

Sweet Cheater I

COLLABORATORS

| | | | |
|---------------|-----------------------------------|----------------|------------------|
| | <i>TITLE :</i> Sweet Cheater I | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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REVISION HISTORY

| <i>NUMBER</i> | <i>DATE</i> | <i>DESCRIPTION</i> | <i>NAME</i> |
|---------------|-------------|--------------------|-------------|
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Chapter 1

Sweet Cheater I

1.1 485

*ICE RUNNER: (Keith Krellwitz)

During play, type any of the following and then press 'RETURN' or 'ENTER':

"FUNNY"_____Speeds up the enemy.
"MAGIC"_____Infinite lives.
"GURKE"_____Invincibility and infinite everything.
(Use 'F9' to advance levels)

1.2 486

*IK+: (Keith Krellwitz)

Codes to type in while playing:

"FREZ".....Freeze the game.
"PAC".....Pacman moves across screen.
"FISH".....Makes a fish leap out of water.
"BIRD".....Bird flies across screen.
"PERI".....Periscope rises out of water.
"ANBK".....Message.
"ANGL".....Message.
"EDHK".....Message.
"FOOK".....Message.
"GLZP".....Message.
"GPZP".....Message.
"SHAH".....Message.
"SIMR".....Message.

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"STEW".....Message.
"SUNL".....Message.
"TOTO".....Message.
"FUCK".....Resets the game if you type it in twice.
"CUNT".....Resets the game if you type it in twice.
"FAST".....Not sure.
"TITL".....Back to title screen.
"ARCH".....Message.
"JACQ".....Message.
"SLAN".....Message.
"DATE".....Message.
"WANK".....Message.
"DICK".....Message.
"JUMP".....Message.
"GERM".....Switch to german.
"FILT".....Filter on/off.
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After you get hit, pause the game and unpause the game. You are now invincible (must do this every level).

1.3 487

*IKARI WARRIORS:

On the high score table, enter "FREERIDE" for your name, and receive indestructability.

1.4 488

ILYAD: (Mr Larmer)

On screen with inscription 'Get ready' press 'W' + 'M' for 9 lives, '9' (numerical keyboard) and '8' to choose level 2 - 5, 'U' + 'S' for 1000 points, 1000 ??? and 1000 ???

One key from F1 to F10 - ???

1.5 489

IMPACT:

When you press 'T' during play you will get infinite lives.

(LEVEL CODES)

| | | | |
|-----------|-----------|-----------|-----------|
| 11-"GOLD" | 31-"WALL" | 51-"HEAD" | 71-"ROAD" |
| 21-"FISH" | 41-"PLUS" | 61-"JUMP" | 81-"USER" |

1.6 490

*IMMORTAL:

Here are the level codes:

| | |
|---------------------------|---------------------------|
| LEVEL 2___"BEFE810006F70" | LEVEL 6___"1BBEB53010A41" |
| LEVEL 3___"CC5EE21000E10" | LEVEL 7___"8DDFB62010AC1" |
| LEVEL 4___"465FA31001EB0" | LEVEL 8___"E011F730178C1" |
| LEVEL 5___"B57F943000EB0" | |

1.7 491

*IMPOSSAMOLE:

On the high score table enter your name as one of the following:

| | |
|-----------------|--|
| "LUMBAJAK"_____ | Doubles the length of monty's energy bar. |
| "HEINZ..."_____ | Gives monty three energy bars. |
| "ANNFRANK"_____ | Tops off low energy. |
| "OOCHOUCH"_____ | Lets monty walk on water. |
| "COMMANDO"_____ | Turns off the time limit. |
| "JUGGLERS"_____ | The can of worms replenishes more of you life. |

1.8 492

IMPOSSIBLE MISSION 2025:

| | | |
|--------------------|--------------------|--------------------|
| Level 1 | Level 3 | Level 5 |
| Stage 1- ***** | Stage 1-"FNQAYXHI" | Stage 1-"GKQJYXDI" |
| Stage 2-"ETQFJXXD" | Stage 2-"FRQYCXVL" | Stage 2-"GOQJFXBK" |
| Stage 3-"EXQEJXDC" | Stage 3-"FUQTBXQE" | Stage 3-"GSQFDXZA" |
| Level 2 | Level 4 | |
| Stage 1-"FBQDDXRE" | Stage 1-"FYQOPXEF" | |
| Stage 2-"FDQCVXIA" | Stage 2-"GCQLRXWB" | |
| Stage 3-"FJQCHXOM" | Stage 3-"GGQKTXUF" | |

1.9 493

IMPOSSIBLE MISSION 2025 AGA:

(LEVEL CODES)

| | | |
|--------------------|--------------------|--------------------|
| Level 1 | Level 3 | Level 5 |
| Stage 1-"AAAAAAAA" | Stage 1-"FNQERXAO" | Stage 1-"GIQCOXRG" |
| Stage 2-"ETQCWXLB" | Stage 2-"FRQDRXWH" | Stage 2-"GLQZGXCJ" |
| Stage 3-"EXQBEXYP" | Stage 3-"FUQZNXFL" | Stage 3-"GQQBJXOF" |
| Level 2 | Level 4 | |
| Stage 1-"FBQBRXYH" | Stage 1-"FZQAXXUA" | |
| Stage 2-"FFQBYXRL" | Stage 2-"GDQLWXIJ" | |
| Stage 3-"FJQHMXPH" | Stage 3-"GHQLVXVJ" | |

You're not actually given a code for Level 5 Subsection 4, but typing 'CHEAT ON' (with spaces) as a password will skip you straight to it.

1.10 494

*INCREDIBLE CRASH DUMMIES: (K. Krellwitz)

On the title screen, type "EBYGUM" for invincibility. The screen should flash red. During play press 'SPACE' to skip levels.

1.11 495

*INDIANA JONES FATE OF ATLANTIS (ACTION):

On the title screen, type "NIGHTSHIFT" for infinite lives. Press 'F9' to skip levels.

1.12 496

*INDIANA JONES LAST CRUSADE (ACTION):

On the title screen, type "IEHOVAH", the screen should flash. Now during the game press 'L' to skip levels. Pressing '1' or '2' will take different sections of the level your currently on. Press 'I' to get icon.

On the high score table, type "SILLYNAM" for infinite continues.

1.13 497

INDIANAPOLIS 500:

Here's how to create the perfect car for the perfect racer:

CAR: LONA/BUICK

GEARS: FRONT BACK
4 UP FROM MIDDLE 5 UP FROM MIDDLE

STAGGER: NO DIFFERENCE

RUBBER: RIGHT FRONT RIGHT BACK LEFT FRONT LEFT BACK
HARD MEDIUM SOFT SOFT

CAMBERS: RIGHT FRONT RIGHT BACK LEFT FRONT LEFT BACK
-.50 +.25 +.25 +1

PRESSURE: ALL AT 25

SHOCKERS: RIGHT FRONT AND BACK LEFT FRONT AND BACK
BOTH AT BOTTOM BOTH AT BOTTOM

LEVERS ON DASH: BOTH FULL FORWARD

1.14 498

*INDY HEAT: (Keith Krellwitz)

On the equipment select screen (before you enter your initials), press 'P' to pause the game and type "AMANDA". The border should flash to let you know it worked. Now enter your initials and select your driver and as soon as your done you should notice that you now have 9 coins and 900,000 dollars. You can also pause the game during play and type the cheat, and the next time you are at the equipment screen you will be blessed with the coins and cash.

1.15 499

INFESTATION:

To get into the underground complex, first find a small, upright, rectangular box with two flashing squares on it; thats the computer terminal. Face the flashing squares, hit 'F2' to bring up the computer, and enter the words "KAL SOLAR" to activate it. hit 'F2' again to exit. On your way to the computer, you should have passed a shower like structure. That's the transporter.

1.16 500

*INSANITY FIGHT:

Hold down both the mouse buttons, the joystick button, and the 'L' key to skip levels.

1.17 501

INTERCEPTOR:

For extra missions select free flight and then press '6', '7', '8',
or '9' to enter the mission.

1.18 502

INTERCHANGE:

(LEVEL CODES)

| | | | |
|-----------|-----------|-----------|-----------|
| 05-"GLEN" | 15-"AIDA" | 25-"STOO" | 35-"GONE" |
| 10-"KRST" | 20-"SEAN" | 30-"SLOP" | 40-"KILL" |
| | 45-"SHOT" | | |

1.19 503

INTERLOCK:

(LEVEL CODES)

| | | |
|--------------|---------------|---------------|
| 2-"LEVELTWO" | 10-"INDUSTRY" | 18-"CATEGORY" |
| 3-"MAINWOOD" | 11-"FLOATING" | 19-"SPACEMAN" |
| 4-"MANDARIN" | 12-"UNNUENDO" | 20-"INSPIRAL" |
| 5-"WIVENHOE" | 13-"SAPPHIRE" | 21-"UNIVERSE" |
| 6-"GARFIELD" | 14-"HEADACHE" | 22-"MULTIVAC" |
| 7-"STARTREK" | 15-"ROBOTICS" | 23-"BOASTING" |
| 8-"RELIGION" | 16-"TPAURAGE" | 24-"LAXATIVE" |
| 9-"SUNSHINE" | 17-"DINOSAUR" | 25-"LANGUAGE" |

1.20 504

INTERNATIONAL ATHLETICS:

This method is easier than wagging your joystick until either you

break it or your arm falls off. Plug your mouse and plug it in the joystick port. When you move your mouse round and round on your mousepad, your man runs at full speed and you rack up impressive times.

1.21 505

INTERNATIONAL ICE HOCKEY:

When you score pause the game until music stops for extra points.

1.22 506

INTERPHASE:

Type "Fenny" (type exactly as printed), then press the LEFT MOUSE BUTTON to cycle through all the objects.

1.23 507

*INVADERS II-(MENTAL IMAGE):

On the title screen, type "JAM DOUGHNUT" for invincibility.

1.24 508

ISHAR 3:

Press and hold 'CTRL', 'ALT', 'V' with the mouse pointer completely to the left of the screen, and press the left mouse button. This should restore your life points to maximum.

1.25 509

IT CAME FROM THE DESERT:

Before attempting to go into the ants' nest, you should first save elmer to get more flamethrower fuel. Some time between the 8th and 10th (i don't remember the exact day), he will leave a note in his station saying that he is going hiking in the sw volcanic cone. Go to the volcano, fight the ants, and next day, visit elmer's station. He'll thank you for saving his life and give you more flamethrower fuel. The entrance to the ants' nest will never appear on the main map, but there are several other ways to get there:

- By taking a flight from Hilber's field.
- By driving a tank from a battle going on at a nearby location.
- By going south when you are in a battle at the M1 mine.

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around for you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the m1 mine.

For those who are having trouble getting to the ants hideout, it is located about one screen due south of mine one. The best way to gain access to the tunnel is on the morning of day 11. Go to the airport and get the plane. Fly to mine one (southeast from the airport) and land on the road in front of mine one. Get out of your plane and walk to the center of the main building of mine one. Walk south about one and a half screens and the hole should open and a ant will crawl out. You must kill the ant and run to the hole before it closes. You will get about 4 or 5 chances to get in. Once you are in the hole you will automatically have the flame thrower and the timed dynamite charges. There are two levels of the ants chambers, a top level and a bottom level. You must make a map as to where you have checked. YOU can do this by putting the game on pause with the left mouse button. This will keep the ants off you while you draw maps. Once you have made it to the bottom chamber repeat the map drawing till you find the queen ants chamber. You will need it to get out after you plant the charges. To plant the charges once in the queens chambers move close to the queens left side of her body. Once you walk around her left side the music will stop and a slow ticking will start. You will have to get back to the place you entered on the second level. If you get back before the bomb goes off you will win the game.

NOTE:

It means nothing to gather information about the ants through out the game. The mayor will not listen to anything you present in evidence. He will call an alert only after his car gets eaten on the afternoon of June 11.

It will do no good to escape the hospital as you have to sleep anyway. Even thou it will do no good to escape from the hospital it's a fun arcade sequence to play.

Even with the solves given above you still must learn how to fly the airplane. To get the right altitude to save fuel, after you take off fly east or west. Back off the throttle till the shadow on the ground comes up and just touches the wing of the plane. You will then have the right speed and altitude. The faster you fly and the higher you go the more fuel you will use. These settings will conserve enough fuel to let you fly and not run out of gas and return to the airfield and land if you blow it getting into the ant hole.

1.26 510

*IVANHOE:

Pause the game and type "ZOBINETTE". The screen will flash to let you know the cheat is activated. Now unpause the game and press any of the following keys.

'M' _____ For extra lives.
'N' _____ Skip to next level.
'DEL' _____ Kills all enemies on screen.
'CTRL' _____ Kills the big boss in the bonus stage.

If the above doesn't work try "JC IS THE BEST" in the same place.
