

Sweet Cheater U

COLLABORATORS

	<i>TITLE :</i> Sweet Cheater U		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

Sweet Cheater U

1.1 1022

UFO ENEMY UNKNOWN: (Steve Lowder)

After playing the game for a while and building up your stores save the game. Now quit the game and go into your current save game directory and make a copy of the base.dat file. Now boot the game back up and sell everything you have (if you need money) or transfer stores (not ships or personel) to other bases. Now save the game again and quit. Next replace the base.dat file with a the copy of the original that you made earlier. Now when you go back to the game you'll have all the money from the sales plus all the equipment you sold. And, if you transferred anything those items will arrive shortly. Continue the above procedure as often as you like.

1.2 1023

UFO ENEMY UNKNOWN CD\$^3\$\$^2\$ (Microprose):

1. Only a little one here. If you can't wait for those goodies to arrive save your game and when you return to geoscape they will arrived instantly.
 2. Save your game and reset the machine. Load your saved game and go to the base information screen. Click to the right of the 3 base icons and you will find 4 more invisible icons, ignore the one with symbols as a name. Select one of the other bases and click on ok. When the base screen comes select transfer and your current base. Select the goodies you want and voaila in six hours will be your.
-

1.3 1024

*UGH:

(LEVEL CODES)

01-----"FREISCHTIEL"	36--"FISHYREQUISITTTTE"
02-----"SELBSTLAEUFER"	37-----"ARTHURFIGGIS"
03-----"WENNABREGGL"	38-----"CRUNCHYFROG"
04-----"PFANNEWEISS"	39-----"SPRINGSURPRISE"
05-----"SOICHGOMBASEPP"	40-----"WALLYWIGGIN"
06--"2PFUNDHACKFLEISCH"	41---"SIXTEENTONWEIGHT"
07-----"DOGODDERDEIG"	42----"RASPBERRYKILLER"
08--"SPAMSPAMBEANSNSPAM"	43---"SCOTTOFTHESAHARA"
09-----"SEMPRINI"	44-"BISHOPOFEASTANGLIA"
10-----"PROFRJGUMBY"	45---"POLLYTHEEXPARROT"
11-----"CONFESS"	46-----"EWANMCTEAGLE"
12-----"MITTERMEIER"	47--"ASCOTSMANONAHORSE"
13---"DIESCHNICKIANGST"	48-----"KEITHMANIAC"
14---"INTRESTINGPEOPLE"	49-----"NOTGOODENOUGH"
15---"INSURRANCESKETCH"	50-"STILLNOTGOODENOUGH"
16-----"ITSTHEARTS"	51-----"NUDGENUDGE"
17-----"ARTHURTWOSHEDS"	52-----"THEWOODPARTY"
18-----"HAROLDTHESHEEP"	53---"THESENSIBLEPARTY"
19---"PICASSOONBICYCLE"	54-"ADOPTADAPTNIMPROVE"
20--"SPANISHINQUSITION"	55-----"HELLOSAILOR"
21-----"LUIGIVERCOTTI"	56-----"ARTHURTREE"
22-----"JIMMYBUSSARD"	57-----"ABLOCKOFWOOD"
23--"KENCLEANAIRSYSTEM"	58-----"LIONTAMING"
24--"JOHANNGAMBOLPUTTY"	59-----"RONOBVIOUS"
25-----"TRAINSPOTTING"	60-----"CHANNELJUMP"
26---"BICYCLEREPAIRMAN"	61----"TUNNELINGTOJAVA"
27---"IRUINGCSALTZBERG"	62-"MAURICEZATAPATIQUE"
28-----"THEENDBERG"	63-----"KENBIGGLES"
29--"HOWTOFLINGANOTTER"	64-----"ALIBAYAN"
30--"THECATSATONTHEMAT"	65-----"KENDOVE"
31-----"CONFUSEACATLTD"	66-----"TIDDLES"
32-----"DISTRACTABEE"	67-----"THENAKEDANT"
33-----"MITTELSCHMERTZ"	68-----"KENSHABBY"
34-----"INSPECTORTIGER"	69-----"ALBATROSS"
35---"LOOKOUTOFTHEYARD"	

1.4 1025

ULTIMA 6:

This is a cheat for Ultima 6 that will let you get any item you wish. What you do is talk to IOLO and say "spam" "spam" "spam" and "humbug" and it will put up a secret cheaters menu.

Here is a list of some items:

008 magic helm
016 magic shield
023 magic armor
028 swamp boots
046 2-handed sword
047 halberd
048 glass sword
050 triple crossbow
054 magic bow
055 arrow
056 bolt
057 spellbook
058 spell if you type after this 255 and then 1 you will get all the spells on the scroll
059 codex
062 codex cube
063 lock picks
065 black pearls
066 bloodmoss
067 garlic blubs
068 ginsing root
069 mandrake root
070 nightshade
075 snake amulet
076 amulet of submission
077 gems
079 lighting wand
080 fire wand
087 orb of the moons
088 257 gold coins
089 1 gold nugget
090 torch
093 sexant
097 gargoyle vocabulary
107 shovel

The following are runes:

0242 honesty
0243 compassion
0244 valor
0245 justice
0246 sacrifice
0247 honor
0248 spirtituality
0249 humility

1417 britianna lens
1419 garg. lens

For those of you that haven't found the magic method of travel in Ultima 6, holding 'ALT' '2' '1' '4' will bring up a prompt (in Gargoylian) for three coordinates - these three hex numbers will bring you to any location in Britannia, the dungeons or the Gargoyle world. This is apparently the programmers method of travel and is faster than a fan powered Balloon!

The three numbers are basically the x,y & z coordinates for the map, with 0,0,0 located at the upper left corner on Level 0 (Britannia). For this discussion, I will use the form x,y,l to describe this coordinate system. The first two numbers (x & y) increase by 1 for each move in the horizontal or vertical direction. The x coordinates begin at the left edge and the y coordinates begin at the top. The third coordinate (l) represents the level; Britannia is Level 0, the dungeons are levels 1 thru 4 and the Gargoyle world is Level 5.

'ALT' '2' '1' '4' is entered on the numeric keypad. Each coordinate is entered separately, ie, press 'RETURN' after each one.

'ALT' '2' '1' '3' this gives the Gargoyle coordinate for your present position plus a free view of the map - forget all those gems and peer spells!

'ALT' '2' '1' '3' returns a 13 digit number, the last 7 of which are the coordinates. The first 6 are related to the total number of moves you have made. For the example above, the number would look something like: 79000029D0430 or 790000 moves and coordinate 29D,043,0.

BEWARE: You can land in a real 'snake pit' with some of these locations. Always be prepared for the worst when teleporting to a strange location.

LB's Castle (for a quick heal).....	133,15f,0
Gold exchange.....	144,18c,0
Vault at the Gold Exchange.....	144,18a,0
Log cabin outside Yew.....	b2,94,0
Saw Mill.....	2a4,65,0
Budo (Thieves guild-Serpent's Hold).....	233,25e,0
Wisps (outside Empath Abbey).....	a5,115,0
Iolo's hut.....	c3,e8,0
Mariah (Lycaem).....	37b,1aa,0
Ephemerides (Lens Maker-Lycaem).....	3b9,196,0
Bonn's house (Hermit on Bloody Plains).....	3a3,d3,0
Bonn's basement (Map).....	e9,32,1
Lake entrance on Isle of Avatar.....	36c,383,0
Codex.....	39b,354,0
Cyclops Castle (S of Minoc).....	25f,11d,0
Vortex Cube.....	93,3c,0
Mushroom Isle (S of Paws).....	19b,29c,0
Isle to N with ship.....	194,28c,0

Magicians (for spells and reagents):

Nicodemus (N of Britain).....148,ca,0
 Xiao (Verity Isle).....35b,165,0
 Horance (N of Jhelom).....38,1d5,0
 Rudyom (NE Cove).....243,157,0

(SHRINES)

Honesty (island N of Lycaem).....3a7,109,0
 Compassion (E of Britain).....1f7,168,0
 Valor (island S of Jhelom).....9f,3b1,0
 Justice (tip of land NE of Yew).....127,28,0
 Sacrifice (desert E of Minoc).....33f,a6,0
 Honor (SW of Trinsic).....147,339,0
 Humility (Isle of Avatar).....397,3a8,0
 Spirituality.....?????????
 (Note: Maybe a bug; I can't go here under the full moon.)

(Old Shrines)

Moonglow.....383,1f4,0
 Britain.....1b3,18c,0
 Jhelom.....93,374,0
 Yew.....e3,84,0
 Skara Brae.....4b,1fc,0
 Trinsic.....183,314,0
 Minoc.....29b,44,0
 New Magencia.....2e3,2bc,0

(Cities)

Britain (Sundial).....133,1a3,0
 Buccaneers Den.....23c,215,0
 Cove.....223,163,0
 Empath Abbey.....83,db,0
 Jhelom (Main Dock).....a0,36b,0
 Lycaem.....37b,1a4,0
 Library (Ladder Down).....37b,1b4,0
 Minoc (Sundial).....254,63,0
 Baskets.....246,5c,0
 James (Armorer).....259,6b,0
 Moonglow.....383,203,0
 Penumbra.....39a,1f3,0
 New Magencia.....2e3,2ab,0
 Paws (dock).....198,264,0
 Marissa.....186,257,0
 Trinsic (at Rune).....19b,2e,0
 Brandon (Armory).....1ad,2e8,0
 Serpents Hold.....22e,3bc,0
 Skara Brae (Well).....54,203,0
 Sutek's Island.....316,3d4,0
 Ladder down.....313,3ad,0
 Man (Balloon Plans).....b4,dc,4
 Yew (Sundial).....ec,a7,0

(DUNGEONS)

(Hefitimus Cave)

Entrance84, 35b, 0

(Wrong)

Entrance.....1f4, 53, 0

Map Room.....93, 3, 3

(Covetous)

Entrance.....273, 73, 0

Map Room.....93, 3, 3

(Ant's Cave)

Entrance.....365, bb, 0

Mushroom Lake.....e4, 2b, 2

Object stores.....ad, 15, 3

Hole down to map.....a4, 2b, 3

Map.....f7, 27, 4

(Destard)

Entrance.....120, 29d, 0

Dragon Eggs (To North).....2c, 2b, 4

(Hythloth)

Britannia Entrance (Isle of Avatar).....384, 3a4, 0

Captain John.....ea, ef, 4

Gargoyle entrance.....dc, db, 5

(Shame)

Entrance (at Lost Lake).....eb, 19b, 0

Skeleton's house.....2c, 5b, 1

River (gold nuggets).....37, 93, 1

Magic Bow.....63, 6, 3

Ybarra (Map).....53, 1f, 4

Buccaneer's Cave (Sewers under LB's Castle):

Entrance on Buccaneers Isle.....234, 253, 0

Entrance in LB's Castle Sewer (1 of 4).....44, 4b, 1

Daros.....43, 7a, 1

Glass Sword, Magic Bow.....9c, 7e, 2

Spider's Cache.....81, dd, 3

Isle in Lake S of Pheonix.....83, 8c, 3

Pheonix (Thief).....76, 46, 3

(Pirate Cave)

N End of Island (safe area).....2bc, 333, 0

Entrance @ Isle S of New Magencia.....2c3, 342, 0

Pirate's Treasure Room.....9b, e4, 4

(GARGOYLE WORLD)

Valkadesh.....cf,ac,5
 Hall of Knowledge.....7f,af,5
 Temple of Singularity.....7f,37,5
 Temple of Kings.....7f,50,5
 Shrine of Passion.....bc,2c,5
 Shrine of Diligence.....6c,dc,5
 Shrine of Control.....43,2c,5
 Tomb of the Kings.....7f,9,4

1.5 1026

ULTIMATE BODYBLOWS CD\$^3\$\$^2\$ (Team 17):

Enter one of the following for your name on the high score table:

"MEANTEAM"_____Unlimited continues.
 "HARDCORE"_____Invincibility.

1.6 1027

*UN SQUADRON: (Keith Krellwitz)

During play hold down 'LEFT ALT' and press 'F7'. The screen should be flashing. Now press a number from '0' to '9' on the main keyboard to skip to the corresponding level.

1.7 1028

*UNDER PRESSURE:

At any time, type "GRYMALKIN" and use 'F1-F4' to skip levels. Press '1-9' for different weapons.

1.8 1029

*UNREAL:

On the title screen, type "ORDILOGICUS". The screen should flash to let you know it worked. This will give you invincibility and let you skip levels with the 'RETURN' key.

1.9 1030

UNTOUCHABLES, THE:

While playing, type "SOUTHAMPTONGAZETTE". Press 'F10' to skip levels and press 'HELP' to skip to the second half of some of the mission. Also, during play, pause the game and type any of the following to jump to different levels:

LEVEL 1_____	"BRIDE ROLLS"	LEVEL 3_____	"KID ZAPPING"
LEVEL 2_____	"MAC N ALLEY"	LEVEL 4_____	"A NIT IN TIME"
