

CheatCollectionE

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE		
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WRITTEN BY		December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CheatCollectionE

1.1 Cheat Collection

Cheat Collection English Version 1.21 (14.09.1996) Part 1

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, + -> (, (->),) -> =,).

Printet Cheats:

Amiga Computing

Help

ReadMe

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

3

3D Pool

Hint

4

4 Get It

Cheat|Codes

4D Sports Boxing

Cheat

4D Sports Driving

Cheat

A

A-Train

Cheat

A.P.B. - Tengen

Cheat

Aaargh!

Hint

Abandoned Places 2
Cheat

Action Cats AGA
Cheat

Action Fighter
Cheat

Addam's Family
Cheat

Advanced Ski Simulator
Cheat

After the War
Cheat

Afterburner
Cheat

Agony
Cheat

Airball
Hint

Airbus 320 European Data Disk
Codes

Airbus A320 USA
Cheat

Akira
Cheat|Codes

Aladdin - Virgin
Cheat

Alcatraz
Hint

Alfred Chicken - Mindscape
Cheat

Alien 3
Cheat

Alien Breed - Team 17
Cheat

Alien Breed - Tower Assault - Team 17
Codes

Alien Breed 3D
Codes

Alien Breed II - Team 17
Cheat|Codes

Alien Breed Special Edition 92 - Team 17
Cheat|Codes

Alien World
Cheat

Aliens Us
Codes

Allo Allo
Cheat

Amazing Spiderman, The
Cheat

AMC
Codes

Amiganoid
Codes

Amnios
Codes

Amos Professional
Cheat

Anarchy - Psyclapse
Cheat|Codes

Another World
Solve|Codes|Hint

Ant Heads - ICFTD 2
Solve

Antep
Cheat

Apache - Team 17
Cheat

Apidya
Cheat

Apprentice - Rainbow Arts
Cheat|Codes

Aquanaut
Cheat

Aquaventura
Cheat

Arabian Nights
Cheat

Arcade Pool - Team 17
Cheat

Archer M's Pool
Cheat

Archipelagos
Cheat

Arctic Fox
Hint

Arkanoid
Cheat

Arkanoid 2 - Revenge of Doh
Cheat

Arkanoid 3
Cheat

Armalyte
Cheat

Armourgedden
Cheat

Army Moves
Cheat

Arnie 2
Cheat

Artura
Cheat

Assassin - Team 17
Cheat

Assassin Special Edition - Team 17
Cheat

Asterix & Obelix - Operation Hinkelstein
Cheat

Astro Marine Corp
Codes

Asylem
Hint

Atax
Cheat

Athletics
 Cheat

Atomic Robokid
 Cheat

Atomino
 Codes

Atomix - Thalion
 Cheat

Atomsmasher
 Cheat

Auntarctic Adventure
 Cheat

Australo Piticus Mechanicus
 Cheat

Awesome - Psygnosis
 Cheat

Axel's Magic Hammer
 Cheat

Aztec Tomb
 Cheat

B

B.C. Kid
 Cheat

Baal - Psyclipse
 Cheat|Hint

Baby Jo
 Codes

Back to the Future II
 Cheat

Back to the Future III
 Cheat

Baldy
 Cheat

Ballyhoo
 Solve

Bane of The Cosmic Forge
 Codes|Hint

Banshee AGA - Core
 Cheat

Banshee Cd\$^3\$\$^2\$ - Core
Cheat

Barbarian - Palace
Hint

Barbarian - Psygnosis
Cheat

Barbarian 2 - Palace
Solve

Barbarian 2 - Psygnosis
Cheat

Bard's Tale
Cheat|Hint

Bard's Tale 2 - The Destiny Knight
Cheat|Hint

Bard's Tale 3 - The Thief of Fate
Cheat|Hint

Bart Simpson vs the Space Mutants
Cheat

Bart Simpson vs the World
Cheat

Base Jumpers
Cheat|Codes

Batman - The Movie
Cheat|Solve

Batman the caped Crusader
Solve

Battle Command
Cheat

Battle Isle
Codes

Battle Isle '93
Codes

Battle Isle - Scenario Disk #1
Cheat|Codes

Battle Isle - Scenario Disk #2
Codes

Battle Squadron
Cheat

Battle Valley
Cheat

Battletech
Hint

Beach Volleyball
Cheat

Beast Busters
Cheat

Beavers
Cheat

Behind the Iron Gate
Cheat|Codes

Belial
Cheat

Beneath a Steel Sky
Solve

Benefactor
Codes

Better dead than Alien
Cheat|Codes

Beverly Hills Cop
Cheat

Beyond the Gates
Cheat

Beyond Zork
Hint

Big Run
Cheat

Bignose the Caveman - Codemasters
Cheat

Bill and Ted's Excellent Adventure
Solve

Bill's Tomato Game
Codes

Bio Challenge
Cheat|Hint

Bionic Commando
Cheat

Black Magic
Cheat

Blacktiger
Cheat

Blade Warrior
Solve

Blastar - Core
Cheat

Blazing Thunder
Cheat

Bleed
Solve

Blob
Cheat|Codes

Block Shock
Codes

Blockbuster
Codes

Blood Money - Psygnosis
Cheat

Blues Brothers, The - Titus
Cheat

Bob's bad Day - Psygnosis
Cheat|Codes

Body Blows - Team 17
Cheat

Body Blows Galactic - Team 17
Cheat

Bomb X
Codes

Bombuzal
Cheat|Codes|Hint

Bonanza Bros
Cheat

Bonecruncher
Codes

Booty
Cheat

Borobodur - Thalamus
Cheat

Borrowed Time
Solve

Bounce 'n' Blast
Cheat

Bouncing Bill
Cheat

Brain Ball
Codes

Brat
Cheat|Codes

Brian the Lion - Psygnosis
Cheat|Codes|Hint

Brian the Lion AGA - Psygnosis
Cheat|Codes

Brides of Dracula
Hint

Brutal Paws of Fury
Cheat

Brutal Sports Football
Cheat

Brutal Sports Football Cd\$^3\$\$^2\$
Codes

BSS Jane Seymour
Codes

Bubba 'n' Stix - Core
Codes|Hint

Bubble and Squeak AGA
Cheat

Bubble Bobble
Cheat

Bubble Dizzy - Codemasters
Cheat

Bubble Gun
Codes

Bug Bomber
Codes

Builderland
Codes

Bulldog
Cheat

Bump 'n' Burn
Cheat

Bumpy's Arcade Fantasy
Codes

Bundesliga Manager Pro
Cheat|Hint

Bunny Bricks
Cheat

Bureaucracy
Solve

C

Cabal
Cheat|Hint

Cadaver
Hint

Campaign
Hint

Cannon Fodder
Cheat|Hint

Cannon Fodder II
Cheat

Capone
Hint

Captain Blood
Cheat

Captain Dynamo
Cheat

Captain Planet
Cheat

Captive
Cheat|Hint

Captive 2 Cd\$^3\$\$^2\$ - Liberation
Hint

Car-V-Up

Cheat

Cardiaxx
Cheat

Carlos
Cheat|Codes

Carrier Command
Cheat|Hint

Castle Master
Cheat|Hint

Castle of Terror
Hint

Catch'Em
Cheat|Codes

Cave Runner
Cheat

Chamber of the SCI-FI Mutant Priestess
Hint

Champion Driver
Codes

Champions of Krynn
Cheat

Championship Manager 93-94
Cheat

Chaos Engine, The
Cheat|Codes|Hint

Chaos Strikes Back - Dungeon Master II
Cheat|Hint

Chariots of Wrath
Cheat

Charlie Chimp
Cheat

Charlie Chimp 2
Cheat

Charlie J Cool
Cheat

Charly
Codes

Chase H.Q.

Cheat

Chase H.Q. 2
Cheat

Chip's Challenge
Cheat|Codes

Chips Challenge
Cheat|Codes

Chop & Drop
Cheat

Chrome (PD)
Codes

Chronoquest
Solve

Chubby Gristle
Cheat

Chuck Rock
Cheat

Chuckie Egg 2
Cheat

Cisco Heat
Cheat

Civilisation
Cheat

CJ's Elephant Antics
Cheat

Click Clak
Codes

Cliffhanger
Cheat

Clockwiser
Codes

Clown 'O' Mania
Cheat

Codename Iceman
Solve|Hint

Colonial Conquest 2
Hint

Colonization

Color 'n' Mind
Codes

Colorado
Solve

Colossal Adventure
Solve

Conquests of Camelot
Solve

Continental Circus
Cheat

Cool Croc Twins
Codes

Cool Spot
Cheat

Cool World
Cheat

Cosmic Pirate
Cheat

Cosmic Relief
Cheat

Cosmic Spacehead
Codes

Count Duckula II
Cheat

Cover Girl Poker
Cheat

Crackdown
Cheat

Crazy Cars
Cheat

Crazy Cars 2
Cheat

Crazy Sue (PD)
Cheat

Crazy Sue II (PD)
Cheat

Creatures
Cheat

Cricket (Robin Smith')
Cheat

Crime does not Pay
Cheat

Crimson Crown, The
Solve

Cruise for a Corpse
Solve

Crystal Dragon
Cheat

Crystal Hammer
Cheat

Crystal Kingdom Dizzy
Cheat|Codes

Crystals of Aborea
Cheat

Cube X
Codes

Curse of Enchantia
Solve

Curse of Ra
Codes

Curse of the Azure Bond
Cheat|Hint

Cyberblast
Cheat

Cybernoid
Cheat

Cybernoid II
Cheat

Cyberpunk
Cheat|Codes

Cybersphere
Cheat

1.2 - amiga computing -

Secret of Monkey Island, The Amiga Computing 1/95 Side 102

1.3 - help -

Texts which should be typed are mostly between " and ".
 Keys which should be pressed are between < and >.
 <FIRE> means the fire button at the joystick.
 <LEFT MOUSE>, <RIGHT MOUSE>, <BOTH MOUSE> means the buttons on the mouse.
 <CURSOR UP>, <CURSOR DOWN>, ... are the four cursor keys.
 All the other keys are named as on the keyboard.

The words behind the game names in the list mean:
 Cheat tips for cheating
 Solve partial or complete solution
 Codes levelcodes
 Hint hints for playing the game
 Other other tips
 are in the corresponding node.

1.4 3d pool

Here are some codes for trickshot solutions. The first four numbers represent the table's orientation, the next three show the tilt of the table, the next two show the strength of the shot and the last two show the amount of right spin.

```
01 "0768 024 63 10" 07 "0018 061 63 20" 13 "0004 054 58 20"
02 "1002 041 63 09" 08 "0771 099 56 12" 14 "0864 100 63 10"
03 "0032 100 63 00" 09 "0932 024 63 11" 15 "0084 076 12 00"
04 "0962 024 63 00" 10 "0927 027 63 20" 16 "0880 048 39 20"
05 "0512 024 63 10" 11 "0751 100 16 20" 17 "0372 100 63 06"
06 "0405 060 63 20" 12 "0916 025 55 10" 18 "0512 100 63 10"
    19 "0601 024 63 20"
```

1.5 4 get it

Enter any of the following for the password:

```
OFFTIMER Turns timer off
KEEPTIME Turns timer on
SKIPBORD Level skip, press <J> to skip levels
KILLTILE Press <K> to kill highlighted tiles
INFINITY Press <R> for additional retries
SHOWPASS Displays current level password
LEVELGOD ?????
OVALTIME Turns all of the above cheat modes on
```

Level Codes:

```
001 WIMP 026 GUMBALL 051 PILETILE 076 BLOOMERS
002 GEARHED 027 OUTPOOL 052 GPHRGTS 077 BRKBRAC
```


003 BONEBOY 028 WIDGET 053 RESAFT 078 GRABOID
004 FREEZE 029 ASIWAS 054 EDDINGS 079 UNVMONST
005 LEVITATE 030 GREENBOY 055 BIRDFLY 080 SKULLCRK
006 BLUELITE 031 ICEDISK 056 LEMONWAL 081 LITEBULB
007 BABYHEAD 032 SHUFBUF 057 REGNUKE 082 BOMBAX
008 HOLDITIN 033 XYLENE 058 USAGI 083 EARL
009 FILLHOL 034 INVISTWG 059 BRGBEH 084 PENGFRZ
010 HERMAN 035 SHULTZ 060 FISHGOOP 085 BOBDOBBS
011 WOOKIE 036 TMBG 061 FROP 086 CRACKPOT
012 GONE 037 NOWALLS 062 ADDUP 087 SPROKBRN
013 SNARKO 038 RLFNSRT 063 CURSES 088 TOOTHPIK
014 LEADBALL 039 HOVCUB 064 SPAMRAIN 089 WRESPIG
015 HOGTOOTH 040 ZOIDS 065 SLIMETOE 090 RUSTBALL
016 DORITO 041 SNOBOOT 066 BRIAN 091 CENTBRK
017 WRITERS 042 GRAVITUP 067 YODELGHS 092 SEESpot
018 BRIKBLD 043 SPYACC 068 DIGDOWN 093 DRAWTYP
019 MRBACKUP 044 UNGAR 069 SNORKEL 094 DRIPFOOL
020 FISHPOPS 045 GOBACK 070 EYEBALL 095 KILLBUG
021 KABOOM 046 STUCCO 071 VAMPBLD 096 BOMBHOLE
022 TESTFALL 047 PLOP 072 WILDCARD 097 GLOPDORK
023 FISHHEAD 048 ROBOWRLD 073 JUGMONK 098 AARGH
024 CLIMBIT 049 CHAINGO 074 LICH 099 NOTMUCH
025 RANMA 050 ANSI 075 WEBFLAP 100 DUH

1.6 4d sports boxing

To race through the ranks, place your emphasis on your Strength meter on the training screen. Then when fighting, keep your finger on <FIRE> and walk towards your opponent. Don't bother trying anything else as this tactic will KO everybody!

1.7 4d sports driving

When you crash, rewind the replay videotape until shortly before the crash. Now select {CONTINUE DRIVING} from the menu and the car is new again.

To win the race in no time start driving backwards in the beginning and turn around after a few meter. Now when you cross the finish line you have the lap time.

1.8 a-train

During play type "CHEATERCHEATERWIMP" for \$50,000,000.

1.9 a.p.b. - tengen

Type your name in as "ALF" on the high scores screen for infinite demerits.

If you hold down <FIRE> while driving, the siren will sound, and the other cars will move out of the way. Now you can drive at full speed without crashing.

If you press <FIRE> and push forward on your joystick while the music is playing, you can start playing the game on any of the 16 levels!!

1.10 aaargh!

At the start of each screen you'll find various buildings. Blow fire over them, and then hit them. This will make them fall down a lot faster. When you burn or knock down a house you get an egg. To beat the other monsters in a fight for an egg, don't jump around and breath fire, just hold your ground and punch forward. After three or four falls, your foe will stay down. Keep eating, even if it doesn't show any increase on screen, your health will skyrocket.

1.11 abandoned places 2

This cheat will increase your character's experience significantly. Attack and kill any single monster (or group of monsters). When it (or they) begin to visibly fade away, cast any "hold monster" spell that you have such as "Dream" or "Hold Everything". The creature will cease dimming and just sit there. Now you can attack with your fighters or cast attack spells (including "Fire Area") to rake in experience points with no worry of the monster going anywhere until the spell waers off. This can be verified by watching the experience line in the character sheet grow while you are attacking the faded creature. If you are quick enough, you can refreeze the monster, otherwise just go and find another one to repeat your trick on.

1.12 action cats aga

Enter any of the following for the password:

7lives	For infinite lives.
zipzap	For a powerful weapon.
power me	?????
supercat	?????
hellgate	First level code.
secret	Second level code.

1.13 action fighter

On the high score table, type "ZBACKDOOR" for infinite lives and energy.

1.14 addam's family

In case you don't already know....to get 4 free lives each time your game has ended, walk past the CONTINUE DOOR to the left and there is a room where you can collect them!

Go up immediately into the hall of rooms, walk left until you are under the door above you...push up. You are now in a secret room. Collect the stuff in that room, THEN walk up directly up that door and push up--there you will find a MASS amount of treasures, 1 UPS, and other goodies!

Useful codes in the game (use as password)

First power-up	&l#l#	L1191 - extra energy
Second power-up	?1S1M	61H1C - rescue Pugsley
Third power-up	BLSRS	B&198 - rescue Granny
Pugsley	V121B	B?KKV - rescue Fenster
Wednesday	VD2RL	BLS1T - rescue Wednesday
Granny	V&YKW	
Fester	VL#R4	
Game Ending	#Z6D?	

The following codes will start you off in certain places.

&lY1M 3 hearts (after the big tree)
?191D Hearts (after fridge in kitchen)
B919D 5 hearts (after conservatory)
V1S14 Pugsley (Games room)
V919B Fester (Picture Gallery)
BG9K& Wednesday (Crypt)
BLJK# Granny (Kitchen)

1.15 advanced ski simulator

Enter one of the players names as "GUMMI#". Where '#' is a number from 1 to 6. After you have entered both names press <1> for one player or <2> for two players and you will start on what ever level you specified by the '#'.

1.16 after the war

To become invulnerable, press the following three keys simultaneously;
Press <ALT>, <1>, infinite energy and time
Press <ALT>, <1>, <M> level jump

The password for Level 2 is 101069.

1.17 afterburner

For the U.K. version:

Pause the game, then type "TOGETHER IN ELECTRIC DREAMS" (you should hear wow) if this doesn't work try "THUNDERBLADE" and use the following keys:

<<> - Go down a level
<>> - Go up a level
<G> - More Missiles
<T> - Less Missiles
<N> - Extra Lives

Added in U.S.A. version:

Fly to the top of the screen to avoid missiles. Slow down on levels 8 and 17 to avoid rocks. Go full speed to dodge infra-red missiles.

1.18 agony

On the main title screen (when the piano music is playing), type "FANTASY" to activate the cheat. Now hit any one of the following keys during play to activate these cheats.

<F1> Puts a sword underneath your owl.
<F2> Puts a sword above your owl.
<F3> Increases the size of your bullets.
<F4> three times pressed: gain an extra live. (do not to often)
<RETURN> Levelskip

1.19 airball

The spellbook is in the room with the candle. You have to pick up and remove the blocks to get it. Take the spellbook back to the start screen and drop it in the top left corner and follow the instructions to get the ingredients to complete the game.

1.20 airbus 320 european data disk

Airport Codes:

EDLP	LFPO	LFSR	EDRS
LFPG	LFBP	EKRN	LOWS
LFPB	EDAR	EHRD	EINN
EDDS	EGNV	LOWW	EDNZ
LFBT	LFBO	EGCD	EDNW
LSZH	EDLG	EGNT	LFTW
EBOS	LFRS	LFMN	EDNN
EGTG	EDDF	EDTY	EGPF
LOWG	LFLS	EDUO	EDDH
EDHI	EDVV	EKCH	EICK

ETDN	EIDW	EDDL	EGNX
EGPH	LFSG	ETEF	EKEB
EGUF	EDNQ	LOWI	EKKA
LOWK	EGNM	ETLS	ETWD
EGQL	EBLG	LOWL	EGGP
EGKK	EGLL	EGGW	ELLW
LFLL	EHBK	EGCC	LFML
LIML	LFBM	EDMR	EDDM
EKAH	EHAM	LFOB	EGAA
ETBS	EDBT	EDBB	EKBI
EGBB	EDDW	EGGD	EBBR
EGFF	LFLX	EDDK	EIKN

Write one of these codes in the main-picture when you asked from and to.....

Use <4> and <6> for start the engine and wait, then use <8> for going to the runaway and start the machine.

1.21 airbus a320 usa

On the A320 usa disk you will find a small file called "DUMMY". Make a copy of this and rename it "DUMMY.LOG". Now if you sign in giving the name "DUMMY" your log book will read over 5400 flights and a performance of 500%

1.22 akira

Enter any of the following for your password (once entered the boarder of the password screen should turn red):

```
"SKIPLEVELS" <RIGHT MOUSE> skips levels
"LIVES"      For infinite lives
"SHIELD"     For infinite shields
"FUEL"       For infinite fuel
"COLLISION"  For invincibility
"ALL CHEATS" Enables all previous cheats
"GASTON"     To be a living legend?
"SPLATT!"    To be a living legend?
"CREDITS"    Shows the game credits
```

Level Codes:

```
1st "LETS RIDE" 4th "CASTLES" 7th "ESCAPE"
2nd "CAPTURED" 5th "IT STINKS" 8th "BIG BLOB"
3rd "TEDDYBEAR" 6th "FLYINGBIKE"
```

1.23 aladdin - virgin

Pause the game (wait until the music is inaudible) and enter the following sequence with the joystick:

```
U,D,L,R,F,D,U,R,L,F,D,R,F,R,D,F,U,U,F,D,U,D,F
```

You should hear a {YA} if it worked. The game should now unpause.

Use the following keys during play:

<F10> Completes level and goes to bonus game
<1>-<9> Skip to the corresponding level (No bonus game)
<Z> Move Aladdin anywhere using the joystick
<+> Speeds up movement when used in conjunction with <Z>
<-> Slows down movement when used in conjunction with <Z>
<0> Another pause mode???

On the bonus game, pause the game and use the <TAB> key to cycle through the bonuses until you get to the one you want (the free guy). Now press <FIRE> and continue to hit <TAB> until your lives go up by one. You can keep doing this until you get nine lives or run out of chances.

Or you could also hold down <TAB> while the game is paused and enter this other sequence:

U,D,L,R,F,D,U,R,L,F,D,R,F,R,D,F

Use the same keys as above. The game won't unpause this time, but Aladdin should move once. The cheats do exactly the same thing and only one will need to be activated.

1.24 alcatraz

It's important that you get some extra weapons as soon as possible to beef up your arsenal. If you're play in two-player mode, try and get on either side of an enemy and knife him from both sides. This should kill him nice and quickly.

The two most important weapons are the rifle and the grenades. The rifle is the best weapon for seeing off the guards, and the grenades take care of the men with flame-throwers quite nicely.

Be on the look out for extra lives. You pick them up by hiding in the scenery, and if you find one you'll hear a ping and a "lup" icon will float away.

On the first section, there are two bonus lives quite near the end. This should give you a healthy stock of lives to get through the next few levels. My advise is to keep hiding in every nook and cranny as you go along, until you find the extra lives.

There are some other tricky bits to look out for. The dog on the second scrolling section cannot be killed, even with grenades, so just hide in the scenery until he's run past. Also be on the look out for the snipers in the background.

Like the dog, they can't be killed, so here's what to do. Shuffle out into the line of fire, and just before he shoots at you, roll back into cover. Now quickly run past him. With practice, this should get you past him with no trouble at all.

The barracks:

The first building you reach will be the barracks, and it leads into the first 3-d section. Your task here is to find some important documents which will prove miguel tardiez's guilt and all-round fiendishness.

The two most probable locations for the suitcase containing the documents are marked on the map with a red spot. Enter the room, and shoot the guard inside. If the documents are there you'll see a little suitcase flash. leave the room and you'll have the documents in your hands.

Remember that the guards always patrol in a set pattern, and will tend to go round and round the same block. Keep your eye on the little map at the bottom of the screen to see where they go, and then lie in wait for them. this applies to all the 3-d bits, so get used to aiming and firing your gun before the guards spot and shoot you.

The best tactics here are for one player to go and get the documents, while the other takes care of the guards. If you're playing alone, then just go for the documents and try to avoid the guards. Once you've got the suitcase, head out of the exit and into the second scrolly bit.

The industry building:

Ok, you've reached your second objective. This time you must find and destroy tardiez's drug supply and his stocks of filthy drug money.

Again, the rooms to head for are marked with a red dot. Be careful, as the guards will be patrolling those areas very heavily.

If playing two players, then it's obviously better if you handle one room each, whereas single players are going to have to be very cautious.

To destroy the stocks, simply enter the room. There won't be any guards inside. Now press <FIRE> and you'll throw a bomb into the room.

Pop outside again. A couple of seconds later you'll hear a big boom, and your job is done. With both targets eliminated, head for the exit and get ready for some more scrolly stuff.

The cellhouse:

To get this bit, you'll have to do a bit of climbing (the doorways are blocked). Simply stand in front of the building, push up and fire to start climbing up the side.

Make sure you do it when there are no guards nearby or you will probably be killed while you stand about swinging your grappling hook.

The actual climbing bit couldn't be easier. Just waggle the joystick to climb, but remember to avoid the searchlights. Once you reach the top, you're in!!

The actual cellhouse itself is the hardest 3-d section of all. Not surprising when you realize that this time your target is miguel tardiez.

Expect loads of guards, and watch out for them sneaking up on you from behind! It's best to split up for this bit as you've got a lot of rooms to search.

You see, miguel is hiding in one of the cells. Unfortunately, there are oodles of them to look through and his location appears to be different in every game.

The best way of finding him is to start at the bottom of a corridor, move forward one step, then turn left and enter the cell, go out, turn round, and go into the other cell, come out, move forward again, and so on.

It'll take a while so it's safest if you kill all the patrolling guards before you start your search.

When you find tardiez, he'll be lurking behind the scenery somewhere, but you'll know where he's there cos there'll be a bodyguard in the cell.

Waste the bodyguard and out comes miguel with his hands up. Leave the cell and he comes with you, in handcuffs. Go out of the exit and you'll leave miguel tied up on the roof.

Now you'll have to absail down again. To do this, press fire to slip down the wall and fire to stop again. Don't slip too far or you'll die, and keep a look-out for the searchlight.

The final piece:

You're almost there now, with just the last mad dash to the helicopter to go. This scrolly bit is fairly short, but there is a rather fiendish explosive hidden in the scenery.

If you're not careful you could be killed, so try and make sure you've got enough lives left to compensate.

Once you see the chopper, run to it and you'll take off. All you have to do now is to stop off on the roof to pick Miguel up.

He'll probably have tried to escape so run after him and he'll come hopping back. Leap back into the helicopter, and fly off into the sunset for your mission analysis. Easy!

1.25 alfred chicken - mindscape

On the title screen, type "HELPMARK" for a level select screen. Press <1>-<9> or <A>- to select the level you want.

On level one go through the first door as usual. Then go to the far right bottom and jump up to go through a secret wall to get a special weapon, then exit. When you re-appear, jump on the spring at the bottom left and just as you start flying upwards push up so that you hit an invisible block with a door on it. Now go to the right across the floating platforms, but instead of going through the door as normal, stand on the edge above the door and fire the weapon. Another invisible block should appear jump on this block. Then jump up left and walk across the top of the screen to the first secret block and go through the door and you will enter a secret warp room.

1.26 alien 3

Go to the Options screen and select 'Hard' and '6 Credits'. Then pressing the <SPACE> and <N> keys simultaneously in the game should propel you up a level.

During play press <P> to pause the game. Now hold down <LEFT MOUSE> and press <F1>. The background should change to green. Now unpause the game and use <N> to advance levels. To shut the cheat off repeat the previous instructions.

Start level one, take out the disk and insert disk number 2. Let all your time run out, after the chest bursting bit you are taken to a much later level, no matter what the brief says! On the level after this one, at the top right before the exit, there is a platform full of medipacks, climb the ladder that seems to go nowhere, on the level after that go to the bottom left for full everything.

1.27 alien breed - team 17

Enter "TULEBY" everywhere to get to next level

Log onto a computer then type one of the following codes:
(not in level one?)

"I CANT BE ARSED TO PLAY THE FIRST LEVELS" level 3
 "AND THE GOOD LORD SAID LET THERE BE FLAPSHOTS" level 4
 "I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS" level 5
 "MANCHESTER UNITED CANT FLY AIRPLANES" level 6
 "SHINE ON YOU CRAZY DIAMOND" shows the ending

"ALIENS ARE FAGGOTS" infinite health
 "BEN JOHNSON TRAINED THESE ALIENS" makes aliens a bit faster
 "BEWARE ALIENS SPADGE HAS DROPPED ONE" gets rid of all aliens
 "BLIMEY GUVNOR LOOK AT THE SIZE OF HIS JOHN THOMAS" ?
 "ELVIS MODE" play the game through the kings eyes
 "GIVE ME POWER YOU POXY FUCKWIT" ?
 "GURU TIME" reset the computer
 "I AM IMMORTAL OR SUMMAT LIKE THAT" invicibility
 "I EAT PITBULLS FOR FUCKING BREAKFAST MATE" ?
 "IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD" makes aliens weaker
 "JUST CALL ME DEEP THROAT" ?
 "LET ME SPONGE SOME CASH YER TWAT" ?
 "OH GIMME SOME KEYS IVE GOT A HARD ON" infinite keys
 "PASS THE BUCKOS NOBFACE" ?
 "PISSED AS A FART" play in drunken mode
 "PITBULLS ON THE LOOSE" makes aliens as dangerous as pitbulls
 "PUFFNUTS MODE" makes aliens move very slowly
 "SALMAN RUSHDIE PLAYS ALIEN BREED" all aliens flee in terror
 "ST EMULATOR" gives you shit graphics
 "STEVIE WONDER" turns the screen purple
 "PC EMULATOR" disables the Intex Computer
 "THE IRAQIS MADE THE WEAPONS" gives you absolutely abysmal weapons
 "US GOLD" ?

For various comedy messages try these out:

```

"DAVE BROADHURST WANTS TO CHEAT"
"ABOTS"      "ALISON"      "ALLISTER"
"AMIGA ACTION"  "AMIGA FORMAT"  "AMIGA POWER"
"AMIGA USER"   "ANDREAS"      "ANTI ACTION"
"BEANBAG"     "BERING"       "BOBERG"
"CHEAT"       "DEBBIE"       "DEPECHE"
"ELAINE"      "FRAZZE"       "FUCK OFF"
"FULL CONTACT"  "GALLUP"       "GAMESX"
"GARDEN FIEND"  "GENERAL MOTORS" "GIRLS DOWNTOWN"
"HALLA"       "HOOVER"       "JASON HOLBORN"
"JOGGAN"      "JONATHAN FORBES" "JULIE"
"KOKKOSLAVEN"  "KTH"          "KYSINGER"
"LEEDS"       "LINDA"        "LITH"
"LIVERPOOL"    "LYSATOR"      "LZ"
"MAN UTD"     "MARTIN"       "MARTYN"
"MC HAMMER"   "ME ANDREAS"   "MICK ROBINSON"
"MICROBYTE"   "NBS"          "NCE"
"NEWCASTLE BROWN" "PETER"        "PHS"
"PINK FLOYD"   "RICO"         "RON"
"SEGA"        "SPADGE"       "STAFFAN"
"STEFAN"      "TEQUILA"      "THE COMPUTER STORE"
"TILT"        "TUG"          "ULRIKA"
"VIRGIN"      "XR5I"

```

When you enter the last letter of the desired word you should hear a crunch sound. If you don't hear the sound press <RETURN> and then enter the word or phrase again. The reason you should press <RETURN> is none of the cheats have return in them, so the pointer will restart at the beginning.

The best method of disposing of the end of level guardians is to stay at the very bottom of the screen and continuously shoot at the nasties. The guardians will almost touch you at times, but if you stay firmly at the bottom, they won't harm you.

1.28 alien breed - tower assault - team 17

Level Code creation scheme:

The code: ZXCC L UVWK P uvwk YY

```

Z      - Tower
X_YY  - Tower Level
CC_YY - Credits
L_YY  - Lives
U/u_YY - MP, Body Armour (p)
V/v_YY - Laser (L), Missiles (Mis)
W/w_YY - Firewall (Flame), Refraction Laser (RFL)
K/k_YY - Keys
P_YY  - 1 Player/2 Player mode
YY    - contrary end code

```

The small letters u,v,w and k are significant for player two.

The level code contains 16 characters: ABCD EFGH IJKL MNPS

An increase of lives, keys, credits and weapons will be represented by an

increase in the count of the front code characters:

A --> B --> ... --> M --> N --> P --> S

Simultaneously, the count for the -YY- end code decrease:

S --> P --> N --> M --> ... --> B --> A

The characters O, Q and R are counted, but not noted. This means, the step from -N- to -P- at "lives" position 5 must be completed in the end code by a count from -J- over a figured -I- to -H-. For the step leading from life 6 to 7 the code at position 5 changes from -P- to -S-. This means, the end code must simultaneously changed from -H- over -G- and -F- to -E-.

-G- and -F- are the equivalents for the not noted characters -Q- and -R-.

Restarting a level, a maximum of 7 lives, 5 ammunition kits und 15 keys, limited by the -S- code, will be generated. A scanner will not be noted in the level code. Some variations at positions 1 and 2 for the tower level are possible, but it's not funny to see your player wandering around outside the outer wall of the tower.

Level Codes:

ENGINEERING TOWER	Code	Lives	Ammo	Keys	Credits	Weapons
Engineering Level 1	FKBSSSSSSDCAAASA	7	5	15	31.000	- all -
	FKHNSDESDCAAABL	7	5	15	125.000	MP3,L1,RFL3
	FKBNSDEASDCAAACE	7	5	15	29.000	MP3,L1
Outdoor Sector 4	FJ					SB
Engineering Level 1	FKBSSSSSSDCAAASA	7	5	15	31.000	- all -
Level 2	FL					PS
Level 3	FM					PP
Level 4	FN					PN
SCIENCE TOWER						
Science Level 2	JGBSSSSSSDCAAASA	7	5	15	31.000	- all -
	JGHGSSESDCAAABD	7	5	15	118.000	MP3,L1,RFL3,P3
	JGCJSDEASDCAAACH	7	5	15	41.000	MP3,L1
Outdoor Sector 3	JE					SC
Level 1	JF					SB
Science Level 2	JGBSSSSSSDCAAASA	7	5	15	31.000	- all -
Level 3	JH					PS
Level 4	JI					PP
Outdoor Sector 4	JJ					PN
CIVILIAN TOWER						
Civilian Level 3	EEHBSSSSSDCAAAAC	7	5	15	113.000	- all -
	EEHBSDAASDCAAADF	7	5	15	113.000	MP3
Crash Landing Site	EB					AF
Level 1	EC					AE
Level 2	ED					AD
Civilian Level 3	EEHBSSSSSDCAAAAC	7	5	15	113.000	- all -
Level 4	EF					AB

SECURITY TOWER

Security Level 3 FCBSSSSSSDCAAASI 7 5 15 31.000 - all -
 FCDBSDEASDCAAADG 7 5 15 49.000 MP3,L1

Level 1 FA SK
 Level 2 FB SJ

Security Level 3 FCBSSSSSSDCAAASI 7 5 15 31.000 - all -
 Level 4 FD SH

STORES TOWER

Stores Level 3 EJDSSSSSSDCAAASA 7 5 15 63.000 - all -
 EJDCSDAASDCAAADD 7 5 15 50.000 MP3

Outdoor Sector 2 EG SD
 Level 1 EH SC
 Level 2 EI SB

Stores Level 3 EJDSSSSSSDCAAASA 7 5 15 63.000 - all -
 Level 4 EK PS

MILITARY TOWER

Military Level 3 EPDSSSSSSDCAAAPK 7 5 15 63.000 - all -
 EPASDESDCAAABJ 7 5 15 15.000 MP3,L1,RFL3
 EPAFSDAMSDCAAACB 7 5 15 5.000 MP3,Flame3

Outdoor Sector 3 EL PP
 Level 1 EM PN
 Level 2 EN PM

Military Level 3 EPDSSSSSSDCAAAPK 7 5 15 63.000 - all -
 Level 4 ES PH

Military Level 3 IPIASSSSSDCAAASD 7 5 15 128.000 - all -
 IPCBSDADSDCAAACI 7 5 15 33.000 MP3,RFL3

MAIN TOWER

Main Tower Level 1 (Access via Science Level 4)

Main Tower Level 2 LAIJSSSSSDCAAASG 7 5 15 137.000 - all -
 LACJSDADSDCAAACM 7 5 15 41.000 MP3,RFL3
 LAAPSDAISDCAAACD 7 5 15 14.000 MP3,Flame2

Main Tower Level 3 LBIJSSSSSDCAAASF 7 5 15 137.000 - all -

Main Tower Level 4 HCIJSSSSSDCAAASI 7 5 15 137.000 - all -
 HCBPSLADSDCAAACB 7 5 15 30.000 MP3,RFL3,P2
 HCAPSDADSDCAAACK 7 5 15 14.000 MP3,RFL3

Level 2 HA SK
 Level 3 HB SJ

Main Tower Level 4 HCIJSSSSSDCAAASI 7 5 15 137.000 - all -
 Level 5 HD SH
 Level 6 HE SG
 Level 7 HF SF

2 Player Level Codes:

Level 1 Player 2 Player

Crash Landing Site EBHB S SSSS D CAAA AF --> EBHB S SSSS S DAAA SF
 Engeneering Level 1 FKBS S SSSS D CAAA SA --> FKBS S SSSS S DAAA PA
 Security Level 1 FABS S SSSS D CAAA SK --> FABS S SSSS S DAAA PK

Arming at -SD- code: Player 1: -all-
 Player 2: MP3; no keys

To convert the other levels, try to change the corresponding 1 player level by this way:

Crash Landing Site	Engeneering Level 1	Security Level 1
EBHB S SSSS D CAAA AF	FKBS S SSSS D CAAA SA	FABS S SSSS D CAAA SK
E C AE	E C PS	E C SJ
F C AD	F C PP	F C SI
G C AC	G C PN	G C SH
H C AB	H C PM	H C SG
I C AA	I C PL	I C SF
J C SS	J C PK	J C SE
K C SP	K C PJ	K C SD
L C SN	L C PI	L C SC
M C SM	M C PH	M C SB
N C SL	N C PG	N C SA
(----- O C---- SK	----- O C---- PF	----- O C---- PS)
P C SJ	P C PE	P C PP
(----- Q C---- SI	----- Q C---- PD	----- Q C---- PN)
(----- R C---- SH	----- R C---- PC	----- R C---- PM)
S C SG	S C PB	S C PL
EBHB S SSSS S DAAA SF	FKBS S SSSS S DAAA PA	FABS S SSSS S DAAA PK

A much easier way to convert the -DC- code to -SD- infers from direct comparison of both codes:

Crash Landing Site	Engeneering Level 1	Security Level 1
EBHB S SSSS D CAAA AF	FKBS S SSSS D CAAA SA	FABS S SSSS D CAAA SK
EBHB S SSSS S DAAA SF	FKBS S SSSS S DAAA PA	FABS S SSSS S DAAA PK
^ ^	^ ^	

So, change position 10 and 11 to -SD-, leave position 16 unchanged and change position 15 by counting one possible character down.

Level 1 Player 2 Player

Science Level 1 JFBS S SSSS D CAAA SB --> JFBS S SSSS S DAAA PB
 Stores Level 1 EHDS S SSSS D CAAA SC --> EHDS S SSSS S DAAA PC
 Military Level 1 EMDS S SSSS D CAAA PN --> EMDS S SSSS S DAAA NN
 Main Tower Level 2 LAIJ S SSSS D CAAA SG --> LAIJ S SSSS S DAAA PG

To get player 2 fully armed and equipped with 15 keys change the DAAA-code to SSSS.

For example: Science Level 1
 D CAAA SB
 JFBS S SSSS S DAAA PB

```

DSAA MS
DSSA LN
SSSA KP
SSSS JM = JFBS S SSSS S SSSS JM
    
```

If you want to get the two-player -SSSSS- code directly from the one-player -DCAAA- code, count down 85 characters at the -YY- end code.

```

D C A A A
| 15 steps
S C A A A
| 16 steps
S S A A A
| 18 steps
S S S A A
| 18 steps
S S S S A
| 18 steps
S S S S S -----
85 steps
    
```

```

Level      1 Player      2 Player
Crash Landing Site EBHB S SSSS D CAAA AF --> EBHB S SSSS S SSSS LA
SS = 6 steps (+16)
PS = 22 steps (+16)
NS = 38 steps (+16)
MS = 54 steps (+16)
LS = 70 steps (+16)
LA = 85 steps (+15)
    
```

Detailed examples for the code system:

Code	Lives	Amor	Keys	Credits	Weapons
Lives:	J	L	1	5	1 15.000 MP1, L1
	K	K	2	5	1 15.000 MP1, L1
	L	J	3	5	1 15.000 MP1, L1
	M	I	4	5	1 15.000 MP1, L1
	FKASNCEABDCAAADH		5	5	1 15.000 MP1, L1
	P	F	6	5	1 15.000 MP1, L1
	S	C	7	5	1 15.000 MP1, L1
Keys:	FKASNCEABDCAAADH		5	5	1 15.000 MP1, L1
	C	G	5	5	2 15.000 MP1, L1
	D	F	5	5	3 15.000 MP1, L1
	F	D	5	5	5 15.000 MP1, L1
	I	A	5	5	8 15.000 MP1, L1
	M	CM	5	5	12 15.000 MP1, L1
	S	CJ	5	5	15 15.000 MP1, L1
Keys:	EPANSDEDNDCAAACD		7	5	13 13.000 MP3, L1, RFL3
	P	CB	7	5	14 13.000 MP3, L1, RFL3
	S	BP	7	5	15 13.000 MP3, L1, RFL3
Credits:	FKBDMDEAEDCAAAC		4	5	4 19.000 MP3, L1
	E	EB	4	5	4 20.000 MP3, L1
	G	DS	4	5	4 22.000 MP3, L1
Credits:	FKBDNDEANDCAAADI		5	5	13 19.000 MP3, L1
	G	F	5	5	13 22.000 MP3, L1
	J	C	5	5	13 25.000 MP3, L1
	L	A	5	5	13 27.000 MP3, L1

```

      M      CS  5  5  13  28.000  MP3, L1
      FKBNNDCAACCP  5  5  13  29.000  MP3, L1
Panzer:      D      N  7  5  15  43.000  - all -,P0
      IPCLSHSSDCAAASJ  7  5  15  43.000  - all -,P1
      L      F  7  5  15  43.000  - all -,P2
      S      PP  7  5  15  43.000  - all -,P3
Weapons:  EEHBSDAASDCAADF  7  5  15  113.000  MP3
      SAA      CG  7  5  15  113.000  MP3,P3
      SAS      BE  7  5  15  113.000  MP3,Flame3,RFL3,P3
      SSA      BE  7  5  15  113.000  MP3,L3,Mis3,P3
      SSS      AC  7  5  15  113.000  - all -

```

1.29 alien breed 3d

Level Codes:

```

02 CMOFFJENPPHHFFFF 11 HCIGGHLNNAANEOMD
03 MIOEDEOPPPFFFFFF 12 LNIECOLPNAANEOMD
04 KPFOFOPOHOEHFFFF 13 OLKOPFKPNAANEOMD
05 NLIAMBOOPHHFFHFN 14 EOIGLMKPNAANEOMD
06 FOINMPOCNFFFFFF 15 LKKOPPKPNAANEOMD
07 CCCGIDOPPFEEFFFF 16 GNAEPPKPNAANEOMD
08 PPKIKKPNAANEOMD
09 LLKOHBLPNAANEOMD
10 BMAGHMLPNAANEOMD

```

1.30 alien breed ii - team 17

Level Codes:

```

 2 353828 10 193831
 3 108383 11 090921
 4 370101 12 309383
 5 982822 13 101221
 6 847464 14 103992
 7 737373 15 998112
 8 928112 16 125332
 9 287364 17 091233

10 lives      098654 or 000000
50 keys       378829
50,000 credits 736353
activate level skip 243433 (Use <N> during play to skip levels)

```

1.31 alien breed special edition 92 - team 17

Make your way to the third level without spending any money. Now ↔
 log on
 to the first Intex computer you find. You should have about 6000 credits.
 Buy nothing, then log off. It is important that no fire doors have been
 closed. Now do a complete circuit of the level. If you log back onto the
 same Intex computer, you will find you have loads of money.

Enter any of the following on the Intex computer on the first level
(it may work on other levels also):

"AHH BUT WILL SHE SWALLOW IT" ?
 "ALIENS ARE BENDERS" infinite energy
 "ALIENS LIKE MICHAEL BOLTON" ?
 "BANK RAID" ?
 "FUCK OFF" resets the computer
 "HARD BASTARDS" make aliens move fast
 "I JUST LOVE THAT TEAM 17 SOFTWARE" ?
 "JANUARY SALE NOW ON" ?
 "JESUS THIS JIM BEAMS IS GOOD STUFF" infinite energy
 "JUST CALL ME MOGGY" ?
 "KATRINA HAS FARTED AND ITS A BEAUTY" makes aliens disappear
 "KEY TO THE CITY" infinite keys
 "KNACKERED JOYSTICK" reverses joystick controls
 "MR YALE OR WHAT" ?
 "ST USERS" ?
 "WHY NOT CALL ME MOGGY AS WELL" ?
 "WON THE POOLS" ?

"I WANT FISH" use the following keys:
 <F3> Extra keys
 <F6> destroy the level your on
 <F7> jump to next level
 <F9> walk through walls

Enter these for nice messages:

"ALLISTER BRIMBLE" "ANDREAS TADIC" "ELAINE ROBINSON"
 "LEEDS UNITED" "MARTYN BROWN" "RICO HOLMES"

 "AMIGA COMPUTING" "AMIGA FORCE" "ANDY ROBINSON"
 "ANDY SLATTER" "BOWERCLAN" "CATH"
 "CRAIG WAKEFIELD" "CU AMIGA" "CVG"
 "DANNY BURKE" "DARREN WAKEFIELD" "DATOR"
 "DEBBIE BESTWICK" "DET NYE" "GINGER NODDY"
 "HAYDN DALTON" "HEATHER PARKER" "JOYCIE BABES"
 "JUNIOR MCMILLAN" "K MAGAZINE" "KATRINA HIDLE"
 "LAURA AND JOHN" "MICK PARKER" "MICK ROBINSON"
 "NIGEL EMAP" "POWERPLAY" "SHAUN WAKEFIELD"
 "TEQUILA" "TGM" "THE ONE"
 "VAD ADDER"

Enter also the cheats from
 Alien Breed

When you enter the last letter of the desired word you should hear a crunch sound. If you don't hear the sound press <RETURN> and then enter the word or phrase again. The reason you should press <RETURN> is none of the cheats have return in them, so the pointer will restart at the beginning.

And the Level codes are; (log onto a computer then enter them)
 2. XXDFA 3. RTHAA 4. LAEEA 5. UYTТА 6. PPEAB

Select the two-player mode and switch the share credits option on. Then start the game. on the first level, go to the computer and log on. Instead of typing "PPEAB" which would advance you to level 10, type "PPPEAB" (note 3 P's) when you now log off, you'll go straight to level 10. If you go straight to the computer (a few screens above where you start) and log on, you'll find that you have a staggering five million credits, which really helps!

1.32 alien world

On the title screen, type "BILL AND TEDS BOGUS GAME" for infinite lives and all weapons.

1.33 aliens us

Levelcodes:
APC Rescue 272H
Oprom Defence 1106D
Airduct Maze 2361F
Newt Rescue 7140E
Queens Battle 7163H

1.34 allo allo

On the title screen type "BASH STREET KIDS". The screen should turn white. During play press <1>-<5> to skip to the corresponding level.

1.35 The Amazing Spiderman

On the highscores type "generic". (I'm not sure if this means type it or enter it as your name, so try them both.) Now when you press <HELP> during play you'll receive full energy.

1.36 amc

On the title screen, type any of the following (not sure if case sensitive):

2 Nostromo 6 Enterprise
4 Discovery 8 Dagobah

1.37 amiganoid

Level Codes:

02 HELLO 03 SIDE 04 BLOB 05 ACIEED 06 CHESS
07 CAR 08 ARROW 09 LUCK 10 HOUSE 11 FUN?
12 ROCKET 13 ANGLE 14 OLLE 15 GNU 16 CROSS
17 HOLE 18 CUBE 19 BOUNCE 20 FELLOW 21 CBM
22 DISK 23 LABBY 24 DICE 25 LAST

1.38 amnios

Level Codes:

2 FRDSNSMNGR
3 PLFRMNLQSN
4 LSNBRGNSLQ
5 LKMCTKSCDF
6 STBNLMRCHL
7 RCHLMCLRMS
8 THBSTSTFTT
9 THTHJRSNN
10 MLFNDBTFLL
11 BTMNDHRCH

1.39 amos professional

Enter one of the following names into the Amos pro editor, then move the cursor over the first character of each name and then press <HELP> to see a hidden message.

Try these names (watch the capitals):

Carrine Mel Dithell Stephen
Daisy Pudsie Lionet Vanner

1.40 anarchy - psyclapse

Levelcodes are: 5400, 0101, 3901, 2602
9902, 4303, 9003, 6904,
3305, 9305, 3406, 0407,
6407, 2008, 7408, 4709,
3810, 0511, 6811, 3212,
0213, 8213, 5014, 1015,
8215, 5116, 0117, 7017,
5518, 2819, 9919, 7320,
2521, 0622, 3722, 1223,
4523, 4124, 1825, 1926,
9726, 5927, 0528.

On the high score table enter your name as "FUNNY FACE". Now restart the

game and pause it; Type "WELL ARD" to activate the cheat. You need to enter both of them. Use the following keys:

- <1> Increases your boost by 100
- <2> Fills the spreadshot meter
- <3> Gives you smart bomb
- <4> Fills the canon meter
- <5> Fills double shot meter
- <6> Gives you 500 boost
- <7> Fill up life meter
- <8> Gives you a shield for your ship
- <9> Gives you a shield to put on the people
- <0> Not sure
- <-> Fills the canon meter

1.41 another world

First note that there are three ways of working the gun:

- * A single quick press will fire a thin beam for breaking ropes, disconnecting cables and killing enemy personnel.
- * Hold down <FIRE> until an energy ball appears then let go and a shield will form. This stops laser shots.
- * Hold down the button until the energy ball swells and begins to hum. Then let go and you will fire a big beam.

To enter a new Level Code, you must die first then press <C> when asked to Press Fire to Continue.

And now, the Solution:

Get out of the water to begin with!

Level One - Code: EDJI - IN THE LAKE

Go left and take note of the vine.
Go right past the water.
Here are a number of worm-like creatures - kick them to kill them.
Go right - more worms.
Kick these as well, but watch for the worms that drop from the roof.
Go right until you encounter a big black beastie.
Now turn and run back to the screen with the hanging vine.
Take a running jump at the vine - don't stop or you'll die!
Jump off the vine when it breaks and run right.
Keep running until you get to the screen where you first met the beast.

Level 2 - Code: HICI - IN THE PRISON

You wake up in a cage with an alien for company.
Rock the cage left and right until it drops.
Pick up the gun.
Run right, protecting your alien friend by shooting the guards.
Use the shield to protect the alien while he opens the door.
Now follow him through the door, to the lift.
Go down to the bottom level.
Go to the end and shoot out the small flashing light on the wall.

Take the lift to the next level up.
Blast the door, run and jump up.
Wait for the alien, then open the door and walk in.

Level 3 - Code: FLLD - IN THE SEWER

Into the small tunnels underground:
Go left, Drop down.
Go right, Drop down.
Go right, Drop down.
Go left, Drop down.
Go right, Drop down.

Level 4 - Code: LIBC - FIRST RECHARGER

Go left through the door and charge your gun.
Go right, then blast through three doors.
Run right to the exit.
Kill the guard then walk to the edge of the broken bridge.
Leap onto the lower right ledge.
Blast a hole in the wall and go through it.

Level 5 - Code: CCAL - IN THE CAVE

Go right and down the first shaft.
Go right again then down onto the large rock.
Jump right, then go right and jump over the spiked pit.
Walk to the next screen, wait for the large rock to crash to the floor.
(Don't forget to dodge the flying creature!)
When two rocks fall and hit the floor together, run!
Repeat this on the next screen.
Beware of the tentacles (they can be shot, or you can run past them).
Go right - You'll find more tentacles as well as some snapping traps.
Jump over the traps, continue right to the end and blast the wall.

Level 6 - Code: EDIL - END OF CAVES

Go back to the screen with the falling rocks.
Walk up the slope, turn around and shoot at the flying creature.
Walk on to the next screen and watch!
Take a running jump at the stalactite, climb on top of it and jump on
to the next one from there.
Repeat this procedure with all of them.
If you do all this correctly you should end up on a large rock.

Level 7 - Code: FADK - T-SHAPED ROCK

Walk left off the rock, turn and blast the rock, then walk up the rock.
Go right, jump over two pits, then one pit.
Walk right, blast the wall to let in the water, then turn and run
like buggery! (don't forget to jump over the pits, though!)
Go right and blast the wall.
Now go past the steps and across the dried up waterfall.

Level 8 - Code: KCIJ - TEMPLE ENTRANCE

Observe the alien trapped below.

Exit left over the waterfall and go through the door.
Go down the steps, walk right and kill the guard.
Go back up the steps and shoot at the light chain (this releases the alien above).
Go back down the steps and run right as far as you can go.
Kick the guard, then run and pick up the gun.
Kill the guard and run right
Ignore the guards here!

Level 9 - Code: ICAH - BY THE POOL

Dive into the water, swim across, climb out and have a look around.
Swim down to the hole in the wall, left along the tunnel, and up into the second shaft for a breath of air.
Swim right down to the bottom of the shaft, go right, get out for some air, and fire at the pulsating line.
Now reverse these moves to go back to the pool surface.

Level 10 - Code: FIEI - POWERLINE

Go left and kill the guard.
Go right, up the stairs, and kill the guard on the left at the top of the stairs.
Jump across right, blast the two doors down, and get your blaster ready to fire at the last door as the protective shield fades.
Accurate timing and speed are needed to kill the guard.
(Alternatively you can blast the last door, shield, jump the fireballs, then kill the guard).
Go right, blast the door, then go right again.
Jump up to recharge your gun, then go right.
Watch the reflection of the guard on the bottom of the green sphere.
Fire at the sphere when the guard's reflection is directly under it.
Go left to the stairs, down the stairs, then down and right to the pool.
Swim across and get out to find the guard dead.
Go right.

Level 11 - Code: LALD - BLAST RUN

Jump down the opening, go right and blast the door.
Run to the end of the corridor.
Turn and put up a shield, then wait until the alien puts his arm down and pulls you up.
Stay on the left side of the opening until the rocks fall, then follow the alien into the tank.
To escape, press the top left-hand green button.
(But you may wish to have some fun by pressing a few others first!)

Level 12 - Code: LFEK - TOWER BATH

Exit from the pod, run right onto the next screen and kill the guards.
Now run right.
Sit back and leave the machine in drive.
Crawl across the floor to the levers on the right and wait for the guard to walk towards you.
Pull the lever to kill the guard with the laser.
Now pull the second lever, and crawl back to the light circle on the

floor to escape from Another World!

1.42 ant heads - icftd 2

complete solution:

DAY 1

Gather as much information from Biff and Dusty on the first day, but if you've got the information from previous games then don't worry, as it doesn't change.

Get into your car and go to the KBUG radio station. Dusty will tell you of the latest ant attack to occur and will give you a Geiger counter and a gun.

Hang around for a while until the afternoon, then go round to the Platt University lab, where you will meet the boy Billy and his rather strange father. When they start talking to you, ignore the gibberish that his dad speaks but listen carefully to what Billy has to say.

If you want further information then try asking the fortune tellers and expect to get home around eight o'clock.

DAY 2

Go out to the KBUG radio station again, where Dusty will tell you about a threat from the G-men. Go back to the lab afterwards, where Billy once again provides some useful information.

At about one o'clock go to Neptune Hall, where you'll find that Billy Bob has managed to sprout a rather fetching set of antennae. Pull out your gun and blast his antennae off. When he comes around he will give you an important number, so make a note of it.

DAY 3

You should wake up at nine o'clock when Jakie comes round and knocks on the door. Unfortunately, your early morning visitor is one of the Ant-heads, so get the trusty old gun working and write down the number again. Go to the Ore Plant and befriend the manager by selecting choice A at the appropriate time. Take the train to section M-3 and do the business against the ants, then get back to the lab for some more useful info from Billy.

Go to the Police Station and get the old 'he must have tripped on his shoelace, your honour' treatment so you get knocked unconscious. When you wake up, the nurse will give you the position of the vault. Go to the vault and get the records containing the conversion process, then make a run for it.

DAY 4

Drop by Elma's and when he becomes an Anthead blast his stalk to get the last number. Now you have all three numbers, try and get into the hospital any way you can (preferably without injury). Get the lift to the basement and find the morgue in the top right-hand corner - you can spot it by the four black slabs and the safe. Enter the numbers in the order you recieved them and you should be able to get the secret documents which will cause the realisation of the Antheads' existence, so now you can take

them on face-to-face.

1.43 antep

Go to the nearest town and offer your items for sale. When asked which items you should attempt to sell press <1> - <5>. These items are non-existent, but the shopkeeper give you lots of gold. Repeat this as many time as you like. Don't hit any number above 5 or the game will crash.

1.44 apache - team 17

At any time during play or on the title screen type "OVERDRIVE". The screen should flash to let you know it worked. Now during play use any of the following keys:

```
<S> ?  
<D> ?  
<R> ?  
<E> ?  
<W> Full weaponry  
<M> Terminate mission  
<1>-<5> Skip to corresponding level  
<6> Skip to bonus level
```

1.45 apidya

Pause the game and type "ULRDABBA" for full weaponry (this only works once, if you type it again you'll lose a life).

On the title screen type one of the following:

```
"MISSHONEYBEE" 2ND STAGE  
"DEPUTYOFLOVE" 3RD STAGE  
"HASTALAVISTA" 4TH STAGE  
"SNEAKPREVIEW" 5TH STAGE  
"SHOWCREDITS" FINALE
```

Hit return after you type "SHOWCREDITS".

When you press <HELP> and at the same time the on-screen action will slow down approximately 50%.

1.46 apprentice - rainbow arts

During play, press and hold and <F3> for 50 guys and all the extras.

On the title screen press the <TAB> key to go to the password screen.

Now type any of the following level codes:

```
"WIZARD", "GUILD", "SPELLS", "ARCANE", "DRUID", and "FAERIE".
```

1.47 aquanaut

During play, hold down <HELP> and press <FIRE> to skip levels. You can skip right to the lame ending.

1.48 aquaventura

On the option screen, hold down <CTRL> and <F10> then press <FIRE>. Now use any of the following keys during play.

- <L> Skips levels.
- <T> Skips to the tunnel section.

1.49 arabian nights

On the title screen, type "SIMEON" and during the game use the following keys:

- <F1> Gives you the power sword
- <F10> Pal/ntsc
- <TAB> Skips levels
- <H> Slow motion
- <E> English
- <F> French
- <G> German
- <D> Dutch

Hold down the <LEFT AMIGA> for invincibility or when you need a key to open a door or a crank.

1.50 arcade pool - team 17

In two-player mode, after your opponent fouls in US pool, grab the cue ball and before you take your shot, push it in between two other balls that are that are close together on the table, so that the cue ball touches both of the other balls. This nudges the balls a bit and if they are in the right place you could set yourself up a treat, or ruin your friend's plans. The computer players don't mind, but your friend will.

In Speed Pool, put all of the balls apart from one, then line the last one the pocket. Select save, then New to start with one ball left on 0 minutes and 00 seconds.

1.51 archer m's pool

Type "VF12" while in trickshot mode, then go to demo mode to find the new menu. Select two players to make the computer play itself, then wait. Now the computers controlled players abilities are revealed.

1.52 archipelagos

Finish the first two Archipelagos and hit <RETURN> to select another. Type "8421" and hit <RETURN> twice. Now you can go wherever you want.
(possibly do it after booting)
Enter "1" to "999" followed by <RETURN> key to select island.

1.53 arctic fox

The following is a list of the locations that you may start at when playing the Tournament level:

Key Starting Locations

```
-----
<F1> 53'33" 82'08"
<F2> 55'25" 82'24"
<F3> 56'14" 82'56"
<F4> 54'49" 83'41"
<F5> 51'45" 83'50"
<F6> 50'21" 83'34"
<F7> 49'41" 83'11"
<F8> 50'49" 82'18"
```

Some other helpful hints are:

Under configuration <F3> & place <F4> there is a Communication Fort at coordinates 54'12",83'16". The fort is behind the mountain and guarded by a missile launcher and several tanks.

Under configuration <F1> & place <F7> to the east of the coordinates 53'30",83'36" the Main Complex is located there and is guarded by several missile launchers and lots of heavy tanks.

1.54 arkanoid

Press <SPACE> to pause the game and type in "DSIMAGIC" or "MINIMAGIC". (don't hit <RETURN>) Press the <SPACE> again and catch the yellow "DS" capsule that falls from the centre of the screen. Now following keys are active.

```
<F3> instead of <F1> for a one player: extra 33 levels game or
<F4> instead of <F2> for a two player game.
<ENTER> Level Skip (<ENTER> on keypad)
```

```
<B> Break Opens gates and awards bonus points
<C> Catch Holds ball
<D> Disruption Split into 3 balls
<E> Expand Makes Vaus larger
<F> transport to the final screen where you confront Doh
<L> Laser Gives you a laser used with mouse button
<P> Extra Player
<S> Slow Slows down ball
```

1.55 arkanoid 2 - revenge of doh

Type with <CAPS LOCK> on

on high score screen:

"DEBBIE S" for unlimited lives

on title screen:

"WHENWORLDS COLLIDE" <S> during play for level skip

"MAGENTA" (with <CAPS LOCK> ?) <S> during play for level skip

"PETEJOHNSONWANTS CHEAT" <S> during play for level skip

"DALEY-88" or "DAILY-88" continue on the same level you died on

"ROBOCOPPETER" also continuous mode

Press the right mouse button during loading to see an advertisement for Robocop.

1.56 arkanoid 3

When the pink loading screen appears, hold down <CAPS LOCK> and type

"IMAGINE"

When the opening bit plays, type "PETEJOHNSONWANTS CHEAT". Now, when you press <S>, it causes both exits to open, and you can go on to the next screen without finishing it.

Or, type "DALEY88" instead at the pink screen, and you can now restart at the level you last died on!

While still on the title screen type in "TUESDAY 14TH" and when you press the fire to start the game you will be presented with an options screen that will allow you to obtain infinite lives, etc.

While the game is loading, hold down the <LEFT MOUSE>. After a while, the title screen for Robocop will appear. Let go of the button and the game will begin. Then, when you die, type "ROBOCOPPER" on the title screen and you will restart where you left off.

1.57 armalyte

While playing, press <P> to pause the game and type in "Delta 3" or "Delta3". You should now have infinite lives. Press

<1> to power down weapon

<2> to power up weapon

<F> to advance levels

1.58 armourgedden

When in the HQ, access the message screen. Move the arrow so that it points to the first letter of the message highlighted in yellow. Now hold down the <ESC> key and press <LEFT MOUSE>. The words "YOU WOULDN'T LET IT

LIE!" should appear, indicating that the cheat mode has been activated. The cheat makes your craft invincible and gives you unlimited firepower and fuel as well. To turn the cheat mode off (you need to do this to complete the game), simply access the message screen again, point at the first letter of the message highlighted in yellow, press and hold down <ESC> and press <LEFT MOUSE>. The message "LOOK AT THE SIZE OF THAT SAUSAGE!" should appear. The cheat mode is deactivated.

Armourgedden also has an Object editor. To enter it, use the mouse to move the arrow to the top left hand corner of the secondary title screen. Now hold down <LEFT SHIFT> and <LEFT MOUSE> to find a vertical line. The keys to use are:

```
<F9>    Zoom in
<F10>   Zoom out
<7> and <8> and brackets (numeric keypad ) rotate object
Cursor left previous object
Cursor right next object
<ESC>   exit
```

Type "ALF" on the high score table for infinite credits.

1.59 army moves

Type "KARENBROADHURST" on the title screen for infinite energy. On level one hold down the <ALT>, <1> and <D> for invincibility. On level two hold down the <ALT>, <1> and <J> for invincibility. The code for part two is '101069'.

1.60 arnie 2

During play, type "VICKY" and press <RETURN>. You should now receive 99 lives and 99 grenades.

1.61 artura

During play, type "MOLE" for unlimited energy.

1.62 assassin - team 17

On the high score screen, try typing in any of the following: "ASSASSIN", "SUPERFROG", "PROJECT X", "ALIEN BREED", "THE ONE AND ONLY", "PSIONIC CREW" "BODY BLOWS" or "PSIONIC SYSTEMS".

Enter "MIDAN" on the high score screen. The game replies with "You are a Fat Little Git". This cheat allows you after losing all lives, to restart the game on whichever level you died on, instead of level one.

On the first mission (The Landing), climb up to the highest possible point of the left-hand side of the first tree you come to until you are blocked by the leaves and type: "NICEVIEWFROMUPHEREMATE". The border should flash and unpause the game (it will have paused from the "P" in UP.) Infinite energy will now be yours and the in-game keys will be activated.

<1> - <6> To select mission
<E> To skip to the Boss
<W> For extra weaponry
<C> Grants infinite continues

1.63 assassin special edition - team 17

During play type "ANOTHERCHEATMODE" for infinite energy. Press any of the following keys:

<W> For full weapons
<D> To die
<N> To skip levels
<E> End of level guardian

1.64 asterix & obelix - operation hinkelstein

Press <F7> when you run out of lives.

1.65 astro marine corp

Press <F6> and type in any of the following passwords:

2 NOSTROMO
4 DISCOVERY
6 ENTERPRISE
8 DAGOBAB
10 REPLICANT
12 KRULL
14 METROPOLIS

1.66 asylem

There is a magnet in the telephone. Be careful when going into the surgeons den - the operating theatre has more clues than meets the eye (or nose).

1.67 atax

Pause the game and type "AMANDA". You will now be transported to the final challenge.

1.68 athletics

Take the mouse and plug it in the joystick port. Now move the mouse round and round on your mouse mat and your man will run at full speed, giving you a very impressive time.

1.69 atomic robokid

While still on the title screen type in "TUESDAY 14TH" (with the space) and when you press fire to start the game you will be presented with an options screen that will allow you to obtain infinite lives, etc.

1.70 atomino

Level Codes:

- 10 IDYLL
- 20 TAURUS
- 30 NEPTUNE
- 40 PHOTON
- 50 PLANKTON
- 60 INFERNAL
- 70 FOSSIL
- 80 POISON
- 90 SOUP
- 100 SULPHATE

And the codes for the different sections:

- 10) ACID 20) ARROW 30) EMISSION 40) LAVA
- 50) CAVE 60) ELIXIR 70) BONE 80) WOOD

1.71 atomix - thalion

While playing, press the <HELP> key and type in "TIME" to freeze the clock. If this doesn't work then go to password screen and type it there.

1.72 atomsmasher

Type "CATHERINE ZETA JONES" on the titlescreen and it'll say {Ready}. Now start the game as normal and try pressing the following keys:

- <S> Skip levels
- <L> Toggle infinite lives on or off
- <I> Toggle invulnerability on or off

Type "ZANDALEE" for the level editor. Here is how it works:

- <ESC> Return to the main menu
- Totally clears the selected depth

<M> Toggle between "block" and "baddie" mode
<G> toggles graphic style through (Metal, Rock, Snow, Brick and
Crypton (Use on depth 2))
<[> & <]> Toggle through existing levels.
<F1> Play level in one player mode.
<F2> Play level in two player mode.

Designing A Maze:

Each level consists of 3 layers, and pressing <D> will go through them. Depth 0 is where the backgrounds are designed, depth 1 is where the ice, mud and mines go, and depth 2 is where you actually design the maze. On depth 2, pressing <SPACE> takes you to the block select screen, where you can select any block by pressing <FIRE>. This then puts you in {block} mode (which appears at the bottom right of the screen) where you can place the block by pressing <FIRE> again.

Placing Characters:

Select depth 2 and press <M> to go into "baddie" mode. Position both players by pressing <1> and <2> at the desired position. You can toggle through the baddies using <,> and <.>, and can place them using <FIRE>, or replace existing baddies by first selecting the space, and then adding your preference. Baddie characteristics can be changed by placing the cursor over it and then using the keys:

<CURSOR UP> Increase baddie speed
<CURSOR LEFT> Decrease rate the baddies drop hazards
<CURSOR RIGHT> Increase rate the baddies drop hazards
(from 01 (fastest) to 99 (slowest)
(00 means it'll never drop anything)
<CURSOR DOWN> Increase drop speed by 10
<9> Change the speed at which the baddies will appear

Once you've placed all the initial baddies, pressing <RETURN> takes you onto the "que" screen, where you can place up to 50 replenished ones. Pressing <0> will change the time between these baddies appearing. Any new levels can now be saved on a blank disk by returning to the main menu and selecting the save option.

1.73 auntarctic adventure

Start the game and when it says {LEVEL 01} in the middle of the screen type "JESSICA". This will give you ten extra guys. You can type this in twice or maybe three times and you will get ten extra guys added to your current stock each time. This can also be done at the start of any level.

1.74 australo piticus mechanicus

Press <CAPS LOCK> to activate the cheat mode.

1.75 awesome - psygnosis

To become indestructable, gain infinite money and fuel, complete the first attack level. When the shields/weapons screen appears, move the cursor to the top left corner of the screen. This will place it in the shields box. Now press <FIRE> while hitting <+> on the keypad. The screen will flash, indicating that the cheat mode has been activated. If the screen does not flash, keep pressing <FIRE> and hitting <+> simulataneously. It will work eventually. Now transfer all the energy to the weapons. Shields can still be drained by hits and colliding with objects, but once it reaches 000, the ship can not be destroyed. Also the following keys will now be available during play:

- <F6> replenish life meter
- <F1> Finish shoot'em up sections
- <1> Remove extra weapon
- <2>-<9> Select weapons

The last keys in the first row starting with <0> give you also weapons.

To win at the game, simply choose the last planet as the destination. Once you enter the spaceport, there will be a short animation showing your ship leaving the galaxy.

1.76 axel's magic hammer

Press the function keys in reverse order (<F10> - <F1>). Now press a number (<1> - <8>) during play to skip to that level.

1.77 aztec tomb

Steer the boat towards the cliffs, and when the cliffs are on the screen, type "Jump overboard".

1.78 b.c. kid

Jump up and turn on the autofire on your joystick. You'll glide through the air while spinning madly. This should help you dodge all the dinosaurs and valcanoes.

1.79 baal - psyclapse

During the load push <RIGHT MOUSE> for infinite lives as the screen blanks. In the second cavern there is a force field that seems impossible to get rid of. To get the time machine chunk beyond it, simply fall off the right side of the phone booth platform above.

Get a high score over 1,000 points then quit game by holding <FIRE> and hitting <ESC>. You will be taken to the high score table. Type

"LOVEBUNDLE" and hit <RETURN>. On the screen will be shown "PASSWORD ACCEPTED. TEST MODE ACTIVATED. TO DEACTIVATED JUST TWICE HIT RETURN." Now press <RETURN> again and delete a letter from the word "LOVEBUNDLE" and press <RETURN> again. Next press <SPACE> to restart the game. When the game starts press <P> to pause the game. Now press <F10> (do not hold it) and enter the following sequence:

```
"XR4IMEGATURBONUTTERTWATTINGBASTARD-OVERTOYOU DAVE"
```

Once you press the last <E> the game will start to load. You will now appear on level 2 with infinite lives and all the weapons. If the game unpauses while you are typing the last sequence in pause the game and retype it. The dash is on the main keyboard. If you pause the game, press <F10> and type it again you will go to level 3.

Here are all the coordinates of all the jetpack platforms, in the order you should go to them to finish the game. X/Y, X being width and Y being height:

```
Level 1: 31/16          (cartridge 2),  
         02/25, 52/30    (cartridge 3),  
         51/00, 24/38, 62/13, 02/50, 64/49, 33/58 (exit to level 2).
```

```
Level 2: 34/30, 54/12    (cartridge 4),  
         16/12, 00/24, 03/34, 30/47, 54/12    (exit to level 3).
```

The jetpack isn't used on level 3.

Teleporter codes:

```
Level 1:  
  13 00 29 16 24  
  64 53 50 25 04  
  58 49 48 38  
  32 68 00 29
```

Level 2:

```
  12 12 48 56 30  
  17 54 35 02 34  
  24 34  
  02 06
```

1.80 baby jo

Level Codes:

```
  2 YOUPI  
  3 GLOUP  
  4 MUMMY
```

1.81 back to the future ii

Pause the game and type in "THE ONLY NEAT THING TO DO". This will give you unlimited lives. You can also skip levels by pressing <SHIFT> and <Z>.

(Could also be without spaces)

1.82 back to the future iii

To beat each level, type in the following word while the level storyboard is showing:

Level 1 "ROTTEN CHEAT"
Level 2 "LOUSY CHEAT"
Level 3 "LOW DOWN CHEAT"

1.83 baldy

Press <FIRE> to start the game, then press <P> during play. Now finish the first level. After you have successfully recovered all the disks, the computer will ask 'WHERE TO PAUL?'. Type "LEVEL" followed by the level number you desire.

1.84 ballyhoo

This is a partial solution which will give you 80 of the 200 points.

S
Help Midget
S
Get Pole
N, N, N, U, E, E, E, E, E, E
Get Balloon
W, W, W, W, W, W, D, D
Get Pole
S, S, W
Get Mask
S, W
Get All
Z
Hide
Z, Z, E
Untie Balloon
Suck Helium
Harry
Hello
S
Wear Mask
Wear Suit
W
Knock on door
S
Examine Ashtray
Get M
(CHUCKLES THE CLOWN WILL NOW THROW YOU OUT)
Crawl under tent

Get Wood
Z, Z, Z, Z, Z, E, E, N, N, NE
Search Garbage
Get Ticket
SW, S
Punch Blue
(BLUE FOR BOYS, PINK FOR GIRLS...)
Insert Ticket in Slot
E, S, SE
Look in Cage
Get Keys with Pole
NW, N, E, N
Show Ticket to Rimshaw
Rimshaw
Hypnotise Me
(YOU WILL BE HYPNOTISED AND PLACED IN THE GRANDSTAND)
Get Up

When you see the Hawker sometime within the next 12 turns,
Type: Buy {FOOD}
(Substituting {FOOD} for whatever he has to sell)
Then Type: Give \$1.85 to Hawker

S, E, U, U, E, D, D, E, U, U, E, D, S
Get in Line
Z, Z,
Get out of long line
Get in short line
Z, Z, Z
Get out of long line
Yes
Get in long line
Eat Banana
Throw Banana
N
Hawker
Hello

(YOU WILL NOW GO BACK. FOLLOW THESE DIRECTIONS UNTIL YOU WAKE UP:
U, W, D, D, W, U, U, W, D, D, W, U. YOU SHOULD HAVE WOKEN UP BY
NOW AND SHOULD BE BACK IN RIMSHAW'S ROOM.)

Rimshaw
Tell my Future
Rimshaw
Read my Head
Get Up
S, W
Crawl under Tent
Search Garbage
Get Granola Bar
Crawl under Tent
E, E, N, NE
Get Stool
Give Bar to Lady
Lady
Hello

Shake Hand
NW
Get Radio
S, W, W, W, S, W, W
Crawl under Tent
E
Unlock Compartment
Open Compartment
Get Whip
W
Crawl under Tent
E, E, N, N, N
Unlock Cage
Open Cage
Enter Den
Whip Smooth
G, G, G,
Open Grate

1.85 bane of the cosmic forge

The password to enter the door in the SE tower of the 1st level is "SNOOPCHERI". Use the ROTTEN CHEESE on the MOUSEHOLE.

When you create your characters, it may be a good idea just to make all of them Dracons. This is untested, but unless you have at least one of this fire breathing race you surely won't survive the game. So maybe it would be good to have more. Use a good mix of the classes, try to take one of each spell class and a good solid thief that is at full strength. Get a good enough thief and you don't need a fighter. It may be slow, but keep rolling until you get the best character possible. Be sure to make at least one character female, there are places in the game where this is a must. Dont do it and be sorry later!

Diversify your skills. Have each character specialise in a few skills relative to his class. Do not worry about developing weapons skills, you have no use for them if you created your party correctly.

In fights early in the game use Dracons breath attack, just be careful not to overextend yourself. Rest after each encounter, backing up your hard work. Allways search the area after a combat.

Search each square you step in. Not only this, but search facing all four directions, many things can only be found that way.

Thieves are not always true. If you find a lock and have your thief open it, always guess it is POISON unless you are 100% sure (i.e. tried it before) because it is better to suffer something else than to die by getting this wrong.

Don't bash doors early in the game! If your characters are not very strong you will be sorry. Jammed doors do you no good, as you might never be able to open them again. Same foes for picking the lock. Wait until you get a caster capable of conjuring KNOCK KNOCK with at least 18 points (preferably 24) and do it this way. It is much more sure.

Once you know there are secret panels or buttons, keep walking past them until you discover them. You can find them by looking at the maps and know where they are, sometimes it takes awhile to sense them.

1.86 banshee aga - core

On the title screen or during the intro, type "FLEV17" and press <RETURN>. This will give you infinite lives. Use the function keys to skip levels. The screen will flash letting you know it worked.

For a bit of fun on the title screen or during the intro, type "I AM EXQUISITELY EVIL" and press <RETURN>. This will change the names on the high score table and you can kill polar bears and people. The screen will flash letting you know it worked.

1.87 banshee cd³² - core

On the title screen type: "FLEV17" and press <RETURN>, you should now have infinite lives, use the Function keys to skip levels. If the cheat has worked the screen will flash.

Enter "MARY WHITEHOUSE" for your name on the high score table. This will give you the ability to kill the polar bears and civilians during play.

Enter "KANNIJADE KREW" for your name on the high score table. This will give you invincibility and will allow you to skip levels with the two buttons on the top of the joypad.

1.88 barbarian - palace

On the final level where you confront Drax, walk forward, and when the first fireball comes, jump, then do a forward roll into him. If you can't even get that far then the best way to defeat an oppoent is to roll into him until he reaches the side, then kick him, roll in to him again and kick him, keep repeating this method and you'll soon finish the game.

1.89 barbarian - psygnosis

While playing, type in "04-08-59" and you should be indestructable. If the background goes grey it has worked. The bow behind the Tin Man is a fake. To kill the final Wizard, you must have a shield. When his shot comes at you, use the defense icon, and it will fly back at him.

1.90 barbarian 2 - palace

Complete Solution:

Level One

Repeated use of the heap chop is the most effective tactic against the neanderthal man, but make sure you take a step back between hits. Stay low to survive against the Sauron beast - if you don't you'll lose your head. Chopping is the best tactic here, but step back between each strike, Use the low chop against the Mutant chicken, but wait until it's standing up right before you let loose.

Level Two

The orc pushes you against the wall. Use repeated head chops to kill him. Counter his stabbing manoeuvre with a low chop. When the crab comes near, kick at it and then low chop it. If you miss take a step back and try again. Carnivores are killed with the chop, except when they leap at you - then a high chop is needed. The stinger can only be killed by repeated high chopping - everything else is useless.

Level Three

Escape the grabbing tentacle by leaping the pit as it withdraws. Floating eyes can only be killed with a high chop - every other move has no effect. The Dungeon Master is the toughest creature of all. If he punches at you, low chop him and if he kicks use the high chop. When he is approaching, try a flying neck chop - that'll kill him in one go.

Level Four

The first monster may seem formidable but he is really easily dealt with. Just turn around and walk backwards into it, so you can push your way onto the next screen. This manoeuvre costs you energy but not as much as you would have lost fighting the beast head on. The great demon is next. Begin this bout with a flying neck chop and follow it up with a low chop. If you miss first them, retreat quickly to get out of his range and repeat. In a similar fashion to the orgianal Barbarian game, the final confrontation is with Drax himself. The place to stand is directly in front of the hanging corpse on the wall. From here you're in a perfect position to execute a flying neck chop - the only move that will finish the job.

step-by-step walk-thru:

Level 1: Left, Left, Right 7 Times, Left, Right, Left, In Cave,
And Right.

Level 2: Right, Up, Left, Up, Left, Left, Right, Left 3 Times, Up,
And Left.

Level 3: Up, Right, Right, Up, Left, Right, Up, Right, Left, Left,
Up, Left, Left, Up, Up, Right, Right, Left, Left, And Up.

Level 4: Hit the fireballs, then try to leap across. Several low chops will destroy it. Next is the Pit Demon; when he reaches out, use an overhead chop to hit his arms; repeat until death. Next, Drax himself! Wait until he pauses between spells, and hit him

with a flying head chop!

1.91 barbarian 2 - psygnosis

Hold down the <HELP>, <M>, and <E> keys to replenish your energy. If you have an 'AMIGA ACTION REPLAY II' hold down the keys and press the replay button (while your holding the keys). Then let up on the keys now use <X> to go back to the game. The computer still thinks the keys are being pressed (the game crashes if you use the ACTION REPLAY III).

1.92 bard's tale

The mad gods name is Tarjan. To kill the crystal golem, first find the magic sword. Put your magician at the front of the party and have him cast ANMAR before taking on the Grey Dragon, as this will lessen the damage done by the dragons breath.

If your tired of waiting for morning to come enter and exit the guild.

Turn off the computer without saving the game and every player will have the gold of the entire party before. Repeat if wanted.

Load your party, go to the statistics screen for the first player. To get more gold than you will ever need (and then some), transfer all the parties gold to one player. Save him to disk then load him back up and transfer all to another. Keep repeating this process till you have done it to all the players, then exit without saving. Load back up and all your players will have the amount of gold equal to that of the entire party before. Repeat until satisfied.

1.93 bard's tale 2 - the destiny knight

Find a band of illusionists and kill off the front line, have your castor conjure DISRUPT ILLUSION, you will keep disbelieving and gaining experieence.

Get one of the mages to cast a wind warrior (WIWA) or something similar. Now go on a fighting rampage and get about 2,500 GP's (which is quicker in one of the dungeons and it gets you loads of experience points as well). Then pool all the gold onto your special member (WIWA) and enter the Adventurer's Guild. Remove your special member (which could be very painful indeed), but what you need to do is save that character with the gold, then add him again. Put the money in the bank then remove the special member again, or just pool it to one of the party. Go to the Guild and add the saved special member again, who should still have 2,500 GP's and now one of the party does as well. WIWA pools gold then is removed again with a total of 5,000 GP's. Keep repeating until you die of old age - each time you do it your gold is doubled.

If you are tired of waiting for morning to come, enter then exit the guild.

Teleport from the Maze of Dread entry stairs to 1 down, 15 north, 10 east to find the sword of Zar. Tell the riddler "DER". Say "KAZDEK" to wake up the Kazdek. Get the item of Kazdek and the master key to make it through to the fortress. If your tired of waiting for morning to come enter and exit the guild. Find a band of illusiosists and kill off the front line, have your caster conjure DISRUPT ILLUSION, you will keep disbelieving and gaining experiece.

1.94 bard's tale 3 - the thief of fate

You will need a wineskin or canteen to get past Valerian's tower. Learn the Gill spell from the fisherman then go to the lake behind his hut, go in to the lake to get to the Crystal Palace, then find the room with the Elixir of Life in it. Put water on the acorn by the tower, then a tree will grow, lifting the stone slab and providing you with a means of getting the Nightlance. For a bit of fun, tell the guard at the Mad Gods temple "HAMBURGER".

1.95 bart simpson vs the space mutants

When the title screen appears (where the family are watching the TV together), enter the word "COWABUNGA". When you start to play the game, you will now have infinite lives.

Type "EAT MY SHORTS" on the title screen for the ability to skip levels with the number keys or <F> key.

Try typing "SHEEP IN A GROUP WEARING HATS" at some point for infinite lives.

When you have the whistle, stand by the last window of the Springfield Retirement Home and blow it. Now a guy should appear and start throwing lots of money at you, so grab it and go on a shopping spree!

1.96 bart simpson vs the world

On the title screen, type "MISTER CABBAGE" for infinite lives.

1.97 base jumpers

Select CHANGE from the main menu and type "WIBBLE". Now exit and start the game. This will give you infinite lives. You can just type "WIB" and start the game, and press any key for the same thing.

Select CHANGE from the main menu and type "FLIBLE". Now exit and start the game. During play hold down <HELP> and type any of three letter words from the list below for the various effects.

Select CHANGE from the main menu and enter any of the following codes to play the various sub-games:

SEU Shoot'em up RUN Racing game
 BEU Portal Wombat WAR Warlords
 PAC Pacman NAB Jumping game
 FLY Joust BOM Bomb the city
 OLD Original pong HOP Frogger
 NEW New style pong CON Space invaders

During play pick up the letters and spell any of the following words:

AAA Triple A FUK No swearing PIN Pointy bonus
 AAF Programmer bonus GAG Shut up POO No swearing
 ABE Presidential bonus GEM Jeweled bonus QED So there
 ACT Alas poor Yorick GIN Have a drink QVC Agh! TV shopping
 ALE Have a drink HAT Hat time RAD Very rad
 ANT Little bonus HEN Lay an egg RAM Chips
 ART Artistic bonus HEX 7FFF bonus RAP Aaagh
 ASF Graphics bonus ICE Slippery RAT Where
 BAA Sheep ICY Slippery REV Reverse view
 BAD Very bad ILL Not well ROM Chips
 BAN The bomb INK Colour bonus RON Complete level
 BBC Repeat bonus IRS Agh tax SAS Air service
 BET End level bets ITV Advertising time SKY Sky high
 BOB Bob effect JAB Pointy bonus STY Piggies
 BOO Gotcha JAG Cool car bonus SUN Shiny bonus
 BUM No swearing JAM Sandwich bonus TAD Small bonus
 CAD Bad chap JET Play jetstrike TAX Tax bill
 CAP Cap time JOB Gizza job TIC Toc
 CMT Country music KEV God of football TIE All equal
 CND Drop the bomb KEW Gardens bonus TOP Top hat
 DAM No swearing KEY The key game UGH Caveman bonus
 DAT Cool tape bonus KIN Brotherly bonus UXB Unexploded bonus
 DAZ Agh Danny Baker LAW Legal bonus VAT Agh tax
 DEN Dirty dude LCD Cheap screen time VIN French wine
 DIM Stupid bonus MAC Cool computer VIP Important bonus
 DOG Woof MAX All highest WAD Loads of money
 EAT Food bonus MEM Memory WAX Dummy
 EGG Salmonella MIN All lowest WAY Out
 ELF Fantasy bonus MOM Phone yours WET Stormy weather
 ELM Plant trees NAM Flashback WIN Complete level
 ERM Undecided bonus NIL No bonus WOT I said captain
 EWE Sheep NIX Negative XIT Complete level
 FAD Bonce boppers NON Negative XXX Expletive deleted
 FAX Yuppie bonus OAK Plant more trees YAK Hairy cow bonus
 FBI Feds OFF Oops sorry YES Positive
 FED FBI bonus OIL Slick bonus YUP Positive
 FEZ Just like that OOK Plant more trees ZAP Ouch
 FLU Feel sick PAM Reverse map
 FOK No swearing PEN Writing bonus
 FRY Food bonus PIG Piggies

Level Codes:

Events 1 ONE 2 TWO 3 BAT

Levels 2 TUT 3 END 4 MAD

1.98 batman - the movie

Type "JAMMMM" on the title screen and it will reappear back to front and upside down. The words 'CHEAT MODE ON' should appear at the top of the screen. You will now have unlimited lives, and you can jump levels by pressing <F10>. The final screen will also be upside down if you are still in cheat mode. Retyping JAMMMM undo's the cheatmode and makes the intro and final screen flip back to normal.

Here is also the solution of the first level:

Go up the first ladder then right as far as possible. Go up as far as you can then left avoiding the acid. To jump the gap at this point, swing the rope in a diagonal and rather try to get to the other side climb up the platform. Go up as far as you can, right, then down, stay just under the wall on this bit to avoid the bomb thrower. Go down as far as you can, right, up as far as you can, right, down, right, down, left, down, right, up until the turn off on the right side, right, down, right (avoiding bomb thrower), up, left, up, right, down, right.

At this point you should be in a large room on the opposite side of the two bomb throwers. Swing across the room pulling down on the joystick to extend the rope. You should be able to swing into the first bomb thrower killing him. Drop down to the next platform to take out the next thrower. Go all the way down, right, up and you should find Jack Napier. Keep shooting and you've made the second level.

1.99 batman the caped crusader

Complete Solution:

Move right, pick up the disk and carry on right to the end of the corridor. Go down through the door, continue right and collect the key and badge. Move left until you get to the spanner, pick it up, use it and then drop it. Continue left and collect the grenade, then go right and up through the door. Go right until you reach the room captioned 'Insert the disk' and use the disk. Go up through the door and leave the cave.

Move right until you get to the ladder and climb it, collect the banana which you can eat to replenish your energy.

Return to street level and go right (show the badge to the policeman and continue right!) to collect the Batrope. If you hit the Penguin's men with your Batarang eight times they will drop a packet of crisps which you can eat to increase your energy.

Go left and collect the sweet (this, like the banana restores all your energy). Carry on left and climb the ladder, move right until you get to the torch, pick it up and go back right until you get to the ladder. Return to street level and go right, collect the trainers and carry on

to the warehouse ladder. Climb the ladder and go right till you get to the door, use the key and drop it then enter the warehouse. Go left to the end of the corridor and through the door, go right and then enter through the door. Move right until you get to the room called 'Shadows everywhere' and go through the door. Go left and collect the bread, then right till you reach the dead end. Use the grenade to blast the wall and go through the door. Go right and up through the door, carry on to the end of the corridor and through the door. Continue right till you get to the room called 'Getting you down' and use the Batrope. Walk left and collect the lift key, now use the trainers.

Move right and up through the door, go right and then down through the door. Go left and down through the door and use the torch. Go right, up through the door and left, collect the dart and go back to the place where you landed when you dropped in on the Batrope and use the lift key on the lift, drop the key and go through the door and along the corridor until you reach the room called 'Shadows everywhere'.

Go through to door and left and throw the dart at the dartboard and pick up the passcard. Leave the warehouse and go right and return to street level.

Go right and stop at the screen called 'Clue: pass it on' and use the passcard to enter. Go left and up through the door, collect the key and leave the room, go right and up through the second door, then go left and through the door. Go left and up the stairs then right to the end of the corridor and through the door, pick up the tape and then go left and through the door. Now go right and through the door using the key. Pick up the disk and go down through the door, head right and through the door, carry on right and collect the trumpet then go left and put the virus disk in the Penguin's Computer.

His plan has failed and you have saved the day (again!).

1.100 battle command

While you are playing, type in "CASTOR". The screen will flash green and you will be invincible. You can also change your weapons by pressing <F6>, <F7>, <F8>, <F9>, or <F10> and you can change to power of your selected weapon by pressing <F1>, <F2>, <F3>, <F4>, or <F5>.

1.101 battle isle

How to play against the computer:

Select options with the mouse to get to the options screen. Click on the word FIRST. That is the first level of the two player codes. Type in any of the two player level codes. Then select exit to play the game.

Level Codes:

	One Player	Two Player	Special Levels
00	CONRA	FIRST	EUROP
01	PHASE	GHOST	STORM

02	EXOTY	GAMMA
03	MOUNT	MARSS
04	FIGHT	EAGLE
05	RUSTY	METAN
06	FIFTH	FOTON
07	VESUV	POLAR
08	MAGIC	TIGER
09	SPACE	SNAKE
10	VALEY	ZENIT
11	TESTY	DONNN
12	TERRA	VESTA
13	SLAVE	OXXID
14	NEVER	DEMON
15	RIVER	GIANT

1.102 battle isle '93

Level Codes:

	One Player	Two Player
01	LUMIT	LU DOS
02	LUNAR	SONNE
03	LUTOF	SOTEX
04	SONIX	RASEN
05	SOWYN	FISCH
06	SOSOO	EBTON
07	SONAF	KABEL
08	RACHE	SYTAX
09	RAMPE	
10	RANGG	
11	FILMO	
12	FIEST	
13	FINXT	
14	EBENE	
15	EBSYL	
16	EBONY	
17	EBTAR	
18	KARST	
19	KANTO	
20	KAROT	
21	KAISR	
22	SYBIL	
23	SFNIX	
24	SYNOM	

1.103 battle isle - scenario disk #1

Go to the player option before the game starts and then press <FIRE> on the human option. Then move down and press <FIRE> on the computer option. Then, when the game starts, you'll have all the computer's units and he'll have yours. Because the game usually gives the computer more units, you'll gain this advantage.

Level Codes:

One player game:

1	BLOCK	07	YUKON	13	SOUND	19	NOUTH
2	WATCH	08	POINT	14	TWEAK	20	FJORD
3	LAGUN	09	FROGS	15	NIPON	21	DONOR
4	BIRMA	10	ITALY	16	FLAIR	22	LEYES
5	SERPT	11	LINES	17	ARROW	23	JUMPY
6	RAMBO	12	VARUS	18	KORSO	24	WERFT

Two player game:

1	CLOAK	3	BOMBS	5	PEARL	7	ROMEL
2	LOSAG	4	COMET	6	MIROR	8	MAGMA

1.104 battle isle - scenario disk #2

Secret Codes:

- 1 DIONE
- 2 NAIAD

1.105 battle squadron

Press <SPACE> while making your player selection for a special cheat.

On the title page, type "ELECTRONIC" for a list of options.

During the game, "CASTOR" (screen flashes green) makes your ship invulnerable.

Use <F1>-<F5> to effect the range of shot power.

Use <F6>-<F10> to choose your weapon.

1.106 battle valley

Type "ROGER MELLIE THE MAN OF TELE" or

"... MAN ON THE TELE" or

"... MAN ON THE TELLY" or

"... MAN ON TELE" for infinite lives

1.107 battletech

Here are some general hints:

* Money

Probably the biggest factor in the whole game is money - no money, no skill, no mech, no chance. The more cash the better equipped you'll be for combat.

Every five minutes or so your account is boosted by fifteen credits as Ma and Pa robot decide it's time to give some more of your

allowance. Don't hang around! Initially invest in a low risk account and then move onto the intermediate one. Do this for a few hours and you'll be counting the wads, around 350,000 of 'em.

* Training School

You'll not get far without any training, and the first thing you need to know is how to defend yourself. The important basics to learn are knife fight, rifle and machine gun, as these are the only weapon skills you'll find yourself needing.

Stop off at the mecht-lube and take up an apprenticeship. I know that it's expensive, but it enables you to patch up a battlefield mech, and take it in for a full repair and slap another member of your party inside.

When it comes to combat training, try to move around as much as is possible and overheat as little as possible, and aim for speed on all the missions as this contributes to your overall mech skill.

Medical skill is also a worthwhile venture; it'll also make sure you stay in the game longer.

* Weaponry

Start off with a machine gun. It takes quite a few hits to kill a human and has no effect on mechs whatsoever - but, still, they're relatively cheap. Later on try to get hold of a Laser Weapon; I recommend the inferno best of all. One shot disposes of 90% of humans and Inferno Fire will overheat a mech, giving you time to flee.

Whatever you do don't hang around taking on a twenty ton mech with a hand held SRM - it just doesn't work. Equip yourself with forty point armour, it normally prevents any damage to the person in a typical combat round.

* Mech Etiquette

First and foremost, with the lump of cash you should have by now, any mech you own should be customised at the mecht-lube, extra lasers and armour always come in handy at the expense of jump jets and missile launchers. Never rule out kicking, more often than not it proves to be invaluable when a mech is close to shutdown. Always try to face an attacking mech, all it could take is one hit with a small laser to the back to knock out half your arsenal.

* Additional Hints and Tips

On about the seventh training mission the city is invaded by Kuritans. Whatever you do don't fight back; turn tail and run into the ruins of the city. If you make it head for the exit at the south end of the eastern wall. Once you're there hit flee. Afterwards, head north-west-north until you reach the starport. Buy some civillian clothes and infiltrate the Kuritans coronation to find out about your mission.

1.108 beach volleyball

While playing the game, type in "DADDYBRACEY" or "DADDY BRACEY".
The screen should flash. You can now skip levels by pressing <F1>.

1.109 beast busters

If you pause the game you can still move the cursor around!

1.110 beavers

On the title screen, type "ZEGOOOI" to start at level 8 or type "MRCLINK" start at level 15.

During play, type "BIGGIGBIB" Press <F2> to skip levels and use <SPACE> to select any position in the level.

1.111 behind the iron gate

During play type any of the following:

NIECHCEMYALCHEMY	To skip to the next level
MARCHETIC FIELDS	For Invincibility
FASTER THAN RIGHTS	Not sure
FRAJER KUPIL GRE	Press <RETURN> to get back
PROTESTUJITESTUJ	Replenish life meter

Level Codes:

2 E113333FAS	10 RUQBBBBY23	18 ZEARRRRID3
3 G224444ETJ	11 GAEVVVVM3W	19 KUQBBBBYEC
4 H224444EIJ	12 5Z4MMMVVLJ	20 QPL1111DXX
5 GBL2222CLL	13 AAEVVVVMWK	21 UMIZZZZA5W
6 TQOPPPW2E	14 KLP5555HRT	22 D15PPPPWHC
7 43CCCCC2TE	15 IKO6666GU3	23 CY3NNNNUAG
8 NADTTTKM1	16 FGCTTTTK2G	24 G4ZIIIIIR6N
9 3Y3NNNNUKC	17 H260000X3B	25 K51LLLLSGE

1.112 belial

Pause the game and type "SATAN". While the game is paused, press
<O> to disable sprite collision
(bottom of screen will flash green),
<I> to enable sprite collision
(bottom of the screen will flash red).

1.113 beneath a steel sky

The Complete Solution

Go to the left and take the loose rung from the top of the stairs, then go to the right and use it to prize open the door. Go outside and hide behind the door until the guard walks off, then go back inside and down the stairs.

Go through the door on the right. Examine the junk - there's three separate bits. Insert Joey's circuit board in the middle one then stand on the lift to make Hobbins appear. When he comes, quickly duck through the door, open the cupboard and take the spanner from inside. If Hobbins returns before you've got it, he'll stop you. You'll just have to go back out and repeat the process.

Next examine the transporter then keep talking to Hobbins until you find out what's wrong with it. Then ask Joey to fix it. It will go off and come back with a box. When it puts the box on the elevator it will descend, leaving the shaft open. Now's your chance to climb down.

In the furnace room, examine the slot then ask Joey to open it. Reich will walk in and get killed. Examine the body and take his ID card then you can leave the room.

The next place to visit is Lamb's factory. Talk to Anita and then have a word with Lamb. Then go and stick the spanner in the exposed cogs near where Potts is working. Once Potts has examined the damage and gone back to work you can recover the spanner. Go and examine the now idle droid to the left then loosen its shell using the spanner. Talk to Joey and offer him the new shell. Send Joey into the store-room and have him destroy the fuse box allowing you to enter unimpeded. Lift up the gangway and take the putty from the floor. You can ignore the WD40 and key.

Go across to the far left where the old man is sleeping and loosen the buttons on the steam machine using the spanner. When Joey arrives, tell him to press the right button and you press the left one at the same time. The steam machine will blow up and the old man will run off. Now go and flick the switch on the yellow console, remove the light bulb and replace it with the putty. Go back and flick the switch once more to blow the door off then pull the right hand lever to restore the power to the lift.

Go to the lift screen and examine the red cable, then get Joey to work on it. He'll burn through it with his welder and it'll drop to the floor below. Use Reich's card to enter the lift then go down and collect the cable. Find Reich's apartment and enter using his card. Take the magazine from under the pillow then visit the travel agent. Ask for an economy tour and when he refuses you a ticket hand him the mag. Go back to level one and hang around by the lift until Lamb arrives. Talk to him until he tells you he needs a holiday then give him your ticket and in return he'll give you a tour of his factory. Go to the factory, find Lamb and remind him about the tour then go right, past Potts and talk to Anita. Give her the ID card and she'll install the jammer while telling you about the Schreiberman Port.

Leave the factory and wait by the terminal until Lamb appears then use Reich's ID card on the terminal to enter the code from the yellow security manual (that's the one which came with the game). Authorise aD-Linc on Lamb and then leave the terminal.

After Lamb finds he's unable to use the lift, talk to him and offer to feed his cat. When you get inside his apartment, get the video cassette from on top of the bookshelf.

Visit Burke's BioSurgery, activate the projector and talk to the hologram.

Wait until you've asked her for the Schreiber Port then get Joey to talk to her and go into the surgery. Ask the doctor for a port. First offer him a lung, followed by a kidney, and finally your testicles. Keep talking to him after the port until he tells you about Anchor Insurance. Visit Anchor and ask for a policy, tell them Burke sent you. Willy Anchor will go off to make a phone call. Immediately get Joey to remove the anchor from the statue, then collect it. Combine it with the red cable to make a grappling hook.

Now return to the first screen you appeared on, go up the stairs and through the door. Use the grappling hook on the sign on the building opposite and swing across the gap. Then grab the cable and leave through the door.

Insert Reich's ID in the slot then sit down in the interface and wait until you enter the game. Touch the ball and exit right. Open the bag (via the inventory) to get the magnifying glass (DECRYPT) and the birthday surprise (DECOMPRESS). Next use the decompress option from the menu on the ball to get red and green passwords. Leave right using the red password on the first floor tile. The simply follow the logical route to the exit. Pick up the bust and the book then decrypt the three coded documents. Now disconnect.

Use the Linc terminal to read all the documents and use the Special Operations section temporarily increase your Linc status to unlimited. Put the ID card in the slot and you'll be taken to Sam and Norville's security room. Enter the lift and go down then enter the second lift and go down again. When Joey falls, take his circuit board.

Talk to the fat lady, then go to the night club and have a word with the bouncer. Keep talking until he tells you Mrs Piermont may be able to sponsor you. Go and talk to her again, then, when she returns to her flat, ring the bell. When you get in keep talking to her until she goes to use the phone, then put the video tape in her VCR. When the dog goes to watch it you can grab his biscuits.

Go to the lift screen and put the biscuits on the plank then leave the screen and wander about a bit before coming back. The dog should be barking at the biscuits. Pull the rope so the dog climbs onto the plank then release it and he'll fall in the pond. When the guard comes to help him you can duck inside the cathedral. Go through the door and open the middle locker.

Go back to where Anita was working and open the middle locker. Take the overalls and put them on then go right. Use the control panel to open the reactor door then go in and get the ID card. Leave, close the door, take off your protective suit and head back to the interface room. Enter the interface using Anita's card.

Get the tuning fork and play her a message. To get the tuning fork, first blind the eye then go through the computer as quickly as you can. Exit the room and blind the second eye, exit centre and centre again. Exit right and select PLAYBACK from the inventory to use on the well.

You can then disconnect.

Go to the ground level and talk to the gardener and then the boy who tells you the gardener was lying. Talk to the gardener again then leave by the near side door. Run your ID through the lock. Get the secateurs from on top of the barrel then go back to the nightclub and talk to the bouncer once more.

Go in and turn on the jukebox. Choose any toon then return to Burke's surgery. Give the glass to Burke in exchange for Colston's fingerprints.

Go back to the club and put your hand on the metal plate at the back of the building by the door. Leave via the right hand side of the screen, use the crowbar on the packing case and take the lid. Put it on top of the smaller box and climb on top. Use the bar and then the secateurs on the grill and climb into the resulting passage. Inside, exit to the right and turn through the diverting tunnel and then again to the right until the section with a whole (find it by tracing the cursor with a cable). Exit right, right again and exit at the bottom of the sloping tunnel.

Select the crowbar and use it on the plaster at the back of the room and then on the bricks to force one of them loose then collect it. Stick the metal bar into the swollen vein right of the horizontal beam and smack it one with the brick. Pick up the bar and walk off to the right when the droid shows up.

Look through the grill then leave via the left hand door. Walk down the stairs, go up to the console and use it to lower the temperature then go back up the stairs and pull the metal bar on the grill. Leave the room, leave the corridor by the right and go right again. Put Joey's board in the robot.

Tell Joey to have a look in the tank room then get him to open the tap on the nutrient tank. You can now enter the tank room yourself.

Go to the right through the back of the room and, same again and then through the door. Use Reich's card on the terminal. Press 2 to enter the restricted area. Exit the room and, after the struggle, take Joey's board and check out the body to get a new ID. Use it on the interface.

Blind the eye, enter the crusader's room. Use Divine Wrath on the crusader then disconnect. Re-enter the interface with Anita's card and go back into the crusader's room. Use Oscillator on the crystal and get the Helix then disconnect once more.

Leave the control room and go into the room from which Gallagher came. Insert Anita's card in the console and it'll crash. Get the tongs then leave via the right hand side of the screen. Use the tongs to get the flesh from the aquarium. Put the fish in the other tank then exit right. Open the middle cabinet and insert Joey's board. Download the character data using the console then run the programme and exit right. Tell Joey to put his hand on the sensor. Put your hand on the other sensor at the same time. Leave and exit right. Use the cable on the pipe support. Climb down and drop the flesh into the orifice. An exit will then appear. Swing across using the cable and, when you get the chance, ask Joey to sit in the chair. Now simply talk to Joey to complete the game.

1.114 benefactor

Level Codes:

UNDERWORLD	TOMBS OF EGYPT	THE TREETOP RESCUE
"3MQLMP5PQT"	"3MQLSP4JQN"	"MNQP2Q4NC4"
"3MQL4PSNQR"	"3NQL3QSNKS"	"MNQPGQQPGQ"
"3NQL2Q4JC4"	"3NQLKQ5P45"	"MNQPMQ5TQ5"
"3NQLGQQLGQ"	"3NQLQQQLQQ"	"MNQP4QSRQS"
"3NQLMQ5PQ5"	"3NQLSQ4JQ4"	"MMQP3PSRKR"
"3NQL4QSNQS"	"MMQP2P4NCN"	"MMQPKP5T4T"

```
"3MQL3PSNKR"   "MMQPGPQPGP"   "MMQPQPQPQP"
"3MQLKP5P4T"   "MMQPMP5TQT"   "MMQPSP4NQN"
"3MQLQPQLQP"   "MMQP4PSRQR"   "MNQP3QSRKS"
```

STONES & BONES

MERRY WINTERLAND

THE TECHNO TREAT

```
"MNQPQQQPQQ"   "3MQJGN5NKR"   "MMQNKNWTQT"
"MNQPSQ4NQ4"   "3MQJ3NWP4T"   "MMQNMN5RQR"
"3MQJCNQJCN"   "3MQJ4NSLQP"   "MNQNC4QNC4"
"3MQJ2NSLGP"   "3MQJQNQJQN"   "MNQN24SPGQ"
"3MQJKNWPQT"   "3NQJG45NKS"   "MNQNK4WTQ5"
"3MQJMN5NQR"   "3NQJ34WP45"   "MNQNM45RQS"
"3NQJC4QJC4"   "3NQJ44SLQQ"   "MMQNGN5RKR"
"3NQJ24SLGQ"   "3NQJQ4QJQ4"   "MMQN3NWT4T"
"3NQJK4WPQ5"   "MMQNCNQN CN"   "MMQN4NSPQP"
"3NQJM45NQS"   "MMQN2NSPGP"   "MMQNQNQNQN"
```

TO HELL WITH MINNIAT

```
"Mnqng45Rks"
"MNQN34WT45"
```

1.115 better dead than alien

On the title screens type "ELV" or "CHAMP" to enter the cheat mode.
<HELP> shows available cheats.

```
<F1> Scatterbolts   <F6> Neutron Bomb
<F2> Multifire     <F7> Double Ship
<F3> Auto-repeat   <F8> Shield
<F4> Armour missiles <F9> Go to Next Level
<F5> Stun         <F10> +1 to Life Energy
```

If you are playing a two player game hold down and the desired function key to affect the second player.

Alternatively, if you are playing the game and you are about to be killed, pressing <ESC> will pause the game and allow you to move your ship to a safe position. Pressing <N> will continue.

On the title screen, type in "CHAMPIE" instead of just "CHAMP" or "ELVIE" instead of "ELV", the game reports that the {SUPERCHEAT} mode has been activated. You will now be able to use the following keys on the title screen to change the games parameters:

```
<F1> New drain value   <F6> New machine delay value
<F2> New rapid drain value <F7> New gain per frame
<F3> New machine drain value <F8> New max ship speed
<F4> New delay value   <F9> Press a number 1-5
<F5> New rapid delay value <F10> switch between screens
```

Level Codes:

```
01 ELEKTRA 08 POTATO 15 JABBERWOCKY 22 EUPHEMISM
02 SYZYGY 09 WOOMERA 16 WHIMSICAL 23 GRAMMARIAN
03 DRAMBUIE 10 NARCISSUS 17 CORNUCOPIA 24 CROSSWORD
```

04 PLUG 11 DEBUTANTE 18 PUNJABI 25 QUARANTINE
05 SOPRANO 12 FIRKIN 19 TIDDLY POM
06 MAYONNAISE 13 ACOUSTIC 20 KEWPIE DOLL
07 FAUCET 14 TRIPTYCH 21 SEPULCHRE

To enter the level codes you must highlight the {LEVEL} option and press <FRIE>.

1.116 beverly hills cop

Click past the high scores screen and onto the select difficulty screen. Now type "MELLIE" and you will be able to access all the games.

1.117 beyond the gates

Entering "THE END OF TIME DRAWS NEAR" will call up a full character editor that allows you to change your stats and add any item to your inventory.

1.118 beyond zork

- * To cure the pterodactyl, set the dial on the monkey grinder's organ to ear. Close the lid and turn the handle. Remove the arrow then rub the spenseweed on the wound.
- * The scroll from the chest will take you to the Implementors.
- * A Transportation spell will get you out of the cellar.
- * To help the minx, erase footprints when you hear the hunter approaching.
- * To slay the Undead Warrior you will need some holy water. Then simply throw vial at warrior.
- * When you have the rabbit's foot, rub it for luck.

1.119 big run

While playing, pause the game and move your joystick left, right, down, up, up, left, down, and right. Note that you have to centre the stick after every move. Now the screen should flicker and you'll be the proud owner of infinite credits.

1.120 bignose the caveman - codemasters

Enter "MUSKI" for your name on the high score table to activate the cheat. Now use the following keys during play:

- <F1> For 9 lives (Won't show till you die)
 - <F2> To skip levels
 - <F3> For triple rock shot
 - <F4> For 90 super power points
-

1.121 bill and ted's excellent adventure

This solution does not tell you the order to visit the times in, but it does tell you how to rescue all the historical figures.

Levels 1 and 2:

Antoinette, Marie 1793
Just walk into the labyrinth

Arc, Joan of 1429
You need the Fire Extinguisher to extinguish the fire. Get the Fire Extinguisher from '0064'

Beethoven, Ludwig von 1810
You need the Note to make him follow you get the Note from '1805'

Bonaparte, Napoleon 1805
You need nothing to get this "Short, Dead Dude"

Einstein, Albert 1915
You need the Calculator for this guy. Get it from '0010'

Freud, Sigmund 1901
You need the Flower for Him. Get the Flower From '1810'

Kahn, Genghis 1209
You need the Twinkie for this chap. Get the Twinkie from '1878'

Kid, Billy the 1878
You need Nothing; wait for fist to beat the shit out of three ugly dudes.

Lincoln, Abraham 1863
You need to Bribe him with a Penny. Get the Penny from '9410'

Michaelangelo 1509
Pretty easy to get him. But beware of paint can's

Nero 0064
Get the Violin and this guy will be your slave forever .The Violin is at '1509'

Socrates 9410
Collect the Coins and climb the rock to get the answer

Other Ages:

Circle K 1989
Desert 1632
Iceage 0000
One Million B.C. 0010
San Dimas Mall 1990

Levels 1 and 2:

Antoinette, Marie 1793
Just walk into the labyrinth

Arc, Joan of 1429

You need the Fire Extinguisher to turn of the fire. Get the Shovel at '1805' and go to '1632' and dig, then you get the Fire Extinguisher.

Beethoven, Ludwig von 1810

You need the Note to make him follow you. Get the Butane from '1429' then go to '0010' Give butane to caveman, and get the Note.

Bonaparte, Napoleon 1805

You need Nothing to get him.

Einstein, Albert 1915

You need the Calculator for this guy. Go to the Year '1989' go in the shop, take the Icepick and go to the Year '0000' and use the IcePick, then you get the Calculator.

Freud, Sigmund 1901

You need the Flower for Him. Get the Seed From '1209' then go to '1990' and plant the seed in the tree pot outside the mall, then take the flower.

Kahn, Genghis 1209

You need the Twinkie for this guy. Get the Bread Box from '1901' go outside stand next to the edge of the street, then drop the bread box. Now you get a Twinkie.

Kid, Billy The 1878

You need Nothing, wait for fist to beat the shit out of three ugly dudes. You need the 1\$ Bill from '9410' before you complete this scene, Read 'Lincoln, Abraham' first.

Lincoln, Abraham 1863

You need to Bribe him with a Penny. Get the 1\$ Bill from '9410' and then go to '1878'. Go to the Bar man and give him the 1\$ bill, then you get a Penny Back.

Michaelangelo 1509

Pretty easy to get him, but beware of paint can's & drops. A little hint: jump up in the paint drops so you don't fall down..

Nero 0064

Get the Violin and this guy will be your slave forever. Get the Key from '1863' then go to '1509' and use the key on the Violin Box in the Corner.

Socrates 9410

Collect the Coins and climb the rock to get the answer

Other Ages:

Circle K 1989

Desert 1632

Iceage 0000

One Million B.C. 0010

San Dimas Mall 1990

1.122 bill's tomato game

Level Codes:

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6
-----	ZAIVIT	BOOMAN	GEABBAR	WYVAN	SLAINUN
GLYCKEN	ZIOMAL	BINNON	TAPPER	SLYPPIT	PLEAMIN
SEEPUN	NOIBBAT	CLOINAL	VOASSOG	FLOGGAL	GYVET
MEPEL	VIANEN	FLESSAR	GIVIN	VENIN	TEETTAL
PLOOTTIT	CLIENNUNG	TIGFIN	TIAVER	DRUTTEL	BOACKER
WAMAL	WAIVOR	TOKEN	PLOIDDOG	GLIETTUG	BOICKEL
CLOOPAN	GLEALLOG	SAKUG	NEABBAN	FLYNNEL	PLOAGOG
GIAPOG	MEFFAN	TAIGGAT	PAIBBIN	MIOSSAT	FLOUMUN
ZULLAR	SIEDDER	CLYFIT	BYMEL	DROADDAR	WOISSAN
BEGGEN	TOUKER	SIPUG	SLOOVOM	BOUTTOL	

Another version:

WORLD 1	1 BEGIN	2 CLOACKON	3 TOITTAR	4 MOINON	5 BOKAL
	6 MIENNAN	7 PLEEGGUN	8 ZAIKET	9 ZOIFCKEN	10 SALLAR
WORLD 2	1 TAIGGEN	2 PLOUMUG	3 PLADDAT	4 GEELLET	5 TOACKIN
	6 VOODDOM	7 BEAPET	8 CLYVIT	9 SIMAL	10 BOOKUG
WORLD 3	1 BIGGAT	2 SAISSIT	3 CLEEGOM	4 DROUTTER	5 SLOGGET
	6 BIELLIN	7 PLIEMON	8 CLOIFIT	9 FLEPUG	10 BYMAN
WORLD 4	1 SLOONNON	2 PIOMER	3 GOOTTOG	4 GLOUTTAN	5 POLLAN
	6 WOOSSOM	7 SONNER	8 WYNAL	9 SLYSSAR	10 DROAMEL
WORLD 5	1 BOUVOM	2 DREDDUN	3 NAIGGON	4 WINNUN	5 GAPPIT
	6 GLOIVUG	7 MOLLAT	8 SLAIVAN	9 PLEAPPIT	10 WOIDDAR
WORLD 6	1 TETTOL	2 GOUCKAT	3 VOUPET	4 CLOAVUN	5 PASSUN
	6 MOOVAL	7 FLIONNOG	8 CLANUN	9 PLUMIN	10 FLEASSAN
WORLD 7	1 NYMIT	2 PLIOFOL	3 DREDDIN	4 PLIPAR	5 GEGIT
	6 FLAIVIT	7 FLAGGOG	8 DRINNOL	9 POIGNOL	10 GLUTTAT
WORLD 8	1 FLUVON	2 FLUGGAR	3 NOUPPEL	4 VEAKAR	5 SLEDDON
	6 SLOIPOL	7 TOOLLEL	8 MYPER	9 BUMET	10 GLEEGGAN
WORLD 9	1 DRAIBBEN	2 GLIAKIN	3 SIAMOL	4 NEKOL	5 CLIGAT
	6 VUSSEN	7 PIBBEL	8 SLEAKUN	9 NUPPON	10 WOGGEL
WORLD 10	1 GAILLIT	2 CLOUGEL	3 FLICKOG	4 PLOTTIN	5 MUSSET
	6 ZOALLON	7 GOAMOM	8 SOADDET	9 GLIOFAR	10 VEEFER

1.123 bio challenge

During play, press <ESC> to pause the game and press <G>. This will take you to the end of the level guardian.

LEVEL 1 Get the green armous as soon as possible. If you have all of the amulet, don't go to the sphere unless you have collected at least four lots of monster remains, you'll need them to battle the end of level guardian. He's a bit soft in the head, so time your jumps carefully, and hit him there.

LEVEL 2 There are four planets to visit, go to everyone if you want to get maximum points. Again, the green armour is

very useful, so get it as quickly as possible. There's loads of ammo for the guardian of this level, unfortunately that means there's loads of monsters to deal with. The back of the guardians head is the weak spot.

LEVEL 3 Stand on the slabs and summersault. There are six planets here, and the transporters are more difficult to so, so you have to watch more carefully.

1.124 bionic commando

Exit from level 1 exactly when the timer reads 1 for nine lives and a super high score.

1.125 black magic

On the title screen, type "FARIN". Now during play press <ENTER> on numeric keypad to skip levels and press <-> on the keypad to add lives.

1.126 blacktiger

During play, push the joystick to the UPPER-LEFT, hold down <FIRE>, and press <C>. Now press to skip levels.

1.127 blade warrior

Complete Solution:

Gather some ingredients together and make the Heal and Water spells. Visit the West Wizard and trade the ingredients for the Travele spell, and trade again for the Aulet of the Moon. Make the Travele spell. Collect the key located near the Swamp Wizard's Tower. Go to Ginit's Amulet, take the key, kill the skeleton guards, and take the Amulet.

Go and see the Swamp Wizard and trade the Amulet for a Tablet Fragment. Collect the Silver Ring from the South Wizard level, killing the skeleton guards and grabbing the Ring as you go. Now visit the South Wizard and trade the ingredients for a Stone Flute (Compiler: Ideal for playing Rock Music with! Ha!Ha!) Go to the North East top corner of the map and get the Veritas leaf. Visit the Pine Wizard. Gather together enough ingredients for another Stone Flute. Trade the Veritas leaf for The Name. Trade the 'Air' ingredients with the West Wizard for the Smoke and Earth spells.

Journey to the top of the map and find the beehive. Here, cast the Smoke spell and attack the hive. Now collect the Crystal. Go to the West Wizard and exchange the Crystal for a Tablet Fragment. Now go to the North Wizard and trade one of the Stone Flutes for the Helmet, and

the Talisman of the Moon for a Tablet Fragment.

Go to the East Wizard. Trade the Helmet for the Travele Spell (you already have this but the Wizard must have the helmet). Then trade the Name for a Tablet Fragment. There are a number of Flying Banshees on the East Wizards tower level. When you are attacked by one, immediately cast Earth at it, and follow it, continually casting Earth at it until it is dead. Collect the Banshee wail - cast Earth six more times.

Visit the Palace Wizard next. You can trade the Banshee Wail for another Tablet Fragment. Go to the path that the Sorcerer's tower is on (the red tower on the map). Locate and take the Swamp Fish sparkle. Trade the sparkle for a Tablet Fragment with the Pine Wizard. Go to the South Wizard and trade in the Crystal. Visit the Sorcerer and he will charge your sword for you. Find Murk and kill the beast with your newly-charged sword. Well Done!

1.128 blaster - core

Pause the game and type any of the following to activate the cheat mode:

```
"MALICEOFTHEMYRSKOIDS"  
"SVANGERSKABSFOREBZGGENDEMIDDL"  
"MATTRESSISAMONSTER"  
"IGLSONGOMEGLEUTTQUANT"
```

Now use the following keys:

```
<1>-<9>, <0>, <->, <=>, <\>, <BACKSPACE>  Select stage  
<Q>, <W>, <E>, <R>, <T>, <Y>          Select stage  
<CURSOR UP>          Add power to life meter  
<CURSOR DOWN>       Subtract power from life meter  
<CURSOR LEFT>       Subtract speed  
<CURSOR RIGHT>      Add speed  
<DEL>               Enter shop
```

1.129 blazing thunder

On the credit screen, type "COWABUNGA". The background should turn red letting you know it worked. This will give you infinite lives.

1.130 bleed

Sometimes this solution can get a bit hard to follow, but persevere!

```
Turn on the Police radio  
Go for a ride  
Call for back up (outside the playschool)  
Open the door and enter the building  
Tell him what you have seen
```


Stand on the plate (when the truck is coming towards you)
Start the Hunt! (after the truck misses)
Stand on the Brake
Try to start it
Call for Backup
Call for Backup again
Sneak inside quietly
Press yourself to the left wall
Go into the building
Follow the guy a bit further
Drive up the steps
Try to jump off in time
You made it!

Note: Do not Mess with the boss, because he'll blow your head off!

1.131 blob

Enter "ANKH" for the password and receive infinite lives. Here are the passwords: "EASY", "TAXY", "TWIN", "XNOR", "HYPO", "HIHO", "FLUF", "WANE", "MIST", AND "JOWL".

1.132 block shock

Level Codes:

001 N/A	061 RUHETAG
006 NAGELLACK	066 VENTILATOR
011 BLUMENTOPF	071 WASSERSKI
016 LAGERHAUS	076 ZUGLUFT
021 REGENBOGEN	081 HOCHHAUS
026 AUGENARZT	086 UNIVERSUM
031 BARKEEPER	091 JAHRESZEIT
036 KUGELLAGER	096 PUTZFRAU
041 BLUTGRUPPE	101 TASCHENUHR
046 ERDBEBEN	106 NACHTTISCH
051 PROFESSOR	111 FLUGZEUG
056 STIERKAMPF	116 SEGELBOOT

1.133 blockbuster

Level Codes:

11 GOLD	21 FISH	31 WALL	41 PLUS
51 HEAD	61 FORK	71 ROAD	?? USER

1.134 blood money - psygnosis

Pause game and press <HELP and then <1> or <2> and you will restock your supply of lives or money, respectively.

1.135 The Blues Brothers - Titus

Wait until the character selection screen appears, then type in "HOULQ" or "WALLOO" which should cause the color of the background screen to change from black to a maroon. Now just press the appropriate number key for the level you want to play; <1> - <6>, then hit <SPACE>.

When finishing a level, get the second of the two flags, and you'll keep your record collection through to the next level.

1.136 bob's bad day - psygnosis

At any time type "HUNGRY SUNDAY", and the screen should flash letting you know it worked. Now during play press <A> to advance one level.

Level Codes:

001 ZAABCZOD	026 TOPGGWPH	051 NDPLKWOL	076 HEAQOVNP
002 ZBFBCYPD	027 TOPGGWOH	052 NEALKVNL	077 GDPQOWQP
003 ZBFBCYOD	028 TEAGGVNH	053 MDPLKWQL	078 GEAQOVPP
004 ZXKBCZND	029 SDPGGWQH	054 MEALKVPL	079 GEAQPVOQ
005 YBFBOYQD	030 SEAGGVPH	055 MEALLVOM	080 GFFQPUNQ
006 YCKCCXPD	031 SEAHHVOI	056 MFFMLUNM	081 FCKRPXQQ
007 YCKCDXOE	032 SFFHHUNI	057 LDPMLWQM	082 FDP RPWPQ
008 YCPCDWNE	033 RBFHHYQI	058 LEAMLVPM	083 FDP RPWOQ
009 XBFCDYQE	034 RCKHHPXI	059 LEAMLVOM	084 FEARPVNQ
010 XCKCKXPE	035 RCKHHXOI	060 LFFMLUNM	085 EDPRQWQR
011 XCKDDXOE	036 RDP IHWNI	061 KEANMVQN	086 EEASQVPR
012 XDPDDWNE	037 OCKIIXQJ	062 KFFNMUPN	087 EEASQVOR
013 WCKDEXQE	038 QDPIIWPJ	063 KFFNMUON	088 EFFSQUNR
014 WDPDEWPF	039 QDPIIWOJ	064 KGKNMTNN	089 DDPSQWQR
015 WDPDEWOF	040 QEAIIVNJ	065 JBFNMYQN	090 DEASQVPR
016 WEAEVNF	041 PCKJIXQJ	066 JCKOMXPN	091 DEATRVOS
017 VBFEEEXP	042 PDPJIWPJ	067 JCKONXOO	092 DFFTRUNS
018 VCKEEXP	043 PDPJJWOK	068 JDPONWNO	093 CEATRVQS
019 VCKEFXOG	044 PEAJJVNK	069 ICKONXQO	094 CFFTRUPS
020 VDPEFWNG	045 ODPJJWQK	070 IDPONWPO	095 CFFTRUOS
021 UDPEFFXQG	046 OEAKJVPK	071 IDPPNWO	096 CGKURTNS
022 UDPEFFWPG	047 OEAKJVOK	072 IEAPNVNO	097 BCKUSXQT
023 UDPEFFWOG	048 OFFKJUNK	073 HCKPOXQP	098 BDPUSWPT
024 VEAEFFYNG	049 NCKKKXQL	074 HDPPPOWPP	099 BDPUSWOT
025 TCKFGXQH	050 NDPKKWPL	075 HDPPPOWOP	100 BEAUSVNT

1.137 body blows - team 17

On the menu screen hold the joystick in port 0 to the left and the joystick in port 1 to the right, for about five second. A cheat menu will appear, enabling you to set player 1 and 2 to be the evil max, to toggle the cpu as player 2 or to alter your credits and energy.

If the characters have shadows beneath them whilst playing, then you've got a copy of the enhanced version. Hold the joystick in

port 1 down, until the cheat options appear.

1.138 body blows galactic - team 17

Get a high score (anything over 50000) and enter any one of the following for your name on the high score table:

```
"DESIRE93"    for infinite continues
"LARDARSE"    for infinite energy
"MEANTEAM"    ?
```

1.139 bomb x

On the title screen press <SPACE> instead of <FIRE>. Now enter one of the level codes below.

```
02 XBMOB  12 RAPID  22 SOURI  32 EPOUS  42 LANGS
03 PLAIZ  13 SYMPA  23 EROTI  33 BELLE  43 BISOU
04 SAFES  14 PRESR  24 VIRTU  34 HABIT  44 ERECT
05 HEROS  15 VATIF  25 STRIP  35 JARET  45 DSOUS
06 EXTAZ  16 MONST  26 HELLO  36 PANAR  46 COMPA
07 SLURP  17 GAMEX  27 PIEDD  37 GONAD  47 PANTY
08 WOUAH  18 GATHO  28 DONNA  38 APHRO  48 LOLOS
09 HAAAA  19 LIBER  29 DIVAN  39 CONTR  49 SESAM
10 RIGOL  20 STRIN  30 MINIE  40 CUISS  50 ORGAS
11 FACIL  21 HAIRS  31 FORME  41 PILEU  51 JOUII
```

1.140 bombuzal

For invincibility, type in "SCORE" at the title screen.

Actually there is a hidden pause control in the game. When you press <SPACE> to access the overhead map screen, if you keep it held down the clock stops until you release it.

Levelcodes:

Beginner:

```
0 BOMB    8 ROSS   16 RATT   24 LISA   28 SINK   32 DAVE   36 BIKE   40 IRON
44 BIRD   48 LEAD   52 TAPE   56 WEED   60 VASE   64 RING   68 PILL   72 GIRL
76 SPOT   80 GOLD   84 PALM   88 OPAL   92 LOCK   96 SONG
```

Medium:

```
100 SAFE  104 FIRE  108 WORM  112 LAMP  116 LOCK  120 TREE  128 SINK  136 BIKE
144 BIRD  152 TAPE  160 VASE  168 PILL  176 SPOT  184 PALM  192 LOCK
```

Expert:

```
200 SAFE  208 WORM  216 NOSE  224 EYES  232 HAIR  240 SIGN  248 MYTH
```

When reaching a new level, it's worthwhile to sacrifice a life to see the

explosion pattern. When trying to detonate a pulsing bomb, pick it up; it's easier to see its size. You are invulnerable to explosions when teleporting, so use it to your advantage! A blind droid can't activate switches.

1.141 bonanza bros

On the title screen, type "LOCK THE TARGET". Press <FIRE> for the cheat menu.

1.142 bonecruncher

Level Codes:

01 GOLEMSTENCH	08 UNDERGROUND	15 NIGHTMARE
02 MORPHICLE	09 DEATHCHAMBER	16 MONSTERBREED
03 GOLEMKILLER	10 GOLEMSCAVE	17 THUNDERSTORM
04 SCARAB	11 HURNSCUT	18 CREEPY CAVE
05 WEB OF DEATH	12 SLIMEHOLE	19 LIQUIDATION
06 MONSTERPARTY	13 BLOODSMELL	20 MEGAMAZE
07 CAVE OF DOOM	14 BONEPOWDER	21 STRATAGEM
	22 STRATOSPHERE	

1.143 booty

When the title screen appears, hold down <K>, <E>, <V>, <I>, and <N> to enter the cheat mode.

1.144 borobodur - thalamus

During play go to the right and flick the switch. Now go all the way to the left and flick that switch. Jump on to the rising log and ride it to the top. At the top jump to the right and flick that switch. Now kill yourself and go to the left once again and ride the log up half way and jump into the opening on the right (about half way up). Kill the monster and go to the right and climb the rope. You will see three platforms, jump on to the middle one. Get as close to the left edge as possible and press and hold the JOYSTICK DOWN and press and hold <SPACE> until a message appears and says {NOW YOU'VE DONE IT}. This will give you invincibility and stops the clock. Press <RETURN> to skip levels.

1.145 borrowed time

Here is a full solution:

Open cabinet
Read cases

Get phone
Open desk - Check not needed
East
Read note pad
Get water
Down, East
Hide chair
North
Lock door
Up
Break window
Get glass
East
Climb cable
Cut cable
East
Sit bar
Order drink
West, North
Listen woman
North
Say Tinplayer
Lock door
Look fireplace
Get scrap
East
Get candlestick
Hit man
East, East, East, North, West, North
Open door
Look table
Get candle and matches
Light match
Light candle
Burn twine
West
Look trash
Move stove
East, South, South, East, South, South, South, West, West, North
Yes
Look desk
Get Bandages
Wrap hands with bandages
Drop bandages
Listen doctor
North, West
Search trash
Get bone
North, North, East, West
Open door
West
Get key and scrap and receipt
East, South, South, West, South, West, North
Break door
Untie Mavis
Get tube and novel
South, South, East, North, West, West, North

Look novel
Get bookmark
Drop key and scrap and novel and bone
Help man
Wait for Police
Show cans and gloves and receipt and tube and bookmark
Get key and bone and scrap
South, East, East, East, East, South, South, East, East
Open box 999
Get poem
Read poem
Drop poem and key
West, West, South, South, South
Turn dial to 6316
Get shovel
North
Dig
Get suitcase
North, West, West, West
Hide trash
Give bone to dog
East
Drop shovel
Open suitcase
Get folder
East, East, North, North, North, West, West, West, West, West, North
Say Hiyo
North
Untie Rita
Talk to Wainwright
Wait for Police
East, East, East, East, East, South, South, East
Arrest Farnham
North
Show scrap and report and folder and suitcase

Finished!

1.146 bounce 'n' blast

During play hold down
 <1>, <X>, and <HELP> for extra guys (only works twice)
 <G>, <X>, and <P> to fill your life meter (works once)
 <R>, <O>, and <T> not sure (works once)

1.147 bouncing bill

During play before you press any keys, type "3.1415926536" using the keys on the numeric keypad. The bottom display will scroll {CHEAT MODE ACTIVATED}. This gives you infinite time and invincibility. Now you can use the following keys:
 <F3> Advance one stage

<F4> Advance a few stages
 <F5> Advance one level

1.148 brain ball

Level Codes:

02	WELLDONE	03	PPHAMMER	04	FORTUNE	05	READY
06	STEADY	07	NO GO	08	JOYSTICK	09	RUTODFGP
10	DENISE	11	BIGAGNUS	12	CHIPCHIP	13	HATTHATT
14	FRANKLIN	15	PJOTRE	16	HUI LUIS	17	ESCAPE
18	CONTROL	19	SPACE	20	AMIGAFUN	21	LAMBADA
22	ERTERZUT	23	LEVEL23	24	BIGDREAM	25	CINEMAXX
26	SMARTIES	27	LOGOGO	28	SQUARES	29	SPEEDIE
30	SERPENT	31	FLIPPER	32	COFFEE	33	DOENER
34	NO COKE	35	SMOKIE	36	ALLSTAR	37	SOTFTWARE
38	COMPUTER	39	DISKFULL	40	HARDWARE	41	HOOLIGAN
42	LEVEL 42	43	OWLPARTY	44	FREESHOT	45	BIERZELT
46	LAADAADI	47	LAADAADA	48	NOWAYMAN	49	RUSHRUSH
	50	THE	END				

1.149 brat

If you hold down "1./*" (or "1,/*") during play you can skip levels.

Here are some level codes to help you along:

1	BISHIAMO	5	NOKITAGO	9	MOKITEMO
2	MIHEMOTO	6	ITSANONO	10	ZUMOHATO
3	SASUTOZO	7	MOZIMATO	11	CHANASTU
4	SUMATZEE	8	HOZITOMO	12	NAGAITSU

1.150 brian the lion - psygnosis

Enter "Mrs*Turnip" as your password. The screen should flash to let you know it worked. During play press <CAPS LOCK> and press any of the following keys.

<H> Gives you nine hit points
 <L> Gives you nine lives
 <J> Give you nine of each power up and nine credits
 <K> Gives you 999 gems
 <F> Not sure
 <D> Not sure
 <O> Opens up the map

Once you press one of the keys it won't show up. If you press <K> and the pick up a gem the gems will show 999. If you die than all of it will show up.

On the first level, when you come to the springy brick, jump to the left. When you defeat the bees, go to the end where you will be rushed away by a whirlwind.

The whirlwind will take you to jungle secret 1, and on completing this you will be taken to Bonus Paradise where you will be blessed with jewels and energy.

Level Codes:

The Spooky Ruins sXr7vgqaGP
The Way Forward sXqkKgqaGd
Graveyard sXqkKgqaGI
Volcano RF20QpCqVx
Eeek! sXqkK0KaGU

1.151 brian the lion aga - psygnosis

Enter "Mr*Pumpkin" as your password and do like in
Brian the Lion

.

1.152 brides of dracula

When you're Dracula, go right from the first screen and turn the first two women into vampires, taking them back to their coffins. Then return to that screen again, walk between the lift and the second table and crouch down just past the skulls on the floor. A vampire should then appear ready to be put into her coffin. Do this again and again to get all eleven vampires, and then polish off Heising before he knows what hit him.

1.153 brutal paws of fury

Enter "NINE SPROGS " for the password. Now start a new game and you will be invincible.

1.154 brutal sports football

To select the league you want to play press <L> followed by a number from <1> to <3>, with <1> being the highest. Now press <M> followed by a number from <1> to <6>, which will select the match you want to play, Therefore if you press <L><1><M><6>, this will whisk you to the last match of the top league. During play use any of the following keys:

<L> Lightening
<I> Invicibility
<G> Wall Breaking
<R> Shield
<S> Hare
<D> Tortoise
<F> Freeze Blocks

1.155 brutal sports football cd³²

Level Codes:

```
LEAGUE 3 "FS7G8LLSG" "SQ4YXYYYYY"
2 "Y!BY3PPDT" "PPXZOZZZZ"
1 "5L5X6TGX!" "66QSHGGGG"
```

1.156 bss jane seymour

Level Codes:

```
2 SLUMBER 3 INTEREST 4 BULKHEAD 5 SHOWROOM 6 MUSHBASH
10 VICTORY 12 FRENZY 14 CROWDED 16 VOLTAGE 18 PRIMATE
20 TRIUMPH
```

Also try: WROOM, BLACKOUT, HAMPERED, ROOKIE, WARRIOR, TRAPPED, HANDYMAN,
RADIATE, GLOOM, MADHOUSE

1.157 bubba 'n' stix - core

On the beginning of level one, turn around and face the tree that follows you. Get close to the tree and jump up and throw your stick over it. Now when you land turn around and the stick will hit the tree a couple of times. If the tree is still there repeat the previous steps, and the tree will eventually turn into a tiny tree. Now go to the left and pick up all of the stuff. Make sure you get the unicycle like thing with the head on it. Now you should notice platforms have appeared throughout the level. Get all the stuff that is on the platforms. When you finish the level, you will be transported to a bonus level.

Level Codes:

```
2 "T1QKPF?CMG" 3 "PXMYGFFW7D" 4 "913XPD1LZ5" 5 "12!FX?5RJ"
```

or:

```
2 7LRRF3H6G7
3 9YZN!6RYTG
3 (7 lives) 9VBDM!1!DN
4 3G2MCG6KN5
4 (7 lives) 3VTCF9JQG8
5 CS4SL9DFQC
```

1.158 bubble and squeak aga

Enter any of the following for your password:

```
"HEFSBEER" 9 guy and 9 hearts
"MAXIBABY" a new difficulty setting
"BUTTHEAD" infinite hearts and lives
"WHOCARES" a message from the programmer
```

1.159 bubble bobble

If you can get to levels 10, 20, 30 and 40 without losing a life, a magic door will appear to take you to a bonus screen, and if you can get up to stage 50 without losing a life, a magic door will appear and take you to level 70. On levels 7 & 22 wait a few seconds until an umbrella falls and grab it, you will warp ahead 6 levels. Alternatively, try these:

```
<F1>  advance 1 level
<F2>  advance six levels
<F3>  advance eleven levels
```

While in the first screen, bubble the first two monsters and then fill the screen with hundreds of bubbles. Bubble and burst the remaining monster and the remaining bubbles should turn into fruit (usually bananas), each of which is worth 500 points. Also, Hold down <FIRE> after losing your last life, and you should get another set of lives, though your score will be reset.

Beating level 100: jump on the small platforms to collect all the green potion bottles. They will give you lightning bolts. Straight away fall to the bottom left hand corner, face in to the corner and fire like hell. The big guy at the end very rarely goes into the bottom corner, if he does don't worry just repeat the above process. After 100 hits, he will turn into a bubble. Pop him and you've done it!

1.160 bubble dizzy - codemasters

On the title screen, hold down
<LEFT SHIFT>, <RIGHT SHIFT>, <LEFT ALT>, and <RIGHT ALT>
to bring up the music select screen
<E>, <A>, <S>, and <Y> to activate cheat mode. Now during play press
<=> to advance levels and
<-> to go back levels
<H>, <A>, <R>, and <D> to deactivate cheat mode

1.161 bubble gun

Level Codes:

1.1	4908	3.1	3964	5.1	4350	7.1	3621
1.2	5260	3.2	6480	5.2	7186	7.2	9003
1.3	9935	3.3	7691	5.3	5538	7.3	8013
1.4	1733	3.4	3051	5.4	6699	7.4	1587
1.5	3088	3.5	2068	5.5	1826	7.5	5193
2.1	4341	4.1	1594	6.1	3300	8.1	8993
2.2	9267	4.2	3930	6.2	1629	8.2	7495
2.3	4056	4.3	2185	6.3	9795	8.3	2589
2.4	6377	4.4	1379	6.4	4116	8.4	8030
2.5	2670	4.5	9223	6.5	9250	8.5	7948

1.162 bug bomber

Level Codes:

IQ	Level	1	2	3	4	(players)
0	1	KKCJDD	OLCLDH	LKKJLD	PLKLLH	
	2	KKDNDL	OLDPDP	LKLNLL	PLLPLP	
	3	KOGJHD	OPGLHH	LOOJPD	PPOLPH	
	4	KOHNHL	OPHPHP	LOPNPL	PPPPPP	
1	1	KCCBBB	ODCDBF	LCKBJB	PKDJF	
	2	KCDFBJ	ODDHBN	LCLFJJ	PDLHJN	
	3	KGGBFB	OHGDFE	LGOBNB	PHODNF	
	4	KGHFFJ	OHHHFN	LGPFNJ	PHPHNN	
2	1	KICICD	OJCKCH	LIKIKD	PJKKKH	
	2	KIDMCL	OJDOCP	LILMKL	PJLOKP	
	3	KMGIGD	ONGKGH	LMOIOD	PNOKOH	
	4	KMHMGL	ONHOGP	LMPMOL	PNPOOP	
3	1	KACAAB	OBCCAF	LAKAIB	PBKCIF	
	2	KADEAJ	OBGGAN	LALFIJ	PBLGIN	
	3	KEGAEB	OFGCEF	LEOAMB	PFOCMF	
	4	KEHEEJ	OFHGEN	LEPEMJ	PFPGMN	
4	1	IKAJDC	MLALDG	JKIJLC	NLILLG	
	2	IKBNDK	MLBPDO	JKJNLK	NLJPLO	
	3	IOEJHC	MPELHG	JOMJPC	NPMLPG	
	4	IOFNHK	MPFPHO	JONNPK	NPNPPO	
5	1	ICABBA	MDADBE	JCIBJA	NDIDJE	
	2	ICBFBI	MDBHBM	JCJFJI	NDJHJM	
	3	IGEBFA	MHEDFE	JGMBNA	NHMDNE	
	4	IGFFFI	MHFHFM	JGNFNI	NHNHNM	
6	1	IIAICC	MJAKCG	JIIIKC	NJIKKG	
	2	IIBMCK	MJBOCO	JIJMCK	NJJOKO	
	3	IMEIGC	MNEKGG	JMMIOC	NNMKOG	
	4	IMFMGK	MNFOGO	JMNMOK	NNNOOO	
7	1	IAAAAA	MBACAE	JAIATA	NBICIE	
	2	IABEAI	MBBGAM	JAJEII	NBJGIM	
	3	IEEAEA	MFECEE	JEMAMA	NFMCME	
	4	IEFEEI	MFFGEM	JENEMI	NFNGMN	

1.163 builderland

Level Codes:

1	BUILD1		
2	YOTHA	or	BAROCK
3	BEARBY	or	BOOLER
4	OCTOPY	or	MARIBA
5	DIABLO	or	GHOSTS
6	GOTIUS	or	OUTLAW

1.164 bulldog

Enter your name on the hi-score table as "C" (may need spaces after the C).
This gives you infinite lives.

1.165 bump 'n' burn

If you need more cash select {Exit} instead of {Start Game}. When the burning flag appears type "ZXR750R". The screen will flash to indicate the the cheat is on.

Do the same as above, but type "HOUSEY". This will give you a music selection.

1.166 bumpy's arcade fantasy

Level Codes:

2 ACCESS	5 PRETTY	8 LOVELY
3 BUTTON	6 WINNER	9 SYSTEM
4 ISLAND	7 ZOMBIE	

1.167 bundesliga manager pro

Lots of money:

1. Go to the bank and take out a loan of 1 Deutschmark.
2. Repeat #1 2 more times.
3. Now go to the bank and take out a fourth loan for 3,999,999 marks. You will be told you can't take out a fourth loan, but the money will appear in your account anyway.

Success:

1. Offer 3 players for sale at the transfer-market. (remember the shirt numbers of each one).
2. Now get 3 new players and give them the same shirt numbers as the players you offered to sell.
3. Now take the players you put up for sale and put them on the field ---> 14 players!

1.168 bunny bricks

Hold down <ALT>, <CTRL>, <RIGHT SHIFT>, and
<N> to skip levels
<L> for extra balls
<T> and a number <1> - <5> to skip sections

To increase playability, hold down <LEFT AMIGA>, <RIGHT AMIGA>, and <CTRL> (reset your amiga).

1.169 bureaucracy

Complete Solution

You have left your previous job to accept employment with Happitec and you have moved to a new address. Happitec is sending you on a vacation to Paris. All you have to do is wait for the money order which Happitec is sending to you, pick up your plane ticket, and board the plane. So you think! It seems the removals company has misplaced all your belongings. The Change of Address card which you were to file somehow got sent to your old address. The new owner of your old home sent your mail to your old bank. Check out your wallet and you'll find that you have no money, an expired US Excess card and a Beezer card. Your new home contains a few meager possession, i.e., your Boysenberry computer, a telephone/answering machine and a few miscellaneous items. Take everything you can because you'll need everything you can find to solve this game. Listen to the messages on the telephone/answering machine. Consult your Address Book and call all the numbers listed. You'll learn a lot by doing this.

The doorbell rings. Chowmail Overnite is delivering a large bag of Llamex (R) brand High-Fibre Llama Treats. You didn't order it, the address is wrong; but, you'll never be able to explain anything to the delivery man, so just give him your Beezer card. You are now the proud owner of a bag of Llama treats!

There's nothing else to do in the house for now, so explore your new neighborhood starting with your mailbox. The mail found in each location seems to be random. For example, in one game you might find a leaflet in the mailbox and in another game find a flyer in the mailbox. That isn't important. The postage is important so try to remember what type of postage was used and the order in which you find it. The mail you find in your mailbox has a postage stamp on it.

Go to the bookstore. You'll notice it's actually a software store. Talk to the clerk. Ask him about software. He'll offer you a special cart which he keeps under the counter. SHOW the game cartridge to the clerk. He'll take it and give you a Recipe Cart. I found that I got a point for this, but did not get a point if I said TRADE cartridges.

* Your score is now 1 of a possible 21 points.

Go to the Travel Agency. Give the letter to the Agent and get your round-trip ticket to Paris.

* Your score is now 2 of a possible 21 points.

Go to the bank and try to file a Change-of-Address form. Lots of luck! The bank has already sent you a Change-of-Address form and one is all you are allowed. Too bad it was sent to your old address.

Go to the old tenement building. There are stairs leading up and a door in the south wall. Nothing can be done about the blank wall at the top of the stairs, so forget it. Knock on the south door. A voice will answer and the door will open. Enter the flat which is occupied by a mousy little man. Seems he collects stamps. You will see some mail in the floor but the man won't let you pick it up. Show the stamped envelope

to the man. He'll grab it and run out of the flat. Pick up the mail. Notice the Postal Service sticker.

* Your score is now 3 of a possible 21 points.

By this time you will probably be getting hungry, so go to the Restaurant. The waitress will take your order then return to tell you that your order was lost due to a computer crash. Of course, it's her break time, so someone else will take your order. You must go through the long ordering process all over again. Wait for your order and eat whatever you get.

You have no money to pay the bill, so sneak out the back door of the restaurant into the alley. From the alley you can squeeze through a gap in the fence to arrive at Behind Mansion. Enter the back door of the mansion. Here you'll find a macaw sitting on a perch. You can see some mail under the perch but the macaw will not allow you to take it. Go into the Trophy Room. It's a good idea to save the game first because the old woman shoots. Make a fast exit. Go to the front door of the mansion and ring the bell, then beat feet to the back door. Return to the Trophy Room, grab the painting of Ronald W. Reagan and exit. Show the painting to the macaw then take the mail from under the perch. Notice the Postal Service sticker.

* Your score is now 5 of a possible 21 points.

Go to the llama farm. Open the bag of llama treats. Push the bag through the mailbox so that it falls into the trough. While the llama is eating the treats, take the mail from the trough. Notice the Postal Service sticker.

* Your score is now 6 of a possible 21 points.

Try to enter the farmhouse. The door won't budge. You must go away and return later. Go south to the gate. There's an intercom at the gate. It will crackle to life and a voice will say, "Unfortunately, there's a radio connected to my brain." Could this be a password? Go back to the farmhouse. A heavily armed man resembling Woody Allen will appear in the doorway. He is rather dazed - not sure where he is or who you are. Say: "Unfortunately, there's a radio connected to my brain." He will respond with: "Actually, it's the BBC controlling us from London." You can try more conversation or merely wait for him to leave. Return to the gate.

Again, the voice over the intercom will say, "Unfortunately, there's a radio connected to my brain." You must say, "Actually, it's the BBC controlling us from London." The gate will open. Enter the Foyer.

You'll meet the paranoid owner of the house and discover the armed man is here also. The paranoid householder suspects you are an imposter so he will ask you a series of questions. To answer correctly, you must refer to the "Popular Paranoia" magazine which is included in your game package.

One wrong answer and you're dead. Answer them all correctly and you'll find yourself in a gaol cell in the basement of the paranoid's house.

Examine the gaol door. Try cutting the molybdenum bars with the hacksaw. The armed man will give you the Swiss army knife. Examination of the knife will reveal a button marked POWER SAW and a lever marked GENERATOR. Push the button then pull the lever. Examine both the saw and the

generator. Take the power saw and plug it into the generator. Get on the generator (it resembles a bicycle) and start pedaling. You can't reach the bars while sitting on the generator, so give the power saw to the armed man. He'll cut the door open for you. It's best to stall around in the Basement allowing the armed man to go up the stairs before you. The paranoid man and the armed man will depart. You'll see some mail in the foyer. Don't be surprised if you can't pick up the money order which you want so badly. Take the envelope.

* Your score is now 7 of a possible 21 points.

The envelope contains a memo and a cheque. The check is drawn on the Fillmore Fiduciary Trust in the amount of -\$75.00. Yes, that's a minus sign. Go to the bank. Get a withdrawal slip. Fill it out then take it to the Deposit window. Give the cheque and the withdrawal slip to the teller. You are depositing -\$75.00 using a withdrawal slip which is the negative of a deposit slip, negative -\$75 is \$75. Makes perfect sense. Then go back to the withdrawal window. Fill out another withdrawal slip and withdraw \$75.00.

* Your score is now 8 of a possible 21 points.

Now that you have money, you might want to return to the restaurant to pay your bill. You are ready to go to the Airport. Call Getlost Airport Cab (number listed in your Address Book). Wait for the taxi.

Oh, the Airport is a fun place! Since you have an Omnia Gallia ticket, you should go directly to the Omnia Gallia desk. Alas, Omnia Gallia has been sold. For further information you must go to the Air Galagasa desk. How do you find it? Well, the way that worked for me was going back to the airport entrance, then going through Lost and Found. Air Zalagasa seems to be north of the Lost and Found. It doesn't matter how early or late you arrive at the Air Zalagasa desk. A fat man will always be in line ahead of you and he'll cause you to miss the plane. Not to worry. When your turn finally comes, give the Omnia Gallia ticket to the clerk in exchange for an Air Zalagasa ticket.

* Your score is now 9 of a possible 21 points.

Once you have the Air Zalagasa ticket in your hot little hand, go south one move and climb the pillar. Open the grate and climb up the duct. You'll eventually reach the Control Tower. A console radio will crackle, "Air Zalagasa flight 42 requests permission to take off." Say: "Controller, permission denied." Go back to the top of the pillar and examine the speaker. Pull the red wire then pull the black wire. Connect red wire to the black wire. You have short circuited all the speakers in the terminal. The applaluse of the crowd is deafening!

* Your score is now 11 of a possible 21 points.

Before you know what's happening, you'll find yourself on the plane in seat 3B. Shortly thereafter, the attendant will bring you a bowl of Llama stew. Eat the stew and you die. Refuse to eat it and you die. How can you get rid of the stew? The only way I could get rid of it was to cause the seat ahead of me to recline, thus spilling the stew. By wearing the headphones, changing seats, and pushing buttons, you'll learn that the whole system is mixed up. The light button reclines the seats but you'll

have to experiment to determine which light button controls which seat.

Here's one way to do it: Before the attendant brings the stew, move to Seat 3C. Wait a few turns. The attendant will bring the stew. Leave it on your fold-out table and move to Seat 8D. Push the light button which actually reclines the seat ahead of Seat 3C. That seat will recline, thus spilling the stew.

After the stew is spilled, return to Seat 3C. You'll see a small piece of laminated card. Examine this and take note of the words "STINGLAI KA'ABI." There will be a telephone call for you, so go to the phone. Most likely, it will be the waitress asking about the tip you left her. The line will be disconnected and you'll overhear another conversation. About this time the flight attendant will ask you to return to your seat; however, she will linger, giving you a chance to talk to her. Say "Attendant, STINGLAI KA'ABI". You'll receive a parachute. Go to the rear of the plane, open the hatch, and jump out.

* Your score is now 12 of a possible 21 points.

My Gawd! One strap of your parachute is caught in the plane's hatch. This can be deadly. Chances are you'll soon be falling without a parachute! Knock on the hatch. The attendant will open it, freeing your parachute strap. Falling! Don't forget to pull the rip cord.

Hanging from a tree! Yep, you landed in a tree. Get out of the parachute. Splash!

You are now in a cooking pot. Okay, the natives are hungry, so give them a good recipe. Boot up your Boysenberry and insert the Recipe Cart. The natives will give you an unlabelled cartridge and return your lost address book.

* Your score is now 14 of a possible 21 points.

You are now in the Antechamber. Not clear how you got here. You'll see a closed locker door in the west wall and an exit to the east. Examine the locker door and read the sign. The left handle is pointing up. The middle handle is pointing down. The right handle is pointing up. It's a key of sorts. A general knowledge of binary helps. Okay, here's a solution:

Turn left handle and middle handle. You hear a click inside the door.
Turn left handle and right handle. You hear a click inside the door.
Turn left handle and middle handle. You hear a sharp click, as if something inside the door had moved. Open door.

* Your score is now 15 of a possible 21 points.

Enter the locker and take the magnetic key-card. Then go east.

You're in the Switchgear Rooms; it's a maze! Time to use your Boysenberry computer, so insert the unlabelled cartridge. Remember, earlier in this solution I advised you to notice the Postal Service stickers and the order in which you found them. Hope you paid attention, because you need that info now. I found the Postal stickers in this order: C, D, E and B. The computer program (unlabelled cartridge) gives you a list of commands:

CLEAR, NOOZ, PRINTB, PRINTC, PRINTD, PRINTE. You must select the PRINT commands in the same order that you found the postal stickers. I used PRINTC, PRINTD, PRINTE, and PRINTB because that's the order in which I found the postal stickers. When you have done this, you should have a complete message on the screen. Can't read it? Oh, I forget to tell you: read from top to bottom one letter at a time. Using these instructions you should be able to find your way through the maze to the Airlock.

In the Airlock, put the key-card in the card reader slot. You'll hear a bolt snapping back. Open the door. It will take several tries. Enter the Persecution Complex!

* Your score is now 17 of a possible 21 points.

The Persecution Complex is a long hall running west. There are TV screens on each side of the hall. Go west looking at the screens on either side as you go. At the end of the hall you'll find a modular plug. Plug in your computer. You'll be asked for ID and password. What? Okay, take a look at your Address Book. Notice anything different? Right! The first address has been changed. That's the clue you need. Type in RANDOM-Q-HACKER for ID and RAINBOW-TURTLE for password. Connection will be made. Use command DIR for a listing of programs, WHO for a listing of users, and TYP for some interesting tidbits. You'll learn that two hackers have accessed the system. You are one; the nerd is the other.

You'll also be advised when the Nerd is about to access another file. The TYP command will enable you to learn of a certain file which should NOT be used with a friendly computer. Hmmmm, what if you changed the name of that file? So, change the name of DVH2.HAK to whatever file the Nerd is preparing to access. Example: Nerd is about to access FIDUC.HAK.

Change name of DVH2.HAK to FICUC.HAK. It might be necessary to first change the name of FIDUC.HAK to something else, but you'll have plenty of time to do that. By doing this, you will cause the Nerd to access a file which will destroy his own mainframe. Revenge is sweet! Once you have done this, an opening to the west will appear. It is IMPORTANT to run the PLANE.EXE program at some time before you reap your revenge. This will cause a plane to be sent to get you.

* Your score is now 20 of a possible 21 points.

Wait patiently at the Landing Strip. The plane you summoned while using the PLANE.EXE program will eventually arrive. You'll be taken on a nice plane trip and a predictable taxi ride, arriving at the Hallway of the Tenement. From there, go to your home. You'll find a new letter from Fiduciary apologizing for the problems you've had. Enclosed in the letter you'll find a ticket to Paris, your checkbook and a new Beezer card. Congratulations...

* Your score is now 21 of a possible 21 points.

1.170 cabal

While playing, type in "SCHLIKA", then pressing <F2> will finish the level for you. Apparently, if you pause the game, you can still move

the crosshair around, so try this as well!

- * Shoot as many of the buildings as you can, as they block your shots at attacking / hiding enemies.
- * Shoot the enemies at the bottom of the screen as the bullets they fire needless time to get to you and can often trap you in a corner.
- * Don't forget that you can shoot the enemies' bullets!
- * Try to pick up the bonuses straight away. The 100, 200 and 300 point bonuses are very useful if you want extra lives.
- * Collect special weapons straight away as their rapid fire removes buildings faster, giving more breathing space.
- * The grey uniformed soldiers (the ones that take a few shots to kill) can give a grenade or a special weapon. When he does, two men carrying a stretcher will appear. Shoot these and they will give you two grenades, collect them and then shoot them again before they go, to receive two more grenades.
- * Never stay in corners for too long, the enemy has a habit of zeroing in on you.
- * Don't waste grenades on buildings unless you really need to. If you opt to shoot in small bursts at every building rather than concentrating on one building at a time then a grenade may finish the job a lot quicker.
- * Try not to get killed when the end-level guardians appear otherwise your FOE meter will drop to zero and you'll have to start again.

1.171 cadaver

To get the second key, go to the guards on level four. Ignore the levers until you have the guard key from the north passage, the candle and the shuriken (in the pillow). Open the wall above the bed to get the second key.

1.172 campaign

If you find yourself with light tanks facing up to much heavier opposition on the simulator, use your speed and ram the enemy. Then fully depress your gun and open fire, it only takes a few rounds to obliterate your enemy (easier from side or rear).

1.173 cannon fodder

Click on the LOAD icon and press and hold both Mouse Buttons for 5 seconds (and then release), a screen will appear offering you a HARDMAN option and Level Section.

Go to the save game option, then the game requests a name type "JOOLS". Cheat mode active will flash at the bottom of the screen and the ranks and abilities of your men will have increased. It may be "JOOLSA".

Hints:

1) In Choppas, land on the enemy to kill them, safer than landing and

getting out.

2) In missions in which you have control of a lot of troopers separate the lowest ranking trooper from the rest and give him all the weapons, make sure the rest are safe, then attempt the mission with one trooper. If the trooper dies just press <ESC>. This saves a lot of troopers later, such as in mission 18 phase 5 of 5 - The Door.

3) Troopers are able to throw grenades quite a long way and over walls, trees, and buildings. Use this to your advantage to protect against Biggunz and Jeeps. To throw a grenade a long way, simply position the pointer further than needed.

4) Buildings can be destroyed even if you can't see them. For instance, if a trooper is in Biggun and there is a building slightly off the edge of the screen, roughly aim at the building making sure the pointer is at the very edge of the screen and fire.

5) Learn to control Jeeps and Skidooz early on (how to skid them). In later levels you may need good control to hit ramps at correct angles otherwise you can blow up if you hit walls. This is also useful to get away from shells, rockets, and grenades.

6) An effective way of destroying snipers is to just run straight towards them and shoot your guns. Don't waste grenades on them unless it is necessary.

1.174 cannon fodder ii

Go to the save game option, then the game requests a name type "JOOLS". Cheat mode active will flash at the bottom of the screen and the ranks and abilities of your men will have increased.

1.175 capone

To find a special bonus, go to the front of the Post Office. Shoot the ball at the top of the flag pole, and your score will raise. If you shoot it again, you'll see a screen of programmers. Shoot it again and you'll be invincible, standing in the bank. At the end of that round, you will start at the beginning with warp speed.

1.176 captain blood

When you encounter a particularly friendly alien, ask it the following question using the alien icons: CODE GG1. The alien will then give you the coordinates of another alien called GG. Go to the specified planet and you can ask GG for the coordinates of all the other aliens around by asking CODE INFORMATION HELP. If your met with blind ignorance then put in the name of the alien after the HELP or replace HELP with name of the alien.

1.177 captain dynamo

On the high score table, enter "PURPLE RAIN" or "SEXY PRINCE" as your name for infinite lives. Now use <+> and <-> to skip levels.

1.178 captain planet

For this cheat you will need a copy of CAPTIVE. Load the game as per usual. On the level selection screen, insert your Captive disc. Press Fire and the screen will say "Disk Error". Now replace your Captain Planet disc and the cheat will be active.

When you have completed the Fire level, get killed on the Water level. Enter you high score name as "BBBB" and you should be able to start with infinite continues.

Run through the game as normal until you get to the level selection page. Now type in "go planet". Now, when the game starts hit <F10> and <RETURN> together, and you should be taken back to the level selection page, where you can choose any level.

1.179 captive

When you land go and pick up the message from Ratt on Butre, then return to the Swan and then land again. There will be another message from Ratt. Pick this up as well. Repeat this 88 times (!) and put all the messages in the backpacks, and when they are full, carry them in the hands and one on the cursor, enter a base and find a shop. You can sell all the messages and get about 18,500 credits.

Here are some combinations for the bases in mission one:

01 Butre.....TL, BL, TR, BR
02 Pelphi.....BR, BL, TL, TR
03 Meestre.....TL, TR, BL, BR
04 Triekos.....TR, BR, BL, TL

Here are some combinations for the bases in mission two:

01 Masgot.....TR, BL, TL, BR
02 Traphet.....TL, BL, TR, BR
03 Phoopel.....TL, TR, BL, BR
04 Sodcket.....BL, BR, TL, TR
05 Zaitet.....TL, BR, TR, BL
06 Quelosod.....TL, TR, BL, BR
07 Saldet.....BL, TL, TR, BR
08 Mieusia.....TL, BL, TR, BR
09 Paset.....TL, TR, BL, BR
10 Leatod.....BR, TR, BL, BL

1.180 captive 2 cd³² - 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.

1.181 car-v-up

Get on the hiscore table and enter the following:

```
WHOOPSIE start off on the prehistoric level
PUSSYCAT receive nine lives
BUMPER give your car infinite bumper
ARNIECAR 100,000 bonus points
WOAARRGGH Gives you speed turn
R.J.TOONE Infinite lives
BARMY CAR Gives 1000 points
```

Also if you want to stop press the <Z> key for brakes, and to get EXTRA letters leave a single dot at the end of the level to make one appear.

1.182 cardiaxx

Pause the game and type in "RACHEL". Now press <LEFT SHIFT> key, then <H> or <G> to freeze time limit.

For infinite energy, pause the game and type the name "CAROLILY".

Press "FAYE", <R-SHIFT> <C> <CTRL> <RETURN> for infinite lives.

1.183 carlos

On the title screen press the spacebar to enter a password.

Enter "ENIRD" for the password and you will be blessed with infinite lives.

Enter "LOOPS" for unknown?

Level Codes:

```
2 BONGO
3 GALET
4 PATAU
5 SIRTA
```

1.184 carrier command

Try pressing <CTRL> <M> on the main screen for some interesting effects.

HINT: Try always to cut of the path to the homebase (top right island) of the enemy ship. It might get stuck without fuel and so buys you lot of time to conquer a lot of islands.

Before starting or in Pause mode type "GROW OLD ALONG WITH ME" (with spaces). You should now see the message {CHEAT MODE ACTIVE}. Pressing <+> on the numeric keypad protects your mantas and aavs from missile attacks. <-> can be used to turn this off. Pressing the following keys in sequence: <HELP> <Q> <S> <CTRL> <ALT>, gives you a little message. Pressing the <9> on the keypad displays the current level. <6> and <8> have some other effect. Returning to the title screen, press the <+> and <-> keys to view all objects in the game.

In-game, pause and type "THE BEST IS YET TO BE" (with spaces). The game restarts automatically, and displays 'Cheat mode activated' in the message panel. When paused, pressing <+> and <-> on the numeric keypad toggles Manta invincibility: the flying craft are no longer vulnerable to aerial attack, although collision with large objects is still fatal. Once a course has been programmed for the carrier, Mantas or Walruses, engage autopilot and click on pause. To avoid slogging around in real time, you will find that pressing 3 on the keypad and unpausing again takes the corresponding craft directly to its destination. Likewise, pausing and pressing 2 replaces lost shielding, while tapping 1 refuels the craft in question. 9 shows the current difficulty level, 7 speeds up the game and 6 brings up the programmers' test palette!

Instead of reinforcing your supply lines, go straight for the enemies home island, Nemesis, as it freezes the enemy supply line and disables the enemy carrier.

Start the action game and set a course for Isolus (just east of Thermopylae). Stay just out of range for approximately 10 minutes. As soon as the message "Isolus is now an enemy island appears, launch a manta and fly toward the north side of the island. The enemy carrier will be directly ahead of you.

While in the Walrus arming section, select nine Harbanger surface to surface missiles and put them in the AAV. Select the Avatar Chemical Laser and place it over the missiles. Then select the pod you want (ACCB, Virus Bomb, Fuel) and place it in the AAV. Then when you have launched the AAV look at it's weapons and you will find you have BOTH missiles and laser! On returning to the carrier any missiles you have left will be added to the ship's stores. Carry on doing this and hundreds of missiles can be yours.

1.185 castle master

Once you have started up the game press <SHIFT>, <L> and <RIGHT MOUSE> about 25 times, until you hear a noise. Look forward and you will see four coloured boxes. Shoot them for infinite lives, all ten keys, the ending, rock travel.

The key on the chapel roof can be a swine to get hold of if you don't know how to get up there. All you have to do is stand on the drawbridge and close it. You will then be lifted up, making it a doddle to get hold of the prize.

When trying to collect the pentacles in the caverns, fall down one of the trap doors and kill the spirit. Collect the first pentacle then go

to the other caverns collecting the pentacles and killing the spirits. This will make the going easier if you fall into a cavern, since you're saved the hassle of tackling a spirit that catches you unawares.

To get inside the display chamber, crawl inside the granary chest and close the lid. Access is then as easy as falling off a rather wobbly chair perched precariously on the top of a table.

Collecting the pentacle in the junk room isn't as obvious as it seems. When you enter the room, crouch down, walk over the first shelf and into the wall and stand up. Now do a U-turn and walk forward to collect the item.

To move the big rock or open the pottery door, you need to have maximum strength. If you haven't then found some food to top up your energy then try again.

If you have the rock travel potion, you can get to the gymnasium either from the Wizard's hut or from directly outside. If you're having trouble finding the spirit in the dungeon, then try looking for something else rather than the obvious. Still stuck? Well try that rat-like animal at the back of the room...

Now for the big baddy himself. To kill Magister, the evil owner of the castle, wipe out all the other spirits first. Now go to his room and blast him in the forehead to destroy him.

Keys

1. Kitchen - on left of door as you enter.
2. Igor's chamber - in chest.
3. Vault Vestibule - on north wall.
4. In stable - on horse, under it's chest.
5. Hay barn - behind hay stack immediately to right of door.
6. Well - at top of well shaft.
7. Chapel roof - on chapel roof, get by standing on drawbridge and closing it.
8. Shrine - on top of gold nugget. Get into shrine by activating book on far left of top shelf in library, then stand on chair revealed.
9. Wizard's hut - on top of chair back, stand on table to reach.
10. Pentacle vault - north wall. Get all Pentacles.

Pentacles

1. Bell tower - Pull rope until pentacle appears directly under bell pull.
2. Gatehouse - enter from left ledge, immediately on right of entrance.
3. Dragon's hoard - on chest, get all treasure, pentacle appears, replacing lock.
4. Junk room - crawl onto bottom shelf, go to the back, then stand up.
5. Display room - enter from granary by climbing into chest then closing it.

- The rest of the pentacles are in catacomb caverns.

Riddles/Messages/Clues

1. I bid thee welcome stranger
To Castle Master's realm:
Thine own twinself in danger
To fail or overwhelm
 2. Be foot loose and fancy free
To weave thine way without gloss.
 3. When my face is drained
I stare down open mouthed
 4. The place of the word of the lord
must be understood.
 5. A needle in a sneezling stack
Is silver within gold
 6. A louse crawls faster
A mole crawls deeper
But a worm crawls very well
 7. Enshrined above that which
Is the goal of alchemy
 8. The pointed eye of Heaven
Sees all once overlooked
 9. To stand on high ceremony
First leap off hinge and bracket
 10. Inside the blemish of the toes
Within the heart
Below the neck
Above the gut
 11. What ails or ales
one thing is clear
Spirits are not served here
 12. With all spirits unemployed
Magister maybe then destroyed
 13. Would a sore throat from Greece
Free an emperor from Rome
When one is born every minute
 14. The final guardian waits within
Magister is his name
But thou shalt not proceed to win
Whilst spirits do remain
 15. When feeling not sick
Look to liquid assets
 16. A well placed rock
is all you need
-

To make the drawbridge
fall with speed

Entrances to Catacombs

1. Well - crawl into well
2. Hot baths - enter hot baths, empty entrance at bottom of pool
3. Wizard's hut - under rug
4. Under large rock - push rock after drinking strength potion
5. Chapel - behind pulpit

- These lead to catabomb caverns where pentacles are located.
Final entrance from NW tower.

Potions

1. Strength potion - Inn, on table. Required to open pottery and move large rock.
2. Rock travel - pottery, throw rock at door, and normally you will be teleported.
3. Recuperation - under barrier in display chamber.

Notes and Hints

- * There are 27 sprites including the dragon. These must be destroyed before the Magister can be killed.
- * Maximum health is 12 weights (6 on each side) = Herculean
- * To get onto chapel roof, stand on the drawbridge then close it.

Note -

do not do this until you have the key from the wizard's hut and have entered the catacombs from under the large rock, and then under the rug in the wizard's hut.

- * Lifting weights in the gymnasium increases your health.
 - * Standing in hospital cures you up to normal health.
 - * The spirit in the courtyard will only appear when a rock is thrown at the flag.
 - * To enter the junk room, fire at the plate (on the left of the door), until it disappears, enabling the door to be opened.
 - * To kill the dragon, shoot eyes, teeth and horns, until they disappear.
 - * To kill the Magister, shoot at his head (not eyes).
 - * To confront the dragon, start on level 4 in the SW tower. Enter onto the ballroom balcony, there is a break next to the last door, drop down, and commence along the south passage.
 - * To find the Magister, go to the SE tower and press the button in the king's solar on level 4. Then reach across the second barrier in the corridor, and activate the crank. Go round to the south passage (the long way) and you will be able to enter the Magister's room.
 - * A final piece of treasure appears on the table in the wizard's hut after the key has been collected from the chapel roof. Use rock travel to transport yourself from window in the gymnasium to the wizard's hut, then collect treasure and transport back.
-

1.186 castle of terror

The flint is found in one of the barrels.

1.187 catch'em

Enter any of the following for the password:

02 DINOSAUR 11 BABBNASN 20 BACKSIDE 29 DELIRIUM
03 UMBRELLA 12 ASTEROID 21 TAILGRAB 30 DOMINION
04 MOSQUITO 13 BADLANDS 22 BONEHEAD 31 EGYPTIAN
05 AIRFORCE 14 BAMBOOZL 23 CAREFREE 32 FISHHOOK
06 ALLIANCE 15 BARBECUE 24 CARNIVAL 33 FOOTSTEP
07 AMERICAN 16 BAREFOOT 25 CAULDRON 34 FROGNOSE
08 ANACONDA 17 BASEMENT 26 CONCRETE 35 GRANDSON
09 ANCIENTS 18 BEERBIRD 27 CRAWFISH 36 GUNSMITH
10 ANTELOPE 19 BETRAYAL 28 DANDRUFF 37 HANGOVER

Enter any of the following for the password to see the ending:

"FORTYTWO", "KICKFLIP", "BODYSLAM", "KNOCKOUT", "MINISTRY",
"ESTRAGON", "FRONT242", "PARASITE", "PINGPONG", "ULTIMATE",
"ZERONINE", AND "CODEKING".

Enter "MICHAELA" as your password for a level select.

Enter "AEROBICS" as your password for ?????.

1.188 cave runner

Get to level 2, then type "SUB B BOYS" (including the spaces).

The screen will flash blue and:

<F1> Gives nine lives.

<F2> Sets the timer to 99 - useful for level D.

<F3> Jumps to next level.

1.189 chamber of the sci-fi mutant priestess

You don't have to complete all five Ordeals. Instead go into the tunnels (from The Noose) and wait an hour. Then leave the tunnels and go to the Master's Eye. Wait around until the master dies. Search his body for the whistle. Use it and a panel will open up. Reach inside and grab the egg.

1.190 champion driver

Level Codes ??:

1) INDIA 2) BRAVO 3) CHARLIE 4) FOXTRot

1.191 champions of krynn

Same cheat as in Pool of Radiance

1.192 championship manager 93-94

Select New Game, select Tranmere, and select Arrogant. Call yourself "Mr Bulgaria". You will now have about 34m to spend.

1.193 The Chaos Engine

ULTIMATE PASSWORD - All that you need to do is enter the password section and enter all T, V, X or Y letters. Level one will now start to load (but) before it does you will enter the shop with loads of lives and an impressive amount of money.

Go to one-player and CPU and then on the password screen type:
 HHGGFFDDCCBB for Thug and Preacher with 13 lives each and 57814 cash
 JHHGGFFDDCC for Navvie and Brigand with 8 lives each and 10605 cash

BBKMWQW#8R35 to be Brigand and Gentleman
 BBJMQWQ#5R35 to be Mercenary and Navvie
 BBJLQWQ#5R35 to be Mercenary and Thug

Level Codes for Navvie (human) and Brigand (computer)

normal money: large money:
 ZBVKL9ZN5717 - World 1
 GVVCH5DMS7#N World 2 3V4J#4NJ#8QC - World 2
 V35076X6S7WH World 3 QVWHN#MP#5MQ - World 3
 6UCDXU25S7V2 World 4

Two - player game:
 N#F04C56Q2MO - World 2 with full weapons and lots of cash

other Level Codes:

Code	Players	World	Cash
LQPBK8JWDNBY	Thug, Preacher	2	40000
8H8BKOSWQY7H	Thug, Preacher	3	30000
P28BKM6XMWWK	Thug, Preacher	4	30000
PKJKDL1#DFD4	Brigand, Mercenary	4	20000
FKHQFM2BX6WB		2	
PFNHH0#L2#BX		3	
62KBCR#349N2		4	

Secret Exit Locations:

Level 1:
 Shoot nodel, pick up silver key, this opens the trees. Go right then down then ALL the way right, you should find a small room and a gold key; pick

it up to open secret door below. Only 1 exit.

Level 2:

Shoot first node, pick SILVER KEY1, a bridge appears on rock platform. Follow bridge and pickup GOLD KEY1 at the bottom/left edge of the rock platform. Another bridge appears, go up and pick up GOLD KEY2. Go down platform, go to the right (dont go up the first bridge you find). Once all the way right, go up, pickup GOLD KEY3 and don't pick up SILVER KEY2 yet; go right instead to secret room. Go back and pick SILVER KEY2, opening yet another bridge. Follow bridge, you may pick GOLD KEY4 in middle of waters if you wish. Once you reach the nodes, shoot 1nd one, go up toward exit, pick up GOLD KEY5 to the right, go down newly formed stairs and shoot node3, exit.

Level 3:

Go down and pick GOLD KEY1 behind small rockface to create stairs further down the road. Go up (right/up or back and then up/r/up). When you reach the circle with the dynamite, bugs will appear, use dynamite then; pickup GOLD RING that appeared. Go up rock ring, pickup GOLD KEY3, blast monsters below, go down again. Shoot SILVER PILLAR, go up, shoot node1, go up/right, pickup GOLD KEY4 and shoot node2. Go left until you reach a room (down) containing SILVER KEY2. Pick it up to open room to the right (backstep) with node3 and SILVER KEY3. Dont pick SILVER KEY3 yet, shoot node3. SILVER KEY4 appears below you, pick it up and go back to room where you found SILVER KEY3. A new passage to the right should be open, go there and pickup GOLD KEY5, another passage will open to the far left, going down to a row of pillars. Go there, shoot ALL pillar, some will leave stuff. Go all the way down and pickup GOLD KEY6. Then go back UP and pickup SILVER KEY5. Go right and pickup GOLD RING. Find node4, shoot it and follow the new passage to GOLD KEY6. Pickup GOLD KEY6, and you can now exit from A or B.

Level 4:

I'd need to draw a map for this one! But, when you reach the end of this level, you need to shoot one of 2 pillars to progress. Shoot the one to the right, this'll open up stairs behind you to reach the secret 'cavity' below.

1.194 chaos strikes back - dungeon master ii

Find a Dragon and cast a "MON ZO GOR SAR" spell, then press <ESC> to pause the game. Now, while holding down the left <ALT> key, type in: "LORD LIBRASULUS SMITHES THEE DOWN". Unpause the game and kill the dragon, and when the dragon dies it should leave behind a Firestaff, and the party should be invincible.

Undocumented Spells:

GOR IR KU - Detects Monsters
GOR IR ROS - Detects fake walls and "invisible" (actually hard to see) pits
GOR IR DAIN - Detects "magic" on screen?
ZO IR NETA - Anchors the map at the point of casting so that as you move around, the map view stays at the anchored position.

It's REALLY easy to kill ANY dragon. Here's how.

- 1) Prepare all your players with MON IR VEN spells (mega poison cloud)
 - 2) Use the green freeze life box (on the dragon)
 - 3) Cast the spells, and then double up on each player
-

(ie. each player casts 2 spells for a total of 8)
4) Wait... dinner will be served soon.

Using the Vorpall Blade:

If you don't have both Vorpall Blades, you can increase #hits/time by passing the weapon back and forth between the two attacking players.
(ie. hit -> pass blade to #2 -> hit -> pass back to #1 -> hit ->...

Everything is affected by fireballs, including knights and dragons. The only exceptions are slime, black flames, and the thing that pops up from the floor.

1.195 chariots of wrath

When instructed to 'press fire to start', push your joystick forward and you will get infinite lives.

1.196 charlie chimp

Hold down <RIGHT MOUSE> while it loads and a message will appear (CHEAT MODE ACTIVE). Use the following keys:

<1> Baseball bat <HELP> Jump to next level
<2> Golf club <I> Invulnerability
<3> Tennis racquet <L> Get an extra life
<R> Sets time to 24 Collect all BONUS letters
<T> Sets time to 99 <E> Collect all EXTRA letters

1.197 charlie chimp 2

Press <LEFT MOUSE> on the title screen. During play use the following keys:

<HELP> Skip levels
 Bonus level
<E> Extra level
<1> Gives charlie a baseball bat
<2> Gives charlie a hockey stick
<3> Gives charlie a tennis racket

1.198 charlie j cool

Press <P> to pause the game and type in one of the following:

"CURRY AND RICE" Increases lives to 20
"WAIT DA MAN" If you die, you wont lose a life
"BADBOY" Skip to next level
"DREAMZONE" Invincibility

Now press <P> again to unpaue the game and activate your chosen cheat mode.

1.199 charly

Level Codes:

2 ROOM	11 HAIR	20 STAG	29 LOAD	38 TASK	47 FOUL
3 CLAW	12 SPOT	21 LEAP	30 LIFE	39 BOSS	48 CALL
4 NEST	13 NAME	22 WORK	31 PICK	40 LAND	49 LINE
5 WORD	14 EDGE	23 GLAS	32 POST	41 FREE	50 BEER
6 FISH	15 DEEP	24 LOOP	33 RING	42 BANK	
7 AUNT	16 CASH	25 DARK	34 GREY	43 BABY	
8 RUSH	17 SALT	26 ATOM	35 BEST	44 STAR	
9 TUBE	18 PACT	27 TALK	36 DEAD	45 HINT	
10 RICH	19 FIRE	28 COAT	37 KNOB	46 CHAT	

1.200 chase h.q.

After Nancy has told you about the criminal, start tapping the <SPACE> at high speed and continue until loading has finished and the game begins. Your car will now have a top speed of over 1,000 km/h

During the game, hold down <LEFT MOUSE>, <FIRE>, and type "GROWLER". From now on hit <T> for full time. Also, at the beginning of every stage, hit <SPACE> immediately for a free nitro.

To make your steering easier, use the <Z> and <X> keys.

1.201 chase h.q. 2

Hold down <H> and <F5> while the game is loading, now all the roadside obstacles will disappear.

Type "IN A GARDEN IN" or "IN A GARDEN" (or no spaces) then press following:

<N> Skip Levels
<1>-<6> according levels
<W> Rocket things
<T> More time (Keep pressing)

1.202 chip's challenge

Start game normally then press <F>, the screen should flip upside down.

Enter "SAGITTARIANS MAKE BETTER LOVERS." (with fullstop) to give you an infinite supply of keys, shields, ice boats & magnets.

Enter "09/12/57" for unlimited time.

Enter "I THINK THEREFORE I AM." so you don't need to collect chips to escape. Now you can press <C> to skip to the next level.

Pressing <F> will return you to the game.

Level Codes

1	BDHP	26	YVYJ	51	IGGJ	76	NMRH	101	RPIR	126	QRLD
2	JXMJ	27	IGGZ	52	PPHT	77	FHIC	102	VDDU	127	JMWZ
3	ECBQ	28	UJDD	53	CGNX	78	GRMO	103	PTAC	128	FTLA
4	YMCJ	29	QGOL	54	ZMGC	79	JINU	104	KWNL	129	HEAN
5	TQKB	30	BQZP	55	SJES	80	EVUG	105	YNEG	130	XHIZ
6	WNLP	31	RYMS	56	FCJE	81	SCWF	106	NXYB	131	FIRD
7	FXQO	32	PEFS	57	UBXU	82	LLIO	107	ECRE	132	ZYFA
8	NHAG	33	BQSN	58	YBLT	83	OVPJ	108	LIOC	133	TIGG
9	KCRE	34	NQFI	59	BLDM	84	UVEO	109	KZQR	134	XPPH
10	VUWS	35	VDTM	60	ZYVI	85	LEBX	110	XBAO	135	LYWO
11	CNPE	36	NXIS	61	RMOW	86	FLHH	111	KRQJ	136	LUZL
12	WVHI	37	VQNK	62	TIGW	87	YJYS	112	NJLA	137	HPPX
13	OCKS	38	BIFA	63	GOHX	88	WZYV	113	PTAS	138	LUJT
14	BTDY	39	ICXY	64	IJPQ	89	VCZO	114	JWNL	139	VLHH
15	COZQ	40	YWFH	65	UPUN	90	OLLM	115	EGRW	140	SJUK
16	SKKK	41	GKWD	66	ZIKZ	91	JPQG	116	HXMF	141	MCJE
17	AJMG	42	LMFU	67	GGJA	92	DTMI	117	FPZT	142	UCRY
18	HMJL	43	UJDP	68	RTDI	93	REKF	118	OSCW	143	OKOR
19	MRHR	44	TXHL	69	NLLY	94	EWCS	119	PHTY	144	GVXQ
20	KGFP	45	OVPZ	70	GCCG	95	BIFQ	120	FLXP		
21	UGRW	46	HDQY	71	LAJM	96	WVHY	121	BPYS		
22	WZIN	47	LXPP	72	EKFT	97	IOCS	122	SJUM		
23	HUVE	48	JYSF	73	QCCR	98	TKWD	123	YKZE		
24	UNIZ	49	PPXI	74	MKNH	99	XUVU	124	TASX		
25	PQGV	50	QBDH	75	MJDV	100	QJXR	125	MYRT		

1.203 chips challenge

To activate the cheat press the <F> key and the type in any of the following:

"I THINK THEREFORE I AM" Exit level without getting chips

"09/12/57" Unlimited time

"SAGITTARIANS MAKE BETTER LOVERS" For infinite extras

Press <C> to skip levels.

Level Codes:

1	BDHP	11	CNPE	21	UGRW	31	RYMS	41	GKWD
2	JXMJ	12	WVHI	22	WZIN	32	PEFS	42	LMFU
3	ECBQ	13	OCKS	23	HUVE	33	BQSN	43	UJDP
4	YMCJ	14	BTDY	24	UNIZ	34	NQFI	44	TXHL
5	TQKB	15	COZQ	25	PQGV	35	VDTM	45	OVPZ
6	WNLP	16	SKKK	26	YVYJ	36	NXIS	46	HDQY
7	FXQO	17	AJMG	27	IGGZ	37	VQNK	47	LXPP
8	NHAG	18	HMJL	28	UJDD	38	BIFA	48	JYSF
9	KCRE	19	MRHR	29	QGOL	39	ICXY	49	PPXI
10	VUWS	20	KGFP	30	BQZP	40	YWFH	50	QBDH
51	IGGJ	61	RMOW	71	LAJM	81	SCWF	91	JPQG
52	PPHT	62	TIGW	72	EKFT	82	LLIO	92	DTMI
53	CGNX	63	GOHX	73	QCCR	83	OVPJ	93	REKF
54	ZMGC	64	IJPQ	74	MKNH	84	UVEO	94	EWCS
55	SJES	65	UPUN	75	MJDV	85	LEBX	95	BIFQ

56 FCJE	66 ZIKZ	76 NMRH	86 FLHH	96 WVHY
57 UB XU	67 GGJA	77 FHIC	87 YJYS	97 IOCS
58 YBLT	68 RTDI	78 GRMO	88 WZ YV	98 TKWD
59 BLDM	69 NLLY	79 JINU	89 VCZO	99 XUVU
60 ZYVI	70 GCCG	80 EVUG	90 OLLM	100 QJXR
101 RPIR	111 KRQJ	121 BPYS	131 FIR D	141 MCJE
102 VDDU	112 NJLA	122 SJUM	132 ZYFA	142 UCRY
103 PTAC	113 PTAS	123 YKZE	133 TIGG	143 OKOR
104 KWNL	114 JWNL	124 TASX	134 XPPH	144 GVXQ
105 YNEG	115 EGRW	125 MYRT	135 LYWO	
106 NXYB	116 HXMF	126 QRLD	136 LUZL	
107 ECRE	117 FPZT	127 JMWZ	137 HPPX	
108 LIOC	118 OSCW	128 FTLA	138 LUJT	
109 KZQR	119 PHTY	129 HEAN	139 VLHH	
110 XBAO	120 FLXP	130 XHIZ	140 SJUK	

1.204 chop & drop

For a good laugh push <T> when fighting and your guy's pants will fall down. Push <F> for your opponent's pants to fall down. <S> allows the fighter's shadows to change color.

1.205 chrome (pd)

Level Codes:

1 START	8 FLOOR	15 CHESS
2 TRUTH	9 PAPER	16 WORLD
3 JELLY	10 EARTH	17 AUDIO
4 STORY	11 SPACE	18 LOGIC
5 CLOUD	12 GENAM	19 TITLE
6 MOUSE	13 APPLE	20 VENUS
7 HUMAN	14 JUICE	

1.206 chronoquest

Complete Solution:

Part 1 - INTRODUCTION AND COMMENTS

(Compilers Note: I have left this discussion-like portion of the solution unaltered because it gives a lot of interesting facts and comparisons. I know that the ST-related bits are irrelevant to all you Amiga owners, but it's nice to know...)

The following walkthru is a sort of compromise. The game is available for both the Atari ST and the Amiga, but the moves for the two versions are very different. We decided to write just one with lots of version notes included. This is not the most satisfactory method, but it's the best we could come up with that didn't involve two separate scripts.

Generally, the game is a good one. The graphics are excellent, the music is good, and the puzzles are tough but reasonably fair. However, a few cautionary observations are in order before getting into the walkthru.

First, the ST version allows you to read only one document: a scroll. However, we know of no way to read even that in the Amiga version. This is a particularly unfortunate problem since it gives some specific instructions which are needed to complete the game. If you are playing the Amiga version, by all means drop by The Gamers' Forum when you get the scroll, and we will be happy to let you know what it says. (Or, of course, continue reading this walkthru.) There are also two other letters which we suspect gave important clues, but we couldn't read them in either version.

Second, the save/load features are slightly peculiar. The Amiga version allows for complete installation on a hard disk; however, this is not true for the ST version. While the disks aren't copy protected, only disks 2 and 3 have hard disk support -- and only for the root directory of drive "C" (no folders allowed). It's certainly possible to copy the Boot disk and Disk 1 to any place you wish, but a great many of the files have duplicate names.

In addition, each saved game (which uses less than 700 bytes) requires a separate disk. This is not a major problem since they're entirely non-destructive; so, you can use any disk with a bit of space, but it is annoying. Finally, there is no "quit" feature (you must turn off or reset the computer), and dying requires a restart. Third, the documentation is incorrect where it talks about things you may drop. Any dropped item behaves in exactly the same way, no matter where you drop it -- in the room where you pick it up, the room you're to use it in, or any other room. In the ST version, all dropped items appear in the bottom left corner of the screen, and you can drop as many as you want. Only four will show at a time; if you pick up one or more, the other items will show as space allows. The Amiga version also lets you drop as many items as you want, but finding them is far more difficult. You must search most of the lower portion of the screen. Fortunately, if you follow this walkthru, you won't have to do that.

Fourth, the Amiga version has no clock, but the ST version does. The ST version requires you to be at a particular place at a certain time. While this walkthru will get you there on time, we do not know what uses up time and what doesn't. Therefore, you may need to cause time to pass by looking at the TIME icon.

One final comment: At times the game will display inset pictures on your screen of various things you may have examined. Often, it is the inset you need to use in order to get an item, or whatever else you may be trying to accomplish. If something isn't working when you know it should be, try using the inset instead of the original (or vice versa, depending on what you were using before). We do tell you which to use, however. So, let's get started!

Part 2 - THE CASTLE

Once you start travelling, it is difficult to return to the rest of the castle, so we'll start by collecting everything we need in this part. You begin in the Entrance Hall of your father's castle. If you LOOK at

the left newel post of the stairway, you'll notice it's missing an ornament. Go east into the den, and you'll find it on the bookcase to the right of the desk. It's the only important thing in this room; so, GET the ornament, and while you're here, DROP the letter (the one from your documentation), and go back west to the Hallway. USE the ornament on the top of the left newel post. LOOK at the urn and you'll find your first punchcard! TAKE the card from the urn. Go up and LOOK at the base of the statue. TAKE the key, and USE it on the lock of the chest at the back of the room. LOOK in the chest, TAKE the gloves, and drop the key. Now, LOOK at the upper right-hand corner of the carpet, and you'll find another punchcard. TAKE it, and proceed northeast into the bedroom. PULL on the handle of the bedside table, then LOOK in the drawer. TAKE the piece of paper. LOOK at the throw pillows on the bed, and TAKE the punchcard you find there. LOOK under the bed, and TAKE the grapnel and rope. That's all that's important here, and the other bedroom has nothing useful. Head southwest and down to the Entrance Hall. Go west into the dining room, then north into the kitchen. TAKE the bottle on the counter. PULL on the cabinet that is directly under the sink. LOOK at the cabinet, and you'll get a smaller picture of the safe that's hidden there! USE the paper you found upstairs on the safe. Voila! It opens, and you see some money and a lighter. Ignore the money, but take the lighter, then go south, east, and northeast. Hey, it's dark! Not to worry. LIGHT the lighter, then go up and east into the chapel. On the right side of the mantel in the rear of the room is a candle. TAKE the candle, LIGHT it, then UNLIGHT the lighter. It is important to do this as efficiently as possible because the lighter is almost out of fluid, and you'll need it later. LOOK at the book on the lectern, and you'll find the fourth punchcard you need. TAKE it and go west, down twice, then east to the Laboratory. At this point your inventory is probably full, so DROP any one item except the candle.

LOOK at the mirror on the wall, and a hidden switch will appear. PUSH the switch (on the inset picture), and a secret door will open! DO NOT GO THROUGH THE DOOR! Putting the ornament back on the newel post activated the electricity so you could open the door. But if you go through the door now, you'll get fried! Go west, up, and southwest to the hallway. GET the ornament from the newel post, then DROP it. Go northeast, down, and east back to the Laboratory. PULL the left-hand desk drawer, and LOOK in it. You'll find some fuses. TAKE them, then go north into the Secret Room. Ah, ha! There's the time machine!

USE fuses on the green square at the bottom of the fuse box on the left rear wall, then PULL the lever next to the fuse box. The Time Machine comes to life.

(Amiga version: Don't be too eager to use the Time Machine just yet: You're going to need whichever item you dropped in the Laboratory. So, go south and search around until you find it. Use the GET icon on the bottom portion of the picture. You'll just enter the Time Machine use the UP icon (to leave it use the DOWN icon). So, ENTER the machine, and SHOW the control panel.

If you follow this walkthru exactly, you should be able to follow the rest of the instructions, because your punchcards will be in the proper place in your inventory. In case you haven't followed along, here is where the various punchcards in the Amiga version will take you:
From the Urn in the Hallway: Prehistory

From Under the Rug: India
From Under the Pillows: Egypt
From the Chapel: Mexico

If you remove a card, those to its right move to the left to fill the empty space, but their relative positions do not change. USE the SECOND punchcard in your inventory on the slot in the control panel.

Whoosh: You're in India! Go west, then north into the hut. The Leper wants to shake your hand, but you don't want to get leprosy; so, USE the glove, then TAKE the Leper's hand. Leave the glove on throughout the rest of the game: You'll need it periodically.

The Leper will be so grateful he'll give you a piece of paper which will allow you to take an elephant ride. He also asks you to get some water from the sacred temple which will cure him. GET the paper, and go south, east twice, then northeast to the Mahouts. DROP the paper, and they'll agree to take you to the temple.

"Up" will put you on the elephant's back, and you'll automatically end up at the temple.

Go east into the temple, and you'll find the sacred water. To get the water into the bottle, do the following exactly:

USE
BOTTLE
GET
WATER

The text should say that you have the water. Now go west and up, and the elephant will take you back to where you started.

Go southwest, west twice, north, and DROP the bottle.

The grateful Leper will offer you a key. TAKE the key, then go south, east, and north, and you'll see a smaller picture of a door. USE the key on the door and you'll be inside a hut. On the table is a letter and a piece of punchcard! TAKE the punchcard piece, and the letter, then DROP the letter. (It probably has an important clue, but nobody can figure out how to read it!) Go south, west twice, and you'll see a Fakir who has a scroll in his right hand. TAKE the scroll, but don't hang around! Go east twice, up into the machine, SHOW PANEL and PUSH the toggle switch on the left side of the control panel.

You made it home again! DROP the candle, then enter the Time Machine. SHOW PANEL, and USE the SECOND punchcard in your inventory on the slot.

You find yourself in Egypt! LEAVE the Time Machine and go northeast. You should see a pedestrian-crossing here. If you don't, do not go north, or you'll get run over! (The northeast direction in the Amiga version was VERY touchy; half the time you ended up going east instead of northeast. You can also get to the pedestrian-crossing by going east twice from the Time Machine.)

Go north twice, and you find yourself in front of a Pyramid. LOOK at the bottom left stone surrounding the entrance. You're told the stones are loose, and you find an amulet. GET the amulet. Since we can't find a way to READ things, you'll have to trust this walkthru.

The scroll says: "TOP, TOP LEFT, TOP RIGHT, TOP RIGHT." Using the PUSH/PULL icon, PUSH on the stones in the order indicated by the scroll, and the door will open. If you don't do this right, you die. DROP the scroll. Go north twice, ignoring the torch on the way. You don't want to mess with all those snakes, so DROP the amulet, and they disappear. Now, go north again, then west. USE the grapnel and rope, and go up.

Starting from the left, use the PUSH/PULL icon and PULL the SECOND, THIRD, FOURTH, and FIFTH levers into the down position. The sarcophagus will open. In it you find a ring and another piece of the punchcard. TAKE the ring and the piece of card. Using the PUSH/PULL icon, return the four levers to their original positions.

Go down, north, and TURN the right-hand torch on the wall to open a secret passage into Nefertiti. Going down will take you outside to the entrance into the pyramid. (If you hadn't returned the levers to their original positions, you would have been impaled on spikes in the secret passage.) Go south twice, west, and up into the Time Machine. SHOW PANEL and PUSH the toggle switch to go home. A note here about dropping pieces of the punchcard. This was done in order to make room in your inventory, but it is a bit of a pain to find them again, especially in the Amiga version. From now on, we will include a note on how many inventory spaces you will need in a given time zone.

For the next time zone (Prehistory), you will need four free inventory spaces. (The ST version requires five.) The punchcard you USE in the time machine will release one inventory space; you can drop an item to free another space.

In the secret room, DROP the piece of punchcard (if you need extra inventory space), SHOW PANEL, then USE the FIRST card in your inventory to enter Prehistory. LEAVE the machine and go east. LOOK at the entrance to the hut, and you'll find a bone. TAKE the bone. You will also find some dry grass and a rock. If you have space, you can TAKE the ROCK.

Now, go east twice, and north to the remains of a fire. LOOK at the fire and you'll find a piece of wood. TAKE the wood, LIGHT your lighter, LIGHT the wood, UNLIGHT the lighter. You may now drop the lighter. Toward the back of this scene you'll see some small rocks. LOOK at the rocks, and you'll be told there's a small rock there. TAKE the rock (if you didn't take the one from the hut), then go east and south into the cave. LOOK in the area of the candles, and you'll find another piece of punchcard. TAKE the piece, then LOOK at the drawing that appears in the left corner of the background. You should get an inset picture on your screen showing the drawing's finer details. It's a drawing of a temple with "13-H" written above it.

Go north, west, south, and west three times. ENTER the Time Machine (SHOW PANEL), and PUSH the toggle switch to go home.

Part 4 - MEXICO AND THE FUTURE

We're about to embark on the most complicated scenario yet; be prepared to save your game! First, DROP the piece of punchcard you picked up in Egypt, if you want to. You only need one free inventory space, and you'll get that from the punchcard. The branch is also useless, so you may drop it.

Go north to the Time Machine (Amiga version: SHOW PANEL), and USE the remaining punchcard on the slot. Suddenly, you find yourself in Mexico! From the Time Machine, go east twice, and you'll see a tree on the left side of the screen with a hole near its bottom. LOOK at the hole, then TAKE the necklace. Go west four times to the warrior. USE the necklace on his right hand near the bottom of the screen. He'll draw you a map, and tell you to start from the three rocks. Go northeast three times, then north to a small temple. LOOK at the temple, and you'll see an idol. TURN the idol, and you'll find a key. TAKE the key, go west three times,

and you'll be at the three stones the warrior told you about. Save your game here! As mentioned before, the direction icons are very touchy (particularly in the Amiga version); if you're off by a pixel or two, you'll go in the wrong direction and get killed. Go northeast three times, north twice, northwest twice, northeast, then east. You should find yourself in front of the temple. You should be still wearing the glove. If so, LOOK at the bush in the middle foreground of the picture. (If you're NOT wearing the glove, a snake will kill you!) You should get an inset picture of a slab with a slot in the middle of it. USE the ring on the slot in the MAIN picture (not the inset), go up, and beams of light will appear, indicating that the door is now safe to approach. Going up again will provide you with an inset picture of a door. You'll notice a small hole on each side of the door. USE the bone on the hole on the RIGHT side. The text will tell you that nothing happens, but if you go up again, you'll find yourself in the temple.

You are now inside the temple facing a chest. USE the key on the chest, and TAKE the final piece of punchcard! (If you have the other three pieces of punchcard with you, they will automatically become one whole punchcard. We guess punchcards worked differently in the 1920s, before computers were invented.)

Go down, and save your game; then, go west, southwest, southeast twice, south twice, southwest three times, southeast twice, and southwest.

You're back at the Time Machine. ENTER the time machine (Amiga version: SHOW PANEL), and PUSH the toggle switch.

Now LEAVE the machine, and GET the three other pieces of punch card you dropped in the room (if you dropped them). After you find the second piece, you'll see a new inset picture appear (in the Amiga version). We have no idea what it represents; if you figure it out, please let us know!

When you find the fourth piece, the punchcard will automatically be assembled for you, and you're ready for the final assault! All you need in your inventory at this point is the glove, rock, picture, and punchcard. ENTER the Time Machine (SHOW PANEL), and USE the punch card in the slot.

When you arrive, LEAVE the Time Machine. Ahead of you, you will see a door. To the left of it is what looks like a monitor with a couple of buttons under it. PUSH the red button, and a picture will appear on the monitor. In the lower right corner of your screen, you'll see a console. PUSH the red button on the console, and a map of the world will appear. Go west, the door should open, and a guard with a gun will appear. In order to take care of him, click in the following order:

HIT

MAN

ROCK

(Someone suggested that you need to do more here before hitting the man. So if this doesn't work, try fiddling around with something first.)

LOOK at the floor where the man fell; you'll find a suit, a gun, and a strange key. You need the suit and the key, but you can ignore the gun if you wish. USE the suit and you'll be wearing it.

Go north, east twice, and south to a small room with some equipment in it. At the bottom right you will see a platform with a red button on it. PUSH the button, and you'll see a picture of a strange machine with an "X" on it. (Remember the position of the "X"!) Now, go north three times, and west: There's the machine you saw in the little picture!

PUSH on the area where you saw the "X," and a compartment will open. Making sure you're still wearing the glove, TAKE the fuses out of the open compartment.

The machine will stop functioning. Go east. There's a storage compartment on your right which contains a spacesuit. This suit will let you go out into space, but there's nothing out there, so don't bother. Instead, continue south twice, then east. (If you're not wearing the suit, or if you didn't remove the fuses from the machine, you'll get killed at this point in the Amiga version.)

If you're still alive, USE the key on the control box to the right of the door. If you haven't brought the picture with you, the key will have no effect. (It makes no sense to us, either!)

If you HAVE brought the picture, the servant will appear, confess everything, and a picture of Humphrey Bogart will appear telling you you've won the game.

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1.207 chubby gristle

On the title screen type in "BUUURRP" <RETURN> and you will receive infinite lives after the sampled belch.

1.208 chuck rock

When the band are playing on the title selection, hit <ESC> and type in:

"ESTRANO" Fly mode (<LEFT SHIFT> toggles on/off)
"MORTIMER" Zone select (use Function keys <F1>--<F5> press in
correct order 1-5 or game will crash)
"TURN FRAME" Level select (use number keys <1>--<5>)

Infinite energy:

"FAST AINT THE WORD" or "FAST AIN'T THE WORD", "UNCLE SAMS",
"LIFE IS MY DREAM" or "MY LIFE IS A DREAM", "SHE LOVES CLEANING WINDOWS",
"ITS FAIRY BOWBELZ",

1.209 chuckie egg 2

If you type "ENABLE--F2" into the high score table, you will have infinite lives. When you are playing, while holding down <F2> you can move into any adjacent room by pushing the joystick in the direction of that room.

1.210 cisco heat

Start the game and type "EGOW", then use the following keys:

<T> For more time
<G> To abort
<Q> Show free memory
<N> Next race
<2>-<5> Go to corresponding level

1.211 civilisation

Press <ALT> and <R> to randomize the leaders personalities. Also on early versions pressing <SHIFT> and "1234567890T" gives a complete world map.

1.212 cj's elephant antics

On the title screen type in "ITCHY ARSEHOLES" or type it reverse to get infinite energy.

1.213 click clak

Level Codes:

1 Italy 0355	2 Egypt 3518
3 Mexico 6382	4 USA 8427
5 Greece 2385	6 Australia 5924
7 UK 1267	8 France 7208
9 Russia 6532	10 Germany 5012
11 China 6511	12 Italy 8562

1.214 cliffhanger

At any time type "ULTIMATE LIVES" for infinite everything. Type it again to turn game cheat off. Use <F1>-<F6> to skip to the corresponding level. Use <F10> to skip to the next sub-level.

1.215 clockwiser

Level Codes:

EASY PEASY TOUGHISH NERVEWRECKING IMPOSSIBLE

01 ***** 26 HATSEKIE 51 BLAARZAK 76 ZWAZZAZZ
02 QWERTYUI 27 OSSEFROS 52 KWEENIET 77 BRAZMRAZ

03 HOTSSSSS 28 GRATGOPL 53 WALDRILK 78 FLOBBEDO
04 MONINANU 29 HUIPERTU 54 CHRITIT 79 DIDELDEE
05 KREZUWEE 30 OLKEPOLK 55 SLISTOPI 80 MALLABOO
06 STALIOPA 31 HATSJIEH 56 DRUIPIDO 81 JITNEFOO
07 ZWEETSOK 32 GRUMPIER 57 PLOGHIOK 82 SNITNEDO
08 LAARSMIO 33 AIAKKIJA 58 GROEZELT 83 RUDOBORO
09 PORFEDIE 34 BRUIMBIE 59 REMMELCK 84 BOLIBELI
10 DERFGENO 35 KWEZELTA 60 KROKKULN 85 REFKELEN
11 IELBEDIE 36 GRINOLDE 61 ALLEMAFP 86 ZEBEDEBO
12 BRABEKIL 37 RHINBOLD 62 KIKELSTO 87 BOODJING
13 PLUISJES 38 HUIFREZI 63 PAPAZAKS 88 KRIKEPIK
14 ATSEWENT 39 OEPSADAI 64 BIBOBATS 89 DIDODEDO
15 CHACHOLI 40 PEAHSOUP 65 PEPODROL 90 SCHEBEDO
16 PIROWARF 41 HASHNIPO 66 HATSIKOO 91 NITNEJOO
17 JILSAPOI 42 AKIRAJAN 67 PERIDORO 92 FITNEDOB
18 DRILBILL 43 BEBIBOLK 68 ADROPORI 93 LAUWMAUW
19 FLOSEPIL 44 SPRITSOR 69 RUISLIBS 94 VUAAAUMK
20 BLUBSALF 45 FLUIMPIE *70 FDDELEH 95 VOELBOEL
21 MEGABYTE 46 GNEZOLIP 71 FOFOFIFO 96 DUBBELUP
22 YABADABA 47 PILIPOLT 72 PIELEMON 97 DRIBELDI
23 KRAKAMIK 48 POLKAZAR 73 BIBELEBO 98 DROLZWAK
24 KIKASTIK 49 SNOZALAF 74 BELLEBEE 99 KWAKSLAB
25 OKIDOKIH 50 PRETOVYT 75 FIDELDOM

1.216 clown 'o' mania

During the game, press <HELP> for more jumps and shots. The cheat will not register until one is used. Use as many times as you like.

Click <BOTH MOUSE> on the titlescreen and push <FIRE>. Now press <G> for infinite lives, jumps and shots.

1.217 codename iceman

To Decode Messages

Make notes of the codes the radio man gives you - "Read code book"- for Washington codes are as per book, CIA add 3, if greater than 10 subtract 10. The numbers you now have to relate to the shaded boxes in the manual, page no., line no., word no. You should now have two words for each message - "Use Computer" - Input the words when prompted to decode messages.

Here is the complete solution:

Look Table
Get Magazine
Stand
West
Play Ball

- Enter sea when girl is drowning

Lay Victim on back
Shake
Shout
Call for help
Establish the airway
Look, Listen, Feel
Give two good breaths
Look, Listen, Feel
Check pulse
Begin Compressions

- After girl has recovered:

East
Get Shirt
Up
Open Door
Get Key
East

- Go to the table at the bottom right

Talk Girl
Buy Girl drink
Dance
Sit Down
Talk Girl

- At Girls Room:

Yes
Kiss Girl
Yes
Talk Girl
Kiss Girl (several times)

- In the morning:

Get Up
Get Note
Read Note

- Leave

Look Ground
Get Earring
Open Earring
Look Inside Earring
Get Microfilm
West, West, West, West, Up
Unlock Door
Open Drawer
Get Change
Get ID Card

- Leave

Down, East, East, Up
Buy Newspaper
Open door
Talk Girl
Get Message
Look Notice

- Make note of the Phone no.
- Leave and return to your hut

Open door
Look Pockets
Get Book
Read Book
Use Phone (Braxton and Nosinky)

- Go to Hotel

Give Key

- Go to boat
- At Pentagon enter

Show ID Card

- Go to lift

Push Button
Show ID Card
Push Button

- Leave
- At submarine:

Salute

- In room:

Open Bookshelf
Get Code Book
Open drawer
Get Calipers
West

- Follow captains instructions
- Leave and follow captain and when asked for combination:

134

Get Envelope
Read Orders
Look Chart

- Return to controls
 - Follow instructions
 - When radio message, leave:
-

Talk to Radio Man

- Go cabin

Open Safe

23448803

Get Briefcase

Open Briefcase

762134

Insert ID Card

Insert Microfilm

- Leave cabin and go downstairs

West

Climb Down

East

Inspect Machine

Push Button

Inspect Machine

Measure Cylinder

West, Climb, West

Open Cabinet

Get Cylinder

6 In

Get Washer

1/2 In

Get Nut

1/2 In

Get Pin

- Go to Lathe

Use Lathe

Set Lathe

I In

Turn on Lathe

- Go to Drill

Get Bit

1/4 In

Use Drill

- Go to Grinder

Use Grinder

West, West

Open Drawer

Get Wrench

1/4 In

Get Hammer

- Return to torpedo room

Replace Cylinder

Put in Pin

- Go to cafe

Get Bottle

Yes

- Play dice until you have won the bottle, his money and an electronic device (this takes ages and you can only restore twice so allow two hours to play). Return to controls and follow instructions, on top, - "Look Binoculars".

- Destroyer:

- Dive below 600 ft
- Make speed 5 knots
- Silent running
- When the white line of the destroyer is halfway across active sonar,
- Fire harpoons
- Fire decoy
- You need to hit the ship three times to sink it
- After it's sunk, leave

Talk Radio Man

- Follow decoding procedure then return to controls

- Icebergs:

- Steer round them slowly while watching closed circuit TV

Contact Ice Station

- Once you are past them, leave

Talk Radio Man

- Follow the decoding procedure, and return to controls

- Alpha:

- Dive to 2310 feet
- Silent running
- Zero speed
- Wait for Alpha to go
- Activate sonar on and off

- Coontz:

- Follow coontz to Tunisia, leave

Look Periscope

Look Oil Rig and Harbour

- Go to stones

Open Cabinet

- Go to torpedo room

Open Cabinet
Get Explosives
Get Flares
Get Flares

- Go to the machine shop
West, West
Push button
Get Dive Vehicle
Inspect Dive Vehicle
Put Washer on Dive Vehicle
Put Nut on Dive Vehicle
Open Drawer
Get Wrench
1/2 In
Tighten Nut
Climb
Open Book
Wear SCUBA Gear

- Your heading should be the heading shown on the periscope plus
- 180 degrees
- Set Explosive on drilling rig
- Return to sub and follow the same procedure for harbour
- At magnetic field:

Use Device
Up, East, East, East
Tie Diver to Pillar
West, West

- Wait for net to come down empty

Up
Iceman
Fish
Look Fish
Look Line
Get Line
Look Wright
Open Capsule

- Follow map East, East, Up, West

Enter door
Look Sugar container
Get Sugar container
Empty Sugar
Remove false bottom
Remove foam
Get Gun
Look through Window
Open Fridge
Get Butter
Remove Lid

Get Paper
 Read Paper
 Get Tape
 Get Card
 Use Phone
 03-555-8097
 Order food
 Use tape
 Yes

- Leave, get in van

Get food
 Hide Gun

- Follow guard
 - In hostage room:

Drop food
 Remove Lid
 Get Gun
 Shoot Guard
 Shoot Guard
 Free Ambassador
 Remove Clothes
 Leave

- A short arcade driving sequence now follows to complete the game

- The End!

1.218 colonial conquest 2

Playing Against An Alien Opponent

The aliens never seem to attack your planets until very late in the game, after they have colonized a lot of the uncolonized planets in the universe. I can not guarantee that the aliens will attack late in the game but it is very likely that they will leave you alone until at least turn 150. As soon as possible build an exploration ship and send it with a couple of other combat ships (for protection) to the surrounding planets, this serves two purposes - to look for planets to colonize and to look for alien life-forms.

When you find alien life-forms and the empire offer you fleet forces or resources. (a transporter partially filled with food, material and energy) I would recommend that you always take the fleet forces because spaceships are usually much more useful than a transporter partially filled with food, material and electricity, also the empire can send the spaceships to any planet instantly which cuts down the time spent exploring the universe for good colonizable planets.

The details of fleet forces and resources obtained at different IQ levels can be seen below:-

IQ Rating	Of Life Form		Fleet Forces		Resources
	Food	Material		Energy	
1	Fighter	15	0	15	

2	Dreadnought	30	60	30
3	Cobra Ship	45	180	45
4	Pulsar Destroyer	60	240	60
5	Battlestar	75	360	75

When the aliens attack your planets in overwhelming numbers and you do not have a realistic hope of recapturing it, it is most important to destroy the energy storage units so that when you come to destroy the planet with your planet destroyer and the aliens have built a planet shield you can destroy the planet since you need twice as much energy as is contained in the planets energy storage units (if you have demolished the energy storage units that should be 20 energy units).

When you no longer have a use for the colony station on your colonized planets it is a good idea to demolish them - this gives you 11 units of material and 1 more place to build things and the you still have the space for 4000 people that you had before you demolished it. The aliens tend to build more objects on their planets, the higher the difficulty level. On the easy level they tend to build 4 objects - typically an alien central unit, a nuclear power plant, a ground defence unit and a space port.

On the suicide level the maximum I have seen the aliens build, given time is 10 objects - an alien central unit, 2 nuclear power plants, 2 planet defence units, a space port, 2 energy storage units, a planet shield and an anti spy satellite antenna. This gives the aliens a maximum of 620 units of energy and the alien central unit produces 24 units of material per turn regardless of which difficulty level you are playing on.

Do not leave your spaceships in orbit around planets colonized by the aliens as they will build tripods(alien troops) endlessly until you leave which can cause problems later on if you decide to invade the planet with troops.

Colonizable Planets

It is difficult to say how many planets should be colonized to their full capacity as it largely depends on how quickly you defeat the aliens and the difficulty level you are playing at.

Level No. Of Planets To Colonize

Easy	1-2
Medium	3
Hard	4
Suicide	5-6

The best planets to colonize are planets with the highest food and mineral wealth (petrol and metals) though mineral wealth is more important since greenhouses can be built to provide food but mining sites cannot be built. There are two main ways to defeat the aliens - one is to invade their planets with spaceships and troops (Very difficult and time consuming), two is to keep building spaceships, and research until you reach Tech. level 9 and then build a planet destroyer and destroy all the planets that the aliens have colonized and then wipe out the aliens with your large fleet (Much, much less difficult and much, much less time consuming). It is best to choose which of these methods you are going to use near to the start of the game (needless to say I would recommend the second method). If you choose the first method you will need to build barracks - one or two per planet should be enough and troop transporters. If you intend invading the alien planets with troops, you will need approximately three or four times as many troops as there are tripods defending. If you choose the second method you will need to build lots of fusion power plants (6 or 7), 7 or more energy storage units and a planet destroyer on the same planet - it is best to build these units on the

planet furthest away from where you think or know the aliens are so that it takes more energy when you use the planet destroyer and that way if the aliens have a planet shield you are more likely to destroy their planet. The most important part of this game is that you can only ever build 35 objects on a planet. But remember you can bulldoze them for the return of half of the material it cost to build them. The bulldozer facility along with the increased number of different constructions gives the game a lot more flexibility, this means that the number and type of objects built on your planets will be different from game to game. Always remember to demolish constructions on your planets after they have ceased to be useful, especially irrigation units, snow melting units and universities.

When tech level 5 is reached you should build fusion power plants and demolish any energy collectors, coal power plants and nuclear power plants. If you use method two, after you have destroyed all the alien's planets, the planet destroyer, extra fusion power plants and extra energy storage units can be demolished.

Mothership

The mothership is a very powerful spaceship and the only ship capable of repairing itself. Destroying it will stop the aliens colonizing other planets but they can still wipe you out with combat ships and troops. When you have built a planet scanner and think you have enough combat ships to protect your planets try and find the mothership by sending some fighters to all of the planets or you can just wait until it finds you and then track it with the planet scanner and send enough ships to destroy it. (12-15 pulsar destroyers (at Tech. level 8 or above) or equivalent should be sufficient) You will have to chase the mothership from planet to planet as it usually moves, once it has encountered resistance.

Do not attack the mothership with small numbers of ships as it will destroy them and by the time you have attacked it again it will have repaired itself.

Spy Satellite

The only time when building a spy satellite is justified is if you use an energy cannon to attack the alien planets. It is quite useful to be able to see the result of your attack.

Technology levels

Tech. Level	Discoveries	Research
1	Scan Beam Disturber And Anti Spy Satellite Antenna.	10
2	Irrigation Unit, Exploration Ship And Spy Satellite.	20
3	Snow Melting Unit And Cobra Ship.	40
4	Pulsar Destroyer.	80
5	Battlestar And Fusion Power Plant.	160
6	Planet Scanner And Stargate Ship.	320
7	Energy Cannon.	640
8	Planet Shield.	1280
9	Planet Destroyer.	2560
10 and Above	Nothing Special.	5120

Note: Stargate ships are discovered at Tech. level 6 NOT Tech. level 5 as may be written in the colonial conquest manual.

Playing Against A Human Opponent

Playing against a human opponent is more difficult than against the aliens. Humans can use energy cannon or planet destroyer against you.

The number and type of buildings built on your planets is roughly the same

as against the aliens but all of your planets should have universities, because being the first to develop an energy cannon or planet destroyer can accelerate victory. A planet shield is also advisable so there is less chance of the above happening.

The planet scanner becomes a more useful piece of equipment. It can be used to discover which planets your opponent has colonized because from time to time spacecraft will move between the planets and it is likely that the busiest planets will be colonized, it will at least tell you which area of the universe is being colonized or explored.

Building spy satellites is still a waste of time and resources as your opponent may have an anti spy satellite antenna and knowing what is happening on their planets is not a major advantage, and you can only be 50% sure of the number of spaceships in orbit around the planet.

Bugs, Anomalies And Stuff

When you start a new game the planet the computer allocates you can never be explored for life forms.

When you build a food robot on grassland it gives you 3 units of food NOT 2 units as the help feature may display.

After the planet destroyer is used, it should self destruct afterwards, but if you have enough energy you can take 2 or 3 shots with one planet destroyer in the same turn by selecting the option more than once from the special commands menu.

Colonial Conquest can be multitasked by pressing the left Amiga and A keys.

If you use the planet editor it is worth knowing that when you design your own planet and come to save it and you use the 'GB' keymap you will need to press the 'Z' key instead of the 'Y' key, to save it.

If you are using a mouse blanker on your system, then it may cause some problems when you run Colonial Conquest.

Food Robot

Only build food robots on the 2 most plentiful land types, and only enough of them to feed the population taking in to account natural food sites.

Greenhouse

On planets with few mining sites, greenhouses are best built on desert or ice terrain but on planets with a lot of mining sites (more than can be mined by your intended population size) build them on mining sites since 1 shield of material is also gained.

Granary

2 granaries per planet are best since this gives you a good supply of food to sell to the empire in exchange for damaged combat ships.

Mining Robot

These are best built on sites where metals or petrol are present. When enough food has been produced for the population and you have built all of the structures you require, use the remaining mining sites to build as many mining robots as possible.

Energy Storage Units

2 energy storage units per planet is a good idea especially if you intend to install a stargate ship when Tech. Level 6 is reached because stargates now require energy to function. If you intend to build a planet scanner or energy cannon on the planet, 2 energy storage units is fine, but if a planet destroyer is built a minimum of 3 is needed to be able to fire from reasonably long distance.

Energy Collector

Provides 2 units of energy. Not worth building at all.

City Complex

4 city complexes are best to give a population of 36,000 but on planets with plentiful mining sites, 5 can be built.

Ground Defence Unit

Ground defence units can be omitted since the aliens rarely if ever attack your planet with troops until many turns after they have captured it. If you do build ground defence units they are very quickly destroyed if the aliens attack.

Barracks

If you use method one, 1 or 2 barracks per planet is fine providing you have or intend to, colonize additional planets, this does not strain the resources of any one planets to much. If you use method two barracks are obsolete.

Coal Power Plant

Provides 4 units of energy. Only worth considering when you first colonize a planet and need more energy to build a city complex or you want to build a high energy consuming construction (such as a planet destroyer) and you do not have quite enough energy and you are sure that you won't need any more energy.

Nuclear Power Plant

Provides 8 units of energy. Only worth building if you have a small number of shields or you have not reached Tech. level 5, where-after you can then build fusion power plants.

Fusion Power Plant

Provides 16 units of energy. As soon as these become available and you need more energy to build one. Remember you can always demolish energy collectors, coal power plants and nuclear power plants. This not only gives you more space on your planets but more energy production as well.

Snow Melting Unit

These are only really useful when you have a planet with a lot of ice terrain. It would be best to colonize another planet, but if you do build one remember to demolish it after it has changed the ice into grassland.

Irrigation Unit

These are only really useful when you have a planet with a lot of desert terrain. It would be best to colonize another planet. If you do build one remember to demolish it once it has changed the desert into grassland.

University

Only 1 per planet is needed. It can be omitted if you are pushed for room or if you have universities on other planets.

Medical Centre

1 per planet is essential to stop viruses breaking out.

Energy Cannon

Not really worth building as the alien planets have a maximum of 10 constructions so your chances of hitting anything are quite slim.

Planet Destroyer

It takes 4 energy units, a long time to build and at least 700 energy units to fire, but it is very useful to destroy the alien planets especially on the hard and suicide levels since it is difficult to destroy all of their vast numbers of spaceships, and destroying the alien planets stops them producing spaceships and then you can build up a large fleet of combat spaceships and destroy them.

Planet Shield

The planet shield is no use at all when playing against the aliens as they do not build energy cannons or planet destroyers.

Planet Scanner

This device uses 20 energy units for a short range scan and 50 energy units for a long range scan. 1 per game is needed, which is best built on the most central planet in the universe, since with a long range scan the movements of the alien spaceships can be seen throughout most of the universe.

Scan Beam Disturber

Not worth building since the aliens don't produce spy satellites.

Anti Spy Satellite Antenna

Not worth building as the the aliens don't build spy satellites.

Space Port

1 per planet is absolutely essential.

Colony Ship

It is best to build colony ships with 3 or 4 colonists aboard and establish colonies, as early in the game as possible.

Stargate Ship

Stargate ships should be built at your earliest opportunity when Tech. level 6 is reached. Stargates should be established at all of your colonized planets. The distance between stargates does not effect the amount of energy needed to make the jump. The amount of energy needed to make a stargate jump with each of the different spaceships can be seen below:-

Type Of Spaceship Energy needed for Stargate Jump

Fighter	2
Transporter	3
Exploration Ship	4
Troop Transporter	4
Colony Ship	5
Dreadnought	7
Cobra Ship	12
Pulsar Destroyer	17
Stargate Ship	18
Battlestar	22

Transporter

The best use for the transporter is to move between all of your planets, loading and unloading food, material and energy as needed. It is especially useful for collecting energy for a planet destroyer attack.

Exploration Ship

Build an exploration ship as soon as possible after Tech. level 2 is reached

and send it out with a couple of combat ships as backup to explore planets for alien lifeforms and colonizable planets.

Troop Transporter

Only worth building late on in the game if you have troops to transport.

Combat Ships

Fighters are only really worth building to protect exploration ships and to explore the universe early on in the game for good colonizable planets. It is difficult to say which combat ships are the best to build. Dreadnoughts take less time and material to build and aren't that powerful. Cobra Ships are take more time and material to build but are more powerful. I find that Pulsar Destroyers and battlestars are best to build as they are very powerful and give you more time to get reinforcements to a battle.

1.219 colonization

When starting a new colony name it "Charlotte". This will allow you to see all maps instantly, other European ports, check other county's statistics, and gives you \$50,000. When you access the other countries european ports you can spend all there money, I did this by recruiting loads of people, but you can buy anything.

If you rename your colony to some thing else you can then start another colony called charlotte and get another \$50,000. I started a colony got 50000 then abandond (sp) it lot's of times and started the game with 500,000.

1.220 color 'n' mind

Level Codes:

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17 HIGHLAND 33 BERENICE
02 ACBDFEHG 18 ANDROMED 34 INVADERS
03 XPKPPKXX 19 PAULWATS 35 NALLEGAM
04 FJLMJRNM 20 GROOMLAK 36 NOKITAGO
05 MARBLERE 21 CONTROLS 37 MOKITEMO
06 MEDISTAR 22 CENTAURI 38 HAROMENE
07 WSEVNAKL 23 MAGELLAN 39 SUMATZEE
08 TFMMFTTF 24 PLEJADEN 40 NOWADUMO
09 UPSHUMPF 25 PASADENA 41 ALMINOFA
10 ILIKEITX 26 TIMEGATE 42 HALUNAGO
11 AMIGONOW 27 GRAFFITI 43 BARUMINA
12 RONHNJMJ 28 FRACTALS 44 GOMFGURU
13 MOUSEPAD 29 ATLANTIS 45 ISAMONOR
14 LADELLAD 30 BERMUDAD 46 LARGOMUR
15 AMOSAMOS 31 GAVALION 47 APOLLUNA
16 ORCAFORC 32 EINSTEIN 48 MIHAMETE
49 NASAVOYA 50 CONGRATU

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1.221 colorado

Complete Solution:

*** The Winnemucca Forest

Starting from the canoe, head east into the next screen. Load your gun and shoot the Iroquois that makes his way towards you, and then continue east and enter the forest. At the crossroads take the upper trail and head back west. When you arrive at the screen with the archer, go behind the trees to avoid his arrows and then use the knife or hatchet to dispose of him.

In the next screen you will come up against the Iroquois chief; use the hatchet to kill him, and then take the necklace and skin. Go back to the last crossroads and climb the mountain, being careful not to fall off the edge (it's advisable for you to save the game at the peak). Pick up the nuggets at the top of the mountain, and then climb all the way back down and return to the first crossroads. Go east from the crossroads until you come across another archer. To kill him, hide in the first recess and cause him to shoot an arrow by moving diagonally backwards and forwards, then place yourself in his line of sight, make a jump and take cover in the second recess. Cause the archer to fire another arrow and then use the knife or hatchet to kill him. Be careful of the jump in the next screen, and then carry straight on.

*** Mac Biggle

Swap the nuggets, skin and necklace with him, and if necessary, drink a potion. Now continue walking east and climb to the end of the blind alley.

*** The Canyon of Death

Climb up, avoid the Apaches and then continue east; take care at the jump. On the other side you will be attacked by two Apaches; use the gun to dispose of these two, and then save the game. Continue on the lower road until you get to the next screen. As soon as you enter, move into the recess and reload your gun. Follow the archer into firing at you, then move back out of the recess and shoot him; walk east. Kill the Apache you come across with either the knife or hatchet. Do the same in the next screen, and then walk east again. Yet again, take care on the two jump, and after you have got to the other side, reload the gun.

Use the gun as soon as you enter the next screen, and then use the axe or knife to get rid of the Apache chief. Change the powder horn (freeing one icon), pick up the necklace and the peace-pipe. Go back to the fork and take the staircase; at the top of the stairs reload the gun, and as soon as you arrive in the next screen use it; reload the gun once more, shoot the next Apache you come across and then use the axe or knife to finish him off.

*** Music

Drop the peace-pipe in front of the Hopi chief and swap it for the silver bullet. Return to the first room in the canyon, make two left turns and pick up the nuggets, then return to the forest.

*** Mac Biggle

Trade the nuggets and the necklaces, drink a potion and return to the canoe.

*** Big Bear Forest

Take a right turn twice and then prepare to fight the first of the big bears. There are three methods that can be used but the best way is third method. Firstly, you can kill the bear with a stick of dynamite and one bullet; secondly, you can use one complete powder charge; lastly is to fight him with the knife. After you have defeated the bear, go right for two passages, take the passage at the back to save the game, and then come back to the second passage (in front of the tree on the right) and cross the field of rabbits. When you fight the wolf the best thing to do is to hit it immediately with a low blow from the axe, otherwise you will have to go back a place in order to let the wolf pass in front of you so you can give it a low blow with the axe or you can simply avoid it by not moving in a straight line. Continue right, and pick up the nugget.

*** The Gang Down the Mine

Throw the dynamite into the pile of rocks, then reload your gun and shoot the miner. Now select the knife or axe and strike at the miner who will then run away. Start moving right and when you get to the blind alley kill the miner you find there. Follow Huck through the mine where a passage will open up (NB - if there is a tree icon, you can pick up a nugget in the room to the right of the secret passage room); take this passage and at the first fork take the trail at the back. Go over a jump and at the second fork take the door at the bottom. Reload the gun, shoot the miner and then finish him off.

Go to the second fork and take the door at the back, reload the gun, and on entering the room, take a few steps forward and shelter in the recess. Make the Old Timer shoot, then use the gun in the low position to deal with him.

Take, and then read the parchment (drop it afterwards). Go right and throw the dynamite into the pile of rocks, then go to the peak where you can save.

Return to the first fork and go through the lower door; kill the miner with the gun, knife or axe. In the next room advance gradually, and when you hear the waggon, take a diagonal step into the recess (pick up the nugget if the icon is available), and then carry on right and kill the miner. Continue right and you will come across the head of the miners; if you still have some dynamite left use it on him, otherwise use the gun and knife or axe. Pick up the large nugget and return to the forest, and to the canoe.

*** In Cheyenne Country

Right (twice) - jump over the fire, turn right. Pick up skin (if the icon is not available, put down the object, pick up water skin, swap it at Biggle's store for gunpowder, change the powder horn, pick up object you put down). First fork: take the upper road.

*** Mac Biggle

Swap the nuggets and the big nugget. Right, second fork: take the one at the back behind the tents. Make sign of peace to the medicine-man, then find out what the parchment says. Go back to the first fork, take the lower road in front of the tent. Fight the giant in the same way as you did the bear. Go right, make the sign of peace to Chief Two Moons, find out what the parchment says; return to the canoe.

*** Terror in the Woods

Move right (four times), kill an Indian, right, Mac Biggle, kill the chief and take the necklace and skin.

*** Mac Biggle

Swap the necklace and skin. The silver bullet and potions can be left there; the powder horn can be swapped and you can drink a potion. Return to the third room in the forest and take the passage at the back to the right of the rock. Climb the mountain and fight the indian (you can avoid him but be careful of the sheer drop). Archer in the next room: reload the gun beforehand, crouch down on entering, cause the archer to shoot an arrow with standing/crouching action, then use the gun. Jump and then right.

*** The Medallion of Courage

Return to Chief Two Moons and put down the papoose. Recover the medallion. Take canoe at the beginning of the camp go back to the forest. Move back up the mountain; save in the cave and leave the cave by the right. Keep on going right killing all animals you encounter.

*** Two Moon's Son

At the foot of the peak, save and then climb the mountainside to the level of the sticks. Climb and at the top fight the condor. Take the papoose. Return to the mine; return to the cave using the lift. Go back down the mountain, pick up the silver bullet you had put down. In the second room in the forest, use the passage behind the large bush. Left, reload the gun and kill the indian using either of your weapons. Right, jump, right.

*** In the Kingdom of the Dead

Save again. Passage behind the burial-place on the right. Note the contents of the parchment, go right, pass in front again and to the right. Kill two wolves, right. To kill the lone wolf, load the gun with the silver bullet, take two steps to the right then use the gun, shooting low. Because you have the medallion you will not be hurt by the Great Spirit; take the canoe.

*** Powhatan's cave

Save your position. Take the right blind alley and climb at the bottom. If you take the right, kill the bear with the dynamite and the gun or in the traditional way. Return to the left and choose the barrel on the

extreme left (move back to avoid the blast of the explosion); the Passage of the Great Cross is open. Left and take the lift. Return to the mine. Go back to the fork then go to the back to return to the peak.

*** Pocahonta's gold mine

Right, place the medallion in front of chief, the passage open, and that's it - you've completed Colorado!

The End!

1.222 colossal adventure

Complete Solution:

There are several 'random' elements within this adventure, so it is not possible to indicate EXACTLY where or when they occur. The best thing to do is follow the procedures, detailed in these preliminary notes, to deal with each problem as and when it arises.

- * The first Dwarf you meet will throw an axe or small knife at you. It always misses the first time. Ignore the knife but get the axe. From then on, when you meet a Dwarf, throw the axe and take it again. One throw will usually suffice but you may have to repeat the action.
- * When you have some treasures the Pirate will rob you. To retrieve them (also the chest, which is itself a necessary treasure) go to the West End of the Hall of Mists. Now follow these directions EXACTLY:

South, East, South, South, South, North-East, East, North-West

You will now have found the chest containing your stolen treasure. Take the chest AND your stolen treasures and proceed EXACTLY as follows:

South-East, North, Down, East, East, Say 'Xyzzzy'

You are now back at the Small Brick Building. deposit the chest and treasures and resume where you left off. The Pirate will not return.

- * When you are told that the lamp is flickering, this is a warning that the batteries need replacing. Go back to the Small Brick Building and Get The Coins. 'Say Plugh' and then 'On Lamp' then proceed EXACTLY as follows:

South, South, Up, West, West, West, West, West, South, East, East, Climb

You will now have found the Vending Machine and you should 'DROP COINS'. The machine will dispense new batteries and your lamp is automatically 'recharged'. Now proceed:

North, Up, East, East, East, East, East, Down, North, North, Off Lamp, Say 'Plugh'

You are now back at the Small Brick Building. As the coins were a necessary treasure, this procedure will deduct TEN points from your final score! This solution cuts a few unnecessary corners out, and fully utilises ON/OFF LAMP and the magic words: PLUGH, PLOVER and XYZZY to reduce the chances of needing replacement batteries.

- * The 'Endgame' will materialise when ALL treasures have been collected and shortly after you are informed that the 'Caves are closing'.
- * Finally, each time you 'SAVE' your position, ONE point is deducted from your score.

Here is the solution:

Start at the End of the Road:

East, Down
Take Coins
Up
Drop Coins
Take Lamp
Examine Lamp
Take Keys
Take Bottle
East, South, South, South
Take Sandwiches
Examine Sandwiches
West
Fill Bottle
South, South
Examine Grate
Open Grate (using the key - it is now unlocked)
North, North, North, East
Say Plugh
On Lamp (you are now in the 'Y2' Room)
South, Down, West, Down, West, West, West, West, Down
Water Plant (the plant grows and asks for more water)
Up, East, East, North-East, East, Up, East, East, Down
Fill Bottle
Up, West, West, Down, West, West, West, West, Down
Water Plant (it now projects through an opening above you).
Up, East, Down
Fill Bottle (with oil this time)
Up, West, Down
Climb Plant
West (note the inscription on the West wall), North
Oil Gate (it creaks open)
Drop Bottle
South
Take Eggs
South, East, Up, East, East, North-West (you may have to repeat this until it works, and you should now be in the Oriental Room)
West, South-West, North
Cross Bridge (a Huge Troll appears and demands payment),
Give Eggs (you will retrieve them later)
Cross Bridge
Fee

Fie
Foe
Foo

- These latter four inputs will return the eggs to where you first
- found them!

North-East, East, North-East, East
Take Spices
West, South, Down, Down, In
Feed Bear (with the sandwiches)
Open Chain (using the keys)
Take Bear
Take Chain
Out, Up, Up, West, West
Cross Bridge (the greedy Troll appears again!)
Throw Bear
Cross Bridge
South-West, Down, South-East, South-East, North-East, East, Up, East
Up, North
Off Lamp
Say Plugh (you are now back in the Brick Building)
Drop Chain
Drop Spices
West, South, South, South, Down, West
Take Cage
On Lamp
West (note the word 'XYZZY' on the wall here)
West, West
Take Bird (in the cage)
West, Down, Down
Free Bird (it sees off the snake!)
Drop Cage
South
Take Jewellery
North, South-West, West
Kill Dragon
Yes (You kill the Dragon with your bare hands!)
Take Rug
East, East, North, North
Off Lamp
Say Plugh
Drop Jewellery
Drop Rug
Say Plugh (back to the 'Y2' Room)
Say Plover (You are now in the Plover Room)
North-East
Take Pyramid
South
Say Plover (back to the 'Y2' Room again)
On Lamp
South
Take Bars
North
Off Lamp
Say Plugh
Drop Pyramid

Drop Bars
Say Plugh
On Lamp
South, Down, West, Down, West, West, West, West, Down
Climb Plant
West (there's your eggs!)
North, North
Take Trident
South, South
Take Eggs
South, East, Up, East, East, North-East, East, North
Open Clam (a pearl rolls away out of sight!)
South, Up, East, Up, North
Off Lamp
Say Plugh
Drop Trident
Drop Eggs
Say Xyzzy (you are now in the Room of Debris)
Take Rod
West, West, West, Down, South
Take Nugget
North, West
Wave Rod (a crystal bridge appears and spans the chasm!)
Drop Rod
West
Take Diamonds
East, East, Down, North, North
Off Lamp
Say Plugh
Drop Diamonds
Drop Nugget
Say Plugh
On Lamp
South, Down, West, Down, East
Take Gazette
East
Drop Gazette
South (repeat until you are back in the Ante Room)
West, West
North-West (repeat until you move to the Oriental Room)
North, West
Off Lamp
Drop Lamp
East
Take Emerald
West
Take Lamp
On Lamp
North-West, South
Take Vase
South-East, North-East, East, Up, East, Up, North
Off Lamp
Say Plugh
Drop Emerald

- Don't drop the vase yet!

Say Plugh
On Lamp
South, Down, West, Down, West, West, East
Take Pillow
West, North-East, East, Up, East, Up, North
Off Lamp
Say Plugh
Drop Pillow
Drop Vase (it lands safely on the pillow)
Say Plugh
On Lamp
South, Down, West, Down, North, Down, Down
Take Pearl
Up, Up, South, Up, East, Up, South, North, South

- Now repeat alternate North and South movements until an Elf appears.
- He is the Warrior who gave you the map to the Colossal Cavern. He
- then congratulates you and asks you to free his people

Yes (the 'Endgame' now materialises, and you are at one end of a Huge Room)
North, South (there's all sorts of bits and pieces here!)
Take Keys
Take Lamp
Take Dynamite
On Lamp
North
Drop Dynamite
South-West
Take Rod
Blast (you kill most of the Evil Dwarfs and create a new exit to the West!)
West, West, West, Up, Up, Up, Up, Up, East, Down, West, West, West
Wave Rod (the old bridge trick!)
West, West, West, Down, Down, Down
Take Elixir
Off Lamp
Drop Rod
Take Pentacle
Up, Up, Up, East, East, East, East, East
North (lots of skeletons are chained to the wall, here)
Drop Elixir (all the skeletons return to life!)
South, West, North
Open Chain (to free the Elves)
South, South
Open Chain (to free the remaining Elves)
North, West, West, West, West
Lock Door
Up, Up, Up, Up
East (a huge blast will now rock the Dungeon as cold water meets hot lava!!)
North
Take Orb
East, East
Drop Keys
Take Sceptre
South, West

West (the Spider stares at your pentacle!)
West (it now follows you)
Up, Up, Up
Throw Pentacle (the Spider follows it into space!)
On Lamp
Down, Down, Down, East, East, East, South
Take Crown
West, North, Up, Up, West, West, West, West
West

- You are now being gently swept along by the stream, your lamp
- remaining on!

Up (you are now on the edge of an underground reservoir)
South, South, South, East, East, Up, East, East, East, East, East
East, Up

The Final message:

"The Elves are waiting for you in a golden host surrounding their King.
They cheer wildly as you emerge into the sunlight"

Your score out of 1100 depends on how many times you 'SAVED' and if you
used the coins to renew the lamp batteries or not!

1.223 conquests of camelot

Complete Solution:

Enter your room and GET PURSE. Now CHANGE CLOTHES.
Now leave your room and continue up to passage to the garden where the
queen hangs out.
Talk to her. ASK ABOUT FLOWER.
GET FLOWER
ASK ABOUT LANCELOT
ask her about anything else she talks about if you want.
Now exit the room and continue down the passage.
Go to the next tower where the treasury and Wizards room are.
To get to the wizards room you continue to go forward in the tower where
you see the treasure.
The wizards room is that tiny tower next to the treasury.
Enter the treasury and ASK MAN ABOUT BUNDLES.
ASK ABOUT COINS.
ASK ABOUT GEWAIN.
GIVE PURSE TO MAN, GET GOLD, GET SILVER, and GET COPPER.
Now GET PURSE back from the man.
Leave the treasury and go into the wizard's room.
In here you TALK TO MERLIN, ASK ABOUT MAP, GLASTONBURY TOR, OT MOOR.
You can also ask a few other things if you want.
Now go and take a look at the map in his room.
Then READ SCROLL, READ TRANSLATION.
Go to the chest and open it.
GET LODESTONE.
Go down from the wizards room.
Pass the next tower and do not leave through the exit, but instead walk

past it to the last tower you have not been to.
This is the chapel of the two gods.
Go to each of the alters here and KNEEL.
Put a gold coin on each alter.
Go the exit you passed earlier to the courtyard.
ASK GUARD ABOUT GALAHAD AND LANCELOT.
MOUNT HORSE and leave the castle.

Now back on the map, the first place you go is to Glastonbury Tor.
You will see a little forest sprite on the screen as you enter.
Give him a copper coin.
Now go west and you will see a poor hunter there.
Give the poor hunter a copper coin.
Ask him about lots of people if you want information.
You can ask about Lancelot, Gawain, Mad Monk, Black Knight, and maybe
some others.
Give the man a gold coin and he will give you the spear you need.
Now get back on your horse and continue west.
You will fight three boars here.
You just press space bar when the boar is real close.
Now continue on to the next screen.
Talk to the CROW.
He will ask you if you want to challenge Black Knight, say YES.
Now look at the dead guy by the tree.
GET SLEEVE.
Now go to the next screen where you will joust Black Knight.
Look where his shield is and don't hit the shield, instead hit his body.
After you unseat him three times you will win.
Go east and free your friend.
Draw your sword and BREAK SHACKLESS with your sword.
Talk to him and ask him questions and then....
Put Gawain on your horse and he will be taken back to your castle.
Now continue on and you will see a hag.
Give the hag the sleeve that you got.
This will free her of the curse.
Now save your game.
Read the writing on the thing where the hag was.
Go LEFT.
There are a lot of hard riddles here. Here are some answers to some of
the questions. Keep restoring and there will be different questions each
time you come. If you get lucky you will get five questions you know.

Here are some of the answers to the questions.

Q: You here me before, you hear me again...
A: Echo

Q: Sky, feather of a blue jay, water
A: Blue

Q: Follow you around
A: Shadow

Q: Look you in eye... never lies
A: Mirror

Q: Young, sweet in the sun, middle ages makes you gay, old makes it

valuable

A: Wine

Q: Three lives...breaks rock...caresses sky

A: Water

Q: Carries burden... would break a mans back, leaves silver in its track

A: Snail

Q: If you break me... if you lose me

A: Heart

Q: I turn around once, what is out will not get in, I turn around again, what is in will not get out, what am I

A: Key

Some other usefull answeres are...

SIEVE, CHILD, LOVE, TRUTH, MIRROR, GRAPES

When you've got the answeres, walk between the stones

You will be teleported to the center of Tor.

Go north and you will see the monk there.

ASK ABOUT GRAIL to him.

He will get mad and run north.

Follow him north and if he is not in the screen when you follow him north, continue west.

You will see two illusions of the monk and one real one.

Draw you sword and use space bar to hit the monks with your sword.

After you beat the monks the servants will say you cannot leave.

Look around the ruins for the alter and put five silver coins on it.

The servants will allow you to go and give you a key.

Take this key and look around for the well which is in the ruins.

When you get to the well.

USE KEY to unlock the lock on the lid of the well.

REMOVE LID and REACH IN WELL.

Get the heart from the well,

Return to the place where you enter Glastonbury Tor.

The way backwards is south, east, west, west, south, east, east.

In this screen the sprite will pop up again.

Save your game here just incase he plays a trick on you.

When he asks for copper just GIVE THE BASTERD ONE COPPER COIN.

IF YOU DON'T HE EMPTIES YOUR PURSE AND YOU NEED SOME MONEY TO BUY A TICKET TO GAZA!

Go south back to the map.

Go to Ot Moor.

It will be snowing here.

Go around here till you get to the ice.

The screens are RIGHT, UP, UP!

USE HEART when you get on the ice.

The heart will guide you across the ice.

When the heart is gold you are going in the right direction,

and when it is purple the ice will break and you will fall in.

This part is very hard, even with the heart.

Move one slowly one step at a time save your game every few steps.

THE SCREENS ARE..UP..LEFT..LEFT..UP!!

After watching the color change to purple
and the ice breaking,
and changing to gold,
and the ice not breaking,
You will eventually make it across the ice.
You will see an ice palace here.
Go inside and you will see the lady of the lake.
Talk to here.
GIVE HEART to her.
She will thank you and give you information.
Say FREE LANCELOT.
She will give you a test.
Accept the test.
ASK ABOUT TEST.
LOOK BUSH.

Here are some answers:

Q: It alleviates all pain and sorrows...
A: Daffodil

Q: When light is dim and courage fails...
A: Almond blossom

Q: Known to the priest and nun, who natural pleasures to shun...
A: Cornflower

Q: For its sweet sake, you suffer in silence...
A: Forget me not

Q: In time of grief, it gives relief...
A: Poppy

Q: It can be as sweet as the tongue, or vile as a curse...
A: Yellow lilly

Q: Surrounded by giants, your worries are few...
A: Buttercup

The message of the Rose: Love is my shield

AND MAYBE THIS WILL HELP YOU.....

The language of the flowers.

From the earliest days of civilization, flowers have been given special meanings. For example, the rose has a long association with love, sexuality and with many goddesses, the virgin mary, and the science of alchemy. Not only the flower itself, but often the color indicated what significance was attached to it. There are many legends of flowers springing up where drops of blood or tears fell to the ground. What follows is a list of flowers and their meanings.

Almond blossom - hope
Anemone - afterthought
Buttercup - memories of childhood

Carnation - heart
Columbine - folly
Yellow chrysanthemum - slighted love
White chrysanthemum - truth
Cornflower - celibacy (NUN & PRIEST)
Daffodil - death
Forget-me-not - true love
Hyacinth - sport, game, or play
White lily - purity
Yellow lily - falsehood
Orchid - seduction
Blue periwinkle - early friendship
White periwinkle - pleasures of memory
Red poppy - consolation
Scarlet poppy - fantastic extravagance
Snowdrop - hope or consolation
Sunflower - haughtiness
Red tulip - declaration of love
Yellow tulip - hopeless love
Violet - lust

You only need to answer three, so there is a good chance you will get a lot of the questions. Now that you have answered these three riddles you will be set free and teleported before the ice.

Now go back west two screens to the map and go to Southhampton.
Talk to the man near the boat.
Ask the man about Galahad and ASK ABOUT PRICES.
BUY TRIP TO GAZA.
The ticket to Gaza will cost 3gp's.
DO YOU STILL HAVE MONEY IN YOUR PURSE?
You probably only have two GP's, so give two gold pieces and five silver pieces or (if you have them) 3 gold pieces.
The man and you will get your ticket.
Off to Gaza!

When you enter Gaza, you will see a man and a boy.
They will both persuade you to go with them.
GO WITH BOY.
He will take you to his master.
You can ask him questions.
Ask Al-Sirat about stuff like the grail, Galahad, the goddesses, and their guardians, and other things you feel necessary to ask for.
Write down the things he tells you like the names of the goddesses and their symbols.

When you are ready to go to the desert, you will see Jabir again.
Don't hire him, but just continue into the desert.
After you come to the first screen in the SOUTH.
Go east, south, and east.
Don't drink the water because it is poisonous.
Jabir will stand in your way to go east now.
Draw your sword and he will run.
Once Jabir runs, go east and then north.
You will see a building here.
Go up the stairs in the south of the screen on to the platform.
Then take the stairs.

Going down from the platform to the Pool of Siloam.
When you get down here, drink from the pool of siloam.
Now go back up and leave this building and go north.
You will get to the Zion gate if you continue going north.
You will see four guards here.
Give the one guard you talk to 4 copper pieces.
Now go west along the wall until you reach the Jaffa's gate.
A man will ask you to give him all your money.
Just draw you sword.
Now enter through the gate.
You will be robbed right when you enter.
There is no way to get the money back.
Now that you have no money go to the man Mohammed.
He is caring for your mule.
Sell the mule to him and you will have lots of money again.
Mohammed will tell you all the conversions for the money he gives to you.

2 DINARS= GOLD
DIRHAMS = SILVER
FALS = COPPER

4 DIRHAMS ARE 1 DINAR
4 FALS ARE 1 DIRHAM

Now you will not enter the bizarre.
You get to go around and make everyone happy.
Go around talking to people if you want.
When you find the seeress, buy the THRUTH apple she has for one dinar.
She will reveal her job.
She tell you about the apple you have just eaten.
Now go around and make people happy.
You will find out that Ibrahim (thetextile merchant) needs a veil.
Go to the Felafel maker who is cooking felafels.
Buy a felafel and give it to the little boy next to the felafel stand.
Now go to the pottery seller and buy a mirror from him.
Now go to the place where you sold Mohammed your mule.
CALL FOR MARI who lived upstairs.
THROW MIRROR to Mari.
AND WHAT DOES THE BITCH DO?...
She will go back in!!!
JUST CALL MARI again.
Ask for the veil.
She will throw down the veil.
Now take the veil back to Ibrahim and give him the veil.
He will be happy.
Now look for the meat merchant and buy a LAMB piece from him.
Take the LAMB to the felafel maker and give her the sheep.
You have accomplished another good deed.
Now look for the fish man and talk to him.
He will tell you his problems.
Go to the lamp merchant and buy the herbs from him.
Now go back to the smelly fish dude and USE HERBS.
You will have fixed the problem for him and his neighbors.
Tariq talks about a religious relic.
Go to the relic guy (Antiquarius Rex) and buy a relic.
He will ask you for a name.
Type in "PETER".

Don't worry about the grail he talks about.
Now go back to the lamp merchant and give him the relic.
Now buy charcoals from the lamp merchant.
Take the charcoals and give them to the beggar.
The lamp merchant should have given you a broom when you gave him the relic.
Go to the innkeeper and KNOCK DOOR
Give him the broom.

Enter his inn and stay a night.
Now go back to the screen where you sold Mohammed the mule.
You will see a woman who is crying.
TALK TO WOMAN.

Go to the grain dude and buy grain from him.
You should be about broke once you buy the grain.
Take the grain back to the girl and THROW GRAIN.
The birds will come down and you have performed yet another good deed.
You have not passed the test!
Go back to the apple lady and talk to her.
She will tell you to go to the house with the crescent and moon next.
She will give you also a strength apple. (Keep it for later)
Now go to the big house with the star and the crescent.
Say no to all your seductions. (Hard, isn't it!)
Talk to her and then ask her about things such as Galahad, the grail, and the test.
After you ask about the test, she will open the door for you.
First you must give your purse.

(THAT DOES SOUND FAMILIAR?)
Go through the door to take the test.
REMEMBER THE SYMBOLS that Al Sirat gave you, and you'll pass this test.
THIS IS VERY TRICKY!
Fatima will tell you if you pass the test.
Now go to the Hierophant.
The Hierophant is the old beggar who you gave the charcoals to.
Talk to him and ask him to open the catacombs.
He will do that and give you an elixir.
To find your way around in the catacombs, use the lodestone.
Now go around the catacombs and look at the murals.
Keep looking around until you find a child's mummy with a medallion on it.
Go to the right of the mummy and use your sword to get the medallion.
Now go to the sarcophagus and read the inscription on it.
Go to the open part of the sarcophagus and get the golden apple.
Now you should easily find Galahad.
Give Galahad the elixir that you got from the Hierophant.
You should get bitten by a rat right now, but don't worry.
Just continue on, but hurry now.
Now look around for the statue of Aphrodite.
Put the golden apple in the palm of her hand.

The answers to the questions are:

Q: Who was dragged to death behind his chariot?
A: Hippolytus

Q: In the kingdom of Flora what represented fertility and is sacred to

Aphrodite?

A: Apple

Q: What is Aphrodites sacred number?

A: Six

Q: In the kingdom of Fauna what represented fertility and is sacred to Aphrodite?

A: Dove

Q: Who ended the dispute between Aphrodite and Persephone about Adonis?

A: Zeus

Q: What is the name of the king who was the father of Hippolytus?

A: Theseus

After you answered all of her questions, she will give you directions on how to get out of the catacombs and a dove. Write down all the directions she give you.

When the secret doors opens use the lodestone determine which doors to take.

The lodestone always points north.

Follow the directions, and then take the stairs out.

Don't forget to take a look at the dead warriors skull.

Now get to the temple.

Walk all around the temple and check it out.

When you encounter the Saracen, eat the strength apple.

Put on the helmet that Saracen gives you.

Now fight the thing.

If you die of poison at any time in this whole area, then you have wasted too much time, so restore to the part where you get bitten and do everything more quickly.

After you beat the Saracen, use the dove.

Follow the dove until Aphrodite appears.

Listen to what she says.

Then ask Merlin about the spiral.

Now go to the spiral.

When you are facing the spiral on the inside of the temple.

Now move to the left and count the spaces of the remains of the pillars until you get to the 6th one.

The secret is...Count the empty hole too!

Push the 6th pillar, and voila!!!

Now get the grail.

The grail will be stolen by a thief when you get it.

Chase the thief down the stairs and into the alley.

He will be trapped in the alley.

You can kill the thief or show mercy to him.

Grab the grail and you are done.

Thats all folks!

Sit back and watch the end sequence

1.224 continental circus

At the start of the race, when the first light comes on, press up on the joystick and hold it there. Then, when the second light comes on, pull down on the joystick and hold it there. When the third light comes on, press up on the joystick and once again hold it there. You should now start off with faster acceleration. However, you must time these movements exactly.

1.225 cool croc twins

Level Codes:

06 TRIAX	21 JANKO	36 FLOYD	51 HUMAN
11 DREAM	26 HENRI	41 BRUNO	56 GIRLS
16 MUNGO	31 DOORS	46 MONEY	

1.226 cool spot

During play or on the title screen, press <P> to pause the game and use the joystick to enter the following sequence:

L,D,R,F,L,D,R,U,F,L,D,R,U,F,D,R,F,F,U,D,L,R, and F. The game should now unpause. Now use the following keys.

- <F10> Complete current level
- <0>-<9> Skip to corresponding level
- <Z> Lets you move spot anywhere on the map
- <-> Slows down spot after you press <Z>
- <=> Speeds up spot after you press <Z>

If you don't want to activate the keys you can pause the game and enter the following sequence on the joystick:

L,D,R,F,L,D,R,U,F,L,D,R,U, and F. Now press <P> to unpause and you will have completed the level.

If you want to complete the level and want to go to the {BONUS GAME} enter the following sequence:

L,D,R,F,L,D,R,U,F,L,D,R,U,F,D,R,F, and F. Now press <P> and you will have finished the level. The bonus game will now load.

NOTE: After you press the joystick in one direction or the fire button let go before you enter another direction.

1.227 cool world

During the platform section, type "COLIN BROKE MY WALKMAN". This will give you infinite lives.

You could also type "COLIN BROKE MMY WALKMMAN" on the section where you have to collect nickles. The reason why you have to type two M's is because the <M> key calls up the map screen and does not register the first <M> as part of the cheat.

1.228 cosmic pirate

While playing, press <SPACE> to pause. Now press <.>. You will get a requester. Type in "GZAIMASEN" and there should be a sound effect denoting cheat mode operative. This will make you invincible. Once in cheat mode you can choose which spacetruck to attack by recalling the requestor and typing "GIMMESHIPx" where 'x' is mission A-Z. This only works before entering the sector with the spacetruck!

1.229 cosmic relief

On the title screen, press <HELP>, type "GURU", and press <RETURN>. The screen color should change, letting you know you have infinite lives.

1.230 cosmic spacehead

Level Codes:

- 1 "YGZZ TEEA FEWI OQIA MS60"
- 2 "DRCL JEE6 WWVI 9S8R M76M"
- 3 "7VHL 9FES ZWLY LRWW TM6Q"

1.231 count duckula ii

On the title screen, type "DUCKY" for infinite lives. Also gives you infinite screen skips. To skip a screen pull down and press <FIRE>.

1.232 cover girl poker

Enter "DANCEOFTHESEVENVEILS" during play for a surprise.

1.233 crackdown

Press <P> to pause the game and use the correct keys held down together to make "SMURF", or type "ASTRA GTE", after this press

- <1> for 999 lives or
- <2> for 999 units of ammunition.

To unpause press <P>. Pressing <F1> and <F2> will now reimburse both player's lives.

1.234 crazy cars

Hit the gas take you car and speed up to 400 mph then press <F10>. Now when you press fire, the game will slow down allowing you to pass police abstractions.

1.235 crazy cars 2

The routes to take for each stage are:

Stage 1: road 15 on the right, road 70 on the left and keep going.

Stage 2: road 191 on the right, road 666 on the left, road 160 on the left and keep going.

Stage 3: road 285 on the right, road 60 on the left and keep going.

Stage 4: road 70 on the right, road 54 on the left, road 25 on the right, road 10 on the left, road 180 on the right and keep going.

Increase your speed to 204MPH, press <F10> to pause the game, then press fire. The game slows down to a crawl, but you can still steer the car. So, by continually pressing fire and moving left and right, you can safely pass road obstructions!

1.236 crazy sue (pd)

On the title screen, type "WIZARDOFSPEEDANDTIME". The border should flash. Use the following keys on the keypad during the game:

- <7> Turn sprite collision off
- <8> Turn sprite collision on
- <4> Fire power on
- <5> Fire power off
- <1> Stop the timer
- <2> Start the timer
- <3> High jump
- <.> Gives you keys
- <CURSOR LEFT> and <CURSOR RIGHT> control slow motion

1.237 crazy sue ii (pd)

On the title screen, type "HIRONZMUSJUMPSHOE". The border should flash. Use the following keys on the keypad during the game:

- <7> Turn sprite collision off
- <8> Turn sprite collision on
- <4> Fire power on
- <5> Fire power off
- <1> Stop the timer
- <2> Start the timer
- <3> High jump
- <.> Gives you keys
- <CURSOR LEFT> and <CURSOR RIGHT> control slow motion

1.238 creatures

Plug your Joystick in port 2. Load the game and wait for the title music to start. When this happens, on the high score table the clydes will stop. Waggle your joystick furiously. the clydes should do a dance and turn grey. You now have infinite lives, except on the torture screens.

Pause the game and type "A FINE KETTLE OF FISH". The Function keys are now active and allow you to access the various levels.

```
<F1> STAGE 1.1 <F4> STAGE 2.1 <F7> STAGE 3.1
<F2> STAGE 1.2 <F5> STAGE 2.2 <F8> STAGE 3.2
<F3> TORTURE 1 <F6> TORTURE 2 <F9> TORTURE 3
<F10> Skips to next level
<C> Shuts cheat off
```

1.239 cricket (robin smith')

To outbowl the computer, move your bowler to the far right or left of the wicket. Now set your strength to full and your spin to half.

1.240 crime does not pay

Pause the game and type "HALTBAKK IS THE KING" for unlimited lives.

1.241 The Crimson Crown

Complete Solution:

```
East, North, East
Look in Crystal Ball
Read Sign
Say Windmill
North
Erik, Take Sword
South
Press Button
West, Down, Down, North
Talk to Gryphon
Yes
Fear
Cloud
Dream
Get Scepter
South, South, West, North, East
Enter House
Up
Get Candle
Down
```


Leave House
West, South, East, North
Light Candle
South, West, North, East
Enter House
Open Crate
Burn Zombie
Drop Candle
Get Mouse
Get Sack
Look in Sack
Leave House
West, South, West
Sabrina, Cast spell
West
Erik, Drink potion
East, East, South, South
Get Frog
West
Drop Frog
Climb Tree
Give Mouse to Owl
Down
Get Coin
East, North, North, North, North, East
Erik, Pry Grate with Sword
Down
Put Scepter in Sack
Put Coin in Sack
Get Censer
Say "Windmill"
West, Down, Down
Light Censer
South, West, North, West, North, North, North, Up
Wave Censer
North
Talk to Zin
South, Down, Down, Down
Sabrina, Get scroll
Sabrina, Read scroll
Up, Up, South, South, South, East, South, West, West
Sabrina, Cast spell
Drop Censer
Get Tablet
East, East, North, West, North
Get Frog
North, North, Up, North
Give Tablet to Zin (lorelei)
South, Down, South, South, South, East, North
Put Scroll in Sack
Get Flute
North, North
Play Flute
West
Get Coin
Talk to Sam
Give Coin

Look Sphere
North
Drop Flute
Say "Lorelei"
Examine Pit
Examine Water
Splash Water
Look Ground
Sabrina, Whistle
Get Branch and Beehive
Put Beehive in Hole
Hold Branch
Wait, Wait, Wait, Wait, Wait
Splash Water on Erik
North, West
Erik, Get sword
North, North
Get Scepter
North, North
Get Sphere
South, East

- Wait until the Troll appears then:

Pull Lever
Erik, Attack troll
Push Lever
West, South, West, West, North
Get Scepter
South, East, East, East
Get Ring
Wear Ring
North, East, East, West
Throw Sphere at Centaur
Get Bow and Arrow
East, East
Wave Scepter
Drop Scepter
West, South, West, North
Dip Arrow in Water
South, East, East, North
Load Bow
Shoot Sentinel
Drop Bow
South, South, West, South, West, South, East
Dig in Sand
Get Shell
Examine Shell
Listen to Shell
West, North, East, North, East, East, North
Call Fury
North
Erik, Get Crown
Erik, Wear Crown
Get Erik
South, South, South, West, South, West, South, East
Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait

The End!

1.242 cruise for a corpse

Take the piece of paper next to the ashtray.
(press right mousebutton to enter menu)
Unfold the piece of paper and read it
Go to the bar (by using the map).
Show the piece of paper to the barman.
He will give you something.
Read the Prayer Book.
Take the letter you find inside the book.
Read the letter you found inside the book.
Go to Father Fabiani's cabin and pull the LEFT suitcase.
Open the suitcase.
Close the suitcase and push it.
Go to the upper deck and speak to Suzanne.
Ask her everything.
Go to the smoking lounge and speak to Tom.
Ask him everything.
Go to the main deck, port side bow and open the first door.
Ask Julio everything.
Go to the dining room and ask Father Fabiani everything.
Go to the smoking lounge.
Take the piece of paper under the chair Tom sat on.
Read the piece of paper and go to the left (the bar).
Talk to Suzanne, Ask her some more questions
Go to Tom and Rose Logan's cabin and ask him all the new questions.
Go to Raoul's cabin.
Take the key just above the suitcase (on the rug)
Go to Niklos' office.
Insert the key in the rolltop desk lock and open the jewelcase.
Examine the clasp
Take the Thank You note
Read the Thank You note and go to the diningroom.
Open the drawer of the left closet and examine the drawer.
Take the invitations.
Read the invitations.
Go to the main deck, port side bow and walk down out of the screen.
Go to the bar and speak to Suzanne.
Ask her all questions about Tom.
Go to the Rear hall and speak to Dick (ask all questions).
Go to the Laundry room and search the left basket.
You will find a necklace, open the necklace and examine the necklace
Go to the Rear hall and talk to Dick.
Ask him about the necklace and Agnes.
Go to the upper Toilet and take the soap.
Go to the Main deck, port side bow and knock on the last door.
Open it and ask about Thank You note (plus all new questions).
Go to Raoul's cabin and speak to Julio.
Ask him about the Bell Tower and Agnes).
Go to Suzanne's cabin and open the left wardrobe.
Search the Cosmetic case, take the Prescription.
Read the Prescription and then go to the bar

Take the bottle and the glass.
Go to the Upper deck and speak to Suzanne, serve a drink.
Ask her all new questions.
Go to the Butler's cabin (wait until he's done).
Ask him everything, go to the Smoking lounge and speak to Tom.
Ask all about Agnes).
Go to the Main deck, port side bow and knock on the last door.
Open it and ask him all about Agnes (enjoy the scene).
Walk down the screen and look through the Porthole.
Go to Suzanne's cabin, open the right wardrobe.
Search the Pile of laundry.
Go to the Upper deck and speak to Rose.
Ask here ALL questions.
Go to the Bar and speak to Suzanne
Ask her about Tom's business and about Rose).
Go to Rebecca's cabin.
Ask her, you guessed it, everything.
Go to Father Fabiani's cabin.
Open the second (from the left) wardrobe and take the pocketwatch
Go to the laundry room and search the Pot (NOT THE WOMAN!!)
You'll get a key.
Go to the dining room and speak to Father Fabiani
Ask about Rose and Rebecca.
Go to the Main deck, port side bow and speak to Julio.
M.W.B. - PLK 47899 - 2504 CD - DENHAAG - HOLLAND (AMIGA,PC,C64)
Ask about the pocket watch and watch the scene.
Ask all about Rebecca and Rose.
Go to Daphne's cabin.
Ask her everything.
Go to the Bar, speak to Suzanne
Ask about Tom, Rebecca, Rose and Daphne.
Go to the Dining room and speak to Father Fabiani.
Ask about Rebecca, Rose and Daphne.
Go to Niklos' office and ask the butler about the pokergame (Fabiani).
Go to the Upper deck and search the Bag (next to the chair).
Ask Rose about Gun advertisement.
Go to Tom's cabin and open the wardrobe and search the sheets.
You find a letter.
Walk from the wardrobe and then read the letter.
Go to the Upper deck and fling the right lifebelt.
Wait a moment.
Go to Suzanne's cabine.
Open the musicbox (next to the closet) and examine it...Pay attention!
Insert the small key, while the puppet is turning.
Block it (click with your left mousebutton on it).
You hear a click and then turn the key again.
A drawer will open, take the letter out of it.
Read the sheet of paper and go to the bar (enjoy the scene).
Take the purse next to the first door.
Go to Daphne's cabin and ask her about Agnes' will.
Ask about Suzanne's investigations/suspicious
Walk down one screen, enter the open cabin and listen to her story.
Walk down one screen, enter the open cabin. You'll get another story.
Outside, go to the Main deck, starboard astern.
Walk down the screen and you'll get ANOTHER story.
You have to enter the open door, ofcourse).
Walk up one screen and follow the last finger (yes, really the last).

Go to the Rear Hall, approach Dick and ask him everything.
Go to Raoul's cabin and take the note (under your feet).
Go to the Butler's cabin and watch the scene.
Go to the Alleyway (in front of the Kitchen). Enter the kitchen
It has to be done this way (not from the map)!
Take the Can opener on the Furniture
Open the Hatch
Take Crowe bar and use it on the small case right next to the big
white one (a little bit in the middle - not in the spotlight).
Take Tin, use Can opener on the Tin (a handgranate will pop out).
Use Crowe bar on the loose plank near the elevator (left-under).
Take the Reel of film (inside the hole).
Go to the Engine room and take the Screw driver on the left Can.
(With the box on it.)
Go to the Smoking lounge and pull the Film projector
Examine the Film projector.
Put the Reel of film on the Film projector.
Use the Screwdriver on the little screws.
Operate the green Switch.
Use the Screwdriver on the little screws and press the green Switch.
Watch the film!!
Exit the film scene and go to the Rear hall. Watch the scene.
Go to Suzanne's cabin, examine the body.
Go to the Captain's cabin.
Take the Book from the Bookcase (you can only TAKE one of them).
Examine the Book, open it, examine the Red inscriptions
You read: INCAL.
Go to Niklos' office and examine the Books in the Bookcase
between the Book ends.
You will automatically place the found book in Book case.
Now you must arrange to books so that they form the word: INCAL
(The left side must remain open.)
A Secret door will open. Throw the Soap at the Secret door.
Enter the Secret room (through the Secret door, simple eh?).
Examine the puppet (ugly), search Mafioso (right side of screen).
Take Puppet.
(Exciting, isn't it?)
Go to the Smoking lounge. Show Puppet to Daphne (watch the scene).

The game will take over from here until it's time to point your finger at
the murderer (once they are assembled)...

(The killer was Dick Schmock)

1.243 crystal dragon

When starting a new game don't select any Character and click on
DONE. The game will start as normal, but when you enter the dungeon
your two Characters, a guy and a girl, will high values, good stuff,
and both are at level 2. In the first level one hit kills the guards.

1.244 crystal hammer

When starting hold down one mouse button and click the other before the ball appears to warp to level 26.

1.245 crystal kingdom dizzy

Enter these codes into the game genie:

```
F7J7G8FD8 infinite lives
FC9036B47 faster Dizzy
G5J73Q8HK level 2
H7T554Y9L level 3
83J5G62KF level 4
```

It is possible to activate both the infinite lives and the speed. After you enter one of the codes the game will start. Just press <ESC> and go back to the game genie and enter the other code. You can also do this and enter a higher level code.

1.246 crystals of aborea

For full life points and all the abilities, choose Jarel and click on the bottom icon. Now press <CTRL> and <V> for full life points plus all the special abilities.

1.247 cube x

Level Codes:

```
000 Eagle 050 Pen 100 Zero
001 Hard 051 Ink 101 Fire
002 Time 052 Dungeon 102 Wooden
003 Liberty 053 Master 103 Buried
004 Figure 054 King 104 Eire
005 Golem 055 Laser 105 Germany
006 Sword 056 Razor 106 Tank
007 Mirror 057 Soap 107 Weapon
008 Dragon 058 Snow 108 Cake
009 Success 059 People 109 Potatoe
010 Stoned 060 Wonderland 110 Periscope
011 Lightning 061 Alice 111 Cube
012 Flame 062 Edison 112 Field
013 Peanut 063 Einstien 113 Battlecry
014 Food 064 Bismarck 114 Hidden
015 Table 065 Bird 115 Off
016 Monkey 066 Penguin 116 Mistake
017 Disc 067 T Shirt 117 Turn
018 Knee 068 Milk 118 Hierarchy
019 Unknown 069 Nail 119 Alliance
020 Hot Dog 070 Water 120 Dos
021 America 071 Kitchen 121 Megabyte
```

022 Zeus 072 Radio 122 Percent
023 Leader 073 Cigarette 123 Bike
024 Peace 074 Newspaper 124 Temple
025 Go Home 075 War 125 Oracle
026 Codeing 076 Twilight 126 Mysterious
027 Strange 077 Zone 127 Sign
028 Silence 078 Oil 128 Candle
029 Voice 079 Eggs 129 Dream
030 Attack 080 Chicken 130 Nightmare
031 Shield 081 Hunter 131 Knife
032 Apple 082 Line 132 Chair
033 Manhattan 083 Programme 133 Sail
034 Black 084 Box 134 Breakfast
035 Pink 085 Hit 135 Lunch
036 Sweet 086 Song 136 Dinner
037 Cold 087 Elephant 137 Chip
038 Ice 088 Lion 138 Game
039 Armed 089 Crocodile 139 Joystick
040 Retry 090 Killer 140 Mice
041 Bottle 091 Murder 141 Yunkyard
042 Money 092 Mississippi 142 Cable
043 Gold 093 New York 143 Call
044 Forever 094 Downtown 144 Ball
045 Evergreen 095 Rat 145 Book
046 Old 096 Mad 146 Car
047 Power 097 Crazy 147 Island
048 Nose 098 License 148 Spoon
049 Mark 099 Plane 149 Hammer

1.248 curse of enchantia

- PART I -

Dungeon

=====

1)Okie Dokie, call 'help' and the guard will appear and shout at you. He drops a key on the way out. Pick up the key and unlock the chains. Now, take a closer look at the back wall where the water is dripping out, pull the mortar and you'll discover a paper clip. Now insert the paper clip into the lock to pick the lock open.

Corridor

=====

2)Pick up the goldfish bowl off the table and make your way through the corridor.Be careful, along the corridor are statues which whack you on the head with huge mallets! On the way try to collect the gems scattered on the floor and the coin on the table. These are only collected for extra points.Exit through the door at the end of the corridor.

Lakebed

=====

3)Wear the goldfish bowl so you can breathe and then walk over to the fish stuck in the railings. Pull the fish free. Walk along for a bit until you discover some mud on the ocean floor.Look at the mud and a worm will appear, pick it up. Now, go to Mr. Fish's Shop and give him the worm, in exchange he'll fill your goldfish bowl up with oxygen.

4)Now, keep on moving until you see the electric eels, at this point the fish you freed before will drop an oyster. Pick up the oyster and give it

to the turtle, you will now carry you over the eels.

5)Once over the eels pick up the cattle prod and continue walking. When the sharks come towards you attack them with the cattle prod, keep on doing this until you reach a giant clam. Wait until the clam is closed and jump over it. Insert the cattle prod into the plughole and you'll get sucked down.

Pool Room

=====

6)Walk over to the bottom right of the screen and look around until you find some seaweed. Go up to the wall and push the protruding rock to reveal a secret entrance.

Cave Corridors

=====

7)While you're wandering around the corridors pick up as many rocks as you can and give them to the rock basher in the rock basher room. Also, you need to find a gold coin, it's by one of the entrances..it glints so you shouldn't have any trouble finding it.

Rock Basher Room

=====

8)Give the rock basher all 18 rocks (three of each size) you won't be able to collect them all at once so you will have to go back. The rock basher will then give you a piece of string.

Seesaw Room

=====

9)Pick up the plank and attach it to the boulder. Now, you'll need to collect the monitor from another cave. Throw the monitor on the plank to catapult yourself on the ledge, pick up the magnet and jump down.

10)Go back to the room where you found the monitor and attach the string to the magnet. Then throw the magnet down the hole and you should now get a roll of wire attached to it.

11)Go to the corridor where the mud monster is (it's outside the rock basher room) and attach the wire to the loops. When the mud monster charges past, some mud will be left on the wire. Pick up the mud.

Holey Room

=====

12)Alright, you will able to see a number of holes in the walls of the cave. Look in the holes until you discover a little monster peering out of one of the other holes. Look in the hole it comes out of and it should then appear from another hole, look in that hole and so on until you find some twigs.

Well Room

=====

13)Throw the coin into the well and a gameshow host appears, he'll offer you three prizes; money, a beautiful woman or a helmet. Now I know this is NOT my first choice or my second for that matter but take helmet. Now, go to the corridor where the rocks are falling and wear the helmet.

Bucket Room

=====

14)Jump in the bucket and attach the mud to the seaweed, then attach the twigs to the mud and the seaweed. Don't question me, just do it! Now all you have to do is wear the mask.

- PART II -

Bridge

=====

1) A pirate will try to rob you as you walk towards the bridge. As he falls over pick up the sword and attack him with it. Pick up the bag of

money.

The Village

=====

2) Go to the Mages Shop shop. Give the magician some money and he'll teleport you to a cliff edge.

Cliff

=====

3) Walk along the cliffs edge and pick up the gloves in the first alcove you come across. (just after the falling little monsters)

4) Walk next to the boulder and push it, then jump over the boulder. Be careful, there is a large boulder which falls on you just after you've jumped across.

5) Next, you'll see four buttons on the wall. Push the buttons in this order, button 1, 2 and 4 - this will cause a bridge to appear.

6) Walk over the bridge and pick up the rope. Walk next to the blue guy and wear the gloves, you'll automatically push him off allowing you to get past.

7) This bit is a bit tricky, wait until the rocks stop falling and walk to the first alcove. Wait until the rocks stop falling again and then walk to the next alcove and pick up the chewing gum.

8) Now, walk on until you reach a gap. Wear the chewing gum to catch a rock which falls on your head. Throw the rock, then walk across the stone slab which you've knocked down.

9) When you come to the next huge gap throw the rope and then jump on rope to climb across. Once you reached the other side look at the carving on the wall and continue walking until you reach the end of the cliff edge, shout 'open sesame'. Walk into the cave and talk to the parrot.

Village

=====

10) Go and visit Sally See All and give her some money to tell your fortune.

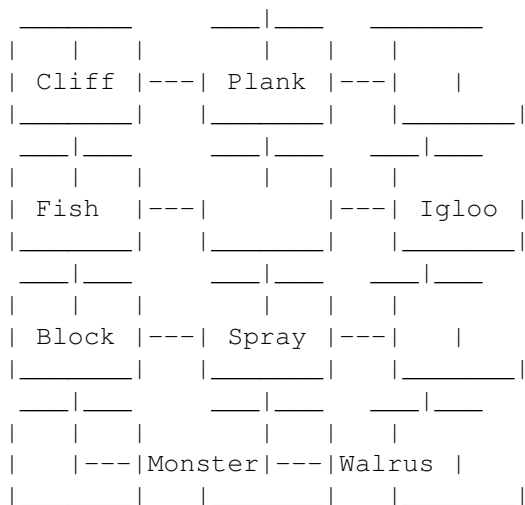
11) Go to Benn's Costume Shop and give him some money, he'll give you a dress, walk into the changing room and try on the dress. Walk through the open door.

Artic-Ice World

=====

The map below will help you find your way to the different objects etc.

START



1) Pick up the plank and go to the fish. Stand by the fish and throw the plank to catch it. Pick up the fish and go and pick up the spray.

2)Wear the spray and go to the igloo.Give the fish to the Eskimo and pick up the fishing rod.

3)Go to the block of ice and click on the defend icon, and then on the fishing rod to make a fire and melt the ice. Pick up the food next to the puddle of water (I Think it's food, its a grey blob??).

4)Go to the monster and pick up the snowballs next to him. Stand next to him and throw a snowball at him. Now, go to the walrus and have a chat with him.

5)Now, go to the cliff (top right) and the walrus should now be asleep next to the cliff edge, allowing you to cross over to the far ledge. Walk over him and shout help.

6)Throw the food into the the water, a monster will appear and give you a ride to the ice palace.

Ice Palace

=====

1)O.k. next to the closed door are 4 Icicles hanging on the wall (each one a different size).

```

  1  2  3  4
  |  |  |  |
  |  |  |  |  Icicles
  |      |  -----
  |

```

2)Pull the Icicles in this order:- 2, 3, 1, 4 and the door will now open.

3)Once inside the palace pick up the brush.Pick up the dice on the table and throw them. Each time you throw the dice different doors will open in the corridor. The diagram below will help you complete this part of the game.

```

  |  |
  6|  |
  |  |5 Key
  |  | ---
  |  |4 ***** = Pulley
  3|  |
  |***| ===== = Window
  2|  |1
  ___|  |___ X = Dice
  |  |
  |  X|
  |_____|

```

4)You'll need to open up all the 6 doors in the corridor to collect the objects you need:-

Room No. Comment

=====

- 1 Pick up the magnifying glass.
- 2 Pick up the jack.
- 3 Use brush to reach the gun.
- 4 Use Brush to get the icicle.
- 5 Pick up the ice cube.
- 6 Pick up the cone.

5)Once you've collected all the objects from the rooms go to the pulley.put the gun into the holster and the dish will lower on the right. Take the glass and the suntan oil out of the dish.

6)O.k throw the dice a final time and then go up to the window at the top of the corridor. Now, a whistle should appear just in front of the door.Pick it up and attach it to the cone. Click on the defend icon, and then on the instrument to blow it and break the glass. Jump through the window.

Laser Room

=====

7) There are four holes on the floor, place the icicle, glass, magnifying glass and the ice cube in the same positions as below to reflect the beam and destroy the laser i.e attach magnifying glass to hole number one.

Hole Object

Key =====

0 = Hole 1 Mag. Glass

2 Ice cube

2 0 3 Icicle

0 1 4 Glass

3 0

0 4

8) Once the laser has blown up insert the jack into the door to open it.

Ice Queen

=====

9) Make your way to the throne. The queen will fire bolts of ice at you. When she turns yellow in colour she's about to fire, all you have to do is jump up to avoid them.

Hand

=====

10) When the big meaty hand grabs you, just wear the sun tan lotion to slip through its fingers to escape!

Maze

=====

11) Make your way through the maze, making sure to pick up the box of matches on your way.

Troll

=====

12) Okie dokie, this bit is a bit tricky and I advise you to use the joystick to control him. O.k move behind the pillar in the middle of the room so the troll can't see you...the troll should now fall asleep.

13) Walk over to the troll, be careful not to stand on any loose tiles as they'll make a noise and wake up the troll. The route I found to be the easiest is to go up around the pillar and straight across the room.

14) Attach the match to the troll's foot and then click on the defend icon and then on the matchbox to light the match. Pick up the fire extinguisher and Benn will appear and take you back to the village.

- PART III -

Village

=====

1) Go to the Mage's shop and give him some money, in exchange he'll give you a pig mask.

2) Now, you will be able to walk past the guard by Sally See All's.

Valley Of The Lost

=====

3) Look behind the haystack to discover a piece of straw. Walk left to the erupting volcano and pick up the tray. Be careful not to be fried by the falling lava.

4) Go to the nose and insert piece of straw into it to make him sneeze. Now that you got rid of the nose look at the pile at the bottom of the screen, pick up the fountain pen and the stamp.

- 5) Walk on over to the pile of washing and pick up the sock.
- 6) Go to the pile of tapes next to the shipwreck and pick up a blank tape. Walk over to the huge pile of gold and attach the gold coin to the sock.
- 7) Now, go to the screen where there was a pair of lips and pick up the remote control.
- 8) Go back to the letter box and pick up the letter. Attach the stamp to the letter and post the letter. Go the tape recorder and insert the tape into it. Make sure you're standing close to the machine and push/pull the remote control.
- 9) Now, go to the guy with the ghetto-blaster and give him the tape, he'll give you a magnetic keycard and disappear. Go into the cave and stand by the far wall, shout 'help' and pick up the bottle.
- 10) Alright, go to the locked door next to the band and insert the keycard into the slot.
- 11) Now, this bit is a tiny bit tricky and might be easier with the joystick. Notice the bag at the left of the screen, well all you have to do to get it is use the wind to blow you towards it. Walk left towards the bag until the wind starts to blow you back, then move right until the wind starts to blow you back again, this time you should be able to get close enough to the bag to pick it up.
- 12) Remember the robot guarding the shipwreck? Go up to him and hit him with the sock filled with gold.
- 13) This bit is very hard to explain through text alone but here it goes. Pick up one of the planks and walk to the middle of the screen, as close to the waters edge as possible... you'll have to be pixel accurate with this but the place you should be standing, roughly, is where the sand starts to dip inwards in a curved shape. Push/pull plank and our hero should lay the plank horizontally ACROSS the sand-if he lays the plank down vertically towards you you're in the wrong spot. Once you've laid the first plank correctly pick up the second plank, stand in the middle of the first plank. Push/pull plank and he'll lay the plank across the water to the other side allowing you to cross. Cross the plank and pick up the rag near the bag of the ship.
- 14) Go back to the screen where the cave is and a door will appear, walk through it.
- 15) Stand by the patch on the wall at the top, throw the bottle and then push/pull the rag to reveal a button. Push the button to raise the gate. Walk up to the circuit board and throw the bag. Throw the tray and once you're over the circuit board pick up the fan and pick the lock with the paper clip. Make your way to the village.

- PART IV -

Village

=====

- 1) Go to the Mage's shop and give him some more money.
- #### Graveyard
- =====
- 2) Pick up the bone and click on the push/pull icon and then on the bone to dig your way out of the grave.
 - 3) Pick up the shovel. Now, when the vampire runs at you move quickly to the left and he'll fall into the grave.
 - 4) Walk around the graveyard and pick up the crucifix, silver plate, hoover and the symbols.
 - 5) Now, the vampire will re-appear by one of the graves, stand behind him and attack him with the shovel.
 - 6) Now, he'll re-appear behind a tombstone, push the tomb on him. Go back to
-

the left side of the graveyard and pick up the garlic bread.
 7) Make your way to the gates (to the right side of the graveyard). The vampire will appear in front of the arch, eat the garlic bread.
 8) Keep on walking, you bump into the vampire behind the tree. Attack him with the crucifix.
 9) Now stand in front of the closed gates and the vampire will appear behind you. Stand behind him and attack him with the symbols, go back to gate. The vampire will now open the gates allowing you to continue.
 Castle Gates
 =====

10) Walk up to the gates and push them open, carry on walking towards the castle.
 Castle
 =====

1) Go to the room on the left and walk over to the far wall and pick up the ring (just in front of the little alcove).
 2) Now, walk over to the library (the room on the right). The bookcase at the back of the third aisle is false, just walk through it.

Evil Queen
 =====

1) Defend yourself with the hoover when the ghost appears.
 2) Push/pull the fire extinguisher when the queen attacks you with fire.
 3) Defend yourself with the fan when she fires a lightning bolt at you.
 4) Attach the ring to the queen.

1.249 curse of ra

Level Codes:

01 WOBBLER	34 VON KOCH	67 DRAGONLANCE
02 YEG	35 CHRISTUS	68 HATHEGA KLA
03 CTHULHU	36 JEHOVA	69 INQUANOK
04 LOVECRAFT	37 92E2JMP92E2	70 KIRAN
05 TOMMYKNOCKERS	38 RAWHEADREX	71 OUKRANOS
06 WATCHERS	39 HELLRAISER	72 THRAN
07 MIDGRAD	40 PINHEAD	73 ULTHAR
08 UNICORN	41 DEVPAC	74 THALARION
09 ISIS	42 EINSTEINIUM	75 NGRANEK
10 MIDNIGHT	43 PROTACTINIUM	76 CHATHURIA
11 KAZGAROTH	44 PROMETHIUM	77 ENTROPIE
12 MISCATONIC	45 JS BACH	78 HEISSENBERG
13 THORBADIN	46 TOCCATA ET EUGA	79 LAPLACE
14 MISHAKAL	47 BRANDENBURG	80 SONA NYL
15 ABANASINIA	48 COLONIA CLAUDIA	81 DIFFERENTIAL
16 EARTHMOTHER	49 VOLKSGARTEN	82 INTEGRAL
17 AZATOTH	50 TERRA	83 HYPERZYKLUS
18 AKALLABETH	51 64738	84 APFEL MANN
19 SILMARILLION	52 67802	85 CHAOS
20 DRAUG	53 NIBELUNGEN	86 DYAKHEE
21 SINDARIN	54 HAGEN VON TRONJE	87 DENDRIT
22 OSSIRIAND	55 DONAR	88 NEURON
23 MITHRIL	56 SKIDBLADNIR	89 DANKREAS
24 GLAURUNG	57 DAGON	90 PANAKREA
25 ELBERETH	58 SLAWOTSKI	91 UNORDNUNG
26 THORON	59 CULLINANA	92 DEUTSCHLAND
27 AMARTH	60 ARTA MYRDHYN	93 GERMANY

28 THARGELION 61 ANNA MAGDALENA 94 MUSIC TELEVISION
29 NAUGRIM 62 PHILLIP EMANUEL 95 JOHN BELUSHI
30 MEREMONT 63 GRACELAND 96 RHYTHM N BLUES
31 CAERWEDDIN 64 SOLLY ROGER 97 GLEICHRICHTER
32 STAHLRATTE 65 GET FUNKY 98 TRANSLATION
33 MANDELBROT 66 TWILIGHT 99 CTHUGA

1.250 curse of the azure bond

Same cheat as in Pool of Radiance.

In case anyone was wondering, The 'Wizard in Red' refers to Dracandros. He is the owner of the Crescent Moon bond. The 'Woman in Green' refers to the leader of the Cultists of Moander. They, of course, are the owners of the Mouth in the Hand bond, which is the symbol of the God Moander. The 'Lord of the Black' refers to the leader of the Zhentrim, or 'Black Network', an evil alliance of priests, mages and thieves that operate out of Zhentil Keep. They own the big 'Z' in the Triangle bond. Lastly, 'The Flamed One' is, of course, good old Tyranthraxus. He owns the Flaming Bond, which is the Symbol of Tyranthraxus.

To defeat Tyranthraxus, you must gather the Amulet of Lathander, which is in Zhentil Keep, the Helm of Dragons, which is currently being kept by Dracandros in his castle near Haptooth, and the Gauntlet of Moander, which is kept by Mogion (the Woman in Green!) in Yulash. You must take these items to the Pool of Radiance.

Here's some help on how to get rid of those *&#!@ bonds:

The Fire Knife bond is lost when you defeat the leader of the Fire Knives under Tilverton.

The Zhentrim bond is lost when the Zhentrim leader is killed by Dexam under Zhentil Keep.

Dracandros' bond is removed when you confront him and his horde of Black Dragons (about 26 of them, so be prepared!) atop his tower near Haptooth

The symbol of Moander is lost when you defeat Mogion and the Bit o' Moander in the Pit in Yulash.

And the symbol of Tyranthraxus? Well, who knows? However, I can guess that it probably has something to do with killing the guy...

1.251 cyberblast

On the title screen, type "LAURIUS" for extra energy. Press

<N> to advance levels

<L> for the last level

This cheat also give you infinite extras.

1.252 cybernoid

Press <SPACE> on the title screen, type in "RAISTLIN" and press <SPACE> again. You now have an endless supply of Cybernoids. Also, if you pause the game and press <N> you will be transported to the beginning of the next level. Or, try defining your keys as 'Y X E S' (in that order) for unlimited ships.

1.253 cybernoid ii

For infinite lives, type "NECRONOMICON" on the title screen. Pause the game and hit <N> to advance to the next level, or <L> for the current level. Select the define keys option and define the keys as Y, G, R, O (in that order) - you now have unlimited lives.

1.254 cyberpunk

During play, hold down <R>, <G>, , <LEFT MOUSE> and <FIRE>. The screen should flash to let you know it worked. This gives you infinite energy and the use of the following keys:

```
<F1>-<F5> Skip to corresponding level
<1>-<4>   Warp around current level
<A>     Deploy stationary drone gun
<S>     Activate shield
<D>     Deploy drone
<Z>     Select red players weapon
<X>     Select blue players weapon
<C>     Select blue players weapon
<LEFT SHIFT> Smart Bomb
```

Level Codes:

```
MISSION 1 "471174"
  2 "159361"
  3 "066990"
  4 "135642"
```

1.255 cybersphere

On the main menu, type "CALGARY". Now during play press <Q> to advance levels. To disable the cheat type it again on the main menu.
