

**Sweet Cheater E**

**COLLABORATORS**

|               |                                   |                |                  |
|---------------|-----------------------------------|----------------|------------------|
|               | <i>TITLE :</i><br>Sweet Cheater E |                |                  |
| <i>ACTION</i> | <i>NAME</i>                       | <i>DATE</i>    | <i>SIGNATURE</i> |
| WRITTEN BY    |                                   | April 12, 2022 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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## Chapter 1

# Sweet Cheater E

### 1.1 322

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ECO:

Hold down 'ALT' and 'S' at any time during play to change the genetic code.

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### 1.2 323

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\*ECO PHANTOM: (Keith Krellwitz)

During play, press and hold 'J', 'E', and 'Z' to replenish the life meter, weapons meter, and to activate the keys '1'-'7'. Press '5' to refill life meter and press '7' to refill weapon meter. I haven't tested all the keys yet.

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### 1.3 324

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\*EDD THE DUCK:

On the title screen, type "IANWANTSTOCHEAT" and now press the '.' on the main keyboard. During play use the following keys:

'HELP' \_\_\_\_\_To advance levels.  
'N' \_\_\_\_\_Invincibility on.

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'Y' \_\_\_\_\_Invincibility off.

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## 1.4 325

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\*EDD THE DUCK 2: (Keith Krellwitz)

On the title screen, type "IANWANTSTOCHEAT" and now press the '.' on the main keyboard. During play press 'HELP' to advance levels.

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## 1.5 326

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\*ELF:

On the first level go up to the sage and type "CHEAT", then enter what he replies, which is "CHOROPOO". Press 'W' to get the wolf potion and the hardman potion can be obtained by pressing 'H'.

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## 1.6 327

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\*ELIMINATOR:

Here are some of the level codes (press 'HELP' on the title screen and type one in):

|                   |                   |                   |
|-------------------|-------------------|-------------------|
| LEVEL 02-"AMEOBA" | LEVEL 06-"ENIGMA" | LEVEL 10-"ICICLE" |
| LEVEL 03-"BLOOOP" | LEVEL 07-"FLIPME" | LEVEL 11-"JAMMIN" |
| LEVEL 04-"CHEEKI" | LEVEL 08-"GEEGEE" | LEVEL 12-"KIKONG" |
| LEVEL 05-"DOINOK" | LEVEL 09-"HANDEL" | LEVEL 13-"LAPDOG" |
|                   | LEVEL 14-"MIKADO" |                   |

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## 1.7 328

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ELITE:

On the copy protection screen type "SARA" for the first attempt. (if you have a newer copy, type "SUZANNE"). Next enter the right code from the manual. Use the '+' and '\*' to alter the quantity of the arms and cargo.

| BYTE NUMBER | NEW VALUE | USAGE                           |
|-------------|-----------|---------------------------------|
| 12          | 00-FF     | Create a new galaxy.            |
| 13          | 00-FF     | Create a new galaxy.            |
| 18          | FF        | Loads of credits.               |
| 1F          | 46        | 7 light years fuel.             |
| 20          | 01        | Escape capsule.                 |
| 23          | 02        | Large cargo bay.                |
| 24          | 01        | E.C.M. system.                  |
| 26          | 01        | Pulse laser.                    |
| 28          | 01        | Galactic hyperdrive.            |
| 2C          | 01        | Escape pod.                     |
| 2F          | 01        | Energy bomb.                    |
| 31          | 01        | ECM jammer.                     |
| 32          | 01        | Docking computer.               |
| 34          | 03        | Galactic hyperdrive.            |
| 36          | 01        | Mining laser.                   |
| 38          | 01        | Military laser.                 |
| 3F          | 01        | Cloaking ('Y'=on/off).          |
| 40          | 01        | Loads of food.                  |
| 47          | 01        | Loads of textiles.              |
| 49          | 01        | Loads of radioactives.          |
| 4C          | 01        | Loads of slaves.                |
| 50          | 01        | Loads of wine.                  |
| 54          | 01        | Loads of narcotics.             |
| 5C          | 01        | Loads of computers.             |
| 63          | 01        | Loads of machinery.             |
| 67          | 01        | Loads of alloys.                |
| 69          | 01        | Loads of firearms.              |
| 6C          | 01        | Loads of furs.                  |
| 72          | 01        | Loads of minerals.              |
| 75          | 01        | Loads of gold.                  |
| 79          | 01        | Loads of platinum.              |
| 83          | 01        | Loads of gem stones.            |
| 84          | 01        | Loads of alien items.           |
| 88          | 01        | Refugees from Super Nova.       |
| 8C          | 01        | Important thargoid doc.         |
| 97          | 01        | Clean legal status.             |
| 97          | 00-08     | Harmless - Elite ranking.       |
| 3C          | 01        | E.C.M. system jammer            |
|             |           | ('L' toggles jammer on and off) |

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EMPIRE SOCCER:

Select the ten minute game and hold down the fire button at all times (even when your player gets the ball). Stop running but keep the fire button pressed. The opposition will immediately slide tackle you. This will almost always cause them to get fouled. They will be given a yellow card (and eventually a red one) and eventually be sent off the field. Continue this until there is only three players left on the opposing team (the goalie and two field men). You might be able to get more players fouled out, but it may be hard. You should now have all you players and will be able to run circles around the opposing team.

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## 1.9 330

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\*EMPIRE STRIKES BACK:

Hold the 'HELP' key and type "XIFARGROTKEV". This will give you infinite shields. Press the number keys to play the sampled speech. Press 'L', 'C', or 'D' to see digitized pictures.

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## 1.10 331

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ENCHANTED LANDS:

On the intro screen, type "TCB RULES FOREVER" and the screen will flash. Press 'F3' will allow you to enter an edit. Press 'F2' followed by a space takes you to the end of level gaurdian.

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## 1.11 332

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ENDURO RACER:

After the countdown, type "CHEAT" and use the following keys:

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'T' \_\_\_\_\_Extra ten seconds.  
'S' \_\_\_\_\_Advance one checkpoint.  
'F' \_\_\_\_\_Turbo speed.

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## 1.12 333

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\*ENLIGHTENMENT-DRUID II:

To find the secret levels at the start of the game immediately go left to the desert, then continue left to the firezone. Head to the upper most left corner of this area and you should see lava with a patch on it that looks like a section of the firewall spell. As quickly as you can, walk on this patch and you will be whisked away to secret levels.

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## 1.13 334

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EPIC:

Press the 'LEFT SHIFT' and slowly type "NEM YDID EHT" and press 'RETURN'. You'll hear a sound. Now 'C' will complete your mission.

Push the joystick down and to the right and press 'ENTER' for full shields and weapons.

(LEVEL CODES)

1-"AURIGA" 2-"CEPHEUS" 3-"APUS" 4-"MUSCA" 5-"PYXIS" 6-"CETUS"  
7-"FORNAX" 8-"CAELUM" 9-"CORVUS"

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## 1.14 335

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\*ESCAPE FROM THARKAN: (Keith Krellwitz)

On the title screen, type "I WOULD IF I COULD" and then press any key on the keyboard. The screen should flash red to let you know it worked. Now during play use the following keys:

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'F1' \_\_\_\_\_The computer will play for you (on/off).  
'F2' \_\_\_\_\_Stops the tanks from firing.  
'F3' \_\_\_\_\_Invincibility.  
'F4' \_\_\_\_\_Eliminates flying section to get to new levels.  
'F5' \_\_\_\_\_Disables active cheats.  
'F6' \_\_\_\_\_The computer will play ('F1' turns it off).  
'F10' \_\_\_\_\_Make the bricks unbreakable (on/off).

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## 1.15 336

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\*ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS:

This only works in one player mode. When you reach the reptillion, run past it and stand in the center of the joint of the gates that block your way. When here waggle the joystick left and right and keep dropping bombs. In a few moments you'll go through the doors and appear on the other side.

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## 1.16 337

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ESPANA `92:

Put an athlete on training for 3 hours. Then change the date back to the 18th. Now put the athletes training down to one hour and the athlete will now be 95% fit.

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## 1.17 338

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\*ESWAT:

Pause the game, then type "JUSTIFIED ANCIENTS OF MU MU" for 99 credits.

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**1.18 339**

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\*EVIL GARDEN: (Keith Krellwitz)

On the credits screen, when the credits have scrolled down, hold down 'HELP' and 'A'. Let go of the keys and the option screen will come up. Select the options and start the game. You will be blessed with infinite lives.

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**1.19 340**

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EXECUTIVE LEADER BOARD:

Use a 6 iron on the 7th hole for a hole in one every time.

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**1.20 341**

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EXOLON:

On the high score table, type "ad astra" (in lower case) for infinite lives.

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**1.21 342**

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EXTASE:

Type '3976' as a levelcode, you will now enter the Mystic Crisis level.

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## 1.22 343

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### \*EXTREME VIOLENCE:

On the title screen, type one of the following and then press 'RETURN':

"DUNE"\_\_\_\_\_For magic laser, speed boots, & press 'HELP' for the map.  
"TERMINATOR"\_\_\_\_\_For ECM for both players.  
"LAWNMOWER"\_\_\_\_\_For bouncy bullets and speed boots.

A voice will say {Bingo!} if you have entered the cheat correctly. Don't forget to press 'RETURN' after you enter any of the above.

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## 1.23 344

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### \*EYES OF HORUS:

After you type in the copy protection and it says to press fire, type "SPAM" instead. The game will start, and you'll have infinite lives and you won't need any of the keys.

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## 1.24 345

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### EYE OF THE BEHOLDER:

Make two copies of disk 2 then make up your parties on both disks. Play the game as usual, but when you find any secret passages or walls, or unlock any doors, insert the other disk and continue playing for a short while. This passes all the data onto this disk. Replace the original disk and continue playing and now, if you get stuck in the game and you have to start again, simply continue with the other disk and all the doors that were previously locked will be open. Plus, you'll be able to pick up the keys that you needed to unlock them as a bonus!

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## 1.25 346

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EYE OF BEHOLDER II:

1. Load the game as normal and select "CREATE NEW PARTY". When the empty boxes appear, click on the top left box, then select race, class, alignment and portrait. Now go to the modify box and boost all the statistics in this order: STRENGTH, INTELLIGENCE, WISDOM, DEXTERITY, CONSTITUTION, CHARISMA, AND HIT POINTS. Now you can click on strength and boost it to maximum, regardless of limitation put on the race or class of the character, so from now on, for example, you can have a super-hard wizard with a strength of 18/99.
2. At the character generation screen, always increase all stats that you can (that includes hit points) to as high as they will go.
3. If you want a mage, cleric or paladin to use a two handed weapon as well as magic, then do the following. Put the weapon down on the ground, and their spellbook or magic symbol in their second hand. Click the right mouse button on this for a list of spells to appear. Pick up the two handed weapon and place it in the characters primary hand. As the list of spells is still up, they can now cast spells and use a two handed weapon at the same time. You will have to repeat this process after using the compass etc.

On the wasp level, stand on the spot where the two rooms join (the room to the south which has a crack in the wall - the hornet's nest) and rest. This should generate four wasps which can be killed easily to gain experience points.

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## 1.26 347

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E-MOTION:

When the picture of einstein appears the second time, type "MOONUNIT" and press 'RETURN'. Now use the following keys during play:

'F1' \_\_\_\_\_ Forward a level.  
'F2' \_\_\_\_\_ Back a level.  
'F3' \_\_\_\_\_ Forward ten levels.  
'F4' \_\_\_\_\_ Back ten levels.

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