

**Default**

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**REVISION HISTORY**

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# Chapter 1

## Default

### 1.1 Brian's Game Cheats

```

AAA M M I I I I I G G G G G AAA CCCC DDD 33333 22222
A A MM MM I G A A C D D 3 22
AAAAA M M M I G G G G AAAAA C D D 33333 2
A A M M I G G A A C D D 3 22
A A M M I I I I I G G G G G A A CCCC DDD 33333 22222 V2.0

```

Cheats

~A~

~B~

~C~

~D~

~E~

~F~

~G~

~H~

~I~

~J~

~K~

~L~

~M~

~N~

~O~

~P~

~Q~

~R~

~S~

~T~

~U~

~V~

~W~

~X~

~Y~

~Z~

Amiga CD32 Cheat Guide  
By B.G.Ross.

Done on the 30th October 1995  
Up-dated on the 24th April 1996

## 1.2 Amiga CD32 Game Cheats - (A)

~Alien~Breed~II~::~:~

- Team 17

~Alien~Breed~Tower~Assault~

- Team 17

~Alien~Breed~3D~::~:~

- Team 17

## 1.3 Amiga CD32 Game Cheats - (Alien Breed II)

Alien Breed II

Enter these for your password:

"378829"\_\_\_\_\_Fifty keys.

"736353"\_\_\_\_\_credits.

"098654"\_\_\_\_\_Ten lives.

"243433"\_\_\_\_\_Activates level skip.

(Use 'N' during play to skip levels)

---

(LEVEL CODES)

02-"353828"	06-"847464"	10-"193831"	14-"103992"
03-"108383"	07-"737373"	11-"090921"	15-"998112"
04-"370101"	08-"928112"	12-"309383"	16-"125332"
05-"982822"	09-"267364"	13-"101221"	17-"091233"

## 1.4 Amiga CD32 Game Cheats - (Alien Breed Tower Assault)

Alien Breed Tower Assault

LEVEL CODES:-

```

Security level 3----"FCDBMDEASDCAAADM"
Security level 3----"FCCELDAAHDCAAA EK"

Engineering level 1-"FKBDMDEAFDCAA AEB"

Science level 3-----"JGCJNDEAPDCAA ACS"

Military level 3----"EPAEMDEBBDCAA AEA"
Military level 3----"IPCBSDADSDCAA ACI"

Main tower level 2--"LAAPJDAISDCAA ACM"
Main tower level 2--"LACJPDADSDCAA ACS"
Main tower level 3--"HCAPJDADSDCAA ADD"
Main tower level 4--"HCBPSLADSDCAA ACB"

Stores level 3-----"EJDCPDAASDCAA ADG"

Civilian level 3----"EEHBNDAAASDCAA ADK"

```

Miscellaneous Codes:-

```

"FKASMCEABDCAAADI"
"JGAFICEABDCAA AEJ"
"FKANLCEABDCAAADP"

```

## 1.5 Alien Breed 3D

Alien Breed 3D

Level Codes:-

Level 02 -----	CMOFFJENPPHHFFFF	Level 11 -----	HCIGGHL PNAANEOMD
Level 03 -----	MIOOEDEOPPFHFFFF	Level 12 -----	LNIECOLPNAANEOMD
Level 04 -----	KPKOFOPOHOEHFFFF	Level 13 -----	OLKOPFKPNAANEOMD
Level 05 -----	NLIAMBOOPHHFHFFN	Level 14 -----	EOIGLMKPNAANEOMD
Level 06 -----	FOIINMPOCNFFHFFFF	Level 15 -----	LKKOPPKPNAANEOMD
Level 07 -----	CCCGIDOPPFEEFFFF	Level 16 -----	GNAEPPKPNAANEOMD
Level 08 -----	PPKKIKKPNAANEOMD		



Level 09 ----- LLKOHBLPNAANEOMD  
 Level 10 ----- BMAGHMLPNAANEOMD

## 1.6 Amiga CD32 Game Cheats - (B)

~Banshee~::~::~::~::~  
 - Core Design

~Beneath~A~Steel~Sky~:::  
 - Virgin

~Benefactor~::~::~::~::~  
 - Psychosis

~Brutal~Sports~Football~  
 - Millennium

~Bubba~'n'~Stix~::~::~::~::~  
 - Core Design

~Bubble~&~Squeak~::~::~::~::~  
 - Audiogenic Software Ltd

## 1.7 Amiga CD32 Game Cheats - (Banshee)

Banshee

On the title screen type:- FLEV17 and press Return, you should now have infinite lives, use the Function keys to skip levels. If the cheat has worked the screen will flash.

Enter "MARY WHITEHOUSE" for your name on the high score table. This will give you the ability to kill the polar bears and civilians during play.

Enter "KANNIJADE KREW" for your name on the high score table. This will give you invincibility and will allow you to skip levels with the two buttons on the top of the joypad.

## 1.8 Beneath A Steel Sky

Beneath A Steel Sky

The Complete Solution

Go to the left and take the loose rung from the top of the stairs, then go to the right and use it to prize open the door. Go outside and hide behind the door until the guard walks off, then go back inside and down the stairs.

Go through the door on the right. Examine the junk - there's three separate

---

bits. Insert Joey's circuit board in the middle one then stand on the lift to make Hobbins appear. When he comes, quickly duck through the door, open the cupboard and take the spanner from inside. If Hobbins returns before you've got it, he'll stop you. You'll just have to go back out and repeat the process.

Next examine the transporter then keep talking to Hobbins until you find out what's wrong with it. Then ask Joey to fix it. It will go off and come back with a box. When it puts the box on the elevator it will descend, leaving the shaft open. Now's your chance to climb down.

In the furnace room, examine the slot then ask Joey to open it. Reich will walk in and get killed. Examine the body and take his ID card then you can leave the room.

The next place to visit is Lamb's factory. Talk to Anita and then have a word with Lamb. Then go and stick the spanner in the exposed cogs near where Potts is working. Once Potts has examined the damage and gone back to work you can recover the spanner. Go and examine the now idle droid to the left then loosen its shell using the spanner. Talk to Joey and offer him the new shell. Send Joey into the store-room and have him destroy the fuse box allowing you to enter unimpeded. Lift up the gangway and take the putty from the floor. You can ignore the WD40 and key.

Go across to the far left where the old man is sleeping and loosen the buttons on the steam machine using the spanner. When Joey arrives, tell him to press the right button and you press the left one at the same time. The steam machine will blow up and the old man will run off. Now go and flick the switch on the yellow console, remove the light bulb and replace it with the putty. Go back and flick the switch once more to blow the door off then pull the right hand lever to restore the power to the lift.

Go to the lift screen and examine the red cable, then get Joey to work on it. He'll burn through it with his welder and it'll drop to the floor below. Use Reich's card to enter the lift then go down and collect the cable. Find Reich's apartment and enter using his card. Take the magazine from under the pillow then visit the travel agent. Ask for an economy tour and when he refuses you a ticket hand him the mag. Go back to level one and hang around by the lift until Lamb arrives. Talk to him until he tells you he needs a holiday then give him your ticket and in return he'll give you a tour of his factory. Go to the factory, find Lamb and remind him about the tour then go right, past Potts and talk to Anita. Give her the ID card and she'll install the jammer while telling you about the Schreiber Port.

Leave the factory and wait by the terminal until Lamb appears then use Reich's ID card on the terminal to enter the code from the yellow security manual (that's the one which came with the game). Authorise aD-Linc on Lamb and then leave the terminal.

After Lamb finds he's unable to use the lift, talk to him and offer to feed his cat. When you get inside his apartment, get the video cassette from on top of the bookshelf.

Visit Burke's BioSurgery, activate the projector and talk to the hologram. Wait until you've asked her for the Schreiber Port then get Joey to talk to her and go into the surgery. Ask the doctor for a port. First offer him a lung, followed by a kidney, and finally your testicles. Keep talking to him after the port until he tells you about Anchor Insurance. Visit Anchor and ask for a policy, tell them Burke sent you. Willy Anchor will go off to make a phone call. Immediately get Joey to remove the anchor from the statue, then collect it. Combine it with the red cable to make a grappling hook.

Now return to the first screen you appeared on, go up the stairs and through the door. Use the grappling hook on the sign on the building opposite and

swing across the gap. Then grab the cable and leave through the door.

Insert Reich's ID in the slot then sit down in the interface and wait until you enter the game. Touch the ball and exit right. Open the bag (via the inventory) to get the magnifying glass (DECRYPT) and the birthday surprise (DECOMPRESS). Next use the decompress option from the menu on the ball to get red and green passwords. Leave right using the red password on the first floor tile. The simply follow the logical route to the exit. Pick up the bust and the book then decrypt the three coded documents. Now disconnect.

Use the Linc terminal to read all the documents and use the Special Operations section temporarily increase your Linc status to unlimited. Put the ID card in the slot and you'll be taken to Sam and Norville's security room. Enter the lift and go down then enter the second lift and go down again. When Joey falls, take his circuit board.

Talk to the fat lady, then go to the night club and have a word with the bouncer. Keep talking until he tells you Mrs Piermont may be able to sponsor you. Go and talk to her again, then, when she returns to her flat, ring the bell. When you get in keep talking to her until she goes to use the phone, then put the video tape in her VCR. When the dog goes to watch it you can grab his biscuits.

Go to the lift screen and put the biscuits on the plank then leave the screen and wander about a bit before coming back. The dog should be barking at the biscuits. Pull the rope so the dog climbs onto the plank then release it and he'll fall in the pond. When the guard comes to help him you can duck inside the cathedral. Go through the door and open the middle locker.

Go back to where Anita was working and open the middle locker. Take the overalls and put them on then go right. Use the control panel to open the reactor door then go in and get the ID card. Leave, close the door, take off your protective suit and head back to the interface room. Enter the interface using Anita's card.

Get the tuning fork and play her a message. To get the tuning fork, first blind the eye then go through the computer as quickly as you can. Exit the room and blind the second eye, exit centre and centre again. Exit right and select PLAYBACK from the inventory to use on the well.  
You can then disconnect.

Go to the ground level and talk to the gardener and then the boy who tells you the gardener was lying. Talk to the gardener again then leave by the near side door. Run your ID through the lock. Get the secateurs from on top of the barrel then go back to the nightclub and talk to the bouncer once more.  
Go in and turn on the jukebox. Choose any toon then return to Burke's surgery. Give the glass to Burke in exchange for Colston's fingerprints.

Go back to the club and put your hand on the metal plate at the back of the building by the door. Leave via the right hand side of the screen, use the crowbar on the packing case and take the lid. Put it on top of the smaller box and climb on top. Use the bar and then the secateurs on the grill and climb into the resulting passage. Inside, exit to the right and turn through the diverting tunnel and then again to the right until the section with a whole (find it by tracing the cursor with a cable). Exit right, right again and exit at the bottom of the sloping tunnel.

---

Select the crowbar and use it on the plaster at the back of the room and then on the bricks to force one of them loose then collect it. Stick the metal bar into the swollen vein right of the horizontal beam and smack it one with the brick. Pick up the bar and walk off to the right when the droid shows up.

Look through the grill then leave via the left hand door. Walk down the stairs, go up to the console and use it to lower the temperature then go back up the stairs and pull the metal bar on the grill. Leave the room, leave the corridor by the right and go right again. Put Joey's board in the robot.

Tell Joey to have a look in the tank room then get him to open the tap on the nutrient tank. You can now enter the tank room yourself.

Go to the right through the back of the room and, same again and then through the door. Use Reich's card on the terminal. Press 2 to enter the restricted area. Exit the room and, after the struggle, take Joey's board and check out the body to get a new ID. Use it on the interface.

Blind the eye, enter the crusader's room. Use Divine Wrath on the crusader then disconnect. Re-enter the interface with Anita's card and go back into the crusader's room. Use Oscillator on the crystal and get the Helix then disconnect once more.

Leave the control room and go into the room from which Gallagher came. Insert Anita's card in the console and it'll crash. Get the tongs then leave via the right hand side of the screen. Use the tongs to get the flesh from the aquarium. Put the fish in the other tank then exit right. Open the middle cabinet and insert Joey's board. Download the character data using the console then run the programme and exit right. Tell Joey to put his hand on the sensor. Put your hand on the other sensor at the same time. Leave and exit right. Use the cable on the pipe support. Climb down and drop the flesh into the orifice. An exit will then appear. Swing across using the cable and, when you get the chance, ask Joey to sit in the chair. Now simply talk to Joey to complete the game. Easy, eh?

## 1.9 Amiga CD32 Game Cheats - (Benefactor)

Benefactor

```

~
~World~1~
~ --- Under World
~
~World~2~
~ --- Tombs Of Egypt
~
~World~3~
~ --- The Treetop Rescue
~
~World~4~
~ --- Stones and Bones
~
~World~5~
~ --- Merry Winterland
~
~World~6~

```

```

~ --- The Techno Treat
~
~World~7~
~ --- To Hell With Minniat

```

## 1.10 Amiga CD32 Game Cheats - (Benefactor)

### Under World

```

*****
*Level* Name of Level      * Level Code *
*-----*-----*-----*
* 01 * Afraid of Fungies ? * No Code    *
* 02 * Trick Jumpin        * 31QQR3PPQH *
* 03 * Keep Your Feet Dry  * 3MQL4PSNQR *
* 04 * Silents             * 3NQL2Q4JC4 *
* 05 * Release Order      * 3NQLGQQLGQ *
* 06 * Trouble Shooting   * 3FQMNJTPQM *
* 07 * Turn, Run, Turn!   * 3F13LFFNQK *
* 08 * Follow the Signs   * 65B3F2FMJ3 *
* 09 * Let's Roll         * 3MQLKP5P4T *
*****

```

## 1.11 Amiga CD32 Game Cheats - (Benefactor)

### Tombs Of Egypt

```

*****
*Level* Name of Level      * Level Code *
*-----*-----*-----*
* 01 * Double Trouble      * 63HLQLHLQL *
* 02 * Mind the Flames!   * 31QQX3JJQB *
* 03 * Switch-O-Mania     * 1RQD32R2JF *
* 04 * A Mother of a Blow * 6PJMKT4MV  *
* 05 * Greed Wastes Time  * 3BQQVJLLQ2 *
* 06 * Hang Tough        * 3NQLSQ4JQ4 *
* 07 * Lemmings ?        * 5CJ32GF21C *
* 08 * Order is Crucial   * MMQPGPQPGP *
* 09 * Easy Jumping      * MC1M3C35QK *
*****

```

## 1.12 Amiga CD32 Game Cheats - (Benefactor)

### The Treetop Rescue

```

*****
*Level* Name of Level      * Level Code *
*-----*-----*-----*
* 01 * Bouncy, Bouncy!    * MMQP4PSRQR *
* 02 * Unreachable ?     * MD3Q2H2M1D *

```

```

* 03 * The Fog That Be * MRQ5LJK4FD *
* 04 * The Bungee-Trap * MBQ5RJPTQ3 *
* 05 * Down 'n' Load * MBQ5TJNRQG *
* 06 * Bring Your Axe * M53QJ33QJ3 *
* 07 * Flatback Action * MMQPKP5T4T *
* 08 * Running Color * 22Q3R3PHQH *
* 09 * Funnel Jungle * MMQPSP4NQN *
* 10 * Weight Watches * MRQTM3NQJF *
*****

```

### 1.13 Amiga CD32 Game Cheats - (Benefactor)

#### Stones and Bones

```

*****
*Level* Name of Level * Level Code *
*-----*-----*-----*
* 01 * Elevator Action * MNQPKQ5T45 *
* 02 * Repairs in a Flush * MHQTT4NQQQL *
* 03 * Chandelier Leap! * MLQPR4P4QN *
* 04 * Open Sesame! * 6G DJBHC31G *
* 05 * Simon Says, Down * 6MFKF4GLGP *
* 06 * The Contents Within * 3MQJKNWPQT *
* 07 * The Five Lethals * 3MQJMN5NQR *
* 08 * The Reaping Puzzle * 6VFKDHD3BF *
* 09 * About to Get Stoned * 3LQJDMRK2N *
* 10 * The Ghost Key * 3NQJK4WPQ5 *
*****

```

### 1.14 Amiga CD32 Game Cheats - (Benefactor)

#### Merry Winterland

```

*****
*Level* Name of Level * Level Code *
*-----*-----*-----*
* 01 * Slippery When Wet * 6LFKMNJ4QR *
* 02 * The Wall * 66N4K4KLHL *
* 03 * Gaurdian Angel * 3KQJHLV4MQ *
* 04 * Secure Your Exit * 32QKPGRLQH *
* 05 * The Evil Wrecker * QCNG53JCQ2 *
* 06 * Wet, Wet, Wet! * 6PN4KVL3T *
* 07 * Frozen Walkway * 6VDJ3G34NL *
* 08 * The Evil Helper * QPLFR5K2QT *
* 09 * Three Amigos * QDNG5JJCQF *
* 10 * * *
*****

```

### 1.15 Amiga CD32 Game Cheats - (Benefactor)

## The Techno Treat

```

*****
*Level* Name of Level      * Level Code *
*-----*-----*-----*
* 01 * Watch That Color   * MQQRHFMNDB *
* 02 * Easy Switching     * MGQRNLT5Q4 *
* 03 * Protected Key      * M3MSR4LRQN *
* 04 * Pipe Mania         * MD24CFCM1D *
* 05 * Death In Zero-G    * MNQN24SPGQ *
* 06 * Switch Order       * 2BQFKCWLQ3 *
* 07 * Acid Rain          * 5FNKRLMJQK *
* 08 *                    *             *
* 09 * Invisible Death    * 24QJLTRKM5 *
* 10 * Ir Pipe Hell       * 52NKTKKHQH *
*****

```

**1.16 Amiga CD32 Game Cheats - (Benefactor)**

## To Hell With Minniat

```

*****
*Level* Name of Level      * Level Code *
*-----*-----*-----*
* 01 * The Door From Hell * MCQ4Q2Q4Q2 *
* 02 * The Rainbow Machine!* 2PQJJ5P33T *
*****

```

**1.17 Amiga CD32 Game Cheats - (Brutal Sports Football)**

## Brutal Sports Football

Level Codes:-

```

LEAGUE 3: "FS7G8LLSG"  "SQ4YXYYYY"
LEAGUE 2: "Y!BY3PPDT"  "PPXZOZZZZ"
LEAGUE 1: "5L5X6TGX!"  "66QSHGGGG"

```

**1.18 Amiga CD32 Game Cheats - (Bubba 'n' Stix)**

## Bubba 'N' Stix

Level Codes:-

Stage 2 - 7LRRF3H6G7

Stage 3 - 9YZN!6RYTG

Stage 3 - 9VBDM!1!DN - (7 Lives)

Stage 4 - 3G2MCG6KN5  
Stage 4 - 3VTCF9JQG8 - (7 Lives)  
  
Stage 5 - CS4SL9DFQC

## 1.19 Amiga CD32 Game Cheats - (Bubble & Squeak)

Bubble And Squeak

Level Codes:-

## 1.20 Amiga CD32 Game Cheats - (C)

~Cannon~Fodder~  
- Sencible Software  
  
~Chaos~Engine~~  
- Bitmap Brothers

## 1.21 Amiga CD32 Game Cheats - (Cannon Fodder)

Cannon Fodder

Click on the LOAD icon and press and hold both Mouse Buttons for 5 seconds (and then release), a screen will appear offering you a HARDMAN option and Level Section.

## 1.22 Amiga CD32 Game Cheats - (Chaos Engine)

Chaos Engine

Some level codes:-

One Player & CPU

World 2

4RFRCY6GLVN0 -----

BZPBKC81FH81 ----- Gentleman & Thug (loads of lives & full power)

World 3

ZQFDJ5BGP041 -----

---



190L0VTGP1N3 -----  
 ZQGHKR20P0Z# ----- Brigand & Gentleman  
 D5FBKRW1FH75 ----- (loads of lives & full power)

World 4

SDTBK4J2G33GW ----- (loads of lives & full power)

Two Players

World 2

SN72BPWKT7NV -----

World 3

NX4YGGR83YBG

World 4

3GGWGL3Q6WXF

## 1.23 Amiga CD32 Game Cheats - (D)

~Death~Mask~~~~~  
 - Alternative Software  
 ~Deep~Core~~~~~  
 - Ice  
 ~Diggers~~~~~  
 - Millennium  
 ~Disposable~Hero~  
 - Gremlin Graphics  
 ~Dragonstone~~~~~  
 - Core Design Ltd

## 1.24 Amiga CD32 Game Cheats - (Death Mask)

Death Mask

* Level *	* Name	* Code *
+-----+	-----+	-----+
+ 001	+ Engine Room	+ 52385 +

+ 002	+ Genetics Lab	+ 22428	+
+ 003	+ Briefing Room	+ 84843	+
+ 004	+ Storage Room	+ 22087	+
+ 005	+ Rest Room	+ 38641	+
+ 006	+ Prison 1	+ 06395	+
+ 007	+ Research Room	+ 33224	+
+ 008	+ Prison 2	+ 35527	+
+ 009	+ Office	+ 48962	+
+ 010	+ Weapon Room	+ 65074	+
+ 011	+ Transport Bay	+ 62438	+
+ 012	+ Security Zone 1	+ 28283	+
+ 013	+ Security Zone 2	+ 85325	+
+ 014	+ Security Zone 3	+ 10769	+
+ 015	+ Security Zone 4	+ 25324	+
+ 016	+ Security Zone 5	+ 43542	+
+ 017	+ Security Zone 6	+ 62156	+
+ 018	+ Training Ground 1	+ 84678	+
+ 019	+ Training Ground 2	+ 57093	+
+ 020	+ Training Ground 3	+ 29264	+
+ 021	+ Training Ground 4	+ 47446	+

## 1.25 Amiga CD32 Game Cheats - (Deep Core)

### Deep Core

Start as normal, then press:-

GREEN, YELLOW, BLUE, and RED BUTTONS simultaneously.

Now press:-

FORWARD and REVERSE together.

Then press:-

GREEN, YELLOW, and BLUE BUTTONS.

A whooshing sound activates the cheat mode.

To skip levels, push all the buttons as well as FORWARD and REVERSE, but don't press pause!

## 1.26 Amiga CD32 Game Cheats - (Diggers)

### Diggers

For loads of money and access to all game levels just goto the map screen and click on 'FUJALE', 'CHONSKEE' and then 'DEENA' in order. If you've done it right the pointer will change allowing you to play any level you wish. And, just for good measure, there'll be a whacking 599 credits available interest free.

---

## 1.27 Amiga CD32 Game Cheats - (Disposable Hero)

### Disposable Hero

First up select 'Arcade' mode.

And turn off sound FX on the option holding down the Blue button.

Now push Up, Down, FF, RW, Yellow, Left, Right, Play.

When you've done all of that go back to the option screen and turn FX back on.

A new option should appear called 'Configuration'. Select for a menu of possible cheats.

## 1.28 Amiga CD32 Game Cheats - (Dragonstone)

### Dragonstone

Level Codes:-

(Forest)

Level 2 - B y l p v H o - x L B - T 5 J k b k H N

(Mountain Impossible)

Level 3 - r M E m Y M y B A L 8 C T H n w T M H B

(Petit Port)

Level 4 - B r l A v k 2 - A t K C O 5 n w T k H B

(Dragon Isle - The Gateway)

Level 5 - B y l A Y k 3 - x L I - T 5 n T b T a c

(Dragon Isle - Earth Temple)

Level 6 - G r l 4 Y k x - H L G - O 5 n T b T a c

(Dragon Isle - Earth Temple Dragon)

Level 7 - G y l 4 7 k x - H L I - O 5 n T b T a c

(Dragon Isle - Water Temple)

Level 8 - G r E A 7 M 3 w x L K - O 5 n 4 T T a c

(Dragon Isle - Water Temple Dragon)

Level 9 - G y E A 7 M 3 w H L Y - O 5 n 4 T T a c

(Dragon Isle - Fire Temple)

Level 10 - G M l 4 g M o w x Z G - O 5 n 5 b U a c

(Wind Temple - End)

Level 11 - G y l 4 + M o w x 2 Y - O 5 n 5 T U a

## 1.29 Amiga CD32 Game Cheats - (E)

---

### 1.30 Amiga CD32 Game Cheats - (F)

```
~Fifa~International~Soccer~
~Flink~::~::~::~::~::~::~::~::~
  - Psycnosis
~Fly~Harder~::~::~::~::~::~::~::~
  - Buzz
```

### 1.31 Amiga CD32 Game Cheats - (Fifa International Soccer)

Fifa International Soccer

Here are some codes for this great soccer game. All codes must be entered with the joybad in the Options mode. If a code does not work exit the options menu, re-enter and try again. The 'L' and 'R' are the buttons on top of the joypad.

```
Y Y Y X A A A B      - Invisible Walls
X A B Y Y B A X      - Crazy Ball
B A R B Y L           - Curve Ball
B A B B B B B B B B  - Super Kicks
A A A A A Y Y Y Y Y  - Super Goalie
A A B B Y Y X X      - Dream Team
L L L L L R L        - Super Defence
R R R R R L R        - Super Offence
```

### 1.32 Amiga CD32 Game Cheats - (Flink)

Flink

Start the game as normal and then press and hold the pad "Down" and then the "Pause" button. Release "Down", but keep the "Pause" held, and then press:-

Right, Right, Right, Left, Left, Left, Right, Right, Left, Left, Right, Left.

A Cheat Menu will now appear, allowing you to "Reset" the level you are on with full magic and three lives, as well as letting you skip levels.

Some Of The Spells are as follows:-

```
Shrink Spell - Mirror, Necklace, Amulet.
Spirit Bomb - Feather, Gold Ring, Leaf.
Demon Spell - Gold Ring, Mirror, Necklace.
Lightning Spell - Diamond Ring, Feather, Diamond Ring.
```

### 1.33 Amiga CD32 Game Cheats - (Fly Harder)

Fly Harder

The codes are:-

Level 2 - PHO	Level 6 - TRA
Level 3 - MET	Level 7 - QUA
Level 4 - BLA	Level 8 - NEO
Level 5 - SUP	

### 1.34 Amiga CD32 Game Cheats - (G)

### 1.35 Amiga CD32 Game Cheats - (H)

### 1.36 Amiga CD32 Game Cheats - (I)

### 1.37 Amiga CD32 Game Cheats - (J)

~James~Pond~2~~  
(Robocod) - Millennium

~James~Pond~3~~  
- Millennium

~Jetstrike~~~~~  
- Rasputin

~Jungle~Strike~  
- Ocean

### 1.38 Amiga CD32 Game Cheats - (James Pond 2)

James Pond 2 - Robocod

When you see the collectables on the roof at the start of the game, collect them in the following order :-

Cake, Hammer, Earth, Apple and Tap.

When you have completed the level, go back to the roof to find an extra life and more points.

### 1.39 Amiga CD32 Game Cheats - (James Pond 3)

---

## James Pond 3

For this one you're going to need an Amiga keyboard. At any point type:-

'NIGHTMARE'

And press the 'F10' key to bring up a mighty handy cheat menu.

## 1.40 Amiga CD32 Game Cheats - (Jetstrike)

### Jetstike

Level Codes:-

TDEJQNQL	JHALMROB	RZWVUULP	VZQRUDOP	HTETAPOJ
NFYHOTAR	RPSREBSX	TREFCPMJ	XYHJMUXX	HXEXWPWV

## 1.41 Amiga CD32 Game Cheats - (Jungle Strike)

### Jungle Strike

Level Codes:-

Washington DC	- No Code
Sub Attack	- RX6MJFYBLML
Training Ground	- 9SPY9XV76GC
Night Strike	- XNLGKXWNMZY
Puloso City	- VWNL4S6HDBT
Snow Fortress	- W7N4MJY3T6T
River Raid	- TNPF9XT7NHM
Mountains	- 7NS6MHPGCDY
Return Home	- N4JRTPZJFRH
Win Screen	- L6HGZXT7NH4

## 1.42 Amiga CD32 Game Cheats - (K)

~Kid~Chaos~~  
- Ocean

## 1.43 Amiga CD32 Game Cheats - (Kid Chaos)

### Kid Chaos

On the Password screen type in "HARDASNAILS" for a Cheat Menu.

### 1.44 Amiga CD32 Game Cheats - (L)

```

~Last~Ninja~::~::~::~::~::~::~::~::~::~
- System 3

~Lemmings~::~::~::~::~::~::~::~::~::~
- Psycnosis

~Liberation~::~::~::~::~::~::~::~::~::~
- Mindscape

~Lotus~Esprit~Turbo~Challenge~:::
- Gremlin

~Lotus~Esprit~Turbo~Challenge~2~
- Gremlin

~Lunar~::~::~::~::~::~::~::~::~::~
- Mindscape
    
```

### 1.45 Amiga CD32 Game Cheats - (Last Ninja)

Last Ninja

For infinite lives press L and R along with the Blue button when loading.

### 1.46 Lemmings

Lemmings

Level Codes

Stage - FUN

** Level	* Code	** Level	* Code	** Level	* Code	**
** 01	* -----	** 11	* NHMLHICALCT	** 21	* LFLCCJLFDN	**
** 02	* IJLDNCCCN	** 12	* JOLHCMOMCV	** 22	* NHCKKONGDQ	**
** 03	* NJLDLCADCY	** 13	* MDLCAJLNCR	** 23	* LCCNMLFHDU	**
** 04	* HLLHCIOECU	** 14	* ELCIJNMOCN	** 24	* CINLLGLIDL	**
** 05	* LDLCAJNFCK	** 15	* LCENLMDPCL	** 25	* CCKHMGHJDM	**
** 06	* DLCIJNLGCT	** 16	* CINLMDLQCQ	** 26	* IJHOHCKDM	**
** 07	* LCANLLDHCO	** 17	* CAJHLFLBDT	** 27	* NKMFLCALDV	**
** 08	* CINNLDLICJ	** 18	* KJHNLBCDQ	** 28	* HOHCIOMDT	**
** 09	* CEKHMJLJCO	** 19	* NJNNHCCDDT	** 29	* OOHCGJLNDR	**
** 10	* MJHMDLCKCW	** 20	* HFLCANNEDW	** 30	* GLCMJMMDT	**

Stage - TRICKY

** Level	* Code	** Level	* Code	** Level	* Code	**
** 01	* HCGOLONPDX	** 11	* CEKKOLIJEK	** 21	* OHLFMCADFN	**

```

** 02 * CMOLMGLQDJ ** 12 * IKHMEMCKEX ** 22 * ILFMCKOEFJ **
** 03 * CCJLDMBEX ** 13 * OJOLICLEN ** 23 * LFMCEJMFFT **
** 04 * IKHLDMCEN ** 14 * HMDMCIOMEM ** 24 * GICKKOLGFK **
** 05 * OHNLIBADEP ** 15 * MDMCGJMNEL ** 25 * MCGNMLFHFL **
** 06 * IDLMCIOEEU ** 16 * LMBIJOOOEJ ** 26 * BKOMNFIFIFO **
** 07 * LDMCCJNFEP ** 17 * KCCOMMLPEU ** 27 * CAJJMGMJFS **
** 08 * EMCIJMLGEW ** 18 * CKNLMDMQEV ** 28 * KKKOOICKFV **
** 09 * MCEOLLDHEW ** 19 * CCKHNNKBFR ** 29 * OHMFMCALFW **
** 10 * CMNLLMIEP ** 20 * IJJLGMCCFS ** 30 * HMGMCMOMFU **

```

## Stage - TAXING

```

** Level * Code ** Level * Code ** Level * Code **
** 01 * MFMCGKLNFO ** 11 * LGANOLDHGJ ** 21 * GGKHNHNBHY **
** 02 * GMCOKLMOFY ** 12 * GKNOLDLIGU ** 22 * KJJLFNGCHK **
** 03 * MCANMMFPO ** 13 * GAJIMMHJGX ** 23 * NJLNGADHW **
** 04 * CINOMGMQFK ** 14 * OKHMDNGKGT ** 24 * KNOHGOEHL **
** 05 * GEKKNMJBGJ ** 15 * OIMELGALGK ** 25 * LFNCGJNFHJ **
** 06 * KJILDLCGU ** 16 * HMDLGKOMGT ** 26 * NGIJLLGHP **
** 07 * NHNLJGCDGY ** 17 * MELGCKLNGN ** 27 * HFANLLFHJU **
** 08 * ILDLGMOEGN ** 18 * DLGIJOMOGV ** 28 * FINLLFHIHN **
** 09 * LDLGCJOFGV ** 19 * LGENMMDPGU ** 29 * FAJHMFHJHP **
** 10 * ENGIJNLGGO ** 20 * GKNNOLHQGS ** 30 * IJHMFHFHKG **

```

## Stage - MAYHEM

```

** Level * Code ** Level * Code ** Level * Code **
** 01 * NJMNLFELHX ** 11 * LDIFAJLFIO ** 21 * IFANLMDPIN **
** 02 * HMFJFINMHQ ** 12 * DIFIJLLGIX ** 22 * FINLMDIQIW **
** 03 * MFHFAJLNHX ** 13 * MGCNNLEHIO ** 23 * FAJHLFIBJJ **
** 04 * FHFIJLMOHQ ** 14 * FINLLDIIIN ** 24 * IJHLFIFCJS **
** 05 * HFANLMPFPHN ** 15 * FAJHMDIJIP ** 25 * NHLFIFADJP **
** 06 * FINLMPFHQHW ** 16 * IJHMEMGKIO ** 26 * HLFIFINEJY **
** 07 * FAJHLDIBIW ** 17 * NHMDIFALIV ** 27 * LFIFAJLFR **
** 08 * IJHLDIFCIP ** 18 * HMDIFINMIO ** 28 * FIFIJLLGJK **
** 09 * NHLDFADIN ** 19 * MDIFAJLNIX ** 29 * IFANLLFHGX **
** 10 * HLDIFINEIV ** 20 * DIFIJLMOIQ ** 30 * FINLLFIIJQ **

```

## Two Players Game

```

** Level * Code ** Level * Code ** Level * Code **
** 01 * JAJHLDKBMQ ** 08 * JINLLDKIMX ** 15 * KJANLMDPMX **
** 02 * IJHLDKJCMJ ** 09 * JAJHMDKJMJ ** 16 * JINLMDKQMQ **
** 03 * NHLDKJADMW ** 10 * IJHMDKJKMS ** 17 * JAJHLFKBNT **
** 04 * HLDKJINEMP ** 11 * NHMDKJALMP ** 18 * IJHLFKJCNM **
** 05 * LDKJAJLFMY ** 12 * HMDKJINMMY ** 19 * NHLFKJADNJ **
** 06 * DKJIJLLGMR ** 13 * MDKJAJLNMR ** 20 * HLFKJINENS **
** 07 * KJANLLDHMO ** 14 * DKJIJLMOMK ** * **

```

## 1.47 Amiga CD32 Game Cheats - (Liberation)



## Liberation

If you hang on to the data crystal after the first mission, you can use it to find other captives on the other missions without hunting for clues.

### 1.48 Lotus Esprit Turbo Challenge

#### Lotus Esprit Turbo Challenge

Enter player one's name in as 'ANGEL DARK' and player two's name as 'HARVEST HOME' for some help with the race.

If you get bored with racing, try entering player one's name as 'MONSTER' and player two's name as 'SEVENTEEN'. Now you can play a vertically scrolling shoot'em up instead.

### 1.49 Lotus Esprit Turbo Challenge 2

#### Lotus Esprit Turbo Challenge 2

Level Codes:-

```
Stage 2 ----- TWILIGHT
Stage 3 ----- PEA SOUP
Stage 4 ----- THE SKIDS
Stage 5 ----- PEACHES
Stage 6 ----- LIVERPOOL
Stage 7 ----- BAGLEY
Stage 8 ----- E BOW
```

Also try entering the following Codes:-

DEESIDE ----- Goto next stage when you run out of time.

TURPENTINE -- The timer stays on ten seconds.

### 1.50 Amiga CD32 Game Cheats - (Lunar)

#### Lunar

Level Codes:-

```
Security Zone --- "MEBBHKSBAL"
Cooling Chamber --- "MFDCRHOCCS"
Energy Duct --- "WJRICDFEU"
Mystery Code --- "BYL ERAI"
```

## 1.51 Amiga CD32 Game Cheats - (M)

~Microcosm~~  
- Psygnosis

## 1.52 Amiga CD32 Game Cheats - (Microcosm)

Microcosm

When you're about to enter the Pod Bay at the start, and it goes to the cut sequence, pause the game and press the following buttons:-

Green - Blue - Yellow - Red - Yellow - Down - Green - Right - Red - Up

The Title screen will turn black and white and the cheat will be activated. With this cheat, you're invulnerable; you can also warp around the map and have all the guns on the next level you play. To warp around the map, simply bring the map up. There's a solid white block displaying your location and another outlined block, press either the Blue or the Yellow button; to warp to that point, press the Green button. The only drawback to this cheat is that all the amazing cut sequences are in black and white. There are various other codes which do the same thing at different parts of the game. You can find these by pausing the game and pressing all the buttons until you find one that makes a different sound to the others. Press it then you have to find the next one that makes the same noise. Keep doing this until it makes that noise and the cut sequences are in black and white.

Or try the following:-

At the start of level one, turn right and at the next crossroads push up. Pause the game, press Yellow, Red, Green, Blue, Up and Left. Unpause and you'll be completely invincible.

## 1.53 Amiga CD32 Game Cheats - (N)

## 1.54 Amiga CD32 Game Cheats - (O)

~Oscar~~~~~  
- Flair

~Out~To~Lunch~  
- Mindscape

## 1.55 Amiga CD32 Game Cheats - (Oscar)

---

## Oscar

On the level select screen, enter the door marked {SCREEN 2} The Horror Level. After the level has loaded and before you press the fire button to start the level, push up on the joystick and hold down 'K'. While still holding both, press the fire button to enter the level. Once the level has started you can let go of the joystick and the 'K' key. Now press 'ESC' to skip levels.

## 1.56 Amiga CD32 Game Cheats - (Out To Lunch)

## Out To Lunch

Level Codes:-

TZATZIKI - Greece

## 1.57 Amiga CD32 Game Cheats - (P)

## 1.58 Amiga CD32 Game Cheats - (Q)

## 1.59 Amiga CD32 Game Cheats - (R)

~Road~Kill~~  
- Acid Software

## 1.60 Amiga CD32 Game Cheats - (Road Kill)

## RoadKill

Codes:-

Level 0 - LQPONTQNJO	Level 2 - LQPONUPQCK
Level 1 - LQPONRHCNM	Level 3 - LQPONTMBCH

Badland MegaSmash - HQPOOOCENT

Some others:-

LQPONSSFRP      LQPONTCONF      HQPOOTCMJM      PQPOPGSPRT

## 1.61 Amiga CD32 Game Cheats - (S)

---

```
~Sabre~Team~::~::~::~  
- Krisalis  
  
~Shadow~Fighter~::~  
- Gremlin  
  
~Simon~The~Sorcerer~::~  
- Adventure Soft  
  
~Skeleton~Krew~::~  
- Core Design  
  
~Super~Frog~::~  
- Team 17  
  
~Super~Stardust~::~  
- Blood House
```

## 1.62 Amiga CD32 Game Cheats - (Sabre Team)

### 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.

## 1.63 Amiga CD32 Game Cheats - (Shadow Fighter)

### Shadow Fighter Special Moves

```
~Slamdunk~  
  
~Soria~~~~  
  
~Electra~~  
  
~Yurgen~~~  
  
~Cody~~~~~  
  
~Salvador~  
  
~Fakir~~~~  
  
~Kury~~~~~
```

## 1.64 Amiga CD32 Game Cheats - (Shadow Fighter)

### 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.

## 1.65 Amiga CD32 Game Cheats - (Shadow Fighter)

### 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.

## 1.66 Amiga CD32 Game Cheats - (Shadow Fighter)

### 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.

## 1.67 Amiga CD32 Game Cheats - (Shadow Fighter)

### 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.

## 1.68 Amiga CD32 Game Cheats - (Shadow Fighter)

### 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.

## 1.69 Amiga CD32 Game Cheats - (Shadow Fighter)

### 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.

## 1.70 Amiga CD32 Game Cheats - (Shadow Fighter)

---

### 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.

## 1.71 Amiga CD32 Game Cheats - (Shadow Fighter)

### Kury Special Moves

Kury is something of an 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.

## 1.72 Simon The Sorcerer

### Simon The Sorcerer Solution

And so we begin.....

1. You begin the game in Calypso's cottage, so walk up to the drawer and open it. You'll find a pair of scissors. Next, walk over to the fridge and pick up the magnet. Leave the house and head towards the village.
  2. Pick up the rope outside the Blacksmith's shop (it's near the barrel) and the bell clapper (on the bench near the door).
  3. Walk behind the shop and head for 'The Drunken Druid'. Inside, you'll find a box of matches on top of the fruit machine, so pick them up. Then walk over to the dwarf and cut off his beard with the scissors. Engage the nubile valkyries in conversation and then walk across to the adjoining room.
  4. Talk to the wizard's about becoming one yourself. If you're persistent they'll send you off on a quest to find a crystall staff. Leave the pub, and head off to the left.
-

5. Continue walking left past 'The Shoppe'.
  6. Outside the village gates follow the path to the right.
  7. Keep going right.
  8. Offer to help the whingeing Barbarian by pulling the thorn out of his foot, and in exchange he'll give you a blocked whistle. Take the road going up.
  9. At the junction turn right.
  10. Walk past the owl. It will wake up and call you over for a chat, but don't get too involved in a conversation because it talks rubbish! The only useful purpose that the owl serves is dropping one of its feathers, so don't forget to pick it up before heading off to the right.
  11. Continue walking to the right.
  12. At the five-pointed crossroads, take the first exit to the right (going down).
  13. Head on left past the spot where the Barbarian had been crying.
  14. Turn off at the junction, heading down.
  15. Continue walking right, past the fallen white tree.
  16. At the junction turn right and head down.
  17. Continue walking left.
  18. Outside the witch's cottage turn the well handle to raise a bucket of water, and pick it up. Back track up the path the way you came from. At the junction turn right.
  19. As you walk past the tree stump, the woodworms will start talking to you. They will send you on a sub-quest to find some wood. This is one of the funniest scenes in the game. Head off to the right.
  20. Continue walking right until you find a path cross a bridge blocked by a Troll taking industrial action.
  21. Keep him talking until he notices the whistle round your neck. Offer it to him for him to blow it, and watch the look of horror on his face as th Barbarian jumps out of nowhere to kick the ungrateful Troll into the river. You can now safely cross over the bridge.
  22. At the Y-junction take the upper road and continue right, crossing another stone bridge.
  23. Talk to the idiot sitting by the tree. Use the bucket of water from the well to soak his beans. Simon will then exit right. Make him go back to pick up the beans from the puddle.
-



24. Use the map facility to return to where you met the owl. From there head right. You'll come to the star-shaped crossroads again. Take the path heading towards the top right.
  25. You'll come across an excavation site. Have a word with the ostentatious paleontologist digging in the hole. Continue heading up the road.
  26. You are now in the centre of the forest. Pick up the stone next to the dwarf mine and examine it, as it contains a password. Take the first set of steps leading above the mine.
  27. Pick up the piece of paper near the big doors and examine it (it's a shopping list). Go back to the entrance of the mine and follow the road to the right.
  28. Converse with the miserable wood-cutter until he shows you his metal detector. Ask to borrow it.
  29. Use the map to get you over to the crossroads. Once there, take the path leading down the right-hand corner.
  30. Join the clapper you took from the Blacksmith's bench with the bell, and ring it. The maiden will cast her pony-tail out, Rapunzel-style, so use her hair as a rope to climb up the tower.
  31. After the maiden has transformed, pick up the piglet and return to the village. Head up the little alleyway next to 'The Shoppe'.
  32. Don't get too involved with the dodgy geezer, as at this stage he's of little use to you. Walk past him to the other side.
  33. Pick up the ladder which is leaning against the wall. Walk inside the Druid's cottage.
  34. Inside you'll find some cold remedy and a specimen jar. Pick them up. Cross over to the left once you leave the cottage.
  35. Use the little piglet to eat its way through the chocolate truffle door, and enter.
  36. Pick up the smoke box and hat and go back out.
  37. Walk round to the beehive and use the matches to light the smoke box. When activity within the apiary has ceased you can swipe some nice wax. Now go back to Calypso's cottage and walk round to the back yard.
  38. Plant the beans taken from the idle idiot who you encountered earlier in the magic compost, and pick up the water melon that grows there. Go to the pub.
  39. Ask the barman for a drink, and while he stoops down to look for it, use the wax to block the tap of the barrel behind the bar. The barman will give you a beer voucher as compensation for not having your drink in stock. Leave the pub.
  40. Pick up the defective beer barrel left outside by the publican.
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41. Go to the dwarf mine. Put on the beard and go in, giving the password you found on the stone outside the mine.
  42. Make as if to walk past the sleeping guard. The accountant sitting at the table will wake him. You'll be challenged by the guard, so bribe him with the one thing that dwarves have affection for (other than snow white!) - beer. He'll take you and the beer barrel down with him into the cellar.
  43. Once there, use the owl feather to tickle the snoring dwarf's smelly feet. He'll keel over, revealing a key. Pick it up and go back upstairs.
  44. Go down the stairs where the guard stopped you. The accountant will scream blue murder, but there's nothing he can do to stop you, so you can afford a self-righteous smile as you walk past his bemused face.
  45. Unlock the safe door with the key.
  46. Offer the beer voucher to the dwarf inside. He'll reward you with a gem before unceremoniously turning you out. Don't forget to pick up the hook under the safe door.
  47. Use the map to get to the owl tree. Follow the path going right to the five-pointed crossroads, and head straight on, going the way that Simon is facing.
  48. You'll come across a noisy busker playing his musical instrument rather badly. Launch the water melon at his organ, which will soon come into your possession.
  49. Journey to the centre of the forest using your map, and go up the stairs on the right.
  50. Go into the cave and follow the stone path. Cross the swamp and walk past the statues. When you reach the sleeping giant, use the sousaphone to stir him from his deep sleep. He'll unwillingly knock down a tree, providing you with an improvised bridge. Get across and enter the dragon's cave for an amusing encounter. Return to the village.
  51. Walk up the little alley next to 'The Shoppe' and sell your gem to the dodgy geezer for twenty gold pieces. Backtrack to the shop when the transaction has been completed.
  52. Hand over the shopping list to the shop keeper. Whilst there, you may as well buy some white spirit and a hammer, with which you will receive a complimentary free nail (no expense spared, eh?). Venture back to the swamp. Walk up to the house and knock on the door.
  53. Unfortunately, you now have to consume the stew - indeed, you'll have to eat a second bowl of the vile stuff. When the demented swampling serves you with a third bowl, however, empty its maggot-infested contents into the specimen jar. The swampling will obsessively try to serve you more of its evil concoction, but will mercifully find an empty cauldron. It will then head off out of the house with its little
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net to fish some gunge out of the local sewer, no doubt. Take this opportunity to reward the swampling's hospitality by snooping around its home. Move the wooden chest. Open the trapdoor beneath and climb down the ladder.

54. Hammer the nail on the loose plank, and walk across to Skull Island. Pick up the frogsbane and use the map to get to the dragon's cave.
  55. Use the cold remedy on the dragon to help him rest. Cast the hook at the boulder on top of the cave's entrance and climb up. Tie the magnet to the rope, and lower it down the hole to gain some gold coins. Climb down.
  56. Walk to the right behind the cave, and continue until you come across some climbing pins with a gap. Forget about them - just jump across the icy ledge beneath. You'll eventually come across an old tree. Talk to it, then use the white spirit to get rid of the pink splodge on its bark. If you speak with the tree again you'll get some magic words from it. Backtrack through the snow to the gargantuan face etched into the rock. Pick up the smaller rock scattered nearby. Go back inside the dragon's cave and pick up the fire extinguisher. Goto the place where the giant is sleeping, and head to the left.
  57. When you reach the statue of the wizard, get out the metal detector and find the milrith.
  58. Goto the Blacksmith and place a rock upon his anvil. He'll break it up, revealing a fossil within.
  59. Use the map to get to the centre of the forest, and take the left footpath to the excavations. Throw the fossil down to the digger. When he asks you where you found it, tell him 'Craggy Peaks', and he'll accommodate you by providing cheap labour.
  60. Get yourself to Craggy Peaks, where you left the metal detector. Dr. Jones has wasted no time on his new excavations. If you examine the dirt you'll find the milrith ore. Next, it's time to visit the wood-cutter again.
  61. Tell him the good news. He, in turn, will send you to the Blacksmith.
  62. As you did with the rock earlier on, place the milrith on the anvil and the Blacksmith will shape it into an axe-head. Take the finished product to the wood-cutter.
  63. The wood-cutter will take the axe and leave without shutting the door to his house, so why not reward his faith in humanity by breaking in?
  64. Inside his cottage you'll find a climbing pin on the table. Feel free to take it. Next, put out the fire with the fire extinguisher. Move the hook in the fireplace to go down into the basement.
  65. Help yourself to some mahogany and take it to the starving woodworms. They'll jump into your hat. Use your map to get to the crossroads. Take the path at the bottom right corner.
  66. Climb up the tower where you rescued the maiden and the pig earlier on.
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Unleash the woodworms onto the floorboards to get you onto ground level.

67. Pick up the wedge securing the entrance door and then use the ladder to climb down into the basement.
  68. Open up the sarcophagus. You have to be quick with the next operation other wise Simon will get cold feet and run off, leaving you to try again. Search out the loose bandage with the mouse pointer, and use the 'pick-up' command with it in order to take care of the mummy. Pick up the crystal staff and take it to the four wizards with whom you spoke in the pub.
  69. The wizards will greedily ask you also to pay a registration fee of thirty gold pieces. If you haven't got enough money, then venture back to the top of the dragon's cave to fish out some more using the magnet. You should end up with forty-one gold pieces altogether. Give the wizards their money, and they'll give you a wizard's starter pack. Take special note of the allegory with modern-day banking institutions.
  70. Use the map to get to the crossroads, and take the little alley heading up to the right. When you reach the waterfall, search around the bottom left-hand corner where you'll find a vine. Use it to climb down.
  71. At the bottom you'll find a Gollum impersonator angling. Swap the swamp stew for the fishing rod to find the ring. Goto the village.
  72. The shop-keeper has finished the order, so climb into the cardboard box outside the shop.
  73. When you arrive at your destination, open up the box and climb out. If you search around the empty boxes you'll find your spell book. Inside the book you'll discover a loose piece of paper. Search with the mouse pointer between the boxes and the door to find a rat bone. Slide the piece of paper underneath the door, then use the rat bone to push the key off the lock on the other side so that it will fall on the paper. Pull back the piece of paper with the key on it to unlock the door. Open it and get out of the stockroom.
  74. Pick up the metal bucket with the hole in it outside the cells, and descend down the stairs.
  75. Pick up the mints near the dungeon window. Chat with the Druid who's tied up on the rack. After a while he will ignore you and refuse to talk any further. Take off the ring of invisibility and resume the conversation. He will put you through a test to make sure that you're not evil. Pick up the flaming brand next to the sharp objects. Place the metal bucket on the Druid's head. Use the flaming brand on the bucket to turn the Druid into a frog. Open up the Iron maiden, and hide in there for a few days until the frog returns with a hacksaw. Use it to cut through the bars so you can escape. Goto the Druid's cottage (where you picked up the cold remedy).
  76. The Druid will give you a magic potion in exchange for the frogsbane found on Skull Island. Goto the witch's cottage.
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77. Pick up the broom to conjure up the witch. Take up the hag's challenge to a duel. Use the words given to you by the talking tree. If you lose (the battle is a form of scissors, paper, stone, using spells and counter-spells) just keep going back until you win. Take the broomstick as your reward. The witch will metamorphose into a slovenly dragon. All you have to do is say 'Abracadabra' to turn yourself into a tiny mouse. Make your escape through the mouse-hole along the edge of the top wall.
  78. Climb up the snowy mountains until you reach the ferocious snowman. Use the extra-strong mints to melt him to oblivion. Continue your upward climb.
  79. When you reach the castle, use the broomstick to get to the door. Drink up the Druid's potion and you'll shrink small enough to creep in through the bottom.
  80. Pick up the leaf in the garden. Walk inside the rusty old bucket. If you look around you'll find a match, and outside, near the bucket, you'll also find a stone. Carry on walking left.
  81. Use the dog hair to lasso onto the tap, then pick up the leaf floating on the pond and bring it ashore. Use the matchstick as a mast and the other leaf as a sail to make an improvised boat. Pick up some seeds from the red pots next to the tap and bring them back. Use the stone to pulp the seeds into an oil which you can use to lubricate the jammed tap. Pull the hair to open the pub, and get on the boat to cross the nowirrigated puddle.
  82. You'll be confronted by a large frog on your arrival. Look in the water, however, and you'll find a little tadpole. Pick it up and use it as a hostage to negotiate peace terms with the amphibian menace. When the frog flees you'll find some yellow mushrooms. Eat one to return to your normal size.
  83. Pick a branch off the tree and open the door. The wooden chest inside will spring to life and chase you out. Go back and use the branch to jam its lethal jaws. Pick up the spear from the rack and the shield from by the stairs. Go on up.
  84. Pick up the magic wand on the dresser, the green sack next to the bed, the blue money-pouch on the bed and the book on the pink pillow at the right. Read the book. Speak to the mirror, then go upstairs to the second floor.
  85. Pick up the chemicals on the bench in the middle of the lab, then walk round to the bookcase and pick up Sordid's spell book. Use the chemicals to renew the shine on the shield, and hang the shield on the hook protruding from the front of the bench. See what bits of information you can extract from the lower-class demons, and go down the stairs.
  86. Talk the mirror into spying on the demons upstairs for you so that you can find out their real names. Go downstairs all the way to the dungeon in the basement.
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87. Using the spear, knock off the skull hanging ceiling and pick it up from the floor. Walk over to the other side of the dungeon and pick up the chest. Return and pull the lever on the crushing machine next to the footbridge. Place the chest on the block and push the lever. Pull the lever to raise the block up again. You'll find the candles you need for your demonic incantation amongst the ruins. Go upstairs to the bedroom with the mirror.
88. Look down at the side of the staircase to find a small mouse-hole. Put the cheesy green sock inside the blue pouch, and use it to coax the mouse out of its dwelling, and consequently entrapping it. Go upstairs for a chat with the demons.
89. If you help the demons return to their dimension, they will assist you with the teleporter. They will give you the chalk with which to draw the square on the floor. When you've exorcised them, walk over to the teleporter and use it to get to the 'Fiery Pits of Rondor'.
90. When you materialize, search around with the mouse pointer until you find a pebble nearby. Pick it up. To your left is a small sapling. Pick it up. Talk to the attendant and he'll give you some brochures. Look at the brochures to find an elastic band. Use the band together with the sapling to create a catapult. Fire the pebble at the red bell to get rid of the pesky attendant. Pick up the souvenir matches at the corner of the stall and head for the pits.
91. Cross the bridge, picking up the bucket of floor wax, and head for the fiery pits.
92. Use the magic wand on Sordid to let him taste some of his own medicine. Light up the fiery pits with the matches. Cast the wand into the flames to return the statues to life. Sordid will attack you, but you'll survive, so go back and use the floor wax on him. If you don't succeed, try again until he falls over, then kick him into the pit.

## 1.73 Skeleton Krew

### Skeleton Krew

Goto the character selection screen and type in 'I WOULD RATHER BE WATCHING FOREST'. Press SPACE. Choose your character. When the level has loaded, press escape 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 right on your control pad. This wil 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.

## 1.74 Amiga CD32 Game Cheats - (Super Frog)

### Super Frog

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Level codes:-

World '1'	World '2'	World '3'	World '4'	World '5'	World '6'
234644	392822	343522	467464	452234	387211
447464	446364	882311	818234	984841	981122
747822	984448	992334	182394	383772	017632
	477444	091332	298383	093152	398112

## 1.75 Amiga CD32 Game Cheats - (Super Stardust)

Super Stardust

Codes:-

ZZZZZZZZZZ - Level 1 (Lots of Lives)  
 BESUAAAADHD - Level 2 (4 Lives)  
 BESUAAAACEY - Level 2 (4 Lives)  
 CASUTAAAFDE - Level 3 (0 Lives)  
 CBSUTAAAGDG - Level 3 (2 Lives)  
 CCSUTAAAFBE - Level 3 (3 Lives)  
 CCSTVAARCQV - Level 3 (4 Lives)  
 DBSUSUARHJD - Level 3 (5 Lives)  
 EDZZZVZSKGP - Level 4 (3 Lives)

## 1.76 Amiga CD32 Game Cheats - (T)

~Theme~Park~~~~~  
 - Bullfrog  
 ~Tower~Assault~~  
 - Team 17

## 1.77 Theme Park

Theme Park

Enter your nickname as MIKE and when playing the game, try these:-

Press C for £100,000.

Press I to see all the rides.

Press Z to make all the rides available.

Press X to make all the facilities available.

## 1.78 Amiga CD32 Game Cheats - (U)

~Ultimate~Body~Blows~  
- Team 17

## 1.79 Amiga CD32 Game Cheats - (Ultimate Body Blows)

Ultimate Body Blows

In the Hiscore table type "HARDCORE" and you will now be invincible.

## 1.80 Amiga CD32 Game Cheats - (V)

## 1.81 Amiga CD32 Game Cheats - (W)

~Worms~::~::~::~::~::~::~  
- Team 17

## 1.82 Worms

Worms

Here are a few tips:-

Sheep Mode : Type 'TOTAL WORMAGE' on the main screen and you get a banana bomb, three sheep and a minigun to start with.

Secret Move : Stand next to a worm (not your own) and then press away, away, towards, towards then do a prod and you get a secret move.

Two versus two mode : Select your four players, then select two of them again (they get circles instead of stars) you are now ready to play team worms.

Changing friction and gravity on custom screen modes:-

The standard file name for a custom map is 'name.wxyz.wrm' where w=gravity (1-5), x=friction (1-5), and y and z are sea and colours, respectively.

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### 1.83 Amiga CD32 Game Cheats - (X)

### 1.84 Amiga CD32 Game Cheats - (Y)

### 1.85 Amiga CD32 Game Cheats - (Z)

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~Zool~~~~  
- Gremlin Graphics
```

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~Zool~2~~  
- Gremlin Graphics
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### 1.86 Amiga CD32 Game Cheats - (Zool)

Zool

Try the following cheat:-

Type GOLDFISH, for invincibility.

### 1.87 Amiga CD32 Game Cheats - (Zool 2)

Zool 2

Try the following cheats:-

CREAMOLA - 10 lives.

NAPOLEAN - Bonus stage.

VISION - 20 lives.

SEASME - Level One.

KICKASS - Infinite smart bombs.

RONSON - Level Two.

ALCENTO - 99% Rate.

FUNKYTUT - Level Three.

OLDENERMY - Freeze clock.

HISSTERIA - Level Four.

TOUGHGUY - Invincible.

MARROBONE - Ball Stops On Bonus Level.