

CheatCollectionE.05

COLLABORATORS

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REVISION HISTORY

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Chapter 1

CheatCollectionE.05

1.1 Cheat Collection

Cheat Collection English Version 1.33 (27.11.1998) Part 6

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

S

S.D.I. - Activision
Cheat

S.D.I. - Cinemaware
Cheat

Sabre Team
Cheat

Sabre Team CD\$^3\$\$^2\$
Cheat

Saint Dragon
Cheat

Santa's Xmas Capers
Cheat

Sarakon
Cheat|Codes

Satan
Cheat

Savage
Cheat|Codes

Savage Island

Solve

Savage Island 2
Solve

Schizophrenia
Codes

SCI
Cheat

Scooby & Scrappy Doo
Cheat

Scorched Tanks
Cheat

Scorpion
Cheat

Search for the King
Solve

Seastalker
Solve

Second Samurai
Codes

Second Samurai AGA
Codes

Secret of Monkey Island II, The - LeChuck's Revenge
Cheat|Solve

Secret of Monkey Island, The
Cheat|Solve

Secret of the Silver Blades
Cheat

Sensible Soccer
Cheat

Sensible World of Soccer
Cheat

Sentry - The Sentinel
Codes

Settlers, The - Blue Byte
Codes|Hint

Seven Gates of Jambala, The
Cheat

Severed Heads

Solve

Shadow Dancer
Cheat

Shadow Fighter AGA
Cheat

Shadow of the Beast
Cheat

Shadow of the Beast II
Cheat|Solve|Codes

Shadow of the Beast III
Cheat

Shadow Warriors
Cheat

Shadowgate
Cheat

Shadows of Mordor
Cheat

Sherlock Holmes - The riddle of the stolen crown jewels
Solve

Shiftrix - Software 2000
Codes

Shinobi
Cheat

Shockwave
Codes|Hint

Sidearms
Cheat

Sidewinder
Cheat

Sierra Soccer World Challenge
Cheat

Silkworm
Cheat

Silkworm IV
Cheat

Sim City
Cheat|Hint

Sim City 2000

Cheat

Simon the Sorcerer
Solve

Simpsons, The
Cheat

Simulcra
Hint

Sinbad and the Throne of the Falcon
Cheat

Sink or Swim
Codes

Skeleton Krew AGA
Cheat

Skidz
Cheat

Skull and Crossbones
Hint

Skweek
Cheat

Sky High Stuntman
Cheat

Slam Tilt AGA - 21st Century
Cheat

Slayer
Cheat

Sleeping gods lie
Solve

Sleepwalker
Cheat|Hint

Slide It 2
Codes

Sliding Skill
Codes

Slipstream
Cheat

Sly Spy
Cheat

Snapperazzi

Cheat

Snoopy
Solve

Soko Ban
Codes

Solius the Sorcerer
Cheat|Codes

Solo Trek 2
Hint

Solomon's Key
Cheat

Sonic Boom
Cheat

Sony
Codes

Sorcerer
Solve

Sorcerer's Apprentice
Cheat

Sorcery
Cheat

Space Ace
Cheat

Space Ace II
Cheat

Space Crusade - The Voyage Beyond
Cheat

Space Harrier
Cheat

Space Harrier 2
Cheat

Space Quest 3
Solve

Space Quest 4
Solve|Hint

Space Rouge
Solve

Speedball 2

Hint

Spellbound
Codes

Spellbreaker
Solve

Spellcasting 101
Solve

Spherical
Cheat | Codes

Spiderman
Cheat

Spidertronic
Cheat

Spindizzy Worlds
Cheat

Spinworld
Cheat

Spittin' Image
Hint

Spy vs Spy
Hint

Spy who loved me, The
Cheat

Squynchian
Solve

St Dragon
Cheat

Stable Masters V3
Cheat

Star Goose
Cheat

Star Trek - 25Th Anniversary
Cheat

Starcross
Solve

Stardust
Cheat | Codes

Starflight

Cheat

Starlider
Cheat

Starlider II
Cheat|Hint

Starquake
Codes

StarRay
Cheat

Stationfall
Solve

Steg The Slug
Codes

Sternsiedler
Codes

Stoneage
Codes

Stormball
Cheat

Stormlord
Cheat

Stormmaster
Cheat

Stormtrooper
Cheat

Strangers CD, The - Vulcan
Cheat|Codes

Street Fighter
Cheat

Street Fighter 2
Cheat

Strider
Cheat

Strider 2
Cheat

Stryx
Cheat

Stunt Car Racer

Hint

Sturmtruppen

Cheat

Suburban Commando

Codes

Sunday Sport Strip Poker

Cheat

Sundog

Cheat

Super Cars

Cheat

Super Cars 2

Cheat

Super Gem Z

Codes

Super Hang On

Cheat

Super Loops AGA - Audiogenic

Codes

Super Nibbly

Cheat

Super Obliteration

Cheat

Super Off Road Racer

Cheat

Super Soccer - Starbyte

Cheat

Super Space Invaders

Cheat|Hint

Super Stardust - Team 17

Cheat|Codes

Super Stardust CD\$^3\$\$^2\$ - Team 17

Codes

Super Wonder Boy

Cheat

Superfrog - Team 17

Cheat|Codes

Superfrog CD\$^3\$\$^2\$ - Team 17

Codes

Supremecy
 Cheat

Suspect
 Solve

Suspended
 Solve

Swibble Dibble
 Cheat | Codes

Swibble Dibble 2
 Cheat

Switchblade
 Cheat

Switchblade 2
 Cheat

Sword of Aragon
 Solve

Sword of Honour
 Cheat

Sword of Sodan
 Cheat

Syndicate
 Cheat

T

T-Racer
 Cheat

Tactical Manager
 Cheat

Tangram
 Codes

Target Renegade
 Cheat

Tass Times in Tonetown
 Solve

Team Yankee
 Cheat

Tearaway Thomas
 Cheat | Hint

Techno Ninjas
Codes

Teenage Mutant Ninja Turtles
Cheat

Terminator 2
Cheat

Terminator 2 - The Arcade Version
Cheat

Terramex
Cheat

Terror in the Ice Caverns
Solve

Terry's Big Adventure
Cheat

Test Drive
Cheat

Test Drive II - The Duel
Cheat

Tetris Pro
Cheat

Theatre of Death - Psygnosis
Cheat|Codes

Theme Park A500 - Bullfrog
Cheat

Theme Park AGA - Bullfrog
Cheat

Think Cross
Codes

Three Stooges, The
Cheat

Thrust
Cheat

Thunder Blade
Cheat

Thunder Burner
Cheat

Thunder Cats - Elite
Cheat

Thunderbirds
Codes

Thunderjaws
Cheat

Time
Hint

Time Lock
Cheat

Time Machine
Cheat

Time Race
Codes

Time Runner
Cheat

Time Travel
Solve

Times of Lore - Origin
Hint

Tin Toy AGA
Cheat

Tiny Skweek
Codes

Tiny Troops - Vulcan
Cheat

Titan - Titus
Cheat|Codes

Titus the Fox - Titus
Cheat|Codes

Toki
Cheat

Tom & Jerry 2
Cheat

Tommy Gun - Mutation Software
Cheat

Tony and Friends in Kelloggsland
Cheat

Top Gear 2 AGA
Codes

Top Secret
 Cheat

Top Wrestling - Genias
 Cheat

Topcat
 Cheat

Torvak the Warrior
 Cheat

Total Eclipse
 Cheat

Total Recall
 Cheat|Hint

Tower of Babel
 Cheat

Tower of Souls
 Cheat

Toyota Celica G.T. Rally
 Cheat

Track Attack
 Codes

Trailblazer
 Cheat

Trained Assassin
 Cheat

Transarctica
 Cheat

Transplant
 Cheat

Transwar
 Cheat

Transworld
 Cheat

Traps 'n' Treasures
 Cheat

Trax
 Codes

Treasure Island Dizzy - Codemasters
 Cheat

Trex Warrior - Thalion
Cheat

Trinity
Solve|Hint

Triple X
Cheat

Troddlers
Codes

Trolls - Flair
Cheat

Tron
Cheat

Tubular Worlds
Cheat

Turbo Outrun
Cheat

Turn and Burn - Flair
Cheat

Turn It
Codes

Turrican
Cheat

Turrican 2
Cheat

Turrican 3
Cheat

Tusker
Solve|Codes

Twin Turbos - Fun Factory
Cheat

1.2 s.d.i. - activision

Shoot down all the swirling pods, then on the high score table type in "ALERIC". The cheat is activated and you can use the functions keys to select any level that you wish.

1.3 s.d.i. - cinemaware

When you're in the Russian space station, pick one man and keep firing at him 10 to 15 times. No other men will appear and you can keep doing it until you get the girl.

1.4 sabre team

If you want unlimited action points do the following:

Select a mission and four characters, any will do. Equip and deploy them and when on the main screen click on the blueprint icon on the menu. Select each character in the following order, 3, 4, 1, 2, 2, 4, 1, 3 and hit the left hand icon (the rewind button). Go back to the playing screen and you'll have unlimited action points and you can skip to the appropriate level by pressing <1> to <5>. Once you have skipped or completed a level you will have to repeat this process.

1.5 sabre team cd³²

If you want unlimited action points do the following:

Select a mission and four characters. Equip and deploy them and when on the main screen click on the blueprint icon on the menu. Select each character in the following order, 3, 4, 1, 2, 2, 4, 1, 3 and hit the left hand icon (the rewind button). Go back to the playing screen and you'll have unlimited action points.

1.6 saint dragon

On the Skid Row pirate version: Hold down <LEFT MOUSE> and <FIRE> until game loads for unlimited lives.

Press <CAPS LOCK> and type "DECAFFEINATED" followed by <RETURN>. The top of the screen should scroll, to let you know you have infinite lives.

During play or on the title screen, press <CAPS LOCK> and enter any of the following:

```
"LIVES*" infinite lives
"CREDITS*" infinite credits
"LEVEL*" skip to the next level
"MEMORY*" Shows memory useage
"WEAPON*" the best weapon
"KYLIE*" ?
"IMMUNITY*" invincibility
"HIGHLIGHT*" Turns you an your enemies white
"STAMP*" Leave a trail
"UPSIDE DOWN*" Play upside down
```

The * after each word means press any key on the keyboard. After you have

typed the cheat and then pressed any key, the top of the screen will flash blue. To disable the cheat just type it again and press any key. The top of the screen will now flash red.

Press <CAPS LOCK> and type:

```
"WHATS WRONG NEVER SEEN A GUY WHO SLEPT WITH A FISH BEFORE" lives
"KIRSTIE AND JEMMA" unlimited credits
"SAVE THE RAINFOREST" next level
"MAKE MY DAY" ?
"I HATE THE RADION ADVERT" ?
"SOMETHING SPOCK BUILT" strange effect display
"MEDITATION FUNCTION" ?
"THE GNOME AT HOME" look at screen
"WE LOVE THE PUNTETTAY" ?
"PYROTECHNICS" ammo 1
"FISH FINGER" ammo 0
"BREAK OFF THE ATTACK THE SHIELD IS STILL UP" ammo 2
"MEENY MEENY MEE PUNTETTAY MANYETT MANYETT MANYETT PUNTOO" ammo 3
```

1.7 santa's xmas capers

During play, type "XM32." to activate the cheat (the <.> is on the main keyboard). Now use the following keys:

```
<HELP> Skips levels
<N> Enables invincibility
<Y> Disables invincibility
```

1.8 sarakon

Level Codes:

```
5 HANUKKAH
10 JOENK
15 GENCON
20 LUNKWILL
25 OPAL
30 TROLL
?? VRANX
```

On the title screen (option screen), type "DENTRASSI". You will be presented with a new option screen. Use <CURSOR LEFT> and <CURSOR RIGHT> to select the starting level. During play press <]> to skip levels.

1.9 satan

For infinite lives and credits hold down
 during game one, <ALT>, <1> and <D>
 during game two, <ALT>, <1> and <M>
 then use <HELP> for levelskip. (maybe <LEFT AMIGA> instead of <ALT>)

Another source tell, that both is in level 1, but keycode with
<D> for warrior and unlimited lives and
<M> for wizard and infinite energy and lots of money.

1.10 savage

Right at the beginning of the game (blue sector) you will find a well on the left. Run towards it and jump before you hit the wall. Now you will find yourself at the other side of it. Keep on walking to the left and you will notice the screen going crazy. Waggle the joystick in all directions and after a while you will find yourself in the red sector. Once in the red sector do the same as in the blue sector. Now you go to the purple sector. Do the same as in the red and blue sectors.

A message appears that you have completed game one and the code word for game two.

On the title screen on part two, type "BRUISER" for infinite lives.

Passwords are:

"SABATTA" Level 2
"PORSCHE" Level 3
"FERGUS" Last Level

1.11 savage island

Solution:

You start on the beach of an idyllic island. After taking a look around, check out the stone head and then do some digging in the sand with your hands. In the resultant hole, you'll find a bottle of rum. The rum is not for you....you'll need it later in the game but the bottle will serve a dual purpose.

Armed with the rum, head south. Climb the volcano on the plain and go into the large crater inside. There is no climbing out the way you got in. Here you'll find a lake and a cave and somewhere about, an unhealthy looking bear. The poor beast has been trapped in the crater for years and is deficient in a certain mineral that only you can supply. In the process of obtaining this you'll be eaten so be careful. Save the game frequently from now on and avoid the bear until you can supply his needs another way.

Go into the cave and empty the bottle of rum into the stone basin you will find there. Keep hold of the bottle. There are other exits which you can explore if you like, although you'll need a light source (obtained later) for one.

Exit the cave and drop the bottle and the watch. The watch records your moves but it's not much good for anything else. You can't carry anything

across the lake without assistance. Now go for a swim in the lake. Swim west (not an obvious exit) and you'll come to a sheltered ledge. If the hurricane hasn't started by now type "wait", and it will. SAVE THE GAME FIRST!

Move through the crevice onto the sand ledge. Then "jump" to get down to the beach. Yes, it IS dangerous to move in a hurricane but as far as I know you don't have a choice. At some stage you will hear a crash, which is a palm tree falling over. Go along the beach to where the palms are and get a log. Gee, this would come in handy for ferrying goods across the lake. Take a log and make your way back to the volcano. Once there, pick up the bottle, go into the lake and head west. Drop the bottle on the sheltered ledge and go back to the lake.

In the middle of the lake, let the log go and hold your breath. Then swim down and go north. Get the knife. Swim east. Get the small plastic block and swim up. Get the log, swim west and deposit this with the rest of the goods.

OK., now time to get the bear what he wants so he won't bother you. Go through the crevice and jump down to the beach. Move along it and then down to water's edge. Get some seawater, then take it back to the volcano. Enter the cave and then go through the crevice to the hot rocky ledge. Hopefully the wind won't blow you away. Empty the bottle and soon you'll see a pile of salt as all the seawater evaporates. Take the salt and drop it in front of the bear. The bear will gobble it up and leave you alone.

Go to the cave, (if you're not already in it) and take the rum from the basin where you left it. Drop it by the lake shore and swim across to get the log. Swim back, get the rum and then swim to the secluded ledge. Drop the bottle here.

The next task is to get the log out of the volcano because you're going to need it. There is no way it will fit through the crevice so still holding it, swim back across the lake (you're a strong swimmer by this stage) to the other side. Climb up the volcano slope. You won't get to the other side but the log will. Swim back to the secluded ledge.

By this time it should be getting dark. What better place to sleep than exactly where you are, a secluded ledge. Type SLEEP for a rest.

Morning, and still there is a lot to be done. Today, you're going to travel. Something's out to sea. You may have heard a cannon offshore and seen the island from the top of the stone head. Collect your items (knife, block and bottle of rum) and go through the crevice and jump down to the beach. Do you remember hearing TWO crashes during the storm. Go along to where the palm trees were and collect the other log that's fallen. Drag this down to the water's edge. Leave it there, and head back to the volcano. Surprise, surprise, here's your other log lying on the slopes. Pick this up and head back to the beach. Cut some vines from the jungle and take everything down to the water where you've left the other log. Everything you need to make a raft is now here.

One move later and you're ready to set sail. SAVE THE GAME AT THIS STAGE. Get onboard the raft and sail in any direction. There are two locations to be found. The first is a atoll, the second is a beach.

There doesn't seem to be any way to get to these locations in an ordered way, at least no way I've discovered. Simply sail this way and that until you hit them. You should visit the atoll before the beach. Hopefully, you will get to them before your raft disintegrates. If the latter starts to occur you can always get off at the tidepool, cut the vines, get some more vines and make the raft up again. You may also run out of daylight. If night is coming on, you must abandon the quest, make your way back to the tidepool and from there to the volcano to sleep on the secluded ledge. Don't forget to leave all objects with the raft or you'll lose them in the lake.

When you set foot on the atoll, there may or not be a surly pirate waiting for you. If not, wait for him. Once he arrives, give him the bottle of rum. He'll leave you an important note and a bandanna. Read the note and take the bandanna with you.

Now to the beach. Get off the raft and go into the cave. Note the drawings. Weird aren't they, and this gives you a taste of the sort of thing the adventure will start to turn into.

There is a dark crevice but you can't go up there. Hit the stalactite with a coconut. Egad!, a crevice opens in the rock. Leave the coconuts here, you won't need them again. Go into the crevice and you're in a metal-lined tunnel with exits in all directions. Things are certainly becoming strange!

Explore the rooms east and west. Then go back to the tunnel, go north, then west. Examine the control console and go into the force field. Nothing's there so go out again. Notice anything different? What about the plastic block you found. It's now glowing! What use is a glowing block? Well, it's a light source for a start. Go east and then east again. Now go south into the darkness. Ah, ha...alien machinery!

An examination of the machinery will reveal a wire missing. Where could this be? Well, remember the dark opening right back in the cave in the volcano...the place you couldn't explore because you had no light source? You guessed it...!

Go back to the raft and sail to the tidepool. Cut the vines and take one of the palm logs. You'll need this to cross the lake, remember. Trudge back to the volcano and go into the dark opening in the cave.

This is a maze, so don't get lost. Go south and then north. Phew, bat droppings! Dig in the bat droppings to find what you're looking for. Take the wire, go out the opening, exit the cave and swim the lake to the sheltered ledge. Drop everything but the log and swim back. Haul the log up the volcano as before, swim back, collect everything and go through the crevice back to the beach. Collect the palm log, get some new vines, rebuild the raft and re-find the beach. Now for the final phase.

You'll need to re-charge your light source so make your way to the force field, and go in then out. Then go to the alien machinery and fix it with the wire you collected from the cave. Go to the place where the caveman resides in the sealed display case. Press the button.

This time it works! Don't try this with the T-Rex in the other display case otherwise its Jurassic park all over again!

Return to the control console. The Neanderthal will follow and when you get there, he will push the button. Say the password (remember what was on the note the pirate gave you). Then go into the place the Neanderthal is pointing at.

Hey presto, a password is delivered and you've reached the end of the game, with many questions still unanswered. The answers to these and other mysteries, can be found in
Savage Island 2
.

1.12 savage island 2

Ok, so you've solved
Savage Island
and now have the password (123),

but where to now? First, you're in a state of extreme undress except for the bandanna given to you by the pirate in Savage island! Second, outside the force field, things are a little lacking too, particularly in the oxygen department. You can't get very far, even if you do expel all the air from your lungs after leaving the force field.

The lack of clothes is the least of your problems but you can get somewhere providing you breath properly. The answer, of course, is to hyperventilate. Do this, exit the force field and then breath out. Then go east, south, west and west again. You should be in a room with another force field and your air will be getting very short indeed! Enter the force field and suck in the good air.

Hmm...strange room. Look in the hydroponics and you'll see some plants. Look at these and you'll see a flower. Take the flower, you're going to need it. Wake the Neanderthal man in the display case by pressing the button. The Neanderthal man is dangerous so crush the flower to put him to sleep. HOLD YOUR BREATH FIRST! Then drag him north, north and then east. Leave him in the red room whilst you go west back to the control console. It's time for Psychotransfiguration!

Wear the bandanna. This is a rayshield to protect your brain. Press the button and say the password (Free). Then press the button again and zap! Open your eyes. Strange, your in the red room? That's because your mind is now in the Neanderthal's body!

Go back to the room containing the hydroponics. You'll pass yourself on the way. Take the bandanna from you, as you'll need it later. Being a strapping Neanderthal, you can now fit a lot more air into your lungs. Hyperventilate as before and move out of the force field. Don't forget to breath out once you've done this.

Move east, east, east, then north, north and north again. You'll go past a weakly flickering force field but don't go in there just yet. Close your eyes as protection against the flickering red light and enter "go field". Open your eyes and you'll find yourself in a sort of

gymnasium. This section of the ship seems to have been the living quarters of the alien beings who were in charge of this "project".

Play with the ball and punching bag if you like (you don't have to) then go exploring. Move north and then east. Examine the viewscreen there. Look over the console but don't be concerned if nothing seems to happen. It's not for you. Move west and the north. Ah ha, the captain's quarters. Pick up the wafer. This will give you some explanation of what is happening. Drop the wafer when it's finished otherwise it will play incessantly each time you move.

Have a look around the other rooms, and eventually make your way back to the gymnasium. Read the dial on the console. Eight electrons...hmm could that be oxygen? How can you get the thing to work? There is a treadmill and a lever that won't budge. Remove your bandanna. Examine it closely. You'll see some golden threads. Unravel the threads and tie one end to the lever. Tie the other end to the treadmill. Then go onto the treadmill. Take the railing and run. The lever will move. Then release the railing and walk off the treadmill.

Don't go through the force field to check out the air on the other side otherwise you will get sucked into outer space. It's the weakly flickering force field which must be reset, as beyond this lies a door open to the void! Untie the thread and take it. Then move north and east to the room with the viewscreen. Now for something cunning. Tie the thread to itself to make a loop. Drop the loop and go into it. Surprise, another part of the ship! Take the alien device you find in the machinery and then turn your attention to the console. Read the dial and push the button. It's done. Go through the dark hole back to the room you came from then take the loop and return to the gymnasium. Now go through the force field.

Hmm..fresh air. Make your way back to the room you first entered after leaving the force field at the beginning of the adventure. Check out what's beyond the now-reset force field on the way back if you like but don't stay there too long. There's no air!

Now to deal with the dinosaurs. You're about to send the bomb back through time. Read the dial and press the button on the console. You can't talk so move the red switch on the alien device to provide the password. Take the block and go through the force field with it. Drop the block and exit the force field. Press the button to send the bomb on it's way.

Now for the final phase. Drop the loop and go into it. Move the blue switch on the alien device. You will be moved to a new location. Now all you need to do is press the button in front of you.

The game ends, and you are left with a coded message. Deciphering this reveals what happens next and answers any remaining questions you may have about what has already happened.

1.13 schizophrenia

Level Codes:

11 MJUC	21 PBIM	31 LBLZ	41 KLBD	
02 WXIB	12 IMRT	22 OFEU	32 AORN	42 HMBJ
03 BTLN	13 MXIZ	23 TPOT	33 HMBR	43 QYWE
04 OWDA	14 PABB	24 MXJC	34 ZFWK	44 QJWF
05 SNNU	15 PDHG	25 ZAIW	35 GJVA	45 BAFK
06 RVEP	16 FMND	26 OTHK	36 DRLQ	46 WNYS
07 AFTU	17 AOBP	27 XHUL	37 OZZB	47 LCBT
08 FWWD	18 DECA	28 DXPP	38 KAVL	48 ENQO
09 KOOT	19 FUGB	29 DJEJ	39 PJAX	49 UIMY
10 CFZL	20 UTEP	30 VQHI	40 PBBF	50 LJET

1.14 sci

On the title screen, type "IN A GARDEN IN". During play press <T> for more time.

In the Russian station, pick up one man and fire at him about 15 times. No other men will appear and you can go along hassle free.

1.15 scooby & scrappy doo

By typing the following with no capitals will give you continues up to Iceland: "qwertyuiopasdfghjklzxcvbnm" (that is all the keyboard letters)

On the title screen, type "STIG THE RAT" to play as Stig the rat and for infinite lives.

1.16 scorched tanks

During play, when it's your turn hold down <RIGHT MOUSE> and press <Z>. You will now have 99 of everything. This will only give the current player 99 of everything. This works quite nice when your friends aren't paying attention.

1.17 scorpion

Type into highscores:

"IMPORTLIGAT" for ten lives

"CRL", "CLEMENT" for weird effects.

1.18 search for the king

Complete Solution:

Look on desk
Listen to radio
- Now go behind the desk
Open drawer
Look in drawer
Get thermos
Get lunch bag
Look in lunch bag
Drop jar
Get jar
Look in jar
Close jar
- Leave the room going to the east

- Stand next to the locked door
Look at fountain
Open thermos
Fill thermos with water
- Go to the boss's office
- Save your game

The boss's office:

Look
Watch TV
Ask Boss for raise
- After a while the boss calls Stella for your references
- When the boss is looking at Stella's ass grab the keys on the table,
Get keys
- These are the keys to the locked door to the west
- Go to this door and...
Unlock door
Open door
Look
Look in toolbox
Get ID
Look at ID
- Leave the room and close the door
- Go to the elevator and...
Press button

- Downstairs you will find a sleeping guard
- Steal his dream!
Look guard
Look dream
Get dream
- Now leave the building to the north

- Go two screens to the right and go up the stairs
Ring bell
Show ID
- You will notice the scarf in the case
- Talk to the woman
Look

Look in case
Sit on couch
Ask about weather
Ask for soda
Show scarf
- Now you gotta make the bitch angry! So...
Spill soda on scarf
- Finally she kicks you out
- Go to the right and behind the fence
- There you got the scarf hanging around...
Climb fence
Get scarf
Climb fence

- Now go to the circus (west)
- On the left hand side there is a wagon
- Approach it
Knock on door
Ask for work
- Go south and
Get shovel
- Now work your ass off and go back to the wagon
Drop shovel
Knock on door
Talk to man
Ask for ticket
- Now go to the right hand side of Madame Zamooska
Look wagon
Kiss Zamooska
Look candle
Take wax
Look at lizard
Touch lizard
Get card
Exit

- Now go to the strongest man on his platform
Look man
Look luigi
Give wax to luigi
Take rosin
- Now go to the world's smallest man Helmut
Look man
Give dream to Helmut
Get Helmut

- Now go to the Test-o-Strength next to the tent
Get popcorn
- Enter the tent and drop the popcorn
- Go to the right
Look
Give rosin to man
Get cape
- Now go back to the bus terminal
Open box
Put Helmut in box
- Then go back to the Test-o-Strength

Look man

- Go onto the platform
- Now you are in Las Vegas!

Las Vegas:

Open mailbox

Look in mailbox

Get Helmut

- Go to the east and then one screen south

Answer phone

- After the talk, open your thermos and drink the water

North, West, West

- Enter the Hotel

Look

Ask Bernardo about the king

Ask Bernardo about Hotel

- Go two screens to the right

Look picture'

- Go back to Bernardo

Ask Bernardo about fabulous

Page fabulous

North-west, West

Sit on lounge

Look woman

Wait

Get sunglasses

East, East, East, East

Enter

Press button

- Exit the elevator and find the typical room

- Enter the bathroom

Look in bathroom

Look in sink

Get floss

- Go to the apartment's door

Look at door

Look sign

Get sign

Turn sign over

Read sign

- Now you try to get the key on the cleaning woman's cart

Look on cart

Sit on bed

Wait

Stand

Now leave the room and

Put sign on door

- Now the girl enters the room

Get key

- Enter the elevator again

Press button

- Enter the suite

- Go to the left as far as possible

Look drain

Look inside drain
Tie floss to Helmut
Lower Helmut into drain
Get floss
- Helmut will bring a receipt with him
- You will need this downstairs at the dry cleaning
- Enter the elevator
Press button
- Enter the cleaning room
Open door
Look girl
Give receipt to Susie
Get suit
Exit
- Now exit the hotel
Look
Hitchhike
Some Hippies will take you to the Kingdom

The Kingdom:

- You find yourself outside a closed gate
South
- Look for the bar (northeast of the map, next to the phone booth)
- Enter the phone booth
Wear suit
- Exit the phonebooth and go to the bar
- Open door
Sing
- Now go to the left hand side of the map (across the street) and
- Enter a building marked with a star (attractions)
- Enter the building and go to the dining-room (north)
Look table
Look on table
Look fruit-bowl
Look in fruit-bowl
Get banana
- Go upstairs
- At the east side of the room you will find some small cupboards
Open bureau
Look in bureau
Press button
Slide pole
Wait
Release pole
- Face the counter
Open counter
Look under counter
Get bread
Peel banana
Make sandwich
- Go to the door (east)
Open door
South
- You should be in the room with the bear-skin
Look inside mouth
Put Helmut into mouth

- Now go to the room with the broken guitar
- Get guitar
- Look guitar
- Fix guitar with floss
- Look in case
- Get microphone
- Now you look like the REAL Elvis!
- Go back to the bar
- Enter the bar
- And Sing!

Now You are the new King of Entertainment! Congratulations!

1.19 seastalker

Complete Solution:

As you sit quietly at the workbench in your research laboratory, you're startled into action by the sound of the videophone alarm bell. You'd better act quickly, because your buddy Tip Randall is raising the roof. The first thing to do is turn on the videophone. As soon as you do that, though, you realize that the picture is fuzzy. That's easy to correct; simply adjust the videophone. There is Commander Zoe Bly, looking worried, and telling you about an urgent problem at the undersea Aquadome. You'd better pick up the microphone, then turn it on. After asking Bly about the problem, question her about the monster she's seen. Bly is sounding ever more desperate, so tell her goodbye. Suddenly, however, something's wrong with the videophone, and your score drops by 3 points! Now is the time to go to the Computestor for a clue. First, turn off the microphone and drop the microphone onto the workbench. Then, head for the Computestor and turn it on. Since the machine is now ready for questions, ask it about the videophone. Hmmmm...the problem could be one of many, but you suspect that something may be wrong with the electrical panel. The panel is just down the hallway, so go to the panel, and examine it. Well, well, apparently the circuit breaker is open. By fixing the circuit breaker, you regain your 3 points. However, you are starting to wonder whether treachery is afoot here in the lab. It's time to have a chat with your assistant, Sharon Kemp. Go to the office and confront Sharon with your suspicions. Her answers are evasive, and she seems very nervous. Since time is growing short, you decide to leave Sharon and head for your sub, the "Scimitar." Realizing that the sub won't start unless you have the atomic catalyst capsule, you first examine the work counter. There is the capsule, so you grab it and head for the Scimitar. Once settled in the pilot's seat, with Tip nearby, you decide to check the sub for any problems. Pushing the test button gives you a positive readout, but you're still apprehensive. You will need to open the access panel in order to enter the sub's crawl space, but you don't have a tool. Maybe Tip has such an item? Tip comes through, handing you a Universal Tool. Open the access panel, and carefully crawl into the space. A check of the voltage regulator reveals that it is damaged. Use the tool to fix the regulator. Now all is A-OK, and you won't have any problems going full throttle to the Aquadome.

You're ready to get underway, so crawl out of the space, close the access panel, close the sub's hatch, and put the catalyst capsule into the reactor. After closing the reactor, you'll need to turn on the reactor and fill the docking tank with seawater. Once the tank is filled, turn on the engine, open the tank gate, then open the throttle. Push the joystick to the east, and you're off! The surface of Frobton Bay isn't the safest spot around, so the first thing you need to do is set your depth to 5 meters and set the throttle to slow. You'll want to check the sonar occasionally to make sure you're not heading toward any obstacles. Your sequence of moves must be accurate to avoid destruction. One quick way to reach the seawall opening is to follow these moves: Northeast, then three Norths, then Northeast again, then wait. The alarm bells may be ringing, but you'll safely avoid a submerged obstacle. Then, suddenly, an approaching ship is detected by the sonar. You'll have to stop waiting and set your depth to 15 meters to dive below the ship. Wait again, and you'll chug right on through the seawall opening into the ocean. Be sure to save the game here, since you won't want to cross Frobton Bay again! You can turn on the autopilot now, since the sub will head straight for the Aquadome. Because you fixed the voltage regulator, you can set the throttle to fast without overheating. Wait now, as you continue diving deeper and deeper. To check out an enormous whale, aim your searchlight to starboard. The trip will take a little while longer, so you might want to ask Tip about that magazine he's reading. A close study of a particular article in the magazine reveals that Dr. Jerome Thorpe (an Aquadome staff member) has succeeded in creating mutant sea creatures. Further, Thorpe announces in the article that he plans to marry your lab assistant, Sharon Kemp! You're beginning to understand who's behind the attack on the Aquadome, and you're even more anxious to arrive. Wait a while longer, and then, as you near the structure, your sonarphone rings. It's Commander Bly, asking to speak privately with you when you arrive. You wait a few more turns, and the sub slows to a stop in the docking tank. Open the throttle to slide into the cradle. You wait while the water in the tank empties, and you save the game again.

Before opening the hatch and exiting the sub, you pick up the emergency oxygen gear...just in case. Leave the Scimitar and head straight for the Aquadome's Reception Area where Bly and her crew await you. Greet them, and then take a quick look around. Your explorations are interrupted by a sudden realization that something is wrong with the air supply. Quickly using the oxygen gear you so intelligently brought with you, head for the Dome Center. Commander Bly and several crew members are gasping for breath, so time is short. Use the universal tool to open the access door to the air supply assembly. Instantly noticing that something has been unscrewed from an important cylinder, you pick up the object. It is an electrolyte relay. Put the relay into the cylinder, and close the access door. Your efforts are successful, and the air supply is now functioning properly. As you return to the Reception Area, you observe Doc Horvak with Bly's oxygen gear. You're suspicious, so when Bly asks you to accompany her to the office, you go with her. She volunteers some interesting information: She suspects sabotage in the Aquadome and shows you

certain evidence. The evidence consists of a black box which you open and examine. This device could be used to interfere with the Aquadome's sonar, and Tip has an idea about how to trap the saboteur. Go to the Storage Room with Tip and discuss his idea. Before you reach the storage area, you notice the special Fram Bolt Wrench lying under Bly's desk. Realizing that the wrench must have been used to tamper with the air supply, you show it to Doc Horvak. His reaction proves most interesting. Now you need to do some serious thinking. Conversations with various crew members will assist you in your search for the traitor. Ask everyone about everyone else, check the locker in the men's dorm, set the black box onto the sonar, and observe everyone's behavior. Commander Bly will offer to supply you with a bazooka so that you can hunt the monster (the "Snark"). Get that from her and have Tip install it on the sub's extensor claw. Find Doc Horvak and show him the magazine article about Thorpe. Doc will come up with some interesting conclusions, and will offer to prepare a special tranquilizer gun for you. Get the dart gun and have Tip install that as well. During your explorations and conversations, Mick Antrim will check out the Scimitar then return and ask you whether you'd like to have an Emergency Survival Unit installed in the sub. You agree, then poke around a while longer until the unit is in place. It's time to think about improving your navigation and sonar -- the Snark will be difficult to capture or kill. You ask Tip about installing a fine grid and a fine throttle control in the sub, and he agrees to do so. You're about ready to head out into the ocean again, but you still haven't come to a firm conclusion about who the Aquadome traitor is. Once in your pilot's seat, however, you notice that the survival unit installed by Amy and Bill is equipped with a nasty looking syringe. Grabbing the syringe, you head for Doc Horvak and ask him to analyze it. His analysis reveals that the hypo is filled with arsenic! You'd better confront Amy and Bill with this evidence before you do anything else. The instant you show the syringe to Bill, he turns and runs away. He's heading for the sub, and you race to the office to view his actions on the station monitor. As you watch Bill climb down the inside ladder of the docking tank, you realize you have only seconds to trap him. You quickly turn off the docking tank electricity so Bill can't open the gate. He knows he can't get out now, so he surrenders. You turn the electricity back on, and leave the office. Cheers follow you as you head back to the Scimitar. After filling the docking tank with water, you turn on the engine and open the gate. Turning the joystick to the South, you open the throttle. Save the game, and head out into the ocean.

You're finally ready to confront the Snark and, perhaps, the evil Dr. Thorpe. Exit the Aquadome's docking tank by going South, then set the throttle to medium. Turn Southeast and wait until you reach the Snark and the Sea Cat (piloted by Dr. Thorpe). Thorpe will taunt you with his power, and admit his plan to wreck the Aquadome. Suddenly, Thorpe's transmission breaks off, and Sharon Kemp begins to speak to you. She explains how she only went along with Thorpe to try to trap him, and she's ready to help you capture the Snark. Sharon has a lot of interesting things to tell you, but you don't have time to talk to her right now. The Snark is moving quickly

toward the Aquadome, ready to batter it to bits. Here is one method you can use to put the Sea Cat out of commission before Thorpe has a chance to attack you: East twice, then check your sonar to make sure you're in position. Set throttle to slow, then turn South. Head Northwest four times. Oh oh! Dr. Thorpe has recovered consciousness and his voice is crackling over the sonarphone. Ignore him, and head Northwest twice more. The sub will be just to the East of the Sea Cat, so, all on one line, enter the following command: West then aim bazooka at power pod then shoot power pod with bazooka. There! You've done it! The Sea Cat is out of commission and Thorpe's out cold again. Sharon guides the Snark to its hidden cavern so that you can safely study it later. You've completed your mission and saved the Aquadome!

1.20 second samurai

Level Codes:

```
2 1RY4YX5Z or RFBW1CA1
3 EW2JZDQM UH2RWEYM
4 AEBJP3KM B4XUDVVY
5 AIAXZBNL ZHTI4OTI
6 EGYUHZX5 5ALIC1JF
7 T4L502VS
```

1.21 second samurai aga

Level Codes:

```
"3245VQQP" "6XE41KNO" "GK5MAZUR" "ZFAUA2WA" "R4FHLOSC"
"QYMOSBRS" "E3B4N3KN" "XYG65MFC" "34HQORS3" "GQYC3YP5"
```

1.22 The Secret of Monkey Island II - LeChuck's Revenge

Press <ALT> + <W> to skip to the ending of the game.

General advice

The game sometimes requires you to talk to somebody and mention certain thing before a certain option is available.

Part I - The Largo Embargo

Scabb Island

Acessible locations - woodtick, beach, swamp, cemetery, pennisula.

Woodtick

Acessible Locations - toll bridge, woodsmith, bar, kitchen, map maker, inn, laundry.

You started with lots of money in your inventory, though you are not going to keep them for long. Largo will come and take all your money.

Walk to the right. You'll find a map of the island. Move the cursor around to check what places you can access.

Pennisula

Walk to boathouse. Talk to Captain Dread. He'll tell you to get rid of Largo before you can get out of this island.

Swamp

Walk to coffin. Use coffin. Row to the right until you have reach the shack.

Walk to the right and talk to the voodoo lady, Mojo. Ask her about the voodoo doll. You'll get a voodoo shopping list from her.

The 4 items are from the dead, head, thread and body.

1. Item from the dead - Largo's ancestor.

Woodtick

At the toll bridge, look at the sign. Pick up the sign, you'll get the shovel on it.

Cemetery

Walk to graves. Look at tombstones. Locate Largo's ancestor grave. Use the shovel to dig the appropriate grave. Get a bone.

2. Item from the body - Largo's body fluid.

Woodtick

Go to Wally's place (the cartographer). Walk to the pile of papers. Pick up a piece of paper.

Walk to the hatch (bar). Talk to bartender. When you mentioned Largo, Largo will appears and spit something on the wall. Wait for him to leave. Use the piece of paper to get the spit on the wall.

3. Item from the head - Largo's hair

Woodtick

Walk to window (just beside the hatch). This will let you enter the kitchen. Walk to table, pick up knife.

Walk to the inn. Talk to innkeeper. Use knife on the rope to release the alligator. The innkeeper will run after the alligator so you enter the Largo's room.

Largo's room. Walk to the plastic head. Pick up toupee.

4. Item from the thread - Largo's clothing

Woodtick

Walk to laundry shop. Walk to the left, pick up the bucket.

Swamp

Look at swamp. Use bucket on swamp to get a bucket of mud.

Woodtick

Largo's room. Close the door first. Put the bucket of mud on top of the door. Wait for Largo to come in. This will dirty Largo's clothing.

Follow him to the laundry. Listen to the conversation.

Go back to Largo's room. Close the door. Get the laundry ticket behind the door.

Go to the laundry. Give the ticket to the old man to get Largo's clothing.

Swamp

Talk to Mojo. Give her the four items. She'll give you a voodoo doll and some pins.

Woodtick

Largo's room. Use pins on voodoo doll. This will get Largo off the island.

Pennisula

Talk to Captain Dread. You'll need to find something for him first.

Woodtick

Walk to Wally's place. Talk to him. Make sure he has nothing more to tell you. Wait for him to put down his monocle. Pick up monocle.

Pennisula

Give the monocle to Captain Dread. He'll will need you to get 20 pieces of eight first.

Woodtick

Walk to laundry. Talk to pirates. Agree to buy wood polish.

Walk to woodsmith's place. Talk to him and buy the wood polish.

Walk to laundry. Use wood polish on peg leg. You'll get a piece of eight each time you do that. But that don't give you sufficient money to pay the Captain.

So, you need to find a job and earn some money.

Beach

Pick up stick.

Swamp

Mojo's place. Look around. Pick up string.

Woodtick

Walk to inn. Look at bowl. Pick up cheese squiggles.

Walk to laundry. Open box. Use stick on box. Use cheese squiggles on box. Use string on stick. Wait for the rat to eat the cheese. Pull the string to catch the rat. Open box. Get rat.

Go to the kitchen (enter it from the window). Put rat in the pot.

Walk to bar. Talk to bartender. Ask him about the stew. He'll check the stew and find the rat in the soup. As a result, the cook is fired and you got a new job. The bartender will give you 420 pieces of eight.

Pennisula

Talk to the Captain.

Part II - Four Map Pieces

There are three islands you can access: Scabb, Booty and Phatt.

Outside the boat. Pick up parrot chow. Read the book about Big Whoops to find out who are having the map pieces.

1. Map piece from Rapp Scallion the cook.

Booty Isle

Enter antique shop. Buy the well polished saw (near the door).

Scabb Isle

Woodtick

Walk to laundry. Use the well polished saw on peg leg.

Walk to woodsmith's place. He'll be out for emergency service. Pick up hammer and nails.

Booty Isle

Enter Stan's coffin shop. Talk to him. Ask him to show you the coffin. When he is in, close the coffin. He'll give you a hankie. Close the coffin again. Use the hammer with the nails to trap Stan inside the coffin. Get the crypt key.

Scabb Isle

Cemetery

Use the crypt key to open the crypt. Enter the crypt. You'll find many coffins with quotes on them. You'll need to find out which one is Rapp's coffin before you can open them.

Phatt's Isle

Once you reach the isle, you'll be captured. In the jail. Open mattress. Pick up stick. Use stick on bone. Give the bone to the dog. Get key. Use key to open jail door. Get the envelopes. One of them contains your personal item and the other contain a banana and an organ.

Walk to the library. Borrow a few book. Get a temporary library card from the librarian. Borrow the book on voodoo "receipts: the joy of hex".

Mansion

Open gate. Walk to door. Enter door. Talk to guard. Find some reason to get him away. Go upstairs. Use book (any one will do) to swap the book from the governer. Look at the book. It's contain all the famous quotes of many pirates.

Scabb Isle

Cemetery

Look at the coffins. Open the coffin of Rapp Scallion. Look inside. Pick up some ash.

Swamp

Go to Mojo's place. Look at the jar. One of them is the ash 2 life potion. Talk to Mojo. Give her the ash of Rapp Scallion and get the ash-2-life potion from her. Use the book of voodoo receipts when needed.

Cemetery

Use the potion on Rapp's ash. Talk to Rapp. Agree to check up his hut and get a key from him.

Beach

Use the key to open door to the weenie hut. Use the knob to turn off the gas.

Cemetery

Talk to Rapp again. He'll give you a map piece.

2. Map piece from Young Lindy, the cabin boy.

Booty Isle

Walk to antique shop. The map piece is on sale there for 6 million pieces of eight. You'll need to find the head piece from the Mad Monkey to exchange for it. Buy the horn.

Talk to Captain Kate (the women with the big hat). Get a leaflet from her.

Go to spitting contest. Try spitting. Walk to the flags and look at them. Try to pick them up. Use horn. All the people there will be distract for a while. Pick up the flags and shift their position. Try spitting again. You will do a bit better, but not good enough.

Scabb Isle

Go to the bar. Show the library card to the innkeeper and this allow you to buy drinks from him. Buy the blue drink and yellow drink. You'll be given a crazy straw. Use the blue drink on the yellow drink to get the green drink.

Booty Isle

Go to the spit master. Use the crazy straw with the green drink. This make your spit thicker. Try the contest again. Not bad, you got second place. Try spitting again, this time spit only when you find the women scarf is flying (this indicates that it's windy). This let you win the contest. You get a plague.

Go to antique shop. Sell the plague to the dealer for 6000 pieces of eight.

Talk to Captain Kate. Charter the ship but don't go to sea yet.

Phatt Isle

Borrow the book "Disaster : Great shipwrecks of the century". Read the book and note down the location of the sunken monkey.

Booty Isle

Talk to Captain Kate again. Look for sunken treasure.

Go to the location indicated in the book. Dive for treasure. When you have found the ship, pick up the head piece. Use the anchor to go up.

Go to antique shop. Give the head piece to the dealer, get the map piece.

3. Map piece from Captain Marley.

Phatt Isle

Go to alley. Talk to man. Play the game. You'll always lose in the game. Notice the little guy always win. So, something fishy is happening.

Follow the little guy to the another alley. Observe what he do. When he had left. Knock on the slot on the door. Ask about the next winning number. You'll be shown two signs. Always answer with the number of fingers you are shown previously, i.e.

if he show you 4 then 5 answer 4
if he show you 5 then 2 answer 5
if he show you 1 then 2 answer 1
etc.

Remember the number and go an play the game again. You just need to win the invitation card. There is no need for the rest of the prizes.

Booty Isle

Go to custume shop. Give invitation to man. Get your custum.

Mansion

The guard will stop you and demand an invitation card and a custume. Wear the custume and go to the governer's mansion.

Go to the side of the mansion. Open door and enter the kitchen. Try to get the fish. You'll be chase outside. This time try to pick up the trashcan. This irritates the chef and he will chase after you. Run round the mansion and enter the kitchen again. Pick up fish.

Enter mansion. Pick up map piece. Exit the mansion. Try to get away. The dog and the gardener will stop you and bring you the Elaine.

Talk to her as sweetly as possible. The distance between you two should get as near as possible. After she have thrown the map piece outside the window. Pick up the oars. Exit mansion and try to pick up the map. The wind will blow it away to the cliff. Pick up the dog.

Cliff

Walk to the side. Look at the map piece. You'll need something to

get the map piece.

Phatt Isle

Walk to pier. Talk to fisherman. Bet with him. Give him the fish to get the fishing pole.

Booty Isle

Cliff

Walk to the side of the cliff. Use the fishing pole on the map. A bird will take the map away.

Big Tree

Walk to the big tree. There is a plank in one of the hole. Pick up the plank. Use the oar in the first hole. Walk to the tree and then stand on oars. The oar will break and you'll have a dream. The necessary stuff will be written in the piece of paper in your inventory.

Scabb Isle

Woodtick

Go to woodsmith's place. Give the oars to smithy. He'll fix it for you.

Booty Isle

Big Tree

Use oar in first hole. Stand on oar. Use the plank in second hole. Stand on plank. Pick up oar and put in in third hole. Stand on oar, pick up plank and put it in fourth hole... etc until you reach the top of the tree. Enter door. Look at the pile of maps. Use the dog to get map piece.

4. Map piece from Mister Roger, the first mate

Booty Isle

Big Tree

Pick up telescope.

Wharf

Go to antique shop. Buy the sign beside parrot. Notice the hook behind the sign. Use the parrot chow with the hook. The parrot will turn to look at it. Buy the mirror.

Scabb Isle

Go to the bar. Use banana on metronome. Pick up monkey.

Phatt Isle

Use leaflet (from Captain Kate) on poster. Exit the island. Captain Kate will be captured. Enter the jail. Use the key to free her. Pick up the envelope with her belonging. There is a bottle of half grog inside.

Waterfall

Walk to the path above the waterfall. Use the monkey on the pump.

The water will stop flowing.

Enter the cave. This leads you to the cottage.

Cottage

Talk to man. Try the challenge and see what happened. You'll definitely lose if you don't do something. Take the challenge again. Pick up mug. Use mug on tree to empty it first. Use mug with bottle of half grog. This allow you to win the contest. Walk to the trapdoor. Push the brick. You'll fall straight through the tunnel. Ok, let's try that again. Open the window first. Use the mirror on the mirror frame. Go outside the cottage and use the telescope on the grotesque statue. The sun ray will burn a hole in the brick. Push the brick again. Look at the skeleton. Pick up the map piece.

Phatt Isle

Go to the library. Open lighthouse model. Pick up lens.

Booty Isle

Go to Wally's place. Give him the lens. Give him the map pieces. He'll ask you to run an errand for him.

Swamp

Talk to Mojo. Get the juju bag. Look inside it. There's a love bomb and a box of matches.

Woodtick

Go to Wally's place. He's captured by LeChuck.

Swamp

Notice that there is a box laying near the swamp. Look at it. Open it and use it.

Part III - LeChuck's Fortress

Walk to the right. You'll find a lots of signs there. Don't enter it yet. Walk to the right tunnel. Look at jail. Talk to Wally.

Walk back to the signs. Enter the back tunnels. Look at the piece of paper you have. Push bones according to what is written on the piece of paper. You'll need to do it 4 times, each time using one of the verses.

You should find a huge door. It may look complicated. But you simply need to open the door. And this let you a doggie door. Pick up the jail key. It's a trap and you'll be hanging in the air in no time.

You can't move now. but you can still use your mouth. Use crazy straw on green drink. You can spit on many places but you just need to concentrate on two places: the pan (just below Wally) and the shield (to your right). Notice that they changes their angle slightly every time you spit on them. Spit on them to adjust their angle. The correct angle will let you spit on the shield and it then bounces off to the pan which in turn send it to the candle. This turns off the light and you manage to escape.

In darkness, use the box of matches to light up the place. Oops, seem that you have done it at the wrong place.

Part IV - Dinky Island

Talk the Herman. You must talk for a long time before you hit the right answer. There are many thing on the beach. Pick up crowbar. Pick up martini glass. Use glass with ocean. Use glass of sea water with sill to get distill water. Pick up bottle in the ocean. Use the bottle on the rock to break it. Open barrel to get cracker. Give cracker to parrot. Note what it says.

Enter jungle. Walk to the left all the way to the big tree. Use the broken bottle on the bag. Get the cracker mix. Use the distill water on cracker mix to get two crackers.

Walk to the pond (Walk right three times). Pick up rope. Use crowbar on the box. Get dynamites. Follow the direction given by parrot. You should find the parrot there. Give another cracker to it. Follow the direction given by parrot. The parrot should be there. Give it the last piece of cracker. You should find the big X.

Use shovel on big X. Use matches with dynamites. Use dynamites with hole to blow it up.

Use crowbar with rope. Use crowbar 'n' rope with metal rod. Watch what happens.

In darkness, move the cursor around until you find the light switch. Turn in on. Oops, Lechuck is here. He will zapped you to a random room. So, try to get familiar with the different places and do thing fast.

In the first aid room. Open trashcan to get 2 surgical gloves. Open drawer to get hyppdermic springe. Pick up skull.

In the room with many box. Open all the box you can opened. Pick up root beer, voodoo doll, balloon.

Do this in any room you find LeChuck. Give hankie to LeChuck, he'll blow his nose and give it back to you.

In the room with the broken grog machine. Use the helium tank with the 2 surgical gloves and balloon. This make you lighter. Use the coin return. A coin will drop out. Wait for LeChuck to enter the room. He'll bend down to pick up the coin. Pick up his underwear.

At the elevator, enter it. The 3 balloons you have with you, will let you use it to go up. Wait for LeChuck to come in, use the lever to go up. This shut the door and you'll get LeChuck's beard.

Use the juju bag with the voodoo doll, beard, underwear, used hankie and skull. Mix them to get the voodoo doll of

LeChuck.

Now, it's revenge time. Walk around to look for LeChuck. When he enters the room, use the spring on the voodoo doll. He'll run away from you. Walk around to look for him.

1.23 The Secret of Monkey Island

Press <CTRL>+<W> or <ALT>+<W> to skip to the ending of the game.

When you want to fight the Swordmaster on Melee Island, you don't have to search through the forest - you can go to the shop and tell the shopkeeper that you want to see the Swordmaster. Then, when he leaves the shop quickly follow him and he will show you the way.

Part One - The Three Trials

You must complete three trials in order to prove that you are fit to be a pirate. The three trials are:

Mastering the sword

You will need to get a sword. Find someone to train you. Then challenge the swordmaster.

Mastering the art of thievery

You need to steal the idol of many hands from the governor's mansion.

Treasure hunting

You need to get the map to the treasure and get a shovel. Then go and dig for the treasure.

Walk to the Scumm Bar. Open the door and get inside. Talk to the pirates inside to find out about the situation on the island. Talk to the important looking pirates and they will tell you about the three trials. When the cook is serving the pirates. Get inside the kitchen. Get the meat, and the pot. Chase the bird away by rocking the plank. When it flies away, get the fish.

Now, walk to the cliffside to the outpost. Walk to the outside of the village. You will see a map with a figure representing Threepwood. Go to the clearing. You will find a circus there. Go inside and you will find two brothers quarreling. Talk to the Fettucini Brothers. They will ask you to perform a dangerous feat. When asked whether you have brought a helmet, show them the pot you found in the kitchen. Go ahead and do the feat, you will earn 478 pieces of eight.

Now that you have enough money, go back to the village. Walk along the street until you find a man with a map. Buy the map from him. Talk to the three men standing in front of a rat. Take the minute if they give you 2 pieces of eight.

Walk to the voodoo house. It is in one of the houses between the man with the map and the three men with a rat. Walk inside and get the rubber chicken. Walk to the right and talk to the voodoo man inside. Ask him about your fortune.

Go to the old man shop. It is the first house you will find after you walk the archway under the clock. Press the bell if he is not around. Get the sword and shovel. Pay the required amount to the old man before you leave. The shopkeeper only sell certain items when do certain things. So, after some encounter, you might want to return here again.

Go outside the village. Walk to the bridge. Give the fish to the troll. You might want to talk to the troll before you give him the fish.

Go to the house. Open the door and talk to the one eye jack. Pay him the fee required to learn sword fighting. Show him the sword you have bought. After many hours of training, you will learn how to fight.

In this game, sword fighting skill is dependent on how well you can insult your opponent as well as responding correctly to an insult. You will begin with a few insults and responds. As you come across other insults and responds, they will be added to your own list. So what you should do now is to fight with all those pirates that are moving around on the map. Just put yourself near the fork and they will automatically look for you. There is no need for you to go after them. Make sure you remember the correct responds. If you find a new insult, you should use as soon as possible so that you will know its correct responds. The better insults are listed at the top of your list. After you have won enough battle. You can then seek the swordmaster.

Go to the fork. Take the following to reach the swordmaster.

North. You should see a plant with yellow flowers. Pick up the flowers.
North. East. East. West. North. You should see a sign post. Push it to lower the bridge. Cross the bridge and you will find the swordmaster. Once the swordmaster is found, you can go there directly from the map. You will need to respond to her insult correctly for five times before you can defeat her. Choose the correct responds from those you have gathered. Try until you have defeated her. Once defeated, her will give you something to prove her defeat.

Go back to the village and go to the governor's house. The mansion is guarded by deadly piranha poodles. Use the yellow petal on the meat. The meat will become drugged. Give the meat with condiment to the dogs. After they fell asleep, get inside the mansion. Open the door inside the mansion and you will get into the fight. This sequence is automatic, so sit back watch the cut screen. Check your inventory after the fight, a few items will be added to it. You will need a file in order to get the idol.

Go to the prison and talk to prisoner. You will find that he will need some breadth refreshers. Go back to the shopkeeper and this time you can buy the breadth mints from him. Get the breadth mints and give it to the prisoner. Ask him for the file, he will then ask you for some rat repellent. Give the gopher repellent you found in the mansion to the prisoner and he will give you a carrot cake in return. Use (eat) the cake. There is a file inside.

Now, go back to the mansion to get the idol. Jump into the gaping hole and you will get into another fight. After getting the idol. Talk to the sheriff. The governor will appears and chase the sheriff away. Talk to her (if you could). After she left, open the door to get outside the mansion. The sheriff will be waiting for you. You will be then be thrown into the

sea by the sheriff. Inside the water, get idol and then walk up. Talk to the governor on the docks.

Go to the Scumm Bar and talk to important pirates. Tell them your progress.

Now go the the fork again. This time you will need to find the lost treasure. Take the following path. North. You should see yellow flowers. West. You will find a campsite here. Take the left the to the north. West. North. West. You should see a skeleton here. North. North. East. West. North. You should find a place full of red flowers. East. You will find an 'X' on the ground. Use the shovel on the 'X' to get the treasure.

Return to the village. You see the ghost ship sailing away. Talk to the cook. He will tell you that the governor was kidnaped by the ghost pirate, LeChuck. Now, you must find a ship and get a crew of three to go after the ghost ship.

Go to the Scumm Bar. Pick up all the five mugs that are on the tables. Go to the kitchen. Use the mug with the barrel which contains grog. The grog inside is very corrosive and thus a mug will not hold the grog for long. When the mug is near dead, use it with another mug. You got no time to loose now, so better hurry up. Find the shortest to the prison. Change the mugs on the way. When you reach the prison. Use the melting mug on the lock to melt it. Ask the prisoner to join your crew. If the mug is dead before you switch, go back to the bar and try again. Don't worry, you can always get new mugs in the bar.

Go to the swordmaster place. Ask her to join you. She will agree and ask you to meet her at the docks.

Walk outside the village and go to the shore. Use the rubber chicken on the cable to reach the island. The man, Meathook will ask you to take a test. The test is quite simple. Touch the beast and he will join you.

Go to the place where you find lights. You can find Stan's Used Ship Emporium there. Talk to Stan. Make sure you mention about buying the ships on credit. Well, you might want to look through all the ships but you will not be able to any single one of them. Before you leave, he will give you a business card.

Now go the the shopkeeper house. You might want to save the game at this moment. Ask him to get a note of credit for you. He will open the safe and get the note. Watch how he open the safe. When you are sure of the correct combination (Note that the combination is different when you start another game.) If you miss the combination, go outside and come back again. The shopkeeper will repeat the sequence again. When you are sure of the combination, Ask him to look for the swordmaster. Open the safe while he is away. Get the note of credit from the safe.

Walk outside the village. Go the the Used Ship Emporium. Talk to the man. Buy the Sea Monkey from him with the note of credit. Make sure you do your bargaining with him. You can do away with all the extra in order to cut price. Start your offer with the minimum amount and gradually increases. When you bought the ship, he will give you a magnetic coss.

Go back to the village. Your crews and ship will be waiting for you to set sail.

Part Two - The Journey

After your conversation with the crew. You will find yourself in the captain's room. Get feather pen, ink. Open drawer and get the dusty book. Read the book carefully, it gives hints as to how to reach the Monkey Island.

Walk to deck. Talk to crew. Walk to rope ladder. Get the Jolly Roger (pirate flag) on top.

Go down to the deck. Walk to the hatch behind the crew. You will find another hatch that led to the store and a door that led to the kitchen. Walk to kitchen. Get pot. Open cupboard, get cereal. Open cereal to get the prize. Look at the prize, it's a small key! Go down the second hatch to the store room. Open the chest to get the fine wine. Get the giant coil of rope. Open the keys to get gunpowder.

Go the captain's room. Open the cabinet with the small key. Open the chest inside the cabinet to get a recipe and some cinnamon sticks. Read the recipe.

Go to the kitchen. It's time to get rid of all the redundant stuff in your inventory. Use the pot with the followings:
minutes, note, business card, feather pen, cereal, piece of paper, Jolly Roger, ink, breath mints, fine wine, 100% cotton T-shirt, T-shirt, rubber chicken, staple remover, small key, dusty book, cinnamon sticks, gunpowder

The pot will explode and release a voodoo spell that will bring the ship to the Monkey Island. Note that not all items are necessary to be thrown into the pot. You do it just to reduce your inventory list. So throw in the gunpowder only when you have got rid of all the redundant items. Don't worry, any items that could be thrown into the pot is not important.

Use the map on the red hot fire to get a flaming mass. Go to the store room to get more gunpowder. Go to the deck. Use the gunpowder in the cannon nozzle. Use the rope on the cannon to serve as a fuse. Now, use the pot as a helmet. Light the cannon and sent yourself to Monkey Island.

Part Three - Under Monkey Island

Some explanations

The island can be assess by clicking at the crosshair to move your character. When move to a place of interest, its name will be shown. The names of location used here are exactly those used in the game. When in doubt, move around until the appropriate place is found.

The cannon will sent you to the beach. Pick up banana.

Go to the fort to the western side of the island. Push cannon. Get cannon ball. Get gunpowder. Get rope. Get spyglass. Talk to Herman Toothrot.

Go to river fork. Pick up stone under note. Look at the stone, it's a piece of flint. Climb up the hill with the footholds. At the middle of the hill, you will find a catapult. You can push/pull it to adjust its aim. Go to the hill top. Use the spyglass. If you don't see the banana tree, go down and

adjust the catapult again. Do it until you have the banana tree on target. Push the rock to activate the catapult. A message will be shown if you hit the banana tree. If your hit is not successful. Pick up another rock from the heap of rock and try again. Hitting the tree will cause the bananas to drop. You can collect it later on when you go to the beach. Go down the hill.

Go to the pond at the end of the dry river bed. You will find a man hanging on the tree. There is a coil of rope on his hand. So, in order to get the rope. Go back to the river fork. Walk to dam. Use gunpowder on dam. Use the flint on the cannon ball to produce a rk. This will blow up the dam and release the water. Go back to the pond, the log will be floating and the dead body is on the ground. Get the rope from the dead body.

Go to the crack. There is air of oars at the bottom. Tie the rope on the strong branch. Go down the rope. Tie the other rope on the sturdy stump. Climb down to get the oars.

Go the beach with the banana tree. Pick up the bananas. Use the oars on the boat. Now, you can travel by sea to the northern of the island. Note that you must land your boat on a beach before you can travel on foot.

Go to the village to the north. Walk to the giant head to the left. Pick up the bananas on the fruit bowl. Walk out of the village. You will be stopped by three cannibals. Talk to them. They will then lock you inside their guest room. Inside hut, get skull. Open the loose board underneath the skull. The hole will let you get out of the village.

Go to the forest north of the beach with the banana tree to find the monkey. Look at the monkey. Give all the five bananas to the monkey. This will make him happy and follows you. When successful you will find a gray dot following you wherever you go. If you happen to lose sight of him, go back to look for him. (This only happened when you travel by boat)

Go to the clearing at the eastern end of the island. Make sure the monkey is following you. Walk to totem pole. Move the cursor around until you find the nose on the totem pole. Pull the nose to open the gate. The monkey will then pull the nose for you so that you can go near the Gigantic Monkey's Head. Pick up the wimpy little idol. Look at idol.

Go back to the village. Give the idol to the cannibals. They will then be friendly to you. Walk to the hut where you were taken to the other time. This time the door is opened. Get the banana picker. Walk to the right. The hermit Toothrot will be waiting for you. Give him the banana picker and he will give you the monkey head key. Exit the village and come back again. The cannibals will talk to you. Give them the leaflet. They will give you the navigator's head and necklace.

Go to the Gigantic Monkey Head. Use the key the dig the Gigantic Monkey Ear to open the Monkey Head. This will open the Gigantic Monkey Head. Walk inside the Monkey Head. Use the navigator's head. It's nose will be pointing to the correct direction. Follow it until you have found the ghost ship.

Don't go inside the ship yet. Talk to the navigator's head. Ask him until he agreed to give you the necklace. Wear the necklace before you enter the ghost ship. It will make you invisible to the ghosts.

Go to the captain's room. Use the magnetic coss on the key. Walk to the deck. Climb down the hatch. You will be in the bedroom. Walk to the passage to the right. You will find some ghost chickens there. Get the ghost feather. Unlock the hatch with the key. Go down and you will find yourself surrounded by rats. You will need to get something in order to get the rats. Go back to the bedroom. Use the ghost feather on the sleeping ghost. When tickled, he will drop the wine bottle. Get the jug o'grog and go back to the rats room. Pour the jug o'grog on the dish. The rats will get drunk after drinking it. Get the glob of grease.

Go back to the deck. Use the glob of grease on the squeaky door. Open the door. Get the ghost tools beside the ghost guard. Go back to the ghost chickens. Use the ghost tools on the glowing crate to open it. Get the voodoo root. Go back to the cave.

Cut screen: You will travel back to the village and give the root to the cannibals. They will then pre the root for you. Then you will travel all the way back to the ghost ship. You will find that the ship is gone. The ghost pirate, LeChuck, is going to marry the governor. So, you will need to go back to Melee Island to stop the wedding. Talk to funny ghost. Don't kill him. When your crew is back, listen to their conversation.

Last Part - GuyBrush Kicks Butt

After another journey, you will be at the docks in the village. Use the potion on any ghost you encounter.

Find you way to the church. Talk to LeChuck. Your potion will becomes jammed and you will be whack by the ghost pirate continually. You will be flying all over the place.

When you find yourself in the emporium. Try to get the root beer before the ghost hit you. After you get the root beer, try to use it on the ghost. If you did it successfully, you will destroy the ghost. Talk to governor and watch the fireworks.

1.24 secret of the silver blades

Look at Pool of Radiance for full details on how to cheat this game.

1.25 sensible soccer

To score off a corner every time, kick the ball towards the goalie. When a forward gets hold of it, kick it across the goal mouth and use after-touch to bend it into the net. The computer never quite manages to work out what is going on until it is too late.

When your match appears next on the fixtures screen, for example England (You) v Germany (The Opposition), instead of choosing Next Match, click on Exit. Now choose Friendly from the main menu and choose Germany as your team.

Go to the Team/Formations Screen and get all the German star players on the bench, put the forward in goal, and generally mess about with the original team selection. Now start to play the game, but escape from it as soon as it begins. Return to the League/Cup games and View Opposition (Germany). Your opponents team will still be mucked up. Using this cheat you should be able to win every match.

This cheat will allow you to play the game in slow motion (aka Kick Off 2). What you have to do is play a match and then make a substitution. Then when the player is walking off, press <ESC> and you will quit the game. Start another match and you should notice that everything plays at slow speed, even the timer! To return to normal, make another substitution, but let it carry through.

To play a historic match in black & white graphics, load two custom teams, select 2 nations, then a friendly match.

1.26 sensible world of soccer

Line up to take a shot on goal. As soon as you take the shot press <R>. Keep <FIRE> and when the screen returns the players will be frozen and the ball will not be saved.

To get a free player:

Go to transfers and offer to buy a teams first striker and substitute striker. Now set the money equal to 0, and offer your main striker, all in that order. Assuming the other club accept the bid, you will keep your main striker while acquiring the other teams main striker also. This should work for all players of the same position.

1.27 sentry - the sentinel

Level Codes:

1 23778582	2 44881440	3 70511958	4 51737669	5 17877351
6 50994690	7 84257688	8 16257084	9 75861478	10 43428170
11 40556356	13 64263669	15 64046644	16 66974534	17 4085948
18 68627185	19 55742564	20 13509961	22 96779955	34 77979086
35 14767076	36 97578966	43 84199553	44 96088666	50 61185004
58 46574972	61 26060764	66 68657887	73 77809996	80 18452261
82 45949644	95 48883305	103 36873128	127 06567770	150 92856449
169 16788555	196 72957558	205 78908712	225 38546570	300 49703885
400 82065427	449 00297522	514 13679994	610 39557944	704 09548849
818 36852626	906 42666746	1000 91569547	1058 53527981	1102 76188275
1197 56217748	1309 13643654	1400 79380940		

1.28 The Settlers - Blue Byte

Level Codes:

01 START	11 CHOPPER	21 PASTURE
02 STATION	12 GATE	22 OMNUS

03 UNITY 13 ISLAND 23 TRIBUTE
04 WAVE 14 LEGION 24 FOUNTAIN
05 EXPORT 15 PIECE 25 CHUDE
06 OPTION 16 RIVAL 26 TRAILER
07 RECORD 17 SAVAGE 27 CANYON
08 SCALE 18 XAVER 28 REPRESS
09 SIGN 19 BLADE 29 YOKI
10 ACRON 20 BEACON 30 PASSIVE

When reading the manual, it suggests that you special click on the build icon to help locate your first castle, but you can do it any time you want.

If you've only got five minutes, select two players and a size one world. Then you'll have to locate right next to each other and you can attack as soon as the enemy builds his castle!

If your enemy built a road really near your border, you may build a road as well and set a flag near the border. Then use the "cleanup" click to connect your and his road. Your enemy delivers then all the stuff you need. BUT: You as well start to deliver the needed goods to the enemy! When you need knights, they are delivered as well and go into your castles, but in a case of a fight, the do not fight on your side!

THE BUILDINGS, SCREEN BY SCREEN (In order):

With the military buildings you expand your territory. The most buildings are self-explanatory and you'll understand more as you read on. Otherwise, please refer to the manual.

SCREEN 1:

1 Stonecutter 2 Guard Room (Military B.)
3 Woodcutter 4 Forester
5 Fisherman 6 Windmill
7 Boatyard

SCREEN 2:

1 Butcher 2 Armourer
3 Steelworker 4 Saw Mill
5 Bakery 6 Goldsmith

SCREEN 3:

1 Toolmaker 2 Farmer (Corn)
3 Stock/Warehouse 4 Farmer (Pigs)
5 Watch Tower (Military B.) 6 Garrison (Military B.)

SCREEN 4:

1 Stone Mine 2 Coal Mine
3 Ore Mine 4 Gold Mine

The placement of your castle is vital, it must be near a range of mountains. You can't hope to win without lots of mines. There are often only a few suitable mining areas. Later on a lot of the fighting will be over who controls the mountains.

Now for your building program. The fighting doesn't usually start until most of the land is occupied. You can do this quickly with guardrooms but

they don't offer much security and will quickly be over-run by your enemies. Protect important areas with Watch Towers or Garrisons if there's room.

You'll need at least one of each building early on, except the boatyard and perhaps a pig farm and butcher, Start building military buildings on the edge of your territory straight away. Get your geologists out prospecting the and get those mines going as soon as they find anything. The mines need food, the easiest way to get it is to use fishermen, later on you can progress to farms.

Next start a couple of woodcutters and and a stone cutters. For every woodcutter build a forester, or you'll soon run out of trees. The stonecutter will exhaust surface stone after a while, so destroy the building and put up another one or the poor chap has to wander all over the land looking for suitable stone.

The sawmill is next, place it near to your castle. You now have all the raw materials for building work. Now get the other manufacturing buildings going. The steel worker, goldsmith, armourer and tool-maker. You'll generally start the game with stocks of raw materials to get them into production without mining anything. Put the buildings as close as possible to your castle, along with a military building or two for protection. These are vital buildings, you need weapons and gold to win the fights.

Get a corn farm going if your miners look like running out of food. Then either a pig farm and butcher, or a windmill and baker. One butcher can serve several pig farms and one baker and miller several corn farms, so you're unlikely to need two of these unless your territory is huge.

When your power builds up a second goldsmith and armourer will help your army expand and get tougher.

Attack enemy territories carefully, expand too quickly and you're left with large areas dotted with guard rooms and little else, your army will be stretched very thin. Keep the garrisons high and well stocked with gold. It's easy to build more guard rooms, watch towers and garrisons than you have knights to fill them.

Leave the warehouse for last, you only really need it when you have a large kingdom and long supply routes. Once raw material production is in full swing, concentrate on gold and weapons and build up your army. To keep your army well trained keep rotating them with knights in the castle, where they train.

Keep roads straight and build a few short cuts if you can. Avoid building "red" roads, keep them flat and level and your chaps will get about a lot quicker. If you see piles of raw materials building up at a junction then a bypass is in order. Try and build roads in a grid pattern rather than a star or you'll get traffic problems.

Watch your enemy for a weak link, a single iron ore mine or a steel worker in an outlying territory and let loose with a knight or two. Have a look at the flag on the enemy dwelling and make sure your chaps are up to the job, you can lose a lot of low level knights in an attack on a well defended building. A neat and rather mean trick is to attack a building deep inside enemy territory. You'll probably lose it soon enough if your enemy is any

good but it causes lots of destruction. And that's always a good thing.

The Goldsmith, the more gold you have the better your chaps fight so get at least a couple of built as quickly as possible

Corn farmers wanders about sowing the seeds and harvesting the crop, it even goes in seasons. One miller and one baker can very easily handle the output of three or more of these corn farms.

The bigger the military building then the bigger the area it commands. Be very careful when knocking them down, or you'll lose precious buildings.

The warehouse, too close to the main castle to be much of use is bad.

Nearly surround your enemy castle with military buildings. Strong forts ensure he's not going to get the land back easily.

Eventually the supplies of mineable raw materials will be exhausted and it'll be time to fight with the neighbours over the remaining supplies.

Keep those roads in a neat grid pattern. As soon as you spot a blockage, build another road to go around it. It's frustration-city to see precious supplies getting stuck at the crossroads.

The info screen with a descending Zig-Zaging stair (kind of) with tools, food, weapons and supplies in small boxes:

You can tell your carriers which goods to carry first. When you need something in a hurry, put it at the top (of the stair) and they will carry it in preference to anything else.

The flowchart with arrows, diagrams and drawn lines to different workers: This flow chart tells you if your chaps are getting enough raw materials. You can quickly spot any shortages and take action.

The screen with the four castles, -/+ signs, Full, Good, Medium etc: You can release a lot of soldiers for combat by lowering occupation levels for a while, you'll have loads to play with. Beware of enemy attacks though.

The info screen showing the mines, sliders and food supply: You can adjust which mines get what proportion of food. If you see someone walking up and down outside the mine, he's on strike coz he's hungry.

The info screen with the big diagram (red, orange) in an X-Y axis with tools food and weapon beneath:

As soon as production levels start falling do something about it. It's easy to find everything held up because you're short of one tool.

Attack enemy wood supplies (Woodcutter, Sawmill) to effectively halt his or her expansion and then slowly eat away at their territory.

Have at least two weaponmakers and three iron foundries for a decent expansion of weapons.

As a rule of thumb, have one mine per building requiring mined supplies, so for the above example of military expansion have five coalmines and three ironmines. This should produce small surplus for those lean times.

On higher levels, combat can be tough, so it's probably best to attack with a ratio of between ten and fifteen to one.

If your settlement is under attack, attack an enemy settlement directly in line. This will lead to your forces clashing halfway between the two settlements; if you have good supplies of gold then you are certain to wipe out many of the enemy before they reach your settlement. As a bonus, you could even take the enemy settlement.

Try to surround the enemy main castle. This, coupled with the potential of wiping out any of his warehouses, will also halt his expansion.

As a norm, on the troop allocation table have:

FULL/FULL - Front Line

FULL/MEDIUM - Behind Front Line

FULL/MEDIUM - Well behind enemy lines

MINIMUM/MINIMUM - Well out of it.

This will prevent the enemy nipping in and attacking when your soldiers have set off to attack the enemy, since on higher levels the enemies await for you to attack someone, then attack your reduced castles.

Always have seven to ten in your initial castle to prevent surprise attack.

1.29 The Seven Gates of Jambala

The correct combination in the staff section is: Brown, Yellow, Violet, Red, Light Blue, Blue, Green.

On the title screen type "YICKE YACKE H[HNERKACKE" hold down <LEFT SHIFT> key, hold down <1>, release <1>, release <LEFT SHIFT>. The title should turn to blue. Go to the game.

<1>-<7> takes you to the levels

<F1>-<F5> select weapons

<G> give gold

Check out the other function buttons too.

1.30 severed heads

OFFICE

Take needle. Take scalpel. Turn on light. Look desk.

Take papers. Read papers. Take bottle from cabinet. E.

N. Ask Susan about murder. Ask Susan about Sweezey. Take records.

OPERATION

S. E. Look plaque. E. Insert left hand in panel. Push

2. W. N. Ask Billows about murder. Ask Billows about

Susan. Ask Billows about back room. Ask Billows about

Sweezey. S. W. W. N. S. Wash hands. Look at screen.

W. E. N. Ask Billows about Sweezey.

VERONICA LAKE

S. E. Insert left hand. Push 4. W. W. Take food.
Examine Veronica. Give food to Veronica. Take jacket.
Search jacket. Take card

CAT

E. Insert left Hand. Push 3. W. S. Take sheet. Cut
sheet with scalpel. Tie sheet. Open freezer. Take frozen
cat. N. W. W. Put cat on platform. Turn on device.
Take drug with needle. Inject cat.

SECRET ROOM AND PUMP

E. E. E. Insert left hand. Push 2. W. N. Put card
into slot. N. Open bag. Examine body. Cut body with
scalpel. Take pump. Examine pump. S. Take card. S. E.
Insert left hand. Push 3. W. W. N. Ask Susan about
pump. S. W. Connect tubules to pump. Connect tubules to
machine.

CHASE TO VERONICA'S

E. S. D. S. E. E. Say Veronica Lake into booth. N.
N. Examine body. Examine head. Cut Veronicas hand with
scalpel. Take severed hand.

JACK RICHARDS

S. S. E. S. W. Put severed hand in panel. Push 6. E.
Examine desk. Take loose papers. Read loose papers. E.
D. Search debris. Take bracelet. S. S. Tie rope to
hatch. D. Examine bodies. Examine hooks. Take hook.
Swing hook at man.

1.31 shadow dancer

While playing, pause the game and type in "GIVE ME INFINITES". Press
<RETURN>. This should give you infinite lives and, you will now be
able to press <X> to skip a level.

1.32 shadow fighter aga

On the options screen enter only one of the following (If you enter
more than one the last one you entered will be activated):

```
"MBARIVIDISOCCAFFARIMBARI" play as Shadow fighter  
"PARAPONZIPONZIPO"      play as Pupazz  
"TIRIKAKKU"              infinite credits
```

During play, press <P> to pause the game and type any of the following:

```
"EBBRAVOSCECCU" win the current round  
"CUNIGGHIUACCURRENNU" Speed up the game  
"SURICIMONCU" normal speed
```

These cheats may also work on the ECS version.

Slamdunk Special Moves

At over six foot ten, this Danish giant is one of the biggest, meanest characters gracing the Shadow Fiighter circuit. Utilising his height, he combines his mastery of Basketball with a vast knowledge of all the martial arts, the result of which is one lethal mother of an opponent.

Jumping B-Ball Down, Down/Forward, Forward + Fire
 Spinning Fire Kick Down, Up + Fire
 Speed Attack Back, Forward + Fire
 Spinning Fire B-Ball Down, Down/Back, Back + Fire
 Head Spring Kick Back, Down/Forward, Down + Fire

Soria Special Moves

Hailing from the streets of Belgium. Soria, or the 'muscles from brussels', is the world kick boxing champ. This ain't enough to satisfy his huge ego though and he desperately wants to be hailed as the greatest fighter on Earth. This ambition has led him to the Shadow Fighter tournament, where he plans to earn eternal fame and fortune.

Spinning Roundhouse Attack Down, Down/Back, Back + Fire
 Flying Kick Back, Forward + Fire
 Double Drop Heel Jump, Down/Back + Fire

Electra Special Moves

Don't be fooled! She might be a lass, but she's as tough as they come, if not tougher! Her huge array of special moves (more than any other fighter) make her one of the most lethal fighters around. Life on the Paris streets has also taught her how to fight her way out of the tightest corners and even when she looks down and out she can pull out some extraordinary combos.

Electric Body Rapid Fire
 Power Launch Down, Down/Forward, Forward + Fire
 Earth Power Energy Down/Forward, Down, Down/Back, Back + Fire
 Electric Boomerang Down, Down/Back, Back + Fire
 Double Kick Down, Up + Fire
 Spinning Jump Back, Forward + Fire

Yurgen Special Moves

Unlike the majority of fighters at the tournament, fame and fortune are not listed as one of Yurgens driving forces.

As a cop he's here solely on business. A murder suspect is roaming large amongst the fighters and it's up to him to find out who and bring them to justice. For a cop, Yurgen seems to play extremely dirty. Not only does he carry a truncheon into battle, he can whip out his gun and shoot his opponents. This makes him a dangerous foe and one not to be taken lightly.

Gun Fire Down, Down/Back, Back + Fire
 Power Fist Down, Down/Forward, Forward + Fire
 Earthquake Fist Forward, Down/Forward, Down + Fire

Cody Special Moves

As a baby, Cody was taught by his father to live, breath and crap Kuto. Since then he has gone on to surpass him as the Grand Master and has taken the martial arts to new heights. By perfecting many special moves that were once believed impossible. Cody, is one of the most complete fighters to grace the tournament.

Kuto Kick Forward, Down/Forward, Down + Fire
 Fast Punch Rapid Fire
 Flying Powerball Back, Forward + Fire

Kuto Fireball Down, Down/Back, Back + Fire

Salvador Special Moves

Learning and playing his trade on the dark back streets of Madrid, Salvador quickly established himself as the worlds greatest bare knuckle fighter. His formidable strength together with an understanding of the animal psyche (which allows him to harness the power of his lookalike, the Panther) give him an unrivalled combination of power, agility and speed.

Spinning Powerball Down, Down/Forward, Forward + Fire

Turning Flip Down, Up + Fire

Flash Panther Back, Forward + Fire

Fakir Special Moves

By exploring his inner mind, Fakir has formed a truly awesome partnership between body and soul. As a result Fakir is probably the most focused and determined fighter. This makes him one of the toughest fighters out there. His inner exploration has also unlocked the secrets to ancient magical skills that allow him to perform some devastating special moves.

Genie Hurricane Down, Down/Back, Back + Fire

Mystery Fire Down, Down/Forward, Forward + Fire

Teleport Down/Forward, Down, Down/Back, Back + Fire

Magic Carpet Forward, Down/Forward, Down + Fire

Kury Special Moves

Kury is something of a enigma, preferring to keep his chequered history and private life to himself. This has caused some heated words amongst the fighters, but the sheer size of him and the destructive power built into those arms and legs are deterrent enough for any would-be pryers.

Power Smash Fist Down, Down/Back, Back + Fire

Body Drop Down, Down/Forward, Forward + Fire

Rock Roll Back, Forward + Fire

Spinning Fire Hand Down/Forward, Down, Down/Back, Back + Fire

1.33 shadow of the beast

Wait until the main title screen (the one with the beast reaching out at the word 'Beast') and hold down <LEFT MOUSE> and <FIRE> until you are told to change discs. This gives you infinite lives. If this doesn't work, try it holding down <BOTH MOUSE> and <FIRE>.

1.34 shadow of the beast ii

When you start the game, run right until you come to the man with the spear, press <A> to ask a question, type in "TEN PINTS" and press <RETURN>. You should now have infinite energy.

When asked to whisper the password, try whispering either:

Level 1 - ETERNITY

2 - SUNSTONE

3 - NECROPOLIS

? - OBERON

Also, try these words in the game: MALETO, KARAM, PIGM, PYGM, SEA,
OLD, MAN, COMPA, SACK, PACK, GATE

Here also is a full solution:

First you should go left. Through the trees tossing their balls about at you, and across the bridge. You will now arrive at a tree stump with a guard (Don't kill him!). Here you'll need to be as fast as possible to jump up about four times and kill the oversized mosquito that is going to carry the guard away. When he's dead then stand still and listen to what the guard says. Now ask him about "traps" and he will say either "Upper" or "Lower". Now descend the stepped branches to the left and jump into the side tunnel on the left. Walk along until a cousin of the mosquito that you killed above will fly past. Turn around fast and go to the right where the mosquito is cutting through the rope. KILL him quickly or else you're stuffed. Once he's dead just stand on edge of the ledge and wait for a strong dude to push a stone towards you. When he reaches the very edge where you're standing, hit him once and he'll kick the bucket.

Now go to the left and up the rise where the hovering mosquito is waiting for you to kill it. So oblige it then go back to the right where a key has fallen when you swatted the bug. Take the key the go back to the left. Drop off the edge, walk across the see-saw then jump up onto the rope that's hangin' around waiting to be climbed. Climb it and jump off onto the ledge at the top.

Use that key you found open the way for you. Continue to the right until you come to a wall with two switches. Now remember what the guard told you? Was it upper or lower? Hit the switch (with your mace) that the guard told you. (ONLY that switch!) If you killed the guard by mistake, the try the upper switch. If you hit the wrong switch the ground disappears and you get you're feet wet. If you got it right then stand still and the cage above you will be lowered. Stand on it and wait. It will then rise up.

Step off at the top and go the right, across the pit with the guard and the puppy dog. Continue until the end where you will find a key. Climb a chain from the ceiling to get to a high ledge where you'll find some goodies. Then return back to the pit with the guard and his pet puppy dog. Carefully climb down the chain and when you're near the bottom jump to the left otherwise you'll wake the guard which will mean restart the game. Use the key you found above and release Fido. He'll then scare the chicken soup out of the sleeping guard who then goes off to look for a better life and a large bottle of scotch. Hit the bottom lever at the right off the pit, then climb back out and return to the cage at the left and descend.

Continue to the left and go back down the rope you climbed. Go to the left until you reach a wall with 3 switches. These switches operate the crane that is above you. The lower switch moves the crane up or down, the middle one moves it left or right and the upper one opens and closes the claw. Now use the crane to pick up the huge boulder where you're standing carry it across to the right hand spike and drop it. It will then break up. Be careful when using the switches or else you'll break the boulder and you're knackered.

Now push the rock piece left over to the see-saw. Now climb the rope

and after some practise manage to properly jump off to the other side of the see-saw where the rock is launched into the air and lands in the suspended cage. Quickly run to the left and stand on the other cage. The rock's weight will then lower it's cage thus raising your cage up to a ledge. Go to the left, chat to the dragon if you like, then whip him into a fudge brownie. Next hit the bag hanging from the branch and the original guard's brother will then drop down. Ask him about "ishran" and he will then give you a password for you to remember.

Now return right, down, right, upabit, rightdownabit, right and you should be at the edge of the ledge with the rope at your right. Climb down the rope and continue to the left until you confront a big lumberjack with a skin complaint. Hit him until he falls back into the acid pool. Continue until you reach the tavern. Enter go to the left and take the bottle of booze you find. You can talk to the barman on the right but he's rather boring. Leave the tavern, go right and down the stepped branches with the leaping greenies. Go to the wall with the ghostly apparition of somebody's granny behind it. Speak the password that you were told (you did remember it, didn't you ???).

Then continue on until you reach a big dude who gives you a parchment of a prehistoric playboy centrefold to help you while away the time on those cold lonely nights. Now return all the way back to where back to where you originally started. Continue to the right, through the forest full of uglies with oversized toothpicks, until you reach an area where there are jumping green booger balls. Make you're way up until you confront Simon the Snot-Nose Monster. Kill him and collect the axe that he drops. Look around and you'll find a couple of chests, one's to you're left and the other's above to the right. After you've raided the chests then go back down to the ground.

Go to the rock platform that defies gravity on the left. Under it you'll find a patch of grass that looks slightly different to the rest of the ground. Jump on it a few times until it collapses. Go down the stairs and across to the left. Run to the left until you wake a guard who starts to run off. Keep running until you reach a wall with a sliding floor in front of it. Stand up against the wall and use the axe you found to kill the guard who's winding the floor in before you fall and have to restart.

Once he's dead you can then kill the other guard and break through the wall using your mace. You'll find a chain so go ahead and climb it. You'll find a switch so activate it then run as fast as your little Reeboks will carry you to the left where you have to activate another switch then run back to the right before the timer runs out. If it runs out and you didn't activate the cheat then you'll be a skewered corpse. Go down until you find four cards sitting around playing poker. Kill the two on the right and collect the key. Go left until you are caught in a cage. Don't worry it's harmless. Wait for the guards to take you to a cell. Once in the cell offer the bottle of booze you got from the tavern to the guard sitting outside the cell. He'll then take it and drink himself to sleep so you are then able to bash down the door of the cell.

Jump onto the chain and climb up to kill the guard on the left. Go back down and kill the sleeping guard, take the key and go back up to release the prisoner with it. Now climb up to the top of the chain where you'll

kill any guard you find and take a rather large ring. Go to the right where the prisoners are waiting at a door. Open it with the other key and run along with the prisoners, who should get impaled by the Heavy Duty Deluxe Model Stainless Steel Low Calorie Toothpicks. Then return to the entrance up at the ground level.

You'll need to find your way to the right where there is a bridge. If you go right from the entrance and go down the rope and into the water there will be a rope that you can climb up to get to the bridge. On the right side of the bridge you'll find a large postman with an equally large letter opener. Get him to follow you back to the bridge. To do this go up close to him then run away quickly. Once he's on the bridge he'll fall through. Go to the right and avoid the hole in the bridge. You'll find a guy who you'll give the parchment and ring to, and he'll then give you a rather useful new weapon.

Go back to the bridge and fall down into the river where you'll get sucked in by the whirlpool. Make your way across and down collecting energy (wow) and the Horn. Go across until you find an angry snail sitting on the world's largest magic mushroom. Ask him about "karamoon" and he'll then offer to take you for a ride for 36 gold (which you should have collected by now if not, restart etc...) so you accept of course. He'll take you to Karamoon where you go to the right until you are at the edge of a great sea. Blow your horn and your limousine will arrive to take you to Zelek's castle where you enter and seek out Zelek to take your revenge.

1.35 shadow of the beast iii

On the title screen, type "DADDY DRAW THIS FOR ME" and press <RETURN>. The shurikan should turn to a smiley face with letters under it. During the game use <CURSOR RIGHT> for invincibility and <CURSOR LEFT> to go back to normal.

1.36 shadow warriors

When the intro sequence is running, hold down the following keys: <CTRL> <ESC> <RIGHT ALT> <F2> <J> <V> <HELP> <5> <()> <ENTER>. The last 2 (3?) on numeric keypad. LET A FRIEND HELP YOU! (maybe also <C>)

Now when the title screen plays the bottom of the screen will flash to indicate that the cheat is activated.

Then, while playing, use:

<1> more energy player 1

<2> more energy player 2

<HELP> advances you a level

<Q> turns off the collision detection, making you invincible

When you reach the continue option screen and, if after the word credit, it says 1, start tapping <1> and <2> alternately, all the way through the change disk prompt until both men fall from the sky. This gives you infinite lives.

1.37 shadowgate

Try talking to the rope - it is magical. The word on the wall will help you here. To get the Cyclops, use the sling with a stone. The stones are near the waterfall. To get the flute you need the steel glove. Operate the well and examine the bucket. When you get the flute, play it. What you get from doing this fits into the hole in the King's room. With the wand, go back to the bridge, remove all excess equipment and cross it. Try out the wand on the snake. To get the horn, pour holy water on the Hell Hound.

1.38 shadows of mordor

Make sure you build the raft in the right place or else you won't be able to move it!

1.39 sherlock holmes - the riddle of the stolen crown jewels

```
knock on door; u; n; take slipper {filled with tobacco}; take
pipe [1pts]; take newspaper [1pts]; {soundgag: take violin; play
violin}; give paper to holmes [5pts]; {soundgag: give violin to
holmes; holmes, play violin}; wait {you get clue paper}; read
clue; {1=Westminster Abbey; 2=Elisabeth+Mary Tudor's tomb;
3=Isaac Newton's tomb; 4=Henry V, read sign Jerusalem chamber!;
5=challenge Holmes}; wait {visitor leaves}; w; take lamp [3pts];
take glass [1pts]; take ampoule; e; s; d; n; take matchbook
[1pts]; s; open door; e; show ampoule to holmes; take hat off;
take stethoscope {ss= short for stethoscope!} [1pts]; put ampoule
in hat; wear hat; turn lamp on; s; s; s; se; se; e; e; read sign;
{7 am - 6 pm}; wait until 7 am; e; s; se; take packet [1pts];
take crayon [1pts]; nw; e; e; n; ne; n; x tomb; open packet;
take white; put it on tomb; rub it with crayon; take white
{notice it is stuck a bit}; w; s; w; x tomb; take brown; put it
on tomb; rub it with crayon; take it; s; open door; s; w; read
sign; {clue; henry V}; e; n; n; e; n; e; s; w; x henry's tomb;
take green paper; put it on henry's tomb; rub it with crayon;
take it; e; n; w; s; w; w; ne; n; n; n; ne; read sign; {8 am - 6
pm}; n; e; {gag; just wait and listen to the librarian}; be
quiet; read old book; open old book; read it {aha, remember the
sticking papers on the tombs!}; w; s; sw; s; s; s; sw; e; ne; e;
look; {candles+warmth, aha}; heat brown with candles; heat white
with candles; heat green with candles {...back of the paper,
so}; read back of white [5pts]; {clock=big ben; chop of
head=chamber of horrors}; read back of brown {london bridge;
number in bank= conquerer - fire of london}; read back of green
{Nelson's eye; the tower!}; w; sw; w; ne; w; negotiate with
salesman; again; buy telescope [1pts]; {hint; Nelson's statue,
eye!} {RUBY}; s; e; d; drop white,green,brown; take oar [1pts];
u; w; n; ne; n; {sound!}; wear ss; listen to girl {sound;
heartbeat is slow or fast, random! ; if fast then; open bag; open
brown bottle; take yellow pill; x brown bottle;
{decelerated...}; give yellow pill to girl [5pts] ; if slow
```

then; open bag; open blue bottle; take orange pill; x blue bottle {accelerated...}; give orange pill to girl [5pts]; take ss off; ne; e; s; w; ask sherman about bird; sherman, give me bird; [1pts]; e; n; w; s; s; sw; show ruby to bird; bird, get ruby; let bird go; ne; n; n; e; s; w; ask sherman about bird [5pts; RUBY]; e; n; w; w; n; w; n; {sound}; take tobacco [1pts]; put it in pipe; open matchbook; take match; light match; light pipe with match; drop lamp; drop match; n; [1pts]; w; holmes, give me newspaper; light newspaper with pipe; take torch; light it with newspaper [4pts]; x statues; x charles {chopping block}; take wax head; melt it with torch; x gem; take emerald [5pts]; e; ask holmes about ash; s; take lamp; e; s; s; s; s; se; open blue bottle; drop crayon; drop paquet; take cotton balls; put cotton in ears; u; {wait, bell has to ring at least twice}; take sapphire; look; take sapphire; [5pts]; d; take cotton; drop it; drop telescope and matchbook; nw; n; n; ne; e; s; enter boat; lift anchor; put oar in oarlock; launch boat; look; look; {sound}; drop anchor; look up; take clump off moss {can't reach it? Wait for high tide, saturday 8:38 pm for example}; take clump; [5pts]; lift anchor; row w; again; n; drop anchor; exit boat; {what would you do, if it was your boat?}; e; e; n; nw; nw; x urchin; wiggins, steal keys; give shilling to wiggins; wiggins, steal keys [1pts]; show ruby to holmes [1pts]; x ruby with glass; x opal with glass; x emerald with glass {wear a carnation; password; swordfish; 20/6/87}; x sapphire with glass {2:00 am}; n; offer ruby, emerald, opal, sapphire to guard; [3pts]; n; x vault door; wear ss; listen to dial; turn dial right; again; turn dial left; turn dial right; again; {whirr=right direction, clunk=wrong, click=turn other way}; [3pts]; {banking; fire-conquerer = 1666-1066 = 600, king william street, the monument!}; unlock 600 with master key; take topaz [5pts]; e; take ss off; s; w; w; s; s; sw; w; {Holmes gave you the ring in case sth happened!}; ask butler about mycroft; give ring to butler [1pts]; {read carefully, the password mycroft gives you is random!; eg Seymour, Boleyn, Howard, Cleves}; e; ne; e; s; e (5x); guard, PASSWORD {say the password from mycroft!}; [3pts]; n; n; se; u; take mace [1pts]; d; nw; ne; x keg; hit bung with mace; look into keg; take garnet; wiggins, take garnet [5pts]; x garnet with glass {give me to Akbar}; sw; drop mace; e; d; wear armour {sound}; u; w; s; s; s; take paddle [1pts]; pull chain [1pts]; take armour off; s; enter boat; lift anchor; launch boat; paddle w; again (2x); n; drop paddle {gag; don't drop the paddle and exit boat}; drop anchor; exit boat; e; e; d; wait until 2 am; wait; wait until 2 am {monday! 20/6/87}; w; proprietor, swordfish {password on jewel!}; give garnet to Akbar [5pts]; ask professor about jewels; take hat off; take ampoule; hold breath; break ampoule; untie holmes; tie moriarty; tie akbar; take whistle; take key; take jewels; [10pts]; unlock door with key; open door; n; hail hansom cab with whistle [5pts]; enter cab; buckingham palace; exit cab; give jewels to guard {sound!} [1pts]

1.40 shiftrix - software 2000

Level Codes:

05 FISH 20 DARK 35 DEAD

10 HOME 25 PARK 40 WAVE
15 MICE 30 CURE 45 TSOM

1.41 shinobi

Pause the game during play and type:

"LARSVII" or "LARSVIII" or "LARSXVIII" for unlimited credits

Same word while holding down <LEFT MOUSE> to enter color mode (this is controlled with numeric pad) or be invincible.

Pressing <Q> while the game is paused lets you enter music mode

Lastly when the Shinobi logo appears on the title screen hold down the letter <T> and move the mouse to control it.

On the helicopter boss pause the game and type "HELICOPTERTOOTOUGHFORME". Then die and you will then go to level 3 (if you have another life left).

1.42 shockwave

Here are some tips on the game:

Mines Each time a mine is purchased, the income you receive for each 'time pass' doubles.

Factories

The more factories you have, the faster more weapons are produced.

Rigs Rigs supply you with the fuel for each mission run. The more rigs you have the greater the amount of fuel you get for each 'time pass'.

Armys For every army unit you own, the enemy slows down slightly. You have one army unit, for each four time passes that occur the enemy won't move for one time pass.

If more than 50% of the sector is occupied by the enemy then you will lose one of your assets for each 'time pass' that occurs. The best solution is to, when 30% is occupied, attack the enemy.

Level Codes:

4 KAMIKAZE	49 APARTMENT	94 ROADRUNNER	139 ASTRONAUT
7 LIFEGUARD	52 BLOODSPORT	97 TURBOPROP	142 PRIMROSE
10 TROGLODYTE	55 ELEVATOR	100 DAMOCLES	145 CROCODILE
13 PERISCOPE	58 GLYCERIN	103 HOUSEFLY	148 TAILLIGHT
16 TANGERINE	61 HELICOPTER	106 SHEEPMAN	151 KOKONUT
19 MASTERKEY	64 BANDMASTER	109 MARATHON	154 COMMODORE
22 BALLROOM	67 GUNPOWDER	112 ICEBREAKER	157 GERMANY
25 RAINBOW	70 ALBATROSS	115 FAIRYTALE	160 BANANA
28 MANEATER	73 AIRPLANE	118 UNDERTAKER	163 JPSCDFBA
31 DETONATOR	76 HOSPITAL	121 HOBGOBLIN	166 SHOCKWAVE
34 TREASURER	79 LOAF SUGAR	124 MANTRAP	
37 CORKSCREW	82 MOUSETRAP	127 LEVIATHAN	
40 MANNEQUIN	85 NIGHTMARE	130 FARMHOUSE	

43 EARTHQUAKE 88 PEACEMAKER 133 MANUSCRIPT
46 STRAWBERRY 91 OLYMPIAD 136 BABYSITTER

1.43 sidearms

While playing hit <CAPS LOCK> and type in "FTBOK" (or "ACID").

Now use the keys:

- <1>-<5> Weapons Select
- <6> Faster Speed
- <7> Slower Speed
- <8> Lives
- <9> Beta Suit
- <T> Game Stats
- <X># Set Stage(# = <0>-<9>)
- <K> Kill Off Enemy
- <D> Screen Dump/Die
- <C> Clear 'Last' Enemy of Stage
- <R> Restart
- <H> ?
- <L> Add 100K to score
- <I> Menu
- <Q> Quit to Desktop

- <P> Pause
- <J> Joystick
- <M> Mouse

1.44 sidewinder

If you look on disk 2, you will see a screen editor program. You can access a specific level by pressing the appropriate function key. You can save the changes by holding down <BOTH MOUSE>. You should back up disk 2 first, since the changes are permanent.

1.45 sierra soccer world challenge

If you get to the penalty shoot-out and you are not very good at saving goals, then as the opposing team player is running towards the penalty spot press <C>, <F2> and <FIRE>. This should cause a white wall to spring up out of the ground in front of him, and his shots will either miss the goal or fly straight into your arm.

1.46 silkworm

Hold down <HELP> key and keep it pressed while pressing fire and you'll get infinite lives and following keys:

- <1> - <0> + <-> move through the levels

<F1> - <F10> slow game down from normal <F1> to a crawl <F10>

If you have the latest version then attempting the above will reveal the message: 'Congratulations!, you have found the cheat mode... unfortunately it has been ZZAPPED!'. If this happens go to the control selection (<F10>) and type "scrap 28" and then start the game. The effect is the same as above.

1.47 silkworm iv

While playing, press <P> to pause the game and type "NCC-1701". Then press <N> ? The screen should flash. Press <P> again to unpause and from there on, both players should have infinite lives and they can choose any weapon by pressing <F1> to <F6>.

After defeating a Goosecopter, fire continuously at one of the tokens. After 32 hits, it will turn into a star, which when collected will yield mega-powerful six-way fire. Just be careful not to hit the token again before collecting it, or it will revert back to the one of the ordinary power-up tokens.

1.48 sim city

While playing, hold down <SHIFT> and type in "FUND" for an extra \$10,000. However, after using this cheat a few times you will probably get an earthquake, so it is best not to build much until you have done this.

Another tip is to set the citizen's taxes to 0%. Then just before tax collection (December or November if playing at fast speed) quickly set the taxes up to 20%. Then after you collect taxes, put it back down to 0%. This way the citizens think they are not paying any taxes.

You can build land on water. Find a straight (horizontal or vertical), stretch of coastline and string a powerline along it. Next, move one square over, out into the water and string another powerline parallel to the first. Repeat as many times as you want. Then just bulldoze all the excess powerlines and you can build on the new land.

1.49 sim city 2000

Start a new game, any year on Hard level, type "FUND" until your cash is at \$60,000 (reply yes to all queries). Now go to the budget menu and select bond repayments. Then click on repay bond and answer yes to repay bond at 3%. You will now get \$50,000 every year.

Also try typing some of the following.

"JOKE" a dumb joke
"VERS" version info

or

"GUZZ", "PIRN", "CASS", "ARDO", "TOPS"

1.50 simon the sorcerer

Complete solve:

This solve is intended for someone who's stuck at some point in the game, not for someone who just wants to play it all through with no effort. If you haven't been exploring the game on your own you'll have no idea where the places are that I'm telling you to go to.

First, go to the troll bridge. The troll won't let you by because he's on strike. In one of the forest scenes there's a barbarian with a thorn stuck in his foot. Find him, talk to him, and Simon will pull the thorn out. The barbarian will give you a whistle for you to blow when you need him. Go back to the bridge and talk to the troll. He'll take the whistle from you and blow it. The barbarian will appear and beat the troll up. The bridge is now open.

Beyond the bridge is an oaf. Talk to him. He needs water for his magic beans. Go to the witch's cottage. There is a handle on the well. Use it and the bucket will rise to the top. Get the bucket and go back to the oaf. You'll pour the water on the beans and leave the screen. Turn around and go back. The oaf is gone but some of the beans are still there. Get them and go to the back of Calypso's cottage. Use the beans with the compost. A watermelon will grow.

Get the watermelon and go to the screen with the bard. Use the watermelon with the sousaphone. It will jam and you'll talk the bard into giving it to you. Go to the sleeping giant and use the sousaphone. The way to the upper mountains is now open.

Go to the tower. The bell won't ring because it has no clapper. Go to the forge. The clapper is on the table. Get it, return to the tower, and use it with the bell. Now use the bell and hair will drop down from the top of the tower. Use the hair to climb up into the tower. You'll end up with a pig called Repulser.

Take Repulser to the "candy house" (the house with the beehive next to it) and use her on the door. Now you can get inside. Get the smokebox and hat. Go to the pub. There's a box of matches on top of the fruit machine. Get it and return to the candy house. Use the smokebox on the beehive.

There's some wax on the beehive. Pick it up. Go back to the pub. Talk to the barkeep and ask him to mix you a drink. While he's making the drink, use the wax on the beer barrel behind him. Wait around. He'll throw out the beer barrel and give you a voucher. Leave the pub and pick up the barrel.

Go to Calypso's cottage. Open the drawer. Take the scissors that are inside and return to the pub. Use the scissors on the dwarf. You now have a beard. Go to the screen that the dwarf mine is on and wear the beard. There is a rock lying on the ground next to the mine. Pick it up and look at it. Enter the mine. When you're asked for the password, you can say "beer" immediately because you looked at the rock.

Inside the dwarf mine, try to go left. You'll be stopped by the

guard. Give him the beer barrel as a bribe. He'll go to drink it and leave the path to the mining operation open. Unfortunately, the door leading from the mining operation to the treasure room is locked.

Go to the Wise Owl's tree. Notice that the Owl drops a feather when he first talks to you. Get the feather and return to the dwarf mine. Go to the right. Use the feather on the dwarf who's sleeping on the ground. He'll roll aside, revealing a key. Get the key and use it to open the treasure room door. Give the treasure room dwarf the beer voucher. He'll reward you with a gem.

Go to the dodgy geezer and talk to him. Offer him the gem. He'll buy it for 20 gold pieces.

Go to the dragon's cave. The dragon has a cold. Go to the druid's house (it's the house with the wagon wheel in front of it). There is a cold remedy on the stump to the right of the stairs. Get it and go back to the dragon. Use the remedy on the dragon and it will put him to sleep.

Go to the mining operation in the dwarf cave. There is a hook with a rope attached to it hanging next to the door to the treasure room. Get it. Go to the forge. There is a rope lying on the ground to the left of the barrel. Pick it up. Go inside Calypso's cottage. Pick up the magnet that's on the fridge.

Return to the dragon's cave. Use the hook on the boulder hanging above the entrance. This will let you climb above the cave. Use the rope with the magnet. Then use the rope and magnet with the hole. Keep doing this until the hoard runs dry.

Go to the woodman and talk to him. He needs an axe made of milrith to cut through the enchanted trees in the area. He'll give you a milrith detector. Go to the screen in the mountains with the small statue and use the milrith detector.

The screen above the dragon's cave has a rock lying on the ground. Pick it up. It has a fossil inside. Take it to Von Jones's dig and give it to the hole. Von Jones will tell you to get the fossil out. Go to the forge and use the rock with the anvil. The blacksmith will break the rock open and reveal the fossil. Go back to Von Jones's dig and give the fossil to the hole. Tell Von Jones that you marked where you found it with your metal detector.

Go to the screen that you left your metal detector on. Look at the dirt around Von Jones's hole and you'll see milrith ore. Pick it up and go back to the woodcutter. He'll tell you that he needs it made into an axe head. Go to the forge and use the milrith ore with the anvil. The blacksmith will pound it into an axe head. Take the axe head back to the woodcutter. He'll go out to chop down trees, leaving the door of his house open.

Go to the dragon's cave. There's a fire extinguisher inside. Get it and return to the woodcutter's house. Go inside and use the fire extinguisher on the fireplace. Now move the hook that's in the fireplace and you'll be transported down to a secret room. There is mahogany on a shelf to the left. Pick it up and take it to the

woodworms' stump. Tell them you have it and they'll jump into your hat.

Go to the room at the top of the tower. Use the woodworm on the floorboards. This will let you get to the ground floor of the tower. There's a wedge holding the door shut. Pick it up and open the door.

Go to the druid's house. There's a ladder leaning against the wall outside. Pick it up, take it back to the tower, and use it with the hole in the floor. Go down the ladder and open up the tomb. You'll be scared away, but come back and open it up again. There is a loose bandage on the mummy. Try to take it and the mummy will fall apart. Pick up the staff it drops.

Go to the back room of the pub. Give the staff to the wizards. Then give gold coins to them to pay the membership fee. You're now an official wizard.

Go to the druid's house. There is a specimen jar on the left side of the upper level. Take it. Go to the Swampling's house. Use the stew with the specimen jar. The Swampling will then tell you he's run out of stew and go to get the ingredients for more.

Go to the screen containing the bridge over the gorge. In the lower left hand corner of the screen are some vines. Go to them and you'll climb down into the gorge automatically. Talk to Gollum. He tells you that he's fishing for food. Tell him that you have genuine swamp stew for him. He'll give you the fishing pole in return. You'll automatically use it to fish the One Ring out of the river.

Go to the goblins' fortress. There is a paper under a rock below and to the right of the door. Get the paper and take it to the storekeeper. Go to the front of the store, leave the screen, and then come back again. There should be a box there now. Open the box and you'll be taken to the goblins' fortress.

Open the box to get out of it. Pick up the rat bone that's lying on the floor. Look at the boxes and you'll see your spell box. Pick it up and look at it. You'll find a piece of paper inside. Use the paper on the door, then use the rat bone on the lock. Pick the paper up again and you'll have the key. Use the key on the lock and open the door. Go to the right. You're in the main cell block. Get the bucket and go down.

Talk to the druid. He thinks you're a demon because he can't see you. Remove the ring and talk to him again. He tells you that he turns into a frog when he sees a full moon. Use the bucket on the druid. Now pick up the flaming brand that's in the brazier and use it on the druid. He'll turn into a frog. The commotion has attracted the attention of the goblins so hide by opening the iron maiden and walking into it.

Days later, the frog will return. Open the iron maiden, then walk over to the frog and take the hacksaw that's in his mouth. Use the hacksaw on the bars and you'll be free.

There is a gnarled old tree high up in the mountains. Talk to it. It wants you to remove the pink splodge on it. Go to the shop. There

is a bottle of white spirit to the left of the storekeeper's heads. Buy it, take it back to the tree and use it on the splodge. Talk to the tree again and you'll be told four magic words.

Go to the witch's cottage. She first appears when you try to pick up the broom. If you already tried to pick it up she'll appear the moment you walk in the door. You must now fight a wizard's duel. This is actually rock-scissors-paper played with transformations. Keep going back into the cottage and playing until you win. You'll get the broom, but the witch will cheat and turn into a dragon. Use the magic word that turns you into a mouse to escape.

Go to the druid's house and talk to him. He tells you that he has a potion for you, but needs a herb called frogsbane to help him with his lycanthropy. Go to the Swampling's house. There is a chest on the floor below the chair. Move it and then open the trapdoor that is revealed. Go down the ladder. You can't go to the right because there's a loose plank. Go to the shop and buy a hammer (it's hanging on the wall to the left of the shopkeeper's heads). Return to the Swampling's house, go down, and use the hammer on the plank. Now you can go to the right and get to Skull Island. On top of the skull is the frogsbane. Get it and go back to the druid's house. The druid will give you the potion.

Go to the row of climbing pins in the mountains. Unfortunately, there's one missing. Go to the woodcutter's house. There is a pin on the table inside the house. Get it and return to the row of pins. Use your climbing pin on the hole and you'll be able to climb across the mountain.

The snowman on the other end won't let you pass. Go back to the torture room in the goblins' fortress. On the floor between the doors and bars is a roll of mints. Get them and return to the snowman. Consume the mints and the snowman will be melted.

Beyond the snowman is Sordid's tower. The bridge will collapse as you get close to the door. Use the broom and it will take you across the gap to the door. Consume the druid's potion. You'll shrink and automatically walk through a crack in the door.

Chippy will take you to Sordid's garden. Pick up the maple leaf lying on the ground. Walk to the bucket and you'll automatically pick up a matchstick. There is a stone lying on the ground near the left edge of the screen. Pick it up and go to the left.

Try to pick up the lily leaf and you'll pull it to the shore. Use the matchstick with the lily leaf. Use the maple leaf with the matchstick. This boat can't get you to the other end of the puddle, though, because the water isn't deep enough. Use the hair you got from Chippy on the tap. Unfortunately, it's caked with rust. Get the seeds that are near the left edge of the screen (you'll take the boat over there automatically). Use the stone on the seeds and they'll be pulped into oil. Use the oil on the tap. Now move the hair and some water will flow out of the tap. Now you can sail your boat all the way across the puddle.

On the other side of the puddle is a frog that will try to eat you

if you get too close. Look at the water just below the fisherman's feet. There is a tadpole swimming in it. Pick it up. Talk to the frog and threaten to hurt the tadpole. The frog will leave. Now you can pick up and consume the mushrooms that the frog was sitting on. You'll be returned to your regular size.

Open the door and walk into the tower's entry level. The chest there is actually a monster, and you'll be forced to retreat from it. The tree in the garden has a branch you can take. Do so, go back into the tower, and use the branch on the chest. It will be rendered harmless.

Go to the laboratory at the top of the tower. The teleporter there could get you out of the tower, but the demons won't tell you how to work it unless you can send them back to the pit. Sordid's spell book is in the bookcase with the monster skull on it. Get it and look at it. You find that in order to send the demons home you must have eight candles, a mouse, a human skull, and know the true names of the demons.

The demons won't just tell you their true names - you're going to have to be sneaky. Go to Sordid's bedroom. If you look at the mirror there, it will tell you that it can see out of any reflective surface anywhere in the world. There is a shield in the entry level. Get it and take it to the laboratory. The center table has a hook on it. Use the shield with the hook. The shield is pretty tarnished, though. There are some chemicals on the table. Pick them up and use them on the shield. Now it will shine brightly. Go to the bedroom, talk to the mirror, and ask to see the demons. You'll learn their true names.

Pick up the pouch and the sock. Use the pouch with the sock. Now use the pouch with the hole at the base of the stairs. You've just caught a mouse.

Go to the entry level. There is a spear hanging in a rack of weapons. Pick it up. Go to the torture room. There is a human skull hanging from the top of the screen. Use the spear on the skull and it will fall to the floor. Pick the skull up.

Pick up the chest. Move the lever. This will raise a stone block and expose the top of another block. Use the chest with the exposed block. Move the lever to drop the block and crush the chest. Move it again to raise the block. Pick up the candles that were in the chest.

Go to the laboratory, talk to the demons, and tell them that everything's ready. They'll tell you how to operate the teleporter and you'll send them back to the pit.

Go to the bedroom. Get the magic wand that's lying on the table below the mirror. Pick up the book lying on the bed and look at it. It will tell you that a wand can only be destroyed by being dropped into the Fiery Pits of Rondor. Go back up to the laboratory, enter the teleporter, and say that you want to go to the Fiery Pits of Rondor.

The attendant at the pits won't let you past because you don't have enough money to buy a ticket. He'll give you some free brochures, though. Look at the brochures and you'll find an elastic band. On the floor near the fire bell is a sapling and a pebble. Pick them both up. Use the sapling with the elastic band to create a crude catapult. Use the catapult with the fire bell and you'll set it off. The attendant will run away, leaving the way clear for you to enter the pits.

Go two screens to the right and you'll see Sordid. The fire system put out the fire in the pit and he's trying to relight it. Use the wand on him and he'll be turned to stone.

The wand must be destroyed in order to free Calypso and the other heroes from its curse. Go back to the souvenir booth. There is a box of souvenir matches on the right side of the counter. Pick them up and return to the pit. Use the matches with the pit and the fire will be relit. Use the wand with the lava and it will be destroyed.

One small problem...Sordid has come back to life as well! He'll try to kill you by wrecking the bridge and teleporting you to the empty space where it used to be. You're a little hardier than he expected, though. There's a bucket of floor wax on your side of the screen. Pick it up and go back to the right. Once he starts casting his spell you'll have a few seconds to use the floor wax on him. Sordid will fall into the lava and be killed. You are a winner!

1.51 The Simpsons

Type in the opening section

"COWABUNGA" for infinite lives
"EAT MY SHORTS" to skip through the different levels
"SHEEP IN A GROUP WEARING HATS" to earn infinite lives

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

1.52 simulcra

THE MOTHERSHIP: It follows you around generating meanies and can take many hits. Ram rather than shoot.

HOMING WEAPONS: Retreat as fast as possible then shot them. Most homing weapons have a limited range and can be out run.

BLITZKRIEG: The best attack is a fast one. Attack a generator by flying along power barriers at full speed. Learn to recognise the edge barriers. Barriers you can shut down never merge with the edge, and nearly always lead to a generator.

1.53 sinbad and the throne of the falcon

When you are about to die, select the close icon, and then continue. You'll be as good as new and back at the map.

1.54 sink or swim

Level Codes:

02 BISHOPSMOVE	22 HYPERSPACE	42 BEVERLYHILLS
03 PATSY4KERMIT	23 ROBERTSMITH	43 JIMBOBSFEET
04 HOWNOWPOWWOW	24 WHOWHYWHEN	44 JAKOVONLUNA7
05 RINGWORLD	25 SOCKATTACK	45 CHUCKYCHEEKS
06 TROUGHTON	26 WELLINEVER	46 LINFORDSHOUR
07 REDPLANET	27 MRPOTATOMAN	47 WONDERSTUFF
08 MEGALITHIC	28 JOSIEWHALES	48 WITCHINGHOUR
09 MYBREAKFAST	29 SOBRIETYCITY	49 ANEWMACHINE
10 TINNYBOPPERS	30 WHERESMEBEER	50 GENERALALERT
11 LOCKSALORDY	31 HORSEFACE	51 UNBEARABLE
12 HALOWEENVII	32 GINASDINER	52 HAVEYOUGOTIT
13 NEWMODELARMY	33 CHICKENFEED	53 KILLERFISH
14 TIMPIECE	34 CARROTCAKE	54 THEHOLYGRAIL
15 LARRYNIVEN	35 STRENGTH	55 BADBADKARMA
16 KILLERWHALE	36 NEEDLEMATCH	56 RUTHERFORD
17 BLUEHORIZON	37 YUMCHOC DROPS	57 WIZZBANGPLOP
18 ARNIESMUM	38 RADION90210	58 SKYSTHELIMIT
19 LOGOPOLIS	39 MISTLETOE	59 NEXTPASSWORD
20 DOCTORWHO	40 INDIANAJONES	60 FIELDSOFDOOM
21 MRJONESPUPPY	41 AUNTIEJILLY	61 WELL DONE!!!

1.55 skeleton krew aga

Goto the character selection screen and type in

"I WOULD RATHER BE WATCHING FOREST ". Choose your character.

When the level has loaded, press <ESC> to find yourself whisked away to the main menu. At the bottom it should say "Cheat Mode Active All". Now go down to 'Option' and press <CURSOR RIGHT>. This will spring you into the level select menu, allowing you to twiddle. Once you've selected a level, goto 1 or 2 player game and enjoy.

When you press <ENTER> you will get 9 lives.

1.56 skidz

Start the game as usual and hold down <FIRE> and following keys:

<ALT> and <C> for infinite lives,

<ALT> and <L> or <M> allows you to access any level at any time.

Don't activate both cheats or you will not be able to get past level 2.

Possibly press <ALT> and <FIRE> at same time.

1.57 skull and crossbones

Keep your sword power high by picking up the small coins.
DO NOT look at Medusa.
The lunge and the back slash are the most effective moves.

1.58 skweek

Press <SPACE> to skip levels.

1.59 sky high stuntman

Simply type "CHEAT" on the title screen to give you infinite lives and smart bombs. Press <TAB> to advance levels and press <F1> to <F4> to select weapons.

1.60 slam tilt aga - 21st century

Type any of the following after the desired table has loaded:

"LONGPLAY" 5 Balls instead of 3
"RADIOACTIVE" Color fx
"STONED" For a drunken ball
"ARCADE ACTION" Play the arcade sequences
"SMILE" Smiley face for a ball
"WIPEOUT" Resets high score table

Type any of the following for various messages: "KOTTEN", "IAIN", "LIQUID", "BARRY", "COW", "KLAUS", "STEWART", "WHIPLASH", "DANIEL", and "CHEAT".

1.61 slayer

Go to the end of the first stage, making sure that your on your last life. Blow up all the enemy guns and the little green monster. Next, crash into the machine it resided in. You will then start on level 2 with infinite lives. Try also pressing <D> before crashing.

1.62 sleeping gods lie

Kingdom One - Caila And Taira:

When you get to the hut, pick up the pebbles and the bowl, and head through the north door. Shoot a bandit if you are attacked and head north

to meet the old man. Read the message; then, if you want, you can shoot at the old man. But if you shoot him twice then he won't give you any more help, which will cause problems later.

look around for any ammunition. You can also eat the red berries from some of the trees. Go to the eastern exit and enter eastern Caila. Inspect the signposts for the old road and the blocked pass to the east.

Head south, you will pass a molehill which contains your back door key. On the southern boundary you will see two closely spaced trees. They won't let you pass if you don't give them water. Go to the west exit to southern Caila. There you will find a pool and you can fill your bowl with water there. Go back to eastern Caila and give the water to the trees in the south. You will now be able to go to northern Taira. In the north-east of northern Taira you will find the bandir leader. Shoot him and collect the map that the old man is looking for.

Go to the east exit of northern Taira, and you will arrive in western Caila. In the peasant's hut you will find some mouldy cheese. If you give this to the mousy creatures, they will stop shooting at you and let you through the exits they are guarding. By now you should have picked up some weaponry and ammunition, and you should possess a staff sling. This can be used to kill the two-headed creature at the north of western Caila (or east of northern Caila). When you kill the creature it will drop a circlet of concentration. Visit the old man again, and he will give you a potion which reveals a narrow pass (two closely spaced stones) in the south east corner of northern Taira. The pass lets you through into southern Taira, where, if you approach the magic tree at the centre, you will be transported to the next kingdom.

Kingdom Two - Sylvar:

In the first landscape you will meet Prince Gregor, who will follow you about the kingdom. Either travel east or south to one of the next landscapes (by going through one of the closely spaced trees at the east or south boundary, and you will find the entrance to the dwarven caves at the southern boundary of both these levels. In order to climb down, you will need a lantern, which will be dropped by a dwarf which you need to shoot near the cave entrance.

Go down into the caverns and head south. In the second cave you, will find the spider's lair. Pick up a rope with which you can climb out of the caves. Just outside the next large cave south you will find the throne room of the dwarf king. If you shoot him you will find the prince's crown. You can now go back and give the crown to the prince, who will be waiting for you in the vicinity (make sure that you take the correct exit otherwise you will end up in the area either to the east of the cave's entrances or west of where you intended!). The prince will give you some gold.

Go back through the caves to their southern exit. There you will find a molehill where you will find a belt. Strap this on and you will get increased lung capacity. This, combined with the poison darts which you will have picked up, will make the blowpipe a very useful weapon. Go south and you will get to the fountain in southern Sylvar, which will transport you to the next kingdom.

Kingdom Three - Delanda:

There are five islands on Delanda - and you have an advantage in that you can see them in the distance across the sea. Note that every time you shoot a seagull it will drop two gold coins. Initially you need to approach the ferryman, who transports you to a nearby island in return for some gold. Take the ferry to the south (island two); kill one of the druids, pick up his golden sickle and take it to the mistletoe tree in the centre of the island. Collect some mistletoe and find the dying peasant on the ground, see what he has to say.

Go west through the two stones (island three). Both stones require mistletoe for transport. Go to the ferryman at the southern end and get transport to island four.

Meet the princess, who will give you a ring which will prove very useful later on in the game. You will also find sandals that will make you walk on water. This allows you to get to any island you want.

Next, go east to island five, where you will be transported through the well. But before you do so you will need to pick up the pail and travel to island two. Take the pail to the peasant and he will fill it with his blood. Go back to the well, and you will be transported.

Kingdom Four - The Simala Hills:

The Simala Hills are populated by vicious ice demons, which you must be very wary of. Enter the southern most level of the kingdom. Go northwards and you will find a molehill, from which you can gather the 'pouch of renewal'. This will ensure that if you use your crossbow, your ammunition will never run out. However, at this stage you may still prefer to use your remaining blowpipe darts, which are quite effective. At the northwest corner, you will see some warning signs. Be brave and you will get to an ice pass. Fight your way through (it is inhabited by ice demons), and you will arrive at level two.

To the north west corner of level two there is an ice cave. Here you will meet the hermit of Caila, who will give you a tinderbox. He tells you, however, that to start a fire you will have to find a place which is less windy. Leave the cave and head east. At the eastern boundary you will find two boulders marking the entrance to another ice tunnel. Through this tunnel is level three. At the east edge of the ice cave you will find some clothing. Now find the boulders at the northern boundary, and you will find another ice tunnel, which takes you to level four.

At the centre of this level you will find the witches, who will give you some hints before igniting into a ball of fire, leaving behind a pile of wood. Go through the ice tunnel to the south of level four, and you will return to level two. Then go through the eastern ice tunnel to get back to level three. The ice cave there is not as windy as the others, so you will be able to light a fire. Then go to the next kingdom.

Kingdom Five - Morav:

You find yourself transported to a level with a palace to the north and a temple to the south. Meeting the travellers by the campfire at the centre means you'll get some information. Go south to the temple and here you'll find the Archmage and his helper Hyrakis. The Archmage disappears,

and you have to dispose of Hyrakis. He leaves behind a robe, and you must wear this as a disguise to get into the palace.

Go north to the palace, and the guard will let you in. Once inside, go north to the door at the end of the passage. Turn right and take the first door on your right. Inside is the picture gallery, you will find a clue concerning how to get into the door in the south west. Go in and dispose of the two guards. You will collect a chain mail shirt to wear, and the guards will leave behind some musical instruments.

Take the trumpet with you, go back to the corridor, then take the north west exit, leading to the northwards facing corridor. Go to the north exit and turn east. In the middle of the north edge of this corridor there is another door which leads to the entrance of the throne room. With your trumpet you will be able to get through to the throne room.

As you approach the throne, you will be transported to the next kingdom.

Kingdom Six - Sunderabad:

You start in the rocky part of the desert. To the north you will see the Archmage standing with the princess Lucia. Try speaking to her, as she will know that you will have met her sister on the island levels.

Go into the caves at the eastern side and find the 'glasses of ultimate cool'. These will help to block the worst of the sun's glare. Go through the northern boundary of this level, and you will get to the northern rocky part of the desert. Here you will meet the Great Scarab. She will tell you that you should meet her to the north of the Great Pyramid some time later. You can now go to the north of the Great Pyramid in level five (the eastern sandy part of the desert) and, if you wish, go via the water pools in level four in the southern sandy part of the desert. Note that the daggers which some of the demons drop can be used to get moisture from some of the cacti that dot the landscape. Once you've met Scarab outside the Great Pyramid, you may go.

The Scarab will tell you it's arcane secrets of the pyramid. He tells you to find the yellow door, and to use the colour pads. The inside of the pyramid forms a maze. To get through the yellow door, you must have colours red and green activated. It's easy. Find the location of the yellow door, and make sure that you enter the room with the yellow door once both colours are in operation. Once inside the room beyond the yellow door you will meet the Archmage, and he will vanish, revealing a box. You will then be transported to the next level.

Kingdom Seven - The Catacombs Of Estamane:

There are twenty rooms and passages in the catacombs, so it is easy to get lost! By disposing of the sorcerer in the first room you get the fireball wand. Go south and you will come to the Candle Room. Pick up the flickering candle and head east. In the room of the Headless Woman pick up the amulet, then head east one more. Now turn north and you will come to the room of the Emperor's Ghost. He will ask you to bring him his daughter who is in the north west corner of the catacombs. Retrace your steps, and you find the princess Eloise will follow you in search of her father. Go back to the emperor's room, and the two will meet at last, then evaporate!

They will leave behind a bottle which you must take to the fountain to the north of the room. The fountain disappears, and you will need to go to the large room at the centre of the catacombs. Here, you will find the disgruntled peasants rushing towards the fountain. Once they have gone, the three witches who you met in Morav will reappear. They will give you some instructions. You must follow these in order to find the Archmage. Once you find him, he will yet again disappear, leaving behind a scroll with runic script. You will now be transported to kingdom eight.

Kingdom Eight - Coratania:

Exit from the first cave, and slay the dragon which is waiting for you outside. Go into the dragon's lair and pick up the spear. Exit and you will find yourself outside Coratina.

Beware the fire demons, because they are powerful. You will probably have to use all your available heavy weaponry to subdue them. Go through the south exit and in level two go straight through to the west exit, level three.

Find the hermit, who will tell you to find the ring in the Plain of Ash. You now have to exit from level three by the east exit, pass the dying peasants. Keep your eyes peeled, because the ring is difficult to find. Go quickly, otherwise you will catch the plague. The hermit will give you a potion which will heal plague and take you to the molehill at the west of level three.

A cave entrance will appear. Go inside and pick up a suit of armour and a shield. The Kibold's will then reveal the secrets of Teserra. When they have finished, leave the cave and follow the hermit to the molehill in level two. An exit will now appear to the south. Follow it. You will again meet the three sisters and they will take the ring and convert it into the Ring of Annihilation. This is the only weapon which will kill the Archmage. Head north to kingdom four. Activate the ring - you must be close-up for it to work. The archmage will disappear, but he has not been killed. You must now go back to the cave in level one, where you will find him again. Make sure that you have at least two charges in your ring. Now is your chance to kill him, so do so.

1.63 sleepwalker

When on the title screen type in "DINGADINGDANGMYDANGALONGLINGLONG" and Ralph's red nose will turn bright green. Now when the game starts just press <RETURN> to skip levels. <TAB> will top up Lee's sleep bar, and give you nine attempts and light up the word COMIC. Finally, tapping <M> will give you a full level map.

To find 'COMIC':

C is above the shop canopy and to the left of the nite club.

O is past the bouncer.

M is past the sewer water to the left.

I is Up and to the left past the telegraph cable above the car.

C is along the top right of the map.

Secret Message:

Pick up the beard near the first C. Go to th sewer exit near the traffic lights, hit the four arrows. Go through the sewer to the right.

1.64 slide it 2

Level Codes:

```

  11 JAR      21      31 RHYNIA
02 LANCE  12 ESTAGOS  22 XERAGIS  32 ANURA
03 ADREDIS 13      23 WYSE   33 GORGONOPSIA
04 CYBORG 14      24 ACTINOS  34 SEYMOUR
05 IOMAR  15 CARATAGON 25 LAVIS   35 CALLIPTERIS
06 RLOPEE 16 LYAR    26 EQUAGON  36 DEVON
07 TISOE  17 RIS     27 DOOMOS  37 XYLODIS
08 LAE    18 IANOS   28 CYRON   38 GYMNOS
09 TEELAR 19      29 YS     39
10 PHAE   20      30 ANGELIOS 40 ASTRACODA

```

1.65 sliding skill

Level Codes:

```

05 KAFFEETASSE  35 LAME TV    65 ASMONE RULES
10 SENFTUBE    40 WEITER SO  70 TIM IST MUEDE
15 WARMES BIER  45 MUEDE FINGER 75 ALTER PORSCHE
20 GUMMIBAUM   50 STROMAUSFALL 80 PAPPIGE PIZZA
25 VOLLER ASCHER 55 VOLLE PLATTE 85 MIESER FREEZER
30 LEERER FRIDGE 60 COLARAUSCH  90 HI TO ECLIPSE
      95 KONZENTRATION

```

1.66 slipstream

During play, press and hold <HELP>, <I>, <A>, and <N> to skip levels.

1.67 sly spy

For infinite credits, enter "007" as a level code and then type in "SHAKEN NOT STIRRED" during play. You might have to press <ENTER> or <RETURN> after typing the second one.

1.68 snapperazzi

Enter any of the following for your password:

```

"FLIP      " Lets you play upside down
"ETERNAL   " Infinite time
"ZOOM IN   " ?

```

```
"REVERSE      "  Reverses controls
"SUBGAME      "  ?
```

Level Codes:

```
2 "FUZZ OUT    "  5 "EAT THE RICH"
3 "BOO         "  6 "OPEN SESAME "
4 "I C A U F O "  7 "SNAZZI RULES"
```

Make sure when you use the cheats that you put spaces where the dashes are. The level codes can be entered with or without the spaces.

The actual cheats for infinite live, infinite energy, and film was removed, but if you have a action replay or a hex editor you can put your own in. There are three different ones. Search for "+ PUT YOUR +", "+ CHEAT +", or "+ HERE +". Change these to any 12 characters such as "AAAAAAAAAAAA", "BBBBBBBBBBBB", etc. The new code has to be in capital letters.

1.69 snoopy

full solution:

Pick up the food bowl and go right.
 Give the food bowl to Charlie Brown, wait, and eat the food.
 Go to the hut, pick up the typewriter, use and give letter to Charlie Brown.
 Eat cookies and use the cookie jar to catch the frog.
 Get umbrella, use it to walk under the rain cloud and get ball.
 Kick the ball onto the river, pick up coin and jump over barrels and ball.
 Toss the coin into the well.
 Jump back across and get catapult.
 Jump back and burst the balloons.
 Get the pump.
 Pump up Lucy's paddling pool.
 Fill pool with hose water, get frog in jar and scare Lucy by letting it loose.
 Pick up horse and take it to the tree with the kite.
 Get pump and pump up the horse.
 Jump on horse to get the kite.
 Get to the rain cloud with the kite, and give the kite to Charlie Brown.
 Follow him, pick up the key, use it in the school lockers.
 Get blanket and give it to Linus.

1.70 soko ban

Level Codes:

```
02 DISK DRIVE    25 BIBILYBOO    48 HORSE
03 JOYSTICK     26 POWER PACK    49 MICKY MOOSE
04 GUTTIES      27 CHANNEL 4     50 CU AMIGA
05 AMIGA FORMAT 28 DIFFERENT PICTURES 51 WIRES
06 WHEEL CHAIR  29 123456789     52 FREEBIE
07 BOX          30 SKID BAG AYE  53 SPOCK
08 CIRCLE       31 TWEEDIE       54 CARPET CLEANER
09 LINES        32 THE CHEETAH   55 PLANT LIFE
```

10 WEE MAN 33 DELTA 56 HOW DAFT
 11 MCDOWELL 34 FROGS 57 DIANE
 12 TELEVISION 35 NTSC 58 THE DOOR
 13 PUBLIC DOMAIN 36 BUTTONS 59 ROLL UPZ
 14 CHICKEN LEG 37 FRAGGLES 60 MAD MAX MUZIX
 15 TOILET 38 A 4000 61 3FOOD
 16 WORK 39 LAMP SHADE 62 FLOWER POWER
 17 MANGA 40 MAFIA 63 AMIGA POWER
 18 MOVE THIS BLOCK 41 BLOW JOB 64 HE HE
 19 WHO DUNN IT 42 MOUSE POINTER 65 TWAT
 20 SLIME 43 WAINS EARTH 66 GO AWAY
 21 GREASE BALL 44 RAMBO 10 67 4 MORE
 22 JOLLY RODGER 45 FRENTIC 68 ZOOL
 23 I HATE PIRATES 46 BOG 69 ALADINS CAVE
 24 AMIGA CD32 47 WHITE PAINT 70 GET A LIFE

1.71 solius the sorcerer

Enter "SOLIUS CHEAT TRASHCAN" for the password and use th following keys:

<F1> Fills life meter
 <F2> For Carrot
 <F3> For invincibility
 <F4> Get all shrooms

Level Codes:

2 "RABBIT VACUUM CLEANER"
 3 "EAR LENGTHENING TUBE"

For various messages enter any of the following for the level code:
 "BURKHARD", "POTTI", "TILMAN", "JENS", "LIBI", "THE MERGING MINDS",
 "SOLIUS", "ANISIS", "FREDDY", "STONE", "POSTLER", "FREAK", "DEFT",
 "ODIN", "LITO", "CHEAT", "SHIT", "FART", "H2O", "MONEY", "CRACKERS",
 "YES", "HELP", "PEACE", "LOVE", "FUCK", "ASS", "PI", "ASSEMBLE",
 "GIRLS", "SEX", "BEER", and "NTIS"

1.72 solo trek 2

Star Map:

F* F F F F F F F CDS CDS CDS CDS CDS
 1 17 33 49 65 81 97 113 129 145 161 177 193 209 225 241

F F F F F F F CDS CDS CDS CDS CDS
 2 18 34 50 66 82 98 114 130 146 162 178 194 210 226 242

F F F F FRG FRG F F F F CDS CDS CDS CDS C*S CDS
 3 19 35 51 67 83 99 115 131 147 163 179 195 211 227 243

F F F FRG FRG FRG FRG FRG F F CDS CDS CDS CDS CDS CDS
 4 20 36 52 68 84 100 116 132 148 164 180 196 212 228 244

```

F   F F   FRG FRG F*G FRG FRG FRG F F   CDS CDS CDS CDS CDS
 5  21  37  53  69  85 101 117 133 149 165 181 197 213 229 245

F   F F   F FRG FRG FRG FRG FRG F F   DS9 CDS CDS CDS F
 6  22  38  54  70  86 102 118 134 150 166 182 198 214 230 246

F   F F   F F   FRG FRG FRG FRG F F   F F   F F   F
 7  23  39  55  71  87 103 119 135 151 167 183 199 215 231 247

KLG KLG F   F F   F FRG FRG F   F F   F F   NT NT NT
 8  24  40  56  72  88 104 120 136 152 168 184 200 216 232 248

KLG KLG KLG KLG F   F F   F F   F NT NT NT RML RML RML
 9  25  41  57  73  89 105 121 137 153 169 185 201 217 233 249

KLG KLG KLG KLG KLG F F   F F   NT RML RML RML RML RML RML
10  26  42  58  74  90 106 122 138 154 170 186 202 218 234 250

KLG KLG KLG KLG KLG F F   F F   NT RML RML RML RML RML RML
11  27  43  59  75  91 107 123 139 155 171 187 203 219 235 251

KLG KLG KLG KLG KLG F F   F NT RML RML RML RML RML RML RML
12  28  44  60  76  92 108 124 140 156 172 188 204 220 236 252

KLG KLG KLG KLG KLG F F   NT RML RML RML RML RML RML RML RML
13  29  45  61  77  93 109 125 141 157 173 189 205 221 237 253

KLG K*G KLG KLG F   F F   NT RML RML RML RML RML RML RML RML
14  30  46  62  78  94 110 126 142 158 174 190 206 222 238 254

KLG KLG KLG KLG F   F F   NT RML RML RML RML RML RML R*L RML
15  31  47  63  79  95 111 127 143 159 175 191 207 223 239 255

KLG KLG KLG KLG F   F F   NT RML RML RML RML RML RML RML RML
16  32  48  64  80  96 112 128 144 160 176 192 208 224 240 256

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F Federation Space
KLG Klingon Space
C Cardassian Space
FR Ferengi Space
NT Neutral Zone
RML Romulian Space
DS9 DEEP SPACE NINE Federal Orbital Station
* Home-World Planet

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1.73 solomon's key

Type "HELP" when it says »Press any Key to Load«.

1.74 sonic boom

On the hi-score table, enter "DOUGAL". The next time you play you find:

- <F1> Increases energy
- <F2> Awards a full drone squadron
- <F3> Skip to the next level

1.75 sony

Level Codes:

14 DIAGNOSE 27 JUIJITSU 40 TEMPOMAT
 02 QUICKIES 15 DYSTROPH 28 KAKERLAK 41 TARANTEL
 03 DIENSTAG 16 ELDORADO 29 KARNEVAL 42 VITAMINE
 04 MITTWOCH 17 HANNOVER 30 BLACKOUT 43 VAMPIERE
 05 NOVEMBER 18 EUPHORIE 31 MASSAKER 44 ZISTERNE
 06 DEZEMBER 19 EXPANDER 32 MEDAILLE 45 MONOPOLY
 07 ALPHABET 20 FLAMENCO 33 NAPOLEON 46 HYPERBEL
 08 AFFODILL 21 FREGATTE 34 ORNAMENT 47 BROADWAY
 09 ALCHEMIE 22 GALOSCHE 35 PARADIES 48 BARMIXER
 10 BAGUETTE 23 HEADLINE 36 PERISKOP 49 FOOTBALL
 11 BANKROTT 24 HYDROGEN 37 REVISION 50 ACAPULCO
 12 BASEBALL 25 HYSTERIE 38 SABOTAGE
 13 CORVETTE 26 IMPEDANZ 39 SAXOPHON

1.76 sorcerer

Well, you took care of Krill and returned to the Guild Hall in triumph, but things don't look good for you at the moment. Not when you're standing there facing the slavering jaws of a vicious hellhound! Fortunately for you, this time, it's only a dream, so just wait, and you will wake up in your room in the Guild Hall. Whew! However, it's a bit dark in here, so Frotz your spellbook, get up, and head West into the hallway. Read the note on your door if you like, although it's not all that important. It just lets you know you are here alone. Now's a good a time as any to tell you that not all the spells you know will be useful in the game, nor all the potions you will find. So unless you're told specifically to take an item, you can safely ignore it. Now, head along South down the hall until you reach the Lobby. Go West into the Store Room, and pick up the Ochre Vial and the matchbook. Open the vial and drink the potion, which will prevent you from becoming hungry and thirsty. Drop the now-empty vial. Read the matchbook if you like, then return East and place the matchbook in the receptacle. Moving North twice, and West once, brings you to Belboz's quarters. Listen to the bird as you lift the wall hanging, revealing a key. Now examine the desk and open the drawer. Inside are several items, but the only useful one is the journal. Use the key to unlock the journal, then read it. Make *careful* note of the day's code!! Go East to the hall again, South once, and West into Helistar's room. Here you will find a scroll of Gaspar. Take and Gnusto the scroll, then head back to the hall, and South to the Lobby. By this time, you've probably heard the doorbell chime, which means the mail's in.

Open the receptacle, and inside is an issue of Popular Enchanting and an Orange Vial. Get the vial, then go East into the Library. There is a scroll of Meef here. Get and Gnusto that one. Now, it's time to leave this place. If you've played the game before, you know that if you try going out the main entrance, you will be stopped. You may also know that if you DON'T get out, you will eventually fall asleep and find yourself in the Room of Living Death, which is MOST unpleasant, and from which there is no escape. So, now's the time to get a move on! Head down into the Cellar, where the trunk is. There are five buttons on the trunk, and each one is a different color. The sequence to open the trunk is keyed to the code of the day in the journal, and will change with each game. The code itself is the colors of a monster from the Infotater. Whatever monster was noted in the journal, look it up on the Infotater, and make note of its colors, and what order they are in. Save the game (just in case, because if you make even one little error, you will not be able to open the trunk!), then press the buttons in the proper order as given in the Infotater. If you've done it right, the trunk lid will spring open by itself after you push the last button. If the trunk does not open, restore the game and try again. Ok, so now you have the moldy scroll of Aimfiz, which is one of those complex ones that you can only use once. Actually, you only need to use it once, so that's no problem. All you have to do is figure out which person you want to exchange places with. Since there aren't too many choices, it won't take you long to discover it's none other than Belboz himself. So, Aimfiz Belboz, and you're out of the Hall and on your way to visiting Jear!

Ok, so now you're out of the Hall, but look where the spell took you: to the same forest you were dreaming of at the start of the game. And there's the Hellhound, too! And this time, it's no dream! You better not wait around this time, so immediately head Northeast to the Forest Edge. Here you will find a Snake Hole, as well as paths North and East. The North path is mined with magical mines. This is a red herring in the game, as there is no way to go safely along the path. You can ignore it without fear of missing something important. The Snake Hole is another matter, so climb down into it, and then down again to the Slimy Room, and South from there into the Crater. Go West to the Chasm's Edge. You can't jump across the chasm, but flying over is no problem. Learn Izyuk twice, cast it on yourself once. Now just go West twice and you will be on the other side. Go North, and you will be in a room with what appears to be a tree of coins. However, that's an illusion, and you will only be able to get one coin. Take it, return to the Chasm Edge, then Izyuk and fly back across. Now go back the way you came, all the way to the Forest Edge. This time, go East to the Meadow (don't stop to admire scenery; those are MEAN locusts on the horizon!), then Northeast to the Riverbank. Learn the Pulver spell, then Pulver the river. It will dry up, and you can move East into the river, where you will see a small cave to the Northeast. Go there. Inside, you will find several items. Get the scroll with the Fweep spell, and Gnusto it. Then get the bat guano, but leave the vial; it has no use in the game. Now go down the hole, and you will be at the Pit of Bones. If you go South, you will find the Torture Chamber, which has another useless potion, so go Southwest into the

Dungeon instead. From here, go up into the Ruins. Learn Izyuk again, then go West across the drawbridge (careful, don't fall in!!), then West again to the Meadow, where you now cast Izyuk on yourself. You have time to do that and move before the locusts arrive. Once you're flying, go Northeast to the Riverbank, and this time, Southeast to the Fort Entrance. You need to use Izyuk because the river bank has a distressing tendency to crumble after the first visit. Around about now, you're probably feeling sleepy. Don't worry about it, just lie down and sack out for awhile. You may or may not have a strange dream. Ignore any dreams, as they are just "for show", and have no important clues to the game. When you waken again, go East into the Parade Ground. There is a flag at the top of a tall flagpole; lower the flag and search it. You will find an Aqua Vial. Take that, it will come in handy later. Now, go East again, and you will be at the cannon. If you look inside, you will see what appears to be a pile of scrolls. Actually, they are not scrolls at all, but a group of Yipples, peacefully sleeping in the barrel. However, there IS one real scroll in there, and you will need it later. So, drop the bat guano into the barrel, and the Yipples will take off, leaving the real scroll, with the Yonk spell for you to take. You are now just about finished above ground. Return to the entrance, learn Izyuk twice, and fly Northwest to the River Bank, and SouthWest to the meadow. Here you should Izyuk again (the drawbridge is like the river bank) and go East twice to the Ruins.

From the Ruins, go down into the Dungeon, down again to the Highway, and then East to the Toll Gate and the sleeping Gnome. Wake him up and give him your Zorkmid. He'll open the gate, then promptly fall asleep again. Go East through the gate. Ignore the store; that's another red herring in the game. Continue East to the End of the Highway. There's a hut here, but we won't be looking in there just now. Instead, go North to the Entrance Hall, and then North again to the Glass Arch. You are about to enter the infamous Glass Maze. Getting through it the first time is quite easy; getting out again is quite another matter. There are two ways back, the long and hard way, or the quick and dirty way. If you want to go the easy route, learn Gaspar once and Fweep once, then Gaspar yourself right now. If you want do to it the hard way, learn Fweep three times. Ok, drop everything here, go East into the Maze, and Fweep yourself. Now fly along the following route: North, East, South, South, West, Down, East, East, North, North, Up, Up, South, East and you're now at the Hollow. Here you will find the Swanzp scroll, but you can't do much until Fweep wears off. So wait around until you're human again. As soon as you pick up the scroll, the maze layout will change. Oops! Now what? Well, first, drop the scroll down the hole (it's the chimney of the little hut). Now what you do next depends on how you decided to get back out. If you opted for quick and dirty, walk West, West, South, East, and you will fall through the Maze and splatter. However, the Gaspar spell will activate, and your Guardian Angel will restore you to life at the spot the spell was cast, which in this case was the Glass Arch. However, if you want to do it the hard way, then here's how: Fweep yourself, then fly the following route: West, West, South, Down, Down, West, West, Up, Up, North, North, Down, East. At

about this point, the spell will wear off. Fweep again, and continue: South, East, North, Down, West, South, West, Up, West, and you're back at the Arch again. Whew!! Again, wait around till the spell wears off, then pick up everything and go to the hut. In the fireplace, you will see the Swanzo scroll. Gnusto the spell, and then take a nap, because by now you're tired again. Awakening refreshed, leave the hut and head on back to the Toll Gate. The Gnome is still here, and still asleep, so now's your chance: search him, and you will find your Zorkmid! All right! Now, keep going West until you come to the Bend, where you head Southwest to the Edge of the Crater, then Down into the crater itself. From there, move along South into the North/South tunnel, and the Southwest to the Amusement Park Entrance.

Try to go West, and a Gnome will appear and demand a Zorkmid. Give him your coin, and then proceed West into the park. Of all the places here, only one is important: the Arcade. Everything else is pretty much for show. So, keep on West until you reach the end of the Midway, and then go South into the Arcade. Open the Aqua Vial, drink the potion, then drop the vial. You are now dexterous enough to win a prize, so take the ball and throw it at a bunny. POW! Direct hit! As the bunny goes flying, the hawker will give you a glittering scroll of Malyon. You don't need to Gnusto this one, as it will be used only once, and very soon. Now leave the park, and once back in the tunnel, go south and you will be in the Carving Room. One carving looks like a dragon, and that's the one you want. First, Yonk Malyon. Then, learn Malyon. Finally, Malyon Dragon. The souped-up spell brings the Dragon to life! Good thing for you it's not permanent, or you might have been fried to a crisp! In any case, there is now a passage South through the wall. Take that into the Sooty Room. Now you're about to enter the most bizarre part of the game. Open the Orange Vial. Frotz yourself. Go East into the Coal Bin room. There will be a cave-in behind you, so you can't go back now. In addition, you're having some some trouble breathing, so drink the orange potion and drop the vial. Suddenly, your Older Self appears, sliding down from the Upper Chute! Listen carefully, and your twin will tell you a number. Make careful note of it! Now, hand your spellbook to your Twin, who will take it and dive down the Lower Chute. Go East to the Dial Room. There is a dial on the door, which can be set to any number from 0-873. Set it to the number your Twin just gave you. This is also a variable number and will change from game to game. Then open the door, and go into the Shaft Bottom. Get the rope. Make sure that you have nothing with you now but that rope. If you have anything else, drop it. Climb up to the Shaft Top. Go Southwest into the mine. A timber is here (doesn't that bring back fond memories of Zork?). Tie the rope to the timber, then continue on Northwest and West. You are now at the top of the Upper Chute. Put the beam across the chute, then drop the rope down the chute. Finally, climb down the rope, and you will be in the Slanted Room. There is a scroll here, and also an opened lantern. Get the scroll, and Golmac yourself back in time. Now open the lantern, and get the Vardik spell. Time is running short, so go East down the chute into the Coal Bin room, where you will see....your Younger Self! Now, most important: you must do as your twin did before! Tell your Twin the combination to the Dial Room door. Now your Twin

will give you the spell book, just as you did earlier (really one of the neater parts of this game!). As soon as you have the book, go down the Lower Chute to the Lagoon. Ah, air again! Take a deep breath, then sleep awhile, because you're probbaly tired again. Now learn Meef twice, Swanzo, once drop the spellbook, and go East into the Lagoon. Dive down to the bottom, and Meef the Spenseweeds, revealing a crate. Get the crate and return to shore. Drop and open the crate. Inside, among other things, is a can of grue repellent. Get that, and walk Northeast along the Ocean Shore and North to the Mouth of the River. There is a cave to the West, it's entrance covered by nasty-looking vines. Meef the vines, and Vardik yourself. Now, spray the repellent on yourself and enter the cave. Wow! Grues are everywhere, and they don't fear the light!! Fortunately though, the repellent still works. However, I wouldn't advise staying around! So, move along West and you will come to three doors. Two of them lead to VERY unpleasant circumstances. You don't want those, so open the white door. Inside the room is Belboz, who is possessed by the demon Jear. Swanzo Belboz, and the demon will leave him, and attempt to enter YOUR mind! But the Vardik spell will keep him out, and, with no host available, he will vanish! Belboz will now regain his senses, and will magic the both of you back to the Guild Hall. Here Belboz announces his retirement, and names you as the new head of the Circle! Congratulations, Sorcerer!

1.77 sorceror's apprentice

Press the <TAB> key after the first title screen and type in either "wizard", "spells", "arcane" or "druid".

1.78 sorcery

Type in "GAS MASK WHEELER WANTS CHEAT" to open all door, to stop the timer and to be able to enter the plus part of the game. (or to become invisible ?)

1.79 space ace

Just as Borf is attacking you, pause the game and type "DODEMODEXTER", press <FIRE> and <RETURN> then press <P> to restart the game. The game should now complete itself. If it doesn't work, try doing it on your last life.

1.80 space ace ii

To watch the entire game play automatically type "HURRYDEXTER0" and press <RETURN>. The end character in the word is a zero.

1.81 space crusade - the voyage beyond

While being attacked, press <ESC> repeatedly. This will reduce attacker's score, inflicting less damage on your soldiers.

On the squadren selection screen choose your team and wait for the shuters to close. Move the curser under the name of the team you have just picked. Now press and hold down the following numeric keypad number depending on what team you have picked:

```
<1> Blood Angels  
<2> Imperial Fists  
<3> Ultra Marines
```

Now press <LEFT MOUSE> four times and then <RIGHT MOUSE> four times, blue stripes will now flash across the screen indicating that the cheat mode has been activated. This will give your team as many action moves and shots as you like during play.

1.82 space harrier

Enter your name as "RAF" into the second from the top place in the high score list for unlimited lives.

1.83 space harrier 2

If you look at disk two, you'll see some files called LEVEL2.DAT (for example). If you rename THEEND.DAT (or whatever it's called) to LEVEL1.DAT, you will see the end sequence without playing the game!

On the high score table, enter your name as "SPOT" for infinite lives.

Press <P> to pause the game and type "BREAKFASTINBED". Now unpaue the game and infinite lives are yours.

1.84 space quest 3

IN THE FREIGHTER:

Don't fool with the pod that you came in as it is a waste of time.

You will notice an object to the front and right of the door you came out. You cannot move it but you will need it later.

Head off to the bottom of the screen and then go towards the right on the next screen. You will see a machine bringing scrap towards the ceiling. Hop on and wait. After it dumps you, type "STAND" and then type "JUMP". You will be on a cross beam. Go towards the left until you reach the control room. "CLIMB DOWN" onto the grabber and go around the control room. At the screen after the control room screen, stop the grabber and

push the button to lower the claw. Pick up the warp motivator with the claw and after it get back to the grabber go to the right. After you go around the turn stop the grabber and lower the claw. You will have to put the warp motivator in the hole in the top of the ship. Ride back to the control room get off the grabber and fall down the chute.

At the bottom of the chute go to the left where the wire goes into the wall and get the reactor. Climb out using the ladder and head towards the top of the screen. you are now back where you started. Go to the right and go into the tunnel. As you pass thru the tunnel a rat will grab the reactor from you. Go back to the room where you got the reactor and get it again. When you climb out again, take the ladder. Now when you go through the tunnel take the wires and continue thru the tunnel.

Go to the large head and climb in the eye. Go to the ship and use the ladder to get on top and open the hatch and enter the ship. Put the reactor in the hole to the left and then use the wires to splice them together. Get in the cockpit and examine controls. Turn on the engine, turn on the radar, take off, use your front shields and blast your way out.

IN SPACE:

Scan the area. Don't bother with monolith burger or the volcanic world but go to the other one (sorry i forgot its name). Land and go to the tourist trap and enter the building. Examine the postcards as there are interesting facts you need here. Sell your gem. Buy thermal underwear and a hat if you want it. As you leave you will meet a baddie who is out to get you. Don't go to your ship! Instead go to the left of the robot and take the elevator up. When the baddie follows, wait till he is near the gears and then grab the pulley. After he becomes burger go down and get his belt. Leave and go back to your ship and go to the volcano planet.

VOLCANO PLANET:

Put on you underwear and go to the left and wait until the survey team leaves. Get a detonator and the pole. Go in the direction that the survey team left and go up the mountain and drop the detonator in the machine in the crater. When you get to the crossing back to your ship, use the pole and jump the gully. Take off and go to pestulon.

PESTULON:

Use the belt and get inside past the guards. Go to the broom closet and change into the janitor's closet. Enter the accounting area and use the vaporizer on every trashcan you come to. Make your way to the picture of elmo and take it to the copy machine and make a copy. Put the picture back and make your way thru the accounting area to elmos office. After doing elmo's trash, leave and go to the balcony. When you come back, elmo will be gone and get the keycard off of his desk. Make your way back to the corridor and on the security door use the keycard and then the picture. When you see the jello mold people, push the ramp button and then vaporize the jello.

THE ROBOT FIGHT:

Just do your best, no tricks here.

THE SPACE BATTLE:

Make sure that you get your front shields up as the fighter comes at you and then destroy it when it is behind you. You will have to kill all the

fighters as if you miss you will die.

1.85 space quest 4

Hints:

On Xenon:

Problem: What do I do with pink rabbit?

You need to snare the hare -- you'll need his battery later. You'll find a rope one screen east of the starting screen. Pick it up and walk between the two large red columns in the upper right side of the screen. Choose the rope from the inventory window, and click the ROPE icon on the ground to use it. When the bunny walks into the noose, click the HAND on the rope to catch him.

Problem: What am I supposed to do with the rope?

Use the rope to catch the rabbit. Pick it up and walk between the two large red columns in the upper right side of the screen. Choose the rope from the inventory window, and click the ROPE icon on the ground to use it. When the bunny walks into the noose, click the HAND on the rope to catch him.

Problem: What do I do with the skimmer?

Search the skimmer by clicking the HAND icon on it. Open the glove box and click the EYE on the object inside. It's a Pocket Pal terminal! Click the HAND to take it.

Problem: What should I do with the tank and the unstable ordnance?

You can't do anything with the tank itself, but you can take the "unstable ordnance" from inside. I don't suggest it, though, it is unstable!

Problem: How do I avoid the cyborg and the Security Droid?

The cyborg is really fairly harmless, and blind as a bat. Just stay out of his way, and he'll leave you alone. If he gets near you, he'll shriek to alert the Security Droid. There's no escape from the Security Droid.

Problem: What about this Dome?

The dome is Sequel Police headquarters, among other things. You can't get to the dome on foot. Later a ship will land, and you can catch a ride up there.

Problem: Where else can I go?

You can't get into any of the buildings on the street. If you've done everything you can on the street, it's time to go underground. On the northeast corner of the intersection is a sewer grate. Click the HAND icon on the grate to open it.

In the Sewers:

Problem: What do I need from the Sanitation office?

Click the HAND icon on the desk blotter for an important message. Don't forget to take the empty jar from the desktop!

Problem: How do I get out of the Sanitation office?

On the left side of the room is a door with a wheel on it. Click the HAND icon on the wheel to open the door, then click the WALK icon on the doorway to walk out.

Problem: What should I do in the sewer?

If you took the jar from the Sanitation office, use it to scoop up some of the green slime. Choose the jar from the inventory window, and walk around the sewer until the slime oozes out of one of the grates. Quickly click the JAR icon on the slime, then get away fast!

Problem: How do I get out of the sewer?

There's a ladder halfway down the west side of the sewer. Click the hand on it to climb up. When you're looking out at the street from under the manhole cover, wait for the spaceship to land and the Sequel Police to disperse before clicking the WALK icon on the street to exit your hiding place.

Problem: What about this spaceship?

The spaceship is the Sequel Police shuttle to and from the dome. If you're quick, you can sneak aboard and get a ride up there. Wait in the manhole until the Sequel Police disperse, then walk to the ship. Click the HAND icon on the open area just below the leg of the ship to get inside the landing gear compartment.

Problem: How can I open the door in the landing bay?

You can open the lock by pouring the green slime on it, but you won't be able to get any further until later in the game.

Problem: How do I avoid getting shot by the Sequel Police?

You need to steal a timepod from this area, but you're going to have to be sneaky about it. Wait for the second pod to land, and for the pilot to get out and walk up-screen. Quickly click the HAND icon on the pod to get in.

Problem: I'm in the timepod, but I don't know what to do!

The first thing you'll need is the User Identity Verification Pirate Protection Program code. The U.I.V.P.P.P. is located in Space Piston Magazine, in the Timebuster 2000SUX Road Test article by Y. Hugh Iotta. Next, make a note of the symbols on the little screen above the keypad -- those are the Xenon coordinates, and you'll have to come back here later. Now punch in six digits and press ENTER. Punch in six more and you're on your way.

Estros:

Problem: How do I avoid the Sequel Police?

The best way to avoid the Sequel Police is to exit your pod and walk immediately to the far West side of the butte. After a large, formidable shadow passes over the ground, walk back to the pod and take the stairway down. There's a pterodactyl just waiting to give you a lift.

Problem: What should I do in the nest?

You need to search the Sequel Policeman's body. Click the HAND icon on the body.

Problem: How can I escape the nest?

To escape, click the WALK icon on the hole in the bottom right side of the nest.

Problem: Help! I've been captured by the Latex Babes!
These are the famed Latex Babes of Estros. You leave one of them at the altar in a future game, and they never forget a grudge. I'm afraid there's no way out of this one, you'll have to go with them. Click the WALK icon on the hatch to get in the sub.

Problem: How can I get rid of the Sea Slug?
When the slug's slimy tentacles are wrapped around your legs, click the HAND icon on the button on the arm of the chair. See those air tanks to the right of your chair? lick the HAND icon on the air tank nearest you. As quickly as you can, choose the air tank from your inventory window, and click the TANK icon on the slug's mouth.

The Galaxy Galleria Mall:

Problem: I just arrived at the mall. What do I do?
First pick up the AutoBucks card the Latex Babes dropped. Next, you'll need some new clothes. From the top of the escalator, go West on the walkway. Stop at the Big and Tall Alien store and talk to the clerk. He's got just what you need.

Problem: I need some more money.
If you're dressed properly, go to Monolith Burger and talk to the manager. He'll give you a job. Save your game at this point, and earn as much money as you can. If you get fired, don't restore, just go back in and get hired again. You need to earn at least \$26.00.

Problem: How can I use the AutoBucks card?
You'll need a clever disguise. Visit the Women's Clothing Store, and talk to the clerk -- if you have enough money, he can help you. When you're all dressed up, go back to the AutoBucks machine and Clean House.

Problem: What should I do at the woman's clothing store?
If you have enough money, you can buy a clever disguise here to fool the AutoBucks machine. Talk to the clerk, and he'll give you everything you need.

Problem: What should I buy at the software store?
Look in the bargain bin. There are lots of fun things to see here, but the only thing you need is the Space Quest IV hint book.

Problem: What hints do I need from the hint book?
There are two hints you'll need to complete the game. One is under the question about the "stupid timepod", the other is under the question about the Super Computer.

Problem: What do I do in the arcade?
Until you're finished at the mall, I don't advise wandering around the arcade. You can play Ms. Astro Chicken, it's the first game on the left side of the room. Be sure to approach it from the left, and click the HAND icon on it. When you've done everything you can here, come back and have a look around. Walk to the right, rear of the arcade, and wait for the Sequel Police. When they come, get out as fast as you can.

Problem: What should I buy at Radio Shock?
The item you need to buy from Radio Shock is the PocketPal terminal

adaptor plug. There are several different plugs available, so before you buy one, you should know which one you'll need. To find out, you have to get inside the dome on Xenon and look carefully at the Super Computer terminal.

Problem: What can I do at Monolith Burger?

The manager at Monolith Burger would just love to give you a job. To earn a few extra Buckazoids, take him up on his offer. You'll need to earn at least \$26.00. If you get fired, don't restore, just go back in and get hired again.

Problem: What do I need to do before leaving the Galaxy Galleria Mall? Before you leave the Galaxy Galleria mall, you should buy a new Generic Space Hero suit from the Big & Tall men's clothing store, get a job at Monolith Burger and earn \$26.00, buy the Space Quest IV hint book from the bargain bin at the software store, buy a clever disguise from the women's clothing store, and use the AutoBucks card to clean out Zondra's account.

Problem: I've done everything at the mall, but I can't get any further! If you've done all you can at the mall, it's time to visit the arcade. Walk to the right, rear of the arcade, and wait for the Sequel Police to arrive. When they come, get out as fast as you can by clicking the WALK icon on the bottom right side of the screen.

Problem: How do I escape the Sequel Police?

Go to Skate-O-Rama and "swim" in the zero-gravity area, being careful to avoid laser blasts from Sequel Police weapons. The best way to ditch them is to start at the East entrance of Skate-O-Rama, swim up, across the top, and down to exit on the West side.

Problem: I've ditched the Sequel Police, what do I do next?

The next thing you need to do is swipe the timepod the Sequel Police came in. When you exit Skate-O-Rama, head for the arcade. Click the HAND icon on the timepod to enter it. Your next stop is Ulence Flats; use the code found in the Space Quest IV hint book to get you there. It's under the question about the Stupid Timepod.

Ulence Flats:

Problem: I've just arrived at Ulence Flats. What do I do?

Gee, isn't this place familiar? Well, Droids-B-Us is closed, and so is Tiny's. The only place you need to go is the bar. Be careful though, the place has really gone downhill since you were here last.

Problem: How do I deal with the Monochrome Boys?

There's nothing you can do about the Monochrome Boys, except to get back at them for what they did to you, and get them out of the way for a few minutes. When they throw you outside, click the HAND icon on their motorcycles. If you've already done this, go about your business quickly and get off this planet. You're in big trouble if they catch you now.

Problem: I've dealt with the Monochrome Boys. What do I do next?

Now that the Monochrome Boys are out of the way for a while, go back into the bar and get the book of matches off the counter. That's all you need from here.

Problem: How can I leave Ulence Flats?

Get back in your timepod and enter the coordinates for Xenon. They were on the screen when you first stole the pod -- I hope you wrote them down!

The Second Trip to Xenon:

Problem: How do I open the locked door?

Pour the jar of slime on the lock to dissolve it, then click the HAND icon on the door to open it.

Problem: I keep getting zapped by lasers in tunnel! How can I get through? The items you'll need to get through this tunnel are a book of matches, and an old cigar butt. choose the matches from your inventory window. Click the MATCHES icon on the cigar butt. Now select the cigar butt from the window. Click on OK. Click the EYE icon on the keypad to get a close up view. Now look at the angles of each set of laser beams. The object is to enter the correct rotation angle for each set, in order to place each in a straight up and down position. With this accomplished, you can walk through the tunnel unmolested.

Problem: What are the correct rotation angles for the lasers?

With the beams in the initial position (before you made any attempts to adjust them), and the flashing bar in the top window, press 156 on the keypad, and press ENTER. The second set of beams can be adjusted from the initial position by entering 024 into the keypad. To adjust the last set of beams from the initial position, enter 108 into the keypad.

Problem: What do I do once I have made it through the tunnel?

Now you're inside the Super Computer. If this is your first visit to this location, you need to get in and get out as fast as you can. You should be on a walkway. At intervals along this walkway are little boxes. These are terminals for the Super Computer. Click the EYE icon on the first terminal you see, and take a good look at the close-up view. You'll need to buy the PocketPal adaptor plug from Radio Shock that looks like the plug you see here. If you've already been here once, and have the correct plug, proceed to the hint section titled "Inside the Super Computer".

Problem: How do I avoid the droid?

If this is your first visit to this location, you can only avoid the Security Droids by getting in and out of this area as fast as you can. If you've already looked at the terminal, exit the area the way you came in. If you haven't, return to the previous menu and press 4 for a hint.

Problem: Where do I go from Xenon?

If you've been inside the Super Computer and taken note of the shape of the terminal plug, you need to return to the Galaxy Galleria Mall, and buy the correct adaptor from Radio Shock. The correct coordinates were on the timepod screen before you left the arcade.

Inside The Super Computer:

Problem: What is my objective here?

Once inside the Super Computer, you need to use your PocketPal to access the Super Computer. This way, you can monitor the movements of the Security Droids and avoid them as you explore. Your goals are to get to the Programming Chamber and start the formatting sequence that will erase Vohaul from the Super Computer, and to rescue your son, Roger Jr.

Problem: How do I use the Pocket Pal?

Choose the Pocket Pal terminal from the inventory window, then click the POCKETPAL icon on one of the terminals along the walkway. You should now see an overhead view of the area. The flashing grey rectangle represents you, the flashing blue or green octagon represents a Security Droid. Click on the POWER button to exit this view, and continue along the walkway, avoiding the path of the droid.

Problem: My Pocket Pal won't work!

You may have one of two problems. First, you need the battery from the bunny. From the inventory window, click the EYE icon on the bunny, then click the HAND icon on the battery. Now select the battery, and click the BATTERY icon on the PocketPal. If you've done this, and the PocketPal still won't work, you either need to get an adaptor plug from Radio Shock, or to exchange the plug you have for the correct one.

Problem: Where is the programming chamber?

From the tunnel door, walk one screen North, then one screen West. Take the left stairway down to the next screen, wait for the droid to appear on the right, then walk North again to the top of the stairway. From here walk one screen East, one South, and then proceed West to the programming chamber.

Problem: How do I get inside the programming chamber?

The correct code can be found in the Space Quest IV hint book, under the question "I'm in a room outside the Programming Chamber. . ."

Problem: What should I do in the programming chamber?

There are several icons on the screen, but only two are useful to you; the DROID icon, and the BRAIN icon. First, point the icon at the DROID icon, click the mouse button, drag the icon to the toilet, and release the mouse button. This will disable the Security Droids and make it easier for you to get around inside the Super Computer. Next, point the icon at the BRAIN icon, click the mouse button, drag the icon to the toilet, and release the mouse button. This will initiate the formatting sequence that will destroy Vohaul. The counter at the bottom left side of the screen tells you how much time you have to rescue Roger Jr. Whatever you do, DON'T put the SQ4 icon into the toilet!!

Problem: Where is Roger Jr.?

From the Programming Chamber, walk three screens East, one screen North, then one screen West to the stairway. Take either stairway down, and proceed West to the glass elevator. Arriving at level 3, walk one screen North, one screen East, then North into Vohaul's chamber.

Problem: How do I rescue Roger Jr.?

You can only rescue Roger Jr. if you have initiated the formatting sequence. If you have done this, walk toward the edge of the platform, and a bridge will extend to Roger Jr.'s platform. Walk across the bridge. Use the mouse or Arrow keys to fight Roger Jr, and force him back into the beam. When he's caught in the beam again, climb down the ladder on the left side of the platform. When you come back up, the disk will be in your inventory. Click the DISK icon on the disk drive, and a menu will appear. Click on BEAM UPLOAD to upload Vohaul into the Super Computer. Click on DISK UPLOAD to upload Roger Jr. into the Super Computer. Click on Roger Jr.'s name, then on BEAM DOWNLOAD. Roger Jr. will be downloaded into his body, and Vohaul will be formatted.

Complete Solution:

For the first section of the game, look in pages 8 and 9 of your Space Piston book and follow the walk-through provided. When you have followed the walk-through successfully you will find yourself in the sewers. From here:

Sewer Room:

Go to the table and get the jar. Look under the pad on the table and press the button that is there. When the picture show has finished, go to the large contraption to the left of you and turn the handle. The door will open, enabling you to go inside. Do so now. You are now in the sewers underneath Xenon. Move to the left hand side of the sewers and move down. A little thingie will start to follow you. Let it follow you until the bottom screen, wait until it gets near you and use the jar to scoop it up. Now quickly get out of the way and wait until the slime has gone. Go from here to the ladder and climb up. Go to the screen to the left and here you will find a spaceship. Climb into the landing gear.

Main Computer:

Save the game now, in case you muck the next couple of commands up. Go to the right hand screen and a time pod should appear. Quickly get into it. When you are inside, enter any combination you like, but note down what you entered. You might like to try different combinations.

Space Quest 10:

When you land, get out of the pod and walk around a bit. Go left - you will see something down the path, so go back to the time pod and take the path near it. A large bird comes along and picks you up. Oh dear! When your in its nest, wait until one of the evil guards drops in, then search him and you'll find a piece of paper. Go to the hole in the nest and click on it with the Hand icon to go through it. In the next screen you will meet some nice young ladies. Get into the sub. When you get to the hideout, wait until a slug turns up. When the slug tries to eat you, press the button that activates the lasers on either side of the chair. Now get one of the oxygen tanks and shove it into the slugs mouth.

Shopping Centre:

Pick up the card that the girl has dropped, then get on the walkway. Go to the Men's clothing shop and talk to the droid there. When you have your new clothes, pay the man. Next, go to the Mamolith burgers and ask the Pig there for a job. You can do the arcade bit if you want to, but it isn't compulsory.

From here, go back to the place where you came into the shopping centre and get the cigar. Now go to the cash machine, which stands next to the software shop. Use the card you picked up in the machine. It won't work. Now go to the ladies clothes shop and talk to the droid at the desk - she should give you some clothes. Pay for the clothes and go back to the cash machine. Now you can use the card and get some money out. Go into the software shop and look in the bargain bin to get the Space Quest hint book, which should be underneath the other software. Pay for the book and then look at it. Use the stick icon to reveal the answers.

Go from here to Radio Shock and look at the catalogue. Look at the

electrical gadgets and go through them until you come to the adaptor for the Pocket pal. Get the adaptor which is at the bottom right of the screen. Now go back to the ladie's clothes store and into the changing rooms. Get dressed. When you have finished, go to the arcade. Go over to the Ms Astro Chicken and insert a buckazoid. Play the game as many times as you want. After a while the game will blow up. A time pod should appear. When a soldier comes after you, just leave the screen and go to the zero gravity skate place. Go to the top of this and wait for the guard to come after you. From here, dodge the guard and go back to the arcade. Get into the time pod.

To work out where to go, take the codes that are in the hint book and type them out. Then type in the code that is written on the piece of paper you found.

Space Quest One:

Go to the bar, where you'll find some nice people. When you've been thrown out, kick over the bikes. Now go back to the bar, but on the way there, jump out of the way of the biker. In the bar, get the matches from the bar table. Now go back to the Time Pod - but you'll have to jump out of the way of the bikers again. When you're in the time pod, go back to the start of the game.

Start of the Game:

Go to the far right-hand side screen. Use the acid on the door lock. When you're in the tunnel, use the matches on the cigar. This should show you where the lasers are. Now go to the Bunny, look at it and take the battery out of it. Put the battery in the computer. Look at the panel on the wall and type in any number you like. The best way to get the lasers in line is to experiment. I found that using 100 each time sometimes works.

When you've managed this, go to the room to the north. You'll now be in the main computer. Wait till the droid appears from the left, then go back to the previous screen. Go back to the main computer. By now, you should have given the droid the slip. Go from here down the left-hand path until you come to another room with a control panel. Now use the numbers given in the hint book to open the door.

Go into the next room. You should now be given a screen with lots of objects on it. Move all the objects onto the toilet, but not the SQ4 one. Now leave here and goto the main computer. If you can't find your way back, use your computer with the sockets that are around the place.

When you get to the main computer to fight with Vohal, Move your man with the cursor keys or joystick. Move to the middle of the platform to fight, and after a while, you should be able to get him into the middle of the screen. When you've done this, go down the ladder. When you come back up, a disc will be in your inventory. Click the disc icon on the disc drive. When the picture of the screen appears, click on Upload beam, then Upload disc, then use the arrows to change the arrow to Roger Jnr and click on Download beam.

You have now downloaded Vohal and finished Space Quest IV!

1.86 space rouge

Firstly you must get yourself some decent weaponry. After docking at Hiathra go see Orellian, the Imperial Representative and take your Space Pilot's exam. The answers to this are:

- 1 3.26
- 2 type O
- 3 $F = M + A$
- 4 THE IMPERIUM

If you don't have your Space Pilot's licence you can't buy any weapons, shields, etc which doesn't help matters.

Talk to everyone on the base, especially VEDA (a green monster). If he sells you some CONTACT LENSES, buy them. Go to the room where CEBAK is (the girl who keeps talking about the greatest coin-op in the galaxy, HIVE!). Inspect the far right SPACE SUIT on the back wall and you should find a KEY CARD. When you have spoken to everyone, go and see the SHIP OUTFITTER. Buy 4 extra CARGO PODS off him. Then go to the Trader and buy 8 tons of either 1GB RAMS or SUPERCOMPUTERS. If they don't have any of these, don't buy anything.

Next go to the MICON I outpost. Sell the 1GB RAMS or SUPERCOMPUTERS and buy EXPLOSIVES or FORGED CREDITS. The important thing about smuggling CONTRABAND is to remember to have a different item in your last CARGO POD. That way you don't usually get caught. Go and see Sir Eld. He will ask you to do him a favour, so agree to do it. Go back to HIATHRA Starbase and deliver the Statuette to The Imperium Representatives. Sell the EXPLOSIVES or FORGED CREDITS but NOT SUPERCOMPUTERS or 1GB RAMS. Return to MICON I and talk to Sir Eld. He will give you some useful advice and give you a Stealth Box. Repeat this HIATHRA to MICON I run until you have enough credits to buy a PARTICLE BEAM LASER. Now the fun begins!!

Here you must make a decision. Whether you will become a PIRATE or a BOUNTY HUNTER. Being a pirate means that you get more combat practice and get (most importantly) more money but this also means that every ship you come across will attack you. If you're a Bounty Hunter, at least the Merchant ships won't attack you.

The next item on the agenda is to get more ARMOUR. When you've got 500 of this and your REPUTE is FIERCE or higher, go and see DUCHESS AVENSTAR at DENEBCRIME STARBASE in the DENEBCRIME system. Talk to the STUDENT a Deneb who will tell you to go to NAR'SEE and say 'RAKBIT' to one of the ALIENS.

Do this and go back to Deneb and speak to the student. She will give you a MALIR ARTIFACT. Next go to the BASSRUTI system. Here go to the MINING STATION. You are advised to save your position before docking with the station as there are rather a few monsters running around the station with an unsociable tendency to tear you limb from limb.

When you have docked, go to the room directly down from the docking bay. A monster should enter here so be careful. You must try to get a table between the monster and yourself and then run through one of the doors. When you are sure that you have lost the monster, go to the room at the bottom left of the station (the one with the SAFE in it) and inspect the CABINET below it. You should find some NSBs. Now go back to the ship and fly to the ARCTURUS system and go to the MICON II MINING STATION. Go to the MADMAN in one of the corridors

and talk to him. Select 'OTHER' and type 'NSB'. He will ask you the name of his mission, to which you should reply 'FERRET'. He will tell you to go and see GUT.

Go to the KOTH carrier and use the CARD on the LOCKED DOOR. Avoid the ALARM SQUARES and go and inspect one of the squares on the TOP WALL. You will find the TRANSMUTATION COIL as long as you have bought the CONTACT LENSES off VEDA.

Go back to the BASSRUTI system and soar through the vacuum to the FREE GUILD OUTPOST. Go to CHI-SHA and say you are a ROGUE. Select 'OTHER' and say 'LUX-23A'. Agree to help her and she will come on your ship as a repair droid. Go and see OMAR and demand to see GUT. He will tell you to go and destroy a TITAN first. This 'small' task is not too difficult as long as you have 500 ARMOUR and decent shields. When you have done this, go back and talk to GUT. Explain KOTH'S plot and he will tell you to go and see a BAAKILI FAR TRADER. Say to him 'MANCHI' and offer him the MALIR ARTIFACT. When you have received the information, go and see GUT again. He will tell you to go to TROCHAL to steal the CHIGONGER back.

First, go to the MICON IV MINING STATION in the ZED N27 system. Once at the station search behind the locked door until you find a PSIONIC SHIELD. Then, go to the TROCHAL OUTPOST in the SIGURE system and go to see VILANIE. She will ask you to remove the shield - DON'T! She will call the guards so quickly unlock the DOOR in her ROOM and inspect next to the EGG. Pick up the CHIGONGER and go back to GUT. Then go to ZED N27 and talk to PROFESSOR PROSK. Give him the TRANSMUTATION COIL and ask him for the NULL DAMPER. Explain about the EGG and enter in the CO-ORDINATES "GC 3409". Go to the NAVIGATION CONSOLE and set course for the MANCHI HOMEWORLD. Dock here, turn the disk over and look at the pretty pictures.

TIPS:

Use the map to get through the Bassruti Mining Station. If you start wandering around the monster may sneak up and have you. It's a fairly thick monster and escape is impossible.

LOADED FOR MANCHI:

Don't think about becoming a pirate or bounty hunter until you're armed to the teeth, naturally the most expensive laser is the best (the Particle Beam); they're very effective in cutting up Manchi and other baddies. Initially, buy the Sapphire.

1.87 speedball 2

In the Knockout round, draw with the first (easy) team by scoring own goals. You must replay them until you win, so keep drawing and collecting more money. As you build up your team's power, this becomes easier. When your team reaches 100% power, you can begin thrashing your way to the final.

1.88 spellbound

Level Codes:

- 2 HEYY
- 3 OUDI
- 4 DYOU
- 5 CALL
- 6 MYPI
- 7 NTAW
- 8 OMAN
- 9 NUTS

Try also typing all codes together "HEYYOUIDIDYOUCALLMYPINTAWOMANNUTS".

1.89 spellbreaker

Before we start off, two important things:

1. At random places a spell won't work and you'll get comments like "your fingers grow numb". Since there is nothing you can do about this, I advise you to save frequently. Sometimes 'wait' will help to make spell casting possible again.
2. After a while, you'll get tired in the adventure. You will have to sleep then. Be very careful, because after you wake up, you'll have forgotten all the spells you learned before you started sleeping!!

Keeping these things in mind, we can begin:

```
wait (4 times); s; take bread; s; learn lesoch; lesoch; take cube
[25]; write "1" on cube; learn blorple; blorple 1 [15]; frotz
burin [don't frotz yourself, because this will be very
inconvenient much later in the adventure]; d; d; wait (5 times);
take stained scroll [10]; examine stained; gnusto caskly; learn
blorple; blorple 1; e; s [write down the description of the
'Ruins room' since you'll need it at the end of the adventure];
take zipper [10]; open zipper; look into zipper; reach into
zipper; look into zipper; take flimsy scroll [10]; read flimsy
[girgol]; learn blorple; blorple 1; s; take dirty scroll [10];
read dirty [throck]; gnusto throck; u; wait [until it says; "If
you don't do something soon, you will die!"]; girgol; u (4
times); take coin; examine coin [500 zorkmid]; w; learn caskly;
caskly hut; take cube [25]; write "2" on cube; e; put
coin,bread,knife in zipper; learn blorple; blorple 2; s; pull
plant (2 times); learn blorple; blorple 1; w; n; learn yomin;
yomin ogre [hay fever!]; plant weed; learn throck; throck plant;
d; take dusty scroll and gold box [20]; u; s; examine dusty
[espnis]; gnusto espnis; open box; take cube [25]; write "3" on
cube; put box in zipper; learn blorple; blorple 3; take bread;
learn blorple; drop all except bread; s; drop bread; take 3; take
bottle; blorple 3; open bottle; look into bottle [damp scroll];
take damp [10]; read damp [liskon]; take all; gnusto liskon; n;
learn liskon; liskon me; frotz bottle; learn blorple; drop all
except bottle and 3; enter outflow pipe; w; take cube [25]; w;
climb out of pipe; blorple 3; n; take all; write "4" on cube; put
bottle in zipper; learn blorple; blorple 1; e; n; learn liskon;
```

liskon snake; n; n; learn malyon and espnis; malyon idol; wait; espnis idol; wait; climb idol; look into mouth; take cube [25]; d; write "5" on cube; learn blorple; blorple 5; n; take white scroll [10]; learn blorple; blorple 5; w; examine white scroll [tinsot]; gnusto tinsot; e; examine blue carpet; take coin; point at blue carpet; buy blue carpet; offer 300; offer 400; offer 500; inventory; take blue carpet [10]; learn blorple; blorple 3; learn tinsot; again; again; put all in zipper; take burin; close zipper; n; rezrov door; tinsot channel; again; wait (3 times); tinsot water; climb ice floe; u; take cube [25]; open zipper; take book; write "6" on cube; e; n [make a note of this location, since it will prove useful in the future!]; rezrov cabinet; take moldy book [10]; learn caskly; caskly moldy book [15]; read moldy book; gnusto snavig; s; w; u; drop carpet; sit on carpet; u; w (4 times); d; get off carpet; take cube [25]; sit on carpet; wait [for fun]; u; e (4 times); d; get off carpet; take carpet; d; write "7" on cube; learn blorple; blorple 3; learn blorple; learn snavig; drop all; s; take 3; snavig grouper; d; wait [until you become yourself again]; take all [25]; u; blorple 3; take all; write "8" on cube; n; learn blorple; blorple 8; w; learn tinsot; tinsot fragment; take fragment; learn blorple; put all in zipper except book; take 4; blorple 4; n; take compass rose [10]; learn blorple; blorple 4; w; put rose in carving; take rose; n; touch nw rune with rose; nw; touch w rune with rose; w; touch ne rune with rose; ne; rezrov alabaster; w; take cube [25]; take burin; write "9" on cube; learn blorple; blorple 9; s; sit on green rock; take fragment; give fragment to green rock; sit on green rock; look [this piece of the adventure is random, so I can't give the exact commands; Once you're on the green rock, you can move around on the lines on the ground, using commands like; rock, west. You should try to get in the same location as the brown rock, since he's carrying a cube on his back! Every time you let the green rock move one location, the brown rock moves one location too. You should try to get the brown rock into a corner, because when he makes his move then, you can always get to him! The best way to do this is to map the area and use two different coins, representing the green and the brown rock, so you can keep track of their whereabouts. I found out that the best way to start is; w.ne.s.e and then you're on your own, but it's random, so it could be different when you play it! Good luck!]; jump on brown rock; take cube [25]; write "10" on cube; learn blorple; blorple 10; d; learn snavig; drop all; take 10; take book; d; snavig grue; d; climb on pillar; take cube [25]; wait [until you are yourself again]; learn blorple; blorple 10; d; take all; write "11" on cube; learn blorple; blorple 11; n; take box; examine box [notice the figures on the box, which are different for every cube you put in the box; this gives you the chance to know which cube you should use, when you've given them different names from the names I use; see the list below]; put 10 in box; take 10; throw box at outcropping; learn blorple; blorple 10; u [this is one of the directions you can't use normally, although it seems to be there; this leads you to where the gold box is and works with all these exits, provided you put the corresponding cube in the box first!]; take box and cube [25]; write "12" on cube; put all in zipper; take 7 and book; learn blorple; blorple 7; s; ask belboz about me [He will ask you a question to find out if you're not the cloaked figure; answer

this question correctly! If the program recognizes the answer, but it's not the right one, you'll find out that you did something wrong when you try to open the cabinet, much later in the adventure!! Belboz should give you a key.]; ask about cube; ask about figure; learn blorple; take 9; blorple 9; e; rezrov door; put all in zipper; take book; [if you want to save before the next puzzle, you'll have to do it here, since 'save' won't work once you're in the outer vault!]; n; [* this puzzle is random too, so I'll try to explain it; There are 12 cubes here and you should try to find the most powerful one. This can be done using the jindak spell, which makes the pile with the powerful cube glow more brightly. You only get three chances to use the jindak spell! The trick is to make three piles of four and compare two of them. The one that glows more brightly is the pile with the powerful cube in it. Now swap two cubes from this pile with two from the other pile and jindak again. This way you've just two cubes left that can be the powerful one. Swap one of these with any of the cubes in the other pile and jindak. Now you know which cube is most powerful! See to it that you learn the blorple spell before you jindak for the last time! Blorple the powerful cube right away!! As an example I'll give you the commands that worked with me; take x1,x2,x3,x4,x7,x8; put x7,x8 in first; learn jindak (3 times); learn blorple; jindak [However, the first pile is glowing more brightly;so the powerful cube is either x5,x6,x7,x8]; take x7,x8; put x7,x8 in second; take x9,x10; put x9,x10 in first; jindak [However, the first pile is glowing more brightly;powerful is x5 or x6]; take x6; put x6 in second; take x12; put x12 in first; jindak [However, the first is glowing more brightly; cube x5 is the powerful one!!]; take x5; blorple x5 ;one final note; when the piles glow with identical brightness, the powerful one is in the pile you're holding yourself! *]; [getting the cube is 25 points]; d [after blorple powerful cube]; take key; unlock cabinet with key [here you find out if you answered the question from Belboz correctly!]; open cabinet; take vellum scroll [10]; examine vellum scroll; learn all spells; again (6 times); [remember the description before? Leave everything in the room the way it was when you first entered it, otherwise you're memory will be confused and you die using blorple]; put book in cabinet; close cabinet; lock cabinet with key; rezrov door; blorple .. [powerful cube]; u; open sack; take flimsy scroll; take burin; copy flimsy on vellum; take sack; empty zipper in sack; put flimsy in zipper; close zipper; drop zipper [this way you leave everything as you encountered it before, remember?]; take 12; blorple 12; e; wait (3 times); take knife; wait (6 times) [until it says; Chortling gleefully, it prepares to jump into the hypercube!]; girgol; take 11; put sack in tesseract; wait.

List of spells and their effect:

```
blorple explore an objects mystic connections
lesoch gust of wind
yomin mind probe
rezrov open even locked or enchanted objects
frotz cause something to give off light
gnusto write a magic spell into a spell book
malyon animate
```

jindak detect magic
 caskly cause perfection
 girgol stop time
 throck cause plants to grow
 espnis sleep
 liskon shrink a living thing
 tinsot freeze
 snavig shape change

List of cubes, where they lead to and the figures they show when you put them in the gold box:

1 packed earth moles
 2 soft room rabbits
 3 water room dolphins
 4 changing room butterflies
 5 air room eagles
 6 boneyard worms
 7 string room spiders
 8 light room fireflies
 9 no place owls
 10 dark room grues
 11 fire room salamanders
 12 magic room unicorns
 x5? sand room turtles (powerful cube from vault)

List of possible questions that Belboz might ask you, with their proper answers :

Which of our esteemed colleagues was fabled for his skill at Double Fanucci? - Forburn

In Borphee, who was famed for his skill with fireworks displays? - Dimithio

Of the necromancers, who other than (harumph) myself is best-known? - Berknip

Who wrote the Coconut of Quendor? - Gustar

Who invented the golmac spell? - Barbel

Which mage had the motto, "The hardest trick is making it look easy."? - Barsap

1.90 spellcasting 101

Walkthrough - Sorcerers get all the girls

Chapter One : Escape

N, Open door, get potty, S, empty potty on fire, open desk, get all, climb chimney, S, lift flat rock, get key, push miss b'counter, get key, unlock shed door with key, open shed door, W, get overalls, wear overalls, E, E.

Chapter Two : Sorcerer University

get in long line, wait, wait, [answer the 3 copy prot questions],

E, E, sit, GUB tree, ZEM me, S, kill dragon with sword, VAI ivy, climb ivy, pull lever, unchain damsel, N, SW, W, wait until 7:30, wait, SW, wait, NE, NW, wait, escort gretchen, S, E, put gretchen on bed, search gretchen (twice if naughty), sleep (twice if nice), open spell box, get spell book and key, W, SW, unlock door with key and open door, IN, open spell box, OUT, E, NE, FRIMP trapdoor, lift trapdoor, D, SE, S, E, E, SW, W, S, W, W, D, open spell box, U, N, NE, N, N, wait until 11:30, FRIMP trapdoor, lift trapdoor, U, U, get popular book, SKONN bust, U, open spell box, D, D, SW, wait until 6:00, wait until 7:15, U, sit, yes, ask prof about appliance, again, hump hillary/clean dishes (naughty/nice), NE, E, wait until 10:00, wait, sleep, get all, wait until 1:00, get all, sit, GUB tree, ZEM me, S, kill dragon with sword, VAI ivy, climb ivy, pull lever, unchain damsel, OUT, W, SW, U, DISPAR board, get board, open box, D, SW, put board in water, get on board, turn left dial to 6, turn right dial to tick, press button, wait, wait.

Chapter Three : The Island of Lost Soles

KABBUL Blaise, KABBUL Ashby, KABBUL Charlie, KABBUL Bernie, KABBUL Charlotte, NE, KABBUL Dawn, KABBUL Robin, KABBUL Gail, KABBUL Leif, KABBUL Wolfgang, KABBUL Ernest, KABBUL Woodrow, S, KABBUL Jack, KABBUL Dolly, KABBUL Carmen, KABBUL Peg, KABBUL Jim, KABBUL Belle, KABBUL Matt, KABBUL Mikey, get lock opener and open door, IN, open safe, KABBUL Kitty, KABBUL Ty, KABBUL Adlai, KABBUL Wilhelm, KABBUL Willie, KABBUL Wilma, KABBUL Wilbur, KABBUL William, KABBUL Wilton, KABBUL Will, KABBUL Jules, KABBUL Penny, KABBUL Buck, KABBUL Nicholas, KABBUL Pierre, KABBUL Adam, sleep, get all, E, KABBUL Stu, KABBUL Patty, KABBUL Frank, KABBUL Waldo, KABBUL Ricky, KABBUL Sherry, KABBUL Pat, U, KABBUL Kermit, KABBUL Knute, KABBUL Tom, KABBUL Teddy, KABBUL Bunny, KABBUL Bill, KABBUL Bo, D, W, D, KABBUL Goldie, KABBUL Lucy, KABBUL Lacey, KABBUL Betty, KABBUL Gabby, KABBUL Daisy, KABBUL Connie, KABBUL Archie, KABBUL Hardy, KABBUL Dusty, E, KABBUL Laurie, KABBUL Lucille, KABBUL Lulu, KABBUL Gaylord, KABBUL Bobby, KABBUL Billy, SW, KABBUL Melody, KABBUL Winnie, KABBUL Cy, KABBUL Humphrey, KABBUL Blair, KABBUL Carol, KABBUL Mike, KABBUL Noel, N, U, W, S, KABBUL Brooke, KABBUL Bridgitte, KABBUL Sandford, KABBUL Clifford, KABBUL Rod, KABBUL Barb, NW, get on board, turn left dial to 4, turn right dial to pig, press button, wait, wait, wait

Chapter Four : The Island where Time runs Backwards

drop waybread, S, SW, jump, wait, wait, get in small mudbath, get in medium mudbath, get in large mudbath, U, eat small waybread, eat medium waybread, eat large waybread, hump small concubine/play chess with small nun, hump medium concubine/play chess with medium nun, hump large concubine/play chess with large nun (naughty/nice), IN, open door, read sign, NW, examine pedestal, N, give box to director, get off board, open box, turn left dial to 8, turn right dial to slug, press button, wait, wait, wait.

Chapter Five : The Island of Horny Women

[nb. I'm assuming naughty mode from here on. Nice is easy enough to work out, though in some cases (undressing - must be alone) it's not a simple swap.]
SW, W, hump amazon, FRIMP bed, get bonnet, open chest, get shoes, U, open wardrobe, get gown, U, E, S, get all, undress, wear gown and bonnet and shoes and lipstick, N, NE, get on board, undress, wear cloak, turn left dial to 14, turn right dial to bat, press button, wait, wait, wait, wait, wait.

Chapter Six : The Restaurant at the End of the Ocean

get box, N, order shark, wait, BUNDEROT shark, open box, S, get on board, MAJJELLO right dial, turn left dial to 10, turn right dial to boa, press button, wait, wait, wait.

Chapter Seven : The Island of the Gods

unlock island with big key, N, N, W, wait, hide, wait, wait, wait, step out from curtain (or wait a while longer to see Ocarina disrobe), hump Ocarina, open box, GWEEK garbage, BUNDEROT garbage, open box, S, S, S, get on board, turn left dial to 13, turn right dial to pig, press button, wait, wait, wait, GOBERDUNA monster, E.

Chapter Eight : Fort Blackwand

GUB tree, ZEM me, S, kill dragon with sword, VAI ivy, climb ivy, pull lever, unchain Lola, get purse, open trapdoor, D, tell Lola to stand on gold x, KABBUL Art, tell Art to stand on silver x, stand on bronze x, open purse, W,

-- stunning climax --

give popular book to Joey, wait, wait, wait, cast BLUBBA, burn spell book with flamethrower, open box.

1.91 spherical

On the options screen, type "BLADERUNNER". A screen will appear to let you know it worked and after 30 seconds the game will start. You will be invincible and can skip levels with <CURSOR LEFT> and <CURSOR RIGHT>.

Passwords:

One Player Two Player

9 RADAGAST 9 GHANIMA
19 YARMAK 19 GLIEP
39 ORCSLAYER 39 MOURNBLADE
59 SKYFIRE 59 JADAWIN
75 MIRGAL 75 GUMBACHACMAL

Try also STORMBLADE

1.92 spiderman

When title screen loads, hit <FIRE>. At screen where it says

- 1) Play the game
- 2) Spidey Take 0
- 3) Quit the game

Choose Number 2 and click <FIRE> once. Now hit <2> on main-keyboard. Once in the game, play as normal, but now when you start to lose health (indicated by change in picture of spiderman on right side of screen) just hit <HELP> - Suddenly all your energy is back!

1.93 spidertronic

Get a high score and enter "CHEAT" on the screen, press <RETURN> and then <FIRE>. The screen will go black and a prompt will appear:

```
Last game level: GAME.LS0
New game level:
```

Type GAME.LS and the number of the level you want to play. Press <RETURN> and then <FIRE> and you start playing on the desired level.

1.94 spindizzy worlds

There is actually a hidden level designer in Spindizzy. Load up the game as usual and select a cluster of planets to view it close up. Now type in "Edit" (capital "E", lowercase "dit") and a disclaimer screen will appear. If you agree to the disclaimer, some brief instructions will appear. Press <FIRE> to return to the planet cluster and <FIRE> again to play. There will not be any scenery there - you can now create your own.

1.95 spinworld

On the title screen, press <T> for invincibility.

1.96 spittin' image

The game is easiest if fought in this order:

- 1) Reagan, Pope
- 2) Gorby, Pope
- 3) Ayatollah, Pope
- 4) Botha, Pope
- 5) Margaret, Pope

Finally a couple of useful pointers: Keep close to your opponent, so they can't hit you back. Always move away from your opponent when their helpers appear, and hit your opponent with your special move, when they are using theirs.

1.97 spy vs spy

Wait by the door to the airport and booby trap all doors. When the other spy has got all the stuff, he'll get killed trying to get to the exit - just go through the door which he tried to get through. Pick up the stuff by searching the furniture and escape. If he does get through, just beat the heck out of him and head for the exit.

1.98 The Spy who loved me

Start the game, stop the car and type "MISS MONEYPENNY". You should now have infinite lives and cash. Pressing <F10> will allow you to skip levels.

If you don't want to use the cheat then on level 2, try to buy the most expensive items in Q's armoured truck and make a note of the map on the left-hand side of the screen.

1.99 squynchian

climb tree for staff.

ice - light pipe & put pipe on ice.

boulder - unroll carpet & put it under boulder & say rise.

orc - show him the gold bar, go north & throw the bar into the moat.

vial - pin nose with clothespin before getting it.

scale - drop everything u can take on the scale (including the plaque)
the pail needs to be filled for extra weight.

put the block in the pail before filling it on the bridge.

coin - wrap coin with wrapper & pick it up.

ogres - give coin.

glass - cut with crown (for some reason this works only after u have
closed & bolted the gates with ur staff)

beast - give meat.

put ruby on crown & wear crown.

others: vase - break it for a sales tag.

1.100 st dragon

Hold down <LEFT MOUSE> and <FIRE> until game loads for unlimited lives. Alternatively, while playing, press <CAPS LOCK> and type in "DECAFFEINATED" for the same effect.

I regret that I have been unable to get either of these cheats to work, but try them yourself and write in if you discover the way to get it right.

1.101 stable masters v3

1 Boot the game and save it.

2 Go to the racetrack and select NO VIEW (do not bet).

3 Once the race is over, remember the winner of the race.

4 Depending on how much money you would like, repeat steps 2 and 3.

5 When satisfied with the number of races, exit to the main screen where you can re-load games.

6 Re-load your saved game and go to the racetrack.

7 Bet all your money for WIN on the horses that won the races you did not bet on.

1.102 star goose

Hit all the function keys from <F1> through to <F10> and you've got infinite protection.

1.103 star trek - 25th anniversary

When in space combat, fire your phasers and torpedoes at the enemy vessel. Then press <D> to get Scotty on the damage control. All the action stops, but your phasers and torpedoes will still recharge. When the action begins again you will be able to fire at the target straight away. Repeat this process a few times and your enemy will not last long.

1.104 starcross

Complete Solution:

The final part of the game involves shoving color coded rods into the appropriately colored slots. (Freud would have been proud). The only problem is in finding the rods and slots.

Beware: If you put a rod into a slot of a different color, it will disappear forever!

*** The Landing

Get up
Get library
East
Push Red button
Read screen

- Get the coordinates for whichever unidentified mass (UM-??) has been
- chosen at random from the chart below:

Object	R	Theta	Phi	Type
UM91	050	015	121	Uncharted mass
UM12	100	345	107	Uncharted mass
UM24	100	285	087	Uncharted mass
UM08	150	210	017	Uncharted mass
UM52	175	165	035	Uncharted mass
UM70	100	135	101	Uncharted mass
UM31	150	105	067	Uncharted mass
UM28	250	045	178	Uncharted mass
AB40	250	300	022	Asteroid (ceres)
MARS	250	120	012	Planet
US75	175	135	034	Ship
AX71	125	180	047	Asteroid
AX32	125	240	105	Asteroid
AX01	200	240	134	Asteroid
AX87	125	075	102	Asteroid

Enter couch

Say to computer "r is (r), phi is (phi), theta is (theta)"

- Wait for computer to reply that there is indeed a mass there. If it
- doesn't then you got the coordinates wrong! Try again. Then type:

Say to computer "confirmed."

Fasten belt

Wait

- The rockets will fire

Unfasten belt

Get up

East

Don suit

Get line

West

Sit

Fasten belt

Wait

- Wait or Look until the tentacles grab you and you are safely docked.
- A total of 7 waits

*** Getting in

Unfasten belt

Get up

Open inner

Out

Close inner

Open outer

Out

Press fourth bump

- The sculpture is supposed to be the solar system. You press the fourth
- bump because it corresponds to your home planet (Earth). Why is earth
- the fourth bump and not the third? Because the sun counts as the first
- bump!. At this point you should see a 'tiny bump'.

Press tiny

- Now you will see a black rod rise up. This rod is a 'self-destruct'
- device! Do not put it in any black slot, ever!
- The airlock door will open when you take the rod

Take black rod

In

Close outer

Open inner

In

- You are now in the 'artifact'!

*** The Artifact

- Think of it as an intergalactic intelligence test. Put the right
 - blocks in the right holes and win the prize. The artifact is cylin-
 - drical in shape, and divided (like a pie) into four wedges, which
 - (like the slots) are color coded. These colors are: red, blue, green,
 - and yellow. These wedges are transected by 5 concentric rings.
- In short, the cylinder is divided into a sort of circular grid system
 - of rings and colors. (this will be more obvious to you as you move
 - about in the artifact.) Directions are: N,S,E,W,U, and D. Up and down
 - correspond to in and out. East and west correspond to left and right,
 - and also to Port and Starboard. When you enter the artifact, you will
 - be unable to enter the yellow section without being eaten by the grues
 - (which were apparently captured on the planet zork, but who escaped
 - from the alien zoo for the express purpose of menacing adventurers
 - foolhardy enough to travel without light.)

*** Collect those rods!

- You can get these in different orders, but the following order will
- definitely work: black, red, silver, yellow, pink, blue, gold, brown,
- violet, green, clear (crystal), white.

* Getting the Red rod:

- It's being held captive by 'ant-men'! To get there:

North, West, Forward, East

- Now, the ant-men will be very nasty if you try to take their rod away.
- so let's keep them busy doing something else - like rebuilding their
- nest, throw something at the nest - the tape player will do nicely, and
- your space suit will also work if you want to bother taking it off.
- Then get red rod. Don't forget to reclaim whatever it was you threw!

Get library (or whatever)

* Getting the Silver rod:

- It's on the way to the yellow one, which we really need! From the
- nest:

West, Aft, West, South, South, Port

Get gun

Look into gun

Get silver rod

- * Getting the Yellow rod: it's in the spaceship docked outside the blue
- airlock. From the weapons deck:

East, North

Open inner

Out

Close inner

Open outer

Out

South, South

- Give the tape library to the spider (the clue here was that he is
-

- intensely interested in news). He'll give you the yellow rod, but
- that's all he's good for.

Give tape
Get yellow rod.

- The yellow rod is one of the 'useful' rods: you'll need to stick it in
- the yellow slot to get some of the others. To get to the yellow slot:

North, North
In
Close outer
Open inner
In
Up

- You are now in the grasslands. The weasels and unicorns here are
- strictly local colour, not useful.

South
Open hatch
Down
Put yellow rod in yellow slot

- Putting the yellow rod in the yellow slot will turn on the emergency
- lighting in the yellow section of the 'artifact'. While you're here,
- put the red rod in the second red slot (this will turn on the life
- support system and get that tell-tale windex aroma out of the air in
- a few turns. Later on this will enable you to trade your old spacesuit
- For something truly useful (like a brown rod)).

Get card

- You'll need to put this into the computer - I suspect it's a disk II
- controller card - can't boot up without one!

- * Getting the pink rod:
- it's in the spaceship docked outside the yellow airlock. Be careful,
- one false move and it's deep space for you. To get there:

Up, North, Down, West
Open inner
Out.
Close inner
Open outer
Get basket.

- This basket can be used to hold the rods 'til you need them - that way
- they won't take up valuable inventory space.

Open outer (yes, again: it stuck the first time!)
Out
Attach line to spacesuit
Attach line to hook
Port
Get pink rod

* Getting the blue rod:

- It's in the laboratory, with other useful implements. To get there:

East

Detach line from hook

In

Close outer

Open inner

In

South, South

Put all rods in basket

East

Get all disks

- Now comes the tricky part: the rod is imbedded in the silver sphere.

- All we have at our disposal to obtain it is the 4-position dial and

- the two disks. Fortunately, these are 'transporter disks'.

- Unfortunately, they explode into nothingness if you allow them to

- touch. Anyway, here's the procedure:

Put red disk under globe

Put blue disk on floor

Put card on globe

Turn dial to 4

Turn dial to 2

Get card

Get blue rod

Get all disks

Put blue rod in basket

West

Put blue disk on floor

- You have to put it on the floor here so the 'maintenance mouse' can

- collect it and put it in the garage so you can transport there (and

- out of trouble) later!

* Getting the gold rod:

North, North, North, North, West, Aft

- Now you're in the computer room

Open panel

Put card in slot

Close panel

Turn computer on

- It will spew out a gold rod for you

Put gold rod in basket

- Look around if you like, but there's nothing else to do here. The

- enunciator panel tells you what you have to fix to put the artifact

- in order, but I'm going to tell you that anyway...

* Getting the brown rod:

North, West, West, South, South, East, East

Remove suit

- Look around or 'wait' or something until the chieftain comes.

Offer suit to chief

Point at brown rod

* Getting the violet rod:

- You have no time to put the brown rod in your basket!
- Follow the chief when he leaves. It's the only way to get the the
- violet rod! Just keep typing "follow chief" until you get to the
- 'center of the warren'. Then:

Down

Close inner

Open outer

Out

Port, Port

Get visor

North

Move skeleton

Get violet rod

- move the skeleton only once!

South, South

Put red disk on floor.

Stand on red disk

- With any luck you'll now be in the garage. If the mouse hasn't
- collected the blue disk yet, you'll be back outside the laboratory.
- You'll just have to wait till he comes and gets it, then transport
- to the garage.

* Getting the Green rod:

Enter bin

- Keep typing "again" until you find the green rod.
- It may take up to 10 tries.

Get green rod

Put green rod in basket.

* Getting the Clear rod:

Forward, Port, North, North, North, North, West

Look at laser through visor

Get clear rod

* Getting the white rod:

East, South, South, Up, South, South, Port, Up, Up

Jump

Put silver rod in silver slot

In

Get white rod

You've got all the rods now. All you have to do is figure out why you've collected them.

*** Finishing Up

Put white rod in white slot

- A black slot will appear. Do not put the black rod in the black slot!.

* Getting to the control bubble:

Out

Up

Jump

Fire gun at drive bubble

Again

Again

- Your location should now be 'on control bubble'

Down

Put gold rod in gold slot

In

Put clear rod in clear slot

- Five colored slots will appear

- Put the appropriate rod in each slot - the order you do it in

- doesn't matter.

*** The final sequence:

- You now use the various colored spots to set the course of the artifact

- toward earth.

Touch large square (The view now covers the area from the sun to Jupiter)

Touch brown spot (You will have to touch it four times, until the earth is highlighted)

Touch violet spot (Three times, until the path forms a circle around the earth. Don't stop at the ellipse!)

Touch green spot (The path will flash)

Touch blue spot. (Blast off! You win!)

Now you can sit back and bask in the glory of a perfect score.

1.105 stardust

Level Codes: 1 BCQQAAAAAGGN

2 CCSAQAAAAALOO

3 DDSAQAAASANMN

4 EDSAQAQTANKM

Code World Status

Completed

CDSSUAAAAAMGL 2 access to warp sequence and special mission

CISUVAATANGK 2 full weapon power and eight lives

DBSSUAAAAANGL 3 access to warp sequence and special mission

DLSUVQATALMK 3 access to warp sequence and eleven lives

ELSUVXRRAJLL 4 access to warp sequence and special mission with eleven lives

Enter "INTRODUCTION" for the password, and stage one will be completed, and you'll have 14 lives and are powered with the three way shot, bouncer and buster. To skip a stage, quit the game while on the stage you want to skip, and start the game again. You will now find that the stage has been completed for you.

1.106 starflight

In the trade depot at the space station buy "1000" units of Endurium. Sell it all back and you have an additional 20,000 mu's. If you only sell 990 back you get 2,714,000 mu's.

1.107 starglider

Slow down your ship completely, and press <F1> or <F> for fixed sights. Press <BACKSPACE> to Pause the game and type "JS ARG S" <RETURN> (words and following <RETURN> should be repeated). You should now be invincible, and your fuel and shields will never deplete.

- <E> reboot disk
- <M> stop all enemy aircrafts
- <N> 5000 points
- <P> more missiles.

To enter the secret object viewer, press <Z>. Then press <P> to pause. Select <[> and <]> and manipulate objects. You can use all keys but <Q> and <ESC>. Use the Mouse to change point of view, and change magnification with <RIGHT MOUSE>.

1.108 starglider ii

While playing, press <F> for fixed sights, slow the ship to a halt, press <BACKSPACE> to pause the game and type "WERE ON A MISSION FROM GOD" and press <l> on the main keyboard. Then, pressing <K> gets all the weapons and <F2> brings up some text.

Here are the nine items you need to build a Neutron Bomb (that is if you don't want to cheat by using the above method !)

Crate of Castrobars

First get a petrified tree from Enos and take it to the depot on Castron. You will automatically get the Castrobars.

Vistan Wine

Nip over to Vista. The wine is scattered all over the surface.

Flat Diamond

On Vista have a good look around. Somewhere you'll find a hole in the ground spurting out Flat Diamonds. Tractor Beam one of 'em.

Cluster of Nodules

These can be found on the Surface of Dante.

Asteroid

Get one of these in the asteroid belt between Millway and Apogee.

Egron Mini-Rocket

This can be found on Aldos. It takes a bit of a search but it is definately there!

Nuclear Fuel

This can be found lying about on Aldos.

Rock

This is lying on Q-Beta.

Professor Taymar

He's driving an Emma 2 on Broadway. Emma's are pretty speedy, so it may take a bit of time to trap him in your tractor beam. Don't carry Castrobars when you try to catch him!

Here is how to complete the game once you have a Neutron Bomb:

Fly to one of the moons of Millway. Drop a bouncing bomb on a station there and head into a tunnel. Pick up four missiles and fly to Q-Beta. Just next to Q-Beta is a hologram. Fly into this and you will find a Space Station and 8 mini sentinels. Blow away four of them & fly back to Apogee to refuel. Fly to another moon of Millway and get four more missiles, drop a bouncing bomb on a station. Pull down so you are facing the Space station and bombs away. It should hit and you'll have finished the game !

1.109 starquake

Here's a complete list of teleport codes:

FLIED CHING DAVRO SOLUN TABET LUANG TSOIN KALED
ROKEA HINDI SOCHI NICHI BORNO CWORE KWANG ADKEA

NICHI or NICHA ?

1.110 starray

This cheat only works with the full price game, not the budget release. On the options screen, type "AL YANKOVIC", and press <F5> for effect. Also, pressing <X>, <C>, <T> and <SPACE> produces a cheat screen.

Make sure your mouse is plugged in, but don't use it to move the highlight. Access the OPTIONS SCREEN by pressing <SPACE>. Move down to the VIEW GAME SCREEN option. Push the joystick LEFT and press <FIRE>. The GAME SCREEN should appear. Center the joystick and press <FIRE> again. The

OPTIONS SCREEN should reappear. Move down to the SOUND ON option. Push the joystick to the RIGHT and press <FIRE>. If SOUND ON changes to SOUND OFF, start again from scratch. Return to the VIEW GAME SCREEN option. Push the joystick RIGHT and while holding it in this direction, hold down <RIGHT MOUSE> and press <LEFT MOUSE>. The OPTIONS SCREEN should change to CHEAT MODE. Return to RESUME GAME and continue play with a shield that never depletes and you can select any level on the options menu.

1.111 stationfall

Keep magnetic boots away from (also) magnetic ID card!

```
e; n; insert robot form in slot; type 3; s; e; open hatch; enter
spacetruck; close hatch; sit in pilot seat; insert spacecraft
form in slot; examine watch; type xxx {coordinates corresponding
with the time on your watch}; wait {until you're docked}; [5pts];
get up; take kit; open hatch; exit; e; ne; n (4x); read diary;
{note the "nonvisual properties" of the dots}; drop diary; s; d;
n; read note; drop note; s; u; u; take twenty-prong board; d; s;
s; {eat when necessary; open kit; eat orange goo}; s; sw; d; d;
open trash can; take crumpled form; examine crumpled form {not
validated}; u (4x); nw; open presser; put crumpled form in
presser; close presser; turn presser on; open presser; take
ironed form; e; n; read sign {remember the frequency for the
exercise machine}; s; {never stay in the same location as a
welder for too long, it's fatal}; sw; take star {too high, isn't
it?}; e; [save 1]; d; d; d; nw; enter ship; taste dots {remember
"nonvisual properties"?}; exit; e; se; examine reader {notice the
id reader; rank!}; w; u; se; se; e; take log tape; examine safe;
{not likely to open easily}; w; put log tape in reader; turn
reader on; {notice; .. key of bin in safe .. }; press red button;
again; {notice; .. Shady Dan sells modified ID cards}; again;
again; again; {.... validation stamp under commander's bed!};
again (5x); turn reader off {or it explodes!}; e; look under bed;
take stamp; validate ironed form; w; n; ne; insert ironed in slot
[6pts]; e; e; e; take headlamp; wear headlamp; w; sw; read sign
{... feeding on airborne spores}; open cage; se; read sheet {open
the safe with this?..... }; drop sheet; [save2]; se; {Shady
Dan's; he sold ID cards.... }; put id card in machine; turn
machine on; type 9; take id card; put id card in pocket; d; w;
se; read letter {ceiling panel?}; drop letter; nw; sw; take spray
can; read can {spores, for a balloon creature!}; ne; nw; {weary;
place to sleep is sick bay e; g; }; n; n; n; ne; nw; e; lie down
on bed; wait {sleeping,[3pts]}; get out of bed; take
kit,board,can; w; ne; read screen; sw; se; e; e; e; spray can;
{attracts the balloon creature}; w; spray can; w; spray can; w;
spray can; nw; spray can; sw; spray can; u; spray can; u; spray
can; u; spray can; sw; eat gray goo; examine pulpit; open pulpit;
turn switch {flame goes out; balloon creature afraid of it
ofcourse}; spray can; take leash; take star; [7pts]; d; open
star; take m hyperdiode; e; u; n; take detonator; examine
detonator; open detonator; take blackened hyperdiode; clean
blackened {letter m}; put m hyperdiode in detonator; drop
star,can,blackened; sw; {coffee here is poison!}; d; d; d; d; se;
put id card in reader; n; take zapgun; examine gun {7 shots};
```

```
[5pts]; [save3]; s; w; u; se; s; s; s; se; s; shoot box with gun;
take coin [5pts]; examine coin {galakmid for dispenser}; n; nw;
s; take platinum detector; n; se; ne; u; nw; examine ceiling
{remember letter; pet shop!}; open ceiling panel; take ostrich nip
[3pts]; ne; se; turn detector on; break mirror; take reflective
foil [4pts]; turn detector off; drop detector,id; w; open bag;
take taffy; put taffy in kit; s; sw; look behind counter; take
nectar; put nectar in kit; sw; u; open textbook; read paper {you
can translate the dots now!}; d; {when Plato attacks with the
stun ray, type; Floyd, help me; when he's confused!}; [7pts];
{this explains the adventure....}; take all; drop paper; se; se;
nw; nw; {ostrich attracted by nip}; n; n; n; ne; nw; ne; put coin
in slot; press 6; scare ostrich; [6pts]; take timer; [save4]; w;
w; turn lamp on; take jammer; turn lamp off; e; give nip to
ostrich; examine jammer; connect twenty-prong board to jammer;
set jammer to 710 {frequency earlier!}; s; sw; drop jammer {for
later use}; se; s; w; {wait for floyd}; floyd,take medium drill
bit [3pts]; take medium; e; n; nw; d; d; nw; take drill; se; u;
u; se; se; e; examine medium {pencil diameter}; take small; put
medium in drill; drill hole in safe; drop drill; connect timer to
detonator; drop timer and detonator; w; n; ne; e; e; s; se; e;
turn wheel [4pts]; u; open locker; take space suit; d; w; w; se;
d; drop kit; take magnetic boots; wear boots; take kit; w; ne;
open bottle; empty bottle; take bottle; open hatch; d; close
inner door; wear suit; turn lamp on; open outer; d; read label;
[3pts]; u; put frezone in bottle; close bottle; close outer; open
inner; take suit off; turn lamp off; u; drop suit; remove boots;
drop boots; [save5]; sw; nw; n; n; e; n; e; open bottle; take
frezone; put frezone in hole; connect detonator to frezone; set
timer to 10; w; e; take key [10pts]; w; nw; nw; take jammer; drop
bottle and kit; {all you'll need is; headlamp,jammer (set to
710),key,zapgun,foil}; u(4x); {when lights go out, you can use
headlamp!}; unlock bin; open bin; [2pts]; take all; open grating;
enter air shaft; d(7x); open grating; turn jammer on; turn jammer
off; u; [2pts]; [save6]; examine floyd; shoot floyd {please stop
playing here for one minute of silence.....}; wrap pyramid in
foil [5pts];
```

1.112 steg the slug

Level Codes:

```
06 MEBHETPIAG
02 RDNUHCCMGU 07 LECGLDTRHK
03 EDOUTIOCKO 08 NEDGFLDVRL
04 HDPFUVLCCM 09 OEFVHAGHLV
05 ODQMFUVLIC 10 PEGTTHIGLD
```

1.113 sternsiedler

Level Codes: (Case sensitive)

```
Genesis Nonstromo Broomalien Trilithium Sybok
Delta Hal Buckelwal Data Starfleet
```

Marvin Finalfrontier Rethinax Spock Pandimensional
Nomad Prometheus Kontinuum Corbomite Atoz
Veega Aliens Kahn Armageddon Cage
Carbonunit Logic Docsavage Zaphod Yesterdays
Intrepid Arthurdent Buckrogers Warpfaktor Son
Potemkin Donnernergugler Tantalus Tribbles Symbiosis
Surak Deepthought Paradoxon Parsec Mindbenders
Xenomorph Skolarier Dilithium Kalikams UssEnterprise

1.114 stoneage

Level Codes:

BOVIDO	SIDULA	BIFISI	LOVUHO	BADEBA	LUFIDO	HAVULU
LODISE	HIFUHI	DIVOBI	HEDIDA	DAFALI	HUVESU	DADOHA
SOFOBO	DIVIDE	SIDABI	BEFEDO	SAVOLI	BUDUSU	LIFOHU
BOVIBE	LIDADA	BIFALO	LEVUSA	HADOHI	LUFIBO	HIVADA

50 HIVEBI
75 SOHADA
100 LITIHE

1.115 stormball

While playing, type in "LET ME WIN".

1.116 stormlord

On the credits screen, type in "DRAGONBRIDGE". A scrolly message should come accross the screen reading "You cheating swine". Now, while playing, press <SPACE> to pause and then press <L> to skip the level.

Alternatively, when the game starts to load, hold down the <FIRE> and <LEFT MOUSE> and keep them down until the game loads. Then when the game starts, pause it straight away and type "MNBVC". This will give you unlimited lives and time, and if you pause the game and press <L>, you will advance a level.

1.117 stormmaster

To see the winds present on the map:

<CTRL> + <ALT> + click mouse on the Winds icon on the ecclesiast map.

To win the game:

<CTRL> + <ALT> + click mouse on the Joker at the Council of Seven.

1.118 stormtrooper

Enter "JAMES CAMERON" on the high score table. Now, whenever you need more lives, press <F9>.

1.119 The Strangers CD - Vulcan

Level Codes:

- 2 DEAD
- 3 FACE
- 4 FOXY
- 5 PUKE
- 6 FAMI
- 7 MAGO

Press <LEFT MOUSE>, then type in one of the following codes for cheats and extra bonuses:

- 1LEVELO skip level
- 2STRONG full energy
- 3TOUGHE tougher heroes
- 4STANDS passive enemies
- 5FROGER big jumps
- 6TIMER0 stops timer
- 7FATALE activate fatality
- 8SLOWER make slower action
- 9STATUS view frames-per-second, boss-energy and freemem (in HEX)
- 0TOTALE view extro-animation

1.120 street fighter

On the title screen, type in "STREET CHEAT" or "STREETCHEAT". Now, press <HELP> while playing to go to the next level. Press to make your opponent win.

The technique for getting past Sagat of Thailand is to watch for his fire-balls and long reach. Jump high, kick and retreat. Repeat this until he carks it.

1.121 street fighter 2

In two player mode, pause the game and type "7KIDS". The border should flash. Quit the current game and restart a two player game. You both can have the same fighter.

Select one player mode then put the cursor over Blanka (DON`T SELECT HIM), just type in "PATIENCE", the screen should flash. Now when you start the game using any character, you can press <F10> to restore your energy!!

1.122 strider

While playing, pause with <F9> then hold down <HELP>, <LEFT SHIFT>, and <1> together. Unpause with <F10> and now keys

<F1> to <F5> take you to the appropriate level
<1> to <5> advances you to various places in the current level.

If you are almost dead, just use the <1>-<4> keys (depending on how far you are) for renewed strength!

There seems to be a bit of disagreement about whether it's the <F> keys that change levels and the number keys that change level position or whether it's the other way around.

1.123 strider 2

While playing the game, type in "SWIFT". A cheat icon should appear. Now press:

<SPACE> to turn into a robot
<T> super speed
<S> smart bomb
<E> more energy for you
<D> more energy for robot
<H> Displays game info in HEX
<R> Replaces energy icon after picked up
<HELP> Deactivates the cheat

The cursor keys can be used to move Strider anywhere on the current game map.

During play press <HELP>, <LEFT AMIGA>, and <1> at the same time to activate the cheat. Press <1>-<5> to skip to the corresponding level.

Press <LEFT SHIFT> to pause the game, and keep pressing <TAB> to simulate slow motion. To deactivate hold down <LEFT SHIFT> and press <TAB>. Let go of <TAB> and then let go of the <LEFT SHIFT>.

1.124 stryx

While playing, hold down

<HELP>, <M>, <E> to replenish lost energy,
<HELP>, <M>, <E> and <P> to get all the passes and
<HELP>, <M>, <E> and <F10> to be taken to the end of game puzzle.

1.125 stunt car racer

THE COURSES

The Stepping Stones:

Fairly standard high-rise racing up to the stones. Hit them at about 140 and

use the boost if necessary on the last few.

The High Jump:

Accelerate to top speed with full boost at the start to give you enough speed to jump the pillar in the middle. You can bounce your way over the pillar if you're speed isn't quite top-whack (causing minor damage). However there's a fair chance that you'll slide afterwards - if so bye, bye car!

The Roller Coaster:

Don't go too fast as you pass the start line otherwise you'll miss the first corner - around the 150 mark should do it. It's pretty obvious but the actual Coaster is THE place for picking up speed.

The Little Ramp:

Hit the jump at around 150.

The Draw Bridge:

DON'T hit the bridge while it is up - Just wait until it's on the way down before attempting it (a little earlier if you're at the bottom with the engine idling).

The Ski Jump:

Don't go too fast on the first left turn or you'll go flying over the next corner. After that you may as well go for it. This is one of the few courses where it pays to go like mad (barring the first turns, of course). If you reach top speed as you reach the jump then you should (in theory) touch down neatly on the slope following it.

The Big Ramp:

A good speed is needed at the start for the first two 'small' ramps; about 170 is best. You will need to be travelling at round 210 for the big jump itself.

The Hump Back:

It may look easy but it sure as anything isn't, if you go too fast. If you find yourself going over it at top speed you may well float over and smack into the corner after the hump. Only use boost where it is a necessity (at the start / finish mainly).

GENERAL TIPS

It is best to use the Turbo Boost in even amounts while you roar around the track (depending on the course naturally). Use a bit extra boost at the start to pull in front of your competitor (especially if it's Bully Boy).

Try not to hit your opponent on a corner as you will most likely come off as well. If you must hit him, try not to run into him - best to nudge him from the side. A point that people don't think about is when you've just taken a jump take your finger off the fire button. It just wastes valuable boost units when the adrenaline pumping.

THE BEST DRIVERS AND HOW TO BEAT THEM

Whizz Kid:

At first, stay behind and follow him, watch out for his characteristics and if you get a chance, boost directly behind him until he blocks your vision (some knowledge of the track will help) then pull left then right and he's outta your way. Save this till the end.

Hot Rod:

The same rules as apply to the Whizz Kid. Don't overtake till nearly the end of the race.

The Dodger:

In my opinion he's the hardest. If you get to the 1st Division then you should have a lot of skill. All you do is battle, you'll have to ram him out of your way if you can make it to the top.

Big Ed:

The most annoying thing about him is the way he wheelies just in front of you when you get near, especially at the start. Take him on the jump; speed up and jump over the big guy.

Dare Devil:

The hardest of the lower order drivers but if you're good and know the track you can boost in on the bends and take him on the outside. It takes cool nerves and a joystick of steel.

1.126 sturmtruppen

Press <P> to pause the game and type "BLIT" for immortality and all all weapons and ammo. The screen will flash letting you know it worked.

1.127 suburban commando

Level Codes:

WIMP MEAN MACHO

2 PTSRPUKDON NRQPOUIDON FJIHHOGDON

3 LPOOLQKBON HIKKIOIBGP FJIIHOGDON

4 LPOPLQKHON GHJKHNIHGP EIHIGNGHON

Enter any of the following for the password:

"PIXIEDIXIE"	Level 2	"WEMBLEY.93"	1st Boss
"THOMAS...."	Level 3	"SCRUMDOWN2"	2nd Boss
"POSTMANPAT"	Level 4	"UPANDUNDER"	Last Boss

1.128 sunday sport strip poker

To make the girls drop their bags simply type "DANCEOFTHESEVENVEILS".

1.129 sundog

You can get shields for 350 cr to 400 cr, depending where you are. To get them, go to the weapon store and click on the rapid heal, and then click on yes, then instead of clicking on the rapid heal, go right of it, so you are on a blank space. Click now and you will have found a shield which you didn't have before in one of your carrying squares. Though it says {SHIELD}, after one hit, it will say shield (7).

1.130 super cars

When asked for your name, there are a few names you can enter for special effects:

RICH for half a million dollars
POOR for five dollars
ODIE to start at level 2
BIGC to start at level 3

1.131 super cars 2

To access the cheat, enter player one's name as "Wonderland" and player two's name as "The Seer". You can now start the game in one or two player mode with the cheat active. (qualify regardless of your position and have all the extras). You have to capitalize the first character of each word possibly with <LEFT SHIFT>.

Also try player ones name as "I WALK THE HILL" & player two's as "INWARDS". You will now have 99% of all weapons and will qualify regardless of you finishing position.

Before you start playing the game type "HARD DRIVING" for infinite money. Maybe that only the first Letter of each word is uppercase!

1.132 super gem z

On the title screen type one of the following to jump to the corresponding level:

B SAKE G JAPAN L TAKIRA Q TASYI
C DEMAG H CHUNHU M TIMET R APIDYA
D YURI I FUN N SORONE S A4000
E BONSAI J SOFT O SIXPAK T LALONG
F GEMX K GUNHO P MASURI U KIKI

1.133 super hang on

Get the highest score in the hignscores (The Africa course is easiest). It may take a few attempts, so keep trying. Now you when you enter your high score name, enter "750J". It should change to "...." if it works. Now hold down the following keys: <CTRL>, <LEFT ALT>, <Z> and <T> until the

credits screen changes to the options screen. If all goes well the screen will turn black and it is at this point when you should release all of the keys. You will now be asked to enter new values for the outer and inner road turn effect coefficients using the numeric keypad, just repeat the same numbers that are on the screen or if you want an easy ride change them to 00 and 00. (initial settings are 60 for an outer turn and 45 for an inner.) Now when playing simply hold <LEFT AMIGA> and you will be able to fire a machine gun which will distroy all other bikes and road side obstacles.

1.134 super loops aga - audiogenic

Level Codes:

02 ANDRE	15 CREAM	28 JERRY	41 PHONE	54 TOURS
03 ASHES	16 CRASH	29 JONTY	42 PIXEL	55 TRAPS
04 BEACH	17 DRINK	30 JUNKY	43 POINT	56 TRAIN
05 BLACK	18 EMLYN	31 LEARN	44 POKER	57 UPPER
06 BLOCK	19 FATTY	32 LOTUS	45 REBEL	58 URBAN
07 BRICK	20 FRAME	33 MAGIC	46 RODEO	59 VIDEO
08 BREAD	21 FRETT	34 MANIC	47 RUGBY	60 VEGAS
09 CHANG	22 GIRLS	35 MARTI	48 SHOES	61 WHERE
10 CHECK	23 GOOCH	36 MONEY	49 SLOAN	62 WHINE
11 CHORD	24 GRAPE	37 MUNGO	50 SMART	63 WIPER
12 CLASS	25 GUIDE	38 NERDY	51 SPEED	64 WORLD
13 CLICK	26 HITCH	39 OTHER	52 SUGAR	65 WRATH
14 COACH	27 JAMES	40 PARIS	53 STRIP	66 ZIPPO

1.135 super nibbly

Pause the game and press and hold <*> on the keypad and press <FIRE>. The screen should flash. Now unpause the game and you will be transported to the next level.

1.136 super obliteration

Pause the game with <LEFT MOUSE> and then press <FIRE> ten times. You should hear a ping sound, letting you know it worked. Pause the game again and push the joystick in one of the following directions:

- Down Puts you in slow motion
- Right Toggle invincibility on/off
- Left Select between power ups

<RIGHT MOUSE> will allow you to skip levels.

1.137 super off road racer

Buying tires before level two will help you in turning corners. Winning races by short margins will slow down the other cars in the next level.

Simply hold down <FIRE> while the game is loading only releasing it when you come to the name/country selection screen. You will then find when you loose a race that you have infinite credits and money.

1.138 super soccer - starbyte

Build a stadium with 100.000 seats and after one week stop building. Now wait one week and you have a stadium with 100.000 seats.

1.139 super space invaders

Type in "KRIS" on the option screen and you will then be able to skip through the levels with <F1>.

When you collect the pod that produces four bases, placed at equal intervals along the bottom of the screen, don't just leave them there. If the invaders are quite low, shoot the bases up the screen and into the alien swarms. This way you are guaranteed of killing aliens as they die upon contact with bases, rather than allowing the space fiends to destroy them before they come down.

1.140 super stardust - team 17

Enter any of the following for your password:

HAPPYARCADE Start with 7 lives
 MAKEMEHAPPY Unlimited lives
 LEARNTOPLAY Start on level 7
 YOUARESOSAD Start on level 13

	26 Lives	22 Lives	
Start	FZWWWZRZHPI	FVWWWZRZHHE	
1 Tunnel	BZWWWZRZHPE	BVWWWZRHHZ	
2 Tunnel + 1 Special Mission	CZWWWZRZHPF	CVWWWZRHHB	
3 Tunnel	DZWWWZRZHPG	DVWWWZRZHC	
4 Tunnel + 2 Special Mission	EZWWWZRZHPH	EVWWWZRZHD	

BZZZZZZZZB Warp 1, 25 lives, and full power ups
 CXZZZXZWWQS Warp 2, Special Mission, and 20 lives
 DWZZWZTTLD Warp 3 and 15 lives
 ENZZTZALPO Warp 4, special mission, and 10 lives
 ZZZZZZZZZZ 35 lives and full weapons

1.141 super stardust cd³² - team 17

Level Codes:

```

2 BDSUAAAADGB
3 CFSUUAAAFGL
4 DFSUUUARGWR
5 EFSUVXQGLR

```

Also try any of the following level codes:

```

HAVEACOOKIE
LETSPLAYSSD
GIRLSRGREAT
HARDASNAILS

```

1.142 super wonder boy

During play, press and type "BOY" for infinite elixers.
Press <HELP> for super jump.

1.143 superfrog - team 17

Hold down <RIGHT MOUSE> and the old frog face will flash indicating that the cheat is active. You are now invincible.

Area Codes:

World	Stage 1	Stage 2	Stage 3	Stage 4
1 Forest	234644	447464	747822	
2 Castle	392822	446364	984448	477444
3 Circus	343522	882311	992334	091332
4 Ancient	467464	818234	182394	298383
5 Ice	452234	984841	383772	093152
6 Moon	387211	981122	017632	398112

Project F 837122

1.144 superfrog cd³² - team 17

Area Codes:

World	Stage 1	Stage 2	Stage 3	Stage 4
1 Forest	742891	256652	100101	
2 Castle	523924	230272	167892	324705
3 Circus	174170	099610	261057	054076
4 Ancient	612714	090210	5149632 ??	014400
5 Ice	014400	131072	940317	470914
6 Moon	490902	830521	680518	711222

Project F 720223

??? 564897

1.145 supremacy

If you scrap a solar satellite on a planet with no reserves of fuel, you will get 30,000 tonnes of the stuff.

1.146 suspect

[this is just one way to solve the adventure, which doesn't mean that this is the only or best way to solve it; once you've solved it, try asking different questions to the various persons just for fun]-w-examine veronica-w-w-s-s-s-s-w-w-s-w-look through window-open curtains-look through window-examine window seat-open seat-look into seat-e-[the doorbell just rung, so..]-open front door-examine weather-[The rain has slackened off, it's just a drizzle now]-n-e-e-n-w-examine wet overcoat-e-e-[now we will ask some questions; they add to the comprehension of the story, but are insignificant to the solution itself]-ask ostmann about himself-ask about michael-[once you've started a conversation with someone, you don't have to repeat his name every time]-ask about bill-ask about veronica-ask about marston-ask about asher-e-e-ask michael about veronica-ask about ostmann-ask about himself-ask about marston-ask about alicia-ask about richard-ask about linda-ask about asher-ask marston about himself-ask about veronica-listen [there is a discussion about horse sales; 9:48 pm]-listen-listen-listen-w-w-w-s-s-s-w-w-n-[this is a short-cut to get to the office before michael does!]-n-examine basket-take business card-take manila folder-ask bill about murder-show business card to bill-n-w-open tool chest-take crowbar-hide behind bmw-wait for michael-[10:12 pm]-look-stand-ask michael about murder-e-sw-examine veronica-look under veronica-take object-examine veronica's hair-s-s-e-e-hide behind chair-read manila folder-wait for marston-wait for michael-stand-unlock e door-n-n-n-e-e-take paper-examine paper-read paper-look-e-show manila folder to ostmann-w-w-w-s-s-s-w-w-n-n-n-w-open bmw's trunk with crowbar-drop crowbar-take trust folder-read trust folder-read documents-inventory-e-sw-s-e-n-e-[try to find the detective now; it's also interesting to 'show trust folder to marston'; once you have found the detective, go on...]-show paper to detective-show trust folder to detective-show manila folder to detective-show business card to detective-w-s-w-n-[you should be in the office now!]-take fairy mask-look into fairy mask-examine dark hair-[remember veronica's hair!]-s-s-e-e-n-n-n-w-take wet overcoat-e-n-n-n-n-e-take basket-s-s-s-w-[go to the detective again]-detective, fingerprint glass-give dark hair to detective-show wet overcoat to detective-tell detective about weather-e-examine alicia's hair-ask alicia about car-w-look-wait for duffy [type 'y' until he arrives!]-detective, arrest michael and alicia [this concludes the adventure, but doesn't mean that this is all: try asking different questions to the various characters, it's really fun!!].

List of characters: veronica ashcroft [fairy queen; owns the farm]-jack johnson [bartender and law school student]-samuel ostmann [vampire; businessman]-michael wellman [sheik; married to

veronica]-bill cochrane [astronaut; businessman, hates ostmann and drinks too much]-smythe [gorilla suit; loyal butler of the family]-linda meade [prima ballerina; girlfriend of richard]-senator asher [harlequin]-colonel marston [african explorer; controls family trust]-alicia [old schoolfriend of veronica and of the reporter]-richard [werewolf; brother of veronica]-reporter [cowboy suit; this is the part you play in the adventure; when the story starts, you've left your lariat in the coat closet!]

1.147 suspended

Complete Solution:

Poet Go to Weather Control
Sensa Go to sub supply room
Whiz Go to secondary channel
Sensa Take ramp
Sensa Go west
Sensa Take container and grasper
Sensa Go to hallway junction
Waldo Go to hallway junction
Auda Go to gamma repair

The above moves set the game up. Poet is needed to turn the weather control off - this minimizes deaths at the surface (your primary goal). sensa gets the ramp that is needed to allow the robots to go from one level to another. Auda is sent to the gamma repair area because she will be needed later, and without the humans coming for a while there is nothing that can be done with her anyway. Waldo is sent to the hallway junction to meet Sensa and take the container and grasper on his way to fixing Iris who is reported to be out of order.

Poet Turn second dial to 100
Poet Go to hallway end
Iris Go to main supply room
Sensa Put ramp at dropoff
Auda Listen
Waldo Take container and grasper
Waldo Go to main supply
Waldo Install grasper
Waldo Take red ic and yellow ic
Sensa Go north
Sensa Take ramp

Once Poet got to the weather control, he had to reset the faulty control to 100. This is only a temporary fix because if you let the game go on too long, all hell will break loose with various disasters and accidents occurring which you will not be able to control. Poet is then sent to the hallway end where he will be used to get the TV camera needed later.

Iris is sent to the main supply room where she can be fixed when Waldo arrives. She will also help Waldo repair the machine there.

Sensa upon arriving puts the ramp in place so that Auda can get to gamma

repair and so that She and Poet can get to the other level. Waldo is handed the grasper and container which he installs. This is done now to save moves later.

Sensa Go to small supply
Waldo Open panel
Waldo Replace rough device with rough object
Waldo Close panel
Poet Get in car
Poet Get out of car
Poet Go to biology lab
Waldo Take burned and fried chip
Poet Take camera
Sensa Put ramp at holder

This stage sets the robots to their major gathering tasks. Waldo has fixed Iris, and is now set on fixing the machine and salvaging its parts. Poet has arrived at the hallway end, gotten in the car, exited the car and is now getting the camera. Sensa has arrived at the small supply room to take the cable cutter.

Sensa Get on ramp
Sensa Take cutter
Sensa Get off ramp
Sensa Take ramp
Sensa Go to sloping corridor
Poet Go to vehicle debarkation
Waldo Put red ic in red socket
Waldo Put yellow ic in yellow socket
Poet Get in car
Poet Get out of car

Sensa has completed her task of getting the metal tool that she will need shortly. Poet has gotten the camera and is now coming back and Waldo is in the midst of fixing and salvaging the machine with Iris in the main supply room

Poet Go to primary channel
Sensa Put ramp at dropoff
Sensa (I think) Go to gamma repair
Waldo Push button
Iris Take fuse
Waldo Take cable
Waldo Go to the secondary channel
Iris Go to middle supply
Iris Take cable
Iris Go to main supply

Poet has been sent to use the camera in the primary channel (this is a kamikaze mission because he has to pass through the cavernous room to get there). Sensa has gotten to the sloping corridor and reinstalled the ramp so that She and Poet can get to the lower level. Waldo and Iris have gotten the machine fixed and salvage one of the two needed cables to set the fcs in balance.

Waldo is now sent on a kamikaze mission where Whiz will be waiting to install the cable needed in the secondary channel.

Sensa Examine object
Sensa Turn flowswitch
Both Sensa and Auda Move Fred
Sensa Cut cable with cutter
Poet Plug TV1 in
Poet Aim TV1 at sign

This is the important reset code so write it down - it's different every game!

Sensa Take cable
Sensa Go to primary channel
Iris Put cable in machine
Iris Put fuse in machine

Sensa and Auda salvaged the remaining needed cable to fix the cable in the primary channel. Sensa is now on her way. Poet valiently died trying to work the camera in the primary channel after having corrosive acid spilled on him. Iris has fixed the reset machine now only awaiting the installation of the cables in the FCS to reset the systems to set the surface world above right.

Whiz Go to waldo
Whiz Take fourteen-inch cable
Whiz Replace the nine-inch cable with the fourteen-inch cable
Whiz Drag Waldo to the east end
Auda Go to sleep chamber
Sensa Replace four-inch cable with twelve-inch cable
Iris Press ----- circle
Iris Press ----- circle

At this point the game is over, only 8000 are dead and you have succeeded in your mission. It should be noted that this does not answer all the questions and puzzles that are presented in the game it just tells you how to win the game in the shortest number of moves.

1.148 swibble dibble

Press <P> to pause the game and type "HONK". The screen should flash to let you know it worked. Use the following keys:

<F1> skip forward one level
<F2> skip backward one level
 add Blox to your stock pile

Level Codes:

6 ENZO FERRARI	11 PITBULL
16 GUNS N ROSES	21 BATMAN RULEZ
26 METAL CHURCH	31 GUMMIBAERLI
36 TESCHNO BIET	41 SOLIUS
46 EICHBAUMPILS	51 GAMEBOYSUCKS
56 HALLO LITO	61 ANJAMAUS
66 ODIN HOL IHN	71 SPERMINATOR

76 TACH NANA 81 YOU SEXY MF

1.149 swibble dibble 2

When you get to the purple dragon, type "DIE" and he will drop a purple key. Take the key to Marvo and he will give you a cheat mode in return.

Typing "BLOOD" makes Mortal Kombat-style blood fly out of your enemies.

Typing "SUN" makes the sun wink at you.

Typing "WHAT A CROC" makes Dibble shout, when you do something dumb.

1.150 switchblade

Enter your name as "POOKY" on the high score table then hold down either <1>, <2>, <3>, <4> or <5> and click on 'end'. Still holding down the key, start a new game and you will start on the chosen level.

1.151 switchblade 2

Type "LEVELx" on the title screen where 'x' is the number of the level you wish to go to. Then press <FIRE> to begin play. Alternatively, typing in "CHROME" (and waiting for a while) on the title screen gives you access to a hidden sub-game called Chrome.

1.152 sword of aragon

*** Starting Out

The Ranger is the best man to have as your leader because the characters he comes with, (mage, priest, warrior and two rangers) give you the chance to build up your mage from the very start, and letting you get to those mega powerful spells like Pyro and Disintegrate really quickly, thus being able to do much more damage in battle, and from a distance where you can't be hurt.

Also, decommission all your troops at the very start and reinforce your bowmen, as these are by far the best men to have as they can attack armies without having to engage with them, and save a lode those precious hit. Infantry and mounted cavalry are not a very advisable because they always take a lot of damage and take too long to get to the higher levels.

If you really want to have a few armies with melee weapons then go the whole hog and get some cavalry. These blokes can take a hell of a lot of stick and still come out almost undamaged; at higher levels they can

totally decimate the enemy.

Remember to keep an eye on how your cities are doing, but don't spend too much on development. The best thing to do is save the same before you go to the next month. That way if anything nasty happens you can reload it and try again, thus avoiding the situation. Not all the cities have to be taken by force, and if you can get one to become your vassel it guarantees you a profit each month from that city.

*** Decisions

Muscle isn't the only thing you're going to have to use. If you want your people to stay loyal you'll have to make the right decisions. The man Olaf who's up for murder is innocent and should be pardoned. When the Elven diplomat arrives and asks you to stop developing the lumber do as he wishes and become allied with the elves. Pay ransoms or the people's morale will go down.

Trolls will sometimes demand money from Sur Nova, but if you take your forces to the Troll's village and capture it, you shouldn't have any more problems. The Nomads don't give you many problems if they become your enemy, but become their ally anyhow just to be on the safe side.

*** Unknown Cities

There are a quite a few unknown cities in the unexplored lands of Aladda, some of them friendly, most of them evil. Below are a small guidelines on what to expect from these mysterious places and their inhabitants.

- Tranavan: City Of The Elves

Depending on how diplomatic you've been this place could be either hostile or friendly. But if you've followed the tips you won't have any problems.

- Gernok: City Of The Goblins

This place is filled with goblin forces plus a few rather nasty looking monsters with magic capabilities, but it's not too hard to beat them. However, remains of the Goblins will come back after and try to win back the city.

- Xafanta: City Of The Dwarves

These chaps are having quite a few problems with the orcs of Zarnix, and they will help you defeat the orcs in the pass just before Zarnix.

- Medeval: City Of The Elves

This is yet another city full of Elves, however, unlike the first city the Elves aren't so nice and are pretty tough cookies.

- Char: City Of The Giants

This is where those big nasties hang out. Defeating them is quite a problem, but with a few cavalry to aid your bowmen you should be able to capture the city. A good reason for taking this city is that the giants

have control of a lake near to Tentula, and once you've got it back the city's income should increase a little.

- Troll Village

If you're looking for a tough battle then this is the place to come. There are tons of Troll and you'll need a lot of men to defeat them. You'll also lose a lot of men in the process. This should stop any ransomed demands from the illiterate Trolls and make life a lot easier.

- Dersh: City Of The Titans

Dersh is probably the last unknown city you'll come to, and it is by far the hardest. A huge number of men will be needed to take over this city, and nearly all of them will be lost in the battle.

1.153 sword of honour

Press <HELP> to pause the game and type "FROG". Now you will have unlimited lives and throwing stars. Type "KILL" to deactivate the cheat mode.

1.154 sword of sodan

Enter your name as "NANCY" into the high score table for infinite lives, and while playing, pressing <RETURN> advances you a level.

Play a game, get into the high score table, enter your name, then play another game. Press Fire so you can move about, find a safe place where you could stand still for a while and not get killed, then stand still a while and type in "DISCOVERYSOFTWARE" and press <RETURN>. You should see a message on screen.

You will now have infinite lives and will go to the next level. Now you can press <RETURN> anytime to travel to the next level.

Alternatively, If you type "RAD" into the highscore table and play another game, you will have unlimited lives!

Select your player, start the game, and kill yourself off. Then play again with the same character, and while the game loads keep hitting return. This should also give you unlimited lives.

Once loaded, select the HERO, then lose all lives on the first screen. Now select the HEROINE, and you should have infinite players.

1.155 syndicate

On the menu screen configure your company name to any of the following for their desired results:

"ROB A BANK" 100000000 credits

```
"OWN THEM"    all countrys are yours
"NUK THEM"    start in any country
"DO IT AGAIN" start in any country
"WATCH THE CLOCK" time goes very quickly, very useful for researching
"MARKS TEAM"  best team, 18 Cyborgs and everything researched
"COOPER TEAM" or
"COPER TEAM"  extra cash, all weapons, modifiers already researched
```

1.156 t-racer

During play press <F9> five times to activate the cheat mode. Now use the following keys:

```
<F1> Add to power up
<F2> Add to power up
<F3> Add energy
<F4> Fill energy
<F5> Invincibility
<F6> Special weapon 1
<F7> Special weapon 2
<F8> Special Weapon 3
<DEL> Die!
```

1.157 tactical manager

On the main screen type "CODE", a prompt will appear asking you to enter a code. Enter any of the following codes:

```
"CODE"  A list of cheats will appear
"BIDS"  Erases all bids from memory
"LIMI"  Disables the 110 team rating limit
"BEST"  Gives you the best players
"FREE"  Enables managers to buy your players free
"POOL"  Saves European pool to disk
"VIEW"  Programmers tool
"PROM"  Last season's promotions and regulations
"MEMO"  Show available memory
```

These last couple are activated by typing them in on the main screen without typing "CODE".

"EDIT" to enter the full editor. Now press <W> to enable you to manage any team. A small green and yellow strip should appear just along from the LOGO and AUTO icon things, under the second logo space. You can now go to the Manager's menu and JOIN any club. Your rating automatically jumps to that of the new team, unless you are joining a lesser club.

Finally, if you want to alter teams because of transfers among Premiership and Division 1 teams, to maintain more accurate club records, instead of creating a whole new player in the editor, it is best to make yourself the manager of the club who bought the player, enable "FREE" transfers, and transfer the player that way. This means the player keeps his original ID

number.

For example, Paul Furlong was bought by Chelsea from Watford, so to enable this change, simply become Chelsea manager, enable "FREE" transfers, and approach Watford.

1.158 tangram

Level Codes:

	41	54796		81	87792		121	26824		161	70768
02	03797	42	96296	82	11164	122	45888	162	16398		
03	58829	43	50897	83	34047	123	75267	163	45576		
04	73159	44	71231	84	70917	124	63651	164	87270		
05	88530	45	98488	85	40282	125	54485	165	27781		
06	22585	46	40965	86	73172	126	46857	166	47137		
07	64383	47	70834	87	84157	127	75327	167	52193		
08	50037	48	46121	88	74230	128	96721	168	96195		
09	85164	49	31089	89	00016	129	87963	169	96438		
10	07274	50	27277	90	75232	130	64846	170	25105		
11	37322	51	08439	91	73834	131	69235	171	59006		
12	25105	52	38599	92	22120	132	88936	172	32809		
13	70473	53	18171	93	57837	133	70104	173	77032		
14	83524	54	96018	94	14711	134	69871	174	79354		
15	85720	55	55315	95	94330	135	84165	175	92292		
16	71990	56	48539	96	83879	136	41160	176	55475		
17	15683	57	34714	97	67725	137	92632	177	45759		
18	24759	58	91998	98	73777	138	62261	178	69535		
19	10439	59	29935	99	67882	139	89064	179	25274		
20	14278	60	02675	100	93996	140	38862	180	79164		
21	95912	61	47089	101	06764	141	95862	181	01657		
22	58819	62	18554	102	59524	142	95850	182	19019		
23	58890	63	02353	103	68744	143	75176	183	38497		
24	85239	64	27901	104	82543	144	10622	184	96446		
25	72851	65	92505	105	69198	145	88831	185	02971		
26	47530	66	87880	106	36627	146	01849	186	15894		
27	46574	67	44828	107	31909	147	68389	187	00442		
28	81152	68	80294	108	36959	148	27645	188	18380		
29	72493	69	56847	109	30712	149	44059	189	12666		
30	81093	70	47274	110	71511	150	73412	190	90828		
31	51522	71	74219	111	32222	151	58439	191	53026		
32	58875	72	31429	112	53870	152	52147	192	79822		
33	59092	73	46658	113	99460	153	60754	193	81648		
34	74665	74	43247	114	73185	154	78328	194	16247		
35	36388	75	05111	115	97271	155	24249	195	61426		
36	39793	76	35359	116	07464	156	26266	196	93278		
37	43456	77	61230	117	95544	157	31021	197	00006		
38	51499	78	54066	118	03695	158	45039	198	26004		
39	63588	79	26317	119	15647	159	96112	199	75258		
40	47672	80	91281	120	43330	160	78319	200	95039		

1.159 target renegade

On the high score table enter your name as "PA...." for infinite lives.

1.160 tass times in tonetown

On Getting There and Getting Tass.

Quoth the bard: "You're so square (baby I don't care)."

Gramps is missing. His bed hasn't been slept in for several days. This man may have the brains of Dr. Who, but he is, nonetheless, in trouble.

Start your rescue mission by going south into the kitchen, then check out the cookie jar. Take the key and go back north then west. From that hallway, you could go south into the bedroom but you'll gain nothing. Instead, unlock the hallway door, enter the lab and drop the key. Examine the fish bowl and take the guitar picks. Pick up gramps's book then go east. Turn on the generator power by throwing the switch, then enter the hoop. Welcome to Tonetown!

You're at a construction site with a trench leading north. Follow alongside the trench north then enter the trench. You'll find an oddly silvered jar, which you should keep, then leave the construction area by going east.

You may have noticed someone following you and muttering (well, snarling actually) about what a stupid tourist you are. That's the villain, Franklin J. Snarl, and right now you're as conspicuous to him as Ronald Reagan at a Star Trek convention. It's important for you to blend in with the local population fast, and that means getting tass. "Tass" is what the ancients used to call "hip."

Go south then east into Chaz's Boutique. Look in the dyeorama, and realize (if you've done some exploring) that "feather foils" are all the rage; shell out 10 picks (the local form of barter) for your pink mohawk. Go east to the clothing section and purchase the Troppowear jumpsuit along with a hooplet (if you check out the tabloid which accompanies the game, you'll discover that Slippy Shirts are stockpiling faster than Adam computers; ignore them). Don't forget to WEAR your items before leaving. No dressing rooms; if you want to be tass you just have to show your "***".

Quoth the bard: "Ennio Way You Want Me (that's how I will be)." With your tass new look, there's a job waiting for you at the newspaper office. Go south from the boutique until you've reached the Tonetown Times. The newspaper for sale in front of the building is the same newspaper which accompanies the game. Enter the building and address the editor by name, Nuyu. (Nuyu's name can be found in the opening titles for the game as well as the enclosed Tonetown Times). Based on your good looks, you'll be given a camera and an assignment. Go east to Ennio's office and turn on the printer and terminal. Follow the instructions to obtain a press pass. Go west then north to leave the building.

Leave the jar here then go north four times until you reach the rock concert. At the concert, talk to the woman whose name turns out to be Stelgad. Show her your press pass, and you'll be escorted back stage to meet the Daglets. First, be sure to take a group picture, then you'll have a few minutes for an interview. They're excited about their new instruments called Zagtones. Go ahead -- try to take one, and they'll find an extra for you to keep. Make

careful note of what they say about their recent cancellation at the Tower. When intermission is over, go south again four times back to Nuyu. Give him the photo and he'll send you on your main mission: find Gramps. Remember what he says about Ennio and Snarl.

Pick up the jar, and, from the newspaper building, go north 2 times and turn east. This is Fast Freddie's Restaurant and local house of Saturday Night Fever. Take the mitts and wear them. If you wish you may drink a Fizzie and order a glo-burger. Leave by going west. Go north once then turn east. Here at Flo's Party Supplies you can listen to her sad tale about what happened to her skating rink, but it's more important for you to buy one of her masks. Take the black mask and wear it, then go west.

Go north to the concert in the park then turn east. Here begins the mysterious wetlands where many have disappeared; so you may wish to save your game. Go north six times, being careful not to stop along the way in the heavily covered mushroom grounds -- the stuff is almost like quicksand. When you reach the cliff, get a red devil, which will automatically go into your special jar.

Go south six times then turn west to the concert, then west once again. Now read the description carefully. If Ennio says "I SMELL SNARL MEAT" then DON'T go down the well! Snarl is there and he'll end the game for your having invaded his private sanctum! Instead, walk around a little; listen to the music of the Daglets. Come back in a few moves.

If Ennio does not smell Snarl, then save the game and go down the well. At the bottom turn west. There is one of those amazingly stupid, but toothsome, monsters down here. His name is Philbert and he could finish you in one bite, except that with the mask you seem to resemble his master Franklin. Go west again then north three times and up the ladder.

The watchdawg (sic) is easily placated by Ennio. Go north. From here, if you wish, go west and explore Snarl's mansion. When you're done, return to this spot and go east. Unlock the gate but don't open it. There are two strange creatures guarding that gate on the other side, who will sound an alarm if it opens. You'll deal with them later.

Go west then south and reenter the tree. Go south three times then east. Once again, if Ennio "smells Snarl meat" DON'T continue east. WAIT until Ennio no longer senses the villain. If it's safe, go east again then back up the well.

Drop the mask, then go east, south, and west. Here is Snarl's Pet Shop where he's been pushing some questionable creatures on the public. If Snarl isn't here, read the clock on the door to see when he'll return. Examine the alarm equipment or simply type "wait" a number of times until Snarl returns. Buy one of his pets, a lovable one named Blobo, and leave the shop by going east.

Go north, west, north and west, where your new pet will desert you but dig up one of Snarl's valuable possessions: his debossed metal card (check out the lost-and-found section of the Tonetown Times). Sweet lovable Blobo is gone, but take the card and go south.

Quoth the bard: "Well that's alright, Grampa."

Go east three times then north twice and then east again three times. There are hazards all along this route, and any sightseeing may end the game. But if

you're curious about a tribute to an old friend from another company which is now a part of THIS company, try entering the cave (whew!).

Go east again then go north three times to the boat. Enter the boat and steer west. Go south once then west and finally north. Here is the infamous tower. Go north into the tower and west into the elevator. Insert Snarl's card in the slot and push Button 5. Go east to...GRAMPS! Hit cuffs with zagtone and go back west into the elevator with Gramps at your side. Push Button 1, go east then south and finally enter the boat. Leave the island by going south, then continuing west.

Quoth the bard: "My eye is shaking and my nose is weak."

Go west from the dock into the forest. Go north to the devil-tree, and this time get a mushroom. Go back south and then west. Here are the strange guards who are preventing you from opening the gate into Snarl's estate. Throw mushroom at eye (or nose) and you've put them out of business. Open gate then go west. Continue west twice into the house and north into the laboratory.

Quoth the bard: "Shake, Rattle, and Snarl."

While Gramps and Snarl are struggling, it's time to remember Nuyu's wise words: Sick (or sic) Ennio on Snarl. Quick! Give Gramps his lab book. Talk to Snarl now if you care to hear the story of how the monster came to be.

Finally, open the jar and the lightning will put Snarl out cold. Push Snarl through the hoop.

Welcome home, and pity the three poor creatures who once were your enemy.

1.161 team yankee

See this cheat mode in Pacific Islands

This cheat mode is the same for all three games in the Team Yankee series.

1.162 tearaway thomas

You can stop the timer by typing "TIMEFLIESLIKEABANANA" at any time.

There is a secret level located on level 1.3, and can be found by climbing up to the ninth branch of the tree (which is the one with the birds on it) and running off the end. You then will be whisked off to a room containing some diamonds which can be collected for extra points.

At any time, type any of the following: (screen will flash to let you know if it worked.)

```
"NORMAL"      Disables all active cheats
"LIFE IS TOO SHORT" infinite lives
"IRON MAN THOMAS" invincibility
"ANY LEVEL"   Activate stage skip
```

(<CURSOR DOWN> to advance level, <CURSOR UP> to go back)

1.163 techno ninjas

Level Codes:

```
2 655055
3 160561
4 040778
5 070772
6 double
```

1.164 teenage mutant ninja turtles

On the security code entry area, enter the code "8859" and press <RETURN>. Then enter "1506" and press <RETURN>. Now enter the correct code. <HELP> now toggles invincibility on and off. If you lose a turtle press <HELP> to restore each turtle to full strength, even the dead ones.

1.165 terminator 2

While playing, pause the game, press <F1>, <F2>, ... , <F10> and <FIRE>. Now press <ESC> to skip a level.

1.166 terminator 2 - the arcade version

When the game has loaded select your control method at the options screen as usual. Instead of going to {Start Game} press <ESC>. Wait for the high score chart with the picture of the T-1000 to appear. As soon as the last digit is printed on the high score chart (the last 0 on the 10000, in 10th place), click <LEFT MOUSE>. Note you must click the button 0.19 seconds after the last digit on the high score chart has been printed on the screen. If you take longer, or click before the last digit is printed, the cheat will not work, so precise timing is required.

If you find this difficult there is an alternative. Hold down <FIRE> or <LEFT MOUSE> at the high score table until it is finished. This won't always work though.

Go back to the options screen. If you can see the picture of Arnie, but no options are displayed, then the cheat worked. Click <LEFT MOUSE> to move on. Click again to skip the high score display. If you allow the high score chart to be printed again the game may mess up. Start the game.

If you didn't get it to work restart the whole procedure.

Once you've started playing you'll notice that a gunpowder and energy reading is displayed for player two even though he isn't active. Now pause

the game (press <P> not <F1>) and type in all the function keys in order <F1>, <F2>, <F3>, <F4>, <F5>, <F6>, <F7>, <F8>, <F9>, and <F10> and you should skip the level you are presently playing. This cheat is for one player only.

Enter "PMT" as your initials in the highscores. Now during play pausing the game and pressing <F10> will skip levels.

1.167 terramex

See game Cosmic Relief.

1.168 terror in the ice caverns

1. The lamp contains a VERY limited of kerosene.
2. To kill guards, you need the machine gun, type "shoot guard" or "shoot russian".
3. Don't use the route south of where you find the vial. <BATS>

Light lamp. Melt ice wall.

Spinning room

before going south press enter to look again -> lever. Pull lever.

Scycathorpius

In the room to its north, Press enter -> knob. Wear mask. Push knob.

Slime Monster

Throw bottle of slime killer.

Ice Creature

Throw scycathorpius + at beams.

Laser beams

Throw vial.

Trap Door

Insert brass key.

Computer

In room with blue print, type Enter -> button. Press button. w.

Insert chip. Load tape. Type US7 (read the small print with lens).

Laser

To get in the room with the 3 buttons, you need the I.D. card & bracelet.

Push Green then White. s.s. Press Enter -> switch. Pull switch.

s.e -> laser.

Exit

Read book in library. s -> explosives. Find your way out to the top, where you melted the ice wall. Drop explosives. Detonate explosives. w.

Unused: club, herb.

1.169 terry's big adventure

On the first level go to the right until you come upon three mushrooms in a row (The first mushrooms you will see). Get the first mushroom, jump over the 2nd one and get the 3rd one. Now continue to the right until you reach a section with two special weapon power-ups that are next to two mushrooms (right before the first bridge and there is a cloud above them). Stand in front of the first power-up and pull down to take it. Now jump over the other power-up and the first mushroom. Get the 2nd mushroom. Work your way past the bridge until you come to the next tree in the background and stand in front of the tree. Now push <FIRE> and push up on the joystick. The screen should flash yellow letting you know it worked. Finally press <C> for invincibility and press <N> to advance levels.

NOTE: If you die before you activate the cheat you must press <RETURN> to abort the game and restart. Also, you can pick up all the mushrooms and power-ups between the sections.

1.170 test drive

Holding down <FIRE> while going round corners will prevent you from sliding and hitting the walls.

To get a highscore without playing the game:

Load a wordprocessor, and load the "highscores" file, and edit it, then resave it. Note that the highscore shouldn't exceed 99,999 and the name musn't be more than 15 characters.

To change the car, load the highscores as above, and use any of these codes (They must be in lower case):

```
p911t Porsche 911 Turbo
vette Corvette
lotus Turbo Esprit
rossa Ferrari Testerosa
counta Lamborghini Countach
```

Start the game and hold down

<FIRE>, <ALT>, and <C> for infinite lives.

<FIRE>, <ALT>, and <L> to access any level any time.

Only use one of them.

1.171 test drive ii - the duel

While playing type in "GAS". The sound will go off. Now press <S> to get the sound back on again, and you will suddenly be about 10 metres from the target gas station. Press <T> now for real time and score.

If you do this before you even move it will work, and you will have an average speed of about 3300 mph. However due to the way the scoring system is done, if you have a speed that is this high, you will actually score negative points. This brings your score down! So do this cheat somewhere in the middle of the stage if you want to achieve maximum points.

Try also

"BRUCE" Change sign on level 2 from 'Play Grand Prix Circuit'
 to 'Bruce Dawson Wrote This'
 On Level two type "BRULE" instead
 "6OUTRAN", "OUTRAN" put you ahead of the other cars
 "AERTH", "AERF" for better braking and acceleration.

1.172 tetris pro

Decrunch the executable file "tetris" (63284 bytes) with Imploder or xfd.

The decrunched file will have a size of 235300 bytes.

- * Load the decrunched file in a hex-editor.
- * Search and find the text string "CREDITS3" (it lies at position EF1)
- * Change the character 3 to a larger value (any value from 4 to 9 will do).
 Save.
- * You can use this file as it is or recrunch it with Imploder.
- * When you start the game with this file you will see that you have as many credits as you have chosen (4 to 9) at the options screen. You can start the game with the shown amount of credits or, if you use <FIRE> to change credits, you can have up to 256 continues.

1.173 theatre of death - psygnosis

Go to the password screen and enter the code "SHED SOFTWARE". A message will now appear saying "I hope you're not cheating". This will allow you to have unlimited use of the air strike option on any mission in the game.

Level Codes:

	Grass	Desert	Snow	Lunar
M01	772B8AF13DEC1	6031769A639B2	56401FA7612A3	
M02	3742D37511750	772BACDB1A581	60314C8348632	564036CC6BB13
M03	3743AB043D2C0	772BED8B1E0C1	6031B00C30482	564095586C8F3
M04	37431939568F0	772A0B160B531	6033A48515532	5640836454BF3
M05	3747F2D2304E0	772E227F5CE01	603325CA55CA2	56441C7D065C3
M06	374EB1C108DF0	772FF6A419791	6035978F5A312	
M07	374E0FA058500	7739AEB975CA1	60208E233B7D2	
M08	375218624A9E0	773D37DB11A41	6015C59C3B802	
M09	3741EE8D68730	775AFCE94D9A1	606A6C10290C2	
M10	377E1AAF75510	77821FFA68871	6020CD847A982	
M11	37D0B6574FA90	776B092A2C571	603C522C71302	
M12	371AD5D760290	7502584C79311	63544DD11ECF2	
M13	3066A48019700	737BF005797E1	62D6F79E6C862	

1.174 theme park a500 - bullfrog

When entering details for a new park, enter these details - make up the rest:

```
NAME      MARK LAMPORT
NICKNAME  MARKL
```

```

LEVEL   SANDBOX
OPPONENTS ALL
OPP. LEVEL EASY

```

And leave the park name blank. Then, in game (for every park you set up):

Hold down <LSHIFT> and type <Z> <X> then release shift. Then do the same with <LALT> and <LAMIGA>. You will then have all of everything, except money. To change this, turn CAPS LOCK on, and hold down <C>. The money will start going up - but don't go over 999 million or you'll go back down to minus two billion!

1.175 theme park aga - bullfrog

Insert disk 3 to load the game without the intro sequence, as the screen goes blank press <C> a few times. Once the game has loaded, select a new game, then when you get to the map screen you should notice that your player's name has changed to "It's You, Buddy". Now when the game starts, you will have plenty of cash in your bank account.

Enter "FLIGHT SIM" for the name of the park and you will start the game with 200K instead of the usual 130K.

Enter "DEMO" for the name of the park for a ready made one.

Position a bouncy castle anywhere in the park (positioning the entrance and exit any where). Now pause the game until you notice the writing above the entrance speed up, and type <L>, (pause), <I>, (pause), <V>, (pause), <E>, (pause), <C>, (pause), <A>, (pause), <S>, (pause), <H>, (pause), <P>, and <P>. You should now get a new shop and ride every year.

To get the baddest roller coaster without having to pay for it, place your roller coaster doorway where you want and build the smallest loop you can around it using the least number of sections possible. Open it up and close it down immediately (to only be charged for the tiny ride). Now remove the tiny loop and build your dream coaster without paying a dime.

Enter your nickname as "MIKE" and when playing the game, press these keys:

```

<C> £100,000
<I> see all the rides
<Z> make all the rides available
<X> make all the facilities available

```

1.176 think cross

Level Codes:

```

000 JOWOOD   030 FLAMES   060 CATGUT   090 VOYAGE   120 KERNEL
005 CUSTOM   035 ANIMAL   065 FIRING   095 PALACE   125 JUMPER
010 MASTER   040 EPOPEE   070 LADDER   100 DECADE   130 GROOVE
015 FUTURE   045 JAGUAR   075 FIRKIN   105 ARMADA   135 HIPHOP
020 DORADO   050 MATRIX   080 SPHINX   110 ESTATE   140 OFFSET

```

025 GREECE 055 WIZARD 085 TYPIST 115 GOPHER 145 SUINEG

1.177 The Three Stooges

To really slow down the hang that selects the scenes, do the slapping game and pull Curly's ear; do it continuously until time runs out.

When your on the 'Doctor Wanted' stage of the game, drive your buggies at the same speed as the male nurse pushing the patient, keeping a bit behind them. This enables you to run up a high score without danger of collision.

1.178 thrust

From the desktop, insert the game disk. Look for the CHEAT.PRG icon and double-click on it. You can survive collisions by typing cheat during the game.

1.179 thunder blade

Type "CRASH" on the high scores table or after completely finished load, the screen should flash, then while playing, pressing <HELP> advances you a level.

1.180 thunder burner

During play, press <F10> and jiggle the joystick. You'll now be able to fast-forward or rewind.

1.181 thunder cats - elite

During the game simply press:
<L> jump to the next level
<I> have infinite lives

On the 'Rescue Tygra' stage, find a place where bonus' pop up frequently, and keep getting them. If you're careful not to die, you can horde a lot of free men.

1.182 thunderbirds

Level Codes:

- 1 (Mine Menace) -----
- 2 (Sub Crash) RECOVERY
- 3 (The bank Job) ALOYSIUS
- 4 (Countdown to Terror) ANDERSON

1.183 thunderjaws

While playing, press and hold <LEFT MOUSE> and press <S>. Now pressing <RIGHT MOUSE> will skip the level you are on. If this doesn't work try it with mouse in port 2.

1.184 time

I can't find the thermometer.

After the doctor has told you she can't find it, go and do something else and she will have found it.

What do I do with the polo mint?

Not a lot, you can eat it, it's a red herring.

What does the flat earth nut do in the shuttle base?

Talks about the earth being flat (red herring).

How do I get to the directors office?

You have to get past the curator, set the alarm off with the hammer and then walk straight in.

What's the video game for?

You have to get the high score before the time machine pilot will talk to you and explain how to work out the time machine codes.

How do I get the video game to work?

You need a credit card and if you haven't found that you shouldn't be playing the this game (in the room to the right of reception).

How do I get into the science lab?

Take the kid from the video machine back to his teacher, one of the science staff will be very grateful.

What do I do with the battery?

One of the time machines has a power fault try looking at all the columns in the science department.

What do I do with the silicon chip?

Use the eye icon twice on the columns in the science labs, the first time will show the power source, the second will reveal whether it has a chip fitted or not.

What do I do with the gold ring?

Give it to the receptionist (you know she likes you).

Where do I find a diamond?

The receptionist will give you a diamond ring in return for the gold one.

How do I get past the doctors wife on earth?

Go to seaworld first.

What do I do at seaworld?

Talk to the girl enough times and she will give you a fish.

What do I do with the fish?

Cats like fish, the doctors wife on earth likes cats.

I'm having problems with my amulet.

Each time you visit another time zone and use the orb you must discharge what it has absorbed by giving it to the sleepy robot to the left of reception. The orb is charged by giving it to important figures in history.

1.185 time lock

On menu press <RIGHT SHIFT> and type "THE POWER UNIT" and you can choose any level.

1.186 time machine

Enter your name on the high score table as "DIZZY" for infinite lives and access to any of the zones through number keys. Press <A> or <S> to jump to sections of each time zone.

1.187 time race

Level Codes:

07 CDNO	13 BCBC	19 VONP	25 LLIP	
02 EXTF	08 XUNU	14 NXTH	20 XELI	26 DRUN
03 PTKL	09 NCFY	15 THIL	21 CVTY	27 JIGO
04 XERV	10 GIRO	16 CHIL	22 FOIL	28 VLOH
05 VHBI	11 TKIP	17 RUHI	23 FUFK	29 FRUX
06 BBRE	12 LOPU	18 KYFT	24 GHOL	30 SDON

1.188 time runner

Pause the game and type any of the following:

"LADYHAWKE" Infinite lives and energy

"HIGHLANDER" level 2

"TERMINATOR" level 3

1.189 time travel

The hints are in chronological order & NOT in order of execution.
You can't solve problems in 1 aera without going to the others.

to travel in time, "go time machine".
to cross rivers, "go river".

2. minefield - you need the metal detector to cross.
river shelling - wave flag to stop it..
cargo net - get it with the help of slaves.
door - the keys are in Nottingham.

3. white horse - throw rope to catch it.
rabbit - shoot with loaded rifle to kill it.
preacher - get preacher for access to bar.
bottom mine - get rocks for strong box (contains \$3, keys are in Nottingham)

4. betsy - give bible for aces to upper floor.
bell - turn bolt with wrench. get bell with the help of slaves.
gallows - cut rope with knife.

5. little john - chop limbs of tree. hit john with staff.
wench - give nylon stockings & bath oil.

6. shark - chop all 3 trees with axe. make raft with the rope & 3 logs.
bath - go catacombs. e.n.e.s.w.
jewel case - black, red, gold, white.

7. slave guard - give beer to put him to sleep.
slaves - whip slaves to show them you are their master.
pyramid - push door. dig dirt with spade.
 mix chemicals & throw nitro at granite.

8. neanderthal - give rabbit.
cro-magnon - kiss (or do more to) woman. get woman.
 give woman to man for access to upper floor.
tyrannosaurus - throw cargo net to catch it.
bronto - just bring the tyrannosaurus here.

give all treasures to the archeologist for A+.
give allaw-allaw plant to biologist.

1.190 times of lore - origin

No need to fight the orcs on the first mission, grab the urn and get out is the safest way.

Brown scroll kills all monsters on the screen,
white scroll freezes them for a limited time (act now!),
green scroll teleports (use only twice),
white potion random energy refuel,
green potion complete refuel.
Boots of speed are in Treela, magic axe is in Lankwell.

Save your game often! When playing at night, turn up the contrast and brightness settings (it won't make the game any smarter, though!).

1.191 tin toy aga

Press <P> to pause the game and press <LEFT MOUSE> and <HELP> at the same time for infinite everything. Now use the following keys:

<F1>-<F5> Skip to the corresponding level
 <1>-<4> Skip to different sections of current level

1.192 tiny skweek

Level Codes:

000 ADJUACES	025 PETRACCE	050 NONHMISC	075 SAILZOOM
001 GASIANDA	026 SPONENCR	051 PERUSMIT	076 ISOSNURS
002 GROIDEKN	027 LAZYHOMI	052 DYSSDEKN	077 HENDWOOD
003 NEBRACRUC	028 HENDOUTH	053 DIURGASI	078 AGONUPSN
004 RESTUSHA	029 POPYEPIP	054 ODORCAUS	079 LANDDIVY
005 ENTRLACO	030 COCKSTUM	055 PEASANCH	080 NICKMAST
006 BOTCREPA	031 ETHIGANG	056 URORDEFE	081 PICKROLL
007 OCTOANVA	032 INLADONC	057 SUBBPICK	082 OUTSSPOT
008 COADSUPP	033 INTEASSA	058 RULASCAR	083 KALAAACCE
009 RAWBSKIT	034 MASTWOOD	059 NODUOOPH	084 TELORULA
010 TANGVILI	035 ABROINST	060 COBEGALE	085 WORKLAUD
011 DENAJJOIN	036 BACKBANA	061 TROLTACS	086 GRAIUPLA
012 VAMBTHEA	037 ECLOWHIP	062 PEASVAMB	087 POLOOCTO
013 UNPASUBO	038 GROIIMPO	063 XYLOWIRE	088 REPADETA
014 LANDPAPY	039 CUBACUBA	064 SCIMUMINT	089 FELDUNFO
015 PREPPAND	040 DECLDROL	065 EUGERUNE	090 BADIVELL
016 NIFESAILO	041 SIMPUNDE	066 ERUPPLOT	091 PATIBEEF
017 BROCINDI	042 UNHUSCHO	067 MARICONK	092 TITASAUC
018 BUSKPULI	043 LEGAMURA	068 NURSHISP	093 PUPIUNPR
019 LOGIMARA	044 ANIMCATE	069 SNOBHOMO	094 MASTERUP
020 OCTOGLAB	045 LAUGMAGE	070 PORTCARO	095 QUARFELD
021 TRISEMES	046 PALSDYSS	071 CHARGEDA	096 GRIFSIDE
022 CONVJEHO	047 BROCREVE	072 UNNEPOWS	097 WHITUNNI
023 RENDCLIN	048 PORRUNDE	073 POONROMA	098 DOWNINSU
024 NEGAPOLY	049 UIGUAPER	074 PREAPREP	099 UNLIISOP
	100 MUAD DIB		

1.193 tiny troops - vulcan

In the Troop Selection Screen, move the mouse pointer to the top left hand corner of the screen and type in a two digit level number. For example: 07 for level 7 or 36 for level 36, this action will take you straight to that level for play bypassing the need for succesfull wars.

1.194 titan - titus

Level Codes:

```

1 J4JMKR 21 V30906 41 B608S0 61 HC932F
2 HBHCHC 22 4P4192 42 P810B9 62 117938
3 4492LI 23 40RSHP 43 KWOHME 63 6048HG
4      24 E4DBQP 44 HC6YS8 64 4F039H
5 2401TO 25 LFPOBO 45 90OPNO 65 VOMO5V
6 01LO38 26 1H9615 46      66 CO1FHT
7 04KJOB 27 MOBOPV 47 OOB110 67 OS4500
8 198075 28 B9HH22 48 HOO1OK 68 2U4BO5
9 OVR70  29 RN4RH9 49 1S4LOF 69 CF6B71
10 H67JR1 30 BG6W61 50 D80N6D 70 88H102
11      31 1W1440 51 3010LH 71 H844C3
12 RDL89G 32 044080 52 K47OMT 72 OO5HOR
13 B8JLJ4 33 E396V3 53 09UPW9 73 NOTON8
14 DNBE08 34 740330 54 OVE032 74 OD8V01
15 TMV281 35 2L41H1 55 L29RHL 75 AH3HD8
16 LO9U3H 36 SGOWOO 56 6ORROR 76 TIDDI2
17 9JHTQN 37 48H093 57 H95LHT 77 43L6TV
18 UKUTB8 38 FU5HJ9 58      78 8HH0H3
19 01HFJO 39 OGU9PI 59      79 1I1S78
20 1R7DCG 40 294JBH 60 9LQHVU 80 OIP4GO

```

At any time, type "41509" for infinite lives. Before starting level 4, type "DANNY" to advance to level 80.

1.195 titus the fox - titus

During play hold down <BOTH AMIGA>, <C> and <F4>. You will see a message and get 99 lives.

Level Codes:

```

01 2625    09 6390
02 8455    10 8612
03 2974    11 4187
04 4916    12 1350
05 1933    13 9813
06 0738    14 5052
07 2237    15 3360
08 5648    16 2045

```

1.196 toki

Start the game and type in "KILLER". You should now have infinite credits (the border should flash). Pressing now <R> inverts the screen, and you can now press <F1> to <F7> to go to that level or <F8> to see the end of game sequence. You can play the game upside-down if your really weird, or you can return things to normal by pressing <N>.

During the intro press <ESC> then type "POORTOKI"
Start the game and press <ESC> once the map screen has passed.

Then pressing function keys during the intro will allow you to skip levels.

1.197 tom & jerry 2

During play, type "DETTE" to vertically flip the sprites.

1.198 tommy gun - mutation software

Press <P> to pause the game, now press and hold down <G>, <U>, and <N>. The screen should flash indicating infinite everything, now pressing <F1> through <F5> will jump to the corresponding level and <F6> will show you the end sequence.

1.199 tony and friends in kelloggsland

On the main menu, type "ENGINEBYNEON". If it didn't work try typing "ENGINEBZNEON". Now use the following keys during play:

```
<F1> more energy
<F2> more lives
<F3> more keys
<F4> extra time
<F6> less energy
<F7> warp to the 1st boss level
<F8> warp to the 2nd boss level
<F9> warp to the 3rd boss level
<F10> a higher score
```

On the main menu, type "SMACKSAREGREAT" to start with 6 lives instead of 3.

On the main menu, type "ILOVEKELLOGGS" to call up the sound fx and music test.

1.200 top gear 2 aga

Level Codes:

	AMATEUR	CHAMPIONSHIP
Australia	"Y+\$Y 2D+7 2B\$] M9JC+ 965LL"	"Y4WQ TCH8 4WF% Q]NGC]98PP"
United Kingdom	"TWQ+ B#M1 6L7M PN6GC 965LL"	"1PHC F1Y+ WC8] G58[# 2WVBB"
Canada	"4]8Q TLD7 9F32 43BVQ FB%11"	"C+62 4Y#D 9LBN CVT3G D%+YY"
Egypt	"VNJP [5YH LCYW LT#QL GCB22"	"H&WQ T\$J6 Y5\$] DD#R] #76MM"
France	"HG6N Q\$%6 +\$[5 T3B1T PLJ88"	"HWTN QN%[VHRD M+174 1VT%"
Germany	"P\$YF H36] VNVL %H2F%]98PP"	"G32V YG[[G]%L JF6%[TPN[[
Greece	"2]R% C[6Q T7+] #J373 HDC33"	"7#62 48W6 #JM\$ 96N2V B\$]VV"
India	"HV%2 4V31 1C5B +P7[7 NJH77"	"163W 1H]] HTM3 M3JDC 854JJ"
Ireland	"CC7P R6[Y W37+]M595 LGF55"	"1PLF H3%P 74M9 7]%1Y LGF55"
Italy	"PC8Q TC8C R435 3%RYR +[#RR"	"#R+#]YL7 7C98 4#H65 RNM##"

Japan "]7VC F57V 9C[7 Q7VB% 632GG" "\$VC\$ %3CL 386W Q1]TR FB%11"
 Scandinavia "[TC4 62\$N 96PF 7F#RQ D%+YY" "V8MG JDYT C5M4 RV9PN B\$]VV"
 South America "N#WD GD3R J[%5 TVWDC 854JJ" "3%YR VR\$B 376G BJ1DC 854JJ"
 Spain "7R6N Q[9+ 6J]W LMN][2WVBB" "MVGB D+PV #7M3 W5B1Y LGF55"
 Switzerland "7FVC F[6Q NR1T HJL#9 YTR++" "%9WQ Y]]Y T3+W VHDC3 3"

PROFESSIONAL

Australia "MP3J MYHT NW3W #Y\$85 YTR++"
 United Kingdom "BL5M PDC[6F#3 D]%9C 965CC"
 Canada "YM6N Q%FY RTQJ V8T7D #76MM"
 Egypt "54F6 8BRP 9B49 CQBP5 TPN[["
 France "6L3J M2FB 2R2] LVP#7 VQP]]"
 Germany "C6F6 88L5 BLN[G%8GC 854JJ"
 Greece "1BD5 7QDD T5[W [L2GF #76MM"
 India "%DH8 #21[F+4P B]+YW JFD44"
 Ireland "4[[V Y#MD Q9VM T6H65 RNM##"
 Italy "833J MJ3H [QGP JR7ML +[#RR"
 Japan "NJL#]MJJ 6TBB]DT+\$ 41YDD"
 Scandinavia "8NWD GB%J 5\$W] 8+N#9 YTB++"
 South America "8BL#]B]3 833N JR7ML +[#RR"
 Spain "BW3J M2][1HW%]DT+\$ 41YDD"
 Switzerland "36[V YP5Q Y9D%]DT+\$ 41YDD"

Some J's could be 5's and some 6's could be G's.

1.201 top secret

Press <F10> to skip levels.

Type in "MOOG" on the highscores. The screen will flash red, then next game there will be no collision detection.

1.202 top wrestling - genias

Type "TONIUTTI" or "CISO" in the ring and press <F1> or <F3> for new energy.

1.203 topcat

During play type "JACK" and use the following keys:

<1> Warp to section one
 <2> Warp to section two
 <3> Warp to section three
 <-> Disable Invincibility
 <+> Enable Invincibility

1.204 torvak the warrior

On the highscores type in "CHEAT...." (with as many full stops as you can fit in). Now when the game is loading, hold down the number of the stage you wish to start on or hold down <FIRE> and <1> to <5> to be transported to the level.

1.205 total eclipse

While playing, hold down <1> and <9> on the main keyboard while pressing <FIRE> to see the fireworks display.

1.206 total recall

On the title screen type in "LISTEN TO THE WHALES" and the screen should flip over. In game, you should have infinite energy. Also, when you reach the taxi level type in "JIMMY HENDRIX" for an indestructable cab.

First, go right, collect the gun, then run to the right and jump over the first lift. Keep running to the next lift, go up three times and walk onto the lift that is waiting when you arrive. Go up, then left and collect the gun. Now go right to the next lift and down once.

Go onto the next lift, and go up as far as you can see. Walk right, off the lift and run right to the next lift, picking up the object on the way. Go up on the lift, run right and go down three times on the next one that you come to. Run left, go down on the lift and run left again to collect the object. Run right to the first lift and go up, then go to the next lift and go up twice. Run right and go up on the lift once, then run and jump right. Collect the heart, run right, drop down through the hole and run to the exit.

1.207 tower of babel

When collecting klondikes, turn the grabber to face them and program it with <FIRE>, right, right, right, right and <FIRE> again. The game thinks that you have collected two klondikes so each level is only half as hard.

1.208 tower of souls

When you go to save a game, name it "GISIT" and you will receive more cash.

1.209 toyota celica g.t. rally

Press <C>, <ESC> + <C> or <CTRL> + <C> to finish race with time of 00:00:00.

1.210 track attack

Level Codes:

- 1 XZMHNYSK
- 2 RDOTIHAR (Start in Level 25)
- 3 GELTCAMQ (Start in Level 39)
- 4 LVXBFKCH (Start in Level 56)
- 5 PHPXIYIG (Start in Level 71)
- 6 EKAGIZAJ (Start in Level 87)

1.211 trailblazer

On the title screen hold down <HELP>, <I>, <1> and <2>, then type "CHEAT". In game

- <F3> removes gravity
- <F5> changes ball shape
- <F6> changes the other players ball
- <HELP> hear laugh.

1.212 trained assassin

Let the demo start then press and hold down

- <2>, <4>, <Y>, <CURSOR LEFT> and <7> on the numeric keypad for infinite lives,
- <A>, <T>, <.>, <4> and <ENTER> on the numeric keypad
- Now <F1> to <F5> changes the level.

1.213 transarctica

On the option screen, place the mouse pointer in a corner of the screen and press <LEFT MOUSE>, <CTRL> and <ALT> all together to access the cheat mode. Now by clicking a second time in any of the corners you will receive the following:

- Top left fully loaded super train with everything you need to win
- Top right As above but more of a challenge with a super strong enemy
- Bottom left supertrain and all the objects and the scenario to win
- Bottom right victory

1.214 transplant

Press <F10> on the selection screen to activate the cheat mode.

In the TeamWork Mode use "JMAMFCAB" as the code. You'll have the best setup, 15 space ships and 201,000 credits.

1.215 transwar

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

1.216 transworld

Load a saved game, you can now buy \$9.999.999 for free.

1.217 traps 'n' treasures

On the first title screen, the one before you are asked to insert disk {B}, type "SCAMAGIC". The screen should flash. During play press <P> for one extra life.

During play, type "PKLABAUTERMANNP". The screen will flash to let you know it worked. This will give you one free life. Type this whenever you want another life. You can only have a maximum of nine lives.

1.218 trax

Level Codes:

05 MNG8DTZ2SSS	35 JJADSEQEWWQ	65 ASCWTXSZDSS
10 JOPWTE0LS2K	40 ZTSCYVXAWOZ	70 IUWUZNMNBEW
15 KOPKSUWZQWA	45 POQWZHCNS34	75 LEQJHNXU232
20 MKHXB6SJHUW	50 JH1NBCXWZU3	80 KHNBZIIITORE
25 MUT4WELUDSA	55 PUIWE2XS8SD	85 GHDSMNEZW2S
30 LPRWTU1GFXS	60 OZEWZNXBHSD	90 IUWZMCXBZEO
	95 H8JDK83JDSD	

1.219 treasure island dizzy - codemasters

During play (pause and) type any of the following:

ICANFLY lets you fly
 EGGSONLEGS Invincibility or choose of start point by moving joystick
 EGGONASPRING High jump

For moving around the map, stand as near as possible to the water. Hold down the keys <S>, <P>, <A>, <C>, and <SPACE>. Now, when you press <C>, you disappear and pressing <SPACE> makes you reappear. When you have disappeared, <M> makes the map move around.

Here are some objects, and where to use them:

CHEST Below the Cliff
 SNORKEL In the water

GRAVEDIGGER SPADE In the grave on Island 2
 MAGIC STONE Totem Pole (Island 2)
 DETONATOR AND DYNAMITE Mine (Island 1)
 AXE & BIBLE Bridge (Island 1)
 POGO STICK Pogo place on ship
 GOLD COINS The Shop
 FIRE PROOF SUIT Smuggler's Cave (Island 2)
 BRANDY Shop
 GOLD EGG Shop
 BRASS KEY Smuggler's Cave
 CROWBAR Rock in Water

1.220 trex warrior - thalion

During the game intro, hold down <FIRE>, hold down the <LEFT MOUSE> and type "KILL THE DROIDS". A level select screen will appear. Use <CURSOR UP> and <CURSOR DOWN> to select level. During play use the following keys:

<F1> activate the weapon cooler
 <F2> activate the shield reloader
 <*> (keypad) select firepower

Press any of the following followed by a number <1>-<3>.

<W> Wasp <R> Assassin <J> Jumper
 <U> Saucer <O> Stunner <L> Launcher
 <G> Motar <H> Cloaker Miner

When the game loads the Thalion intro screen (Thalion Logo) type any of the following:

"AAAARRGH" Changes music
 "SCHNISM" Makes the logo go up and down

1.221 trinity

To survive in Earth orbit you must find a round airtight object in the fantasy land. The snake can be distracted by feeding it but it prefers live food. The roadrunner will wake the dog but if you drop the crumbs there it will take some time for it to stop and eat them. Put Skiak in your pocket and head to the top of the vortex to stop the icicle from melting.

Solution:

e; take ball [1]; n; n; wait; throw ball at umbrella; take umbrella [5]; sw; examine boats; take paper bird [3]; s; examine sundial [poem]; turn gnomon; take gnomon [5]; sw; n; buy bag of crumbs [1]; take bag and change; feed birds; take ruby [wind direction changes!]; n; push perambulator e; again; push perambulator s; read notice; open perambulator; enter perambulator; open umbrella; take all; s; enter water; e [intro message from Trinity]; n; ne; examine log; take log; take splinter [1]; e; u; u [notice that it's cold up here!]; examine hole; put gnomon in hole [doesn't work, but helps

to understand the solution]; s; s; s; sw; e; examine sculpture [poem]; s; u; take axe [1]; n; d; e; nw; n; n; n; put gnomon in hole [5]; s; s; s; sw; e; s; u; n; d; w; ne; n; n; n; set ring to sixth symbol; turn lever; s; s; drop all; take paper and umbrella; e; e; enter toadstool; open umbrella; take all; e; take spade [1]; w; wait; give paper bird to girl; give umbrella to girl [3]; sit on bird; go through door; w; w; drop spade; take splinter; n; n; set ring to fifth symbol; s; s; e; nw; ne; open door; e; open door; read book; wait [notice the clues about the cauldron, given by the magpie; wait until you get all the clues]; open cage; take cage [1]; e; search pile; take garlic [1]; enter toadstool; d; ne; ne; examine fissure; take lemming out of fissure; put lemming in cage [1]; close cage; sw; sw; u; go through door; w; put garlic in cauldron [1]; w; sw; se; w; drop cage; take axe; n; n; set ring to fourth symbol; s; s; e; nw; chop tree with axe; push tree north [3]; n; enter toadstool; d; open box; press button; s; ne; nw; w; wait; wait; wait (4x) [coconut floats in the water..]; point at coconut; take coconut [3]; se; n; u; go through door; s; e; empty hive; empty hive [3]; w; w; e; ne; e; hold hand in cauldron [1]; drop coconut; break coconut with axe [1]; take coconut; hold coconut over cauldron [1]; w; sw; se; w; drop coconut and axe; n; n; set ring to third symbol; s; s; w; w; n; n; show splinter to barrow wight; n; search bones; take key [1]; enter toadstool; take lantern; w; take walkie-talkie [1]; w; e; turn lantern on; drop lantern; w; put splinter in crevice; take skink [3]; put skink in pocket; e; take lantern; e; go through door; s; put key in hole; turn key [1]; d; turn lantern off; e; e; e; drop lantern and walkie-talkie; take axe; n; n; set ring to second symbol; s; s; w; w; w; throw axe at icicle; take icicle [1]; take axe [50 points out of 100!]; e; e; e; n; n [remember it's cold here; otherwise the icicle melts!]; s; s; e; ne; e; touch lump with icicle [3]; take lump [1]; w; w; w; nw; enter dish; wait [until you're in a bubble;poem]; s; sw; enter toadstool; examine moon [remember the magpie; "Killed in the light of a crescent moon".]; take skink; kill skink [3]; wait (3x) [until it says; The white door is very close now]; break bubble with axe; e; ne; ne; e; put skink in cauldron [1]; w; wait; e; look into cauldron; take emerald [1]; w; sw; se; w; drop all; n; n; set ring to seventh symbol; s; s; take spade; w; w; n; lift slab with spade [3]; drop spade; look into crypt; examine corpse; take shroud and wear it [1]; take red boot and wear it; take green boot and wear it; take bandage and wear it; look into mouth; take coin [1]; s; e; e; examine green boot; take emerald; put emerald in green recess [1]; take cage, walkie-talkie, lantern and bag; se; wait [until dory arrives]; enter dory; give silver coin to oarsman; s; enter toadstool; examine box; examine panel; open book; examine cardboard; wait [until you hear a motor disappear]; w; d; d; drop cage; take ruby [1]; put ruby in red recess [1]; take cage; nw; nw; nw; open jeep; enter jeep; examine radio; examine dial [3]; set slider to xx [the slider is part of the walkie-talkie and xx is the number on the dial of the radio] [3]; extend antenna; turn radio on; turn walkie-talkie on; [you can examine the wallet just for fun; it's not important in solving the adventure]; leave jeep; se; se; se; se; se; e; s; w; open right door; w; n; close door; drop cage; turn lantern on; open cage; turn lantern off; open door [3]; s; take paper; take screwdriver [1]; s; w; take knife [1]; e; n; e; e; s; e; drop all except bag; u; drop bag [to prevent the roadrunner from eating from it!!]; d; ne; u; take binoculars; s; d; take lantern; u; n; d; turn lantern on; take binoculars

[1]; u; s; take bag; turn lantern off [although we won't be needing it anymore]; d; drop lantern; take walkie-talkie, screwdriver and knife; w; w; w; w; s; s; examine shelter through binoculars [3]; wait [until roadrunner appears]; point at key [3]; take key [1]; n; n; n; n; n; unlock box [1]; examine panel; turn breaker [Listen carefully to what happens; the line that is disconnected now, will have to be disconnected again AFTER the sequencer takes over]; turn breaker [1]; sw; sw; sw; sw; give bag to shepherd; wait [until roadrunner starts eating out of the bag]; n; e; ne; u; u; e [the searchlight is distracted by the roadrunner]; take cardboard [1]; read cardboard; read diagram [notice the colours of the wires; RD=red, BL=blue, ST=striped and WH=white; POS=positive, DET=detonator, GND=ground, INF=information; you should be able to figure out the colour of the wire that has to be disconnected, after the sequencer takes over!] [3]; unscrew panel [3]; pull chain [to be able to see the wires]; look into panel; wait [until it says; "Zero minus fifteen seconds.Fourteen.Thirteen.Twelve.Eleven."]; cut xxxx wire with knife [xxxx is the colour of the wire, as given in the diagram on the cardboard, which matches the wire, disconnected the first time with the breaker!] [poem] [5]; [100 points out of 100]; [just play around a bit, until you meet the lady with the umbrella again, which solves the adventure completely!]; e; n; n; wait.

1.222 triple x

During play enter any of the following sequences (Press the keys do not hold them):

Press <F1>, <CURSOR UP>, <CURSOR DOWN>, , and type "ILMVS" for infinite lives.

Press <F2>, <TAB>, <SPACE>, <F6>, and type "RMADL" for infinite bombs.

Press <F3>, <W>, <O>, <M>, <CTRL>, <X>, <4>, <Y>, and <LEFT ALT> to enable level skip. Now press <ESC> to skip levels.

1.223 troddlers

Level Codes:

One player:

00	PREMIERE	26	ONEONONE	52	DROPEMIN	78	BOUNCEIT
01	BUILDIT	27	SIXROOMS	53	POSSIBLE	79	RAINDROPS
02	NOSWEAT	28	THETOWER	54	CLOSEUP	80	FIREANDICE
03	PYRAMID	29	GOFORHEART	55	FOOLSRUN	81	SLOWBURN
04	CLEAROUT	30	NEWTHING	56	JEWELPUSH	82	STALLEM
05	SPHINX	31	BOULERO	57	GUIDETRY	83	BADBOMBS
06	QUARTET	32	CRUELWORLD	58	WOTANSGO	84	SOLOMAN
07	CENTERIN	33	CRUELCUBES	59	LOOSEM	85	HELLSDITCH
08	REDGEMS	34	SLIPNSLIDE	60	YOURSOR	86	FIRSTFIRST
09	CROSSED	35	KEYX	61	SACRIFICE	87	GOODLUCK
10	SKIPAROUND	36	COLDCROSS	62	BOOMPARADE	88	TIMEHUNTER

11 PACKEDUP 37 STONEM 63 WAITFORIT 89 NODELAY
12 PILLARS 38 HARROUND 64 ROCKBLAST 90 NOPULLPLUG
13 BZZZZZ 39 FIRSTGUNS 65 NOWASTEALL 91 GUNZONE
14 FIVEROWS 40 CROSSFIRE 66 FROMABOVE 92 BELTZENRUN
15 TIGHTTIME 41 RUNFORIT 67 SMASHHITS 93 BRIDGEMIN
16 EASYONE 42 NORULES 68 CRUSHRUSH 94 FALLOUT
17 TWOTRIBES 43 NOFARFALL 69 FIRSTFIRE 95 COLOURRUN
18 DONTMIX 44 RUNAROUND 70 BURNOUT 96 AUTOFIRE
19 HELPEMOUT 45 BADBIRD 71 RUMBLEHOT 97 SWEETHEAT
20 MEANONES 46 COVERTHEM 72 COCKTAIL 98 HEAVYDUTY
21 NOPROBLEMS 47 SAVEBLOCKS 73 BUGGINHARD 99 TWEAKY
22 TREASURES 48 GLAMOUR 74 MOREFUN
23 STOREROOM 49 HACKBACK 75 SPINAROUND
24 UPANDDOWN 50 ALOTODO 76 LETITOUT
25 TECHNO 51 UPSIDEOUT 77 ALLABOUT

Two Player:

01 BEGINNERS 16 SPLITTED 31 SPLITUP 46 FULLHOUSE
02 ROOKIES 17 RUSHIT 32 TARGETS 47 TWORANKS
03 HOPALONG 18 MIXUP 33 SLOWSQUARE 48 TRAPANDZAP
04 BRACKETS 19 NOPANIC 34 FLAKPASS 49 STAGEDOWN
05 SPARKLES 20 THEMACHINE 35 THEWALL 50 GRINDSLIP
06 DOUBLEPLUS 21 TEAMWORK 36 ROCKBOX 51 QUICKCUBES
07 LONGJUMP 22 DIVIDED 37 TWINGUNS 52 WORKOUT
08 RIGHTWAY 23 ROCKITOUT 38 GETHIMDOWN 53 TRAXMIX
09 TRIDENT 24 CLEARAWAY 39 DROPTURN 54 HELLTRACK
10 GUIDERIGHT 25 LOOKUP 40 TUFFJOB 55 GETDABLUES
11 JUSTDOIT 26 ONEOFTHREE 41 NOFALLDOWN 56 SHOOTNBLOW
12 ZOMBIGO 27 QUICKBRICK 42 ICEICEBABY 57 SLOWFLOW
13 BADLAX 28 FROSTY 43 SWIFTLY 58 COOPERATE
14 TIMEAROUND 29 SURROUNDED 44 TAKETURNS 59 DENNISFAV
15 TOOMUCH 30 BOOMER 45 DELAYNPLAY 60 FINALE

Enjoy this codes too:

ZERO
ONE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN
ELEVEN
TWELVE
THIRTEEN
FOURTEEN

1.224 trolls - flair

Enter Sodapop level, but before hitting <FIRE>, push up on the joystick and hold down <K> while pressing <FIRE> to begin the level. Release the key

only when the level has started. Now press <ESC> to complete the level.

1.225 tron

On the title screen, hold down <G> and <H>. Now release <G> and press <FIRE>. After you press <FIRE> you can release <H>. Now during play, whenever you need more energy go all the way to the right, press down on the joystick, and press <G> (while still in the crouched position). This will refill your life meter. This does not work on the 1200 due to the keyboard problem.

1.226 tubular worlds

On the title screen when the title appears or on the options screen type "TODAY IS HER BIRTHDAY" (remember Y - Z switch).

Now use the following keys during play:

- <1>-<7> Select various weapons
- <S> Gives you an orb shield
- <H> Gives you rockets
- <I> Adds one to your shields
- <E> Toggles infinite lives
- <L> Not sure
- <N> Skip to next level
- <R> Restart current level

When you go to press one of the keys let off <FIRE>.

1.227 turbo outrun

Pause the game, press <F3> and push the joystick forwards. You will get 10,000 points extra.

After the countdown, type "GERRINTAETHUM". Now use the following keys:

- <T> Add time
- <U> Jump to Los Angeles
- <G> Game over
- <F> Show ending
- <N> Jump to next stage
- Restart current stage
- <1>-<9> Stage select

1.228 turn and burn - flair

The passwords are written on the CREDITS screen!

1.229 turn it

Level Codes:

10 APRIKOSE
20 MANDEL
30 KIRSCH
40 PFIRSISCH

1.230 turrigan

If you come to a bad guy that you don't want to deal with, leave the screen and then come back. The bad guy should be gone. Unfortunately this also happens to extra men and weapons.

Get a high score more than 20,000 and quit game.

It will go to the high score table. Type "BLUESMOBIL" and hit <RETURN>. On the next play you will see 99 lives on the bottom of the screen, and have loads of mines, lasers, etc.

1.231 turrigan 2

Press <HELP> or <SPACE> to get into the music menu, press <4> to turn off the music, then press <2>. After about 10 seconds of music, press <ESC> twice.

You can now start the game with infinite lives and power lines.

If this doesn't work press <1> once or twice before pressing <4>.

1.232 turrigan 3

During play type any of the following:

DESTRUCT Infinite devastating gargantuan bombs
ETERNITY Infinite energy
BEAMMEUP Skip levels
ROLLING Infinite rolling energy

1.233 tusker

LEVEL 1:

First off, collect the necessary objects from the desert screens. The objects required are the GUN, AMMUNITION (FOUND IN LARGE BOX), ACID BOTTLE, KNIFE and a WATER BOTTLE for use later on.

On the desert screens if you're hit by whirlwinds then shake the joystick left and right before your energy is sapped. To collect the water bottle first find the knife and the water bottle and ensure that both are displayed as icons

in the objects/ weapons display. Now stand left or right of the base of a cactus and stab it to replenish your rapidly dwindling water supply.

Now enter the cave entrance and enter the first lead-off cave. Inside is a chest which needs to be kicked or punched (keep trying both) within which is a book revealing the details of the quest ahead.

Enter the water section and use the knife to kill the alligator. Enter the end cave beyond the water section and collect the gold nuggets and machete (the gold nuggets need to be collected to complete the game). If you are using the book, then standing in front of the wall will display all of the screen which must be crossed to finish the level.

Exit from the cave section and use the machete to remove bushes from in front of the jungle section. Enter the jungle section and move right while avoiding the wandering natives and monkeys up the trees.

You'll now come to the final screen where you need to use the acid bottle on or near the chains tethering the giant slug. The slug will be released and unsurprisingly will kill you if you stand in it's way. Shooting the slug causes it to strobe between skeleton and normal but it cannot be killed.

Exit the level through the to right corner of the screen.

LEVEL 2:

...x shield on going down as it is very difficult to get through without it. Watch for the three-way bullets and stay between the middle and lower ones.

The underground section is easy enough with no real surprises other than the odd enemy above. When you finally reach the exit and the bouncing monster, shoot it quickly from behind as you follow it. As it does a high bounce, go over its head and shoot it from the other side, repeating it on the other side. Simple.

LEVEL 3:

Same as the other levels and you must keep on the move. Be sure to pick up the blue flashing thing (whatever it is) between the towers; it gives you an extra man, full energy and acts as a smart bomb. Collect the double shots and missile to dispose of the end-guardian with ease and then take on the Muddy himself (itself ?). Surprisingly he is the easiest to dispose of by staying at the bottom of the screen where the two bullets come out. Hover between these and keep firing, the missiles will do the rest.

To get to levels 2 or 3 with maximum weapons and lives use these codes.

LEVEL 2 CAAEIEAAAUA BHGADCKBX
or CACGFAAAAUAEDIADCKCY

LEVEL 3 DAAGJHCAAUAEGAADCFCU
or DACIHAFAAUAIGAADCDBN

1.234 twin turbos - fun factory

On the title screen hold down <HELP> and press for a music select screen. Also try holding down <CTRL>, <RIGHT SHIFT>, and <ENTER> for a level editor. The <ENTER> is on the numeric keypad.
