

Sweet Cheater M

COLLABORATORS

	<i>TITLE :</i> Sweet Cheater M		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

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MAD BOMBER 2:

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

1.2 560

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MAGIC GARDEN:

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

1.3 561

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MAGIC MARBLES:

Here are the level codes:

LEVEL 1_____	"ADVERTISER"	LEVEL 7_____	"TELEVISION"
LEVEL 2_____	"EVERYWHERE"	LEVEL 8_____	"CIGARETTES"
LEVEL 3_____	"TOOTHPASTE"	LEVEL 9_____	"COMPLICATE"
LEVEL 4_____	"CONNECTION"	LEVEL 10_____	"IMPOSSIBLE"
LEVEL 5_____	"CLEVERNESS"	LEVEL 11_____	"INTERESTED"
	LEVEL 6_____		"COPYWRITER"

1.4 562

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MAGIC POCKETS:

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

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

(LEVEL CODES)

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

1.5 563

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*MAGIC WAY, THE: (Keith Krellwitz)

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

1.6 564

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*MAGICLAND DIZZY:

Pause the game and type "DIAMONDS AND PEARLS" for infinite lives.

1.7 565

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*MAJOR MOTION: (Keith Krellwitz)

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

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

1.8 566

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MANAGER, THE:

On the preference screen, put the cursor over the main menu icon and press 'CTRL' and 'D'. This should give every player on your side 99 strength and you will have \$24,999,999. Also, on the preference

screen, hold down 'D', 'A', 'P', and 'G'. This will give you lots of money and high statistics.

1.9 567

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MANCHESTER UNITED:

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

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

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

1.10 568

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MANIC MINER:

Pause the game with the 'SPACE BAR' and press the '*' on the keypad. Unpause the game and you'll have 9 lives. Repeat when necessary.

1.11 569

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MANIC MINER 2:

Pause the game with the 'SPACE BAR' and press the '*' on the keypad. Unpause the game and you'll have 9 lives.

1.12 570

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MANIX: (Millenium)

(LEVEL CODES)

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

1.13 571

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*MARBLE MADNESS:For a surprise stay right where you are when the game starts.
-----**1.14 572**

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MARBLELOUS:

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

1.15 573

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*MARVIN'S MARVELOUS ADVENTURE 1200/4000: (Keith Krellwitz)

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

(LEVEL CODES)

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

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

1.16 574

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MASTER NINJA:

On the skill screen hold 'SHIFT' and 'H'. This will give you 100 of each weapon.

1.17 575

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*MCDONALDLAND: (Keith Krellwitz)

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

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

1.18 576

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*MEAN ARENAS: (Terry Wood)

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

'HELP'_____Skip to next level. 'W'_____For fire weapon.
 'DEL'_____Activate shield. 'B'_____For bombs.
 'L'_____For extra lives. 'E'_____For energy.
 'A'_____All coins collected. 'F'_____Freeze monsters.

Enter any of the following for your password:

"CHEATOFF"_____Shuts the above cheat off.
 "REVEAL"_____Reveals the locations of hidden passages.
 "TUTORIAL"_____??????
 "SONIC"_____Increase game speed.
 "NORMAL"_____Revert back to normal speed.

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

1.19 577

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*MEAN STREETS:

LOCATION CODES:

"4660"-----CARL LINDSKY	"7012"-----JOHN KLAUS
"4663"-----SAN FRANCISCO	"2713"-----BAZIL MALLORY
"6211"-----DAVID POPE	"4122"-----MELBA WIEDBUSH
"5170"-----SONNY FLETCHER	"3199"---STANFORD DEMILLE
"4920"---DELORES LIGHTBODY	"3891"---J. SAINT GIDEON
"4650"---FRANK SCHIMMING	"4590"-----TOM GRIFFITH

"4610"-----ARNOLD DWEEB	"4675"-CARL'S WHAREHOUSE
"3720"-----CAL DAVIS	"0439"---AARON STERNWOOD
"3614"-----AMILEY MONROE	"5612"-----BIG JIM SLADE
"4603"-----LOLA LOVETOY	"5194"-----BUS LOCKER
"4550"-----ALCATRAZ	"1998"-----RON MORGAN
"6470"-RON'S BEACH HOUSE	"4931"-----JORGE VALDEZ
"4577"-----BRENDA PERRY	"4753"-----GREG CALL
"9932"---BOSWORTH CLARK	"2111"-----DELLA LANG
"0021"-----SAM JONES	"4621"-----WANDA PECK
"5037"-----LAW & ORDER	"4680"---STEVE CLEMENTS
"4657"-----SCUMMY GUY	"8231"---MAURICE GRIBBLE
"4935"-----LARRY HAMMOND	"CMKY"-----CODE MONKEYS
"GOLD"-----US GOLD	"4623"--JEROME MILBOURNE
"7312"-----ED BRADLEY	"4599"-----SANDRA LARSEN
"5162"---BIG SURF MOTEL	"6470"-----BEACH HOUSE
"0132"-----ROBERT KNOTS	"1231"-----HARRY RICE
"4921"-----BIG JIM SLADE	"8911"--PROF. CALL'S LAB
"4525"-----RON MEAT	"4421"-----SYLVIA
"4674"-----PETER DULL	"1700"-GOLD&DIAMOND MINE
"1710"---VACANT PROPERTY	"1715"-----BLAZE WEINER

Here are the colors of the passcards with corresponding passwords:

BISHOP ----- BLUE	CHECKMATE ----- ORANGE
ROOK ----- BLACK	KING ----- GRAY
KNIGHT ----- PURPLE	QUEEN ----- YELLOW
PAWN ----- GREEN	STALEMATE ----- RED

(PASSCARDS LOCATIONS)

Blue	4675 (Inside the Band Aid can)
Black	5194 (In a locker)
Orange	3270 (In a box in the cage)
Grey	5037 (In the safe)
Red	6470 (In the Piranha's pool)
Purple	8911 (in the shelf near the vine)
Green	7012 (John will give it to you)
Yellow	0021 (Sam will give it to you)

1.20 578

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*MEGA TWINS: (Keith Krellwitz)

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

1.21 579

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MEGA WORM:

(LEVEL CODES)

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

1.22 580

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*MEGABALL (ECS & AGA):On any level hold down 'R-AMIGA' and 'P' for invincibility.
-----**1.23 581**

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MEGA-LO-MANIA:

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

MADCAP	SCARLET	
1-"IVIAZXF1WMB"	1-"OVIAYASIWMO"	100 men
2-"ELEALUFOPNP"	2-"KMEAKXROPNQ"	200 men
3-"MOXALSLTFCZ"	3-"SPXAKVXTFCA"	300 men
4-"IFTAJNFPOVN"	4-"DGTAIQRPDVO"	400 men
5-"MCOALOIXVPR"	5-"SDOAGLLIVPS"	500 men
6-"NZHPVHLMLEN"	6-"SAIBUKXMLEO"	600 men
7-"QWCPHELHGLP"	7-"WXCGBGHXHLQ"	700 men
8-"MMYAFZEZXF"	8-"SOYAECRZXF"	800 men

9-"IQUBTYQSPAD" 9-"ORUBOBESPAE" 900 men

(LEVEL CODES)

2nd Epoch-"BNYABDUNBHV"	6th Epoch-"WWKDXGPXDBZ"
3rd Epoch-"COVCPMJVEBL"	7th Epoch-"KUUCTOPLGHV"
4th Epoch-"WKCCHIEUKNL"	8th Epoch-"PEHAJBPKZAQ"
5th Epoch-"GATAVRXRONT"	9th Epoch-"GYJDJHPNFHN"
Mother Battle-"TJLBVSNNIGD"	

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

1.24 582

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MEGATRAVELER I:

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

1.25 583

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MENACE:

This one's a bit tricky - type "XR31TURBONUTTERBASTARD" while the game is in progress. try doing that without getting killed off! You should now have a large supply of shields, cannon and lasers. They will run out eventually so you have to type it in again.

Another cheat file lists the code with spaces between words! Type "XR31 TURBO NUTTER BASTARD" and hit keys 1-6 to select a level. Then press RETURN for extra weapons.

1.26 584

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MERCENARY - THE SECOND CITY:

Fly the Dominion Dart as usual, fly to above 350 meters, level off (your speed should be 1,781 kph) and fire a missile. Pick the missile up once you get close to it and then land. Go to 08,08, and take the crashed intergalactic craft and go to 08,06. Go underground exit your ship and walk through the triangular door. You now have access to the authors cheat room where you'll get keys to every door, passes out of prison and the ability to carry lots of goodies in your pockets.

1.27 585

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MERCS:

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

1.28 586

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METAL LAW:

During play, type "DBSWAT". Now use the following keys:

'F1'-'F5' _____ Select fire power.

'F6' _____Shield on.
'F7' _____Shield off.
'F8' _____Skip level.
'F9' _____Skip world.

1.29 587

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METAL MASTERS:

During the battle and things aren't going your way press 'F4' to freeze your opponent.

1.30 588

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*MICKEY MOUSE:

During play, type "61315688" and then press 'DEL'. A flickering line should appear on the border. Use the following keys on the tower section:

'F2' _____Opens door to the next sub game.
'F3' _____Starts a fight between you and a witch.
'F4' _____Refills your water pistol.

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

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

1.31 589

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MICKY MOUSE 2:

(LEVEL CODES)

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

1.32 590

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*MICROCOSM CD\$^3\$\$^2\$ (Psygnosis):

1. There are two introduction sequences available, depending whether you hit the RED or GREEN button.
2. It seems that Psygnosis has put some music on the CD not used in MICROCOSM. Just try track 2 from the game CD on your audio CD player.
3. Sometimes you need to warp back to a junction because you took the wrong branch or because of an endless loop you are flying in. Just move to the map and place the outlined rectangle to the red mark you want to warp to (place it with the YELLOW or BLUE button). To actually warp press the GREEN button while you are on the map.
4. Press PAUSE after the game started and try the 4 colored buttons. If you hear a higher tone you hit the first button in one of the following combinations, now press the remaining buttons.

GREEN, BLUE, YELLOW, RED, YELLOW, DOWN, GREEN, RIGHT, RED, UP

or

RED, GREEN, BLUE, YELLOW, DOWN, DOWN, BLUE, DOWN, RIGHT, BLUE

or

YELLOW, RED, GREEN, BLUE, UP, LEFT

or

BLUE, YELLOW, RED, GREEN, BLUE, LEFT

You will hear some sound and from now on your life never ends

and you have access to the right brain with all weapons available, but all rendered sequences will appear grey shaded only.

1.33 591

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*MIDNIGHT RESISTANCE:

On the title screen, type any of the following:

"ITSEASYWHENYOUKNOWHOW"_____Infinite continues.
"BLUEDAY"_____Turns everything blue.
"IAMAFREINDOFIANS"_____Message.
"VERSION"_____Version date.
"CREDITS"_____Game credits.
"HELLOS"_____Greeting to various people.

1.34 592

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MIDWINTER:

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

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

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

1.35 593

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MIGHT & MAGIC II:

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

1.36 594

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MIGHT & MAGIC III:

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

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

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

(TELEPORT CODES)

"HOME"

"SEADOG"

"FREEMAN"

"DOOMED"

"REDHOT"

"AIR"

"WATER"

"FIRE"

"EARTH"

1.37 595

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*MISTER & MISSIS:

Training Level-----"LUDWIG"
Woodland-----"WOODLAND"
Tower-----"DSCH"
Factory-----"BABAYAGA"

Desert-----"GLOBULE"
Cavern-----"QUIXOTE"
Sewer-----"THE MOJO"
Dungeon-----"CLANGERS"

1.38 596

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MONOPOLY:

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

1.39 597

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*MONTY PYTHON'S FLYING CIRCUS:

On the high score table enter your name as "SEMPRINI" you can now restart the game from the last level reached.

1.40 598

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*MOONSHINE RACERS: (Keith Krellwitz)

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

-----**1.41 599**

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MOONSTONE:

Take a trip to Stonehenge, keep hold of any valuable items and position the pointer at either the word GOLD, STRENGTH, CONSTITUTION, or ENDURANCE and tap the fire button. The druids should continue the ceremony and you will get an extra life without losing any items what so ever. When you enter stonehenge and you have to offer a magical item to DANU, Click on the strength (STR) for an extra live. Do this as often as you like.

-----**1.42 600**

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*MORTAL KOMBAT: (Keith Krellwitz)

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

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

(DEATH MOVES)

KANO:

Opponent to the right: L,L,F
Opponent to the left: R,R,F

SCORPION:

Opponent to the right: D,D,F
Opponent to the left: D,D,F

RAIDEN:

Opponent to the right: R,L,L,L,F
Opponent to the left: L,R,R,R,F

SONYA:

Opponent to the right: R,R,L,L,F
Opponent to the left: L,L,R,R,F

LIU KANG:

Opponent to the right: D,L,U,R,D
Opponent to the left: D,R,U,L,D

SUB-ZERO:

Opponent to the right: R,D,R,F
Opponent to the left: L,D,L,F

JOHNNY CAGE:

Opponent to the right: R,R,R,F
Opponent to the left: L,L,L,F

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*MORTAL KOMBAT II: (Keith Krellwitz)

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

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

1.44 602

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*MOTORHEAD: (Keith Krellwitz)

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

'ESC' _____ Skip to the next level.
 'RETURN' _____ Fill weapon power.
 '*' (on keypad) _____ kill all guys on the screen.

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*MOUTHMAN:

On the title screen hold down the Right Mouse Button, the Left Mouse Button, the Fire Button and push the Joystick Left for 5 seconds or until the title screen comes back. Select the empty space from the menu to enter the level editor.

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MOVE' EM:

(LEVEL CODES)

01-"IHKKSDCC"	17-"LLKASHBC"	33-"LJWQZECB"
02-"NHFSTJLL"	18-"CCDFFEJF"	34-"MBXCWICS"
03-"IJGGFDSG"	19-"JJASDTES"	35-"LASGFHEZ"
04-"AKJSWEZE"	20-"LIEZGXCX"	36-"LKDIUIWE"
05-"ADDSFWWW"	21-"LNGGSIIW"	37-"LKAZUWUE"

06-"UTRQKLLK"	22-"OKDPWEOO"	38-"SDNCEUZF"
07-"LPAPWIEW"	23-"LASZEWQZ"	39-"LKIIFGDW"
08-"ZTTRDGFs"	24-"MBCWZTED"	40-"BCNVDFWE"
09-"LKLSDGET"	25-"LKASHHEE"	41-"CXEIUWXS"
10-"PLPLPWZZ"	26-"LKVXXSAE"	42-"AJDHXVWW"
11-"LKSFDREE"	27-"QWUICBVE"	43-"IRWEHCBS"
12-"DARSEZZE"	28-"MNMNCBXW"	44-"MCSUZEUI"
13-"IUEGDGHS"	29-"ULNBUWEU"	45-"MCNWIVBD"
14-"LHSVXVCD"	30-"WNXYQZUE"	46-"MCLSOEIW"
15-"LKJHJEZT"	31-"HUETTWEW"	47-"LLDFIOED"
16-"IIIEUWDD"	32-"PPOEUUCH"	48-"PEIRNFDN"
	49-"PCEGXNBC"	50-"GRISWOLD"

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*MR. BLOBBY:

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

(LEVEL CODES)

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

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*MR. NUTZ (Ocean):

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

'A' _____ Gives you all power ups.
'Q' _____ Adds stars to you.
'W' _____ Subtracts stars from you.
'F5' _____ Adds lives to your stock.
'F6' _____ Subtracts lives from your stock.
'F7' _____ Add gems to your stock.
'F8' _____ Subtract gems from your stock.
'F9' _____ Add bombs to your stock.
'F10' _____ Subtract bombs from your stock.
'F1-F4' _____ Jump to corresponding level.
'1-7' _____ Warp around the current world.

Use the following keys during the platform sections:

'F1' _____ Turns you in to the fire ball.
'F2' _____ Gives you a shield.
'F3' _____ Gives you a shield.

(HINTS)

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

The following didn't work on my version:

Pause the game and slowly type any of the following:

"COOL JUMP NUT" _____ For infinite lives.
"SORCERER" _____ For invincibility.
"OCEANSOFT" _____ To activate the following keys:
'F9' _____ For bombs.
'F10' _____ For diamonds.
'SPACE' _____ To skip levels.

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*MR. TOMATO:

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

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*Munsters, The: (K. Krellwitz)

On the screen where it says press space to start, type "STRATS" and press 'RETURN'. You will now be invincible.

NOTE: The life meter will still appear to decrease.

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*MYTH (System 3):

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

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MYTH CD\$^3\$\$^2\$ (System 3):

Hold down the two top buttons and the blue button, turn on the CD\$^3\$\$^2\$ and release them when the red screen appears. Start the game and infinite lives are yours.
