRISTAR 32 PHARAO 57 ZAGAZIG 82 INTIME
08 AHMOSE 33 BUDDIE 58 SLIPPERY 83 FALLOUT
09 ARENA 34 TRYAWAY 59 ICEHOUSE 84 ISIS
10 ATAPAN 35 BOMBTREE 60 BLIZZARD 85 BATTLE
11 MOSHEE 36 GURU 61 CELINE 86 CAVES
12 BLOCKADE 37 CROCODIL 62 CHESED 87 KOMOMBO
13 OASE 38 MOVEUP 63 CHEOPS 88 CANYON
14 KAIRO 39 CLEANUP 64 TSHADOR 89 CHEPHREN
15 NIL 40 MEKKA 65 TAURUS 90 MANETHO
16 TRAP 41 ISLAM 66 THEBEN 91 ECHNATON
17 RHODOS 42 NOFRETETE 67 SOL 92 DJOSER
18 HALEF 43 FAROUT 68 DAMANHUR 93 NUBIEN
19 STRANGER 44 MINES 69 GRAVE 94 BADARI
20 ENTRY 45 TROUBLE 70 HURRICAN 95 SABBATH
21 ABUSIR 46 DELTA 71 KLEOPATRA 96 GAZA
22 BASAR 47 KUWAIT 72 MENES 97 BLOCKOUT
23 HORUS 48 NAPATA 73 SPHINX 98 UNAS
24 ENEMIES 49 RA 74 OMAR 99 MULLAH
25 CHOKMAH 50 SAKKARA 75 HOROS
26 OLISQUEST 51 SYSIPHUS 76 DOWNWIND

1.215 out to lunch

Enter "FEEDME" for the password. Cheat activated should flash near the bottom of the screen. You will now be presented will a selection menu. You can play any level and all the secret levels.

Level Codes:

2 TZATZIKI
3 PLANTAIN
4 FAJITAS
5 WONTON
6 CHOUX

1.216 outrun

While playing, type in "RED BARCHETTA" (This cheat may only work with the European version) or "STARION" and use the following keys:

<T> Increase time by 10 seconds (after 100 seconds time looks garbled)
<G> advance a stage
<S> Skip Level
 Restart current level (and get bonus points)
<X> Quit
<D> Save screen in Degas format
<Q> Program info

1.217 outzone

Level Codes:

08 SOUTHSIDE 15 R MATTHEWS 22 Z
02 CHARLEY 09 HUELSBECK 16 TEXAS 23 DRACULA
03 BREWSTER 10 BFIDEL 17 J BURNS 24 POLEDOURIS
04 RV W RAMA 11 BITMAP BRO 18 SILVESTRI 25 STARDUST
05 THE ABYSS 12 M BIEHN 19 T HOLLAND 26 SOON
06 JCAMERON 13 FACTORY 20 CAULDRON2 27 HORROR
07 LBRTISH 14 J HIPPEL 21 MOORCOCK 28 TALES

1.218 over the net

First, choose a one set game, play the sea-cup and enter one team or two human players.

When it's your turn to serve, move the non-serving player up to the top of the court close to the net.

This will force one of the computer players to follow him.

Now do a jump serve (push up and fire), then hit the ball to the other computer player by pushing right then down. The ball should drop between him and the net and he should miss the ball. Hopefully this plan should work. I don't know if it works with the other teams like Coco, Freaks etc but it works with the Rollers and the Golden Boys."

1.219 overkill aga

Enter "NZL" for your initials on the high score table. When you restart the game you'll find you have infinite lives.

1.220 overlander

- * When cruising the highway don't stop shooting.
- * Always choose the highest paid mission.
- * Buy fuel carefully - only enough for that level.
- * After level 1 you MUST buy a leanburner.
- * Try to stay in the middle of the road and travel fast - travelling slowly only burns more fuel.
- * Fire bombs are more useful than smart bombs when you learn how to use them.
- * Bulletproofing is necessary after level 2.
- * When travelling through the barriers the best speed is 90-120mph.

Level 1:

1. Select counterfeit money.
2. Fuel up to 14 notches on the fuel guage.
3. Get turbo, 4 battering rams and two flare bombs.
4. After the first bikes slow down or the gunners will kill you.
5. Destroy trucks from as far away as possible.
6. Slow to 100-150 mph to negotioate barriers.
7. If you stay in the middle lane when you come to the wrecks you wont die.

Level 2:

1. Select kidnapped official.
2. Fuel up to half full.
3. Buy leanburner, a few bullet proofs, rams, and flare bombs.
4. After first bikes there's a nasty surprise in the valley below.

Level 3: DARKLANDS

1. Select plutonium.
2. Fuel up to half full (if you have leanburner - if you don't then fill up to the max.
3. Buy rams, bullet proofing, flare bombs and lives if you need them.
4. The toughest part of the course is early on, so don't be afraid to let loose with the flare bombs.

Level 4: THE GUTTER RUN

1. Select illegal chemicals. fill up to max level.
2. Buy maximum rams, bullet proofs and as many lives as you can afford and flare and smart bomb depending on your bank balance.
3. The barriers are every where on this level and you will need to be at 90 - 100 mph to avoid them all. Try to save your rams for later in the level.
4. The alleys in 4 are real mean. Smartbombs and bullet proofing are your best chances of survival.

Level 5: GRAVEYARD

1. Choose the president. Fill up to maximum fuel.
 2. Buy everything \$40,000 up front plus whatever you had from the last level should be enough, lives should be on the top of your shopping list followed by rams, proofing, brakes, armour and weapons - don't bother with the wheelblades!
 3. Do the same as for the last level. Because your car's at maximum everything, this level shouldn't proove too difficult.
-

1.221 oxyd magnum

Level Codes:

```
01 12315524 11 44590444 21 30124217 31 62087948 41 76588783
02 98242163 12 35787325 22 70220598 32 64526776 42 85245124
03 89693796 13 68099940 23 65870799 33 58468944 43 52876649
04 12343596 14 88815926 24 20527223 34 14213476 44 50310209
05 93255867 15 13236967 25 06002006 35 76231232 45 57899374
06 07659199 16 24629215 26 94254906 36 27333386 46 13834195
07 96549204 17 49344163 27 86510660 37 18604278 47 96169827
08 31222519 18 11076228 28 86993842 38 03298891 48 89062821
09 63343665 19 65670965 29 98493601 39 99454196 49 99490654
10 40222617 20 22763196 30 04496947 40 41961156
```

1.222 p-47 thunderbolt

Type your name in as "ZEBEDEE" on the high score table.

<F1> Skips Level and

<F2> Renews Lives

1.223 p.p. hammer

If you press <1> on the keyboard - you will instantly obtain any item that you want.

Level Codes:

```
01 NO PASSY 02 TCJHHTCE 03 ABGHBSUE 04 DWWGDJTD
05 WVJFUICC 06 SUGFWHUC 07 ASWERFTB 08 ERTDTEHA
09 AJFCGDVA 10 THCDIBIW 11 AGSDCAHW 12 EFIADWCV
13 BDBBVUJU 14 UCVBATEU 15 BBGVRSDT 16 FADWTRVS
17 AVUAGIFS 18 TURSIBHR 19 BTDSDGAR 20 FRARFESJ
21 BJJUWDCI 22 UIGUBCUI 23 BGWTSATH 24 FFTHTWHG
25 REFHSVVG 26 RCCHFTJF 27 CBSHHSIF 28 CAIIBRDE
29 JVBJDIRD 30 JUVJUHF 31 CTICAGDC 32 CRBDRERB
33 RJUDTDFB 34 RIGWGCEA 35 CHDWIBWA 36 CFTVBWFW
37 SERFEVAV 38 SDDFVUWU 39 DBAEASRU 40 DAJDRRBT
41 RWGDTJTT 42 RUWDGHSS 43 DTTDJGGS 44 DSFIDFVR
45 SJCJFDJJ 46 SISJWCIJ 47 DHIGBBDI 48 DFBHRWRH
49 TEVHJVFH 50 ADHTSUEG 51 ECESFTWG 52 AAURHRGF
53 SWRUBJBE 54 WVDUDIAE 55 ETATVGSD 56 ASJWAFBC
57 TRCWREAC 58 AIWVTCSB 59 EHIWGBCB 60 AGGAIUAU
61 UEWBCVSW 62 BDTBEVGW 63 FCFCVTUV
```

TO USE THIS CODES YOU MUST USE THE NAME "TRITON", BECAUSE THE PASSWORD CALCULATIONS IS BASED ON THE NAME!

1.224 pacland

During play hold down <S>, <I>, <U>, and press <RIGHT ALT>. There should be a slight pause and the ghosts will reset to the starting position. This will give you infinite lives.

When the title screen appears, type "AVALON". It should flash indicating you now have unlimited lives! If that doesn't work, try the following:

Start a 2 player game. Make it as far as you can with player 1. With player 2, you must be able to make it as far as the fairy to collect your boots. Now that you have gotten your boots, you are going backwards to where you started. Push the THIRD cactus on the way back, and a yellow pacman will appear. Get it, now kill player 2. Continue playing with player 1. Every time player 1 dies, get the yellow pacman with player 2 and kill player 2 immediately. As long as you keep getting the yellow pacman with player 2, player 1 will never die.

Hints:

Level 1 Run to the third fire hydrant, and when you get there, jump over it and push it to the left. This will give you a blue hat that will make you invulnerable to the little ghosts that fall from planes.

Level 2 Run to the third cactus, and push it to the left. You will now be invulnerable for the entire level!

Level 3 After getting your magic boots, push the third cactus on the way back for a free life.

- Jump on the roof of ghost's car to escape
- Only use powerpills when ghosts are in range, or else it is wasted
- When you reach the breaktime sign, jump when you are about 1 inch away for a bonus (depending how high you are when the level ends)

1.225 pandora

Complete Solution:

- 1: Wait a few moments for amy to appear.
 - 2: Take ID Amy and find the Second Officer. Pick up the Lazer Rifle from the table next to him.
 - 3: Put Lazer Rifle into backpack-don't use it yet.
 - 4: Find the Engineer, take his ID and the Sonic Driver.
 - 5: Find the Lt Commander, take his ID and carry it.
 - 6: Find the Commander, take his ID and carry it. Also take the Code Blue and Code Scarlet.
 - 7: Find the Captain, take his SDI disk and leave the ID Lt. Commander.
 - 8: Shoot the Ice Lord with the Lazer Rifle.
 - 9: Carry the ID Engineer to go through the force field.
 - 10: Find the AWOL officer and take his ID.
 - 11: Carry the Sonic Driver and head for the Robomechanic.
 - 12: Swap the Sonic Driver for the Code Ochre.
 - 13: Carry the SDI Disk and go to the SDI computer.
 - 14: Give the SDI computer these items in the following order: SDI Disk, Code Scarlet, Code Ochre and Code Blue.
 - 15: Carry the Engineer's ID and exit the Engineering Section. Then swith to ID AWOL.
 - 16: Go the transporter and enter along the arrow.
-

17: That's all folks.

1.226 pang

On the map screen, type in "WHAT A NICE CHEAT". The picture should then turn purple and allow you to travel to any location.

1.227 panza kick boxing

The best moves to use are upper cut, round house, low leg kick. The low leg kick is useful for keeping your opponent out of range and on target for a round house followed by an upper cut. The double backfist is also very powerful and often provides a knockout punch.

If you are losing a fight, and don't have much chance of recovery, then press <ESC> so that your stats remain intact.

Efficient boxer:

A 34
B 5
C 17
D 11
E 8
F 32
G 4
H 33
I 1
J 55
K 10
L 25
M 16

1.228 paradroid 90

On the title screen hit <F3> to bring up an options menu

The extra ship is the Pirate Mothership. To reach it, collect the Grafgold Key hidden on every ship. (The Grafgold Keys are usually found under crates and so on. Collecting a key keeps the Pirates at bay for a further three minutes. A 5000 point bonus is given for completing a ship with Grafgold key.) Complete the final ship with every Grafgold Key to be beamed aboard the Pirate Mothership for a fight to the death.

1.229 parasol stars

When you are in Ocean World on the fourth level, paralyse all the nasties and get the purple heart in the top left corner (if there is one). Get all three green fruits, and you will be transported to the last world.

On level 3, world 3 kill all the nasties who are in the box. Some green pepper-like things should appear and if you collect them all you'll be transported to the hidden world.

The cheat mode is activated by typing "CYNIX" or "A WORD" during the game. You can then use the following keys:

```
<M>  get all three stars
<T>  end the stage
<G>  kill all the badies on the screen
<1> - <7> skip to that stage
<C>  extra credit
<F1>-<F10> skip to that level
<D>  die
<B>  skip to bonus screen
<X>  skip to extra level
```

Start a one-player game and plug in the mouse into player two's socket. Press <RIGHT MOUSE> to clear a level. (Try using a Sega Genesis controller with three buttons to play the game using this cheat method.)

1.230 pawn

After completing the game, once you have examined the listing type in "DEBUG". You will see the ">" prompt change to "]", and you will now be invincible, able to wander anywhere in the game without being hurt. Try typing in "DEBUG" at the beginning of the game for the same effect.

1.231 pegasus

On the title screen press <P> and enter "FRUITBAT" for the password. On the main titlescreen when press fire is flash use the <CURSOR LEFT> and <CURSOR RIGHT> to select the starting level. During play use any of the following keys:

```
<F1> Add extra lives
<F2> Select power-up (press <SPACE> to activate)
<F3> Add extra shots to special weapon
<F5> Advance levels
<F7> Shield
```

Enter "CATFOOD" for the password for greets.

Level Codes:

```
10 JUPITER
11 SCREECH
20 CHRISTMAS
21 DRAGONFLY
30 COSMOLOGY
31 BEEBOP
40 PENTAGON
```

41 CELESTIAL
50 COATHANGER

1.232 pengo ii

Enter "CHEETAAH" for your password and use <HELP> to skip levels.
Enter "ULTIMATE" to view the ending.

Level Codes:

0 POSTCARD	4 REPLOMAN	8 BULLROAR
1 U2U2U2U2	5 RIVERGOD	9 XENOCIDE
2 SILENCIO	6 GAUSSIAN	
3 NEURONET	7 BJORK4U2	

1.233 personal nightmare

The safe can be opened by reading the date on the painting.

1.234 peter beardsley's international soccer

Continual tapping of <FIRE> while in possession of the ball prevents other players from tackling you.

1.235 pga tour golf

Before you tee off on the first hole click <FIRE> for the tournament statistics. Look through all of these and then play the game as usual and you'll find that your opponents have dropped quite a few shots. Do this on each hole, and by the end of the game the computer players will be quite a way behind you.

1.236 phantasia iii

When you go to deposit some gold and asked how much type 9999999. This is turned into a deposit of 27009. Do not deposit any more or your account will go back to nothing.

1.237 pharaohs curse

Type "SPHINX" to start on level 2 or type "RAIDER" for level 3.

1.238 photon storm

Pause the game and type "YOUR-MIND-IS-MY-ASHTRAY" for invincibility. Were the <-> (minus signs) are on the main keyboard.

1.239 pinball fantasies

After you loaded a pinball table and it scrolls up and down you can enter these codes (WITH spaces, no Return required)

Enter these cheats before you select the number of players:

```
"FAIR PLAY"    Disables all previously entered cheats
"EARTHQUAKE"   You may 'tilt' the table as you like
"EXTRA BALLS"  Gives you 5 balls instead of 3
"DIGITAL ILLUSIONS" The ball cannot leave the table
                (You can only leave the game by pressing
                <P> for pause and <ESC> to quit the table)
"VACUUM CLEANER" Clears the highscore list
"HIGHLANDER"   Makes your ball heavier
"TECH STUFF"   Technical stuff
"THE SILENTS"  Message
"ULF"          Message
"OLOF"         Message
"MARKUS"       Message
"ANDREAS"      Message
"BARRY"        Message
"FREDRIK"      Message
```

1.240 pinball magic

When the exit to the next level opens, you can press <F4> to go to the next level.

1.241 pipe dream

Level Codes:

```
5 HAHA
9 GRIN
13 REAP
17 SEED
21 GROW
25 TALL
29 YALI
```

1.242 pipeline

Level Codes:

FOLD
EYES
EGGS
TEAR
PEAS
DUCT
PODS

1.243 pipemania

Level Codes:

4 GRIP
8 TICK
12 DOCK or DUCK
16 OOZE
20 BLOB
24 BALL
28 WILD

For a 4000 point bonus, you need to get the flooze to cross itself FIVE times. But remember not to get too cocky, and wait until the end of the pipe to do this.

There is also a secret bonus of 50,000 points if you completely fill the screen with pipes.

1.244 pirates

When fighting against unbelievable odds don't panic. Choose the long-sword. Keep using the slash-high attack to cause the most damage. You may get down to only one man left, but you can still defeat the enemy captain. After you win, select Send A Prize Crew so you will have enough people to sail your ship.

Don't attack a nation your home country is allied with, it will upset both of them.

Don't wed till you've got all your promotions, your opportunities will be much better. Make conversation with all the Governor's daughters, however, they might gather important information for you from the Governor's mansion.

1.245 pitfighter

Start the game as normal, and while playing, hold down <LEFT SHIFT> and type in "LOBSTERS". Now you can use the following keys for various effects:

<1> to <0> Jump to selected level (on keypad ?)

<C> Jump to championship level
<G> Jump to grudge match
<L> Jump to elimination match

1.246 The Plague

First make your score end in a three (by shooting the bubbles). Then hit <P> to pause the game, then hit <ESC>, then click "No" when asked if you want to play again. This takes you to the title screen with the drooling barbarian. Now type the following "KOM JE ILLEGAAL DOOR DE PLAAG DAN GRIJPT DE JUNGLE COMMAND JE IN DE KRAAG", then hit <RETURN>. Border should turn green. Hit <FIRE> to return to game. Now you have infinite lives. You must do all this on Level 1 before you are killed even once.

1.247 platoon

Type in "HAMBURGER" at the title screen. The word 'Cheat' will appear below the credits. Press <FIRE>, then <F5> when the jungle screen comes up. Your man is now invulnerable to the attacks of the little Commie @#!\$&*s.

From here

<F1> starts you where you are,
<F2> puts you at the location of the explosives,
<F3> takes you to the bridges that you have to blow up,
<F4> takes you straight to the village where the entrance to the tunnels is hidden in one of the huts.

From here on the cheat no longer works, the game runs as normal and you can die but it certainly gets you further along the track.

If you type "-HILL" (where the hyphen is the minus on the keypad) after you have typed "HAMBURGER" when the credit screen re-appears the words {MEGA CHEAT} will appear when the credits scroll. You get additionally to above:

<F5> immunity from everything

1.248 player manager

- 1) Buy a few young, cheap players and keep them in the squad for a whole season. Next year, their price will have increased and you should have no trouble selling them for a huge profit.
- 2) Only buy players with very high agility ratings, as this effects all their other attributes. If agility is high (about 200), expect the player to become an excellent footballer, given a season or two.
- 4) Remove 8 or 9 players from your team, then after 2 or 3 big defeats you will receive sponsorship.

1.249 pod (pd)

On the title screen, type "BIGCOUNTRY" and then a level number.

EXAMPLE:

Type "BIGCOUNTRY45", then press <F1> (1 player) or <F2> (2 players).
You will start on level 45.

1.250 poing (pd)

On the title screen, hold <LEFT SHIFT> and press <[> to enter the editor.

1.251 police quest 2

Your business card, which you need for your locker combination, is in your wallet.

1.252 pool of radiance

Once you find any item you can make as many copies of it as you want.

- 1 Create a dummy character.
- 2 Load a saved game and transfer all the good items to the dummy.
- 3 Remove the dummy character from the party.
- 4 Load the dummy character back in.
- 5 Transfer the items to other members.
- 6 Drop the dummy character from the party.
- 7 Repeat steps 4-6 as many times as needed.

This also works for Curse of the Azure Bonds and Champions of Krynn.

1.253 popeye 2

Level Codes:

- 2 SUBURBAN
- 3 SOOTY
- 4 DUCKULA

1.254 populous

On the title screen, type "KILLUSPAL" to warp to level 999.

Fill the landscape with the maximum of 200 people to force one of the three hidden monsters to appear.

First load the conquest game as usual, and click on the game setup icon.

Then select custom game and go to game options, changing anything you like. Finally click on evil, then two players, and then cancel. The enemy will now be unable to alter the landscape, preventing him from making any progress.

For Level Codes see German Part.

1.255 populous ii

Type "ADKITAKDVGZLRGWZ" at password prompt. This should give you maximum everything. It may be "ADKIUCMCZNDIFINL", "ADKIUCKBZNZEFIWX", or "ADKITDMEVQDPXWTN".

To activate lightning, hold down <LEFT MOUSE>, press <1> on the keyboard, and release <LEFT MOUSE>. Now the lightning remains and your manna won't decrease.

For Level Codes see German Part. There are also the Codes to the Challenge disks.

1.256 The Power

Hold down any of the following key combinations during play.

<CTRL>, Background scroll stops
 <LEFT SHIFT>, <RIGHT SHIFT>, <T> Time stops
 <LEFT ALT>, <RIGHT ALT>, <H> All hearts collected
 <LEFT AMIGA>, <RIGHT AMIGA>, <S> Skip levels

Level codes:

2 LEVEL2	3 VISUAL	4 COWBOY	5 URGENT
6 OOPSUP	7 TOPTEN	8 D14DH7	9 ASDFGH
10 SOLONG	11 SURFIN	12 RACKET	13 BULLIT
14 QRAZZY	15 36F6FR	16 UNLINK	17 PIXXEL
18 EUROPE	19 NEWTON	20 FREEZE	21 LAUNCH
22 M7MS49	23 GALVAN	24 KLOWWM	25 INDIGO
26 JINGLE	27 JOGGER	28 INSIDE	29 5P25PS
30 KNIGHT	31 HINOON	32 NOBODY	33 GOODIE
34 OQZAYB	35 ELTRIC	36 187293	37 QROVVY
38 DOUBLE	39 ROLLER	40 CLOSET	41 SLOWLY
42 BISNEZ	43 124816	44 TARGET	45 ANZING
46 VOHDOH	47 Z97531	48 WOODIS	49 Y2X3W5
50 XUQZOX			

1.257 powerdrift

Select any course except D and win all the races (you must win them to get a gold medal - finishing in the top 3 is NOT good enough!). Collect all the gold medals and you enter a bonus round on a secret course with you in control of the F-14 Tomcat from Afterburner! (With no collision detection) Do the same thing on course D and collect all the gold medals

and this time you will be in control of the Super Hang-On bike!

1.258 powerdrome

Here are some tips on the various tracks:

Oval: The secret with this track is to use as much afterburner as possible, but without blowing up your engines. Keep your eye on the temperature gauge. This track is fairly wide, so switch the centering field OFF and pick up speed. Go around as fast as you can.

Antacorp: A difficult track. Turn the centering field up to four or five, which will put you in the middle of the course. When you go through the underground chicane, hold down the right shift key. This will take you through the vertical scanner without slowing down; then straighten.

Clortek: Shortly after the start line, you will encounter a trench. Don't waste your time flying through it; just go over it. When you reach the pressure gate, which is around half way, don't slow down. If you're going to crash into it then slow down. Hopefully this won't occur, but in this instance it's no use fighting the consequences. When you come out of the exit, switch the afterburners on. Go for speed on this next stretch.

Otyaka: It's main section's underground, very dark and at first quite difficult. The track careers from left to right so turn the centering on at around level five. Once you emerge into the open, you'll come across a nasty right hand hairpin, so hold down the centering key again. This section takes some practice.

Banzal: So named because it really is the hardest track. Crank the centering up as much as possible but reduce it down to six if feasible and necessary. You'll encounter the same kind of underground dip as on the Otyaka course, so use the same tactics. If you get through this you are GOOD.

Apocalypt: This section has an alarmingly tight hairpin situated three corners from the start. Take it using centring mode. While underground you will go through a loop de loop. You get through this using gentle movements of the mouse, with centring set around six. This should see you right.

Estoria: Back into sunny climes and a fairly wide track. Bomb around the course with a low centring setting or none at all.

General: As you've probably noticed, the centring field is a pretty useful gizmo in this game. Specifically introduced to the Amiga version, the centring field should make Powerdrome accessible to beginners.

1.259 powermonger

In winter, take a lone captain to the north of the map. Leave him there, but keep an eye on him, because apparently he starts shearing a sheep. And then, apparently, he eats it.

Instruct your captain to invent something, pause the game, put the game speed up to full, and wait a couple of minutes. Now unpause the game, the captain will have kept inventing during the pause!

When you wish to invent in double quick time, click Invent and when your men leave, click on it again. This often makes a catapult immediately. This cheat works only once on each island.

1.260 powerplay

Remove disc B from the drive and replace it with a blank disc. You should now be asked the same question every time.

1.261 predator

If your energy gets on the low side, simply press <F10> to restore it.

1.262 predator 2

Pause the game with <P> and type in "YOU'RE ONE UGLY MOTHER". Now restart the game and you should have unlimited lives and bullets and can skip levels by pressing <l> on the main keyboard. If this doesn't work, try typing it "YOUR ...".

1.263 prehistorik

After killing the strange turtle-like creature on the first level, you should come to a screen with two carnivorous fish bouncing up and down in the water, as well as four banks. Do not jump over the first well! Jump inside it and you will fall down into a secret room.

Later on in the first level, look out for a ladder near some water which leads up to a platform and an egg. Climb the ladder, take the egg, then go to the left, into the water, and you will find a submarine secret room.

There is also a way to find some hidden extra food. Go to the third screen of level three and jump forward hitting empty space. The hidden food should now appear.

1.264 premier manager

Dial any of the following on the phone:

753423 Gives you an amazing goalie
781560 Sets everything to 99 and gives you \$20 million
250967 Sets tackling (TK) to 99
000123 Sets passing (PS) to 99
220769 Sets shooting (SH) to 99

1.265 premier manager 2

Go to the phone and dial:

781560 You will be presented with a fruit machine
896610 you won't lose at the fruit machine.

089869 to get the club secretary. When you click on her leg or boobs she screams. If your directors (supporters) confidence and managerial rating are at 100 percent she goes instead.

1.266 premier manager 3

Dial "400040" and your players will have a higher fitness rate and better moral.

Dial "343343" for extra money.

1.267 premiere

On the title screen (the one where it says "Press Fire to roll cameras") type "SPARKPLUGS" to obtain infinite lives. The word cheat will flash to let you know that the cheat works. When you start the game you should be able to skip levels by pressing </> on the numeric keypad.

How to defeat the end-of-level guard that looks like a bulldog: Watch his hand, and when he has moved his finger three times it means he will reach for his gun - so shoot as quickly as possible. Next time he will fire at you after moving his fingers five times, and finally four times. By anticipating all of his quick-draws in this way, you should always manage to kill him.

1.268 prince of persia

While playing:

<SHIFT> + <K> kill guard
<SHIFT> + <+> add time
<SHIFT> + <W> levitate when falling
<SHIFT> + <T> for full strength
<CAPS LOCK> + <L> next level

1.269 pro tennis tour

Climbing the world tennis rankings!
Play the first set; when the score screen appears, press <FIRE>, then <ESC>. The screen will then declare "Game, Set and Match" to your opponent. Even so, you'll find your ranking has just dropped from 64 to around 54. Repeat the process until you find an opponent you can beat!

1.270 project x

If you fly into the first end of level baddie when its jaws opens up, avoiding its fire and being careful not to touch it, you will be presented with a version of Space Invaders. Complete one wave and you will be given three extra lives and be thrown back into the fray.

When you die, pilot your flashing ship down below the score at the bottom of the screen to have a free tunnel of aliens.

1.271 project x - revised edition - team 17

During play hold down <RIGHT MOUSE>, press <ESC>, and quickly press <RETURN> to skip levels. Do not let up on <RIGHT MOUSE> until you have pressed both keys.

1.272 projectyle

Use your scanner to pick up off-screen freeze capsules. In your own zone, hang around the goal mouth until someone takes a shot. This should give you a chance to get the ball straight into the tunnel in the shortest possible time, while decreasing the risk of conceding goals.

1.273 prophecy i - the viking child

Here are the codes to help you get through the game:

DENIS or IMAGITEC - The Forest
THE BLIZ or JOJOSM - The Bridge
SHARKMAN or GUSTAVUS - The Labyrinth
NYMHARSW or NINJADL - The Desert

1.274 psyborg

Level codes:

ANACREON	KRYPTON	TERMINUS	TRANTOR	KALGAN	ZORGON	SOL
1 N/A	1 7564	1 0722	1 6619	1 0413	1 4640	1 3610
2 1610	2 5027	2 4464	2 7672	2 9411	2 4412	2 2349
3 1510	3 5269	3 9802	3 6765	3 6855	3 2436	3 3482
4 1704	4 7235	4 9972	4 0218	4 9591	4 8883	4 2613
	5 4794	5 2972	5 9336	5 4269	5 5564	5 7292
	6 5804	6 3704	6 1902	6 2022		
	7 4970	7 4425				

1.275 puffy's saga

While playing, press all the Function keys from <F1> to <F7> individually for extra keys, help points and a warp to the next level.

Press <F5> and <F6> together and you will be advanced to level 7. Press to go to level 8 press it again to go to level 9

Also, if you have 2 goms, you can call up a map of the level by pressing <F6> and/or <F7>.

1.276 puggsy

Level Codes:

THE COVE	RED WOODS	REDWOOD	KEEP
777 726 503 377 726 743 376 726 742			
137 125 743 137 135 347 135 135 347			
066 172 404 066 172 404 066 152 404			
STARFALL LAKE	SPLINTER TOWN	DARKBLADE	FOREST
376 326 746 757 306 356 747 306 356			
325 135 347 224 125 747 220 125 747			
026 172 004 026 172 000 026 172 200			
DIAMOND MINES	DARKSKULL	CAST.	DIAMOND MINES
747 226 376 347 226 776 247 246 576			
120 125 707 121 035 707 031 225 707			
026 572 200 326 552 200 326 552 200			

1.277 pushover

Level Codes:

1 00512	11 07168	21 15878	31 08206	41 31246
2 01536	12 05122	22 14854	32 24590	42 32270
3 01024	13 05634	23 14342	33 25103	43 31758
4 03072	14 04610	24 10246	34 26126	44 29726
5 03584	15 04098	25 10758	35 25614	45 30238
6 02560	16 12290	26 11782	36 27662	46 29214

7	02048	17	12820	27	11270	37	28174	47	28702
8	06144	18	13856	28	09222	38	27150	48	20510
9	06656	19	13314	29	09734	39	26638	49	21022
10	07680	20	15362	30	08718	40	30734	50	22046
51	21534	61	17982	71	18559	81	29439	91	28159
52	23582	62	16958	72	22655	82	30463	92	26111
53	24094	63	16510	73	23167	83	29951	93	26623
54	23070	64	16511	74	24191	84	31999	94	25599
55	22558	65	17023	75	23679	85	32511	95	25087
56	18494	66	18047	76	21631	86	31487	96	08703
57	19006	67	17535	77	22143	87	30975	97	09215
58	20030	68	19583	78	21247	88	26879	98	10239
59	19518	69	20095	79	20735	89	27647	99	09727
60	17470	70	19071	80	28927	90	28671	100	44543
??	11775								

1.278 putty

On the high score screen after the games is over (you don't need a high score), type "HEADLIKEAHOLE" and press the <ENTER> on the keypad. Use now <F1>-<F10> to skip levels. This also gives you infinite lives. Hold <SHIFT> or <CTRL> and press the function keys to access the other levels.

1.279 putty squad

Level Codes:

CAPRI JET ORGAN GONDOLA CHRIS FODDER
 BURGER MELON PREY ARIES BAZGIBB NICKEL
 GAIA RHUBARB DREAMER CHERRY ARABIA SENNA

1.280 puzznic

When playing the game, press <SPACE> to bring up the retry screen, but don't release <SPACE>. All the time that it is held down the game will be paused and you can work out what to do without having to rush.

Level Codes:

48 ICHI NICH
 49 IGAN BARO
 50 PASS WORD
 51 MINA SAMA
 52 NO.O KAGE
 53 DE.N ANTO
 54 KASH IAGA
 55 RIMA SITA
 56 THAN KYOU
 57 MAID OOKA
 58 IAGE ITAD

59 AKIM ASHI
60 TEAR IGAT

1.281 quadralien

Level Codes:

2 170961
3 010655
4 610169

Tips: Once in the core, you can't quit. So choose droids with good lasers, Jack and Spud for example. The Quadralien mother is made up of 4 separate pieces grouped together and surrounded by Earthling boxes. The mother can only be destroyed by blowing up each box from a different direction. From the starting point there are three exits: north, east, and west. Go east and destroy the first box, return to the starting point, and go north to destroy the second box. You will now have both droids to blow the remaining boxes. Go west through the one-way force field, and get the other. Don't forget to keep recharging.

1.282 questron 2

Here are some general hints for the game:

- While playing Wizards Squares, I find that the ball usually lands on Red or Blue.
- If you have low hit points, watch out for Slasher Boars. Also, steer clear of swamps and mountains, as they contain the toughest of monsters (Hurlers, Ice Urchins, Spikers, etc.). Grub Snufflers are the best monster to meet because they have a much greater profit ratio. (hit points against gold carried)
- The game is finished in the realm of sorcerers, in the Dungeon of Despair. You must have about 10,000 hit points and many spells to finish it. An absolute necessity is the "Scroll of Scalna", which can be found in the other dungeon in the realm. The Scroll is a magical map, and it automatically maps your path.
- Watch out in the dungeons, and constantly check ahead of you with the "Xamine" command at the bottom of the list of commands, as bear traps or spikes whip up and destroy your amour, or do up to 4000 hit points damage.
- Some weapons are better than others for killing certain monsters. Here is a table indicating what weapon is best against some of the different monsters.

Tanglers - Dagger
Wave Slappers - Rapier
Spincers - Rapier
Mutant Carps - Cudgel

Slasher Boars - Spear
 Ramdarts - Bow and Arrow
 Giant Cockroach - Fauchard
 Spiker - Staff

- Make sure that you have plenty of food before descending into any dungeons or tombs, as you may get lost and run out of food. This will cause you to starve to death
- Some magic items can help you in your quest - If you Use the wand of power, you gain 200 hit points, and if you Use the moonstone amulet, you gain 100 food.

Here is a part solution. If I ever get round to it, I may even update to the full solution someday!

Solution key:

Location.....Action - additional information

Start outside Folman

Redstone Castle.....Go hall of visions - use gold key to get in
 Speak - GO UP LEVEL

Lyton.....Gamble - get about 400 gold

Seacrest.....Buy hatchet - weaponry shop
 Sell dagger - weaponry shop
 Buy hit points
 Gamble - get as much gold as possible

Octapoint.....Buy ring mail - at armour shop
 Sell rawhide - at armour shop
 Buy rope and hooks - at travel shop
 Buy as many spells as possible - spell shop

Outside Lyton.....Fight to get gold from monsters

Lyton.....Gamble - get as much gold as possible
 Buy hit points

Octapoint.....Buy as many spells as possible - spell shop
 (you should have at least 30 magic missiles
 and 30 fireballs)

Rivercrest Cathedral...Loot chest (not the one next to the priest)
 Kill the first two guards to attack you
 Go into tomb
 Get moonstone amulet
 Get brass key from Morle
 Exit tomb

Octapoint.....Buy spells - as many as possible

Rivercrest Cathedral...Outside - fight monsters to get gold
OPTIONAL - Gamble at Lyton to get more gold
Buy bread of life - Rivercrest cathedral

Redstone Castle.....Raid Redstone - steal all treasure, kill all
guards
(to raid Redstone you must have at least 150
food, the moonstone amulet, and total hit
points [hit points + bread of life] of about
600)

(After raiding Redstone, your items should be
as follows: Gold Key
Iron Key
Brass Key
Copper Key
Emerald Key
Unicorn Horn
Book of Magic
Moonstone Amulet
Rope and Hooks)

Octapoint.....Buy spells - as many as possible

Rivercrest Cathedral...Go into tomb - must have at least 250 food
and total hit points of about
500
Go to emerald door - use emerald key to get
past
Get wand of power
Exit tomb

Redstone Castle.....Go hall of visions
Speak - GO UP LEVEL
Get Magical Orb

Seacrest.....Buy staff - weaponry shop
Sell hatchet - weaponry shop

Octapoint.....Buy bar mail - armour shop
Sell ring mail - armour shop
Buy sonic whine spells - spell shop - as many
as you can afford
Buy food

Rivercrest Cathedral...Go to Morle the Magician in the tomb
Speak to him and accept his offer

YOU WILL THEN BE TELEPORTED TO THE REALM OF SORCERERS!!!

1.283 quiks the thunder rabbit

Enter "SUCOLOKU" for the password. Start the game and you will be invincible.

Level Codes:

2 SILIRONE
3 FUNETOC
4 URODECOLE

1.284 qwak

During a one player game when you die and have no more credits, press <LEFT MOUSE> to restart the game on the level you last died on.

1.285 r-type

Enter your name as "SUMITA." (with full stop) into the high score table for infinite lives.

Load the game; when you get the "insert disk 2 and press space" prompt, press <HELP> and type "ME", then press the up arrow (on numeric keypad ?) Now insert disk 2 and press space. While playing the game:

<F5> makes impervious to collisions

<F6> makes impervious to enemy fire

<F7> infinite credits

<F8> put the orb in the control of a second player with a stick plugged in the mouse port

1.286 r-type 2

While playing, press <P> to pause the game, hold down <LEFT MOUSE> and press <F1>, then release both. The screen will turn green, then press <P> to unpaue the game. You are now invincible.

1.287 raider

Level Codes: SHOT DYKE HIGH LINK PEAR KILN BAND

1.288 railroad tycoon

While playing, hold down <SHIFT> and <Y> for lots of money. Stop at about 32 million.

To increase your cash balance by \$500,000, enter the <F1> screen. Hold down <SHIFT> and <4> to produce a dollar sign. You'll immediately inherit lots of money. Apparently this only works from the main continent screen.

1.289 rainbow islands

At the title screen featuring the colour-cycling rainbow, the following codes may be typed in.

```
SJBLRJSR  A helpful fairy
BLRBJSBJ  awards permanent fast shoes
RJSBJSBR  awards permanent double rainbows
SSLLRRS   awards permanent fast rainbows
EJBEBJRS  Hint 1
LJLSLBLS  Hint 2
LBSJRLJL  Continue after Island Five
RRLLEBJS  All hidden food becomes money
RRRRSBSJ  Does both of the previous two
SRBJSLSB  Gives you a 100 Million Points Counter
```

When you have typed in the code, click up a credit and an icon should appear in the bottom left hand corner of the start screen. This bonus is now operative throughout the game, but you will have to re-enter the code after all credits are used.

Collecting the seven different-colored gems gives you an extra life and a 100,000 Bonus Gem once the Boss is defeated. But collecting all of the gems in the correct order of color (from left to right on the gem counter) not only awards you the life and Bonus Gem, it also grants you access to a magical secret room. When you reach the end of the level, a silver door appears. You don't have to fight the Boss.

Even more useful is how to create any color gem. The screen is split into several invisible vertical stripes of color. When a gem falls, its color is determined by the 'color' of the area into which it fell. Now all you have to do is gauge carefully where the dead enemy will fall to create the gem color of your choice.

On the fifth island you'll find a box in the secret room which you should collect. There's also a gate with a '7' on it, leading to island 7.

For infinite lives, choose three credits, hold down 'QWERTY' keys and press your joystick button. When the game loads you should have infinite lives.

1.290 rally championships

Find a car you want, but cant afford. Now, leave the game. Find the name of the car you want and .txt, so if you wanted an Escort, you would find Escort.txt. Now use a text editor and find a number (at the beginning). It should look something like 00000012345. Now, replace the places where the 12345 # is and put 0s in there place. Now just leave a trailing 1. Now the car will cost all of \$10. This is not only a way to get the car you want, but makes it cheaper to just buy a new car each time instead of refueling/fixing dammage.

1.291 rally cross challenge

On the fifth track, drive around until you reach the wooden level crossing. Turn the car 90 degrees and drive down the track at full speed, until you reach the end. The race will end giving you 28 race points. When the game starts, follow the railroad tracks and the screen will go blank. Now you will find yourself with 24 tokens.

1.292 rambo ii

Stage 2: When you are back in camp again, walk to the bottom left.

There is a black shed here. Throw knives at it from the bottom and the POWs will be released. Now go back to your helicopter.

Stage 3: Have another joystick in port 1 and pull it back while pushing the other one forward. This makes your chopper fly faster. A word of warning - don't let go!

1.293 rambo iii

Type in "RENEGADE" on the high score table, then, while playing, presing <1>, <2> or <3> will take you to the appropriate level.

And now for some tips:

- 1) When inside the 2nd building, wear your IR goggles.
- 2) Don't walk in front of soldiers, since it will trigger an alarm and about 8 soldiers will jump you!
- 3) If you enter a dark room, use the glow tube.
- 4) Never use a gun without a silencer.
- 5) Turn off the electric door with switch located several rooms away.
- 6) The mine detector won't work without the generator.
- 7) The IR goggles won't work without a battery.
- 8) Watch out for IR beams, since they also trigger alarms.

Here's a list of items you can find: arrows, silencer, first aid kit, IR goggles, glow tube, battery, key, mine, detector (in 2 pieces), pistol, ammo, rubber gloves (you never know when you can be expected to perform major surgery!!!)

1.294 rampage

If you're on the last building and a cloud of dust appears under it punch in any direction and keep your finger on the fire button until the next screen is displayed, whereupon you will be able to climb up an invisible building which is in the same place as the last building on the previous screen.

1.295 rbi baseball 2

If you stand in the very top corner when batting it is possible to hit the ball out of the stadium.

When your opponent reaches third base, hold the joystick left, hold down <SHIFT> and press <FIRE>, and he will be hit out.

When the computer is pitching, press <P> to go to the substitution screen where you can change the computers pitcher for an inferior one.

1.296 rectangle - turtle byte

Level Codes:

	A	B	C
01		898071	912789
02	534662		350807 497786
03	478656	717464	450208
04	817674	738646	395054
05	790657	232620	430397
06	728636	126108	775057
07	690809	270848	769547
08	161118	286341	746061
09	118675	627935	599396
10	577554	815362	271963

1.297 rescue

Level Codes:

	06 Berge	11 Laser	16 Super
02 Level	07 Hoehle	12 Regen	17 Schnee
03 Game	08 Runde	13 Power	18 Zocker
04 Nebel	09 Land	14 Jumpman	
05 Chopper	10 Schuss	15 Wasser	

1.298 resolution 101

Press <SHIFT> and <A> to go to level 2, <SHIFT> and for level 3 etc.

1.299 return of the jedi

Enter your name as "DARTH VADER" on the high score table, then while playing pressing <F2> will advance you a level.

1.300 return to atlantis

If you fail a mission (ie. the mission is terminated and you have not recieved a "reward" screen) DO NOT return to base or you will lose all the health points spent on the current assignment. Re-boot your computer and play the assignment again, so you will be able to keep those precious experience points each time you re-play the assignment.

1.301 return to genesis

Type "WASP.ASM" on the title screen and then press <F5> for invincibility.

1.302 revelation

Level Codes:

- 10 Sirens
- 20 Loader
- 30 Player
- 40 Result
- 50 Dollar
- 60 Change
- 70 Finger

1.303 revenge of the mutant camels

Level Codes:

- 1 SIETCH TABR
- 2 OLLANTAYAMBO
- 3 RAVEADELICA
- 4 NEWCASTLE EMLYN
- 5 DROMEDARIA ZOOPHILIA
- 6 THIS IS BASINGSTOKE
- 7 OCCAM II
- 8 SMOKE ME A KIPPER
- 9 RASPBERRY INFUNDIBULUM
- 10 GOATS GOATS AND MORE GOATS

1.304 rick dangerous

Enter your name as "POOKY" in the high score table and you will be able to continue from the highest level you managed to get to. It is of no use until you can pass level 1.

1.305 rick dangerous 2

Enter your name as "POOKY" in the high score table and you will be able to choose whether you want to play short or long levels.

Simply type "Burn in Hell" on the title screen for unlimited lives.

1.306 rings of medusa

After entering your name, type "DESOXYRIBONUKLEINSAEURE", then press <HELP>. This will give you a cheat menu.

1.307 rings of medusa ii - return of medusa

If you select the selection menu (middle-under) twice, the name {Till Bubeck} will appear. Click on the "I" with <BOTH MOUSE> while holding down <HELP>. A cheat menu will appear.

1.308 rings of zon

On the games options screen press <LEFT AMIGA> to activate cheat mode, then in the game use <F9> and <F10> to cheat.

1.309 rise of the robot

Play the military droid and lose. Then set the options to the following:

```
Difficulty Hard
Timer off
7 bouts
Cinematics On
Shadows On
Screen Shake On
```

Now select two players, and on the handicap screen push left so that the red bar moves about quarter into the player one side and back again about six times until the screen flashes. After this has happened, cycle through the opponents and after the sentry droid, there she'll be. Player two can now play as her, with special moves being; down, towards, up, for a mutation, or; down, back, and up, quickly, to melt and reform.

1.310 risky woods

Type "RIP" in the start picture and use any of the following keys during play:

<F1> for more lives
 <F2> for more money
 <F3> to skip level

1.311 road blasters

When on the starting line, type "LAVILLASTRANGIATO", then:

<X> - Spins Car <1> - Mount UZ Cannon
 <S> - Next Stage <2> - Cruise Missiles
 <P> - Refuel <3> - Electro Shields
 <G> - End Game <4> - Nitro Injectors
 <0> - Remove all Weapons

1.312 road rash

```
00000 00J00 102VS 21JUD  PANDA 600
00000 00J01 113BT 22KDP  BANZAI 750
00000 00R00 013VS 32RV4  BANZAI 750
00000 00S20 117H5 33UV1  KAMIKAZE 750
00000 01421 109G5 448VN  SHURIKEN 1000
00000 01420 019G5 457VO  FERRUCI 850
00000 01S91 0OEGJ 567HM  PANDA 750
00000 01S90 10EGJ 576IK  DIABLO 1000
00000 01O00 MTPN8 4NPBI  To give millions of $ and level 4
```

1.313 roadkill cd³²

Level Codes:

```
0    LQPONTQNJ0
1    LQPONRHCMN
2    LQPONUPQCK
3    LQPONTMBCH
```

Badland MegaSmash HQPOOOCENT

Some others: LQPONSSFRP LQPONTCONF HQPOOTCMJM PQPOPGSPRT

1.314 roadwar 2000

When you visit certain cities, special options are given to you. For example, in the sequel to Roadwar 2000, Roadwar Europa, if you visit Bordeaux in France, you are given the opportunity to allow your men to indulge in a little wine quaffing, and if you do they get into a drunken brawl. The cities and choices in Roadwar 2000 are:

Anaheim / Santa Ana / Garden Grove

There is an amusement park here - If you allow your men to have a go on the rides, morale is improved.

Dallas / Fort Worth

Here you can get some fuel additives.

Detroit

Huge power-ups for your vehicles.

Houston

The space research centre is here! You can get some food additives here.

Las Vegas

You can allow your men to gamble. I'm not sure what this does, though!

Minneapolis / St. Paul

The home of the Mayo Clinic. You can get a doctor here.

Napa / Vallejo / Fairfield

Wine country! If you allow your men to indulge some wander off in a state of drunkenness. Lose some men!

New Orleans

The Mardi Gras is in town! If you allow your men to join in with the celebrations morale is improved.

New York

The home of the U.N. - get a politician.

Pittsburgh

Huge power-ups for your vehicles.

San Jose / Mtn. View

You can visit SSI headquarters! Here your game will be altered by an SSI official and you will gain many things (Power ups for your vehicles, doctor, politician, drill sergeant.)

These may not be all of the special cities, though. Explore and find out.

1.315 robbery

As soon as you die or when you know your going to press and hold <LEFT MOUSE> and then press <RIGHT MOUSE>. The level should reset without taking a life.

1.316 robin hood

Here are some cheats. To use them, hold down the <ALT> key and type them in:

370 Outlaw stag hunting
371 Outlaw Robin Hood
372 Outlaw Merry Men
373 Put a price on Robin's head
441 Cycle through the seasons
213 Move to island near Little John
214 Move to spring near Wizard
659 Make Merry men join up
103 Make Marion fall in love with Robin
166 Maximum heroism
167 Minimum heroism
666 Start a church service
828 Legalise Robin Hood

1.317 robin hood - legend quest - codemasters

Enter "PUGWASH" for your name on the high score table. This will give you infinite lives and health.

1.318 robin smith's cricket

To bowl out the computer everytime, simply move the bowler to the far left or the far right of the wicket, set the strength meter to full and the spin meter to around halfway.

1.319 robocod

Hidden Rooms

There are two hidden worlds behind the main tower, another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor - avoiding the doors - then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room. But who is Katie?

Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!!

Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonud blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.

Do as above after the sweets level, but go to the left of the castle. Go

on the snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down.

On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

Complete a level with does not feature a guardian and you will always find something new when you return to the castle "selection" screen. In one case you will find a whole sequence of lifts and things (see above) that lead to a door that you cannot normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.

It is possible to finish Robocod by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.

Finish the bath levels and as soon as you come out of the door run straight to the golden snowmen in the bottom far left outside the castle. Jump into these snowmen and you'll float upwards to the top of the screen where you'll be met by a door. Getting through this door is tricky but worth it. Inside are loads of extra lives and energy stars. Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards revealing a secret tunnel. At the end of this are even more extra lives and stars.

1.320 robocop

While playing, pause the game and type in "BEST KEPT SECRET" for infinite shields.

Pause the game and hold down <SHIFT>. Type "ALEX MURPHY" and you can now recharge your energy by holding down <LEFT MOUSE>.

1.321 robocop 2

On the title screen type in "SERIALINTERFACE". Then while playing:
<F9> will replenish lost energy and
<F10> will skip the main levels.

Once loaded press <F3> to access the high-score table and type in "BAMBOOZULEM" followed by <HELP>. You should have infinite energy.

When you're in the shooting gallery don't move the joystick and you will have 1186 targets.

1.322 robocop 3

Hold down <RIGHT SHIFT> and type "THE DIDDY MEN". Now press <ESC> to get onto the next level. This must be retyped at the start of each section.

During the jet-pack round push <RIGHT SHIFT> and type "MY FRIEND BILL" to activate the cheat mode. If you do it right, you will get to see a limmerick.

1.323 rock 'n' roll

This cheat will allow you to start on any level. Start the game but enter your name as "RAINBOW ARTS". Twelve noughts will then be shown.

To warp to any level, enter the following:
Level number, XX, followed by four digits that when added together equal the level number, XX, and then the level number reversed.

Examples: To play level 6, Enter -> 06 XX 1113 XX 60
To play level 12, Enter -> 12 XX 3333 XX 21
12 = Level number, XX, 3+3+3+3 =12 etc.

Then, while playing:

- <F3> gives you an extra pick axe
- <F4> gives you an extra speed up
- <F5> supplies you with some spikes
- <F6> supplies you with some armour
- <F7> supplies you with an extra bomb
- <F8> gives you an extra parachute
- <F9> increases the map depth
- <F10> takes you to the next level
- <1>-<4> have various effects.

Type "COUNTRY" and a music-menu will appear.

Type "MAGIC MAP" and when you use the Eye the map comes in depth 34.

Find the special hole on level 1. It's surrounded by 3 left pointing arrows. Fall down the hole, and press <LEFT MOUSE>. You are now warped to level 33 (one after the last)!

1.324 rock star ate my hamster

Simply type the word "COLBOPS" and now press

- <F7> for extra 100,000 pounds
- <F8> to make your band play as well as it possibly can
- <F9> to produce maximum crowds at your gigs

1.325 rocket ranger

Tips:

Rescue the professor as this slows down the nazis, they can't use him to increase their efficiency. You will waste valuable time unless you rescue him from the Zeppelin while he is over the Atlantic

Shooting the gunner in the Gondola is tricky, the best method being shoot below the gunner and move left and right until you are on target. Gradually move up until you hit the Gondola. When you hit it there is a flash, stop firing and after a few seconds you'll be inside the Gondola.

Find the supply of Lunarium before the Fort Knox supply runs out, so infiltrate the Nazi base which recieves Lunarium from the moon. It is in South America or Africa, once infiltrated, your agent there will carry on sending you Lunarium throughout the game. You will have to storm the Nazi base first.

NOTE: Possibly don't waste time rescuing the professor, as you will be always too late. Instead use the agents to find rocket factories, and uranium depots.

Complete Solution:*** Starting the Game**

When you have loaded the game and you are greeted with the option menu, go straight to the War Room. Now move two of your agents to South America, and place the other three agents in Africa. Forget about flashy Joe on Germany, move them straight to these areas, then exit. Now takeoff. Forget the fuel depot. Enter 23 into your tank to get you to the Atlantic.

*** The Zeppelin**

On the first screen, the Zeppelin will move from left to right across the screen. You can not hit it with your gun, but you can destroy the torpedoes that are fired at you. Once ten torpedoess have been fired, regardless of whether you have hit them all or not, you go automatically onto the next screen.

On the second screen, the zeppelin is much closer. Here you have to aim at the gondola just below the main airsack. Torpedoes are also fired at you. Try to dodge them; do not bother about destroying them unless they get in the way. The main objective here is to shoot the gondola. If you successfully hit it, a green flash will appear. Do not fire anymore, and you will go onto the next screen. If you accidently shoot the airsack on the zepp, then it blows up and you have failed this bit. But do not worry, as you have not lost the game. See the 'Barnstoff's Captured' section in this solution for more details.

On the third screen, you will now be in the zeppelin gondola, where Jane and the Prof are. After she says something to you, on the FIRST time you successfully rescue them, you reply like this:

"Loosen up Dollface"
"I like your style"
"I oughtta teach you"
"I took the scenic route"
"Can you use some help?"

Once this has been entered, you automatically fly back to Fort Dix, with

Jane and the Prof. Later in the game, the Nazi's capture Jane and the Prof again from the USA, in which you have to attack the Zeppelin again, it happens three times in all. The second time you successfully get into the Gondola your replies are:

"I'm glad to see you too"
"I just want to help you"
"Can you use some help?"

The third time, your replies are :-

"I'd be happy to leave"
"I just want to help you"
"Can you use some help?"

These replies ALWAYS work successfully if you enter them in the correct order, unlike some suggestions that I have seen in magazines concerning this game !!

* The War Room

You should return here after you have returned from the first zeppelin raid. Your agents should be flashing so read the reports. Your first objective is to find the Nazi Bases. The next objective is to find the 5 Rocket parts, organise resistance in the west, and knock Nazi efficiency down a bit.

The Temple base is nearly always in SOUTH AMERICA, whereas the DESERT BASE is nearly always in AFRICA. Try these places for both bases:

South America: Venezuela, Columbia, etc

Africa: Middle-East, Kenya, East Africa, Egypt, etc.

Once a base is found, organise resistance and fly to it straight away. When you go for a fly, try to visit more than one country if possible. ie, attack a Rocket Factory, then go to a base. Once resistance is organized, Lunarium comes flooding in.

It is also useful having a bash at a Zeppelin Factory, or a fighter base, or a brain washing plant just to slow the Zeppelins down. Once the two bases are found etc, you must locate the 5 parts of the Rocket. It is also useful to try and get Canada, and all of South America turned brown, which means resistance organized, as it gives you extra time for locating rocket parts, as the zeppelins take longer to occupy a country with resistance organized in it.

Try to keep two agents in the left side of the world, leaving three agents to investigate the right part. If you have less than three agents left, and you are still locating the two bases, FORGET IT - start again! Once you have all 5 parts, and enough Lunarium, you can construct your rocket and fly to the moon.

* Barnstoff's Captured

If you blow up the zeppelin (silly bod!) then they are first taken to Germany in a sub, when you get back to Fort Dix, you get a message saying that they are going to get exterminated, and it suggests you fly to Germany. Well I strongly advise you not too. I have completed the game

by ignoring this message, it is up to you, but I advise you don't. If you forget about it, you later get another message saying they have been taken to the desert base (one of the Lunarium ones you are trying to find!). If you ignore it again, they just get sent to the moon unharmed.

If you want to fly to Germany, when you get the message about Jane and the Prof, then you get the Shoot Planes screen.

If you kill them (easy as there are only eight!) you land in Germany, where you get immediately captured, you then get interrogated, and you answer as the zeppelin screen. I never got this right. I once told him that "Hitler eats Babies" in which I escaped to another country, but I did not free Jane and the Prof.

If you are unsuccessful, then when you get the next message about them being taken to the Desert Base, fly to it (that is if you have found it!) and you get captured again, with the same screen as Germany! Which is why I ignored it as I could never get the answers right! As I mentioned before, it is not necessary to go through this bit.

If you fly to Germany when Jane and the Prof are not there, and successfully shoot the planes down, then when you land you get a message saying well done, and Nazi efficiency has gone down by 5%.

* Nazi Efficiency

This is where you can knock down the percentage in the top right hand screen, to slow the Zeppelin down. You do this by your agents reporting about a brainwashing plant, or looting of art treasure, zeppelin factory. If you fly to the country, then all it is, is the plane shoot, and once this is done you get a suitable message saying efficiency down by 10%. It is only worth doing this in the early stages of the game, as the plane shoot gets much harder later on.

* ME 109's

On this screen you are soaring above the clouds, ME 109's attack in formations, the best way I have found is to stay at the bottom and pick them off. This screen, in my opinion, is the hardest screen of the game, except for perhaps the moon shoot out. Once you have been hit three times, then kaput. You'd better have enough Lunarium to get home!

* Takeoff

Make sure you have loaded up with enough Lunarium - a heavy load is harder to take off of course, but if you press the button, in time to his legs being directly underneath his body, you should manage it. Watch out for the lame seagull, and also watch out for the UFO which appears from time to time on the screen where you soar up through the sky.

* The Ack-Ack Screen

This is the attack on the Desert Base. It is at night, and ack-ack batteries come at you from the top of the screen. If you fire your gun a bit before the batteries, you will destroy them. Once you have hit ten you have done it! You can only take three hits from Flak! Very easy.

* The Temple Shootout

This is also very, very easy. This places you in front of a temple, where you have to knock out machine guns positioned at the windows. Pull down on the joystick and the bullets miss you, you have three seconds before the machine gun opens up, so rush to the window and fire slightly

above it, and KABOOM! If you get hit three times then you have failed. Once you destroy all guns, the door opens and you have done it!

* The Punch Up

When you fly to a rocket factory, upon landing you have to bash the pulp out of a guard. There are four moves and two ducks, the ducks are useless. The first three guards are dead easy, the last two can be sorted out if you keep the joystick pressed up, and press the firebutton when his face is uncovered, knock his bar down, and BLAM, you did it!

* The Moonbase

Once you have the final rocket part and 500 units of Lunarium, assemble your rocket, load the Lunarium and blast off! You will then find yourself in the Mine. You have to shoot the women zombie slaves from the platforms in similiar fashion to the Temple shoot out. To hit them stay down until the girls cease firing, then move over and shoot them. Be quick as they will escape on ropes and return. Repeat the process carefully, for those on the right. Don't forget that your vision becomes impaired due to the effects of the Lunarium, so hurry. If you have succeeded, the world is saved! If you are to slow, then Nazi's are in the Whitehouse!

1.326 rodland

Begin play and pause the action. Press the <HELP> key exactly five times (no more, no less). Unpause to resume play and the cheat mode will be active. You will have infinite lives and you can advance to the next scene when you press <SPACE>. Hopefully you should see a tiny love heart at the top of the score and status panel that will show that the cheat is active.

1.327 rolling ronny

To fly and avoid nasties try:

Enter "RONNY" as your name in highscores.

Enter "CHEAT" as your name in highscores.

Enter "TRACTOR" as your name in highscores.

Hit <C> during game play.

Enter "MICHAEL" at the end of game, when you die.

Try pressing <F9> to get energy back.

1.328 rolling thunder

As soon as the digitized laugh has played, type "JIMBBBY" and a message saying the cheat mode is on will appear. You now have infinite lives and can skip levels by pressing <1> or <I>.

1.329 rome

Hold down the <ALT> key and type any of the following numbers:

HERCULANEUM:

- 764 Starts thunder and lightning
- 826 Starts volcano exploding
- 293 Give host money
- 119 Give host toga
- 275 Force ship to dock
- 472 Win level

ROME 1:

- 682 Win level
- 792 Add to hector's cash
- 092 Pretends hector successfully came from here
- 442 Evening
- 443 Night
- 624 Start a dice game
- 635 Start a play
- 426 Start a slave auction
- 857 Emperor's speech
- 608 Buy a slave girl
- 719 Buy a slave
- 702 Start games
- 299 Put hector inside palace

BRITAIN:

- 232 Rainfall
- 233 Fine
- 234 Night
- 235 Day
- 868 Monitor sentinels' strategies
- 490 Win level

ROME 2:

- 362 Win level
- 102 Start registration of candidates
- 103 Auto register hector as candidate
- 114 Buy a slave
- 305 Start games
- 436 Start election (Hector as candidate)
- 437 Start election (Hector isn't candidate)
- 410 Pretend you've borrowed money
- 792 Add to hectors cash
- 442 Evening
- 443 Night
- 551 Own a slave girl

EGYPT:

- 691 Enable map blips for sentinals
- 661 Monitor sentinals strategies
- 809 Win level

ROME 3:

- 624 Win level
- 403 Night
- 434 Buy a slave
- 305 Start games
- 210 Start games
- 792 Add to Hector's cash

1.330 rotor

Level Codes:

- 1 GAG
- 2 LIP
- 3 FLY (SLY)
- 4 MEN
- 5 AWE
- 6 TNT

Also, "PIT" allows access to the battle simulator.

1.331 rotox

At any time, type "AARDVARK" and hit <RETURN> for infinite credits.

1.332 rubicon

While playing, pause the game with <SPACE> and type "THE REAPER". (with or without space) You now have infinite lives. Now press:

- <F1> - <F7> select weapons
- <F10> recharge weapons
- Pause + <L> skip levels

1.333 ruff 'n' tumble

Enter any of the following for the password:

- 6581 Level 2
- 3178 Level 3
- 8392 Level 4
- 7339 the game ending
- 6717 Infinite lives

1.334 The Running Man

Enter your name as "DdIiSsKk" on the high score table, and you should now have infinite energy.

Alternatively, here is a complete solution:

Level 1

Right just make your way rightwards kicking the dog occasionally until you spot the crevasse, now, you need to run up to the first ice platform from the floor, and when you are a couple of paces from it, jump, and keep jumping until you are over the crevasse. Once you've done this, the only trouble you'll have is the 'stalker' and a dog. Oh and also once you have killed the 'stalker', the place fills with gas. What you do is

this, run right, and kick the 'stalker', when he comes by, the only way he can harm you is by whacking his exploding pucks at you, or whacking you with his stick (whatever you call it, and he doesn't do this very often!) If he comes up behind you, run towards him and kick him, then continue right. It is important that you get as far right as you can, so that when you have killed the 'stalker', you don't get killed by the gas as you are running to the exit.

Level 2

Make your way to the right, when the dog comes give it a boot. Eventually you will come to the brick, pick this up and run with it until you come to the pipe. Now chuck the brick, pick up the pipe, run with pipe to right. You will then find the brick again. Put down the pipe, pick up the brick, and chuck it again, pick up the pipe and continue running right. Repeat this process of chucking the brick, putting down the pipe, pickup the brick, chuck the brick, pickup the pipe, continue right. Eventually you will get to a much needed medical pack. Collect this, then collect the brick and crawl through the metal tube that's ahead, when through, chuck the brick. Go back through the metal pipe, and pick up the pipe, then go back through the metal pipe again, with the pipe in your hand. Keep running to the right, kick the dog if necessary, chuck the brick when you find it. The 'stalker' will appear, chuck the brick at him, bash him with the pipe, after you have hit him, crawl, as he can't get you if you duck and crawl, then hit him again, don't forget to kick the dog, as the dog can get you when you crawl/duck. Once killed, run for the exit (no gas this time!)

Level 3

Run to the medical pack and collect it, kick the dog when it comes. Keep running until you find the 'stalker'. Don't try hitting him, because if you do, you'll get electricuted. Your objective now is to get past the 'stalker'. If he raises his hand and fires, duck and crawl past him. If he lowers his hand and fires, just run and jump past him. Keep going to the right until you come to the brick. When the 'stalker' comes at you in his battle car, jump at it in the way it's coming at you. This way it won't knock you over. When you have found the brick collect it, throw at the 'stalker', then run or crawl towards it again, collect it and throw it at the 'stalker' again. Keep doing this until he is dead, and run for the exit.

Level 4

Run to the right, kick the dog until you come to the 'stalker'. When you find him, keep moving about until he flies into the air (using his flame thrower as a jet pack). Now keep running about in both directions, and when he comes near punch or kick him, watch out for the flames though - duck. (quack!). When he is a dead duck, go to the exit.

Level 5

Very simple really: keep going to the right, bashing the dogs and biffing the guards, and spiffo, you have reached the exit and finished.
