

CheatCollectionE.01

COLLABORATORS

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Chapter 1

CheatCollectionE.01

1.1 Cheat Collection

Cheat Collection English Version 1.31 (04.06.1998) Part 2

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

Go To Part: German, 0 - 9 , A - B , C - D , E - G , H - L ,
M - R , S - T , U - Z

C

Cabal	Cheat Hint
Cadaver	Hint
Campaign	Hint
Cannon Fodder	Cheat Hint
Cannon Fodder II	Cheat
Capital Punishment	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

Carl Lewis Challenge
Cheat

Carlos
Cheat|Codes

Carrier Command
Cheat|Hint

Castaway
Solve

Castle Elsinore
Solve

Castle Kingdoms - Mutation
Cheat

Castle Master
Cheat|Hint

Castle of Terror
Hint

Castles 2 - Siege Conquest
Solve|Hint

Catch'Em
Cheat|Codes

Cave
Solve

Cave Mania
Cheat|Codes

Cave Runner
Cheat

Chamber of the SCI-FI Mutant Priestess
Hint

Chambers of Shaolin

Solve

Champion Driver
Codes

Champions of Krynn
Cheat

Championship Manager 93-94
Cheat

Chaos Engine CD³\$², The - Renegade
Codes

Chaos Engine, The - Renegade
Cheat|Codes|Hint

Chaos Strikes Back - Dungeon Master II
Cheat|Hint

Chariots of Wraith
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

Chip's Challenge 2
Codes

Chrome
Cheat|Codes|Hint

Chronoquest
Solve

Chronoquest 2
Solve

Chubby Gristle

Cheat

Chuck Rock
Cheat

Chuckie Egg 2
Cheat

Cisco Heat
Cheat

Civilization - MicroProse
Cheat

CJ in the USA - Codemasters
Cheat

CJ's Elephant Antics
Cheat

Click Clak
Codes

Cliffhanger
Cheat|Solve

Clockwiser
Codes

Clown 'O' Mania
Cheat

Clue CD\$^3\$\$^2\$, The - Neo
Cheat

Codename Iceman
Solve|Hint

Colonels Bequest
Solve|Hint

Colonial Conquest 2
Hint

Colonization
Cheat

Color 'n' Mind
Codes

Colorado
Solve

Colossal Adventure
Solve

Conquest

Codes

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|Hint

Crazy Cars
Cheat

Crazy Cars 2
Cheat

Crazy Sue
Cheat

Crazy Sue 2
Cheat

Creatures
Cheat

Cricket (Robin Smith')
Cheat

Crime Adventure
Solve

Crime does not Pay

Cheat

Crime Time - StarByte
Solve

Crimson Crown, The
Solve

Cruise for a Corpse
Solve

Crystal Dragon
Cheat

Crystal Hammer
Cheat

Crystal Kingdom Dizzy
Cheat|Codes

Crystals of Arborea
Cheat

Cube X
Codes

Curse of Enchantia
Solve

Curse of Ra
Codes

Curse of the Azure Bonds
Cheat|Solve|Hint

Cutthroats
Solve

Cyberblast
Cheat

Cybercon 3
Solve|Hint

Cybernoid
Cheat

Cybernoid II
Cheat

Cyberpunk
Cheat|Codes

Cybersphere
Cheat

Cytron - Psygnosis

Codes

D

D-Generation
Cheat|Hint

D-Generation CD\$^3\$\$^2\$ - Mindscape
Cheat

Dalek Attack
Cheat|Hint

Daley Thompson's Olympic Challenge
Cheat|Hint

Dallas Quest
Cheat

Damocles - Mercenary 2
Cheat|Solve|Hint

Dark Castle
Cheat

Dark Continent
Solve

Dark Side
Cheat

Darkman
Cheat

Darknite
Solve

Datastorm
Cheat

Days of Thunder
Cheat

Deadline
Solve

Death Mask
Cheat|Codes

Deep Core
Cheat|Codes

Deep Core CD\$^3\$\$^2\$
Cheat

Defender of the Crown
Cheat|Hint

Defender of the Crown 2
Cheat|Codes

Deflektor
Cheat

Deja Vu - Mindscape
Solve

Deluxe Galaga
Cheat|Hint

Demons Tomb
Solve

Denaris
Cheat

Desert Strike
Cheat|Codes

Detroit
Cheat

Deuteros
Cheat

Devious Designs
Codes

Die Hard 2
Cheat

Diggers CD\$^3\$\$^2\$
Cheat

Dimo's Quest
Cheat|Codes

Dinosaur Detective Agency
Cheat|Codes

Disposable Hero
Cheat

Disposable Hero CD\$^3\$\$^2\$
Cheat

Dogs of War
Cheat

Dojo Dan
Cheat

Dominator
Cheat

Donk
Cheat

Doodlebug
Cheat

Doody
Cheat

Doofus - Prestige
Cheat|Codes

Double Dragon
Cheat

Double Dragon II
Cheat

Double Dragon III
Cheat

Dr. Plummet's House of Flux
Cheat

Dragon Breed
Cheat

Dragon Lord
Hint

Dragon Ninja
Cheat

Dragon Scape
Cheat

Dragon Spirit
Cheat

Dragon Wars
Cheat

Dragon's Breath
Hint

Dragon's Lair
Cheat|Solve

Dragon's Lair 2 - Singe's Castle
Cheat

Dragon's Lair 2 - Time Warp
Cheat|Solve

Dragon's Lair 3
Cheat

Dragonstone
Codes

Drakkhen
Cheat | Solve | Hint

Dream Zone
Solve

DreamWeb AGA
Solve

Driller
Cheat

Driving Force
Cheat

Drol
Cheat

Duck Tales
Cheat | Hint

Dugger
Cheat

Dune II
Cheat

Dungeon Master
Cheat | Hint

Dungeon Quest
Cheat

Dungeons of Avalon 1 and 2
Cheat

Dynablasters
Cheat | Codes

Dynamite
Codes

Dynamite Dux
Cheat

Dynamo
Cheat

Dynasty Wars
Cheat

Dyter-07
Cheat

1.2 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 need less 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.

1.3 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.

1.4 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).

1.5 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 "JOLSA".

Hints:

- 1) In Choppas, land on the enemy to kill them, safer than landing and getting out.
- 2) In missions, where 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 along 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 you guns. Don't waste grenades on them unless it is necessary.

Here is some information on where the Supa Dupa range of weapons can be found. There is only one of each Supa Dupa product, so they're spread out across the game from mission eight onwards:

Missile - Mission 8, Phase 3:

Go to the bottom right corner of the screen and it's hidden behind a big bush.

Bullet-Proofa Vest - Mission 12, Phase 4:

After you've blown up the turrets and boarded the helicopter fly, to the top right corner of the screen. The vest is hidden in the fat snowman.

Rank - Mission 16, Phase 2:

Top left corner of the screen. It isn't hidden and it looks like a sign for a general (four stars).

Troopa - Mission 20, Phase 1:

This is a big yellow S in the middle of the screen on quite an easy level. It's still worth getting since it improves your rank until you die and it gives you a Bullet-Proofa Vest, Missile and Rank Boostas for the phase. Watch out when you pick it up though, because there is a spike nearby.

Troopa - Mission 22, Phase 2:

It's in the bottom right corner of the screen and is guarded by a turret.

It's best to blow up the helicopter with grenades to start with, then rocket the turret before getting the Troopa Boosta.

1.6 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.

1.7 capital punishment

To access your character's special move press <FIRE> 3 times followed by a direction. The moves vary for each character of course though so you'll have to experiment with it. Try <FIRE>, <FIRE>, <FIRE> and down for Corben Wedge's crushing body roll move for example.

1.8 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.

1.9 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.

1.10 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.

1.11 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.

1.12 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.

The passwords in capital letters are the codes for the computers to obtain the planet probes. The combination definitions are

```
TR top right
BR bottom right
BL bottom left
TL top left
```

Here are some combinations for the bases in mission one:

```
01 Butre TR,BR,TL,BL CHAESELUME
02 Pelphi BR,BL,TL,TR RUPPESICBERY
03 Meestre TL,TR,BL,BR PHYDERLAPS, EXSOMIDED, scoofar, ruppekal,
    eginham
04 Triekos TR,BR,BL,TL ELSISYDON, RATSICPOCY, pocinsbee, elders,
    yulthaape, viginink
05 Salstee TR,BR,BL,TL SYTHALEBEE, MIDINSNEING, lapcepy, phydered,
    exsosy
06 Seavy BR,TL,BL,TR YULESDEAPE, POCCEPLAPS, epeton, sylekal,
    rupsoham
07 Sodpia TR,BL,TL,BR EXTHAFAR, SCOSINSINK, vipeape, pocgininkal,
    yulooham, ratsics, chasbee, elsidon
08 Quoone1 TR,BR,TL,BL QUESOSIFAR, LAPLELEBEE, syinsink, lapdering,
    yulenebery, midesdon, physiy, queltes,
    exneed
09 Phuphet BL,TR,BR,TL VISICEXTON, CHAENEDEAPE, sythafar,
    midinsham, rupneton
10 Budod TR,BR,BL,TL EINSTHASY, RUPGINENEHAM, yulcepton,
    chaleape, elsicbee, pocpefar, deesdon,
    ratinsink, visokal
```

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 Pasdet TL,TR,BL,BR
- 10 Leatod BR,TR,BL,BL

You have to fly your spaceship, the swan, to the planet BUTRE, (coordinates 008w-072n). While you are on the way place the chips in the droids head. You now have to assign them a name. The chip is in the backpack of each droid. Once this is done you will acquire the ability to punch, which is the first means, for the time being, of attacking. Once you are orbiting, zoom in on the white dot and click on it. Your craft will land. Wander around till you find the green door. A message from Ratt is at the door with a code on it. This will let you in once you correctly execute it. Once inside pick up the explosives and another message. Go to the end of the passage and click the right mouse button on the forward icon. The wall will move forward, most likely you will encounter your first base aliens. You must explore the whole base by open every cupboard and door. I've included a map on this disk to help you find your way. Pick up all sacks of gold whenever you destroy an enemy. As you gain experience trade-em on attributes. Before you can get out of the base you have to do two things. Find the professor and kill him for the password for the computer so as you can get the planet probe (from the computer). Then you must find the generators and destroy them by throwing the explosives in the top of them. Once this is done you must exit from the base before it blows up. When you are back in orbit place the planet probe in the map and it will head of to the next planet showing you the way.

During your quest you will use some plug in devices. Here is a run down on what they are:

OPTICS

- 1 BASIC An AG Scan which displays how much damage you are inflicting on your opponent during combat.
 - 2 This is the route finder. Essential for finding your way out of the base after you have destroyed the generators. It will also guide you to the base entrance when you land.
 - 3 The mapper gives you a map of the area you have covered. Shops are shown in red, white ladders and holes in green, doors in yellow.
 - 4 Radar.
 - 5 Magna scan guides you straight to the generators.
 - 6 Body scan gives you a quick reference to your condition of your droids.
 - 7 The Vision corrector allows you to see where false walls are.
- SUPER Visor is a in-fra red night vision enables you to see in the dark.

DEV-SCAPES

BASIC Anti-Grav device enables you to walk on ceilings. Handy for

flooded areas and shooting high floating enemies.
 2 Shield, cuts down the amount of damage done to you by enemies.
 3 Fire shield cuts down the amount of damage fireballs do to you.
 4 Greaser allows you to run faster.
 5 Power sapper drains all the power from your droids. Forget this one.
 6 Fixer will fix any part of your droids that are on 0%. Will not give you a full repair.
 7 Recharger recharges the droids.
 SUPER Deflector will deflect any enemy fire, however they drain very quickly and are expensive.

1.13 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.

1.14 car-v-up

Get on the hiscore table and enter the following (or while playing?):

WHOOPSIE start off on the prehistoric level
 PUSSEYCAT or
 PUSSYCAT receive nine lives
 BUMPER give your car infinite bumper
 ARNIECAR 100,000 bonus points
 WOAARRGGH or
 WOOAARRGGH 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.

1.15 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.

1.16 carl lewis challenge

Here's how to easily win the 100 meters:
 Select the speed control method, then use the mouse, joystick and keyboard all at once (you might need someone to help you) you should now finish the race in about 6 seconds.

1.17 carlos

On the title screen press <SPACE> to enter a password.

"ENIRD" infinite lives
"LOOPS" ?

Level Codes:

2 BONGO
3 GALET
4 PATAU
5 SIRTA

1.18 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 inreal type, 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.

1.19 castaway

boulder - push it.
timber - chop it with axe.
levers - feed the parrot with seed & it tells u the combination.
panther - throw spear. to get spear, examine the weapons' stall.
white sand & grave - dig with spade.
ship - go to sheltered cove. drop timber & light it with match.

get all your treasures & enter the ship.

1.20 castle elsinore

A few notes:

- Any * following the object means that the object is a treasure. All of them would give you bonus 5 points if deposited at the town hall. Some of them could be used for other purposes. Unless described, they are just treasures
- If the items you carry are already full, you might then deposit all treasures in the town hall

- . Seashore: Search from north end to south end of sea shore. You would find a heavy ball and a rod.
 - . Village: Exits are possible in all direction. Get waterpump, string, sickle and document from locations around it.
Town hall where you deposit your treasure (for full credit) is located northwest from this village square
 - . The churchyard is south of the village. In one of the yard there is a freshly dug grave and a human skull. Get the skull
 - . Go seashore, tie string to rod, fish. get coral*
 - . Go to bridge, west to oak tree, climb tree. With the sickle, cut the mistletoe. Down and get the mistletoe
 - . Go forest, explore until you come up to the witch's camp. Get the broom. Fly, south, south and there is a large circle. If you have the mistletoe with you, you could pass the wraith there. Get the emerald*, back to the arrival point, fly back.
 - . Go to church's tower, ring the bell. Go to sea, wait until a huge monster come. Follow it. The monster will go up the river, to the churchyard (south of the freshly dug grave) and then bite the tower's bell and tear up the tower's side revealing a downward passage. In there you would find a Nordic idol*
 - . Get document, go castle. (The document is the pass)
 - . Scattered in castle first level are: gold cross*, two yarns (one is in linen storage and the other is in servant room), book, rug*, statue* and
-

oil lantern (your only light source)

Two events might happen here:

If you newly entered the castle, a young page came and offered a sword.

Take it to defend yourself against the fighters in the castle.

Sometime, a seaman come and steal your treasure. Let him do it. You won't lose it. After all, this is the only way you could get his only treasure.

- . There is a large bulge behind a curtain in one of the room in first level castle. Kill the bulge (A sort of thief is behind it), get the crown*. You could bury the dead body in the churchyard's grave to get additional treasure: jewel trinket*
- . Scullery (south of kitchen): Go down the staircase. If you explore the maze there, you would find a nordic pin* and an antique key (in wine cellar)
- . A fountain west outside of castle: Empty it with the waterpump. Get the coin*
- . Queen's chamber: give yarn to queen and she would allow you to go to her bedroom. Get diamond* there
- . Tower: Give a young and pretty girl the book to calm her. You could then go south. Get an oil painting* from there
- . Ghost room: give crown* to ghost (That's what he wants). To pass the barred door, load cannon with the iron ball, turn cannon and fire the cannon. Pass the shattered door, get ruby*. The scholar? I don't know yet.
- . King's chamber: Turn the bust (The bookcase slides away revealing a passage) In there, you would find an ornate clock* and prince chamber
- . Prince chamber: Give the skull to him. In east door, there is a vase*. In north door (unlock it first), there is a necklace*
- . Room with three levers: Pull iron lever, north and get the jade*, pull the bronze lever (A trapdoor open), break door, and find your way to the sea shore. Now climb up the cliff, take the south trail and follow it until you come to the smuggler's cave. Enter the cave. In there you would find all your stolen treasures. In addition, you would find the pirate's treasure, a jewel chest*. 1602 would bring you back to the castle (A short-cut)
- . The cat: If you have the emerald* and ruby* (They are the size of eye), give them to it. The cat would give you back an ancient mouse*

Once you completed collected all treasures, you had a very little time to reach the townhall and deposit all your treasures there before you are transported to an astral plane. Find your way here and upon encountering an engraving letter 'OTTFFS???' on a surface, respond with 'ENT' (One Two Three Four Five Six Seven Eight Nine Ten). A door to south appears. Enter it. Put the sword on the altar (A sword picture is on the altar). Exit. Now, everything is changed. There is a riddle here. The answer is moon. North, and strive yourself to east to meet the lady of moon.

1.21 castle kingdoms - mutation

Press <P> to pause the game and press and hold <A>, <R>, <C>. While still holding the keys press <FIRE>. The screen will flash letting you know it worked. You will now have infinite keys and health and keys <F1> through <F5> to skip to the corresponding level. Press <F6> to skip to the ending.

1.22 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 perched 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 find 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 catacomb 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.

1.23 castle of terror

The flint is found in one of the barrels.

1.24 castles 2 - siege conquest

1. Use <RIGHT MOUSE> to speed up the clock while waiting for an event to occur. This works in both the Strategic and Tactical modes.

2. Defending military forces are always approximately one-half the size of a player's total military force. The number of soldiers that a territory can muster in its defense, in other words, is based on the total size of the army owned by the controlling player. To be precise, the number of each type of unit is equal to one-half of the number of such units in the player's army, rounding up. For example, a player with three infantry and five archers would defend with two infantry and three archers.

The defender still has an edge, however. The strength of each individual defensive unit is adjusted upward slightly to account for the defender's superior knowledge of the terrain. The defender also gets to choose where the battle will be fought. This offers a significant advantage to the clever player. Finally, the attacker will have a very difficult time winning unless the odds are greater than 2:1 in its favor (this includes morale, which is not immediately measurable, just as in real life).

The battle system works both ways: when you are attacked, you defend with half of your forces. If you lose the battle, you may then launch a retaliatory attack on the other player, who will defend with half of whatever forces remain after the first attack. Also, remember that every unit lost to either player removes one unit of that type from the player's forces. However, since the defender only fields an army half the size of its total force, it can never be wiped out in a single battle. The attacker, however, can be completely eliminated by a solid defender. A counterattack after such a rout is usually devastating to the once-proud aggressor.

The intent of this design is to encourage back-and-forth skirmishing. It also places the greatest risk of loss on the player who has

the most to gain -- the attacker. This design applies to both the computer players and the human players; they abide by exactly the same rules. This includes the rule which provides at least one Infantry and one Archer to a player with no military forces. We assume that any territory -- human or computer -- is capable of offering some defense to an attacker, however meager.

3. Your army's morale is based on the Happiness of your people. Battles may be won and lost solely on morale. It has a very strong effect on the outcome. Be sure to keep your Happiness at least as high as that of your neighbors.

Artificial Intelligence

CASTLES II employs two sophisticated, multi-level artificial intelligence engines for the computer players -- one for Strategic mode, another for Tactical mode. Only the Strategic AI is discussed in this analysis.

The Strategic AI consists of medium-level and high-level portions. Actions are initiated through the same task mechanism used by the human players. In fact, the AI players were tested by letting one of them run the game in place of the human, even displaying results on the same user interface.

CASTLES II was exhaustively playtested for six months. Every aspect of the gameplay was critiqued and fine-tuned. This was an especially complex task for the artificial intelligence routines. Many of the AI algorithms were rewritten several times until they became satisfyingly realistic. Fortunately, the computer players use the same tasks as the humans. The tuning factors were based on empirical adjustments derived from actual human playtesters. The result is a series of opponents who play at a level equivalent to that of an expert human player. The Easy and Impossible difficulty levels in the game were created by adjusting delicately more than a dozen factors in the playing style of each opponent.

The medium-level AI maintains appropriate levels of commodities and military forces, and ensures the safety and security of the kingdom. It issues Gather and Recruit tasks whenever it decides to increase the level of a commodity or increase its military strength. The medium-level AI can send Merchants (this is a good way to find out if a computer player is experiencing a shortage of a given resource, by the way). The medium-level AI also starts a Happiness task when the peoples' morale drops, sends Scouts to neighboring territories, and Polices the realm if it is being Sabotaged or Spied upon.

The medium-level AI does not think very often. During playtesting, this AI was found to be extremely agile in its response to changing conditions in the game -- far more agile, in fact, than any reasonable human opponent. The frequency of its thinking was reduced to compensate for this. One other adjustment was made. Since the computer players do not get the benefit of plots or random events, which often give "freebies" to the human player, the AIs were given the ability to obtain one unit of a given resource if no units are available in their stockpiles and the computer wants to run

a task that requires that item. This also compensates partially for problems which arise due to their reduced frequency of thinking. This only applies if they are completely out of that commodity. The computer players cannot pile up large stocks of goods in this manner. Also, they do not possess this special ability at the Easy difficulty level.

The high-level AIs handle the more complex thinking in the game. They use a modified version of a traditional AI approach to prioritization of their various options. This keeps them from becoming locked into simple patterns of action. Attack, Build Castle, Saboteur, Spy, and Diplomat are high-level AI tasks. The computer evaluates each task based on a large number of variables. It may decide to attack a particular territory because it contains a commodity that is in short supply, or it may back off if it finds a castle there. It weighs all of the possibilities and chooses the one which is the best means of achieving its goals.

Beginning:

At the beginning of the game, your focus should be on grabbing territory. This cannot be done in a haphazard manner, though. Your most important goals should be:

- Build a solid, defensible perimeter.
- Possess all four types of resources.
- Crank your economy up to top speed as soon as possible.

Most of the players begin in one corner or another of the map. The best strategy for these players is to aim for an initial size of five or six territories. Conquer a few immediately, preferably by building a "wall" of territories that you own, behind which may be a few that you do not yet own but are inaccessible to the other players (the other players cannot "leapfrog" and get to them). Then, conquer these other territories. Territories will revolt if not subjugated by a show of force. You must therefore begin to build castles once you control four or five territories. Try to build just one castle, preferably in a territory which borders every other territory that you own. If you are very fortunate, or have planned well, the territory in which you build the castle will have Gold as a resource. Make sure that your castle is at least 100 points strong, so that it will prevent revolts in all neighboring territories. The castle will not prevent revolts until it reaches an appropriate level of completion. Be sure to start construction early enough to ensure that your people will not revolt before the castle reaches this critical size. One good way to speed up the construction process is to skip the moat: it slows the construction process significantly.

Politics also plays a critical role in the game, even at this early stage. Make sure that your people are happy. Make sure that the Pope likes you. And try to keep your enemies at bay by buying them off occasionally until you can become strong enough to fight them effectively.

Tough Choices

Once you have your initial territories under control, you may choose any one of several approaches to the game. The game can be won through military conquest, administrative power, or political expertise, although the obvious military approach is the easiest. Make a decision now as to how you wish to proceed, and stick to it as long as possible.

The game will place far more demands on your resources than they can support. You must decide whether to make your people happy, build alliances with your neighbors, build castles, or build a dominant military force. Your basic strategy choice will determine which of these will be emphasized.

There are a few general pointers that apply to any strategy. Keep these in mind, and you will always be in control -- as much as possible, anyhow. And, lest you think that these pointers are not important, just remember that the other players ARE using them.

Use every ability point that you have. Even if you are not running a Military task, for example, apply the otherwise unused Military ability points to another task, such as a Gather. This will serve the dual purpose of increasing the speed of the gather task and giving you the extra push toward raising your ability rating. Your Military ability will not increase as quickly as if you were running Military tasks, but any contribution in the right direction is helpful.

Stay friendly with the Pope. Monitor your relations regularly. Remember that attacking a friend of the Pope (noted by the word "Blessed" next to that player's name in the Council display) will cause your relations with the Pope to decrease by one point. It is very easy, therefore, to become excommunicated through carelessness.

Stay friendly, or at least on neutral terms (Relations of 4 to 6) with your neighbors. The better your relations with them, the less likely they are to attack or sabotage you. Also, your Merchants are likely to get better deals if they are dealing with friendly parties.

Maintain a reasonable army size. Make it too small, and your neighbors may attack when their spies discover that you are a weakling. Make it too large, and the maintenance costs will drag down your economy.

Send Diplomats to "buy off" enemies who are attacking you. They remember friendly actions and are less likely to attack if they have reached a diplomatic agreement recently. Unfortunately, they cannot recall armies who are already in the process of attacking, so your Diplomat may be too late to be effective. Also, enemies remember your hostile acts even longer than they remember the nice ones.

Think in terms of small campaigns. Before launching attacks, pick a small number of territories to capture, build up your army and then go. Don't bite off more than you can chew! After grabbing

a couple of provinces, consolidate your gains, rebuild your army and erect castles for defense. Never get greedy, as an overextended empire crumbles very quickly!

Always harvest your resources. You will use them up very rapidly as everything you do costs money and/or goods. Try to resist building a castle until your Administrative Rating hits 5, allowing you a second task in that category. Then keep harvesting as you build.

If you don't have a good mix of commodities in the territories you own, you can still have a good economy. Try to harvest the commodity you have the most of and then trade them for what you need. You'll need good relations with a trading partner to pull this off, but it works well when you don't have access to iron and gold. Always remember that the black market is risky, but it can help bail you out of tight situations.

Military Might

Many players initially try to win the game through brute military force. Unfortunately, being a leader means more than having the largest army. You must also make friends with those who can be most helpful to you. You must choose your enemies carefully. And you must manage your realm well enough that it does not vanish in a sudden spate of revolts. The following hints should assist the determined militarist:

Obtain Knights as soon as possible. Build up to a Military Ability Rating of 6 by recruiting and attacking. Don't police your realm unless it's essential. Take a risk in order to build up your forces more rapidly.

Build just enough castles to prevent revolts. You can build them without moats if you're in a big hurry.

Make sure that you have plenty of Iron and Wood initially, so that you can build a big army. Then make sure that you have plenty of Food and Gold to pay for these forces. If you lose them due to failure to pay, you may very well lose the game.

Choose your enemies carefully. Only attack one at a time. Trying to conquer two at once will almost certainly end in disaster. Send plenty of Diplomats to the other player to keep him off your back. Besides, you can get better trading terms with that player until you're ready to attack.

Ambush a weak opponent. Call a Council and see who is at war with whom. Then attack a neighbor who is busy fighting someone else.

Don't attack Blessed players unless you have no other choice. The Pope will cause you a great deal of grief. You should never need to be excommunicated.

Administrative Acumen and Political Prowess

CASTLES II may also be won through administrative might and diplomatic savy. A player with six well-chosen territories and many castles can prosper and win without spending enormous amounts of effort on military campaigns.

The key to an administrative victory is maintaining the happiness of your people and becoming allies with the other players. Run Happiness tasks and send plenty of Diplomats to your neighbors.

Focus on obtaining Gold territories. You will need Gold to buy off your neighbors and the Pope.

Build a moderate-sized standing army. If your neighbors suspect that you have a small army, they are more likely to attack you. Remember that losses affect the attacker more than the defender (since the defender will never lose more than half of his army in any given battle), so you can do a great deal of damage to someone who dares attack you.

If you get attacked, send Diplomats. If relations improve, your opponent will temporarily be less willing to attack again. Keep up a steady stream of Diplomats and you may be able to avert a second attack.

Send lots of Merchants and Diplomats. Political Ability points are the most difficult to achieve, but you will have plenty of time to get them since you will be spending fewer resources on military actions.

When other players like you a lot (Relations of 8 or 9), trade will be more advantageous. You can actually make a profit on trade if you work hard at it. Every unit in your stockpile puts you closer to victory.

Don't forget that your friends will turn on you when you Claim. Relations will drop by one point with every other player. You will suddenly be the target of numerous Saboteurs and Attacks. Be prepared. Just before you claim, build up a substantial army with plenty of Knights and Archers.

Long-Term Strategy

The goal of CASTLES II, ultimately, is to survive long enough to become King. Once you have established your initial fiefdom, it is time to put your overall strategy to the test. Focus on the elements that you deem most important, as noted above. We won't tell you how to win. There are many ways to win in CASTLES II, and part of the fun is in discovering them for yourself. However, a few general pointers for later in the game may be warranted:

Build a buffer of extra points before you Claim. Once the other players get wind of your pending coronation, they will become increasingly aggressive toward you. Claiming reduces relations of all other players with you. This can pull you very rapidly into warfare. Make sure that the loss of points due to the drop in relations, plus the drops due to the attacks you will receive, will not be so severe that the Pope decides not to reject your claim.

Deciding when to Claim is a tricky decision. If you are the first to try, everyone will take their shot at knocking you down. Waiting for someone else to claim first is also a tricky path to follow because you might not have enough time or power to knock him down, and, if more players claim in the meantime, it'll turn into a free-for-all. (Actually that becomes quite a fun endgame to be involved in. Maybe that's not such a bad idea after all!)

Ten Sure Ways to Lose at Castles II

Attack two or three other players at once. Yeah, the more, the merrier. It's fun to send troops in every direction, grabbing territory as quickly as possible. It's fun to lose troops faster than you can Recruit them. It's fun to beat back counterattacks every two weeks. It's fun to restart the game every ten minutes!

Ignore the Pope: attack Blessed players: get Excommunicated. So what if they are the Pope's friends? So what if eventually this gets you Excommunicated? You're too tough to expect your people to be happy. Besides, no iron-fisted ruler worth his garde-robe worries about those Holy Rollers. And don't worry about the precipitous drop in your army's morale because your people are unhappy. Your army is three times bigger than any other in Bretagne -- at least, it was the last time you checked. Besides, you don't need to send no stinkin' Merchants.

Never send Diplomats. Diplomats are pansies. You kill them when they come to you. Why send yours when Relations are always so bad anyway? You don't need no stinkin' friends (see Merchants above). Scorched earth --that's your style. Take no prisoners. Just build an army and kill everyone at once. No problem. They'll never have time to mount a counterattack. What if everybody hates you? Huh?. What if? Are you talkin' to me?

Trade inefficiently: Rely on the Black Market for scarce goods. Trade with people who hate you. Everyone is out to get you. You have no friends, so why would you expect them to trade advantageously with you? What's so bad about an occasional 2 :1 or 3:1 swap for something you really need? Losing one or two units per trade doesn't really add up to much over thirty or forty trades, anyway. Besides, how could you possibly have planned ahead for your needs?

Let your army starve or go without paychecks. Why, when you were in the military you went six, seven years without eating. Yeah, and when you ate all you had to eat were rocks. Yeah, and when you got paid you got paid in sticks. Yeah, and they were wet too! After all, you only lose one military unit on the first delay. Why should you care if it's your best unit? You have more Knights than you can use, don't you? And don't worry about the fact that you lose double the units after every further delay. You have more important concerns than maintaining an army.

Ignore a commodity because it's not important. Who needs Food, except to feed the army, recruit Knights, and make people happy? Who needs Timber, except to build castles, recruit Archers, and make people happy? Who needs Iron, except to build castles and

recruit Infantry? Nobody needs Gold, right? Right? ... Well, gold maybe ...

Don't build castles. The name of the game is CASTLES II. But that has nothing to do with it. You're too busy conquering neighboring territories to worry about those pesky revolts. And who needs double commodities anyway? (see above) And you can always reconquer the territories you lose. Your neighbors would never even think about trying to capture a neutral territory that was once yours. And how much protection can you really get from a pile of stone? Ten archers posted on the walls can't possibly be very useful. Why would you ever imagine that they might be safer up there, or might be able to shoot arrows further? And what possible advantage could there be to protecting all of your Infantry and Knights from enemy Archers?

Never, ever Claim the throne. Why try to win, when you can have lots of fun getting beaten to a bloody pulp year after year? Masochism builds character. No, even better. Claim early. Just as soon as your score creeps up to 7001. Yeah, that'll show everyone just what you think of them. Those sniveling, wimps.

Change strategies every year or so. Yeah, keep duckin' and weavin'. Bobbin' and dopin'. Move slowly and in different directions all the time. Those computer players won't know what to do. Who needs to focus on a consistent strategy? Planning never worked for Wile E. Coyote.

Never send Scouts and Spies. Never call a Council. Why bother looking at your neighbors? They aren't planning any hostile actions. You're perfectly happy with two or three territories on the wrong side of the river. You never worry when a new neighbor shows up. He couldn't possibly have fifteen military units poised on your border, a Happiness of 9, and a serious need for elbow room. So what if Aragon just marched all the way to Albion's part of the map? He can't possibly be winning the game. In fact, nobody else could possibly be doing better than you. Just ignore them. You always win on Impossible level, anyway.

1.25 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 ?

1.26 cave

There are 3 separate areas - the wellhouse, stream & cave. You start out in the wellhouse area. Map your own way to the rest of the areas (too many dummy rooms).

wellhouse area: get saw, axe, plank, bucket.

stream area: fill bucket with water at stream. drop plank to cross stream.
get rock, key & torch.

cave area:

tree - climb tree. get match. climb. chop tree with axe

chasm - drop plank.

rusty grate - oil grate.

glass block - cut glass with diamond. get chest combination.

chest - open chest. 56294

barbed wire - cut wire with saw.

weed - wear mask. kill weeds with weedkiller

basilisk - mirror.

plant - fill bucket at east/west end of stream. water plant.

maze - climb plant. swnsenwnwnwsesenwwe<bullet>ssen<bracelet>snne. climb.

toad - forget it.

vampire - crucifix.

werewolf - load gun with silver bullet. shoot werewolf.

ogre - wear ring of invisibility. don't try to hurt him.

return to wellhouse area, drop all items, type "score".

1.27 cave mania

On the title screen (option screen), type any one of the following:

"EXISTENCE PRECEDES ESSENCE" Press <N> to skip levels

"JDYBWXNC" Start at The Island

"PSYRHFBN" Start at Funghi Island

"NZDWOESD" Start at Dust Island

"LGUIRHSG" Start at Lavaville

NOTE: Type at a slow steady pace.

1.28 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

1.29 chamber of the sci-fi mutant priestess

You don't have to complete all five Ordeals. Instead go into the tunnels (from The Moose) 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.

1.30 chambers of shaolin

SI ZHI BAN (TEST OF THE STICK):

Your master will attack you with the stick, using three different moves; a leg sweep, mid swing and a high swing. The first two can be avoided by jumping in the air, and the high sweep is dodged by crouching down. If possible 60 of these attacks should be dodged so that you can get the maximum bonuses to your attributes, any more will not add to the bonuses. You will be able to sustain 10 hits before you collapse from exhaustion, so care and quick reactions will be needed. I found that a good tip was to take two steps backward just after your master has stopped advancing on you, so it gives you a bit more reaction time the stick hits, so if you're quick enough you can just walk backwards and out of reach of the attack.

SI ZHI ROU LUANG (TEST OF AGILITY):

Agility is something you're going to need plenty of if you're to last very long against the opposition. Like the last test, this one improves your strength, defence force and constitution, but it isn't as hard to complete as the Test of the Stick, and you will get a bigger reward at the end of it. Dodging is the name of the game here, and the amount of energy you have left at the end will decide what bonuses you get (65% or more will be enough to guarantee maximum bonus points). Circular Yin and Yang signs are the only things that can be touched, and when you do, 20% of your energy will be restored.

SI ZHI JUN SI (TEST OF BALANCE):

This is the last chance for you to upgrade your defence force (and get a bit more strength in the process). By jumping from one pole to another you must collect ten symbols as quickly as possible. Jumping from a fast moving pole to a slow one doesn't usually prove to be a problem, but jumping the other way round is much more tricky and care should be taken. Remember you're allowed three goes at this test, so take chances on the first two goes, and if you still haven't completed it, then take a bit more time on the third one; 26 seconds or lower will be enough for perfect scores on this test which will upgrade your strength and defence force.

SI ZHI KUAI (TEST OF SPEED):

Kick the ball and release both boards, within about 25 seconds to complete this test. The idea behind this test is pretty straight forward and so is the method in which you can complete it. The hardest part is quickly turning around, ducking and then quickly kicking it, so that the ball goes in the opposite direction once you've released one of the boards. When the

second board has been cut, keep your foot in the air so that the ball doesn't come back and knock you over. Strength and attack force will be affected by this test.

SI ZHI LI SI (TEST OF STRENGTH):

Just when your joystick thought it was safe to come out of the cupboard - along comes a wagging event. As long as you can waggle your joystick really fast then this test is a cinch. Get your hand in the centre of the boards and waggle away, and if your arm is a bit knackered at the end of the stage, have a few minutes rest before you attempt the next set of boards. Four is the maximum number of boards you will allowed to break, and once you've done this, your strength, attack force, and constitution will be upgraded by a lot of points.

SI ZHI HOU (TEST OF FIRE):

This is your last chance to boost those skills. Strength, attack force and constitution will be the skills that benefit. As the man throws the flaming basket onto the bridge (after avoiding them) quickly kick each basket away. Be careful not to get trapped, and get rid of the baskets as quickly as possible, for if too many build up on the bridge you will fail the test. Around 30 baskets full of energy will ensure that you get top marks.

YOUR VERY OWN CHARACTER:

If you've managed to keep with the guidelines above then you will now have a character whose statistics are all 100%.

COMBATING YOUR OPPONENTS:

There are four fighters in all who you will have to kill before you will eventually arrive at the city walls, and each will be that little bit harder than the last one. Although you have quite a few moves available, like most martial arts games you need only use one or two to kill each opponent. I found that the easiest and best way to defeat the fighters was to use just the Tiger Claw and the Jump Kick moves. As a fighter approaches, use the Tiger Claw move, and if you time it right you should be able to keep him at the right distance throughout the fight. However now and then the fighter will jump and avoid the blow. If this does happen, quickly do a jump kick and, as he lands, your foot will collide with his head and knock him to the ground inflicting a lot of damage. This will work on all opponents if timed right.

THE CITY WALLS:

Pretty easy this. All you have to do is run along as fast as possible, and jump each time you see a boulder, and duck each time you see a bird. Don't worry too much if you get hit, because you will lose hardly any energy.

THE CITY GATES:

This is what you went through all this vigorous training for; but even with all that skill, will you have enough energy left to defeat the dragon? As soon as you see the dragon, go forward and kick him in the head and keep this up until he opens his mouth and breathes some fire at you. When he does this, run to the left and when the flames are about an inch away from the dragon, run forward straight through the flames and start kicking the dragon again. Keep this up and, provided you didn't get too badly beaten up by the fighters, it's be a piece of cake.

1.31 champion driver

Level Codes ??:

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

1.32 champions of krynn

Same cheat as in Pool of Radiance

1.33 championship manager 93-94

Select New Game, select Tranmere, and select Arrogant. Call yourself "Mr Bulgaria". You will now have about £30 Million to spend.

1.34 The Chaos Engine CD³² - Renegade

Level Codes:

One Player & CPU

World Code	Persons	Comment
2 4RFRCY6GLVN0		
2 BZPBKC81FH81	Gentleman, Thug	loads of lives & full power
3 ZQFDJ5BGP041		
3 190L0VTGP1N3		
3 ZQGHKR20P0Z#	Brigand & Gentleman	
3 D5FBKRW1FH75		loads of lives & full power
4 SDTBK4J2G3GW		loads of lives & full power

Two Players

2 SN72BPWKT7NV
 3 NX4YGGR83YBG
 4 3GGWGL3Q6WXF

1.35 The Chaos Engine - Renegade

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.

"XXXXXXXXXXXX" = Gentleman and Navvie, World 1, Approx 30000 cash
 "YYYYYYYYYYYY" = Thug and Gentleman, World 1, Approx 20000 cash
 "VVVVVVVVVVVV" = Brigand and Mercenary, World 1, Approx 30000 cash
 "TTTTTTTTTTTT" = Mercenary and Gentleman, World 1, Approx 45000 cash

Play the game until you come to the first world, on the fourth level and pick up the party power up icon. This will last for five seconds. Before the countdown has expired you must double back to the entrance in the forest, at which point you will be awarded with unlimited everything.

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
 BBJMWWQ#5R35 to be Mercenary and Navvie
 BBJLWQW#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

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	
OWHS5PX3835F	Mercenary, Thug	2 40000
2F#8Q55KKQNH	Navvie, Gentleman	2 50000
C4HNWRH86B18	Navvie, Gentleman	3 40000
HMWMUY0WB019	Navvie, Gentleman	4 33.000
XSFB8DDNR4R8	Gentleman, Preacher	4 20.000
WRIVVFXQIMLC	Mercenary, Brigand	4 20.000
PKWD2FJJPFY	Brigand, Preacher	4 20.000
F#BFZF60T5MW	Brigand, Navvie	4 20.000
BZPBKC81FH81	2 lives and power	
D5FBKRW1FH75	3 lives and power	
SDTBK4J2G3GW	4 lives and power	

Two-player codes:

RUDBK0Q7JWM6 Preacher, Gentleman 30 lives
 N#F04C56Q2MO 2 full weapons, much cash

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.

1.36 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 SMITHEES 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 Vorpal 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.

A quick and painless way of gaining experience without fighting is by simply practising. Stand directly in front of a large tree, or a closed door, and give darts, daggers and arrows to the current leader to throw. Don't worry about losing any of the weapons as they just hit the tree and fall on the floor in front of you. Keep picking them up and throwing them until you think you've gained enough experience. You don't get as much ninja experience as in real combat, but it makes a significant difference to the party members that stay in the rear and don't fight very often. Spellcasting works much the same way, but it takes much longer since it requires mana. When it looks like a skill won't rise any more, go out and slay some monsters before you try again. You be pleasantly surprised at the results.

In the third area outside, collect fairy cushions and sell them. In the fourth area, collect axes from the Axe men and sell them in the weapons shop in the first area, not in the nearby town. In the fifth area, the magic shop pays extremely well for many magical items. Purchase the Kalan Gauntlet here, then take it to the weapons shop in the fourth area, you'll be able to sell it for a large profit. You will also find a well hidden chest full of gems beneath the ancient temple. Once your party enters the keep, money will no longer be an object, since the keep is full of valuable gems and items.

Some armours can increase certain abilities if properly worn. Although they aren't necessary to complete the quest, they do help an awful lot. Here for your playing pleasure is some of the best examples: The tech helm increases wisdom, fire poyeyn increases strength, and the cloak of night increases your dexterity. Almost all of the more expensive shields cast spells, and some increase magic and fire resistance. Although some are very obvious, others are not. Keep an eye on your stats when wearing a new piece of armour, you may discover many more.

The Numen staff is far the best weapon in the game, since you can recharge it as many times as you so desire in the Vexirk cauldron in the keep. The staff of NETA and the Emerald Orb are also very valuable since they can transfer Mana directly into healing without bothering with potions. They also raise the wielder's Mana a fair bit. The Excysmyr ranks top among melee weapons due to its high speed double attacks, and considerable damage.

COMPLETE LIST OF SPELLS AND POTIONS

Nine Priest Spells

Party Shield YA IR
 Shield YA IR DAIN
 Aura of Strength OH EW KU
 Aura of dexterity YA IR DAIN
 Aura of Vitality OH EW NETA
 Fire Shield FUL BRO NETA

Darkness DES IR SAR
Porter Minion ZO EW ROS
Reflector ZO BRO ROS
Guard Minion ZO EW NETA

Nine Potion spells (Only the Priests can create potions.)

Stamina YA
Shield YA BRO
Wisdom YA BRO DAIN
Vitality YA BRO NETA
Health VI
Cure Poison VI BRO
Dexterity OH BRO ROS
Strength FUL BRO KU
Mana ZOBRO RA

Fourteen wizard Spells

Magic Marker YA EW
Poison Cloud OH VEN
Invisibility OH EW SAR
Push OH KATH KU
Pull OH KATH ROS
Lightning Bolt OH KATH RA
Accelerate Party OH IR ROS
Daylight OH IR RA
Firelight FUL
Fireball FUL IR
Poison Foe DES VEN
Harm Non Material DES EW
Open Door ZO
Attack Minion ZO EW KU

SOLUTION:

OUTSIDE THE KEEP

Solving the first area with the Sun key

So you've chosen your elite team of professionals. Now climb up the ladder into the room above you, there are many things to help you in your quest.

Go to the door that doesn't require a key and enter that room.

When you pick up and read the scroll which is laying on the altar it will reveal that this room is used for the resurrection of fallen Champions. If one of your team happens to die then pick up his/her/its bones and place them on the altar in this room to bring them back to the living. Now collect the torches which hang on the wall and head back into the other room.

Pick up the torches in this room, the gold coin and the bota which lie on the table. Open the chest on the floor and pickup the two potions. Now move the table back and pick up the painting behind it. You will find hidden behind the painting a bag containing several food items, a Magic Map, that when activated will show you an overhead view of the current area, a money box to organise coins and gems in, and a solid key in which to open the locked door.

Before you unlock the door that leads into the unknown make sure you're ready for combat. There are some globs outside just waiting to rip you in half, watch out, these globs are nasty pasties.

Insert the key in the door, open the door and head down the corridor. The globs you come across once outside will give your team some combat experience. If a team member dies then pick the bones and take them back to the altar to resurrect them. They will lose all previous possessions and have weakened health, but the experience they gained up to the point of death will be retained.

When you have finished with the globs you will find many useful items lying around. Minor weapons, coins and debris are scattered about. Although many items are picked up by the globs, they are left behind when they are killed. In the centre of the opening you will see two landmarks. One a fountain, the other is a mysterious black and red star pattern on the ground. The pattern reveals itself much later on in the game, but the fountain can be used immediately. If you place a bota in the churning water it will come out filled, plus it also contains a few hidden coins.

Nearby on the ground you will find a staff. Spellcasters who hold it gain five points to their maximum mana. The staff allows unlimited casting of weak Magical torch spells. The second spell on the staff has an incantation to open or close a door from a distance (this will prove very useful). Keep a note of the symbols they use as they can be duplicated. Every shop has a sign outside its entrance, this depicts the wares they deal in.

Head towards the dark keep on the horizon. There is a shop that sells food items furthest from the hall in this area. There are also several tables as well as a small fountain which is set in the wall. Click on the fountain, your entire party can drink there without the use of their botas. Buy a compass from the food shop, this will help you on your journey. The Sun key is on a table in the food shop furthest west. Take the key to the lock near the door, drop it in, and then press the switch. Be careful as more creatures await you outside. So prepare your weapons, take a deep breath and enter the second area.

Solving the second area with the Lightning key

Proceed as far as possible north, past the Lightning door, through an archway that leads into the Thorn Demon area. You will come across a large tree, go west and find a path north through another archway which leads into a foggy area. The Lightning altar lies in the middle of a ring of monoliths, on it is the Lightning key necessary to go on to the next area.

Solving the third area with the Moon key

Once through the Lightning door keep going east until you run into a small tree. Follow the path nearby north, then east through an archway into the swampy domain of the wolves. Don't attack the wolves (unless you need to defend yourself) because they howl to the rest of their pack for help. More wolves join the fight and soon enough you will find yourself outnumbered and being torn into itsy bitsy pieces. Proceed east, then north on the left path, then west a few spaces to a pit. Jump in and receive some damage or use Grayen's rope, now keep pushing the large boulder until

it moves. Take the ladder up and go west a few spaces, take the bone from the niche. Now go back to the wolves and throw them the bone to keep them busy while you continue west and south towards the Moon altar. Collect all the items, then get out of the swamp quickly. Open the Moon door and continue onto the next area.

Solving the fourth area with the Energy key

Go through the Moon door, keep going south until you get to the teleport pad. Head east through an archway into the Axe Man Domain. Move swiftly as you will be harder to hit by thrown axes. Near the middle of this area lies the Energy altar, just north of it is another archway into a town with three new shops. Use a magic map to avoid being cornered by the Axe Men, and grab the keys from the altar. You will find the Energy door is near to the teleport pad, go through into the next area.

Solving the fifth area and retrieving the last Clan key piece

Proceed through the Energy door and continue west until you see a niche and an archway nearby. Grab the vorpal blade from the niche and enter the foggy cemetery. To avoid releasing nasty spirits keep away from the statue and the tomb in the middle. Go south into the swampy area, whilst at the same time avoiding the haunted trees. Now head east into the ancient temple.

Moving pits and fire Doors

Once inside the temple locate the button on the right side of the room with covered pits, press the button to open a hidden alcove. Inside you will find the fire key. Make your way over the pits on this side of the room, get the key and prepare to cross the nearby room. Move the pits by casting Accelerate and activating a magic map to keep an eye on the pits. Go quickly east and south to the Fire door, open it with the key and enter. If you should fall into a pit, wait for the gates to reopen and take the stairs back up and try again. Look out for another hidden button in the large underground room to find a chest packed full of expensive gems.

Air key

Just past the Fire door is a twisting hallway full of mummies, cast the Accelerate spell again, then sprint to the Air door. Open it and proceed through. Inside you will find a bartering table with the last Clan piece. Place any coin on the table and the key is yours (there's no catch!)

INSIDE THE KEEP

Solving the first stage of puzzles leading to the boiler room

After passing through the entrance to the keep the door closes behind you. Nearby is the gold lock which opens it, but first you must get through a series of gates. Take a step up to the tech eye, then take step back to avoid the incoming fireballs (this happens only once). Enter into the small alcove with buttons in it, now face north. Press the button on the left, then the button on the right, now run forward into the gates as they open. You find that the third gate is closed, so go back to the harmless tech eye. Face south, without entering the alcove, and cast Accelerate.

Aim the mouse pointer on the button directly ahead of you and use the keyboard to move faster. Step up to the button, press it and run backwards as fast as you can. Set the guard minions in each of the five spaces which lead to the last gate, this will keep the gates open a little longer than usual. The closing gates may cause some damage to you, but once your past the third gate they all stay open.

Tempest

Get the minion map from the niche and stand on the space where the Tempest is lying. Activate the map, select the X and then walk back to the stairs. Select the icon that shows a minion moving away from the X, and the minion brings you the sword.

Dark Vexirks

First things first, pull the bell rope to summon a Vexirk to open the outer gate, be patient as they usually take there time. Don't bother with the items in the niches or provoking the Vexirks. Head east into the smaller room and wait for them to wonder out into the main room. Set as many guard minions as you can before they attack. Avoid the Vexirk king with the Numen staff. Keep setting minions until all the Vexirks are dead, now grab the staff. The Numen staff is the only magical item you can recharge in the cauldron. The staff also opens the outer gate and inner door as long as you walk up to them with it.

Tech Eyes

To get to the hall with the tech eyes, use the minion map to place an X on the floor trigger. Stand next to the closed door and send a minion to drop a coin on it. Once the minion drops an item on the trigger the door opens just long enough for you to dash in. Press the button on the other side to keep it open. Press the ROS button on the map to see the false walls. Get behind the tech eye through one of the false walls and open the plate to remove it. Nearby you will find a hidden button which will open a wall to another tech eye. Head back to the long hall and quickly enter through another false wall before a fireball reaches you. Deactivate the last two eyes the same as the first and the hall will become safe for you to travel through.

Opening Boiler Room

Get the large gear from the niche, place it on the device next to the door, now press the button to open it. Grab the gear quickly and go on to the next door, or buy extra gears from the magic shop near the ancient temple outside. If you take too long the pits will open up under you so speed is of the essence. If you fall down the pits, simply walk to the ladder, climb up and try again.

Solving the second stage of puzzles in the catacombs

Once your inside the boiler room kill all the enemy minions and get the Earth key from the niche. Put the key in the lock which is located in a nearby alcove, now step out and pull the lever beside it. A pit will open and drop the key two levels down. This also unlocks the door beside the entrance, but you will need the Earth key again to go further. There's two routes to reach the Earth key, the first is using Grayen's rope (this will

cause you a lot of damage), the second is to walk down. If you decide to walk down pull the lever near the central ladder to lower it. Proceed downwards and then head south to an area with bats and boulders. Push a boulder into a pit, and take a one-way ladder down. Now go west, then north into Dru-Tan's domain.

Dru-tan

Dru-Tan is hard to kill, but no means impossible. The easiest way in which to dispose of him is to catch him in his own trap. Dodge your way west, past the locked door with the Rockies in, to the next door with a strange lever beside it. Open the door and enter, go down the hall two spaces and turn to face the spiked wall. Wait for Dru-Tan to enter. As soon as he enters quickly turn around and run to the other end, this will set the trap in motion, hopefully trapping Dru-Tan with you. Press a concealed button to open the second gate, it only works once. Exit the trap and close the door behind you. After he dies open the door again from the outside, go back to the other door and pull the strange lever to reset the trap. Finally, go back around and get the Blood key. If the trap should fail, you'll have to kill him the old-fashioned way, with spells.

Activating Furnace

When you've killed Dru-Tan, get the Earth key and the Blood key. Open the Blood door and go through. Inside you will find a button on the wall which activates a teleporter. The Rockies will enter through it so follow them. Proceed east toward the furnace and exterminate the enemy guard minion so that the Rockies will be able to toss some fuel into the fire. Place your own guard minion nearby to prevent any enemy minions from blocking the furnace again. Go back to the boiler room via the ladder. Pull the switch beside the boiler, but it won't work until you finish more quests.

Crossing the Pit

After opening the second Earth door, you need a scout map to cross the pit that opens and closes. Stand on the floor trigger and activate the scout map. Select the minion icon and click on the map which is on the other side of the pit to send the minion there. The trick is to block the Zo balls with your minion and leave the pit open, so keep at it. Go up the ladder to begin the third stage.

Solving the third stage of puzzles leading to the pump room

You will find that you need a vacuum fuse to unlock the door where the Master key is kept. The easiest way is to buy one from the magic shop outside near the ancient temple. Or you can chase a floating chest around and destroy it with fireballs to get one. Place the fuse in the device near the door to the west to unlock it. Look for some false walls inside.

Level Puzzle

To open the door to the level puzzle you need the Master key and a large gear. Once you're inside get the Master key from the lock. Go to where the levers are and pull each one several times. Leave them all in the up position, and all except the last door to the pump room will stay open. On your way to the pump room destroy the large barrels and get the items within. Use the Master key to open the last door, then take it back. Once

inside collect the Iron key, and place another vacuum fuse in the slot. activate the pumps and lower the ladder. Take the Cross key back to where you got the Master key, and lower the ladder to stage four.

Solving the fourth stage of puzzles leading to the valve room

The easiest and quickest way in which to deal with all those tables is to hack through them one by one with weapons.

Rams

This requires speed and timing in rather large quantities. First cast your Accelerate spell, then carefully watch the movements of the rams. If the ram is extended on the way in or on the way out then you will get pushed into the pit. Start off with the ram furthest to the east. Wait until the ram is on the in-stroke, and when it's almost reached the wall you can rush past. After the first ram you will encounter two more in a row. Once again watch for the instroke, step safely in front of the first one, wait a fraction of a second, then hurry past the second one.

Reflector Room

You have two ways of solving this one, the easy way or the hard way. The easy way is to angle the centre and one side reflector so you can cast your own fireball north, to strike the target and remove the pits. You find the ladder up to the last stage is east of this room. The hard way however requires you to position the reflectors with levers, so that a fireball bounces all the way around the room, back to the centre reflector and then into the target. This requires using a magic map to see all the reflectors. Use the middle lever to move the centre reflector while the fireball is flying around to change the angle.

Teleport Fields

When you've solved the reflector room puzzle move each reflector one at a time into the room with the moving teleport fields. Place them in a straight line, south to north, with the fields on the other side. Then move the reflectors east until they are boxed in. Be careful not to block any passages.

Locked doors

Throw fireballs at the locked gate in the reflector room to open it. The other door past the teleport fields is not quite so easy. Activate the scout map, send the scout to the space in the middle of four pits and throw a coin at it. The coin will bounce off the minion and onto a floor plate, removing some of the pits and opening the nearby door. Last of all you need the Master key one final time to open the door to the valve room.

Solving the top levels of the keep and opening the portal to Dragoth

Face the hall with the lightning bolts and cast the Accelerate spell. activate a map, watch for a pause in the lightning, then move down the hall. On the other side is a switch to turn off the lightning. Two keys rest in a nearby niche, but you can only take one at a time. If you take both keys, a suction trap in the floor holds the party helpless,

presumably until Dragoth arrives to kill you. If you pick up the Skull key first, put it back and click the pointer directly on the Onyx key. This key must stay in the lock for the Onyx door to stay open.

Skull Key and Storage Room

Past the Onyx door you will find the Zolink chamber, before that you must get the Skull key. Lower the ladder near the entrance, then head back to the control room and get the Onyx key, closing the door. Take this key back to the niche and take the Skull key. Make sure that you leave one key in the niche at all times. Go back to the reflector room via the ladder and out to the teleport field room. Now climb back up the ladder into the Zo-link chamber, the Skull lock will activate a teleport field. Enter and cast fireballs at the nearest reflector to destroy a table. Now move the brazier, destroy the table and open the door.

Reflectors and Zo-link

Once you've opened the storage room move the reflectors out into the Zo-link chamber and then place them on the drain gates. Pull the switch inside the short hall to the portal. Now pull one of the switches on the south wall to release a stream of red hot fireballs that strike the central crystal. Next, walk around the room and pull the other fireball switch. Finally pull the last switch on the north side of the chamber to the lightning bolts at the crystal. If this doesn't do the job you will have to go back all the way down to the catacombs to refuel the furnace. When all the devices are fully working the Zo-link will open.

Opening Zo-link

Open the Onyx door, go straight into the Zo-link chamber and pull the four switches inside. Fire the Numen staff at the central crystal to open the portal. You don't need to bother with the reflectors or the boiler which lies far below.

Defeating Dragoth

Cast the Accelerate spell to cross the moving platforms. As soon as you've reached the area where Dragoth lurks start setting guard minions and try to keep Dragoth near them. If you must, fry him at point blank range with large fireballs or the Numen staff to help prevent him from dodging. Keep moving to avoid his spell attacks and ignore the attack minions he summons against you.

1.37 chariots of wraith

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

1.38 charlie chimp

Hold down <RIGHT MOUSE> or <LEFT 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 <B> Collect all BONUS letters
<T> Sets time to 99 <E> Collect all EXTRA letters
```

1.39 charlie chimp 2

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

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

1.40 charlie j cool

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

```
"SCREW"  Increases lives to 20
"GUN"    Infinite lives
"BOMB"   Skip to next level
"UFO"    Invincibility
"ALIEN"  ?
```

other codes:

```
"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.

1.41 charly

```
21 LEAP    41 FREE    61 FAST    81 DEAL
 2 ROOM    22 WORK    42 BANK    62 SOUL    82 FEED
 3 CLAW    23 GLAS    43 BABY    63 ARMS    83 SPIN
 4 NEST    24 LOOP    44 STAR    64 SOLE    84 GEAR
 5 WORD    25 DARK    45 HINT    65 AREA    85 HOUR
 6 FISH    26 ATOM    46 CHAT    66 CHIP    86 CAKE
 7 AUNT    27 TALK    47 FOUL    67 ARMY    87 NAIL
 8 RUSH    28 COAT    48 CALL    68 CITY    88 CURE
 9 TUBE    29 LOAD    49 LINE    69 KING    89 WOOD
10 RICH    30 LIFE    50 BEER    70 RAIN    90 SIGN
```

11 HAIR	31 PICK	51 NEWS	71 HEAD	91 LOST
12 SPOT	32 POST	52 TIME	72 IRON	92 BILL
13 NAME	33 RING	53 STUN	73 FACE	93 BONE
14 EDGE	34 GREY	54 TUNE	74 WEST	94 WAVE
15 DEEP	35 BEST	55 WALK	75 KICK	95 STOP
16 CASH	36 DEAD	56 WAIT	76 MAIN	96 MIND
17 SALT	37 KNOB	57 EVEN	77 PARK	97 GAME
18 PACT	38 TASK	58 SHIP	78 HILL	98 PEAK
19 FIRE	39 BOSS	59 MEAT	79 GOLD	99 GOOD
20 STAG	40 LAND	60 AUTO	80 PULL	100 IDEA

1.42 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 use following keys:

- <T> full time
- <N> skip levels
- <SPACE> (before car starts) for top speed of 900 km/h
- <Z>, <X> make your steering easier

1.43 chase h.q. 2

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)

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

1.44 chip's challenge

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

- "SAGITTARIANS MAKE BETTER LOVERS." (with fullstop) to give you an infinite supply of keys, shields, ice boats & magnets,
- "09/12/57" for unlimited time,
- "I THINK THEREFORE I AM." and 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	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	UBXU	67	GGJA	77	FHIC	87	YJYS	97	IOCS
58	YBLT	68	RTDI	78	GRMO	88	WZVY	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	FIRD	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		

1.45 chip's challenge 2

Level Codes:

1	BOMB	7	LEAD	13	SONG	19	BIRD	*25	LCK	31	SIGN
2	ROSS	8	WEED	14	FIRE	20	TAPE	26	SAFE	32	MYTH
3	RATT	9	RING	15	LAMP	21	VASE	27	WORM		
4	LISA	10	GIRL	16	TREE	22	PILL	28	NOSE		
5	DAVE	11	GOLD	17	SINK	23	SPOT	29	EYES		
6	IRON	12	OPAL	18	BIKE	24	PALM	30	HAIR		

1.46 chrome

Here are some basic instructions:

On the title screen, press <F1> for player 1, <F2> for player 2, or <F3> for both players. Now type in the code word for which ever level you want and press <RETURN>. The game needs a joystick in port 2. Press <FIRE> to be shown the player and level number, and press it again to begin play. When playing: not all bad guys can be killed; the time bar

near the bottom of the screen decays slowly, but decays faster if your craft is touching an Anti-Time block; the craft begins with a supply of 20 shots; up to 3 shots can be active at once; you begin with 3 lives; keep going until the craft can go no more, then the level will end; a bonus is awarded according to time taken; you can skip the bonus countdown by pressing <FIRE>; there is a high score table which you can get your name on if you are good enough. The properties of the magic yellow stars vary.

On the title screen, type "HELO TO GORDON AND DAVEE". Start the game and you will be invincible.

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	

Also try entering the code "CHEAT".

1.47 chronoquest

Complete Solution:

Part 1 - INTRODUCTION AND COMMENTS

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.

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 walkthrough.) There are also two other letters which we suspect gave important clues, but we couldn't read them in either version.

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.

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.

1.48 chronoquest 2

START AT I

advance

pick up the anchor and the coins found on the right of the screen by some small rocks

advance

pick up the chest from the right of the screen and the jug from the left of the screen

do not pick up the fruit on the table or you will die

retreat back to the ship

use the coins on the reactor to travel to IV

advance

pick up the silver ring on the right of the screen and the spearhead on the tail of the golden lion, the figurehead of the ship

do not advance

retreat back to the ship

use the silver ring on the reactor to travel to III

advance

advance again

pick up the key from the door

use the key on the blacksmith (the black smith modifies the key)

use the key on the door

advance

the guard of the winds appears

talk to the guard

do not listen

pick the "hello guardian of the winds" option

talk to him again

pick the "I would like to return home as soon as possible" option

retreat

pick up the key from the door

pick up the anvil from the blacksmith

retreat back to ship

THE MUSKETEER

use anvil on reactor to travel to X

pick up the sword and the copper sheath

use the copper sheath on the reactor to travel to XI
use the sword on the serpent in the tree
pick up the fragments of the sword from the bottom of the screen
by the serpents head
use the spear head on the staff to make a spear
use the fragments of the sword on the reactor to travel to XIII
pick up the horse shoe on the door to the left of the screen
advance
use the glove to challenge the muskateer
listen to travel, a muskateer
talk to travil
pick "A letter of recommendation for you was stolen from me" option
talk to travil again
pick "My life belongs to the king of france. I am at your service" option
talk to travil again
pick "It is not for me to judge her" option
use the horse shoe on the horse
use the sword or the spear on the guard in the tavern
use the clay jug on the wine barrel to the left of the fire to fill it
with wine
advance

THE QUEEN

talk to the duke
pick "I am the queens representative" option
talk to the duke again
pick "Diamond pendants for an ancient trunk, does this tempt you" option
give the ancient trunk to duke
talk to duke again
pick "My lord I beg you believe me" option
advance
use the key on the door
advance
use the vase of water on the fire
use the dagger on the eye shaped section at the back of the fire grate
advance (finding a secret passage)
talk to the lady
pick "Good day my lady I come by order of buckingham" option
talk to the lady again
pick "The duke has sent me to retrieve....diamond pendants" option
talk to the lady again
pick "I have ways of making you talk" option
talk to the lady again
pick "Your face, your body, your dress drive me crazy" option
pick up the pendants from around the ladys neck
advance
give the pendants to the queen
talk to the queen
pick "Madam it was an honour without equal" option
talk to the queen again
pick "That which your majesty deems fit to give me" option
advance

LIZARDS AND CYCLOPSE

advance again
use the dagger on the reactor to travel to II
advance

pick up the pewter goblet from the front of the right hand side rocks
pick up the sea shell with the necklace in it from the right
advance
look at lizard on the rockface if you want to
advance
use the anchor on the little rock to the left of the big rock
advance
talk to the cyclops
pick "O powerful polyphemus....a humble traveller?" option
talk to the cyclops again
pick "I have some wine, a nectar that come from future worlds" option
talk to the cyclops again
pick "Open your mouth, so I can empty my clay jug" option
use spear on cyclops' eye
use the clay jug on the blood
keep retreating until you reach the ship
use the pewter goblet on the reactor to travel to V
advance
advance again
pick up the rope from the tree in the top left hand corner of the screen
advance
talk to the sorceress
pick "Beautiful sorceress would you feed a poor starving stranger" option
talk to the sorceress again
pick "But first I must protect myself from your magical powers" option
use the ring
talk to the sorceress
pick "Surely it's a trap, but what difference, I cannot resist your charms"
option
go and enjoy yourself!

KINGDOM OF THE DEAD

retreat back to ship
use the nails on the reactor to travel to VI - the kingdom of the dead
advance
advance again
pick up the bronze sheild from the far right of the screen
advance
talk to tiresias
pick "O prophet tiresias,drink this blood and reveal the perils that
await me" option
talk to tiresias again
pick "Do your job and predict my future" option
talk to tiresias again
pick "Charbdis" option
retreat back to the ship
use the bronze shield on the reactor to travelo to IX
pick up the candles from next to the baby
use the necklace on the reactor to travel to VII
advance
use the rope on the ships mast
use the candles on the crew (watch out this is tricky)
advance
advance again
advance again
advance again

retreat
retreat again
pick up the ear rings which can be found in the empty cabinet in the centre of the screen
advance
use the ear rings on the reactor to travel to VIII
advance
advance again
use the sword on the horn of the ox on the right hand side of the screen
pick up horn
retreat
use the sword on the top of the rock in the centre of the screen
pick up both pieces of the broken sword
retreat
use the point of the broken sword (not the hilt) on the reactor to travel to XII
use the gold sceptre on the king
advance
advance again
use the ox horn on roland
retreat
retreat again
use the sword on the reactor to travel home to the end

1.49 chubby gristle

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

1.50 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",

1.51 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.

1.52 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

1.53 civilization - microprose

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

1.54 cj in the usa - codemasters

On the title screen type "POKE THE DONKEY" for infinite lives.

1.55 cj's elephant antics

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

1.56 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

1.57 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.

Solution:

unlock locker with key -> tape.
push lift door to open it. drop chair in lift. climb up chair.

dont touch the wires - they're LIVE.
 if u've played the vcr, u'll know there a blackout coming.
 wait until blackout. light flashlight.
 <there's a bug here ??> go back to the hatch.
 tape wires. push button.

drop pill in aquarium. get sleepy fish. throw fish at dog.
 tie rope to desk. climb down rope.

push button -> key. unlock wooden door with key.
 spread glue on step. put step in riser.

inflate balloon near the tank.
 goto the ledge in the west most room. e. in. get \$1 (u need the gun).
 put \$1 in machine slot -> string. tie string to balloon.
 step off ledge with balloon.

introduce yarn to machine. push button -> bathrobe.
 push button in other room -> stop fire. unlock door with key.

push button -> fill pool. play vcr. dive in pool.
 step off ledge with umbrella.

drink liquid. open door. slide down slide.

pour glass on tree. climb tree. play flute near rope. climb rope.

open costume. open vest -> key. throw rope at hook. watch vcr.
 walk rope. unlock door with key.

1.58 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	VUUAAMUK

20 BLUBSALF 45 FLUIMPIE *70 FDDELEH 95 VOELBOEL
21 MEGABYTE 46 GNEZOLIP 71 FOFOFIFO 96 DUBBELUP
22 YABADABA 47 PILIPOLT 72 PIELEMO 97 DRIBELDI
23 KRAKAMIK 48 POLKAZAR 73 BIBELEBO 98 DROLZWAK
24 KIKASTIK 49 SNOZALAF 74 BELLEBEE 99 KWAKSLAB
25 OKIDOKIH 50 PRETOVYT 75 FIDELDOM

1.59 clown 'o' mania

On the title screen, press and hold <G>, <FIRE> and <BOTH MOUSE>. Now use the following keys during play:

<F1> Turn screen yellow
<F2> ?
<F3> For 255 of everything
<F4> Speed up the clown
<F5> Speed up the enemies
<F6> Flip screen upside down
<F7> Flip screen back
<L> Skip levels
<M> Platform editor

While playing press <HELP> for more jumps and shots. It won't show until you use one. It also shuts off the above cheat.

1.60 The Clue CD³² - Neo

If the police are getting a little too close to discovering your little secret in the clue, try this code "569875". It'll fill your pockets with wads of cash and enable you to buy the fastest getaway car money can buy.

Here are a few other handy codes you might like to try:

290272
030675
145367
823264
253153
569875
028074
361791
477321
786186

1.61 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!

1.62 colonels bequest

Solution:

ACT ONE

Question Ethel. Watch Lillian put on perfume in the bathroom. Push the armoire to discover the secret room; spy on Lillian and Ethel. Spy on Fifi and The Colonel. Look at Dr. Wilbur's bed and doctor bag. Look at the Colonel's cigar. Look at Clarence's cigar. Move the Grandfather clock and the mirror; spy on Rudy and Gloria. Spy on Clarence and Gertrude. Look at the decanter of cognac.

Tasks:

Go into the Colonel's bedroom and see him with Fifi. Downstairs you must see Gertie and Clarence talking in the Parlor. See Rudy and Gloria in the Billiards Room. Later, you must see Gertie asleep in her room

ACT TWO

Look on the floor near Gertie's room; get the hanky. Search every dead body you find. Look at The Colonel's weapon's collection. Move the mirror and the Grandfather Clock to discover secret rooms; spy on Clarence and Wilbur. Question Lillian. Get the soup bone. Toss the bone to the dog. Search the dog house. See Wilbur sitting alone in the Library. Spy on Clarence and Gloria.

Tasks:

See Wilbur and Clarence arguing with each other outside. See Lillian and Celie in the kitchen together. See Wilbur reading alone in the Library. You can also find Gertie's dead body outside the Billiards Room.

ACT THREE

Move the mirror, the Grandfather Clock, and the armoires to discover secret rooms. Find the cane in the secret room. Get the poker in the library. Spy on The Colonel. Search Wilbur's dead body; get the monocle. Examine any piece of evidence you find using the monocle. Watch Lillian play in the Playhouse. Spy on Gloria. Get the crackers from Jeeves' room. Talk to Celie, question her, return her necklace. Get the carrot from Celie's house. Look at Dr. Wilbur's bed, look at his doctor bag. Find the attic key hidden in The Colonel's room. Ride the elevator to the attic, read the newspaper. Look at the clothes in the trunk in the attic. Check this trunk again later in the play. See Rudy and Fifi fight.

Tasks:

Discover Lillian in her playhouse reading to her dolls. Notice Gloria alone in the Billiards Room. See Rudy and Clarence argue in their guest room. See Rudy and Fifi together. You can also discover Wilbur's dead body in the stable.

ACT FOUR

In the Billiards Room, examine the record and the mud with the monocle. Get the cigar butt in the secret passage. Search Gloria's dead body. See Clarence and Rudy fight. Feed a cracker to Polly the Parrot. See Fifi and Jeeves kiss. Catch Lillian in the Weapon's Cabinet.

Tasks:

Catch Lillian looking at the Colonel's weapon collection. While exploring outside you must see Rudy, Clarence and Ethel wandering around. You can also discover Gloria's dead body in the Gazebo.

ACT FIVE

Find the rolling pin while exploring the grounds. Examine the footprint with the monocle. Get the crowbar and the oilcan from the Carriage House. Search Ethel's dead body. Watch Fifi put on make-up. Spy on The Colonel and Lillian. Smell the faint aroma of perfume in the secret room. Notice Rudy eating alone in the Dining Room. Notice Clarence drinking alone at the bar. Notice The Colonel without his wheelchair.

Tasks:

See Lillian with The Colonel in his room. See Rudy eating alone in The Dining Room. See Clarence drinking alone in the Parlor. Go into The Colonel's Room when he's not around. You can also find Ethel's dead body in the Carriage House.

ACT SIX

Search the wastepaper basket in the bathroom. Examine the bottle with the monocle. See Lillian hiding something in her suitcase. Search Jeeves' and Fifi's body. Thoroughly examine the decanter of cognac. See Clarence writing at his desk. Spy on Lillian when she's alone; spy on Clarence. Feed a cracker to Polly. Watch Rudy petting Beauregard.

Tasks:

See Lillian hiding her diary in her suitcase. See Clarence writing at his desk. See Rudy outside with Beauregard. Knock at Celie's front door. You can also discover that Jeeves and Fifi have been murdered, upstairs.

ACT SEVEN

Feed a cracker to Polly. Read Clarence's notebook. Search Clarence's body. Read Lillian's diary. Take note of what's missing from The Colonel's weapon's collection. Pray with Celie in the Chapel. Watch Lillian playing in the Playhouse again. Enter the secret underground passageway through the Hedge Garden, discover the dead bodies. Find the next secret passageway. Use the crowbar to pry Ruby's vault open. Unbar the door to get out. Catch Rudy searching Lillian's room.

Tasks:

See Lillian in her playhouse again acting very bizarre. Go to the Chapel and pray with Celie. Read Clarence's journal. See Rudy searching Lillian's room. You can also discover Clarence's dead body.

ACT EIGHT

Search Lillian's dead body, find the key. Get the gun and the bullet. Load the gun. Go into the attic through the door at the top of the stairs. Shoot Rudy.

Tasks:

Find Lillian's dead body in the Hedge Garden. Hear a fight in the attic.

Basic Detective Skills:

-How to progress through the "acts":

In every act there are certain tasks you must accomplish in order for the play to progress to the next act.

-How to "spy" on people and find out what's really going on behind those -closed doors? Everytime I walk into a room and interrupt a conversation, -the people stop talking!

Push on either armoire upstairs to move it. Discover a secret room. You are able to peek through the eyeholes of the portraits to spy on anyone in the bedrooms. Do this often throughout the play. Downstairs, push on the Grandfather Clock or the mirror to eavesdrop on conversations.

-How to closely examine the items you've found. What to use to yourself:

A real detective is never without a magnifying glass! You can find a monocle on Wilbur's dead body and use it to examine evidence in much the same way.

Information on each character:

The Colonel:

The Colonel smokes a cigar, take note of it. Spy on the Colonel when he doesn't know you're watching. Spy on him when he's alone with Fifi and again when he's alone with Lillian. Spy on him when he gets out of his wheelchair to stoke the fire!

Lillian:

At the beginning of the play, watch Lillian in the bathroom as she puts on perfume. Spy on her private conversation with her mother, and again speaks to The Colonel. Question her when she's in the kitchen with Celie. Startle her when she's snooping through the Colonel's weapon's collection. Note her bizarre behavior when she's alone in the Playhouse (more than once). Towards the end of the play, read her diary.

Ethel:

Question Ethel at the beginning of the play. Notice her hanky. Spy on her private conversation with Lillian. Spy on her when she's drinking alone. Watch her stumble around drunk outside.

Gertrude:

Spy on her private conversation with Clarence. She sure has the goods on him. She knows all about his affair with Gloria, his desire to buy Ethel's land, and his Racehorse scam. You will see her napping in her bedroom early on in the evening.

Gloria:

Spy on her when she speaks to Rudy. Discover that she's having an affair with Clarence. Discover that she's concealing a medical problem from the past. Watch her threaten Dr. Wilbur; watch her break Clarence's heart. Watch her as she sits alone listening to the Victrola.

Rudy:

Spy on him when he speaks to Gloria. Spy on him when he speaks to Clarence. Take note of his relationship with Clarence. Catch him trying to kiss Fifi. Watch him eat alone. Catch him searching Lillian's room. I wonder why Beauregard likes him.

Clarence (the attorney):

Clarence smokes a cigar, take note of it. Spy on his private conversations. He has words with Ethel, Rudy, Wilbur and with Gloria. He has a racehorse scam going with Wilbur, he's having an affair with Gloria, and he has a fight with Rudy. Notice him drinking alone. Notice him writing in his notebook. When you find him dead, search his body for the matches.

Wilbur (the doctor):

Notice Dr. Wilbur reading alone in the Library. Gloria threatens him regarding her secret medical past. Spy on his conversation with Clarence. He has a racehorse scam going. When you find him dead, search his body for the monocle.

Jeeves (the butler):

Jeeves keeps to himself. You discover that he is having an affair with Fifi.

Fifi:

Note that she carries a hanky. She wears perfume. Spy on her when she's alone with the Colonel. Rudy tries to kiss her but she wants nothing to do with him. You discover that she is having an affair with Jeeves.

Celie:

Find the Healing Necklace that Celie lost and she will make you her friend. Visit her at her home more than once during the play. Pray with her in the Chapel.

Blaze (the horse):

Get a carrot from Celie and feed it to Blaze.

Beauregard (the dog):

You can find a soup bone in the icebox and toss it to Beauregard. When he's eating it, search his doghouse.

Polly (the parrot):

You can find some crackers in Jeeves room. Feed them to Polly, one cracker each act.

Things you can do in various rooms:**Parlor:**

You can overhear private conversations going on in the Parlor. Notice the decanter of cognac on the bar. Later in the play you will notice it is missing. Clarence drinks alone in The Parlor. Also note, Polly the parrot is in the Parlor.

Billiards room:

You can overhear private conversations going on in The Billiards Room. Gloria likes to sit in here and listen to the Victrola. At a certain time during the play, you may discover evidence of a struggle in this room. Closely examining some evidence could give you a clue as to who the murderer is.

Library:

You may notice Wilbur reading alone in the Library. At a certain time during the play, you may discover evidence of a struggle in this room. Closely examining some evidence could give you a clue as to who the murderer is.

Study:

The Colonel keeps his Weapon Collection in the cabinets and his derringer on the desk. Take note of what weapons he has. Later in the play, take note of what's missing. At a certain point in the play you discover Lillian searching through the cabinets.

Kitchen:

You see Lillian talking to Celie in the kitchen. You can also attempt to talk to Celie. Get the soupbone from the icebox.

Dining room:

Private conversations sometimes occur in The Dining Room. If you are able to eavesdrop you'll learn some interesting facts. At one point you find Rudy eating alone.

Attic:

There are two ways to get into the attic. When The Colonel's not around, you can find the key to operate the elevator controls and ride up to the attic. Look through the trunk full of old army clothes and read the newspaper. In the eighth act, you will find another key on a dead body. Use that key to enter the attic through the door at the top of the stairs.

Basement:

Towards the end of the play you discover a secret passage in the Hedge Garden that leads to the basement. Locate the small metal plate on the wall. Insert the crank into the metal plate (take the crank off the bell). Turn the crank to discover another hidden passage.

Upstairs Bathroom:

In the beginning of the play you are able to watch Lillian putting on perfume in the bathroom. Later in the play, search the wastepaper basket.

Colonel's bedroom:

You can see different people having conversations with The Colonel—Fifi talks with him and even kisses him (hmmmmmm). Lillian also has a conversation with The Colonel. You can search for the elevator key when The Colonel is away from his room. Notice The Colonel's cigar. Try to spy on The Colonel when he doesn't know you're watching.

Lillian's room:

Towards the end of the play you will see Lillian hiding something in her suitcase. When she's not around you discover it's her diary! Still later, you can catch Rudy searching the room.

Ethel's room:

There is not much that occurs in Ethel's bedroom. You can talk to her at the beginning of the game.

Gloria and Gertie's room:

In the early evening you'll find Gertie napping in her room. Later you will discover signs of a struggle in this room.

Dr. Wilbur's room:

Notice Dr. Wilbur's bag on his bed. Later you will notice it's missing.

Clarence and Rudy's room:

Rudy and Clarence argue in their room. Later, Clarence naps in his room. Late in the night, you see Clarence writing at the desk. When he's not around you are able to read his diary. You will also see signs of a struggle and a bloodstain on the floor.

Fifi's bedroom:

At first you notice nothing suspicious in Fifi's room (except when Rudy's around). Later in the play, however, you discover a murder here! Search carefully for any clues or evidence. Thoroughly examine the decanter of cognac.

Jeeves bedroom:

Jeeve's room is in the cellar. Get the crackers that are on the table.

Celie's house:

Visit Celie more than once during the play. When she invites you in for a

chat, get the carrot.

The Chapel:

Use the crowbar (that you found in The Carriage House) to pry up the loose floorboards and find an old Bible. Come back later and pray with Celie.

Cemetery:

There is something in the tomb, but you can't get to it through the cemetery. You must take the secret underground passage through the Hedge Garden.

Playhouse:

Twice you discover Lillian in the Playhouse with her dolls acting in a very bizarre manner.

Stable:

You need to get the lantern. First, you must feed Blaze the carrot that you got from Celie's house.

Carriage House:

You need to get the oilcan and the crowbar. You can sometimes discover a dead body here.

Bell Tower:

Climb the ladder and oil the bell (find an oilcan in the Carriage House). If you can't reach the rope, use the cane that you find in the secret passage. Get the crank from the bell, you'll need it.

Hedge Garden:

You will see a small square shaft on the statue of the dancing nymph. Insert the valve handle into the shaft (you can find the valve handle in the suit of armor). Turn the valve handle, then turn the statue. Towards the end of the play you will find a dead body in the Hedge Garden. Search the body to find a key. Get the derringer and the bullet. Load the gun. Near the end of the play you will also discover a SECRET UNDERGROUND PASSAGE in the Hedge Garden that leads to the basement.

Other Tips:

What to do with the suit of armor:

Oil the visor. (You can find an oilcan in the Carriage House.) You'll find a small metal valve handle inside the armor. Use it on the statue in the Hedge Garden. Or you can Oil hand.

How to open the cellar door near the doghouse:

At the beginning of the play, the doors won't open. Come back later and you will be able to go inside.

How to ride the elevator:

Search The Colonel's room when he's not around. Find the brass key inside the miniature cannon. Look at the elevator controls. Using the key you will be able to ride up to the attic.

ACT EIGHT (The Final Scene):

What to do if I find the Colonel, and he is dead...:

Time is critical, you need to move a little faster. You want to interrupt

the fight in which the Colonel is killed. Try again, this time: after discovering Lillian's body, get the gun and the bullet... load the gun. Search Lillian for a key, then QUICKLY go to the attic.

You witness the struggle in the attic between Rudy and the Colonel, and Rudy wins... What you should have done:

It's probably not a good idea to passively watch. Did you find the gun? Get the gun and bullet in the Hedge Garden. Load the gun. Shoot Rudy!

You witness the struggle in the attic between Rudy and the Colonel, and you shot the Colonel.. Did you do the right thing?

Nope. Next time don't shoot The Colonel.... shoot Rudy and see what happens.

You witness the struggle in the attic between Rudy and the Colonel, and you shot Rudy.. Did you do the right thing?

Wise choice... You did the right thing! Rudy was trying to kill the Colonel.

1.63 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	
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.

1.64 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.

1.65 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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1.66 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. Foolow 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 the 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!

1.67 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 'Xyzzy'

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!

1.68 conquest

Level Codes:

02 2228529	05 3329540	08 6428383
03 7528335	06 2328569	09 7529380
04 2329556	07 7528371	10 2434312

1.69 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 SHACKLES 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 her.
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

1.70 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.

1.71 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
```

1.72 cool spot

Pause the game with <P> and using the joystick create "COOL <RETURN>" as follows:

```
Left, Down, Right, Fire      = C
Left, Down, Right, Up, Fire  = O
Left, Down, Right, Up, Fire  = O
Down, Right, Fire, (Fire)    = L
Up, Down, Left, Right, Fire  = Return
```

When you enter various letters you should here cool spot say "OK". If you unpauses when you here this you will be warped to the bonus level. However, if you complete all the above movements the following keys are activated:

```
<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, but want to complete the level, write only "COO" with the above method.

If you want to complete the level and want to go to the {BONUS GAME} write "COOL" and press <FIRE>.

NOTE: After you press the joystick in one direction or the fire button let go before you enter another direction.

Press <P> to unpauses after every sequence.

1.73 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.

1.74 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!

1.75 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.

1.76 cosmic spacehead

Level Codes:

- 1 "YGZZ TEEA FEWI OQIA MS6O"
- 2 "DRCL JEE6 WWWI 9S8R M76M"
- 3 "7VHL 9FES ZWLY LRWW TM6Q"

1.77 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>.

1.78 cover girl poker

Enter "DANCEOF THESEVENVEILS" during play for a surprise.

1.79 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 unpaue press <P>. Pressing <F1> and <F2> will now reimburse both player's lives.

Tips:

Supplies of ammunition come in two forms : 20 shots either for cannon or machine gun so don't go out of your way to collect extra bullets unless ammo levels are low.

Transportation tiles make machine gun soldiers appear frequently. 'Hug' the walls as often as possible. Also do not move off the end of a wall while somebody is firing at you, or you will be shot. Electric doors are operated from a distance-watch for men on the other side.

On later levels (8+), men will appear from nowhere (teleportation devices possibly) - be on your guard! Cannon is more affective than gun as it passes through men, dead useful for racking up the bonuses caused by multiple guards standing behind each other when a cannon fires. Use diagonal movement to move that bit faster towards cars, barriers, buildings (or anything else that provides cover from enemy fire).

Level 1 (3 bombs to plant)

Nice and easy level to start with. Just watch for the men standing guard. Go along the top to avoid the lower generators where the enemy tends to hang out.

Level 2 (3 bombs to plant)

Again very simple look out for men appearing from inside cars as there are quite a few along the top. Try to stay along the bottom. Smart bomb the group of men by the exit for convenience and to save lives (yours!).

Level 3 (3 bombs to plant)

Watch the acid! And also the machine gun guards near the exit. Take a wide berth past the flame throwing guard, his long range fire isn't nice-hug the bottom if you can and then sneak up the side to the last bomb area and exit.

Level 4 (4 bombs to plant)

Here are some electric doors to play with; just watch for men on the other side! Also plenty of men appear using the tiles near the exit. Run diagonally straight up to the exit and pray (judicious use of smartbombs is recommended.)

Level 5 (5 bombs to plant)

Five bombs to place so waste no time. Like level 2, watch for the men in cars. To get over the moving floor simply walk along the wall as the floor starts to close. You can get past the wrecking balls without too much problem providing that the nearby guards have been eliminated.

Level 6 (5 bombs to plant)

Plenty of guards to blast you now in long corridors (useful to have a cannon ready for this level). Hug the wall edges when sneaking up on guards and use the boxes for cover. Watch for chasms and machine gun guards

covering crosses on the far side. Also groups of guards just over the bridges.

Level 7 (4 bombs to plant)

There are a lot of touch sensitive cracks in this level's floor. You can see where the ground is cracked so best avoid altogether: Taking the lower route is generally best as there are less holes to avoid. On this level Kung-Fu men appear to attack, they just need a touch to kill you! Shoot the controls to open the bridge.

Level 8 (6 bombs to plant)

More electric doors to contend with. Rather simple stuff really but the level is quite long winded, and can prove a long haul if you don't use the map to remember the correct route through. Time is tight so don't stop to admire the view and from this level, men start appearing from nowhere so be on your guard!

Level 9 (4 bombs to plant)

Time for the conveyor belts. Just move the joystick the other way to stop movement, try to cross the belts at the edge of the area where the belt emerges from the wall. There are 5 men guarding the third cross, so be careful. Also there are men on the exits so a smart-bomb or two comes in handy.

Level 10 (5 bombs to plant)

A very dangerous level, as men appear frequently and you can easily be caught in crossfires. Stay alert and keep on the move, hugging the walls when cornered. Once again there are guards on the exit so bomb them.

Level 11 (5 bombs to plant)

This is easy compared to the previous one! Using the radar watch where guards are on the other side of the groups of conveyor belts. Stick to the sides when crossing the last set of 4 conveyor belts. Also, there is an ambush over the bridge so either arm up with cannon or smart-bombs.

Level 12 (4 bombs to plant)

Men stationed practically everywhere so keep that trigger finger pumping! To use the moving platforms over the acid, just push right (or left) and hold it there to walk over. The last area is a simple maze, but the fencing is deadly to the touch close up. Take your time, better to arrive at the exit late than never at all!

Level 13 (5 bombs to plant)

The cannons fire randomly when you're in range so quickly sneak round the corners and move down out of the line of fire to nip past the cannons, when possible.

Level 14 (10 bombs to plant)

Things get tough with ten bombs to plant in the men-makin machine level, so there is no time to stop! The bubbles are harmless, the men aren't.

Level 15 (5 bombs to plant)

The middle is a long maze, with men appearing all over the shop so hug those walls! For the lasers the sequence of blasts is: 1 down, 2 down, 3 down, 4 down, 8 up, 7 up, 6 up, and then 5 up before repeating. Time it well or else!

Level 16 (0 bombs to plant)

The final level and you'll be pleased to hear that there are no bombs to plant! Trouble is you've got to time it well to get through the mesh doors. Go in the middle and run through just as they start opening (without stopping). You should make it. For the conveyor belts stay in the middle watching for guards as you move across. Then it is plain sailing to the end!

1.80 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.

1.81 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!

1.82 crazy sue

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

1.83 crazy sue 2

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

1.84 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

1.85 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.

1.86 crime adventure

Examine fortune cookie in restaurant -> tells u how to find Mrs.Fenwick.
But Mr.Fenwick won't give u his putter.

Read Mrs.Fenwick's diary. Read computer in IBM -> stew recipe.
Get all the stuff in Fenwick kitchen. Make stew.
Feed Mr.Fenwick -> putter.

Examine dresser -> cash. Read Fenwick note & Dig ground with shovel -> coin.
Insert coin in PAC-MAN. Buy pair of golf shoes from shoe store.
Get Hairpin & Drop golf ball in green before putting ball.
u r now in an underground passage.
Pick lock with hairpin. Get chair & Drop it below the ceiling hole.
Climb chair & go dining room.

Extras:

1. pay gypsy woman a penny so that she tells you what the author has already told u ie. ur mission.
2. get her painting & she'll throw u out.
3. hit the arcade machines twice & u'll get thrown out.
4. go e or w on the e-w roads & u'll have an accident.

unused: hat, painting, license plate, gypsy mirror.

1.87 crime does not pay

Pause the game and type "HALTBARK IS THE KING" for unlimited lives.

1.88 crime time - starbyte

You start in your room. You have been accused of murdering someone you never met, and you must prove your innocence. EXAMINE the BACKPACK, you will find a RECORDER, a CASSETTE and HEADPHONES. Get out of your room (E), and go downstairs to the Dining Room (N-N-N-S-E). OPEN the KITCHEN Door, and enter (N). SHOW GREENBACK (Cash) to Alex, he will sell you a BOTTLE OF WINE and you will get some COINS. Get out of the KITCHEN, CLOSE the kitchen door and USE COINS with JUKEBOX to create some noise. Now you can enter Alex's room to the NORTH-EAST. Take the SECURITY-KEY there and go to the CLOSET Room (SW-W-S). Use the SECURITY-KEY on the door to the left and enter the CLOSET (W). Take the FLASHLIGHT and the TOOLKIT. You are now ready for some fun :-)

LET'S DO SOME DAMAGE

Get out of the CLOSET and go to the SHOWER#1 on this floor (E-N-W). You find the shower is not to your taste, so you USE the TOOLKIT on the SHOWER and wreck it! Your character will go tell the hotel manager that there is a wrecked shower and you find yourself in the RECEPTION. EXAMINE the POSTER and the GUESTBOOK in the RECEPTION. Get back to the SHOWER (N-N-W) and you will find that the manager left his master key there, TAKE GENERAL KEY, it will open almost all the doors in the hotel. You are now free to wander around the first floor. When you figure out that there is nothing to do on this floor, you proceed upstairs. Once upstairs, use the GENKEY on the door to the West of the staircase and enter the TEL# room. EXAMINE the PHONE, your character will remember the hotel's phone number for you. Time to take a shower, get out of the room and to the shower on this floor (E-S-E-SE) and ACTIVATE the SHOWER. you will discover a small piece of paper on your shoes, and you will find yourself back in your room...

BACK IN YOUR ROOM

You are back in your room but you have a feeling that there is more to this shower than meets the eye, so you decide to go back and take a look (E-N-E-SE). When you get in, you find Gwendoline taking a shower, ooooo! Don't talk to her! Instead, now that the Young's have left their room (you'll find the husband in the Men's room) you can go in and satisfy your pervert little mind :-)

LETS DO SOME RECORDING

You get out of the shower, and USE GENKEY on the door to the East. Enter the Young's room. TAKE the SHEETS, USE CASSETTE on RECORDER, ACTIVATE RECORDER and hide it under the bed with USE RECORDER with BED. Ah, you just can't wait! :-) Leave the room and leave the door unlocked, the Youngs will think that the maid came and picked up the sheets. While you're in this corridor, use the GENKEY on the NORTH door and enter the Baumanns' room. USE the SCISSORS with the SHEETS and you will make a ROPE; this will be useful soon. Get out of the room and lock the door behind you (USE GENKEY again on the North door). Now you need to move around a bit and let the Youngs alone :) Let's go downstairs and up again (W-N-N-N-S-E), you are back in front of the Youngs, and the RECORDER is lying on the floor. TAKE RECORDER, ACTIVATE it to turn it off, and OPEN RECORDER to take out the tape. you need something to listen to that tape!

THESE FAKE RUSSIANS

Get out the corridor and go the the SE room (W-S-S). Use the GENKEY on the South-East door, and enter the room. EXAMINE the NIGHTSTAND, you will find a WALKMAN and some BULLETS. Time to do some prank calls!! But first, let's give the Russian chess player a lesson :-) Go back into the corridor and enter the Southern room. Talk to the Russian and ACTIVATE the CHESSBOARD on HIM. You'll beat him and he'll leave the room crying, hahaha! Take the CHESSMAG and read it. Get out of the room and back in again; SHOW that fake the CHESSMAG and have him beg for mercy!

THE BASEMENT

Enough fun with that guy. Go back to the shower and wreck it with the TOOLKIT (N-N-E-SE-USE TOOLKIT ON SHOWER). Once again, your character will go to the reception and complain that there is a wrecked shower -This is fun ;) You are now all alone in the RECEPTION! Use the GENKEY on the East door and enter the manager's room. EXAMINE the NIGHTSTAND, you will find a COMBINATION. Now, you need to occupy that manager before he comes back. Here's what you will do: USE CASSETTE w/ WALKMAN, USE HEADPHONES w/ WALKMAN, ACTIVATE WALKMAN, USE PHONE with WALKMAN. You dial the hotel's number and the manager picks up in some room! You are now free to explore the basement while he listens attentively to the Youngs having fun! Go back in the RECEPTION, and EXAMINE the CARPET. You will find a TRAPDOOR, OPEN the TRAPDOOR, ACTIVATE the FLASHLIGHT, and USE ROPE on TRAPDOOR.

THE JAPANESE GUY

Ahhhh, the TV cable! Ah-Ah! Once you are in the basement, TAKE the ANTENA-CABLE, you will pull it out. ACTIVATE the ROPE to get back up, CLOSE the TRAPDOOR, ACTIVATE the FLASHLIGHT to turn it off and go back in the manager's room to retrieve the WALKMAN. ACTIVATE the WALKMAN to turn it off, OPEN WALKMAN to take out the tape, get out of the manager's room and USE GENKEY on the door to lock it behind you. Go back to the Dining Room, you will meet the Japanese guy there (N-N-E). SHOW him the BOTTLE OF WINE, he will get drunk and he will give you a BUILDING KIT. Hmmmm, no instructions, darn. I bet they are in the Jap's room! Go back upstairs to his room (W-N-N-S-S) and use the GENKEY on the East door. Enter the room and TAKE the MANUAL.

THE DEAD GUY

Now is a good time to take a look at the guy you've supposedly murdered. Get out of the Jap's room and go to the electronically locked one (W-N). USE the COMBINATION on the LOCK and enter the room. TAKE the GUN and EXAMINE the DEAD BODY, you will find a special LIGHTER. USE the GUN with the AMMUNITION to load it and USE the LIGHTER on the PIECE OF PAPER, it

will turn into a FORMULA. You're almost home free!

LETS RECORD SOME MORE!

Go back to the Youngs' room (E-E), and once again use the GENKEY to open the door -What a useful little key. Let's do some more recording, you liked that first tape ;-) USE the MANUAL on the BUILDING KIT, it will turn into a SENDER and a RECEIVER. USE the TOOLKIT on the PHONE to take it appart and USE SENDER on the PHONE. You have placed the bug into the phone, get out of the Young's room and go back in the Shower (W-SE). USE the CASSETTE with RECORDER, USE HEADPHONES with RECORDER, ACTIVATE the RECORDER and USE the RECEIVER with it...

THERE'S NOTHING LIKE RUSSIAN SLANG

Your receiver picks up a very interesting conversation between Russian spies, and your recorder is faithfully taping the whole thing! You now have all the evidence you need to clear your name (No, you'll never be able to convince anyone that you're not a drunk, but that's another story). Don't you think it's time to use that nice GUN? Get out of the shower and back into the Youngs room! Your GAY friend will meet you there!



UP - STAIRS DOWN - STAIRS

1.89 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, Wait

The End!

1.90 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/suspicions
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 automaticaly 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)

1.91 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.

1.92 crystal hammer

When starting hold down one mouse button and click the other before the ball appears to warp to level 26.

1.93 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.

1.94 crystals of arborea

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.

1.95 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

1.96 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 be 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.

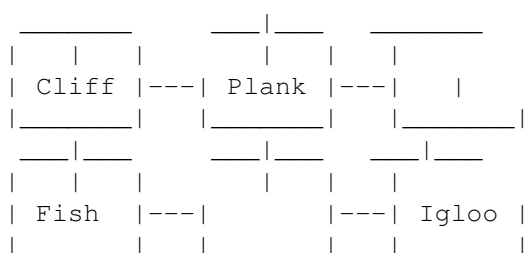
11) Go to Benn's Costume Shop and give him some money, he'll give you a dress, walk into the changing room and try on the dress. Walk through the open door.

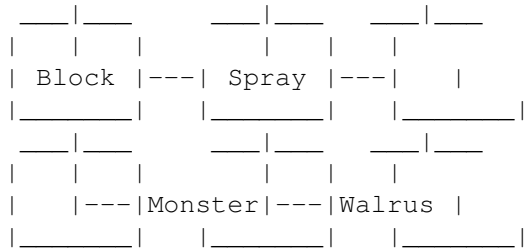
Artic-Ice World

=====

The map below will help you find your way to the different objects etc.

START



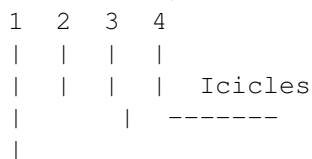


- 1) Pick up the plank and go to the fish. Stand by the fish and throw the plank to catch it. Pick up the fish and go and pick up the spray.
- 2) Wear the spray and go to the igloo. Give the fish to the Eskimo and pick up the fishing rod.
- 3) Go to the block of ice and click on the defend icon, and 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.

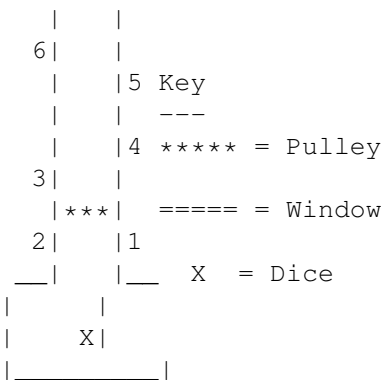
Ice Palace

=====

- 1) O.k. next to the closed door are 4 Icicles hanging on the wall (each one a different size).



- 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.



- 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 pickup 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.

1.97 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

1.98 curse of the azure bonds

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.

Solution:

Bond 1: The Fire Knives

The first thing you should do after creating your characters is to go to the armoury and the general store. Get your characters equipped as best as possible. Also visit the High priest of the temple of Gond and the Sage Filani. Also go to the tavern, wait there having drinks etc.. until the tavern keeper asks you to leave. Leave, go to the side entrance, then got to the front and enter the tavern again. To explain what just happened, Princess Nacacia just got abushed by the Fire Knives as she tried to enter the tavern. Stay in the tavern if you need some info. Go to the Inn (where u start) and rest, Memorise spells etc.. If you transfered Pools of Radiance or Hillsfar Characters then first get them to train, in the hall. Now you will soon be starting the chase for the Fire Knives. Go North, and head west just after the general store and you should automatically get into a fight with the purple guard. While you were fighting, The fire knives have nicked Giogi Wyvernsfur from The carriage. After you defeat the guards (Its your first fight, You DID defeat them didnt you?),

Either surrender or run down the nearest alley. The Thieves Guild will send someone to get you out. The guild master gives you a sewers map and the Fire Knives attack. Kill them off and head south to the sewers. You should go to the vault on this level because it contains quite a few magical items as well as some coins. (I've also done maps for the game and they can be found in another archive. They aren't necessary to complete it, but they do show the important places in each dungeon saving you from going everywhere.) Go South through the sewers and you'll come across three separate exits in the southernmost end wall. Two are normal doors, One is a secret door. There is also a secret Training Hall somewhere in the South East of the sewers. After exiting the sewers there are only a few places to go that are of any real interest. One is the armoury in south, as there are a few Magic Items here. However the most interesting place is the South West corner where you get your bond removed and meet Nacacia, Azoun, Vandergahast and last and not least Giogi. Before this however, you should rescue The Cleric, Gharri, from the torture chamber. After having your bond removed go to the standing stone. This is where you should always go when you have a bond removed because the man there (Tyranthraxus) tells you who to kill off next and where they are. He does this so he has full control of you for himself. At this time he should say "Seek Red to the South.". He means the Renegade Red wizard of Thay, Dracandros.

Bond 2: Dracandros, Red wizard of Thay and the Helm of Dragons

Go south till you reach the village of Hap. Your first task in removing the bond is to free the village. This is quite easy and should pose to much of a problem. The village has been taken over by an efreet and his Drow minions. You will find help in the inn in the form of one Akabar El Akesh. He is a mage of some very small level and is almost, but not exactly, useless. If you go into the south building immediately you will be severely wasted. If however you kill off some drow patrols first, then the Efreets forces will be severely reduced and easy pickings. After obliterating the efreet go to the caves. Go South East when you enter the caves and as long as you have a female member in your party, you will meet Silk of the swan mays. She will give the 1st Female in the party the mark of a swanmay and will ask you to do something for her. Go to the sulphur baths and get the chests from them. There are several magic Items in them including a Longsword +2 Dragon slayer which will help if you decide to kill off the dragons. Exit the caves via the dracolich. If you need XP, then kill him, Otherwise leave Crimshank alone. When you enter the tower you will meet dracandros. He will teleport you to the top of the tower where a host of evil black dragons are waiting. They force him to remove the bond. You now have to choose. Attack the dragons, and be passive. If you attack the dragons you had better hope you can kill them, but if you do you get quite a few XP and get the stuff that Silk wants. You should now head slowly down the tower. On the third floor there is a drow lord. Save your game before finding him because he is sometimes hard, sometimes easy to kill. On the 3rd floor there's a dragons egg which Silk also wants. There are a lot of wyverns hanging around in the tower and unless the party is relatively strong it may be an idea to avoid the rooms they're in. In the tower somewhere is a special place called the Test of The Sphere. In this test a character controls a sphere of annihilation and must, by concentrating on it, force it into an opposing mage. Your character doesn't have to be a mage, I did it with a ranger. If you win you get some magic Items. If you lose you're disintegrated permanent like. On the ground floor after leaving the tower you will be attacked by Dracandros himself. Destroy his forces and him and you are well rewarded. Dracandros has stacks of Magic on his corpse. Re-enter the caves if you killed the dragons and got the egg and Silk will give you some treasure. Unfortunately this isn't magical though it will help if you're broke. Go back to Haptooth and id all magic and Rest/Fix/Memorise all chars and spells etc.. No go to the

standing stone. Tyranthraxus says: Seek the woman in green to the NW. By This he means Mogion a cultist of moander who resides in moanders pit.

Bond 3: Mogion, The green cultists, a god and the gauntlet of Moander
Go to and Enter Yulash. You should enter by asking permission. You will be taken to see the commander. Walk around the room until the spies try to escape kill them and you wont have to worry about the red plume guards in the check points. There are only two places you must go to in Yulash, The first is the middle of the city to get the wand of defoliation. and the secon is the North East to enter the pit of moander. Enter the pit and follow the sights and sounds of a recent battle. You will find Alias and DragonBait. Allow them to join and head for the stairs in the South East. Go down and go straight North take out the slug and the cultists and continue north till you reach a pair of doors. Enter and attack Mogion when you get a chance. After insuring the death of Mogion and her Cult you will be attacked by a parts of a God. Called "Bit'O'Moanders" they are reasonably easy to defeat, using spells like Stinking Cloud, and Hold Monster. Search the Altar for some treasure and leave the pit by the exit door on the first level. Now visit Tyranthraxus at the standing stone again and hell tell you to "Seek Black to the North.". The black lord is Fzoul Chembyrl, one of the higher members of the Zhentrim.

Bond 4: Fzoul, Dexam and the Amulet Of Lathander
Go to and enter the city of Zhentil Keep. Here you may buy numerous Magic Items and various goods you may need to restock. Buy all you need and then follow the path around until you meet Olive Ruskettle, The halfling Bard. Follow her and enter the door in front of you when she leaves. You will find Dimswart the sage. Take him with you and make your way to the chapel. DONT follow the woman until you've searched the altar. One of the weapons you find there is cursed so be careful. Follow the Hooded Woman (Medusa) and she will take you to Dexam the Beholder. He will disintegrate Fzoul, removing your bond and leave. You must find and kill Dexam to get the amulet of lathander. He is in the South West Corner of His Temple with a few minotaurs and his Medusa. Another place of interest here is the dead elfs body which has a few items on it. Avoid the North East Corner because there is a trap there that teleports you to the dead elf causing you damage. For the last time go to the standing stone and Tyranthraxus reveals himself and goes to his temple in Myth Drannor.

Bond 5: Tyranthraxus and the Pool of Radiance
This is the last part of the game so make sure your characters are all max level or youll be slaughtered. In the Burial Glen fights with spiders can NOT be avoided however fights with Thri-Kreen can by parlaying and saying that Tyranthraxus is your master. Always Rebury the skeletons and replace the bones in crypts. There are five things which should happen before you continue. You should go to the Spirit Queen in the Tomb in the North West Corner and get the magic Items she gives you. You should follow and kill of the Red Plume soldier (who is really a Rakshasa.) and get his bow and arrows. You should meet The Nameless Bard (Finder Wyvernspur). You should kill the thri Kreen in their lair. And finally There are Knights of Myth Drannor wandering around. Dont enter the ruins without meeting them. To reach the ruins simply go east and enter the east forest. Follow the woods not the path. In the ruins there are only a few things to do. You should first save the guy running from the hell hounds and go and get his treasure. Next go visit the old Rakshasa and speak Haughtily to him and he'll offer his assistance. Somewhere in the ruins a rakshasa is wandering around and asks you to help him raid the treasure room. Assisst and get the treasure. Go break up the gambling game in the North West as well. Note: Save frequently. If you encounter a patrol just give them dosh. Finally Enter the sewer grate located somewhere in the North West Quadrant.

You will now find yourself in the temple. Head west until you find Tyranthraxus and then when he runs off go north and up the stairs. Now go to the North East and enter the South Door. You are now in the final battle with Tyranthraxus and his 12 High Priests and 48 Margoyles. The easiest way to kill him is to all be invisible with either the spell (Not very effective) or the Dust of Disappearance (infinitely Preferable). Once you have defeated him you will be teleported to Shadowdale where a feast will be held in your honour.

1.99 cutthroats

Welcome aboard, matey! Dust off your scuba tank, shake out your flippers, and prepare to go treasure hunting. But first, a word from our sponsor. Cutthroats, like most Infocom games, has several solutions. This walkthrough will show you one way of completing the adventure. However, there are others, so when you've finished, you might want re-play the game, doing different things, to see if you can come up with another way of recovering the treasures successfully.

Also, you should be aware that you can only recover treasures from 2 of the ships, the Sao Vera and the S.S. Leviathan. The other wrecks are only red herrings, and you don't have to bother with them. Which of the two real wrecks you will dive for depends on the item you are shown by Johnny Red. If he shows you the gold coin, it's the Sao Vera; if it's the dinner plate, then the ship is the Leviathan.

Further, most of your actions up to the dive itself will be pretty much the same, so this section of the walkthrough will take you up almost to the dive itself. After that, consult either the Sao Vera section, or the Leviathan section, depending on which ship you're investigating.

Ok! The game starts with a long lead in, explaining how you came by the book of shipwrecks. You will have to sit through this on each boot-up; no way around it. After that, the game really begins, with you lying in bed in your scruffy room at the Red Boar Inn. The first thing to do is stand up, then wind your watch (time is important in the game, and if your watch runs down, you can't keep track of the time).

There's a note on the floor. Read that, then open your dresser. Inside are the shipwreck book, your bankbook, and a room key. Get the key, open the door, go out, and lock the door again. You don't want to leave the door open, or the Weasel will come by later and steal the shipwreck book. If that happens, the game is over before it even starts. You don't need to take the book with you, so locking the door is effective here.

Now, go downstairs and out to the Wharf Road. Follow the road East until you get to the Shanty. Enter the Shanty, and you will see Johnny Red and Pete the Rat already there. Sit down and order breakfast, then wait for Weasel to show. Order a glass of water when you get thirsty. While you're waiting, you might want to listen to the parrot. He doesn't have anything important to say,

but you might get a chuckle out of him.

Eventually, Weasel will arrive, and Johnny will ask if you're interested in doing some treasure hunting. Say yes, and then Johnny will have you all meet again a little later at the lighthouse, in order to keep McGinty from finding out what you're up to. After that, leave the Shanty, go back West to the end of Wharf Road, and from there Southwest twice and Northwest once, which brings you to the lighthouse. Now, wait for Pete, who will be the last person to arrive.

Once Pete gets there, Johnny will show an object, either the coin or the plate. This indicates which wreck to dive for. After that, he'll give further instructions, which you should read carefully. When he's finished, go back to your room at the Red Boar. Get your passbook. If you're diving for the Leviathan, also get your scuba gear from the closet (scuba gear not needed for the Sao Vera).

Leave the room (lock the door behind you!), and go back out. Walk East along Wharf road to the end, and go Southeast to the Ocean Road. If you're going to use your scuba gear for the dive, go Southwest into the alley, and drop your scuba gear there. You don't want McGinty to see you lugging it around.

Follow the Ocean Road south to the end, then go Southwest to the Ocean Road, and North into the bank. Make your withdrawal, then leave and return to Ocean Road, where you go Southeast to Point Lookout. Drop your passbook here (that McGinty has sharp eyes, and you don't want him to see you with that, either), and wait for Johnny.

When Johnny arrives, show him the money you just took from the bank. He'll be satisfied, and then ask if the wreck is more than 200 feet underwater. Answer yes if it's the Sao Vera, no if it's the Leviathan. The two of you will then head back to International Outfitters to rent a ship and purchase supplies and equipment. McGinty will be in the store when you get there. However, just wait, and he'll leave eventually.

Johnny will make his purchases first, and you will have to chip in some of the cash you're carrying. However, you will have plenty of money left over to buy whatever you need. When it's your turn, buy the flashlight and the shark repellent. If you're diving for the Sao Vera, that's all you need. However, if you are diving for the Leviathan, also buy the following items: C battery, putty, and electromagnet, and also rent the small air compressor (so you can fill your tank). All these items will be delivered to the ship for you, so you don't have to take them with you.

Now, it's time to uncover a little double-dealing. Leave Outfitters, and go back East along Wharf Road to the end, then Southeast again to Ocean Road. Go along Ocean Road to the end, then Southwest to Shore Road, and continue West along Shore Road until you reach the Ferry dock. Wait around.

Soon McGinty will appear, and a short while later, Weasel. The two men will go off to a corner and talk. Then Weasel will hand something to McGinty, and board the Ferry (you can't get on it yourself, but you have other things to do, anyway). Ok, now you've seen that, go back to Ocean Road, and then into the alleyway.

The alley runs behind all the buildings, and it will come in very handy! Go West along the alley (pick up your scuba gear if you dropped it here earlier) , until you're standing behind the vacant lot, which is next door to McGinty's. Wait here, and McGinty will come by, heading from East to West. Continue waiting, and he will soon re-appear, going from West to East (he is walking along Wharf Road, of course).

Once you see him the second time, go West once, and you're behind his store. The door is locked, but you can open the window and get through into the place. Here you will find an envelope that proves the Weasel is out to double-cross you all. Get the envelope, then leave by the window.

Go back along the alley to the Vacant lot, then go straight North until you come to the dock where the rental ships are moored. Both ships have approximately the same layout; they are slightly different on the top deck, but below they are exactly the same. Enter whichever ship has been rented for the dive, and go below deck. Then go north until you reach the crews quarters, and hide your envelope under the bed. You don't want Weasel to know you have it (he'll kill you), and if you show it to Johnny now, you'll cancel the expedition.

Now you have to do some more waiting. The delivery boy will come around, and drop off the items you've bought. Then the others will start to arrive. When Johnny comes, go to the Captain's Cabin, and tell him the longitude and latitude of the wreck, which you can easily get by looking at the shipwreck book that came in the game package. Then go back to the crews quarters, and wait some more. Eventually, you'll reach the dive site. At this point, you should now read either the Sao Vera section or the Leviathan section, whichever is applicable.

Ok, so it's time for the Leviathan. Get up, then go North to the storage locker. Here you will find all the things you bought at Outfitters. Put on your wet suit and flippers. Get the drill and the C battery, open the drill, put the battery inside, and close the drill. Get the remaining items, except the compressor. Fill your tank with the compressor, then go South. Along the way, get the envelope from under the bed.

Stop in the galley to eat and drink, then continue on South to the Captain's Quarters. Show Johnny the envelope. That will take care of Weasel! Now go North and up. Put on your tank and mask. Johnny will tell you about the orange line, but for this dive, it won't be needed.

You're all set, so dive in! Once underwater, turn on your flashlight, because it's going to get dark pretty soon. Oops! A

shark just showed up! Good thing you have the repellent. Open the canister, and the shark will take off. Now, just keep going down until you reach the wreck.

You're on the top deck of the Leviathan, with a hole at your feet. Go down through the hole, to the Middle Deck. Here, you can only go up or down, so go down again, to the Below Decks area. From there, go South, to the room with the closed door. You might want to read the sign on the door before you open it.

Once past the door, you're in a mine locker. All the mines are tied down, except for one loose one, floating in front of a hole. Fortunately, you can take care of that problem without difficulty. Touch the magnet to the mine, then turn on the magnet. Drop the magnet (why that doesn't blow you to bits, I don't know, but that's how it works). Now you can go up through the hole.

You're on the Middle Deck again, although a different part of it. The way South is narrow, so remove your tank, then go due South until you come to the room with the safe. This is the tricky part. Turn on the drill, drill the lock, and then *immediately* turn off the drill again. Otherwise, it will burn out, and you'll have a big problem later!

Ok, inside the safe is a glass case containing some valuable stamps. Alas, there is a crack in the case, and water is starting to seep in. However, don't be alarmed; you'll have enough time to fix that. Go back North to the room with the hole in it. Put your tank back on. Go through the hole into the mine locker, then North, then up through another hole.

Surprise! This room still has air in it. Good thing, too, because the water level in the case was starting to get too high for comfort! Now, turn on the drill, and drill a hole in the case. As the water drains out, the drill dies (lasted just long enough). Now, open the tube of putty, and put the glob of putty on the hole. The putty will seal both the hole and the crack.

And that's just about it for the Leviathan. All you have to do now is go back through the ship, and up to your own boat, where your comrades are waiting. Congratulations! You're now a very rich diver!

So, it's off to the Sao Vera. This one has a few more obstacles than the Leviathan did, but none of them are particularly difficult. The first thing is to get off the bed, and head North to the Storage Locker. Here you'll find the flashlight and repellent, as well as a deep-sea diving outfit. There is also a small machine here, that you won't be needing (it's a locator box. If you really want to fiddle with it, you have to buy a dry cell to make it work).

Get everything but the box, then go back South. Get the envelope from under your bed, stop off in the Galley to eat and drink, then continue on to Johnny's cabin. Show him the envelope, which will put an end to Weasel's double-cross. Now wear the suit and

go up on deck.

Johnny will be there, and will tell you about the orange line. Keep in mind what he says. If you look around, you'll see a large air compressor, with an air hose. Attach that to your suit, and then turn on the compressor. You're all set, so dive in!

Once underwater, turn on your flashlight. There's that pesky shark again! Open your canister to get rid of it, then keep on going down. It will be a long way down, but you'll get there.

Now you're on the top deck of the Sao Vera, with a hole at your feet. Go down the hole. Crash! Looks like the ladder broke. You may have a problem getting back up again! Then again, maybe not. Leave that for now, and make your way South, into the room with the iron bars. Get one, because it will come in handy soon.

Then keep going South, until you come to the room with the bunks barring the way. Move the bunks with the bar, then wedge the bar under the bunks to keep them from moving back. Now you can go South again, to another room, with a ladder leading down. Climb down that one.

Oops! Crash again! This time, though, the whole ladder didn't crumble. Still, it's going to be hard to reach it on your way back. No matter, you still have to find the treasure, so go North.

Uh Oh!! There's a giant squid here! Good thing for you it's asleep. And if you're smart, you won't wake it up! So, just go right on by, don't try doing anything to the squid at all. In the next room is an oak chest, along with a hole in the side of the ship. Leave that for now, and keep going North.

In the next room are some skeletons, remains of the crew. Examine them, and you'll see one wears a scabbard. In the scabbard is a sword. Get that, and go North again, to the last room. Here you will find a maple chest. The chest is too heavy to carry, so push it back South until you come to the oak chest (note: you must say "Push Maple Chest South").

Hmmmm, now, which chest to take? Let's try the oak chest. Push that out West through the hole (carefully! You don't want to cut your air supply!). Wait awhile, and the orange line will appear. Get that, tie it to the oak chest, and tug on the line. The chest will slowly make its way upward, while you return to the ship.

Now, push the maple chest south, past the sleeping squid, and south again into the room with the ladder. Climb on the chest, and you'll be able to reach the ladder and climb back up to the middle deck.

From there, go North until you reach the room with the cask in it. Now, push the cask north with you, until you come back to the room with the mast and the rope tied around it. Climb on the cask, then cut the rope with the sword. Drop the sword (you can't leave with it), and then make your way up and out.

Once on the top deck, just keep going up until you're back on the boat. The chest will be opened to display hundreds of gold coins. Congratulations, you're now a very rich diver!

1.100 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.

1.101 cybercon 3

STRATEGY: Obtain four additional codes for the sonic key, in this order: green square, green triangle, green circle, green hourglass. These allow progressive access to the four main zones in the complex. Each zone contains one code, and also contains one wall safe. The safes contain the four parts of a mysterious cube. There are three fusion generators supplying power to the complex. The schematic map opposite the REPAIRS AND SPARES room will tell you which ones are on. Initaly, only the centre one is on, and you'll need to activate the other two with the sonic key to be able to use certain elevators.

SOME PRELIMINARIES: Save the game whenever you can, and keep a backup save, preferably from back at the save console near the Centron room. Sometimes you can find a most unfavourable combination of robots waiting for you as you emerge from a save room and try to fight your way back out of a zone, and you might wish to fall back to your original save and repeat the zone. I haven't generally bothered telling you when and where to save in the walk through, but the maps reveal locations of save rooms

A useful configuration to have saved on the function keys is MAX JUMP. All systems except the power-assist off-line (including sensors), and all energy banks charged and on-line. This channels maximum power to the power-assist, and there are a couple of very long jumps you have to make. Also use this when you fall long distances to minimize damage when you hit bottom.

You may find that when you drop items you've picked up, such as energy banks, fuel pellets (red spheres) or shield generators, they may explode in your face, causing much hurtful damage and a great deal of irritation. Especially if you haven't saved the game recently. I think this happens when you get shot and damaged badly, causing incidental damage to the items, and if they've got a lot of charge in them, the blast can easily kill you. The only solution is to have all systems off-line except the shield, and all energy banks charged and on-line before dropping the offending item. Even then, you may still die. Swear, re-load a saved game and try again.

THE WALK-THROUGH:

North through the entrance door, N, N into Centron room, W, N, take elevator to top floor, pick up energy bank, W, pick up parrot camera, E, E, goggle at schematic map, W, S, save game.

ZONE 1: Take elevator to bottom, S, activate energy transfer probe, all banks on-line, cozy up to the green sphere and recharge. E to Centron room, NE, E, take elevator down to ZONE 1. Get your guns on and start blowing robots up. Collect a few energy banks to give yourself a total of six if you can, and use the ETP on the red spheres to charge your on-line banks up. You can also make the spheres explode while they're lying on the floor, killing nearby robots. The sonic code for doing this is a RED CIRCLE, and all spheres in the room will go. Head N, W into the generator room. Switch generator on, E, N, take the right-hand N exit, N, head all the way W through this room and go S, S, S, S, W, ignore the elevator, S, and S to save game. Switch on shield and all energy banks, E, IMMEDIATELY head through the N door (there's a very large fixed cannon shooting at you from the S wall), blast the two pyramid guns, E, E, E and IMMEDIATELY head for the S door to avoid the fixed cannon in this room. Get the GREEN SQUARE code by interrogating the weird machine with the sonic key. Reverse your entire route back to the elevator you came down in, and you can now take it back up. Head back to the green sphere and recharge your banks. Head upstairs, SAVE GAME FIRST, then dump your three charged banks. Drop the empty ones you should have gathered and pick them up again to gain empty on-line banks. Pick up your charged spares, save game, head downstairs and charge up at the green sphere.

ZONE 2: From the green sphere, W, W, N, N, elevator up, unlock W door with sonic key, W, elevator up, walk round ledge to SW corner, elevator up to middle floor. (N.B. If you see the elevator arrow lit up, this may mean that there's a robot on its way to meet you. Have your shields up and gun on-line when you open the elevator door!) Blast pyramid gun, N, right-hand N door, N, elevator down. Take elevator on W wall up, blast pyramid gun, E, activate generator, W, elevator back down to middle floor. N, elevator up, open window in E wall with sonic key and drop jaw at sight of robot in room below. You need to call and take the elevator in the NE corner of that room, so wait until he's out of that general area, take elevator at S end of corridor down, sprint across room and call elevator. If you run around a bit, the angel robot will find it hard to hit you. Once you've been shot once by this dude, you will appreciate this feature. Elevator up, W, S, right-hand N door, elevator up to middle floor, collect GREEN TRIANGLE. Reverse route back to save game near Centron room. Sounds easy when you say it all in one sentence like that, eh? You may have problems getting back into the angel robot's room. If he's standing guard outside the elevator door when you reach bottom, don't try to squeeze past him. Go back up, switch to MAX JUMP and simply drop off the edge to land, somewhat dazed, in his room. When you get back to the start save room, go W, and unlock the door to the SPARES AND REPAIRS area.

If you stand in one of the cubicles on the N wall and trigger the wall switch with the sonic key, you should find your energy recharged and all systems fully repaired. Enter the S room, jump up onto the ledge, and pick up the red tube (missile launcher!) Use this by selecting the slot below the gun and selecting a red fuel pellet on your backpack display. Press fire to blow things away, but make sure you're not standing too close to the target.

ZONE 3: There's really two ways to do this, but I only discovered the easy route after many, many hard battles in the other route. Take elevator down to ZONE 1. N, take the right-hand S door, unlock the E door, N, follow the corridor all the way N past a save room to the elevator. Elevator down, go west into the large room, then head NW round the corner

to the elevator. Take elevator to middle floor, set up shields and missile launcher, blast the auto-cannon (mounted on wall immediately to the W of elevator) with a missile. Drop down pit, open concealed pit in middle of floor (three purple hourglasses), drop down. Take elevator down, S, open wall safe, pick up red and green component. N, elevator up, MAX JUMP, jump out of pit, jump out of second pit back to near elevator. Head to SW corner and line up on the ledge to the W by the big red door. With MAX JUMP you should just make it to this ledge. I'm not sure the programmers intended this to be manageable, as it neatly bypasses an enormously difficult section, absolutely stuffed with auto-cannons and robot tanks. (For the masochistic amongst you, go NW from the Centron room, N,N, close pneumatic bridge, E,N,N,N, take right-hand S exit,S, unlock E door, E,E,N,N,N,N,W. Destroying four auto-cannons with the missile launcher en-route. Coming back is even worse!)Unlock the W door, W, shoot out the small guns and avoid the three concealed pits in the floor. If you hear the hum of an opening door beneath your feet, jump forward or back immediately! S, pick up GREEN TRIANGLE, N, W to the ledge above a huge pit containing three giant pillars. MAX JUMP, jump W to land on top of the nearest pillar. If you hit your head on the ceiling of the ledge room, then you weren't close enough to the edge when you jumped. From the first pillar, jump W, then S, then W to the ledge in the SW corner of the room. Unlock door, W, MAX JUMP, then leap W over the trench, trying not to land on top of any of the numerous tanks patrolling this room. Sprint for the S door, open the safe and take the second component. This is a good time to switch your energy banks. And now retrace your steps to save game near the Centron room.

ZONE 4: Charge up your energy, E from the Centron room, S,S, blast gun, E, head N at the E end of the corridor, N into a room with four purple squares on the floor. Stand in the middle of the NE one and unlock it with the sonic key. Drop down, E, head N,E,S, set up shields and missile launcher, drop down pit to the South. Face N and blast the auto-cannon. Walk up towards it and unlock the concealed pit in the floor. Drop down, open safe, take third component, MAX JUMP out of pit, take elevator up. Follow corridor round to next elevator and take it up. Walk N out of elevator, W, S, W and N to the next elevator at the end of corridor. Elevator up, follow corridor round to the E, and take door S to elevator. Take elevator down to middle floor, and jump NE over pit to land on E side. Follow corridor round to the N and take the elevator on the N wall up. Head W and walk through the yellow and green chevronned door on the N wall. Drop down the pit to the W, head W,S,S. Pick up GREEN HOURGLASS code, N,unlock door, W, unlock door, W,N,N, unlock door, N, walk to N end of bridge, set up shields and missile launcher, drop off bridge to room below, blast auto-cannon, take the western S exit,S,S,S,W. Close pneumatic bridge by interrogating the pillar console with sonic key, S,S,S to Centron room and save game.

FINAL COMPONENT: For this you need to head back into Zone 2 with at least two missiles in your possession. Go to the room with the large angel robot as before, elevator up, take the elevator on the N wall up. Set up shields and missile launcher and open N door. You thought the big angel downstairs was bad news? Blast the "Lucifer" robot (takes two missiles) and wait for it to stop twitching. Find the concealed pit in the floor - should be at the feet of the robot, unlock it, drop down, open safe, take fourth component. Back to save game near Centron room.

THE LAST BATTLE: Head to SPARES AND REPAIRS. Drop the four components on

the floor of a cubicle and watch them self-assemble. Pick up the assembled cube and dump the missile launcher. Slot 2 should now be... a BLUE sonic key! E,E, take elevator to middle floor, E. Jump onto top of Centron pillar. Trigger blue sonic key sequence SQUARE-CIRCLE-TRIANGLE, and wait for the special effects to die down. If you're standing anywhere but on top of the pillar, you'll die. Look at the S wall. See that glowing blue outline? That's a secret door, that is. Jump over to it, unlock it and S,S,S to the Brainstem computer room. Shoot the brainstem sphere lots of times until it blows up and sheds most of its mass to leave a much smaller sphere, which promptly does a runner. You can't harm it now, so simply move under the opened door in the ceiling, tilt your head up and just watch.

1.102 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.

1.103 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.

1.104 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"

1.105 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.

1.106 cytron - psygnosis

Level Codes:

Level	Foyer	BioTechDeck	Reaktor-Deck	Holo-Deck
1	----	BFAE	ELAD	FIAG
2	HIDE	FFIB	KAKE	LKAI
3	HIKE	AAHC	FGAH	BLDK
4	LAKE	HKAJ	CIJA	JAKI
5	DEAD	EJLA	FILA	GABG
6	ACHE	DHLA	BFDG	LABH
7	----	DIED		
8	FLEE			

1.107 d-generation

The password for the computer is "DEATH".

Also when you are killed, waggle your joystick in a circle while holding down the <FIRE>. You will restart at that position with 7-8 lives.

Hints:

In each room there are yellow triangles on the walls, use these to open doors. In many cases you will need to fire your laser in order to ricochet off the walls and connect with the triangle, opening a door you would not otherwise be able to open safely.

On level 81 (I believe) the username and passcode for the computer that unlocks the doorway are: Username: Seth, Passcode: Ostrich

The only other password you need for another computer on a higher level in the game is Pestilence.

Basically in every room you enter, blow up everything. Press <U> to use items in your inventory, bombs, stop time, barriers, or shields. Bombs of course can be used with button 2 on the joystick. Stop time stops time. Barriers blow up things for you (make sure they don't backfire on you and kill you instead). Shields protect you from everything for a short period of time (The exception to this is the green cannons, your shield will disappear after being hit once by a cannon, so get rid of those mothers right away).

I believe level 90 is the final level in the game, so even though it might look like you've reached the roof of the damn building, you haven't.

In order to save people, first secure the room by blowing up everything and

walking over those squares so they turn green. Then walk up the person and hit enter a few times to see if the person has anything to say. If not, just walk with the person (being very careful to keep the person from walking over electric shock pads) over to the red arrow in the room, and the person will walk out. At the end of the game I had saved approximately 40 people, so you know you'll be doing fine if you average about 4 people each level. Some people you attempt to save will turn into "fire guys". Blow them up with a bomb immediately. You can discern real people from fire dudes by firing bombs against the wall. If a person shakes, he is real. If a person stays stationary, he is fake and will decapitate you.

In one room in the game you will not be able to open one of the doors unless you blow up one of the yellow rods. It will then unlock. (You don't have to worry about that door anyway, since I already gave you the passcode/userid)

When you see a computer walk up to it and you'll get some cool graphics and information about Genoq. Mostly they're not of much use, but 2 of the computers ask for passcodes that I mentioned above and are very important. In one room you will walk to the computer and suddenly be transported to a weird area with a guy resembling the T-1000 coming after you. When this happens, restore the game and when you get back to that room, DONT TOUCH THE COMPUTER AT ALL. You do not need to, and you can only lock yourself in the room by doing so.

Oh yeah, by the way use <ALT>-<S> to save the game and <ALT>-<R> to restore. Saved game always starts at level beginning.

Use <CTRL>-<J> to turn on the joystick. <S> for your status. <CTRL>-<R> to restart (sometimes).

Level 90 (the last level) is the weirdest level of the game. You will encounter Derrida (the guy you want to give the package to). Just talk with him and then touch him. Then walk to the right out of the weird screen. Then continue walking diagonally right-down, then diagonally right-up to get out of the EYE screen. Then talk to the second Derrida and walk to the top of the cross and exit. Continue walking right out of the next room. When you see the glowing dude, wait until he starts walking then get the hell out of there to the left. Follow the red-arrow path downward and walk to the keyhole at the bottom left of the screen. Touch the thing when glowdude is about to walk in front of the radar dish, and he will get fried and explode in blood. Then walk out and back to the room you first met the glowing guy in. Touch the computer for the fun of it and then touch the jetpack and fly away to victory.

Oh yeah again, Those white open triangles are keyholes. You need to find the key on each level for each keyhole. Sometimes there may be like 5 keyholes/keys on a level. Just get the key and touch the keyhole and the door will open.

Are those transporter things rad or what? Notice how you can shoot into them. This is valuable when you have to shoot a yellow triangle from a distance to make a door open. The bomb will enter the transporter and come out the other transporter, connecting with the triangle perfectly (if you aim that way).

1.108 d-generation cd³² - mindscape

Enter your user name as "SETH" on the first computer. Then enter "OSTRICH" as your pass name. On the second computer, type in your "DEATH" as your user name. This should activate a cheat mode.

1.109 dalek attack

A lot of people are having trouble getting into the city from the caves. After you have destroyed the tunnelling machine and survived your encounter with the Super Dalek, go through the door he was guarding. You will then find yourself in a small room with no obvious exits. Use your grenades to destroy the floor section and you will soon find yourself on your way to the city.

Type in any of these codes while on the intro screen:

```
"Day of reckoning"   Paris
"The slyther"        New York
"Tricolour coffee shop"  Tokyo
"D5 gamma Z alpha"   Skaro
"From London to Paris"  Paris
"From Paris to New York" New York
"From New York to Tokyo" Tokyo
"From Tokyo to Skaro"  Skaro
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INVICIBILITY: "JAMES BOND AND OLIVER REED WERE NEVER GOOD SINGERS" or
"ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS"

INFINITE LIVES: "TRUE I AM GUILTY OF INTERFERENCE JUST AS YOU ARE GUILTY"
"OF FAILING TO USE YOUR GREAT POWERS"

?: "ESCAPE SWITCH"

1.110 daley thompson's olympic challenge

Enter your name as "HINGSEN-J" on the high score table and then quickly press . The high score table title should now show the word "Demo". Type in "-J" again and press the key again. The table title should now say "Mega Demo". Now start a new game and if you press the function keys they should select an event to play and with a full quota of Lucozade. If this doesn't work try both times ".J" instead of "-J".

Use Lucozade only for the 400m and 1500m, assuming you only get two cans. To get many points in the 100m event, run like mad until you're just about to cross the finishing line, instead wait for three minutes and then cross.

Best results are obtained if you use Persil Automatic:

```
Day 1: Training training shoes
      100m running spikes
      Long Jump long spikes
```

Shot Putt long spikes
High Jump flat shoes
400m running shoes

Day 2: Hurdles short spikes
Discus half spikes
Pole Vault track shoes
1500m track shoes

1.111 dallas quest

Go down the ladder with the flashlight, turn it on and drop it. Go east then south, put all the necessary objects into the knapsack and close it. Go down the ladder, pick up the flashlight and continue with your journey.

1.112 damocles - mercenary 2

On Midas reference 577-341 you can find a pyramid which contains a magic crystal. To use it, you'll need the book from the trader at Eris Capital City (13-5). Reading the book while in possession of the crystal will allow one wish to be granted. You may like to try some of the following wishes.

I WISH I HAD A CHEESE SANDWICH
I WISH I HAD MORE TIME
I WISH I COULD RECIEVE 1,000,000 CREDITS
I WISH THE UNIVERSE WAS MORE COLOURFUL
I WISH I KNOW HOW TO USE AUTHOR'S COMPUTER
I WISH I HAD MERCENARY 3 NOW

FIVE WAYS TO WIN:

- 1 Find all eight explosives and the timed detonator. Go to Damocles. Drop seven explosives and set the eighth to detonate. Depart posthaste and collect reward: \$10,000,000. Note that you can bargain the State President up to \$25,000,000 by turning down her first offers.
- 2 Ditto, but blow up Icarus instead before Damocles passes it. Without Icarus's gravitational pull, Damocles's course is altered so it misses Eris by a good margin. Collect \$10,000,000 from the State President and \$25,000,000 from Lloyds' for solving the problem without destroying Damocles.
- 3 Using the Nova Bomb instead of explosives, repeat #1 or #2 above.
- 4 Use the Magic Wishing Crystal on Midas and wish that Eris (or both Eris and Damocles) would be saved. (the "Wishes Solution")
- 5 Using the Author's Computer, blow up Damocles (planet #29.)

GUIDE TO THE GAMMA SYSTEM:

ICARUS (first planet)
~152/417 MINING COMPLEX
02/01 HQ: Red Herring (worth nothing special)

ACHERON (moon of Midas)

~836/324 ACHERON RETREAT

One of the four "hidden" pyramids contains a communications console.
* The key to the Acheron/Midas puzzle is in either sphynx. Go in the hidden side door at the sphynx's knee. On the front wall is a pyramid number, but you can only read it if you're carrying the reading glasses from Lucan.

Translate it into planetary coordinates:

- 1 Divide by 4096 and drop the fraction. Call this PX.
- 2 Get the remainder from step 1. Call this PY.
The pyramids are arranged in a large square, 4096 pyramids on a side. PX and PY locate the pyramid in this grid.
- 3 Divide PX by 4.096 and drop the fraction to get the planetary X coord.
- 4 Divide PY by 4.096, drop the fraction and add 250. This is the planetary Y coordinate. Now go to Midas.

MIDAS (second planet): THE MIDAS PROJECT (16 million identical pyramids)
* Pyramid 68-09-20-33 located at 577,341 contains the Magic Wishing Crystal. You can wish for anything in the Wishful Thinking of a Mercenary book: while holding the crystal, show the wish in the little message window, then hit * and it shall be granted. Note that a lot of stuff in here you can also do for free by fiddling with the Author's Computer.

DION (third planet)

~793/574 BIRMINGHAM ISLAND

- 03/14 Dion Verdant Party HQ. Parked outside: Targ Tourer (car)
 - 1: Teleport Cube 2
 - 9: Door Key "E"
 - 00/07 Lawson-8 Bank
 - 02/12 GUM Department Store. 1: Rug
 - 01/11 Bank of Gaea branch
 - 00/10 Office Building. G: Bed, Table, Notepad (stating that Prof. Hantzen's new address is Ur City 07/01)
 - 02/11 Novagen Offices (requires Door Key "D" for entry)
G: Rubbish Bin (filled with Damocles release dates)
 - 1: Novagen Files (with random remarks), Table, Ansafone (noting that everyone's on holiday, and you can buy a Blue Beacon Detector at 02/01 Mentor), Novagen Safe (blast open with explosive set to 0, and then read various clues)
 - 02/02 GUM Department Store: Washing Machine
 - 09/00 GUM Department Store: Bath, Towel Rail
 - 09/14 Trading Post: ACME Universal Suit (\$25,000)
* The ACME Universal protects against heat, cold, and vacuum.
 - 01/05 "E" Building
 - 14/13 Author's House (requires Door Key "A")
Author's Chair, Desk, Computer
* The Chair is a spaceship in disguise, and to operate the computer you must be sitting in it.
Computer settings:
 - 0 changes the colors of the Universe
 - 1 changes the colors of your control panel
 - 2 changes the amount of perspective
 - 3 changes the speed at which time passes
 - 4 allows you to delete any planet from the systemDestroy the computer and the entire solar system comes apart.
- ~807/586 DION NORTH
- 00/03 Windmill: 1 Box Explosives
 - 01/04 Trading Post: Hammer
-

04/01 Empty Trading Post
06/00 Annie's Bar: Chair/Table
~810/566 DION EAST
06/00 Annie's Bar: Chair/Table, Door Key "D"
04/01,
01/04 Empty Trading Posts
00/03 Greenhouse: Greenhouse Effect (worth \$24,000)

CLOTHO (moon of Dion)

~596/322 CLOTHO NEW TOWN
01/00 Lloyds Group 4 Investments. 2: Table, Chair, Lottery Ticket
* The "4" points to:
04/00 Secret Storage. B: Bathroom Scale
01/01 Nuclear Power Plant: Fireplace, Chair, Table
02/01 Active Marketing
G: Bench, Table
2: Fridge
3: Bed
4: Settee, Coffee Table, Table Lamp, Sunglasses

ATROPOS (moon of Dion)

~009/304 CITY
02/02 Spaceport
01/02 Bank of Gaea Branch
01/01 GUM Department Store. 1: Shopping Bag
02/01 Radar Station

LACHESIS (moon of Dion)

~612/506 Abandoned Pulvin Mines, tractors

GAEA (fourth planet)

~125/687 UR CITY
07/01 Prof. Hantzen's House (req. Door Key B) Parked outside: '99 Chevy
Inside: Teleport Cube 0, Sideboard (really NOVA TRIGGER 1),
Table, Fax (mentioning storage location of expensive piano, and
that the power of the Nova Bomb equals 8 maxset explosives)
09/02 Storage Center. B: Piano (worth \$18,000), NOVA BOMB
09/03 Trading Post: Stove
05/02 Industrial Co-Op HSE2
B: 1 Box Explosive
G: Table/Chair
00/01 Spaceport "E"
03/00 Empty Storage Center
01/03 GUM Department Store: Shower
01/02 Industrial Co-Op HSE1
B: 1 Box Explosive
G: Chair/Desk
~065/440 CHALDEA METROPOLIS
07/14 Spaceport
06/06 Bank of Gaea Building
G: Desk, Settee, Chair, Receipt (describing how the package from
Prof. Hantzen was sold locally)
B: Gold (worth \$45,000)
04/01 Marillion Apartments
G: Sink, Wall Clock (hinting towards Icarus solution), Wardrobe
1: Cooker
03/00 Empty Storage

06/08 Real Estate Offices (lose money to buy house 02/05 Eris Capital)
05/06 Trading Post: Stereo (really NOVA TRIGGER 3)
08/08 Trade Center: Teleport cube 6, key to '22 CV (parked outside)
~751/314 VULCAN ISLAND: Volcano, Blue Beacon, 1 Box Explosives

CRONUS (moon of Gaea)
~626/463 Mercenary I Museum
05/05 Museum Guide

CYCLOPES (moon of Gaea)
~851/602 IDI CAMP COMPLEX
02/02 IDI Palace of Fun: Amplifier (lottery being held)
* The ticket is in the Lloyds Group 4 building on Clotho.

ERIS (5th Planet)
~016/283 CAPITAL CITY
07/08 Spaceport: VIP Limo, VIP Limo Key [YOU START HERE]
09/09 Moorby School of Flying: Electric Fire, Eagle-9SE Spaceship
09/08 State President's Office
B: Eagle-9SE Key
G: Damocles File (describing Damocles), Coffee Table
1: Air Conditioner
2: Bench, Settee
11/08 "E" Building. B: Teleport Cube 5
01/01 Exchequer District A (lose all cash to pay back taxes)
04/04 Statue
04/10,14/03,13/03,
12/03 Empty Trading Posts
04/11 GUM Department Store: King-Size Spanner
09/02 Playtester Stores (Red Beacon) B: Antigrav
* Antigrav allows you to pick up vehicles and teleport cubes.
15/03 Trading Post: Pressure Suit (permitting excursions in vacuum)
08/14 Trading Post: Key to Bestcupand (parked outside)
12/04 Open Area: Sunshade
14/05 Eris Power Generation: Heat Resist Suit
??/? Trading Post: _The Wishful Thinking of a Mercenary_ book
* This is somewhere near the nuclear power plant and the 08/14 T.P.
The book is part of the "wishes" solution.
02/01 Post Office: Table
01/04 Another "E"
15/12 Lawson Bank HQ. B: Vault (open with Key C) - 25 million ECUs
* note that you can't seem to actually GET \$25 mil for this...
12/14 Eris Post Office HQ -- A to Z computer
* Carry the computer and activate it. It shows your location, and
names the building if you're near someplace special. Note that the
phone message in the NIC on Mentor does NOT have the correct
location!
02/01 Airport: Table
~375/438 VELOS
03/07 Trading Post: TV Controller
04/06 Empty Trading Post
04/05 EKMPV S Ad Agency. 1: Coffee Table, Settee, Standard Lamp
04/01 Eris TV Studios
1: Settee, Desk, Chair
2: Table, Video Player
9: TV (use TV Controller to watch), Chair, Table
~750/375 BARE ISLAND

05/05 "E" Building
06/06 GUM Department Store. 1: Thermal Undies
06/05 Professor Hantzen's Labs
B: Door Key B
3: 3 Boxes of Explosives
4: Top Secret File (describing the Nova Bomb), Table, Memo Pad (describing how the four triggers have been lost by the Post Office Sorting Branch, Snow Island), Processor's Desk and Chair
02/04 Hantzen Airport
07/04 Hantzen Admin. 9: Table, Chair, Geiger Counter
* The Geiger Counter clicks when you get near the Novabomb, and clicks faster and faster as you get closer to it.
06/02 Low Office Building
B: Timed Detonator (sets off explosives)
G: Teleport Cube 1
1: '99 Chevy Key
~007/507 SNOW ISLAND
07/04 Landing Strip
06/04 Wine Bar: Table, Chair, Bottle
03/00 Post Office Sorting Branch: Table, Clipboard (describing where the four triggers may have gotten to), Storage Boxes, Cupboard (in reality NOVA TRIGGER 2)
~626/126 KEY WEST
02/01 Spaceport
01/04 "E" building
07/10,08/08,
04/00 Empty Trading Posts
09/08 Lawson-8 Bank: Antique Clock (worth \$799.90)
07/07 Newton Ltd. Research. B: Anti-Grav (worth \$100,000)
00/07 Spaceport

METIS (moon of Eris)
~616/511 JUDICIARY COMPLEX
00/06 Office Building (lose all cash to lawsuit)
9: Processor's Desk & Chair, Filofax (describing various trivial stuff), Teleport Cube #?
02/00 Spaceport with Beacon
01/03 Lawson-8 bank: Door Key "C"
02/06 Jail (do not enter -- you get locked up 'till Mercenary III is released...)
05/06 Nixon Interstellar Court of Justice (NIC)
Inside: Table, Wall Phone (mentioning that the A-Z Computer at Eris Post Office at 14/11 could be most useful)
Through secret door at back: something which is actually NOVA TRIGGER #?

VESTA (moon of Eris)
~264/326 POLITBURO CITY
04/06 Government Hall (requires Door Key E for entry/exit)
B: Teleport Cube 4
G: Bench
1: Key to Targ Tourer, Processor's Desk and Chair
2: Scroll (describing trivial proposed new legislation), Table
3: Briefcase (increasing number of things you can carry)
05/03,
06/03 Empty Trading Posts
06/04 Lawson-8 Bank

05/04 Lloyd's Group 4 Building. From 4th floor the four becomes an arrow, pointing to:
04/04 Traffic Circle with Red Beacon Locator
03/07 GUM Department Store. (be 2nd customer, win \$10,000)
2: Table, Cash Register (worth \$1,555)
03/01 Bank of Gaea Branch (?)

LUCAN (moon of Eris)

~???/??? ONE OF A RING OF 12 ISLANDS

00/07 Red Beacon, Reading Glasses

* The huge glyphs on the islands are actually the 12 signs of the zodiac. The beacon is located in the "eye" of Leo. The glasses are required to solve the Midas puzzle.

SOLON (moon of Eris)

~969/596 PENN SCHOOL OF LITERATURE

??/? Blue Beacon, Mazelike Underground Complex

Nesbitt Library: Table, Stool, Bookcase; Gold (worth \$75,000)

THEON (moon of Eris)

~???/??? INTERSTELLAR COMMUNICATIONS LINK

02/03 Radar: 1 Box Explosives

01/02 Landing Strip, Blue Beacon

03/01 Radar: Communications Console, Chair

Assorted communications towers outside the central complex

LOGOS (sixth planet)

~316/896 CITY

04/02 Bridge Office Building

3: Photocopier (mentions teleport cubes can be flown through)

4: Teleport Cube 6

06/03 Charlene's Disco: Ghetto Blaster (providing loud, irritating music)

06/00 Spaceport

07/00,08/00,06/02,08/03,

07/03 Empty Trading Post

* You get the best prices for found equipment at "Frank's Bargain TP."

PAN (moon of Triton)

~102/688 HADES LABOR CAMP

04/00 Spaceport, Red Beacon

04/01 Offices. 1: Key to Bullet spaceship

Numerous jails and (immobile) tractors

THALIA (moon of Triton)

~487/042 MILITARY BASE

06/03 Spaceport: Red Beacon, Bullet spaceship

PERSEUS (moon of Juno)

~940/456 ALKANE BASE

04/06 Emergency Facility. B: Bed, Life-Support

05/02 Research Lab: Battery, Davey Jones' Locker

TOLOSA (moon of Juno)

~667/633 ERISIAN CURRENCY REPOSITORY (defended)

* It's not real difficult to destroy the drone ship: go to a low altitude and keep moving at low speed so you won't be hit. Keep

turning around and fire whenever you see something moving. A direct hit is NOT required.
 ??? Currency Repository (requiring Door Key "H" to enter): Gold

BACCHUS (moon of Juno)

~405/638 CITY

02/08 Spaceport: Concorde III plane, Transporter Cube 8
 01/03 Casino: Table, Phone Message (asking why you're in the fleshpots of ←
 Bacchus when there's work to be done)
 Bet all your money, double or nothing
 01/02 GUM Department Store: Fishtank
 00/03 Dance Hall

MENTOR (ninth planet)

~689/316 SETTLEMENT

09/07 Spaceport: Teleport Cube #9, Concorde III Key
 02/01 Trading Post: Blue Beacon Detector (costs \$100,000)
 06/05 Trading Post: Antique Sextant
 04/03 Trading Post: CB Rig
 Numerous other trading posts

DOOR KEYS:

A unlocks Author's House, 14/13 Birmingham Island, Dion
 B found Hantzen Labs, 06/05 Bare Island, Eris; unlocks Hantzen's House,
 07/01 Ur City, Gaea
 C found in Lawson Bank, 01/03 Metis; unlocks vault in basement, Lawson Bank
 HQ, 15/12 Capital City, Eris
 D found in bar, 06/00 Dion East, Dion; unlocks Novagen Offices, 02/11
 Birmingham Island, Dion
 E found in Dion Verdant Party HQ, 03/14 Birmingham Island, Dion; unlocks
 Government Hall, 04/06 Vesta
 F found in a Lawson Bank, second floor
 G ?
 H unlocks Eris Currency Repository ??? Tolosa

Note that you can get through locked doors another way: set an explosive to 0, drop it next to the door, and back off. The explosive will blast the lock off the door.

VEHICLES AND KEYS:

VIP Limo (car):

Capital City Spaceport, 07/08 Capital City, Eris;
 key inside building

Eagle-9SE (spaceship):

Moorby School of Flying, 09/09 Capital City, Eris;
 key in basement of State President's Office at 09/08

Bestcupand (spaceship):

Trading post, 08/14 Capital City, Eris;
 key inside trading post

'99 Chevy (car):

Hantzen's House, 07/01 Ur City, Gaea;
 key inside 06/02 office, Bare Island, Eris

Targ Tourer (car):

Dion Verdant Party HQ, 03/14 Birmingham Island, Dion;
 key on 1st floor, Government Hall, 04/06 Vesta

Free Ship:

Spaceport, 00/07 Key West, Eris
Concorde III (plane):
Spaceport 02/08 Bacchus;
key inside spaceport, 09/07 Mentor
'22 CV (car):
Office, 08/08 Chaldea Metropolis, Gaea
key inside building
Bullet (military spaceship):
Spaceport 06/03 Thalia;
key in offices, 04/01 Pan

TRANSPORTER CUBES:

0: Hantzen's House, 07/01 Ur City, Gaea
1: G, 06/02 Bare Island, Eris
2: 1, Dion Verdant Party HQ, 03/14 Birmingham Island, Dion
4: B, Government Hall, 04/06 Vesta
5: B, 11/08 Capital City, Eris
6: 4, 04/02 Logos
?: Offices 08/08 Chaldea Metropolis, Dion
8: Outside 02/08 Bacchus
9: Outside 09/07 Mentor
?: 9, 00/06 Metis

AMUSEMENT:

Once you've figured out how to destroy a planet, try the technique on various planets. Especially Gaea, Dion, and Eris.

Blast the lock off the door of the Author's House and steal his computer and his chair. They both have actual uses, and do quite interesting things.

Blow up the Author's Computer with an explosive. Then get well clear... that is, well clear of EVERYTHING.

Each planet and/or moon has some information and history associated with it. Benson (your computer) doesn't always present it upon your visit to said world. Keep trying until you do get it.

Try to land on the sun (Dialis).

Crash your spaceship in the ocean.

Land on the roof of a building, get out, then stroll over the edge...

Get yourself locked into the jail on Metis.

There are lots of nice vantage points to watch Eris's destruction from. Vesta is quite decent. The best place, of course, is on Eris itself. If you're on the right part of the planet, you'll get to see the comet plunging through the atmosphere directly towards you.

Watch the control towers at spaceports; they change color to warn you when your ship gets near.

Lots of the stuff in Damocles is quite closely related to British politics, although the passage of time since its release has obsoleted some of the

jokes. For example, the Lawson Banks are named after Nigel Lawson, the chancellor of the Exchequer at the time Damocles was being written (although by ← the time it actually came out, he wasn't any more...) You can find the Prime Minister's proposal for the poll tax in the basement of the Hall of Government on Vesta; she predicts it will be well-received...

The Novagen offices are full of inside jokes and hints on the game. You will find the keys in a pub on Dion East.

Noticed the road signs near the Novagen building on Dion? Novagen's real offices are on Alcester Road, Birmingham, England, and the one in the game bears an intentional physical resemblance to the real one. The same goes for the Author's House.

SOLUTION:

Firstly do as the president says and go to the room at the end of the corridor on the second floor. Answer ok to the question, and go back down to the basement. Get the key and go back to your ship.

Fly to 09-02 capital city, and you will find a lift. Go to the basement and pick up the antigrav. Return to your ship and fly to 12-14 capital city and pick up the A-Z computer. Switch it on (it will constantly tell you your location).

Fly to key west and the to location 07-07. Enter the building and go down to the basement. Here you will find another antigrav. Collect it and go to a trading post. Sell one of the antigrav's (the other one will allow you to pick up spacecraft, cars etc...)

From here, go to snow island, location 03-00. Here you should collect the clipboard and the cupboard (which is actually a trigger for the novabomb). Go onto bare island, location 06-02. Make sure you take your ship into the building with you. Drop the cupboard on the ground floor. Here there are teleporters marker 0-9. Go to 0, where the computer will inform you that you're in the professors new house. In one of the rooms you will find a sideboard (another trigger).

Take this back to teleporter on and leave it there. Go through the teleporters until the computer tells you that you are in the vesta parliment. Take the lift to the top floor, where you'll find a briefcase (this allows you to carry more objects). Go back to the basement and use teleporter 6, leave the building and go back to your ship.

Fly to 05-06 and buy the hifi (the next trigger). Leave the island and fly to 09-02 city. From here, enter the building and go to the basement. Ignore the piano and go around to the back of the lift where you will find the novabomb.

Now fly back to 08-08 chaldea metropolis (use the computer to find it). From here, take the bomb and the triggers back to teleporter 1. Set all the triggers to on. Use the teleporter and go to metis. On arrival, the A-Z will tell you that you are in dooburys solicitors. Don't go to floor 8 or you'll be sued and lose all your money. Leave the building and head down the road on your left.

At the end of the road is a court. Enter, and walk straight across the room and into the wall. The wall will then open, revealing the last

trigger. Do not turn it on. Leave the court and fly into space. Land on damocles and drop the bomb. Leave damocles and fly away (be careful of the amount of time). When you are far enough away from the comet, engage the last trigger.

1.113 dark castle

The first thing you do is to go to the shield room. Once there press <W> (up) and <S> (down). Keep them both pressed. This will cause your hero to go up and down between the two screens. After half an hour or so you will have about 25 lives, this is the only screen you can do it on.

1.114 dark continent

Solution:

Swing vines to cross canyon. Climb palm -> fuel.
Steal ruppee from beggar's cup. Buy knife from stall.
Pour fuel in tank of plane. Go airplane twice. Fly it -> canyon.
Stab crocodile with knife -> n.
Skin croc. Make shoes with crocodile skin & cobbler's bench.
Decipher the witch doctor's parchment with the paper on the bench.
Paint face yellow, Kiss pig, Beat drum, Sing song after u find ore -> key.
Unlock the box in the cave behind the waterfall with key.
Dig dirt in the hole -> diamond.
Hurl spear at elephant to kill it & get its tusks.
Give shoes & tusks to ship captain as payment.

1.115 dark side

Hold down <2> on the main keyboard and <8> on the keypad then press <FIRE> for pictures of the programmers. (or hold <2> and <8> together either on main keyboard or keypad).

1.116 darkman

Type in "MEA CULPA" or "MEACULTA" while playing for infinite energy and the following keys.

<I> Invincibility
<Z> Kills enemies on the screen
<D> Gives darkman the disguise
<P> Refills life meter
<R> ?
<SPACE> Bypass photo session w/ disguise
<1>-<6> Skip to the corresponding level
<F1>-<F7> Skip to the corresponding level

<F8> Skip to next level
 <J> Move darkman anywhere on the level with joystick
 (<J> toggles this on/off)

1.117 darknite

Solution:

search shrub - silver key, open main gate with silver key, drop ladder at statue, climb ladder, pull wire - staircase, push mural - east exit, light paper with match - spell on paper, get ring & say "revivo statue" to statue, give ring - hole in ground, tie rope to stand.

7 SHARDS

blue get crucifix, move tomb with shovel, open coffin, get blue shard, move tomb with shovel to cover it.
 transparent open walnut with nutcracker in kitchen drawer, open armory with white key, break pitcher with battle axe.
 metal examine shack floorboards, drop long board on shack floor, tie string to curved bar, get metal shard.
 yellow open furnace with padded gloves.
 crystal examine fireplace, search ash, open locked door, confront medusa with mirror
 red turn globe until keep revealed, get sword, armor & drink dark potion, move bookcase, get shield, kill beast with sword.
 green open bench, examine songbook, play piano.
 take all shards and pulsating scroll, say cumbini - septacrystal.

MAZE

s.s.s.e.s.e.s.e.s.e.n.e.s.e.s.w*.n.w*.s.e.s.w.s.e.e.n.e.s.e.n.e.s.e.
 '* ' means repeat that direction until you can go no more.
 open safe with septacrystal - orb.

cut pillow with dagger - black key, open shackles with black key, get king & orb, open door#2 - tower, get cord, jump. -> ALL DONE

when hungry, fill bowl with soup in kettle & eat soup with spoon, eat supervitamin just before going into maze.

1.118 datastorm

After loading, wait for the high score screen to appear. Hit <F10> to view a message.

1.119 days of thunder

Enter the qualifying race as normal and then press <P> to pause the game. Now type "COMEFlyWITHME" or "COME FLY WITH ME", and the screen should flash. You can now pull back on the joystick and fly into the air. Now use <FIRE> to go forwards, and the Function keys to get views of yourself

whizzing through the air.

1.120 deadline

Complete Solution:

From the front path of the Robner's estate, go North to the front door of the house. Type "Open Door" and go North into the Robners' house. From inside the door, go North, East, and type "Climb Stairs" twice (or you can just go Up, Up to get to the second level of the estate. From there, go West, West, West, West, and North to the library where you will start the first of a series of Sherlock Holmes-type activities. In Deadline, you need to establish the motive and method for the murder beyond all reasonable doubt before you can arrest the guilty party. If you don't have an air-tight case, the jury will acquit the defendant.

It is here in the library where we go about establishing the method by which poor Mr. Robner was done in. First off, type "Examine Rug". You will find some mud spots which is your first clue. Now, "Get The Cup, Pad, Calender and Pencil" and "Rub Pencil on Pad" and then "Turn Page of Calender". Aha! Perhaps a clue as to the motive? Let's see if we can substantiate the method a little more...that mud on the rug was very interesting.

Type "Open Balcony Door" and Go North onto the balcony. Check out the railing by typing "Examine Railing" and you will see some scratches, lending credence to the theory that perhaps the murderer climbed up the balcony from the ground below where he (or she) got mud on his shoes. Let's have a look below and check for some indication that the murderer was indeed below the balcony.

To leave the balcony, go South, South, East, East, East, East, Down, Down, West, South. Type "Open Door" and go South back to the front door. Now go East, East, and South-East to the shed where you will see a ladder. Type "Examine Ladder". Hmmm! This ladder-and-balcony theory is looking good! Let's see if we can prove the ladder was below the balcony. This will have to wait a while though, because it's getting late in the morning and we have to do some more checking in the house before the reading of the will takes place. And besides that, we need to talk to Mr. McNabb and he doesn't seem to be in the mood right now.

Go back to the house by heading North, South, North and head back upstairs with North, North, East, Up, Up. Let's see what else we can find upstairs. Go South, South into Dunbar's bathroom. Type "Open Cabinet" and "Examine Loblo". Aha, again! Now we go back downstairs and see if we can find Mr. McNabb to see if he knows anything about a ladder under the balcony. Go North, North, Down, Down, West, South, and South. Let's take a break for a while. Type "Wait Until 11:30". And now for Mr. McNabb. Let's try the garden path first with East, North-East, East, and West.

If McNabb is not around, just wait for a while or snoop around the area and he will soon show up. Deadline is very unpredictable when it comes to the various characters moving around the scenario. Once you spot McNabb, go to him and say "Hey McNabb", followed by "What is Wrong".

He will tell you about some holes he found in his garden so, naturally, you say "Show Me the Holes". He will take off and you "Follow Hiim". When he stops, type "Examine Holes". Eureka! The ladder was here and the depth of the holes proves somebody climbed it up to the balcony! To make sure we cover every angle, type "Examine Ground" and "Dig Around Holes". Hmmm...wonder what this could be about? To find out, type "Analyze Fragment For Loblo". Oops, it's later than we thought! Back to the house for the reading of the will. Go North, South-West, South-East, and East to the house and North, North, West into the living room. Now just "Wait" for the will to be read.

After the will is read, you decide to see if you can roust some of those present into giving you some clues as to the guilty party and, perhaps, the motive for the crime. Let's start with George. Type "Show George the Calender". He will get very nervous and start heading out of the room. Type "Follow Him" until he finally goes to his room. He will keep telling you to leave him alone, but just keep following him until he enters his room.

At this point, you decide to see if George knows more than he's telling. You aren't going to get anything from him here, so let's go to the balcony and wait to see if he does anything. Go West, North, North to the balcony and type "Wait 10 Minutes". Voila! Here he comes! Wait until he goes behind the bookshelf and then type "Wait 4 Minutes" to give him time to really get his hands into the cookie jar. When your four minutes are up, go South, "Examine Bookshelf", "Press Button", and go East. Ha! Caught him red-handed!! Type "Get Will", "Look Safe", "Get Papers", and "Read Papers".

Things are beginning to look up! Let's see if we can substantiate some of this stuff. Go back to the living room with West, South, East, East, East, East, Down, Down, West, West. My, isn't this cozy! Type "Hey Baxter", and "What about Focus". You know he's lying so you "Show Papers to Baxter". Ah, that's better! Now for some clever psycho-detective work. Type "Show Lab Report to Dunbar" and "Show Lab Report to Baxter". Whip around and "Accuse Dunbar". Hmmm...a tad nervous, isn't she? Perhaps we should go off and wait to see what develops.

Go East to leave the room and "Wait for Dunbar". Just as we suspected! When she passes you, type "Follow Her". Once outside the house, she will drop a ticket. Type "Get Ticket" and "Read Ticket." WOW! This is getting good! Type "Show Ticket to Dunbar". You know you've got her on the run now so head off to the shed to wait and see what develops. Go East, East, and South-East and "Wait for Baxter". When they both show up, "Show Ticket to Baxter" and "Arrest Baxter and Dunbar". You didn't believe them for a minute, did you?

Due to the dynamic nature of Deadline, there are several ways to end up accusing Baxter and Dunbar of the murder. There are also more puzzles to solve, but this is all that is necessary to put together an air-tight case against them.

1.121 death mask

During play, type "BELINDA" and press <RETURN> to skip to the next level. This works on every level.

Level Codes:

02	52385	13	28283	24	82855
03	22428	14	85325	25	58474
04	84843	15	10769	26	38392
05	22087	16	25324	27	55276
06	38641	17	43542	28	68163
07	06395	18	62156	29	75156
08	33224	19	84678	30	70948
09	35527	20	57093	31	54334
10	48962	21	29264	32	39814
11	65074	22	47446	33	52262
12	62438	23	75330	34	73164

1.122 deep core

During play type any of the following:

```
"I NEED OXYGENE"  full oxygen
"I NEED ENERGY"  full energy
"I NEED A MIRACLE" infinite everything
"I NEED A MEGA BLAST" a smart bomb
"TRAINER MODE"    infinite everything
```

Press <SPACE> on the title screen and select password from the menu.

Now enter one of these for the password:

```
"REANIMATOR"  access to Level 4-6
"PSYCHONAUT"  access to Level 7-9
```

Try any of the following for various messages: "JOHAN LINDAHH", "SAUROO", "J.LINDAHH", "JENN", "HUNTERR", "I LIKE FAIRLIGHT", "I LIKE ATARI", "I LIKE DM"

1.123 deep core cd³²

For infinite oxygene, energy and an option to skip levels try this: Start as normal, then press GREEN, YELLOW, BLUE, and RED BUTTONS simultaneously. Now press FORWARD and REVERSE together, then GREEN, YELLOW, and BLUE BUTTONS. A whooshing sound activates the cheat mode. To skip levels, push all the buttons as well as FORWARD and REVERSE, but don't press pause as this will turn off the cheat

1.124 defender of the crown

To get 1,024 Knights: After conquering a territory, press these four keys at the same time, while the drive is still running: H J K L or only K ? If you do it just right, you'll have 1,024 knights both in your home and in your army.

If you begin the game at the lowest castle, move all your men in your army and take the 3 high vassal/income territories below. This will give you a lot of men in your army. Moved back to your castle you will also be able to buy lots of men.

When sword fighting move forward, backward, strike, and repeat, you should beat your opponents with no problems.

Move your lance until it is just left of your opponents shield, then down a little. Count the number of bounces and on the 5th strike at the lowest possible point.

1.125 defender of the crown 2

Cheat Modes: These are typed where it asks for passcodes.

GOATY Invincibility
INCAS Replaces invisio with smart laser in stargate
ANDES Power is restored when the laser is fired
RAVEN Activates the three following keys

<I> Invicibility on/off
<N> Next level
<D> Fly auto pilot 23 levels

Level Codes:

01 START	17 LEMAC	33 MAGOG	53 IRATA
05 FLOYD	21 ZIPPO	37 FUNKY	57 NEURO
09 FURRY	25 LASER	41 DONKY	61 STOAT
13 BEAST	29 DAFAD	49 KANJI	

1.126 deflektor

<+> and <-> can be used to skip backwards and forwards through levels.

1.127 deja vu - mindscape

Addresses

1 1212 West End St. (found in glove compartment)
2 520 S. Kedzie (found in Penthouse Apartment)
3 934 West Sherman (found in Office)
4 1060 South Peoria St. (found by memory flash when you look at the map after taking antidote)
5 626 Auburn Rd. (Mrs. Sternwood tells you)
6 Same as Number 4

Annoying characters

Mugger Hit him! You can get by with this several times.
Hooker Hit her! Then search her purse.

Beggar Give him money or ignore him.

Big Bad Guy Hope you don't meet him. He hangs out in the alley. You can fight him and might even survive.

Alligator Avoid

Money

You have a few quarters and a 20 dollar bill which isn't quite enough. You can play the slot machines in the Casino. Sometimes you win; sometimes you loose. You can take the Hooker's purse - there's money in it.

Washroom

You wake up in the washroom. Take coat, gun and holster. Examine the contents of the coat. There's a wallet in it so examine its contents also. You might want to look in the mirror and tidy up a bit before you exit. Notice the puddle in the hallway and take a look in the Ladies' Room. You'll find a gaudy earring on the toilet.

Bar

Not much to do here. But, it's a good reference point. You can see several exits and a big black Mercedes.

Upstairs (above the bar)

Look at the pictures in the hallway. Then enter the Office. Search the desk. Take envelope. You have just found Address 3. To enter the Private Office, use the key from the wallet. Search the body. Take the Mercedes' key. Open desk. Take pencil and key marked "Front." There's more than one way to explore the building; however, I chose to exit through the window using the fire escape to get to the Weird Room.

Weird room

Examine everything. Ah ha! You must have been strapped in the chair and injected with DIETHANOL TRIMENE -- or was it SODIUM PENTATHOL? Take the syringe from the waste can. You can ride the elevator or whatever to explore the rest of the building.

Casino

Put a few coins in the slot machine. Maybe you'll get lucky!

Sewer

Explore this area carefully. Beware the alligator! Try to find the whirlpool for you'll need to know about it. It's down, down, and down (I forgot how many times).

Mercedes

(Unlock it with key from corpse.) Look in glove compartment. Take photo, car registration, and map. You have just found Address 1.

Gun shop

You can buy or trade; but it isn't worth the trouble. If you play the game on Sunday, you can't get in.

First address

(1212 West End St.) Put plastic card in slot by elevator door. Search the Penthouse. Take photograph. You've just found Address 2.

Second address

(520 S. Kedzie) Shoot the door! Take paper (combination to safe), diary,

and key.

Third address

(934 West Sherman) The key from 520 S. Kedzie unlocks both the pharmacy and Ace's Office. In Dr. Brody's Pharmacy, shoot file cabinet and read the files to learn antidote for DIETHANOL TRIMENE. I believe it's BISODIUMITIS. Fill syringe and inject self. You might as well take a vial of SODIUM PENTATHOL while you're here. Then go upstairs to Ace's Office.

Shoot the shadowy figure you see through the glass door. (You can drag the thug from behind the desk if you want to.) Read Ace's files. Since you've just run out of addresses and the antidote is beginning to work, you should review the things you've found. Look at the map you found in the glove compartment. This should cause a flash of memory giving you Address 4.

Fourth address

(1060 South Peoria St.) In Private Office, open safe using combination found at 520 S. Kedzie. Take key (it might open the Mercedes trunk).

Mercedes trunk

The key from the safe unlocks it. Remove gag (drag with mouse). Give Mrs. Sternwood a shot of SODIUM PENTATHOL. She will tell you Address 5.

Fifth address

(626 Auburn Rd.) Open mailbox. Take letter (ransom note). Use the door knocker. Hit the butler. In Guest Room, open bedside table and take notepad. Rub notepad with pencil (this is the Timetable). In Master Bedroom, get briefcase and blackmail letter. (You may consume the chocolates.) In kitchen, consume the bologna.

sixth address

(1060 South Peoria St.) You're almost back where you started. You should have all the evidence you need to solve the case and become a hero; however, there's one small problem. You still have the murder weapon and, no matter how much evidence you have, the police just won't believe you. So, before you go to the police, get rid of that gun!

Gun

Remember the Whirlpool in the sewer? Seems like a good place to lose a gun.

Police

When you have enough evidence and do not have a gun, go to the Police Station. The three "important" bits of evidence are: The diary from Vicker's house, the blackmail letter and the timetable from Sternwood's bedroom.

1.128 deluxe galaga

Red, Green and Blue skulls, will give you a very good weapon, full fire power and the best ship speed!!!

If you have all the markings for a new rank, and than buy more rank markings, you will instead buy a new rank!!

When a smart bomb have exploded and the gems are falling down, you can

collect them by holding down the joystick!

If you have one weapon type and catch the same weapon, you will get some more firepower!

If you have caught two aliens and the scope is activ, you can get a lot of points by bouching the aliens of the screen!!

If you have a multiply when entering the meteor-storm you may get a lot of points

Having a multiply activ when completing the game, will give you a lot of points.

Catching a warp-icon in an alien stage with a bonus level, will give you a perfect bonus score!!

Completing the Meteor-Storm will give you 100000 points and 1000 in cash!!! and if you... hmm.. he he..

If you have the rank of Admiral and you buy more rank markings you will get 1.000.000 points

You can figure out what skull you have not taken by looking at the color of the meteors in the meteor-storm

By shooting the hurry-up ship you can collect the rank markings that you are missing!!

When the hurry-up ship have appeared 8 times, a money ship will appear, shooting this ship can give you a lot of money!!!

Catching a skull will add to the chances that extra life and cash multipler bonuses appear!!!!

Pressing Joystick Button will speed up meteors in meteor storm !

If you have 4 lives and you buy or get one more you will get instead ship armour (saves 200 cash).

If you die during a warp malfunction, the game skips the tax-free shop and the next level. You can use this to your advantage in the harder levels, especially in the Big Trouble stages. So make sure you have plenty of lives left. When you get to the level you want to skip, especially Big Trouble, just pray for a warp malfunction! If you get a warp malfunction, just kill yourself once (It's a good idea not to do this until there's only one alien left on the screen).

It is generally not a good idea to spend any credits until you have 500. When you get 500 credits, buy the Super Weapon.

If you hold down <FIRE> (make sure to disable autofire if you have it on) from the moment you grab the Meteor Storm icon right up to the end of the Meteor Storm, you will get the secret \$5000 bonus.

It is not a good idea to buy the \$3000 weapon until you're in levels 51-75.

The weapons that cost \$750 and higher are generally not very handy unless you have autofire. If you do have autofire and have one of these weapons, what you have is an incredibly nasty weapon!

You can also "cheat" by using a hex editor and editing the main program. Just find the part of the code that lists all the prices in the tax-free shop (make sure they are not part of the menu, if you modify the menu in any way the game won't run!) and change the numbers to whatever you want. This way, you can make everything cost nothing if you want! However, you'll still need \$50 to enter the shop, and \$400 for continues.

1.129 demons tomb

PROLOGUE

```
turn off torch.get bag.n.put bag in hole.drop torch.e.get plaque.w.w.open
coffin.put plaque in coffin.e.n.get all.s.get bucket and torch.w.put
sandwich and notebook in bag.tie knot in bag.put bag in bucket.put all in
coffin.close coffin.point at coffin
```

MAIN GAME

```
open letter.read letter.read map.s.s.s.s.s.move small boulder.take steel
spike.w.open door.wedge door with spike.n.n.take charcoal.n.w.examine
outline..open coffin.take bucket.drop bucket.look.take bag.open bag.look
in bag.take notebook and sandwich.read notebook.look in notebook.take
letter.open old letter.read old letter.examine notebook.rub page with
charcoal.read page.drop charcoal.take biro,cloth,torch and plaque (all 1
command).e.s.s.s.e.n.n.n.n.n.n.w.w.n.n.w.say "stay" to sam.d.examine
vaullar.examine torn note.read torn note.w.s.turn on torch.s.w.u.s.u.u.
drop torch.w.s.e.s.w.e.n.w.n.n.e.e.take hammer.w.w.w.open window.e.sit on
chair.examine desk.put biro in tiny hole.look under chair.take documents.
read documents.e.e.take key.knock on panels.move loose panel.look in
compartment.take rod.open french windows.e.e.give sandwich to duck.e.
examine folly.w.s.examine chest.hit clasp with hammer.look in chest.
examine statue.n.w.s.w.s.say "come" to sam.s.open mail box.take grubby
letter.read grubby letter.pull gates.s.s.s.s.e.e.drop rod,plaque and
hammer.put all in bin.take hammer.s.s.s.hit pole with hammer.take pole.
n.n.n.drop hammer.w.s.take bone.s.w.s.point at glove.say "fetch" to sam.
take glove.e.s.w.w.give pole to sam.w.s.take pole.get in punt.e.n.s.
look at monolith.get out of punt.read word.say "kwah".get in punt.n.e.s.
n.say "kwah".s.w.w.get out of punt.put pole in punt.n.e.e.s.e.s.get sam.
s.s.get fish.n.n.drop sam.get sam.e.n.w.w.n.n.e.e.e.s.s.s.s.wear glove.
drop bone and sam.u.give fish to cow.get coin.examine coin.d.n.n.n.n.n.n.
n.n.look in bin.take cloth and key.take plaque and stone rod.w.w.n.n.e.e.
e.rub gravestones with cloth.read gravestones.unlock door with key.open
door.e.n.tie knot in rope.climb rope.hit bell with stone rod (repeat this
command 13 times !!).climb rope.s.close door.w.s.s.d.show plaque to thai.
```

1.130 denaris

For infinite lives, when the 'insert data disc' prompt appears, hold down <Z>, plug the mouse into port 2, and hold down <RIGHT MOUSE> while it loads.

1.131 desert strike

Go to the password screen, enter TQQQLOM, OR AAAAAAA then go to the control screen, (i.e. Joystick Mouse, etc.) then enter appropriate;

LEVEL 2: KQJRJTY (SCORE 737.000)
 LEVEL 3: OLOAHV (SCORE 1,412.000)
 LEVEL 4: PTKEFTG (SCORE 2,419.000)

Type "BQQQAEZ" to get infinite ammo and power. When you run low on ammo press <F10> or <0> to call up the map and press either again to go back to the game and you will find all ammo is restocked.

Type "HARDCASE" to obtain infinite ammo.

Type "TQQQLOM" to start campaign with five lives.

When you've entered any of these cheat codes it will register in the computer so you will be free to enter any of the above level codes.

Level Name	Codes
2 Scud Buster	TQJJLOM, BQJRAEF, EQOLHJR, BQQQAEB, LQJAQRJ
3 Embassy City	TLOHOAN, ELEAJLN, OLAEAHQ, KLJLTOE, TLJJOAQ
4 Nuclear Storm	OTBWEZT, BTEWKLL, PEITFTI, WEIVVJT, WTEOVJP
End Prison Level	TGJZLOK, ONKKQKF, ITOUPEX, EVNFWMB

1.132 detroit

If you want to be sure to earn a profit in your first month of DETROIT, you can plug the following number values into the appropriate places in the tutorial (see "Technical Supplement and Tutorial" booklet). They will guarantee you a reasonable return for at least your first few months in business. The first set of values gives you hints, the second set gives you decent, but not optimal exact numbers, and the third set gives you the absolute best numbers.

Important Tutorial Change: When you first start the game, you will now see a difficulty panel appear with possible settings. The toughest setting is LOAN, where your company starts off in debt to the bank, with no capital funds. The easier the setting you choose, the more money your company will have as a beginning stake. In order for these numbers to work in the tutorial, set the difficulty level as medium.

	HINT	GOOD	BEST
Assembly Workers to Hire:	50	75	ALL
Technicians to Hire:	20	ALL	ALL
Assembly Workers Wages:	\$80	\$100	\$90
Technicians Wages:	\$70	\$76	\$72
Assembly Workers per Line:	20	25	22
Technicians per Research Project			

Engines, Brakes, Cooling, Safety: 20 25 20
 Suspension, Body Luxury: 40 45 40
 Advertising (NE USA only)
 Billboards: \$90 \$75 \$100
 Newspapers: \$100 \$120 \$150

1.133 deuterios

Go to the surface or the orbital stores room, hold down <SHIFT> and press <C>. The screen should turn green. Now press <SHIFT> and <C> again, and the game will resume as normal. Now click on the master control icon and go to the stock screen. You will appear to have one of every item, when in fact you have an infinite supply of everything. Orbital space stations can now be built with one frame section.

1.134 devious designs

Level Codes:

1	IYESLWYS	11	YYRNFISM	21	LIBGGNOR	31	GITAGWSR	41	YTNYWFOB	51	NNNNYPBM
2	PPFBGWLP	12	OIEIRPEN	22	GIBOLNGN	32	TPIRYBAN	42	ITNNAMNG	52	ITPLOLAN
3	NPSSLNWS	13	YTAIBTLR	23	NNNSFBAM	33	LGOSLWLM	43	GITNEOBA	53	LOLGGNOR
4	GIWBOLAP	14	IOFTANON	24	OPPSMBST	34	GGIBGWLN	44	OLOLSTMG	54	GOLOLNGN
5	IYRAGNOE	15	GIBGIBWF	25	YTKWWBPR	35	NNNWYPBM	45	PLGIBYOB	55	MMMSFBAM
6	YLFELNGT	16	TYWTPRWO	26	ITNMAMGN	36	ITYBOLAN	46	OLITANNG	56	RMSFBMST
7	NNSPFBBR	17	IYRNPML	27	GITMEOBM	37	LITAGNOR	47	GOLGIBEB	57	EFWWNBPR
8	TNWLFEEN	18	YYELOEIO	28	OILFEIAN	38	GOIELNGN	48	TNYTPRMG	58	WRMMAMGN
9	YTMWBPW	19	NNMPINRE	29	YOPFBGPR	39	PPPPFBAM	49	LITPLWLA	59	MWRMEEBM
10		20		30		40		50		60	

1.135 die hard 2

During play, type "KAREN" for invincibility. A flashing cheat icon will appear in the upper left corner to let you know it worked. Now use the following keys:

<F1> jump to part one of the current level
 <F2> jump to part two of the current level
 <F3> jump to part three of the current level
 <1>-<5> jump to the corresponding level
 <U> flip screen upside down and back
 <R> restart current level and collect bonus
 <W> select weapon
 <D> Program information
 <G> add grenades
 <M> add gun clips
 <.> add to life meter
 <ENTER> (keypad) Kill all enemies on the screen

1.136 diggers cd³²

Start the game and choose a character. Now on the zone select screen move the pointer on to the word "FUJALE" and press the red button. Do same on "CHONSKEE" and "DEENA" and you should hear a jewel being found. You can now go to any location, even the question marks. You should also now have 599 credits available interest free.

1.137 dimo's quest

Enter any of the following for your password:

```
"DATADISK"  ?
"OVERVIEW"  press <O> to call up a map
"SKIPTHIS"  press <F10> to skip levels
"RUNTHROU"  for Invicibility
"MUCHTIME"  Time
"MUCHKEYS"  Keys
```

Level Codes:

```
CGIBVESN  HKLBBTDO  RFOAIDQL  PFOGCDLV  MBGFJCEI
XINSEAPC  HVFSAOLD  NOQHBKDP  ULBOGCEN  GRBLIDJH
NBEXCOIR  MVBEHCXO  XKRBLECP  MCNDLOBS  BDKGQBUH
NXSBHEAJ  MXBCJAOM  TFCRBOPH  MDEQBCLR  HRCNEIBJ
XAPEIBDK  MBAREDXO  TDODIENH  SBBJCOAK  CGRBBFDH
FAJMCPTDU  QXBGNCHP  UJMAICRR  RALBTKCC  BCHSDXEQ
ULBGXCKK  IXBECJMG  JMAHSDIK  HVKEPCFM  OICPELAA
KAFLGPCS  DQINDFGT  JKUAAGEX  FRAIETCV  LAIEPCTO
PIDEFCLI  VEQGILDR  UJPALBVG  KSFGAMHO  TDGLPAEF
DHCLBNQG  JFKCHSBT  ILMDDFHP  NTDMICEQ  KEHOCEPI
          BGKCDJEJ
```

1.138 dinosaur detective agency

During play hold down <LEFT MOUSE> and type any of the following or hold <LEFT MOUSE> before you type the last letter of each to finish the level. You must type the right word on each level.

```
Level  Word
  1  DINODICK
  2  JURASSIC
  3  DINOSORE
  4  DINOMITE
```

You'll still have to complete each photo section to advance to the next level, and you will be given 5 chances to get the photo.

1.139 disposable hero

First select the {OPTIONS} from the main menu. Then set the MODE option to {ARCADE} and set the sound sfx volume to zero. Next select exit. Now go to the highscore table, select highest score, hold down <RIGHT MOUSE> and type "EUPHORIA". Then press <LEFT MOUSE> to go back to the main menu. Now select {OPTIONS} from the menu. When the options menu appears a new option will be present at the bottom of the list called configurations. Select it and you can change the number of lives you start with, or even turn the collision on/off and choose the level you wish to start on.

1.140 disposable hero cd³²

First up select 'Arcade' mode. And turn off Sound FX on the option holding down the BLUE button. Now push Up, Down, FF, RW, Yellow, Left, Right, Play. When you've done all of that go back to the option screen and turn FX back on. A new option should appear called 'Configuration'. Select for a menu of possible cheats.

1.141 dogs of war

Before or during play, enter "TIMBO". Then press <F5> to toggle on/off sprite detection.

1.142 dojo dan

Type while playing "WOOLANKIDKICKSBUTT" (the screen will flash to let you know that it has worked). You will now possess infinite lives and you can press:

- <S> activate a permanent shield
- <F8> complete the level
- <F9> complete a section

1.143 dominator

Type your name in on the highscores as "SHAFT" for infinite lives.

1.144 donk

Towards the end of the level when you've picked up your last diamond and the screen turns red, the counter starts ticking down for you to escape the level, simply type in "ABLE TO CHEAT". You will now hear a small sound just like when you pick up a diamond which tells you that the cheat mode is activated. You can now press any of the following during play:

- <F1> Increase shields
 - <F2> Increase bombs
 - <F3> Increase jumps
 - <F4> Increase floats
-

1.145 doodlebug

During play, hold down <A>, <G>, <E>, <S>, and press <LEFT MOUSE> for infinite everything. You should then receive a message informing you that the cheat mode has been activated. Now use the following keys during play (does not work on the Amiga 1200).

```
<F1>-<F5> Jump to corresponding level
<1>-<3>   Jump to the corresponding sub-level
<4>      Jump to the end of level boss
<F6>     Atari mode
```

1.146 doody

On the title screen, type "SLIGHTLYMOISTSMALLROCKS" for infinite lives.

1.147 doofus - prestige

Pause the game and type any of the following:

```
"WARPLEVEL" skip level
"SPHINX"   ?
```

Level Codes:

```
02 DZ15YS 05 ZR6189 08 XH37ZT 11 LV18PV
03 PH16TB 06 HK94DV 09 PK49FD 12 BY87PY
04 PJ69JP 07 RR13RV 10 KB15HL
```

1.148 double dragon

On the title screen (or in the hiscores) type in:

```
"R U CALLING MY PINT A POOF?" <RETURN> or
    "...POOF!" <RETURN> ingame <DEL> kills opponent
"LEVEL ONE PLEASE"          start on level one
"LEVEL TWO PLEASE"          ...
"LEVEL THREE PLEASE"        ...
"LEVEL FOUR PLEASE"         ...
"THE LAST LEVEL PLEASE"     last level
"GIVE ME MORE HEALTH PLEASE" lots of energy
"GIVE ME LOADS OF TIME PLEASE" lots of time
"I DO NOT WANT TO DIE PLEASE" invincibility
"NEIL HARDING"              interesting effect
```

Play two player game and get both players killed until you have one credit left and the CONTINUE message is displayed on both sides of the screen. Press both fire buttons simultaneously and you will get infinite lives.

To avoid fighting the first black muscle-man make sure to kill all of the bad guys up to the girl. When you kill her, take the whip, go up the ladder and keep walking. When he breaks out of the wall he should disappear.

1.149 double dragon ii

You can also get rid of the baddies by making them fall from ledges in the game. It works especially well at the end of level II. Go as far as the screen will allow then walk backwards, and fall down from the raised area. You will back down onto the platform below. Move down alongside the platform edge as far as you can and all the baddies will fall down.

Start a two player game, then press both fire buttons and <ESC>. You will now have unlimited lives. On the title screen press <ESC> then type "YEP, I CHANGED THE CHEAT MODE ON THIS VERSION". Now press <RETURN>. Start the game and you will be playing upside down.

1.150 double dragon iii

Press <P> to pause the game and press <F5> 9 times. Now unpause the game and you will have infinite coins.

1.151 dr. plummet's house of flux

During play, press <HELP> then any of the following:

- <F1> sends you to the next level
- <F2> makes you invincible
- <F3> restock everything
- <F10> resets fuel and number of ships

1.152 dragon breed

At the end of a level, while the next is loading, hold down <LEFT MOUSE>, and <HELP>. The screen should now flash, and you can skip a level by pressing a key.

Pause and type "IREM". You'll be given infinite lives and enables following keys: (possibly hold <SHIFT> during typing)

- <N> Advance to next level
- Advance to the next main guy

1.153 dragon lord

A nice spell to know is this Dragon Spell:

- 3 Rasgon (grind) (full heat)
- 3 Haloros (cut) (full condenser)
- 3 IGELE (normal) (full heat) (medium condenser)
- 2 Rasgon (grind) (full heat)

Spell Effect summary

positive effect +
 negative effect - A COMBAT
 both effects +- B DISEASE
 C GROWTH
 1 DRAGON D MIND
 2 EGG E POWER
 3 HUMAN F SENSE
 4 VILLAGE G SPEED

SPELL	DIRECTOR				AFFECTOR						
	1	2	3	4	A	B	C	D	E	F	G
Acrus											
Calotis											
Churl											
Tius											
Sals											
Magian											
Rasgon											
Ceeocor											
Dlega											
Magoem											
Kairmende											
Igele											
Ulin											
Irin											
Pfose											
Jaluem											
Haloros											
Mionacal											
Ceiter											
Snir											
Sgael											
Fanveer											
Molmar											
Thoft											
Cadoam											
Smyte											
Arolig											
Yaein											
Ayhe											
Chife											
Oreganse											
Sadiel											

1.154 dragon ninja

During the game, type in "TERRIFIC". Now, pressing <F3> or <F8> will give you infinite lives and <L> will take you to the next level.

When ever you want or need more lives press <LEFT ALT> and type "IMAGINE". Then press <RETURN>. This will give you an extra life. You can have up to four guys at one time.

1.155 dragon scape

Press <CURSOR DOWN> to skip levels, or try <ALT> + <CURSOR DOWN>.

During level 1, press <TAB> and <2> (the 2 being on numeric pad). You will be transported to Technocity. Do it again, and you will be sent to Iceland.

1.156 dragon spirit

Pause the game by pressing <F9>. Then type "DRAGON HEAD", and press <F10>. There may not be a space between the two words.

1.157 dragon wars

If you do a "changetaskpri -1" before running Dragon Wars, your Amiga will continue to multi-task.

If you press <AMIGA> + <E>, you will see the game's ending sequence (it also ends the game, so be sure to save it before pressing <AMIGA> + <E>). (possibly <ALT> + <E>)

1.158 dragon's breath

Here are some spells:

INCREASE EYESIGHT (This increases health and strength, but reduces speed)

2 x RASGON Grind and heat

2 x IGELE Normal and heat

1 x ACRUS Mix and heat

INCREASE SPEED

2 x RASGON Grind and heat

2 x AROLIG Normal and heat

1 x ACRUS Mix and heat

INCREASE WISDOM (But reduces eyesight)

2 x RASGON Grind and heat

2 x HALORUS Cut and condense

1 x ACRUS Mix and heat

INCREASE STRENGTH AND HEALTH

2 x RASCON Grind and heat

2 x ULIN Mix and heat

1 x ACRUS Grind and condense

MONTH ONE

Cast the following spell on dragon:

2 * Rasgon-rind and heat

- 2 * Churl-normal and heat
- 3 * Arolig-normal, heat and \$^1\$/4 condense.
- 2 * Mionacal-grind and condense.
- 7 * Haloros-cut and condense.
- 7 * Igele-normal and heat.
- 2 * Churl-normal and heat.
- 1 * Acrus-mix and heat.

Although this uses up a lot of ingredients, it makes your dragon unbeatable in a duel and devastating when attacking villages - it can kill over 1000 people in any one attack! The dragon will have full speed, strength, wisdom, eyesight and health.

Place two eggs in incubation on full heat. Look in books at ongoing battles, then record them on paper; now go to the map of Anrea. Send your dragon to a town with a population of about 900 on a conquer and keep mission (Hanmon / Olom are good). Do not buy anything from the traders yet. End your turn.

MONTH TWO

Go to the map of Anrea, then return the dragon to the lair and inspect conquered villages and towns. Cast the following spell on town:

- 3 * Tius-normal and heat
- 4 * Churl-normal and heat
- 2 * Acrus-grind and condense
- 1 * Churf-normal and heat

This spell should make the village or town into a city with over 1000 inhabitants. If more churl is added it will become even bigger, always remember to calm the mixture down if it becomes too potent; chife is very useful. Raise the taxes to full and repeat the spell if desired., perhaps twice. Check in the library to see if your dragon is guarding a piece of the talisman. If he is note the name of the town or city. End your turn.

MONTH THREE

Forget about the city, it should grow without your help, sprouting towns all by itself. Meanwhile, send out your mega-dragon to beat up other towns. For example if your city is at war with someone else, go out and kill that village or town. If any town with a population greater than 1000 is at war, send your dragon on a return after task mission to conquer the enemies. The reward depends on how badly the enemy has been hit. With this dragon, the whole town is usually knocked out completely, with huge loss of life - sometimes the whole population is wiped out!

THE FOLLOWING MONTHS

Once dragons have hatched, try to find a trader who can sell you the right ingredients for a mega-dragon. Keep using spells on new towns formed from the original, soon you could have as many as 30 tax-giving cities. It's possible to have an income of up to 1000 gelds per month. With this sort of income you're sailing. Watch the health of your dragons, and, unless you know of any good spells for eggs or humans, don't waste ingredients on them. Soon you should have an invincible army of eight mega-dragons. If you attack all the other townes, the other two players are in trouble.

Although the training missions are easy, they are usually a waste of time. Just set zeal to medium and you can easily remove on average village. If zeal is set to high super-dragons usually wipe out the townes they are attacking, instead of just conquering them.

Never avoid other player's dragons a you can always beat the hell out of them and sometimes kill them - but keep your eye out for enemy dragons.

Soon you may be able to buy ingredients in enormous quantities; your maximum is 99.

CHURL A useful ingredient for growth of towns/dragons
 Buy as much as possible taking egg costs into account
 HALOROS Wisdom
 IGELE Eyesight
 MIONACAL Health (never use Fanveer)
 AROLIG Speed
 RASGON Dragon director
 TIUS Town director
 ACRUS Power increaser
 CHIFE Power decreaser

1.159 dragon's lair

On the first screen, wait until Dirk starts to cross the drawbridge and press <ESC>, <R>, </>, <L>, <N>, <7> and <FIRE> together, the screen will flash if you did it right and Dirk will no longer need your help to finish the game.

Also try holding down <ESC>, <CURSOR RIGHT> and <CURSOR LEFT>, <N> and <7>, ten press <FIRE>.

Complete solution:

* Disc One

Drawbridge(s):

Swing the sword as the tentacles appear and approach you. As they dodge away, quickly push UP to climb out of the hole.

Room:

Push RIGHT immediately after the door flashes, which is once the 'DRINK ME' sign has flashed.

* Disc Two

Cave:

If entered from the right, move LEFT-RIGHT-LEFT as soon as the steps flash. Go the opposite way if entering from the left hand side.

Room:

Execute the following moves once the tentacle drops down:

If door is on inner, right hand side, FIRE, UP, RIGHT, DOWN, LEFT, UP

If door is on inner, left hand side, FIRE, UP, LEFT, DOWN, RIGHT, UP

* Disc Three

Cauldron Room:

As Dirk picks up a bottle, a monster will grab him and the scene will change. As soon as that happens, press FIRE to kill the monster.

Whirlpools and Rapids:

Simply move LEFT or RIGHT to avoid the whirlpools. If whirlpool was on the left, Dirk will end up in the rapids on the left, and vice versa. Go LEFT, UP, to enter next screen, the reverse if entering the right.

* Disc Four

Knight:

If Sword in right hand, RIGHT, LEFT, UP, LEFT, RIGHT, LEFT, RIGHT.

If Sword in left hand, LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT.

Once a close-up of the knight appears, press FIRE. Enter it just before Dirk lands on the floor.

Balls:

DOWN when small ball passes. Repeat for all six.

* Disc Five

Room:

Just keep pushing UP.

Lair:

If Moving objects are on right, RIGHT, LEFT, DOWN.

If Moving objects are on left, LEFT, RIGHT, DOWN.

Next screen:

DOWN to catch objects.

Keep pressing FIRE when princess says 'Use the magic sword!'

* Disc Six

The Final Battle:

DOWN to avoid Singe's grasp. Now move (LEFT or RIGHT as necessary) towards his head. Once Dirk has the magic sword, push DOWN. Do this three times before pressing FIRE, once the scene changes, to kill the dragon.

Dirk has been daring enough to complete his goal and win the hand of the beautiful princess!

1.160 dragon's lair 2 - singe's castle

One can play easy mode and still access all the screens. Here's what to do:

Select the hardest possible setting before starting the game, this includes not only hard mode but also disabling that obnoxious 'flip screen' feature and choosing only three lives. Then click on the 'game' icon and do as if you were to start the game. When the prompt bar says 'Click to play' instead choose the 'exit' icon and this will bring you back to the startup menu. Now you can select the easy mode and more lives and you will still be able to see all the screens assuming you're deft of hand enough to get to them in easy mode. Hope this helps!

1.161 dragon's lair 2 - time warp

Type in "GET MORDROC DIRK" before starting the game to make things a little easier - the game will play all the way through without you having to do a thing. Alternatively, here is a complete solution:

- Scene 1 & 2 - Move LEFT just before Dirk's mother-in-law swings the rolling pin. On the drawbridge move DOWN and then RIGHT to run into the castle.
- Scene 3 & 4 - FIRE to hit the snake behind you, and then RIGHT to go into the shaft. Go DOWN (quickly) to climb down the step and then LEFT to avoid the snake.
- Scene 5 & 6 - Go LEFT to avoid the rolling pin, then go UP to climb out. Move up once again to escape the crumbling pillar. Look at those nasty chompers.
- Scene 7 & 8 - Move DOWN, wait until the rocks starts to tilt and then go DOWN again. Press FIRE to hit the serpent, then move UP. Pause for a second the FIRE to hit the serpent.
- Scene 9 & 10 - Push the joystick UP to get back on to the Time Machine. Go RIGHT to enter the rib cage where you will soon be meeting your next, nasty adversary.
- Scene 11 & 12 - Go LEFT to avoid the serpent, FIRE to hit him and LEFT again to avoid the pack of skulls. Down into the Time Machine, and FIRE to strike the serpent once more.
- Scene 13 - Yet again press FIRE to hit the serpent and LEFT to hang onto the Time Machine. Wait until the serpent grabs Dirk's legs then LEFT to be in an attacking position and finally FIRE to hit the serpent.
- Scene 14 & 15 - FIRE to hit the serpent. RIGHT to insert the sword into the Time Machine and FIRE to activate it. Move up to dodge the flying dinosaurs. Press FIRE to kill the first and then FIRE again to kill the next one.
- Scene 16, 17 & 18 - As Dirk flys by move UP to avoid Mordroc. FIRE to kill the flying dinosaur then UP (quickly) to avoid him. RIGHT to drop onto the ledge.
- Scene 19 - Go DOWN to dodge the flying dinosaur the FIRE to kill him. (screen pause) Move DOWN quickly right after the pause and then FIRE again to kill another dinosaur. (screen pause) LEFT to get wings, RIGHT to put them on, and UP to fly off the ledge.
- Scene 20 & 21 - Move DOWN to go after Daphne (wait until she falls). Go DOWN to drop into the mud, then RIGHT to grab the sword and UP to get on the Time Machine.
- Scene 22 & 23 - Dirk climbs up the vines by himself but when he is attacked by the guardian angel you must push DOWN to avoid the angel's wand. Now UP to climb the vine.
- Scene 24 & 25 - Push DOWN to dodge the wand, then LEFT to jump onto the edge of the castle. Move UP to dodge the angel's wand again and then UP over the castle wall.
- Scene 26 & 27 - LEFT across vine, DOWN to drop, UP to jump, and RIGHT to exit. FIRE at the snake. Dirk gets wrapped in snake's coils then FIRE, wait and FIRE again.
- Scene 28 & 29 - Go RIGHT to avoid being eaten, then go UP and when Dirk straddle the snake go UP again. Move DOWN to invert Dirk, then RIGHT to avoid being eaten.
- Scene 30 & 31 - Press FIRE to hit the snake on the head. Hit FIRE to
-

activate the Time Machine. And then it's up, up and away to the next scene.

Scene 32 & 33 - Mordroc puts the ring on Daphne's finger (no moves).

Move UP to get off the falling platform, then press FIRE really fast to throw the sword.

Scene 34 & 35 - The sword hits Mordroc's wrist. Move UP to jump forward, then LEFT to jump onto the platform, then (while in the air) hit DOWN to land. Now move RIGHT.

Scene 36 & 37 - UP to jump onto the platform, RIGHT to avoid the crumbling platform. FIRE to get the ring and go LEFT to exit. UP to avoid the bolt, FIRE to throw the ring.

Scene 38 & 39 - The ring lands on Mordroc's finger and he dies (no moves). Go LEFT to get off the crumbling tower. Be quick because it's a long way down.

Scene 40 & 41 - Hit FIRE to destroy the gas bag, then move UP to dodge the explosion. Move DOWN to avoid the rocks, then LEFT to walk towards Daphne. UP to jump.

Scene 42 & 43 - Move DOWN to kiss the lovely Daphne, then FIRE to hit the flying reptiles. FIRE again to kill another flying reptile.

Scene 44, 45 & 46 - Daphne wakes up (no moves). Hit FIRE to kill another flying reptile, and then FIRE once more to kill the last reptile and complete the game.

1.162 dragon's lair 3

Type "TIME0" (that's a zero at the end) on the title screen. Then press <FIRE> to begin the non-existent game. Also works during play.

1.163 dragonstone

Level Codes:

```

2 Forest          By1pvHo-xLB-T5JkbnHN
3 Mountain Impossible   rMEYMyBAL8CTHnwTMHB
4 Petit Port        Br1Avk2-AtKCO5nwTkHB
5 Dragon Isle - The Gateway   By1AYk3-xLI-T5nTbTac
6 Dragon Isle - Earth Temple Gr14Ykx-HLG-O5nTbTac
7 Dragon Isle - Earth Temple Dragon Gy147kx-HLI-O5nTbTac
8 Dragon Isle - Water Temple GrEA7M3wxLK-O5n4TTac
9 Dragon Isle - Water Temple Dragon GyEA7M3wHLY-O5n4TTac
10 Dragon Isle - Fire Temple  GM14gMowxZG-O5n5bUac
11 Wind Temple - End        Gy14+Mowx2Y-O5n5TUac

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1.164 drakkhen

Boot up disk 2 to create new characters. When you are asked for the first name while creating a member, type "SUPERVISOR" and press <RETURN>. Now enter a normal name for the character and continue the creation process. When you use this team of characters, the game works as usual except that you have some key options:

Press <F10> and all wounds are healed and dead characters are resurrected. Press <CTRL> when a monster appears and <RETURN>, the monster should do a half turn. Use this time to turn and run.

Or you may enter "31415927" as name and press <RETURN>. Then enter a normal name for the character. This will give all your characters higher attributes.

Both cheats may be activated. Just enter "31415927" and press <RETURN>. Next enter "SUPERVISOR" and press <RETURN>. Then enter a normal name for the character.

All armor, treasure and weapons inside palaces are restocked every time you enter. Send the strongest character in to grab the equipment, then distribute it among your band. If you need some quick gold, do this repeatedly, then go see the weaponsmith.

Get all the experience points you want by going to Prince Haagkens castle. Make your way past the bats, past the first fireplace with the trap to the second fireplace. In front of the fireplace is a switch that activates a door two or three rooms farther on in the castle when you step on it. This door leads to a water fountain. Looking into the fountain transports you to a room filled with water that has a never ending supply of water monsters. Take your best weapon and armour with you. Set your character on 'auto kill' and if he or she is able to hang in there, you can leave the character in the room for several hours or all night killing off zillions of monsters. Do this for each of your characters and you'll easily be able to kill the giant dragon.

Solution:

- 1) EQUIP YOUR CHARACTER! You start the game with equipment, but none of it is readied.
 - 2) Enter the very first castle you see. One of the red symbols will turn off the force fields. Touching the wrong one will cause monsters to appear. If you win the combat, leave the castle and save the game. You will be able to acquire experience this way. Explore the castle and you will find better armor and weapons.
 - 3) Up the stairs and to the left you will find the Prince's apartments. When you enter each room, be sure that you are not in "auto-attack" mode, or the Prince will walk all over you. The Prince will give you a message to take to his sister, and directions to the castle.
 - 4) Go to the Princess of Earth's castle, and the return to the Prince of Earth. He will give you (bad) directions to the next castle, the Prince of Water's.
 - 5) Use the "unlock" spell to hold the drawbridge open. Go thru the castle, and you will pick up some AWESOME armor and weapons. If you find that you cannot survive in here, you need to either TRAIN or VISIT THE WEAPONSMITH (see note below).
 - 6) From this point, I had no clue what to do, but stumbled across it anyway. From the WeaponSmith's go north to the Prince of Air's castle. You should receive a ring that will lead you to the Princess of Air's castle (due west, in case you have trouble finding it).
 - 7) In the Princess of Air's castle go thru the first door to the right, and the continue along until you find the Princess of Earth. She give you her gem, and tell you to go to the Princess of Water's castle (which until this point has been impossible to enter). From this point the gameflow was very
-

easy to follow.

8) Visit the Princess of Water, and she will tell you to go kill the Prince of Earth (he's a weenie. piece of cake, really), and give you a real nice weapon and some cool armor to help you.

9) Kill the Prince of Earth and take his gem.

10) Return to the Princess of Water. She will give you her gem, and direct you to the Princess of Fire's castle (again, you should not have been able to enter here yet... I was able to, I assume this is a bug).

11) At the Princess of Fire's castle you will get yet another gem. And you will meet the Prince of Air, who will instruct you to kill his sister, the Princess of Air.

12) Kill the Princess of Air and take her gem. (Another easy combat, compared with what is to follow...) On leaving the castle the Prince of Air will meet you and give you his gem. He will note that you do not have the Prince of Water's gem (real swift ain't he?), and tell you to go get him. Also he tells you that the armies of the conspiracy surround the Prince of Fire (go team go! :-).

13) Go to the Prince of Water's castle. You will find him where there, even though he was not there the last time you entered.

NOTES:

TRAINING- When you are low level, you can increase your experience by deliberately touching the wrong elemental symbol in the foyer of any castle with symbols, and then killing them. Over, and over, and over....

WEAPONSMITH- Following the road north from the Princess of Earth (or the Princess of Water), you will find the WeaponSmith's. This is a good place to visit if you find yourself getting killed a lot. He will sell you some improved armor and weapons over what you start with. If you play your cards right, you can get MUCH MUCH better equipment than the WeaponSmith has from various castles.

AUTO-ATTACK- Unless you are certain that you are in a hostile castle (like the Prince of Water's), it is a good idea NOT to have "auto-attack" on. When you meet a new creature, hit the greet button. If it responds with something like "You seem to be glorious warriors..." or "Hello.." or something that does not seem terribly unfriendly, leave them alone and they won't bother you! This is EXTREMELY important when dealing with the Dragon Princes!

The red ellipses are the eight castles, which are specified according to the key at the end of this file.

The red boxes are houses, tents, and igloos. Typically you will receive hints from the occupants of the same. They are also a good place for a low-level party to spend the mid-nights when attacks from the constellations are most frequent.

The red boxes with a cross inside represent the temples where healing is available. The temple in the desert is especially important. It is the "hermit of the sands", who dishes out clues in the form of riddles.

The little crosses are graveyards. Anyone who disturbs these deserves what he gets. (I learned after the first time).

The extremely small crosses at the north end of roadways are teleporters.

They exist in matched pairs. The two in the green areas will transfer between themselves, as do the two in the swamp area. The one teleporter in the ice plains will send you to the far south-east one in the desert, but either desert teleporter will send you to the ice plains.

The two white lines that run north-south between the Prince and Princess of Earth's castles is a double row of north-pointing arrows, whose function I've not yet ascertained. The wise traveller does not cross this. (Same deal as graves. It only takes once.)

The numbers are:

- 1 Prince of Earth (Hordthken) castle. You should go here first.
- 2 Princess of Earth (Hordthka) castle.
- 3 Prince of Water (Haaggkhen) castle.
- 4 Prince of Air (Naakhtkhen) castle.
- 5 Princess of Air (Naakhtka) castle.
- 6 Princess of Water (Haaggkha) castle.
- 7 Princess of Fire (Hazzhulkha) castle.
- 8 Prince of Fire (Hazzhulkhen) castle.
- 9 Weapon shop. You NEED to go here if you wanna live!
- 10 Temple of Redemption.
- 11 Tavern. Trade hints for Jade (only use I've found for it).

PLAYERS GUIDE:

When you find yourself outside it is still possible to escape from a monster. It is very easy but you must be quick. The method is as follows: When the monster appears press the return button you will automatically do a half turn, then take advantage of this and run a way. Beware, if you stay in the same place the monster will return. This trick is very useful especially when you're not feeling 100% on form.

To help guide you in the exterior world (outside dungeons), note that the sun rises in the east and of course sets in the west. Following the moon can be found in the south. Another way of guidance is observing the shape of the mountains. For this method it is best if you draw a small plan to help you guide you when you move. Certain monsters are poisonous for example, certain monsters, spiders, snakes and maybe even the scorpions. If you have been stung by them you will not die by their sting, but your life points will go down until you are dead. After each fight you must check your fitness. If you see the word 'poisoned' drink the flask (if you have it). If not you must look for it immediately. You can also escape this tinging situation by using the healing powers of the group. When you are with hordtkhen, the dragon prince of the first dungeon go immediately to the sister hortkhen who can be found due south. With a little luck you will find the temple. It is the magic place where you can get your strenght together go to the field of magnetic force's, all you need to do is press the button which can be found under the triangle with the point on top. Then you can take the path to the left-be careful not to too aggressive and you will find info. The door which you will see to the left of you is the door for the kitchens and the cellars. Take the torch from the kitchens. The door is locked with a key that can be found somewhere in the dungeon. And be careful because a snake lurks in the kitchen and the cellars and it's poisonous.

When you are with hordtkhen, you can enter the armoury (the right hand door at the entrance), but only at night because the guards are sleeping. Once inside you can help yourself to the arms that are there (these take the form of swords and shields). If your magicain has enough experience points you are going to benefit from quickly made spells. You can for

example use magic to quickly explore an unfamiliar dungeon. To send all your troops to explore is dangerous. For this type of situation the invisible spell is welcome. Do not attack everyone you meet you will follow many paths and meet many strangers who are a vital source of info. Saving a situation can only be carried out if your characters have come to a stop.

1.165 dream zone

Complete Solution:

In two scenes (involving the 'Thief' and the 'Daemon'), the parser occasionally won't recognize a command the first few times. This may have been corrected in later versions. Also, in the earlier version, you cannot kill the Thief the first time so be sure to SAVE YOUR GAME!

The four lifts go to floors 1 - 4. On each floor are ten rooms, from L - A and R - A to L - E and R - E. Necessary directions are shown in the solution.

Lift N also has a Basement!

Here's the Biz:

Bedroom:

Open Dresser, Get All, Wear Pyjamas

Bathroom:

Get All, Use Toothbrush

Brother's Room:

Give Brother Money, Open Chest, Get Gun

Bedroom:

Sleep

Path by Gate:

Use Toothbrush

Room S4R-E:

Give Officer Sandwich, East, North, North, North, North, North, Down
Down, South, East

Room S2L-A:

Shoot Officer, Get 16D-970, West, North, Down, North, East, Up, Up,
East, East, East, East, South

Room E3R-D:

Give Officer 17D-16B, North, West, West, West, West, Down, East, East,
North

Room E2L-B:

Give Officer 16D-970, South, West, West, Up, Up, East, East, East, North

Room E4L-C:

Give Officer 11X-16B, Give Officer 51M-970, South, West, West, West,
Down, Down, Down, West, South, Up, Up, South, South, South, South, West

Room S3R-D:

Get Rock, Give Officer 43A-81G, Steal 69B-12C, Shoot Officer, East,
North, North, North, North, Up, South, South, East

Room S4L-B:

Talk to Officer About 22Z-131, West, North, North, Down, Down, South,
West

Room S2R-A:

Give Officer 22Z-131, East, North, Down, North, Exit, South, East

Alley:

Give Fox Form 69B-12C, West, West

Crowd:

Say Drinks are on the house

Bar Door:

Damn

Romper Room

Get Soap, Use Soap

Crowd:

Engage Girl

Secular Church:

Get Wafer

Pulpit:

Marry Girl, Kiss Wife, South, South, South, Up

On the House:

Buy Keys

Alley:

Buy Loan

Bar Door:

Show Bonzo ID, South, Drop ID

Bar:

Talk to twins about Gum, Give Bartender Wafer, Use Keys, West, Exit

Terminal:

Buy Tickets

Games:

Steal Teddy, Steal Tokens

Carnival:

Give Kids Tokens

Big Top:

Buy Ticket

Freaks:

Give Hairy Candy, Give Grajunk Gum

Bar:

Get Jacket

Sword Smith:

Give Smith Jacket, South, South, Swim, Enter

Cave:

Give Jacque Keg, Exit

Rock Garden (L):

Give Sushi Rice

Rock Garden (M):

Shoot Thief

Rock Garden (N):

Dig Garden, Get All

Throne Room:

Give Emperor Rock

Servant:

Give Servant Vase

Imperial Bed:

Get Rock, Give Princess Teddy, East, East, South, South

(For returning the Princess to the Castle, you receive the sword)

Dock:

Fish, (you must have the worms)

Alley:

Give Shark Tuna

Bar John:

Talk to John About Task, Exit

Airship:

Give Captain Globe, Say Ready, North, Jump, West

Drunk:

Hit Drunk, Get Wine, Jump

Tower:

Give Rambone Tonic, Up

Key Tower:

Swap Rock with key, Down, Down, South, Say Ready

Deamon Door:

(You won't see a picture of the door, just of the Deamon; you must first walk in that direction in order to have the encounter!)

Use Sword, Throw Wine, Use the Key, Use Plunger, Use the Key

Bedroom:

East, North

Brother's Room

Give Brother Gun

Thus endeth the game!

1.166 dreamweb aga

1) Kill David Crane

The first thing to do is pick up your credit card which can be found in your wallet, lying on the left hand side of Eden's desk (bedroom). Leave to the right and pick up the red cartridge lying on a crate at the top of the room. Examine the microwave and you'll find a key which you need (I forgot it and it left me in a right state!!) Next, go through the door on the right, down the lift and into her garage. Pick up the screwdriver lying on the car. Leave her flat altogether.

Go to your own flat, keying in 5106 at your door. Get the knife lying on your bed and while you're at it, pick up a cup. Take the cup to your kitchen (south) and use the tap (sink) with the cup to fill it with water. Go back to your bedroom. Examine the cartridge of Eden's with your network screen (put the card into the interface, click on screen etc.). You'll get the code for Sartain Industries (7833 needed later on). Get the red cartridge lying to left of the keyboard and examine this cartridge in a similar way. This time log-on with "RYAN", password "BLACKDRAGON". Read the file "PRIVATE" which will give you your friend, Louis' address.

Leave your flat and head towards Louis' house. Walk into the lobby and get mugged (would you normally go somewhere where you KNOW you're going to be mugged!?). Once the thief goes away, go back into the lobby and head for the room to the south. This is Louis' room. Punch in 5238 at the keypad and in you go. First of all, walk to the unit on the left hand side (where the microwave is). Examine it and you'll find Louis' pool-hall entrance card. Examine the card itself by clicking on it with your right mouse button, while in the inventory screen. This will give you the address of the pool-hall. Go and have a chat with Louis who's sitting on the shitter. He'll tell you where to get a gun from. Take both of his trainers which are also in the toilet (nice friend you are!). Click on both trainers in the inventory screen with the right mouse button to wear both shoes.

Leave Louis' flat and head towards Sparky's bar (Wehey! I've even got a bar named after me, cool, huh? I'm not the fat slob behind the bar though folks!). Go and talk to the bloke sitting at the bar. He'll tell you where Crane is. Then have a bit chat with Sparky (friendly me, as always!) who'll give you a loan providing you put your credit-card through the scanner on the bar. Once you've got the loan, leave the bar and head towards the pool-hall.

Enter the pool-hall and talk to the assistant behind the bars. If you moan

on properly he'll let you use Louis' card to get in to the hall. So place your card in the card reader and go inside. Use the lift and when you leave go and talk to the barman who'll give you Mr. Silverman's door code (5222). Keep walking to the left until you get to his door, punch in the code and enter the room. Talk to Silverman and put your credit-card through the reader. He'll the give you a gun. Take the gun and leave the pool-hall the way you came in (unless you can find another way).

Outside, make your way to the Regency Hotel. Walk over to the tart at the reception and book a room. She'll ask you for your credit-card, so stick it in the scanner and out will pop a brown passcard. Pick it up and go to the door on the north wall. Press the switch on the control box and go into the lift. Use the lift control box with the passcard to take you up to your floor. Leave the lift, walk to the left and then down towards the fire-point at the bottom of the screen. Open the fire-point and get the axe. Then go back to the lift. Once inside the lift, use your knife on the control box to reveal a green wire. Again use your knife to cut the wire. This will disable the lift. Now, in the top right hand corner of the lift is a handle. Use it. You'll end up on top of the lift. Walk to the lift doors (south) and use your axe to prise the doors open. Now don't get too excited with your gun here -when you see the two guards, through your axe first. Then you can use your gun to shoot the other guard. Hurry quickly to the left and down in the next room which contains a rockery/pond. Wehey -you dirty git! Just shoot Crane on his bed, never mind the bimbo. This will take you to The Keepers.

Have a little chat with The Keepers if you wish. Head down through two rooms until you get to the bottom where the purple crystal is. Pick it up. Go to the room on your right and use the first door on your right. Once inside use the key (which you got from the microwave!?!?) to destroy the plinth and return you to your world.

2) Kill Sterling

I like this bit. Go home first of all and use your network screen to read the newsgroup. Read the "TVSPECIAL" and you'll remember how to get to the Channel 6 studios. Leave your flat and go there. Walk all the way around the building until you come to a road which has some brown numbered markings on it. Go left here and talk to the old bloke behind the desk. After having a nice friendly chat, kill him. Go to the control panel/desk and press some buttons. This will allow you access into the building if you walk to the left of the barrier.

Once inside, walk to the desk. Pick up the leaflet and drop it immediately. This should reveal a green passcard on the desk. Take the passcard and walk to the room on the left. Use the passcard to get into the cleaning cupboard (bottom of this room). Walk over to the right of the cleaning cupboard and you'll find a fusebox. Use your screwdriver to open it and a brown fuse will fall out. Take the fuse and leave for the room where you got the green passcard. This time go to the room on the right. Go up the screen into the next room and use the ladders in the corner of the room.

Now the fun starts. Walk to the control box for the crane and open it. Inside is a blown fuse. Throw it away and replace it with the new brown fuse you got from the cupboard. Now activate the controls and squash the poor sod below.

This time when you visit The Keepers, go down two rooms and to the left, taking the first door. Put your key in the plinth etc as before.

3) Kill Sartain

On returning to the real world go back to Eden's flat. Her door number is 2865 as you should know. Go upstairs, back into her bedroom (let her get a bath in peace) and examine her personal organiser. This is just beneath the rotating fan. Press the "N" key (on the organiser) 5 times and you'll get the address of Sartain Industries. Leave her flat and head towards Sartain Inds. Use the code 7833 at the doorway and in you go. A really hard part here -just blow up the computer screen with your gun and walk to the left. Walk through the opening and closing doors, go up the lift and prepare for a nice welcoming committee.

Leave the lift and you'll see a couple of guards. Use your crystal here and watch their guts fly all over the place. Go to the room south of here and open the case. Get the document inside. Read it now if you want, or after you kill Sartain. I'd read it now and get it over and done with. Next go to the room on your right, up both flights of stairs and onto the roof. Go to the left on top of the roof and shoot the plane/craft with your gun.

Once again you'll visit The Keepers. This time go south once and take the door on your right..

4) Kill Miss Chapel

As you appear in the car park, go left past the Mini (don't skit -I used to have one!!). Grab the wire cutters from the back of the truck and leave the car-park by walking upwards.

After reading that document you'll know where her house is. Go there, walk towards the thick wall and climb over. Go south and.. oh dear, someone's done you a favour. She's already dead. Never mind, pick up the blue cartridge while you're here and leave (climb back over the wall and head to the left).

5) Kill Underwood

Go to the boathouse. At the entrance to the beach, grab the piece of railing south of the entrance. Walk to the right, near the water. In this screen you'll see a junction box under the sand above you. Use the junction box and you'll wipe off the sand. Use it again with the piece of railing to prise off the covering panel. Now use it again with your cup of water, see things go bang and then climb through the hole in the window, to the right. You'll see what's left of Underwood (not much). Kill her and back to The Keepers where you want to go south two rooms and then left, taking the second door..

6) Kill Beckett

This is where I had to cheat (twice -so if anyone knows how to do this

bit properly, please let me know!). Go home and examine the blue network card you found at Chapel's house. What's the problem? Well, you'll have to log-on as Beckett without properly knowing his password. Okay, its "SEPTIMUS" but I didn't find that out by actually playing the game or talking to anyone else!! Read the "BRIEF" file and you'll find out where the old church is. Leave your flat and go to the church. Use the wire-cutters on the right hand gate to gain access to the church. Proceed through the doors and you'll see a skeleton. Get the hand lying next to it (to the right of the skeleton). Keep going south until you arrive at the altar.

Remove the rubbish on the altar (two candlesticks and a white cloth). Just pick them up and drop them. On the top of the altar is a hole. Place that hand inside that hole (ooer!!). You'll hear a clunk. Now push the altar to reveal a bigger hole. Slide yourself down the hole..

Now you'll find yourself in a tomb. There's a jar to the left. Examine it and take the red ball. Place the red ball into the centre floor tile with the three oblique holes. Now you can get the other two by moving the top off the tomb. Place them both in the remaining holes and be sure to collect the rock which is inside the tomb. Go through the open door to the right, collect the two rocks in this next room and walk upwards. You'll find a statue here which requires some thought to use properly. Again, I'm sure you must get the correct symbol from somewhere else but I don't know where so here's what to do: There are two parts of the statue which rotate. Each part contains six markings with matching markings on the other part. Start by keeping the top part still. Press the purple button and listen for a clunk. If you hear a clunk, you can stop this procedure here. If you don't hear a clunk, rotate the bottom piece by one and press the button again. Repeat this until the bottom piece has turned six times (the original marking will reappear). Now turn the top piece by one and repeat the process of rotating the lower part and pressing the button. Get the idea -keep doing it until you hear that clunk.

What a pain, eh? Okay, now you've heard that clunk move down south as far as you can go and then go into the room on your right which will contain a bed. In the upper right hand corner of the room hides a rock. Take it. Leave the room, and keep going left, picking up any rocks you see on the way. Then go up, picking up rocks if any. You'll see a room with a cart, go left here and get the remaining rocks. You should collect 8 rocks in total; load them all onto the cart and give it a push. It will move southwards and create a hole in the southern wall, two screens below. Go through the hole and then to your left.

Go south down the steps and you'll see the priest who's entered Entropy. To the right hand side of this room is a hole. Go down this hole and walk to your left, taking you onto a railway platform. Go upwards here, and upwards on the next screen. You'll then see a hole in the wall on the left hand side. Go through this hole and there's Beckett who'll give you a boring lecture. Wait for him to shut up. Once he's shut his mouth, just LEAVE the room as soon as you can. Don't waste time or you'll have to listen to his crap all over again. If you manage to make it out of the room he'll get ran over by a train and that's it!

1.167 driller

When you start the game, you are facing a small shed-like building. Shoot it about 25 times and you'll be transformed into a jet. This will enable you to fly around the freescape world.

1.168 driving force

On the selection screen, click, with the mouse pointer, on the two letters "I" in the word "DRIVING", and when you are ready to start, hold down the <HELP> key until the game has finished loading.

You should then see the words "You Cheat" appear in the nationality boxes of the races, and you will now qualify for the next race no matter what position you finish in.

When you start the game, your vehicle will not go off of the side of the track, but it can be hit by other cars!

1.169 drol

Press <SPACE> to pause the game. Now type "BRATWURST" and press <RETURN>. Press now:

<F1>-<F3> skip to the next level
<F4> skip to the next level with interlude

1.170 duck tales

Investment: Always buy shares in LAKE DOUGHBEGONE. The best prices to buy at are \$30-\$50. Don't buy any shares at over \$70.

Money Bank: Always dive in here at least 5 times in the 30 days, this can find a coin worth \$1000.

These are the best places to visit;

Ayers Rock Bermuda triangle
EL Capitan Novay
Swansylvania Thunderclap mountain
Tralala Valley of gold
Whatsamatterhorn

One of these should bring you a piece of the time machine.
At the end of an expodition go straight to the stock exchange.

1.171 dugged

During play type "SCAMAGIC". The screen should flash to let you know it worked. This give you invincibility and allows you to use the following keys:

<F1> Skips levels

<F2> Restart level
<F3> Extra lives

1.172 dune ii

When you get to the stage where you have no cash left and there is no spice to be collected, send your harvester to the enemy camp. It will be destroyed, another one will replace it and you'll receive seven credits. You can repeat this as many times as you like.

To harvest spice in no time at all click on a harvester who is harvesting spice and keep clicking on him. The percentage of spice harvested goes up for each click on the harvester. This save both time and money.

1.173 dungeon master

Go to the dungeon entrance and face the door. Cast the spell "OH EW RA". You will see someone interesting.

To advance ninjas a level, stand in a hall and throw your weapons. Then get them, and repeat. This also works with magic and fighter levels. Cast a spell at the air, or slash and bash until you gain a level.

For a bit of nastiness, return to the entrance with the Firestaff, but leave the power gem behind.

Halk isn't as stupid as you think, give him magic objects and he will gain enough spell points to cast LO. Have him keep casting this and his magic powers will develop.

Here are some undocumented spells:

YA BRO ROS - Leaves a trail of footprints
VI BRO - Shield poison
DES IR SAR - Darkness
FUL BRO NETA - Fire ball shield
OH KATH RA - Lightning Bolt
ZO - Open doors
DES EW - Weakens non-corporal (undead) beings

There is nothing wrong with equipping your characters with cursed armour (so says the person who wrote into the magazine).

This will cause you to have incredibly fewer injuries from the enemy. Apparently this is why the enemy knights have such a low armour class.

CHAMPION LIST:

Statistics are in the following form:

STRENGTH/DEXTERITY/WISDOM/VITALITY/ANTIMAGIC/ANTIFIRE/HEALTH/STAMINA/MANA

Resurrecting a champion keeps stats. Reincarnating may lower or raise stats.

NAME	CLASSES	EQUIPMENT	STATISTICS
1	Iaido Apprentice	Fighter Samurai Sword	43/55/40/35/45/50/48/65/11
	Novice Priest	Ghi, Trousers	
2	Zed Novice	Fighter & Priest Torch, Hosen	40/40/40/50/40/40/60/60/10
	Novice Ninja & Wizard	Pants, Mail	
3	Elija Novice	Fighter Robe, Sandals	42/40/42/36/53/40/60/58/22
	Apprentice Priest	Magic Box	
4	Chani Novice	Fighter Shirt, Sandals	37/47/57/37/47/37/47/67/20
	Apprentice Wizard	Moonstone	
5	Hawk Novice	Fighter Leather Pants	45/35/38/55/35/35/70/85/10
	Apprentice Priest	Leather Jerkin Boots, 2 Arrows	
6	Boris Novice	Ninja Leather Pants	35/45/55/40/45/40/35/65/28
	Apprentice Wizard	Leather Boots Rabbits Foot	
7	Alex Apprentice	Ninja Leather Pants	44/55/45/40/35/40/50/57/13
	Novice Wizard	Leather Jerkin Boots, Sling	
8	Nabi Apprentice	Priest Staff, Tunic	41/36/45/45/55/55/55/65/15
	Novice Wizard	Pants, Sandals	
9	Linflas Apprentice	Fighter Elven Boots	45/45/47/35/50/35/65/50/12
	Novice Wizard	Elven Doublet Elven Huke, Bow	
10	Gando Novice	Wizard Leather Boots	39/45/47/33/48/43/39/63/26
	Apprentice Ninja	Leather Jerkin 2 Poison Darts	
11	Syra Novice	Priest Elven Doublet	38/35/43/45/42/40/53/72/15
	Apprentice Wizard	Tabard, Apple	
12	Halk Journeyman	Fighter Berzerk Helm	55/43/30/46/38/48/90/75/00
		Barbarian Hide Club, Sandals	
13	Darouou Apprentice	Fighter	50/30/35/45/30/45/100/65/6
	Neophyte	Wizard	
14	Wu Tse Novice	Ninja Silk Shirt	38/35/53/45/47/40/45/47/20
	Apprentice Priest	Tabard, Sandals 3 Throwing Stars	
15	Tiggy Novice	Ninja Kirtle, Gunna	30/45/50/35/59/40/25/45/36
	Apprentice Wizard	Sandals, Wand	
16	Leif Apprentice	Fighter Leather Jerkin	46/40/39/50/45/45/75/70/7
	Novice Priest	Leather Pants Leather Boots	
17	Azizi Novice	Fighter Barbarian Hide	47/48/42/45/30/35/61/77/7
	Apprentice Ninja	Hide Shield Halter, Daggers	
18	Stamm Journeyman	Fighter Leather Pants	52/43/35/50/35/55/75/80/00
		Suede Boots Tunic, Axe	
19	Mophus Journeyman	Priest Sandals, Robe	42/35/40/48/40/45/55/55/19
		Cheese, Bread Apple	
20	Wuuf Apprentice	Ninja Leather Jerkin	33/57/45/40/35/40/40/50/30
	Novice Priest	Empty Flask	

- 21 Leyla Journeyman Ninja Leather Pants 40/53/45/47/45/35/48/60/3
Leather Boots
Silk Shirt, Rope
- 22 Sonja Journeyman Fighter Gunna, Halter 54/45/39/49/40/40/65/70/2
Choker, Sword
Sandals
- 23 Hissssa Apprentice Fighter 58/48/35/35/43/55/80/61/5
Novice Ninja
- 24 Gothmog Journeyman Wizard Cloak of Night 40/43/48/34/50/59/60/55/18

CREATURE/ITEM LIST AND HINTS:

LEVEL 1 - Hall Of Champions

FOOD MISCELLANEOUS

Water Flask Torch
Cheese
Corn
Apples (2)
Bread (2)

No monsters are encountered on this level. You should choose your party members carefully. A well-balanced party may get you farther than four of the most powerful champions of the same type. Use this level to practice wielding weapons and casting spells. It will give you an idea of which champions you may wish to bring along on your adventure. If you have no idea who to take, try these four: Zed, Tiggy, Azizi, and Wuuf.

Be sure to monitor your champions' stats, fatigue, and hunger on this level as well. Notice how much food and water it takes to restore stats, and bed down for a while to monitor stat regeneration. Food and water are plentiful in the early dungeon levels, but become very scarce as you go on. Conserve! Make a note on your map where you may have left food so that you can return there in a pinch.

As you encounter monsters in the lower levels, be sure to have all of your party members participate in battles. Your champions experience levels raise in proportion to how much they accomplish or attempt. Plan team efforts before battling.

Conserve torches.

Use light spells when possible, and store your torches away for those times when MANA is important.

Scrolls themselves have no use, other than to provide guidance and instructions. You may wish to use the scrolls as path markers.

On this level, fill your water flask(s) and find/store all food.

If one of your champions dies, be sure to pick up their bones and equipment if possible.

Learn which champion can cast which spells. Eventually, you will notice which spells/potions kill each type of monster easily.

Learn which weapons work best with which champions.

All 24 characters exist here frozen in pictures. By clicking on one the inventory will be displayed along with the option to resurrect or reincarnate.

Resurrecting a character will return him / her to life exactly as before death, retaining all attributes.

Reincarnating a character will return him / her to life, but without previous attributes.

LEVEL 2

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Apples (5)	Daggers (2)	Gold (6)	Boots (2)	Screamers
Drumstick	Arrow	Emerald	Torch (6)	Mummies
Cheese (2)	Sword	Topaz	Pants (2)	
Corn	Stars (3)	Iron	Shirt	
	Falchon (2)	Solid	Flask (4)	
	Magic Box	Key Of B	Water	Flask
	Buckler	Copper	Coin	
		Chests (2)		

Screamers make for a good meal. Mummies are dangerous, and you must hit and move in order to kill them this early on (keep in mind where you saw an altar). A couple of things to note on battles....closed gates can be an asset, and what is dangerous to your party is also dangerous to monsters.

Recover any thrown weapons after a battle. If some are missing, a monster may have picked it up. Find and kill it.

Do not be stopped by closed/locked doors. Where there is a will, there is a way. Sound is as important as sight, so turn up the volume!

On this level you will encounter two seemingly impenetrable barriers: a door and a force field. They have a lot to do with each other, and one of them can be violated.

CAST YOUR INFLUENCE: This is a two-part obstacle. You must use two distinct aspects of your champions abilities in the correct order; the first is a spell.

GENERAL NOTES: If your champion has not enough MANA to chant a spell in total, chant as many syllables as possible and then sleep. When you awaken you can chant the remainder of the spell. You may pre-chant a spell for each champion and keep them at the ready in case you run into some surprising situations. You should also know by now that objects/weapons to be used must be placed in right hand. Best use of chests is to store one type of item together in each chest (food in one, clothing and armour in another, etc).

'SMALL DETAILS CAN HIDE GREAT REWARDS' - Press button on the wall for a Falchion.

Two pressure pads in room with gate - step on first pad, then step right, two forward, one left, and out.

Large room with gate and 9 pressure pads - forward 3 steps, back one, forward 2 steps, back 1, forward and out.

Pressure pad with rock laying nearby - place rock on pad to open gate.

'STEP INSIDE, TAKE A RIDE' - step into transporter and search the floor.

Pressure pad and tap door - place an item on the pad to close the pit.
 Pressure pad with writing on wall - it says nothing useful, continue.
 Large room with pressure pad and green button wall - press button to open gate and step around pad to leave.
 Blue transporter and open pit - place an item on floor to close the pit and search the floor.
 Wooden door closes as you approach - wall says "None shall pass" - simply chop door with a sword to get a chest.
 "THIS FOUNTAIN ACCEPTS ONE WISH" - Put a coin in fountain to open door.
 Unopenable gate with sword behind - continue around corner and throw switch on wall. Go back to find gate open and throw switch to open secret room in place you've just come from.

LEVEL 3

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Bread (2)	Chain Mail	RA Key	Water Flask	Screamers
Drumstick (3)	Arrow		Pants	Blue Meanies
Cheese (3)	Helmet		Torch (2)	Rock Creatures
	Sword	Flask (2)		
		Boots		
		Compass	Chest (2)	

-MATRIX ROOM
 Bread Sword Gold Robe
 Cheese

-CHAMBER OF THE GUARDIANS
 Apple Chest
 Drumstick (2) Gold Shirt

-CREATURE CAVERN
 Cheese Gold

-ROOM OF THE GEM
 Cheese (2) Sling Gold Blue Gem
 Apple (2) Rabbit Foot
 Drumstick (2)
 Bread

-THE VAULT
 Bread Helmet Gold Pants
 Silver Coin
 Chest

TIME IS OF THE ESSENCE:
 Apple Gold Shirt
 Drumstick

VAULT: Don't horde -all- the money you find. Key word in the phrase is 'cast'. Remember other means of opening doors besides keys, buttons, switches, or pads. Some things cannot simply be taken, but must instead be 'exchanged'.

TIME: Hit and run 4 left, 2 forward. Recall one aspect of CAST YOUR INFLUENCE. Trap door works just like other encountered, except the trigger might not be where you expect it to be.

GUARDIANS: Following the chest is one way of acquiring it. Think about what you do with a mirror and don't leave the immediate area without using it.

MATRIX: Remember, walls are important to notice. Use object you found upon entering this dungeon level or you may become a bit disoriented.

GEM: Pits are the pits, so lose some of your less important objects. Again, watch the walls.

GENERAL NOTES: It is often helpful to find a small room close by when you need to sleep; simply close the door and your party will be sufficiently safe. Many times you will move so quickly that you will pass right by wall switches which open doors and secret panels. Remember that running and closing a gate may be the ticket to killing monster parties. Doors and gates closing on a being will cause much damage.

On entering level three, take 8 paces forwards, button on left wall opens secret passage. A fast run is required to get through transporter. 'CHOOSE YOUR DOOR, CHOOSE YOUR FATE' - six cryptic rooms. One golden key is to be looked for in each room.

The Matrix. Enter room, 2 steps right, 6 steps forward, turn left, 4 steps forward, turn right, press button in alcove, proceed the way you were going to find a secret room.

Time is of the Essence: Blue button on the wall. 'Hit and Run'.

Press button and quickly move 4 steps left, one forwards to get through wall.

Blue button and open pit - press button and turn quickly to see a transporter, throw a fairly heavy item into it to hut pit.

Second blue button and pit - Press button and immediately take 2 paces back while pit is shut (this pit can be opened for your exit by a blue button further in).

Creature Cavern: Fight your way through the monsters to the gold key.

Chambers of the Guardian: The last of the seven rooms contains a chest. Press the blue button and a transporter moves the chest to another room, repeat this until the chest appears outside the last room. Use mirror of dawn to open secret room half way along corridor.

The Vault: 'You must pay for your entrance' - 2 gold coins. 'Cast your influence, cast your might' - ZO spell to open door, then throw an item onto pad to close pit.

Take silver coin and replace it with something to keep the door open, use the silver coin to open the next door.

Open chest and use coins to open secret room on your right, enter room and press button to open secret room back the way you came.

Room of Gem: Place an object on the pad to close pit. Blue button opens gate and also open the pit behind you. Turn around and throw object back onto pad.

Find secret button at end of passages. Press to open a secret room and retrieve the gem. You can now return to the entrance and open the door by placing gem in slot provided.

When all rooms have been completed you will have 6 gold keys, use them to leave the level. Just before the stairs, to leave the level, you will find a wooden door which can be opened by one of the gold keys. In the room are some useful objects and a button on the wall. Press the button to open a secret room a few paces back down the corridor.

LEVEL 4

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Drumstick (2)	Rapier	Gold	Water Flask	Rock Monsters
Cheese	Horn Of Fear	Flask (3)	Screamers	
Chain Mail	Shirt	Bees		
Axe	Pants	Worms		
Bow	Gold Coin	Ghosts		

Helmet Hosen

A second staircase is around somewhere which leads back to previous level. There is a room here which contains Screamers. Open door, kill Screamers, get food. Close door, re-open door and Screamers are there again. Nice food supply.

Purple Worms are just as dangerous to you as that first mummy you encountered in level two. Circle and hit them. Move, hit, move.

Be sure to examine aqueducts.

Don't take short cut the first time. Come back to it later.

If you find the 'prisoner' you will be near staircase leading down a level. Heed the writing or you will have more work to do. As long as prisoner is imprisoned, so are you.

Bow raises Ninja level very slowly. Best use it later when you find slayer arrows.

Lock Picks are worthless.

'DON'T LET A CLOSED DOOR STOP YOU' - Chop down with axe.

Coin slot in wall turn on blue haze, use unknown.

'SHORT CUT' and key hole - Use gold key to turn on transporter.

Step in and appear further on.

'THIS IS MY PRISONER, LET HIM SUFFER' - Throw something to kill the prisoner, it opens your exit at the end of the level.

Chop closed door.

LEVEL 5

FOOD WEAPONS KEYS MISCELLANEOUS CREATURES

	Torch	Screamers		
		Bees		
		Green Octopus		
		Skeletons		
		Flying Snakes		
-BLUE TRANSPORTER ROOM				
	Poison Dart (3)	Mirror Of Dawn		
	VEN Potion	Gold Coin		
	Helmet	Blue Gem		
-BUTTON ROOM				
	Dagger	Gem Of Ages		
	Leg Mail	Ekkhard Cross		
	Mace	Blue Gem		
	Hosen			
	Gold Coin			
-NEVER ENDING ROOM				
Corn	Staff	Illumulit		
	Helmet	Choker		
-PIT ROOM (and lower)				
Drumstick (3)	VEN Potion (2)	Chest		
	DAIN Potion	Blue Gem		
	KU Potion			

Large Shield

TRANSPORTER: R-R-180-L-180-R

BUTTON: Push 5 of them. Mark them to keep track.

NEVER END: Button. Go back and look for room.

PIT: Secret rooms, magic walls.

The first turn on this level takes you into a large room containing four doors, these are the treasure stores. Working anti-clockwise as you enter the room:

First door: This room is full of transporters. Step into this room and move in the following order: right, back, forward, left, right, back. Keep an eye on the floor as you do this.

Open pit: behind you is a lever to close pit.

Second door: Smaller of two rooms. Button in wall door. Larger of two rooms. Buttons around the wall reveal more buttons until correct combination is achieved and secret panel opens.

Third door: On entering the large room, turn right and walk into corner where you will find a button. Press and walk back past the entrance to the other corner. Turn right and walk to the next corner. Turn right and walk until you find passage on left. Forget walking straight across room as it ever becomes never ending.

Fourth Door: There are two passages on the other side of pits. The one on the left cannot be accessed until level six. The one on the right is reached by making your way through the pits on the right. A number of attempts may be needed before the pits close in the correct order. When all rooms have been explored, return to the starting corridor, a few paces down where you will find a stair case. Climb and press button to open wall to a corridor on level 4.

LEVEL 6

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Drumstick (2)	Vorpal Blade	Solid		Wizard Eyes
	Magic Box	Iron	Skeletons	
	Helmet		Bees	
	Yew Staff		Flying Snakes	
	Large Shield			
-KING FILIUS' ROOM				
	Mail Akelton	Iron		
-FLOOR PANEL ROOM				
	Magic Box	Iron		
-KING MIDAS ROOM				
	Iron			
-I DON'T LIKE TO BE IGNORED ROOM				
Drumstick VI	Potion	Iron	Torch	
	ROS Potion			
	Magic Box			
-AFTER DOUBLE DOORS				
Corn	Arrows (2)		Mirth Akelton	
Drumstick Stars (2)			Mirth Pants	
	Crossbow	Torch		
	Magic Box (2)			
	Vorpal Blade			

RIDDLES: All have something to do with your inventory of objects. Think.

OTHER HINTS: Transport a heavy object. Throw dagger or shoot arrow; if it returns try again, if not then turn corner....Surprise!

Magic box: Wall ring.

'I AM ALL, I AM NONE' - nothing.

'HARD AS ROCKS, BLUE AS SKY. TWINKLE IN A WOMAN'S EYE' - Blue Gem.

'I ARCH YET I HAVE NO BACK' - Bow

'A GOLDEN HEAD ANDY YET NO BODY' - Gold coin.

Room with pit and gate that closes as you try to get to it - throw lever on right wall to turn on transporter, place an object in the transporter to open gate. Step into transporter to retrieve object, green button closes pit.

'THE GRAVE OF KING FILIUS' - Press 4 buttons around wall until correct combination is found. This opens a secret panel.

'THE GRAVE OF KING MILIAS' - Place a gold coin in hole in the wall to open secret room.

'IF YOU WANT TO STAY ALIVE YOU'D BETTER TURN AND RUN' - Right hand corridor: On left wall soon after entering room is a button. Press this to open a secret room on far left. In this other room is another button which opens a room near the exit.

There is also a room which open when you step on a pressure pad and closes when you step off. No amount of weight seems to keep the door open.

Left hand corridor: After passing through the gate you will find a door on the left. Nearly opposite is a metal ring set in the wall, press this to open a secret passage. Towards the end of the passage is another secret passage opened with a button on the wall.

Stuck between two gates with a blue haze turning on and off - cast a spell to open the gate then take off armour to move faster and run through the haze.

'TEST YOUR STRENGTH' - throw an item down corridor to open a gate further on.

As you travel along you will find a room on your right with a staircase leading up. This is the way to the restricted area on level 5 in the pit room.

Do not enter the transporter saying "Ha Ha Ha", you will end up back on level 5.

Towards the end of the level is a passage with a lever at one end and a gate and transporter at the other. Ignore the transporter - it only takes you to an earlier part of the level. To enter the room you must throw the lever and move quickly to the gate and enter before it closes.

LEVEL 7 - RA Level - Tomb Of Firestaff

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
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FireStaff	RA Key	Water	Flask	Rock Monster
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Carbomite	Turquoise	Flask	(4)	
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FUL Bomb	Winged	Key	Torch	
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VEN Bomb	Lock	Picks		
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INQUISITOR	Magnifier			
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-ROOM #1

Sceptre Of Lyf	Gem Of Ages			
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Illumulit				
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-ROOM #2

DragonSpit	SpeedBoots			
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-ROOM #3

FreezeLife	Crown			
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-ROOM #4

Bolt Blade
Flaimbain Mail

Keys are important on this level. Needed are 1 Master Key, 1 Ruby Key, and 4 RA Keys. RA Keys are found on levels 3, 7, 9, and 12.

Although all the following information guides you through level 7, on first entering the level you can only open one gate (with a Ra key). The other three Ra keys and other keys must be obtained from lower levels. 'THE TOMB OF THE FIRESTAFF' - after passing through the first 3 doors that require Ra keys, you will come across 4 rooms on the right. Only one of these can be opened with the turquoise key that you will find on this level. A list of items to be found within these rooms was given in an earlier part of this guide (I hope, I only copied this document from the beginning of 'CONDENSED MAD MAN'S RAMBLINGS' Part One).

'DANGER, ENTER WITH CAUTION' - First you will find alcoves that may prove rewarding. As you turn right along a corridor with short passages on the right, a button will be found on the left wall (three and a half passages along). Press this button to open a passage on your return journey.

In the room at the end of corridor will be found a Turquoise key under some ashes. To the left is a button that opens a passage at the end of which are some scrolls and a Ra key.

On your alcove to the room with the alcoves you will find a passage has opened in front of you. Enter, turn right, left and seven paces forward to find a button on your left. Press the button and walk back the way you came to find the winged key has been revealed. Travel down the corridor, it is a direct route to level 13. Open pan and return.

Return to the 'DANGER, ENTER WITH CAUTION' door. Opposite is another corridor at the end of which are some very useful items. Leave this corridor and open the door on your left with the Ra key. Walk along this corridor for some distance taking many turns to find the Ra key. Don't hang around when you find the firestaff You now need the Power Gem from level 14.

Ruby key opens 'ENTER WITH CAUTION' door.

Master key opens door to retrieve Firestaff.

LEVEL 8 - The Arena

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Apple	Yew Staff	Solid	Chest (2)	Ghosts
Cheese	FUL Bomb (5)		Ring Of Time	Thieves
	Potions (2)		Rabbit Foot	Skeletons
	Staff Of Manar		Torch	Mummies
	Mace Of Order		Jewel Symar	
	Star		Copper Coin	
	Magic Box			
	Delta			

On long hallway, take 26 steps, turn around, and wait until door opens. Chasing Thieves will most times lead you to nastier monsters.

Level 8 consists of a very large room with a number of secret passages, also numerous pits.

Around the wall you will find a short corridor with a chest and two holes in the wall. The holes fire fireballs which pass through various blue hazes and travel around the room. At the start of this passage you

will find a button on the wall. Press it to open a secret panel behind the blue haze on your right. Press the green button behind this panel to switch off the haze and thus stop the fireball from hitting you as you search this level. If you stand with your back to the fireballs and walk forwards you come to the end of the wall. Step around this to the other side and take a further 10 steps forwards to find a key in front of you. One of the buttons around the wall will reveal a series of passages culminating in what seems to be an endless passage. In effect you are being transported back to the start of the passage. Stand with your back to the beginning and take 26 paces forwards, then turn right and wait for a moment for a panel to open. You will find a gate behind which is a button on the left wall. Press to open a secret room.

One passage you will find will end in a gate (you should have a solid key on you to open it). At the end of the passage you will find a skull on the wall. Use the skeleton key that you found in the chest to open a secret panel. You will find a number of these in the levels to come. Always open them to reveal access to the master staircase which begins on level 8 and finishes on level 14., opening on all the levels in between.

If you drop down one of the pits in the room you will find a series of corridors. Search them to find another pit at the bottom of which is a Yew staff.

LEVEL 9

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Cheese (2)	Storm Ring	RA Key	MAG	Armadillos
Apple		Robe		
	Torch			

'WHEN IS A ROCK NOT A ROCK' - Take one step left and walk through the wall. It is a good idea to mark this place in case you need to return in a hurry. Turning left will bring you into a gated room. Search for a button to open a secret room.

A short distance after you pass the wall you can walk through, on your right, is an invisibly field which turns you through 180\textdegree{}. This ← can be confusing, so don't rush.

After passing through a gate, keep to the left while searching for a button to open a secret room.

The next gate you come to will lead to some downward stairs, ignore these, there is nothing in the room below.

You will find an unopenable gate with a chest beyond and a lever on the right. The lever opens a pit dropping the chest into a room below (mentioned earlier). With the pit closed, explore the passage to your right to find an upward staircase. Go up and you will find a pit to your right which will will drop you behind the gate. Search for a button before dropping down the pit.

'WHAT IS UNDER FOOT IS SOON OVERHEAD' - the passage ahead has 3 floor buttons on each side. As you step on each, a fireball is fired at you. You must place an item on each floor button moving away quickly to avoid being hit (this only needs to be done on one side). Two exits are found on the other side of the floor buttons. The left hand one takes you through a series of passages and rooms at the end of which you will find a button to open a secret room.

'LIGHTER THAN A FEATHER' - Corbamite weighs nothing, use it to open the gate by placing it in the alcove.

The last gated room on this level contains an important item.

LEVEL 10 - The Snake Level

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Corn (2)	SpeedBow	Skeleton	Water Flask	Scorpions
Cheese (2)	HardCleave	Key Of B	Chest	Skeletons
Bread (4)	FUL Bomb	Torch	Wizard Eyes	
Drumstick Armour		Moonstone Amulet	Thieves	
Magnifier				

'BEWARE OF MY TWISTED HUMOUR, THE DECEIVER, THE SNAKE' - you must snake your way through the pillars, going first to the extreme left, the right, left, and right again, to find an opening on your left. Which ever passage you use the key of B to open, they both end up at the same point. Check the items dropped by anything you kill, to find a second key of B to get you out.

'ZOOOOOM' - as you step on the first pad you will be moved around the room until you successfully step off into the passage on the other side. Precise timing is required to get off the moving pads. Halfway round the room you will find a blue haze with a space beside it. If you decide to enter this space, be careful, as the haze will transport you to the very beginning of the level.

The next gate you come to opens into a large irregularly shaped room. If you press the button just after the gate you will release monsters that are held in fields around the room. If you walk straight ahead of you, you will come to monsters guarding a button to open a short secret passage to the right.

As you leave this room, the fields containing the monsters will be turned off releasing them. As you travel along the corridor you will find a gated room on the left, enter and search for a button to open a secret panel. This room may be transported back to a later stage.

A monster will drop a skeleton key when killed in the passages to come, so look out for it.

Two secret rooms are to be found in the following corridors so check in the following corridors so check the walls and back track to find the rooms after pressing buttons which have no obvious immediate effect. You will soon come to two gates almost side by side, these should be closed to allow you time to plan ahead, and when threatened, to run back and fight from.

Further along the passage you will find another two gates a little further apart than the previous two, they should be closed as before.

A room will be found with a brown button on the wall, this button transports you back to the room mentioned earlier. This could be useful if trapped by some pursuing monsters.

LEVEL 11 - Clockwise Level

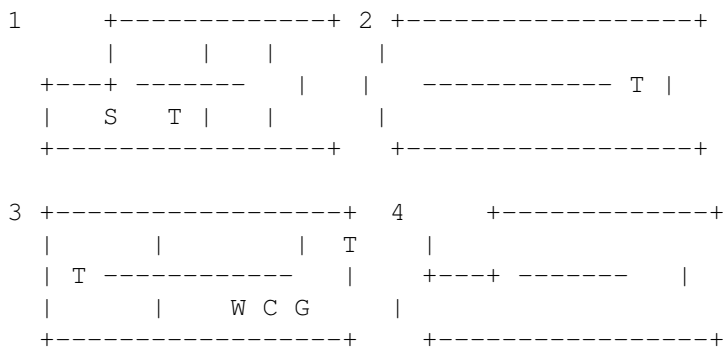
FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Drumstick	Mace	Iron	Chest (2)	Bees
Sabre	Cross	(2) Copper	Coin (4)	Thieves
Staff	Skeleton	Water	Creatures	
Armour Of Lyte		Blue	Creatures	
Mornigstar Mace				
Fury				
Diamond Sword				
VEN	Potion			

FUL Bomb
 Magic Defence
 FootPlate

Portions of this level are not mappable.
 Beware poison traps.

POISON ROOM: Get sword, stay till cloud clears, kick trap, move back.
 CLOCKWISE ROOM: Start at writings, move counter clockwise.

As you enter this level you will be confronted with a rectangular passage room. There are four of these rooms and an invisible transporter moves you between them. Following figure shows transporters (T), a staircase (S), a gate (G), and a chest (C). W marks the location of the secret panel



which is your key out. As you move around the rooms you must find a key to open the gate in room number 4. This gate will not open immediately, step back and wait for a moment. Open the chest and take out the key. This must be turned in the keyhole on the wall of one of the rooms to open the panel and allow you out.

When you finally escape the rooms, go down the corridor to the right and through the gate. You are in the passage with many holes in the wall. Go to the end of the passage, you will find a useful item. When you pick up this item the corridor will fill with poison gas. Have plenty of VI options handy and wait until the gas has gone while drinking the porions to stay alive. Once you have survived the gas, regain your strength because the next step forwards will release gas further along and fire 2 poison darts at you. Two more, more gas. Be patient, let all the gas clear and you will survive this puzzle.

Search the next gated room to find a handy weapon.

As you search further you will come to a short passage just around a right turn with another short passage behind you on your left. Step back around the corner and wait a moment for the panel to open. You will find a button on the right wall where the panel was. Press to reveal skeleton key. You will come to a gate behind which are three gates. On the floor is a Cross key to open only one of them, they all lead to the same place. You need to find copper coins in the passages to use later on. The centre door is probably the easiest to get through. Search carefully for those copper coins. When you have emerged from your chosen passage, find the exit gate (far right). Search carefully in the corridors to come, for a butt to open a secret room.

Later you will come to double gates. Beyond these is a left turn leading to a gate after which you can use your skeleton key.

'ENLARGE MY VIEW' - Use the magnifier to open a secret panel, step

on the pad to find the ruby key.

```

+-----+
|
|
|
|  +-----+
|  |
|  |
|  |  VEN potion
|  +-----+
|
|          |
| Green magic box      | FUL bomb
|          |
|          |
|          |
|          |
| Chest of food        | Green magic box, FUL bomb
|   Cross key   2 Copper coins  |
+-----+

```

At the end of the passage with the double gates is a room with 7 coin slots in the wall. Copper coins will open wall alcoves containing useful items.

Open number 4 first to reveal more copper coins. If you don't have enough coins for all the slots, open 5, take the cross key and walk all the way back to the start of the three gates where you first used a cross key, and explore another passage for more copper coins.

LEVEL 12 - Knight Level

FOOD	WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Corn (3)	Health Potion	Topaz	Water Flask	Knights
Apple (4)	VEN Potion	Emerald	Speed Boots	Octopus
Bread	FUL Bomb	Master	Spiders	
Cheese	Armour Of Darc	RA Key	Crystal Ball	
Drumstick	Arrow	Skeleton		
	Helmet of Lyte			

One of the Knights has a key you need. Spells do not affect him. Some spiders proliferate more than others. A distinct monster boundary is in place. Use it to your advantage.

At the end of the first corridor is a large room. Tow paces right into room are a series of pits opened and closed by the pressure pad you just stepped on. You can see a broken black line when the pit is open. Taking the right hand exit from the pit room you pass a gate requiring a key to open. Keep to the left and enter a small room, press the large button found here on the left in an alcove and return to the pit room. Now take the other exit, ignore the gate on the right and enter another larger room. In the middle of this room is a small room with a key in it. Take the key and return to the room you passed which required a key (mentioned earlier). After this door has been opened, the monster within must be killed to make it drop a key, dropping it down a pit in the other room is advised. You must then climb down to retrieve the key. Use the rope to get down, if you picked it up on an earlier level, if not, you will

have to drop down.

LEVEL 13 - Black Lord Level

WEAPONS	MISCELLANEOUS	CREATURES
Flamit	Hellion Necklace	Black Lord (Wizard)
	Tar Pits	
	Gargoyles	

Have a fire extinguisher at the ready.

You are now near the end of your quest. You must get rid of the demons first. The passage you walk along cannot be entered by any creatures, including Lord Chaos. You can use magic at range. The fire elements can be done away with by repeated fusing with the Firestaff. The best pace to take on Lord Chaos is in the room on the far left. If you succeed you will be rewarded with an impressive show.

LEVEL 14 - Dragon Level

WEAPONS	KEYS	MISCELLANEOUS	CREATURES
Eye Of Time	Plain Crown		Dragon
Power Gem	Various Gems		
	Crown		
	Silver Coins		
	Gold Coins		

TO KILL DRAGON: Lead him back to stairway you came down and attack him.

When you see fireball coming, go up stairs.

POWER GEM IN LOCKED ROOM: Rebirthing chamber, so save coins...only way in.

TO GET POWER GEM TO MERGE WITH FIRESTAFF: Use the Zokathra spell.

SPELL LIST:

The power symbols are required for all spells. Power effects the strength and duration of the spell. All potions require a empty flask.

Use the winged key to gain access to the Dragon level. This is aptly named as it is guarded by only one dragon, which is the most resilient monster you will ever encounter.

Travel along the corridor until you find a lever on the wall - this opens a panel to the main room where you will find the dragon, to be careful!

Just as you enter the room you will find a pile of ashes under which is the square key. Carefully move to the left of the room where you will find the door to open with the key. Near the door are scattered a number of items, one of which (the eye of time) could prove extremely useful. Pass through the door. In front of you is a power gem, encased in a field which must be broken. Use a ZO KATH RA spell to get the gem. When the gem is free, hold the firestaff up and click the mouse to join the two. You now have the most powerful weapon to be found within the dungeon. The door on your left is opened by placing a silver coin in the slot provided - there is a coin on the floor to the left of the door. This room only contains an alter of rebirth but is very useful for evading the dragon.

You will find that the staircase you entered down is now closed.

You must go to the staircase at the opposite end of the dragon room, this will take you to level 13.

```

1 2 3 4 5 6
Power   LO  UM  ON  EE  PAL MON
Elemental YA  VI  OH  FUL DES ZO
Form    VEN EW  KATH IR  BRO GOR
Class   KU  ROS DAIN NETA RA  SAR

```

```

Power Elemental Form Class Caster Effect
1-6 1          P MON Potion (Stamina)
1-6 2          P VI Potion (Healing)
1-6 4          W Light
1-6 6          W Open Button Doors
1-6 1  4      P Spell Shield
1-6 1  5      P YA Potion (Protection)
1-6 2  5      P BRO Potion (Cures Poison)
1-6 3  1      P Poison Potion
1-6 4  4      W Fireball
1-6 5  1      W Poison Cloud
1-6 5  2      W Weaken Non-Material Beings
1-6 1  5 2    P Magic Footprints
1-6 1  5 3    P DANE Potion (Wisdom)
1-6 1  5 4    P NETA Potion (Vitality)
1-6 3  2 5    P Look Through Solid Objects
1-6 3  3 5    W Lightning Bolt
1-6 3  3 6    P Monster Confusion
1-6 3  4 5    W Light
1-6 3  5 2    P ROS Potion (Dexterity)
1-6 4  5 1    P KU Potion (Strength)
1-6 4  5 4    P Fire Shield
1-6 5  4 6    W Darkness
1-6 6  3 5    W ZOKATHRA Spell
1-6 6  5 5    P EE Potion (Mana)

```

Attack Spells:

```

1 Poison Cloud      OH + YA
2 Ghost Killer     DES + EW
3 Fireball         FUL + IR
4 Lightning        OH + KATH + RA
5 Poison Potion (VEN bomb) ZO + VEN
6 Cast a Poison Cloud OH + VEN
7 Poison Spell     DES + VEN

```

Defence Spells:

```

1 Shield Spell     YA + BRO
2 Fire Shield     FUL + BRO + NETA
3 Magical Group Shield YA + IR

```

Potions:

```

1 Stamina      YA
2 Health       VI
3 Increased Mana ZO + BRO + RA
4 Strength     * FUL + BRO + KU
5 Dexterity    * OH + BRO + ROS
6 Wisdom       * YA + BRO + DAIN
7 Vitality     * YA + BRO + NETA
8 To Cure Poison VI + BRO
9 To Heal Wounds VI

```

Spells Marked with an * are temporary.
Most of the Potion Spells need an empty flask.

General Spells:

1 Open Door ZO
2 Light Spell FUL
3 Longer Light OH + IR + RA
4 Footprints YA + BRO + ROS
5 Darkness DES + IR + SAR
6 Long Lasting Darkness DES + IR + RA

Some Others:

1 Magical Sight OH + EW + RA
2 Hides From Monsters OH + EW +SAR
3 Frees Power Gems ZO + KATH + RA
4 Leaves A Trail of Poisonous Footprints YA + BRE + ROS
5 Zokathra Spell ZO + RATH + KA

What kills the Creatures:

As you get stronger in your wizard skills you will be able to make stronger version of the same spell as the creatures show up they each take a stronger version of the same potion and it may take more than one to kill it.

Mummies Weapons first, later Fireballs
Screamers Weapons, Poison clouds, Fireballs
Blue meanies with/Clubs, Fireballs, Weapons
Rock creature Poison clouds
Bees Fireballs
Worms Fireballs(level 4), Poison cloud
Ghosts Vorpall blade, Yew staffs, staff of Manar, non material spell
Green octopus Fireballs
Flying snakes Fireballs
Skeletons Fireballs
Wizard eyes Fireballs
Rock Men Catch them in a door and then use your weapons
Thieves Fireballs,when you chase after them beware they will
 always lead you to a larger enemy
Rats Fireballs
Armadillos Fireballs
Trolls Fireballs
Scorpions Fireballs (lots of them)
Knights Doors and Fighting skills
Floating Oct Vorpall blade, non material spell
Spiders Fireballs
Tarpits Fireballs
Gargoyles Fireballs
Wizard Firestaff after being merged with power gem

MAGICAL AND SPECIAL ITEMS:

AMULETS:

Amulet of Duga Causes magical earthquakes
Ekkhard Cross P for wizards
Pendant Feral Increases agility and wisdom (originally Wuuf's)
Spirit Eye Protection from magic
Hellion Combines magic, physik, and energy interchangeably into

any form.

RINGS:

Stormring Propels lightning bolts
 Eye Of Time Stops time for all but those specifidexterity
 Powertower Leg braces which increase strength
 Flamit Gauntlet which casts flames
 Speedboots Enhances speed of the wearer

ARMOUR:

Armour Of Darc Possibly the strongest armour in these worlds
 Armour Of Lyte Better and lighter than plate mail
 Dexhelm Increases wearer weapons

WEAPONS:

Bolt Blade Lightning sword
 Delta Sword Thrusting weapon
 Diamond Edge Great against armour
 Hardcleave Finest battle-axe (capable of berserk attacks)
 The Inquisitor One of the finest weapons in the world (adds MANA too)
 Vorpal Blades For ethereal beings (possibly only usable by magic users)
 Nerra Provides special abilities

OTHER ITEMS:

Horn Of Fear Blowing it might instill fear in enemy.
 Magnifier Provides light/fire
 Mirror Of Dawn Good against the ethereal beings, and for some magic walls
 Fluxcage + Invoke produces varying strengths of Fireball, poison bolt
 Invoke & Spirit bolt (DES EW)

STAFFS AND WANDS:

The Conduit Creates storms and gives wielder ability to see through walls
 Yew Staff A twin staff of Manar (?)
 Firestaff +1 to all levels & Brandish, Spellshield, & Fireshield.
 " + Powergem +2 to all levels & Fuse.

ORDER OF STRENGTH AND POWER:

DAGGER CLOTHING METAL HELMET LEATHER BOOTS HIDE SHIELD
 CLUB BUCKLER
 SMALL MACE PLATE MAIL BASINET FOOTPLATE SMALL SHIELD
 SWORD LARGE SHIELD
 RAPIER
 SAMURAI SWORD
 SABRE
 MORINGSTAR

1.174 dungeon quest

To get into the castle, collect the rocks from the first screen after leaving the Ferry by typing "SEARCH" then "GET ROCKS". When you get to the castles moat and see the drawbridge, type "CHUCK ROCK" and the drawbridge will open.

1.175 dungeons of avalon 1 and 2

- a) Go to the Adventures Guild, and load in one of the characters given at the start (let's say you chose Amber).
- b) Create five new characters, of any race or type. Make sure that all five people have at least 130 gold pieces.
- c) Go to the weapon shop, and pool all the gold, giving it to Amber.
- d) Go back to the Adventurers Guild and remove all players but Amber.
- e) Now load in the other five characters that are pre-made at the start of the game. You can now start your quest with somewhere in the region of 1000 gold pieces - unless you kit everyone up at the weapon store, train, etc. You can repeat this as many times as you want each go, giving you in effect infinite money.

1.176 dynablasters

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

```
<DEL>   Bomb shield On
<HELP>   Bomb shield Off
<F1>-<F8> Skip to corresponding level
<1>-<8>   Skip to corresponding stage in current level
<F9>     Jump to game ending
<F10>    Skip through levels
```

Level Codes:

```
1-1 UKCLMNKT  2-1 UANWQVNA  3-1 UANWIPNA  4-1 UANWQQPA
1-2 UAGWIQNE  2-2 MUBWNNENC  3-2 UAGWIPNE  4-2 MUBWNNNEC
1-3 UAGWIJNA  2-3 UKRLNGKT  3-3 UAGWGVNA  4-3 UKRLNLHT
1-4 UANWIINE  2-4 UANWQONE  3-4 VANWIENE  4-4 UANWQIPE
1-5 MUVMLGPC  2-5 UKCLNBKT  3-5 MUVWLOPT  4-5 UANWQSPA
1-6 UKRLMTKV  2-6 MUBWNINC  3-6 UKRLPHKV  4-6 UAGWQSPE
1-7 UAGWGINA  2-7 UKRLEHKT  3-7 UAGWGENA  4-7 MUBWNLZT
1-8 UANWIQNZ  2-8 VANWQVNZ  3-8 UANWIPNZ  4-8 UKCLNNHL
```

```
5-1 UANWIJPA  6-1 MUVWNSZC  7-1 UANWGVPA  8-1 UKCGNNTK
5-2 UAGWIJPE  6-2 UKRLNGHV  7-2 UAGWGVPE  8-2 UAGRQQNE
5-3 UAGWQQPA  6-3 UAGWBVPA  7-3 MUBWLSZT  8-3 UAGRQJNA
5-4 MUVWLGEC  6-4 UANWQEPE  7-4 UKCLPHHV  8-4 UANRQINE
5-5 UKCLPMHT  6-5 UANWBOPA  7-5 UANWGEPA  8-5 MUGWNGPC
5-6 UAGWGIPE  6-6 MUBWNOET  7-6 UAGWGEPE  8-6 UKRGNTKV
5-7 UAGWGSPA  6-7 UKRLEBHT  7-7 UAVWIOTA  8-7 UAGRBIINA
5-8 UANWIJPZ  6-8 UANWQPPZ  7-8 MUVWLEEG  8-8 UANRQQNZ
```

1.177 dynamite

Level Codes:

```
01 AEFQHXIKOV 26 MNQRCIEHJK 51 KLBDFNHHCD 76 UMBEHTDCKR
02 DRCEIIPCVP 27 NOPBDAXIKL 52 AEXKMGHITX 77 ABREHYJJBC
03 ABCCGMNOPA 28 AECEFABERV 53 DGBEGTXJFK 78 ABUIKLMQON
04 IRDEFAGLIA 29 MNQWKQYKMN 54 CDZMOFJMTE 79 GJKPBHDLPE
05 AEIJKSDJSW 30 FGHJODDEGH 55 ABXKMYJNJW 80 GJKQDWDEIQ
```


06	KNRCDQBIDH	31	ABFTJUEYKL	56	TFHXMMJXKO	81	AFDHKSDHIP
07	TEFCKYOSDH	32	ADDFGOBIHV	57	ZKILNIRHZK	82	YLTMRXFMQH
08	CDKMLLPIQB	33	BCEGIDXPDE	58	ACDYPBANQB	83	BCAEHFCIYJ
09	ABCGQOWTEF	34	ACCBKHJDFG	59	DIKNQBVNZG	84	ADKXOHGFJK
10	DUMNOFZUVJ	35	MORISQDVHI	60	PDFILPDMGH	85	UHJRJTDXLA
11	JKLTPBLMNK	36	GIJCNFJKMN	61	AEHKNVQDJ	86	AEZUNTEDHI
12	ABFURXRVGH	37	ACGVRTICEF	62	GJNQDLSNSE	87	UHKOSDDNRD
13	MNKDRBMWHI	38	MORCPBJHJK	63	YLMYUOSDGN	88	ABEIMQBMVG
14	MNOLADPABL	39	ACDVTAIJLM	64	BCGJMCANEF	89	AEIJVPEZNO
15	AERCDYJZMG	40	AENPBWHWXB	65	AFKNQIJXIP	90	JMRFJNOBTH
16	YJMARERDEI	41	ADNPBOBRDA	66	GJRKZBGNQF	91	EFMQENAOWO
17	BCDUWJWHIL	42	ABMOQBCTFG	67	HINQDIPPRC	92	ABIMQUFUEF
18	CDSDEFIBWH	43	ACGVXSNHJK	68	AVLORFGXZJ	93	AELVVPHGKL
19	ABRCDLMGAT	44	MOREXJVLNO	69	UHINGHQBEN	94	AEGWXRJBFR
20	ABCCXAQCDE	45	EFSEGFEGATE	70	AAJMPIVYAY	95	VJRYALUWKK
21	DGYJKIHDYL	46	ACGGBPMGIJ	71	ABMPCDFZZK	96	LQNRFNHSJ
22	CDWHIZLIMN	47	ADRDFVSYDJ	72	AHTGJEFAML	97	ACQEIUCWXM
23	CDELJCWHIL	48	ACDLIAPACP	73	GJLMIPMKNS	98	AEKOJCRVJK
24	ABCIHKFYJK	49	ACGXFWACD	74	GJKSZQOPCK		
25	ABCQALGPAB	50	ADTFHMZINU	75	ADIZHSQHKL		

1.178 dynamite dux

Type "CHEAT" on the title screen for infinite lives. <F1> to <F6> or <1> - <6> skips levels, and typing "NUDE" will let you play the boxing sub-game.

1.179 dynamo

On the highscores enter your name in as "PURPLE RAIN". You will now get infinite lives and you can skip through the levels by pressing <-> and <+>.

1.180 dynasty wars

While playing, pause the game using <F9> then hold down <LEFT SHIFT> key, <1>, and <HELP>. Now unpause with <F10>. Or do the following.

Type in "CHEAT MODE" on the title screen.

You now can skip levels with <F2>.

1.181 dyter-07

When the Loading screen appears, type in "GIBB". Extra keys available:

- <W> extra weaponry
- <S> replenish shield
- <L> skip a level