

CheatCollectionE.03

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE.03		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

CheatCollectionE.03

1.1 Cheat Collection

Cheat Collection English Version 1.18 (24.06.96) Part 4

In this Guide are all Cheats, I found in English.
Please remember that at the english computers some keys are at an other
place (y -> z, z -> y, - -> ß, + -> (, (->),) -> =,).

Go To Part: German, 0 - 9 , A - C , D - H , I - R , S - Z

S

S.D.I. - Activision

S.D.I. - Cinemaware

Saint Dragon

Santa's Xmas Capers

Sarakon

Satan

Savage

Schizophrenia

SCI

Scooby & Scrappy Doo

Scorched Tanks

Scorpion

Search for the King

Seastalker

Second Samurai

Second Samurai AGA

Secret of Monkey Island II, The

Secret of Monkey Island, The

Secret of the Silver Blades

Sensible Soccer

Sentry - The Sentinel

Settlers, The

Seven Gates of Jambala, The

Shadow Dancer

Shadow Fighter AGA

Shadow of the Beast

Shadow of the Beast II

Shadow of the Beast III

Shadow Warriors

Shadowgate

Shadows of Mordor

Shiftrix - Software 2000

Shinobi

Shockwave

Sidearms

Sidewinder

Sierra Soccer World Challenge

Silkworm

Silkworm IV

Sim City

Sim City 2000

Simon the Sorcerer

Simpsons, The

Simulcra

Sinbad and the Throne of the Falcon

Sink or Swim

Skeleton Krew AGA

Skidz

Skull and Crossbones

Skweek

Sky High Stuntman

Slayer

Sleepwalker

Slide It 2

Sliding Skill

Slipstream

Sly Spy

Snapperazzi

Snoopy

Solomon's Key

Sonic Boom

Sony

Sorcerer

Sorceror's Apprentice

Sorcery

Space Ace

Space Ace II

Space Crusade - The Voyage Beyond

Space Harrier

Space Harrier II

Space Quest 3

Space Quest 4

Spellbound
Spherical
Spiderman
Spidertronic
Spindizzy Worlds
Spinworld
Spittin' Image
Spy vs Spy
Spy who loved me, The
St Dragon
Stable Masters V3
Star Goose
Star Trek - 25Th Anniversary
Starcross
Stardust
Starflight
Starglider
Starglider II
Starquake
StarRay
Steg The Slug
Sternsiedler
Stoneage
Storm Trooper
Stormball
Stormlord
Stormmaster
Street Fighter

Street Fighter 2

Strider

Strider 2

Stryx

Suburban Commando

Sunday Sport Strip Poker

Sundog

Super Cars

Super Cars 2

Super Frog

Super Gem Z

Super Hang On

Super Nibbly

Super Obliteration

Super Off Road Racer

Super Space Invaders

Super Stardust

Super Wonder Boy

Supremecy

Suspended

Swibble Dibble

Swibble Dibble 2

Switchblade

Switchblade 2

Sword of Aragon

Sword of Honour

Sword of Sodan

Syndicate

T
T-Racer

Tactical Manager

Tangram

Target Renegade

Tearaway Thomas

Techno Ninja

Teenage Mutant Hero Turtles and ... Ninja Turtles

Terminator 2

Terminator 2 - The Arcade Version

Terramex

Terry's Big Adventure

Test Drive

Test Drive II - The Duel

Theatre of Death - Psygnosis

Theme Park

Think Cross

Three Stooges, The

Thrust

Thunder Blade

Thunder Burner

Thunder Cats - Elite

Thunderbirds

Thunderjaws

Time Machine

Time Race

Time Runner

Times of Lore - Origin

Tiny Skweek

Titan - Titus

Titus the Fox - Titus

Toki

Toni & Friends in Kelloggsland

Top Gear 2 AGA

Top Secret

Torvak the Warrior

Total Eclipse

Total Recall

Tower of Babel

Toyota Celica G.T. Rally

Track Attack

Trailblazer

Trained Assassin

Transarctica

Transplant

Transwar

Transworld

Traps 'n' Treasures

Trax

Treasure Island Dizzy - Codemasters

Trex Warrior - Thalion

Trinity

Triple X

Troddlers

Trolls - Flair

Tubular Worlds

Turbo Outrun

Turn and Burn - Flair

Turn It

Turrican

Turrican 2

Turrican 3

U

UFO - Enemy Unknown

Ugh!

Ultima 3

Ultima 4

Ultima 5

Ultima 6

Ultimate Bodyblows CD\$^3\$\$^2\$ - Team 17

UN Squadron

Under Pressure

Uninvited

Unreal

Untouchables, The

V

Valhalla

Vaxine

Vector Storm

Venom Wings

Venus - The Flytrap

Veteran

Videokid

Vigilante

Viking Child

Vindicator

Virus

Viz

Volfied

Voodoo Castle
Voodoo Nightmare
Voyager
W
Wacky Races
Walker - Psygnosis
War in Middle Earth
War in the Gulf
Warhawk
Warhead
Warzone
Wayne Gretsky Ice Hockey
Weird Dreams
Wicked
Willy in the Castle of Dreams
Windwalker
Wing Commander
Wings
Wings of Death
Wings of Fury
Winzer
Witness
Wiz 'n' Liz
Wizball
Wizbiz
Wizkid
Wolfchild
Wolfman
Wonderdog
Wonderland

Woody's World

World Games

WWF 2 - European Rampage

WWF Wrestlemania

X

X-It

X-Out

X-Poker

Xenon

Xenon II

Xybots

Y

Yo! Joe

Yollanda

Yosemite Sam

Z

Z-Out

Z-Out - A.K.A. Warzone

Za Zelazna Brama

Zany Golf

Zarathrusta

Zeewolf

Zeus

Ziriaux

Zombi - Ubi Soft

Zool

Zool 2

Zoom

Zork

Zork 2

Zork Zero

1.2 s.d.i. - activision

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

1.3 s.d.i. - cinemaware

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

1.4 saint dragon

Hold down <LEFT MOUSE> and <FIRE> until game loads for unlimited lives.

Press <CAPS LOCK> and type "DECAFFEINATED" followed by <RETURN>. The top of the screen should scroll, to let you know you have infinite lives. Also, with <CAPS LOCK> type in "WEAPON0", "LEVEL0", and "LIVES0" to increase it.

With <CAPS LOCK> type any of the following during play.

```
"I HATE THE RADION ADVENT"  
"SOMETHING SPOCK BUILT"  
"THE GNOME AT HOME"  
"WE LOVE THE PUNTENTAY"
```

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

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

The * after each word means press any key on the keyboard. After you have typed the cheat and then pressed any key, the top of the screen will flash blue. To disable the cheat just type it again and press any key. The top of the screen will now flash red.

1.5 santa's xmas capers

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

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

1.6 sarakon

Passwords are "LUNKWILL" and "VRANX".

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

1.7 satan

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

1.8 savage

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

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

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

Passwords are:

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

1.9 schizophrenia

Level Codes:

11 MJUC	21 PBIM	31 LBLZ	41 KLBD	
02 WXIB	12 IMRT	22 OFEU	32 AORN	42 HMBJ
03 BTLN	13 MXIZ	23 TPOT	33 HMBR	43 QYWE

04 OWDA	14 PABB	24 MXJC	34 ZFWK	44 QJWF
05 SNNU	15 PDHG	25 ZAIW	35 GJVA	45 BAFK
06 RVEP	16 FMND	26 OTHK	36 DRLQ	46 WNYS
07 AFTU	17 AOBP	27 XHUL	37 OZZB	47 LCBT
08 FWWD	18 DECA	28 DXPP	38 KAVL	48 ENQO
09 KOOT	19 FUGB	29 DJEJ	39 PJAX	49 UIMY
10 CFZL	20 UTEP	30 VQHI	40 PBBF	50 LJET

1.10 sci

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

1.11 scooby & scrappy doo

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

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

1.12 scorched tanks

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

1.13 scorpion

Type into high-score list:

"IMPORTLIGAT" for ten lives
"CRL", "CLEMENT" for weird effects.

1.14 search for the king

Complete Solution:

Look on desk
Listen to radio
- Now go behind the desk
Open drawer
Look in drawer
Get thermos
Get lunch bag

Look in lunch bag
Drop jar
Get jar
Look in jar
Close jar
- Leave the room going to the east

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

The boss's office:

Look
Watch TV
Ask Boss for raise
- After a while the boss calls Stella for your references
- When the boss is looking at Stella's ass grab the keys on the table,
Get keys
- These are the keys to the locked door to the west
- Go to this door and...

Unlock door
Open door
Look
Look in toolbox
Get ID
Look at ID
- Leave the room and close the door
- Go to the elevator and...

Press button

- Downstairs you will find a sleeping guard
- Steal his dream!

Look guard
Look dream
Get dream

- Now leave the building to the north

- Go two screens to the right and go up the stairs

Ring bell
Show ID
- You will notice the scarf in the case
- Talk to the woman

Look
Look in case
Sit on couch
Ask about weather
Ask for soda
Show scarf
- Now you gotta make the bitch angry! So...

Spill soda on scarf
- Finally she kicks you out
- Go to the right and behind the fence
- There you got the scarf hanging around...

Climb fence
Get scarf
Climb fence

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

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

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

Las Vegas:

Open mailbox
Look in mailbox
Get Helmut
- Go to the east and then one screen south

Answer phone
- After the talk, open your thermos and drink the water
North, West, West

- Enter the Hotel
Look
Ask Bernardo about the king
Ask Bernardo about Hotel
- Go two screens to the right
Look picture'
- Go back to Bernardo
Ask Bernardo about fabulous
Page fabulous
North-west, West
Sit on lounge
Look woman
Wait
Get sunglasses
East, East, East, East
Enter
Press button
- Exit the elevator and find the typical room
- Enter the bathroom
Look in bathroom
Look in sink
Get floss

- Go to the apartment's door
Look at door
Look sign
Get sign
Turn sign over
Read sign
- Now you try to get the key on the cleaning woman's cart
Look on cart
Sit on bed
Wait
Stand
Now leave the room and
Put sign on door
- Now the girl enters the room
Get key
- Enter the elevator again
Press button
- Enter the suite
- Go to the left as far as possible
Look drain
Look inside drain
Tie floss to Helmut
Lower Helmut into drain
Get floss
- Helmut will bring a receipt with him
- You will need this downstairs at the dry cleaning
- Enter the elevator
Press button
- Enter the cleaning room
Open door

Look girl
Give receipt to Susie
Get suit
Exit
- Now exit the hotel
Look
Hitchhike
Some Hippies will take you to the Kingdom

The Kingdom:

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

Now You are the new King of Entertainment! Congratulations!

1.15 seastalker

Complete Solution:

Get Mike
Turn on Mike
Turn on Video
Turn Knob
Tell me about problem
Tell me about monster
Goodbye
Drop Mike
East, East
Examine panel
Pull breaker
West
South, South, West
Get Capsule
North, South
Get Magazine
Insert capsule in Reactor
Close Reactor
Close hatch
Fill tank
Open Magazine
Turn on Reactor
Turn on Engine
Open gate
Open Throttle
East, Down, East
Open Throttle
Wait, Wait, Wait, Wait, Wait
North, North, East, East, North
Wait, Wait, Wait, Wait
East
Wait, Wait, Wait, Wait, Wait
North
Wait, Wait, Wait, Wait, Wait, Wait
East
Close Throttle
Turn on Autopilot
Wait
Open Throttle
Wait 50 Times
Close Throttle
Turn Search light to Starboard
Turn Search light to Port
Push Test Button
Open Throttle
Wait, Wait, Wait
Turn on Sonarphone
Goodbye

Wait
Open Throttle
Get gear
Open Hatch
Exit
North, North
Ask Bly about problem
North
Examine System
Ask Tip for tool
Open door with tool
Get Relay
Screw Relay back in
Close door
South
Ask Bly about problem
Tell Me about evidence
Open box with tool
Examine box
Ask Bly about crew
Read article
Yes, Yes, Yes, Yes, Yes, Yes
Show article to Doc
Yes, No, Yes, No
South
No
Ask Tip about Grid
Yes, Yes
South
East
Install Gun on Scimitar
East
South
Get Survival unit
North
West
Give Survival unit to Bill
Tell Bill to install unit on Scimitar
Wait
South, South, South
Push Test Button
Examine Unit
Get Hypo
Open Hatch
Exit
North, North
Give Hypo to Doc
Yes
South
Wait, Wait
Get Hypo from Doc
Show Hypo to Bill
Look, Look, Look, Look
Turn off electricity
Turn on electricity
West, West, West, South, South, South
Fill Tank

Push Test Button
Turn on Engine
Open Gate
Open Throttle
South
Open Throttle
Wait, East, Wait
Yes, Yes, No, Yes
Turn on Sonarscope
North, North
Close Throttle
Wait, Wait, Wait, Wait
Look
Aim Bazooka at Sea Cat
Fire Bazooka
Yes

*** Note

If you are wondering how the idea of the grid is presented to Tip, you may find out by taking out the scimitar to hunt the Snark. (Sans Grid).

1.16 second samurai

Level Codes:

2 1RY4YX5Z 4 AEBJP3KM 6 EGYUHZX5
3 EW2JZDQM 5 AIAXZBNL 7 T4L502VS

1.17 second samurai aga

Level Codes:

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

1.18 The Secret of Monkey Island II

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

1.19 The Secret of Monkey Island

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

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

the proper sequence is: pull, pull, push, pull, pull, pull, push, push, push, push.

Part Solution:

Part Two - The Journey

Once the crew have talked to you and you have returned to your cabin, open the drawer in the desk and look at the contents of the drawer. Look at the book to read it. Pick up the feather quill and the jar of ink, walk to the door to get to the deck, walk to the rope ladder and pick up the Jolly Roger when you get to the top of the ladder. Go back down to the deck and go down the hatch. Walk to the door to get to the galley.

Open the cupboard and take the box of cereal. Open it to get the prize. Look at and you will see that it is a small key. Now pick up the pot and walk back up the ladder. Walk to the hatch to get down into the hold. Open the chest on the right and look at it to get some fine wine.

1.20 secret of the silver blades

Look at the entry for pool of radiance for full details on how to cheat this game.

1.21 sensible soccer

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

When your match appears next on the fixtures screen, for example England (You) v Germany (The Opposition), instead of choosing Next Match, click on Exit. Now choose Friendly from the main menu and choose Germany as your team. Go to the Team/Formations Screen and get all the German star players on the bench, put the forward in goal, and generally mess about with the original team selection. Now start to play the game, but escape from it as soon as it begins. Return to the League/Cup games and View Opposition (Germany). Your opponents team will still be mucked up. Using this cheat you should be able to win every match.

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

1.22 sentry - the sentinel

Level Codes:

```

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

```

1.23 The Settlers

Level Codes:

```

01 START  11 CHOPPER  21 PASTURE
02 STATION 12 GATE    22 OMNUS
03 UNITY   13 ISLAND  23 TRIBUTE
04 WAVE    14 LEGION  24 FOUNTAIN
05 EXPORT  15 PIECE   25 CHUDE
06 OPTION  16 RIVAL   26 TRAILER
07 RECORD  17 SAVAGE  27 CANYON
08 SCALE   18 XAVER   28 REPRESS
09 SIGN    19 BLADE   29 YOKI
10 ACRON   20 BEACON  30 PASSIVE

```

1.24 The Seven Gates of Jambala

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

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

```

<1>-<7>  takes you to the levels
<F1>-<F5> select weapons
<G>     give gold

```

Check out the other function buttons too.

1.25 shadow dancer

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

1.26 shadow fighter aga

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

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

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

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

These cheats may also work on the ECS version.

1.27 shadow of the beast

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

1.28 shadow of the beast ii

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

When asked to whisper the password, try whispering either:

```
Level 1 - ETERNITY
2 - SUNSTONE
3 - NECROPOLIS
? - OBERON
```

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

Here also is a full solution:

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

you. When he reaches the very edge where you're standing, hit him once and he'll kick the bucket.

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

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

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

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

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

Now return right, down, right, upabit, rightdownabit, right and you should be at the edge of the ledge with the rope at your right. Climb down the rope and continue to the left until you confront a big lumberjack with a skin complaint. Hit him until he falls back into the acid pool. Continue until you reach the tavern. Enter go to the left and take the bottle of booze you find. You can talk to the barman on the right but he's rather boring. Leave the tavern, go right and down

the stepped branches with the leaping greenies. Go to the wall with the ghostly apparition of somebody's granny behind it. Speak the password that you were told (you did remember it, didn't you ???).

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

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

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

Jump onto the chain and climb up to kill the guard on the left. Go back down and kill the sleeping guard, take the key and go back up to release the prisoner with it. Now climb up to the top of the chain where you'll kill any guard you find and take a rather large ring. Go to the right where the prisoners are waiting at a door. Open it with the other key and run along with the prisoners, who should get impaled by the Heavy Duty Deluxe Model Stainless Steel Low Calorie Toothpicks. Then return to the entrance up at the ground level.

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

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

1.29 shadow of the beast iii

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

1.30 shadow warriors

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

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

Then, while playing,

<1> more energy player 1

<2> more energy player 2

<HELP> advances you a level, and

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

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

1.31 shadowgate

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

1.32 shadows of mordor

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

1.33 shiftrix - software 2000

Level Codes:

05 FISH	20 DARK	35 DEAD
10 HOME	25 PARK	40 WAVE
15 MICE	30 CURE	45 TSOM

1.34 shinobi

Pause the game during play and type:

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

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

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

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

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

1.35 shockwave

Here are some tips on the game:

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

Factories

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

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

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

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

1.36 sidearms

While playing hit <CAPS LOCK> and type in "FTBOK".

Now use the keys:

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

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

1.37 sidewinder

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

1.38 sierra soccer world challenge

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

1.39 silkworm

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

- <1> - <0> + <-> move through the levels
- <F1> - <F10> slow game down from normal <F1> to a crawl <F10>

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

1.40 silkworm iv

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

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

1.41 sim city

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

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

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

1.42 sim city 2000

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

Also try typing some of the following.

"JOKE" a dumb joke
"VERS" version info

or

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

1.43 simon the sorcerer

Complete solve:

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

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

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

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

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

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

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

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

Inside the dwarf mine, try to go left. You'll be stopped by the guard. Give him the beer barrel as a bribe. He'll go to drink it and leave the path to the mining operation open. Unfortunately, the door leading from the mining operation to the treasure room is locked.

Go to the Wise Owl's tree. Notice that the Owl drops a feather when he first talks to you. Get the feather and return to the dwarf mine. Go to the right. Use the feather on the dwarf who's sleeping on the ground. He'll roll aside, revealing a key. Get the key and

use it to open the treasure room door. Give the treasure room dwarf the beer voucher. He'll reward you with a gem.

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

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

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

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

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

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

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

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

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

Go to the druid's house. There's a ladder leaning against the wall outside. Pick it up, take it back to the tower, and use it with the

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

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

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

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

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

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

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

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

There is a gnarled old tree high up in the mountains. Talk to it. It wants you to remove the pink splodge on it. Go to the shop. There is a bottle of white spirit to the left of the storekeeper's heads. Buy it, take it back to the tree and use it on the splodge. Talk to the tree again and you'll be told four magic words.

Go to the witch's cottage. She first appears when you try to pick up the broom. If you already tried to pick it up she'll appear the moment you walk in the door. You must now fight a wizard's duel. This is actually rock-scissors-paper played with transformations.

Keep going back into the cottage and playing until you win. You'll get the broom, but the witch will cheat and turn into a dragon. Use the magic word that turns you into a mouse to escape.

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

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

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

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

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

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

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

Open the door and walk into the tower's entry level. The chest there is actually a monster, and you'll be forced to retreat from

it. The tree in the garden has a branch you can take. Do so, go back into the tower, and use the branch on the chest. It will be rendered harmless.

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

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

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

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

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

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

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

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

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

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

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

1.44 The Simpsons

Type in the opening section

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

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

1.45 simulcra

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

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

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

1.46 sinbad and the throne of the falcon

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

1.47 sink or swim

Level Codes:

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

1.48 skeleton krew aga

On the Character-Choice screen comes up type

"I WOULD RATHER BE WATCHING THE FOREST ".

Then select END. Now you can pick levels. When you press <ENTER> you will get 9 lives.

1.49 skidz

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

<ALT> and <C> for infinite lives,

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

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

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

1.50 skull and crossbones

Keep your sword power high by picking up the small coins.

DO NOT look at Medusa.

The lunge and the back slash are the most effective moves.

1.51 skweek

Press <SPACE> to skip levels.

1.52 sky high stuntman

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

1.53 slayer

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

1.54 sleepwalker

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

To find 'COMIC':

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

O is past the bouncer.

M is past the sewer water to the left.

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

C is along the top right of the map.

Secret Message:

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

1.55 slide it 2

Level Codes:

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

1.56 sliding skill

Level Codes:

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

1.57 slipstream

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

1.58 sly spy

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

1.59 snapperazzi

Enter any of the following for your password:

```
"FLIP      " Lets you play upside down
"ETERNAL   " Infinite time
"ZOOM IN   " ?
"REVERSE   " Reverses controls
"SUBGAME   " ?
```

Level Codes:

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

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

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

1.60 snoopy

full solution:

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

1.61 solomon's key

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

1.62 sonic boom

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

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

1.63 sony

Level Codes:

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

12 BASEBALL 25 HYSTERIE 38 SABOTAGE
13 CORVETTE 26 IMPEDANZ 39 SAXOPHON

1.64 sorcerer

Complete Solution:

South

- You'll be eaten by the hellhound and then wake up.

Frotz me
Get up,
West, West
Pull hanging
Get key
Open drawer,
Unlock journal
Read journal

- Inside the journal is a written code word which will change every
- time the disk is booted. write the code word down - you will be
- referring to it later in the game.

Drop key
Drop journal
East, south, south, west
Get matchbook
Get vial
Open vial
Drink potion
Drop vial
East
Open mailbox
Put matchbook in mailbox
East
Get scroll
Gnusto meef
West

- Now, if you haven't heard the doorbell ring yet, keep typing "wait"
- until the mailman arrives and delivers the mail. if you've heard
- the bell, then the mail is already here!

Open mailbox
Get orange vial
Down

- Now we need to unlock this trunk. The combination of buttons to push
- depends upon the codeword found in Belboz' journal. Following are the
- various words and their associated combinations:

Example: If the code is 'Bloodworm', you would input:

Push white,

Push gray,
Push black,
Push red,
Push gray

Bloodworm: white, gray, black, red, gray
Brogmoid: red, purple, red, black, purple
Dorn: gray, purple, black, gray, white
Dryad: black, gray, white, red, red
Grue: black, black, red, black, purple
Hellhound: purple, white, gray, red, gray
Kobold: red, purple, black, purple, red
Nabiz: purple, black, black, black, red
Orc: red, gray, purple, gray, red
Rotgrub: gray, red, gray, purple, red
Surmin: black, black, purple, red, purple
Yipple: gray, purple, white, purple, black

- The lock should pop open and then you should

Get moldy scroll
Aimfiz Belboz
North-East

- That should get you away from the hellhound.

Down, Down, South

- You should be in the crater.

North-East, North-East, East, North, North-East
Memorize Izyuk,
Izyuk me
Up
Get guano
Get scroll
Gnusto fweep
D, South-West, Up, West, West, North-East, South-East, East, East
Put guano in cannon
Get scroll
West
Lower flag
Search flag
Get aqua vial
West, North-West, South-West, West, Down, Down, South

- You should be back at the crater.

West
Memorize Izyuk
Memorize Izyuk

- This is so you can remember the spell longer.

Izyuk Me
West, West, North
Get coin

South, East
Izyuk Me
East, East

- About this time, you may need to sleep. If not, you might want to
- type "wait" a few times until you get tired. Then type "sleep".

North-East, North-East, East, East
Wake gnome
Give coin
East, East, North, North

- Now, on to the maze! You need to memorize the 'Fweep' spell at least
- three times in order to get through this. The spell wears off after a
- while and you will not be allowed to carry anything (like your spell
- book) while you're a bat. If you haven't memorized it enough, you'll
- forget it. so...

Drop all but book
Memorize fweep
Again
Again
Fweep Me
East, North, East, South, South, West, Down, East, East, North, North
Up, Up, South

- You should now return to human form.

East
Get scroll
Drop scroll in hole
Fweep Me
West, West, South, East, Down, Down, West, West, Up, Up, North, North
Down, East

- Your fweep spell should wear off at this point.

Fweep Me
South, East, North, Down, West, South, West, Up, West

- You've done it! Now keep typing "wait" 'til you're human again.
- Now...

Get all
South, South, East
Get scroll
Gnusto Swanzo

- Sleep if you need to...you probably will by the time you get to the
- amusement park.

West, West, West
Search gnome
West, West, South-West, South-West, South, South-West, West

- A gnome will appear.
-

Give coin
West, West, South
Get ball
Open aqua vial
Drink aqua potion
Throw ball at bunny
Drop aqua vial
North, East, East, North-East, South
Yonk the malyon
Malyon the dragon

- At this point, keep typing "wait" 'til your muscles feel the effect
- of the aqua potion wearing off. Then...

South
Open orange vial
East
Drink potion

- At this point, your twin should appear. This is an interesting time-
- puzzle that must be solved correctly in order to get past it with the
- scroll you've found and your spell book still intact.

Give book

- When you give your spell book to your older self, he'll give you a
- combination number... remember it, then...

Drop vial
East
Set dial to whatever number you were given.
Open door
East
Get rope
Up, South-West
Get Timber
South, North-East, North, West
Tie rope to timber
Drop timber
Drop rope down chute
Climb down rope
Get scroll
Golmac me
Open lamp
Get smelly scroll
Down
Tell younger self "the combination is x" (substitute x for the number
you were given

- Remember to use the quotes when you talk to your younger self.
- This way he should then give you your spell book. You should
- immediately go...

Down

- Now "wait" a few times until the orange potion wears off and you
 - feel tired.
-

Sleep
Gnusto vardik
Memorize Meef
Again
Drop book
Swim in lagoon
Down
Meef weeds
Get crate
Up, West
Drop crate
Get book
Open crate
Get suit
Get can
North-East, North
Meef vines
Spray repellent on suit
West, West
Memorize Vardik
Vardik Me
Open white door
Memorize Swanzo
Swanzo belboz

All finished!

1.65 sorceror's apprentice

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

1.66 sorcery

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

1.67 space ace

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

1.68 space ace ii

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

1.69 space crusade - the voyage beyond

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

Choose your team, then press the corresponding key on the key pad. With 1 being the team on the left, 2 the middle team, and 3 the team on the right. Keep the key pressed down and move the pointer under the door and click the <LEFT MOUSE> four times, then the <RIGHT MOUSE> four times. The border should flash to let you know if it worked.

1.70 space harrier

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

1.71 space harrier ii

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

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

1.72 space quest 3

IN THE FREIGHTER:

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

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

Head off to the bottom of the screen and then go towards the right on the next screen. You will see a machine bringing scrap towards the ceiling. Hop on and wait. After it dumps you, type "STAND" and then type "JUMP". You will be on a cross beam. Go towards the left until you reach the control room. "CLIMB DOWN" onto the grabber and go around the control room. At the screen after the control room screen, stop the grabber and push the button to lower the claw. Pick up the warp motivator with the claw and after it get back to the grabber go to the right. After you go around the turn stop the grabber and lower the claw. You will have to put the warp motivator in the hole in the top of the ship. Ride back to the

control room get off the grabber and fall down the chute.

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

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

IN SPACE:

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

VOLCANO PLANET:

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

PESTULON:

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

THE ROBOT FIGHT:

Just do your best, no tricks here.

THE SPACE BATTLE:

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

1.73 space quest 4

Complete Solution:

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

Sewer Room:

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

Main Computer:

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

Space Quest 10:

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

Shopping Centre:

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

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

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

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

Space Quest One:

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

Start of the Game:

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

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

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

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

You have now downloaded Vohal and finished Space Quest IV!

1.74 spellbound

Level Codes:

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

Try also typing all codes together "HEYYOUIDIDYOUCALLMYPINTAWOMANNUTS".

1.75 spherical

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

Passwords:

One Player Two Player

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

Try also STORMBLADE

1.76 spiderman

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

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

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

1.77 spidertronic

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

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

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

1.78 spindizzy worlds

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

1.79 spinworld

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

1.80 spittin' image

The game is easiest if fought in this order:

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

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

1.81 spy vs spy

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

1.82 The Spy who loved me

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

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

1.83 st dragon

Hold down Left Mouse Button and Fire Button until game loads for unlimited lives. Alternatively, while playing, press <CAPS LOCK> and type in "DECAFFEINATED" for the same effect.

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

1.84 stable masters v3

1. Boot the game and save it.
2. Go to the racetrack and select NO VIEW (do not bet).
3. Once the race is over, remember the winner of the race.
4. Depending on how much money you would like, repeat steps 2 and 3.
5. When satisfied with the number of races, exit to the main screen where you can re-load games.
6. Re-load your saved game and go to the racetrack.
7. Bet all your money for WIN on the horses that won the races you did not bet on.

1.85 star goose

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

1.86 star trek - 25th anniversary

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

1.87 starcross

Complete Solution:

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

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

*** The Landing

Get up
Get library
East
Push Red button
Read screen

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

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

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

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

Say to computer "confirmed."
Fasten belt
Wait

- The rockets will fire

Unfasten belt
Get up
East
Don suit

Get line
West
Sit
Fasten belt
Wait

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

*** Getting in

Unfasten belt
Get up
Open inner
Out
Close inner
Open outer
Out
Press fourth bump

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

Press tiny

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

Take black rod
In
Close outer
Open inner
In

- You are now in the 'artifact'!

*** The Artifact

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

*** Collect those rods!

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

* Getting the Red rod:

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

North, West, Forward, East

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

Get library (or whatever)

* Getting the Silver rod:

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

West, Aft, West, South, South, Port

Get gun

Look into gun

Get silver rod

* Getting the Yellow rod: it's in the spaceship docked outside the blue

- airlock. From the weapons deck:

East, North

Open inner

Out

Close inner

Open outer

Out

South, South

- Give the tape library to the spider (the clue here was that he is
- intensely interested in news). He'll give you the yellow rod, but
- that's all he's good for.

Give tape

Get yellow rod.

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

North, North

In

Close outer

Open inner

In

Up

- You are now in the grasslands. The weasels and unicorns here are
-

- strictly local colour, not useful.

South

Open hatch

Down

Put yellow rod in yellow slot

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

Get card

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

* Getting the pink rod:

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

Up, North, Down, West

Open inner

Out.

Close inner

Open outer

Get basket.

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

Open outer (yes, again: it stuck the first time!)

Out

Attach line to spacesuit

Attach line to hook

Port

Get pink rod

* Getting the blue rod:

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

East

Detach line from hook

In

Close outer

Open inner

In

South, South

Put all rods in basket

East

Get all disks

- Now comes the tricky part: the rod is imbedded in the silver sphere.
 - All we have at our disposal to obtain it is the 4-position dial and
 - the two disks. Fortunately, these are 'transporter disks'.
-

- Unfortunately, they explode into nothingness if you allow them to touch. Anyway, here's the procedure:

Put red disk under globe
Put blue disk on floor
Put card on globe
Turn dial to 4
Turn dial to 2
Get card
Get blue rod
Get all disks
Put blue rod in basket
West
Put blue disk on floor

- You have to put it on the floor here so the 'maintenance mouse' can collect it and put it in the garage so you can transport there (and out of trouble) later!

* Getting the gold rod:

North, North, North, North, West, Aft

- Now you're in the computer room

Open panel
Put card in slot
Close panel
Turn computer on

- It will spew out a gold rod for you

Put gold rod in basket

- Look around if you like, but there's nothing else to do here. The enunciator panel tells you what you have to fix to put the artifact in order, but I'm going to tell you that anyway...

* Getting the brown rod:

North, West, West, South, South, East, East
Remove suit

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

Offer suit to chief
Point at brown rod

* Getting the violet rod:

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

Down
Close inner
Open outer
Out
Port, Port

Get visor
North
Move skeleton
Get violet rod

- move the skeleton only once!

South, South
Put red disk on floor.
Stand on red disk

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

* Getting the Green rod:
Enter bin

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

Get green rod
Put green rod in basket.

* Getting the Clear rod:

Forward, Port, North, North, North, North, West
Look at laser through visor
Get clear rod

* Getting the white rod:
East, South, South, Up, South, South, Port, Up, Up
Jump
Put silver rod in silver slot
In
Get white rod

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

*** Finishing Up

Put white rod in white slot

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

* Getting to the control bubble:
Out
Up
Jump
Fire gun at drive bubble
Again
Again

- Your location should now be 'on control bubble'

Down

Put gold rod in gold slot

In

Put clear rod in clear slot

- Five colored slots will appear
- Put the appropriate rod in each slot - the order you do it in
- doesn't matter.

*** The final sequence:

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

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

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

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

Touch green spot (The path will flash)

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

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

1.88 stardust

Level Codes: 1 BCQQAAAAAGGN

2 CCSAQAAAAALOO

3 DDSAQAAASANMN

4 EDSAQAQTTANKM

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

Enter "BNTRODUCTINM" for the password, and level one will be completed and you will move on to the 3d section.

1.89 starflight

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

1.90 starglider

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

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

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

1.91 starglider ii

While playing, press <F> for fixed sights, slow the ship to a halt, press <BACKSPACE> to pause the game and type "WERE ON A MISSION FROM GOD" and press <1> on the main keyboard. Then, pressing <K> gets all the weapons and <F2> brings up some text.

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

Crate of Castrobars

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

Vistan Wine

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

Flat Diamond

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

Cluster of Nodules

These can be found on the Surface of Dante.

Asteroid

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

Egron Mini-Rocket

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

Nuclear Fuel

This can be found lying about on Aldos.

Rock

This is lying on Q-Beta.

Professor Taymar

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

Castrobars when you try to catch him!

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

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

1.92 starquake

Here's a complete list of teleport codes:

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

NICHI or NICHA ?

1.93 starray

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

Make sure your mouse is plugged in, but don't use it to move the highlight. Access the OPTIONS SCREEN by pressing <SPACE>. Move down to the VIEW GAME SCREEN option. Push the joystick LEFT and press <FIRE>. The GAME SCREEN should appear. Center the joystick and press <FIRE> again. The OPTIONS SCREEN should reappear. Move down to the SOUND ON option. Push the joystick to the RIGHT and press <FIRE>. If SOUND ON changes to SOUND OFF, start again from scratch. Return to the VIEW GAME SCREEN option. Push the joystick RIGHT and while holding it in this direction, hold down <RIGHT MOUSE> and press <LEFT MOUSE>. The OPTIONS SCREEN should change to CHEAT MODE. Return to RESUME GAME and continue play with a shield that never depletes and you can select any level on the options menu.

1.94 steg the slug

Level Codes:

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

1.95 sternsiedler

Level Codes: (Case sensitive)

Genesis Nonstromo Broomalien Trilithium Sybok
Delta Hal Buckelwal Data Starfleet
Marvin Finalfrontier Rethinax Spock Pandimensional
Nomad Prometheus Kontinuum Corbomite Atoz
Veega Aliens Kahn Armageddon Cage
Carbonunit Logic Docsavage Zaphod Yesterdays
Intrepid Arthurdent Buckrogers Warpfaktor Son
Potemkin Donnergurgler Tantalus Tribbles Symbiosis
Surak Deepthought Paradoxon Parsec Mindbenders
Xenomorph Skolarier Dilithium Kalikams UssEnterprise

1.96 stoneage

Level Codes:

BOVIDO SIDULA BIFISI LOVUHO BADEBA LUFIDO HAVULU
LODISE HIFUHI DIVOBI HEDIDA DAFALI HUVESU DADOHA
SOFOBO DIVIDE SIDABI BEFEDO SAVOLI BUDUSU LIFOHU
BOVIBE LIDADA BIFALO LEVUSA HADOHI LUFIBO HIVADA

1.97 storm trooper

Enter "JAMES CAMERON" on the high score table. Now, whenever you need more lives, press <F9>.

1.98 stormball

While playing, type in "LET ME WIN".

1.99 stormlord

On the credits screen, type in "DRAGONBRIDGE". A scrolly message should come accross the screen reading "You cheating swine". Now, while playing, press <SPACE> to pause and then press <L> to skip the level.

Alternatively, when the game starts to load, hold down the <FIRE> and <LEFT MOUSE> and keep them down until the game loads. Then when the game starts, pause it straight away and type "MNBVC". This will give you unlimited lives and time, and if you pause the game and press <L>, you will advance a level.

1.100 stormmaster

To see the winds present on the map:

<CTRL> + <ALT> + click mouse on the Winds icon on the ecclesiast map.

To win the game:

<CTRL> + <ALT> + click mouse on the Joker at the Council of Seven.

1.101 street fighter

On the title screen, type in "STREET CHEAT" or "STREETCHEAT". Now, press <HELP> while playing to go to the next level. Press to make your opponent win.

The technique for getting past Sagat of Thailand is to watch for his fireballs and long reach. Jump high, kick and retreat. Repeat this until he carks it.

1.102 street fighter 2

In two player mode, pause the game and type "7KIDS". The border should flash. Quit the current game and restart a two player game. You both can have the same fighter.

Select one player mode then put the cursor over Blanka (DON'T SELECT HIM), just type in "PATIENCE", the screen should flash. Now when you start the game using any character, you can press <F10> to restore your energy!!

1.103 strider

While playing, pause with <F9> then hold down <HELP>, <LEFT SHIFT>, and <1> together. Unpause with <F10> and now keys

<F1> to <F5> take you to the appropriate level

<1> to <5> advances you to various places in the current level.

If you are almost dead, just use the <1>-<4> keys (depending on how far you are) for renewed strength!

There seems to be a bit of disagreement about whether it's the <F> keys that change levels and the number keys that change level position or whether it's the other way around.

1.104 strider 2

While playing the game, type in "SWIFT". A cheat icon should appear. Now press:

```
<SPACE> to turn into a robot
<T> super speed
<S> smart bomb
<E> more energy for you
<D> more energy for robot
<H> Displays game info in HEX
<R> Replaces energy icon after picked up
<HELP> Deactivates the cheat
```

The cursor keys can be used to move Strider anywhere on the current game map.

During play press <HELP>, <LEFT AMIGA>, and <1> at the same time to activate the cheat. Press <1>-<5> to skip to the corresponding level.

Press <LEFT SHIFT> to pause the game, and keep pressing <TAB> to simulate slow motion. To deactivate hold down <LEFT SHIFT> and press <TAB>. Let go of <TAB> and then let go of the <LEFT SHIFT>.

1.105 stryx

While playing, hold down

```
<HELP>, <M>, <E> to replenish lost energy,
<HELP>, <M>, <E> and <P> to get all the passes and
<HELP>, <M>, <E> and <F10> to be taken to the end of game puzzle.
```

1.106 suburban commando

Level Codes:

```
WIMP      MEAN      MACHO
```

```
2 PTSRPUKDON NRQPOUIDON FJIHHOGDON
3 LPOOLQKBON HIKKIOIBGP FJIIHOGDON
4 LPOPLQKHON GHJKHNIHGP EIHIGNGHON
```

Enter any of the following for the password:

```
"PIXIEDIXIE"  Level 2   "WEMBLEY.93"  1st Boss
"THOMAS...."  Level 3   "SCRUMDOWN2"  2nd Boss
"POSTMANPAT"  Level 4   "UPANDUNDER"  Last Boss
```

1.107 sunday sport strip poker

To make the girls drop their bags simply type DANCEOFTHESEVENVEILS

1.108 sundog

You can get shields for 350 cr to 400 cr, depending where you are. To get them, go to the weapon store and click on the rapid heal, and then click on yes, then instead of clicking on the rapid heal, go right of it, so you are on a blank space. Click now and you will have found a shield which you didn't have before in one of your carrying squares. Though it says {SHIELD}, after one hit, it will say shield (7).

1.109 super cars

When asked for your name, there are a few names you can enter for special effects:

RICH for half a million dollars
 POOR for five dollars
 ODIE to start at level 2
 BIGC to start at level 3

1.110 super cars 2

To access the cheat, enter player one's name as "WONDERLAND" and player two's name as "THE SEER". You can now start the game in one or two player mode with the cheat active. (qualify regardless of your position and have all the extras) Maybe you have to capitalize only the first character of each word.

Also try player ones name as "I WALK THE HILL" & player two's as "INWARDS". You will now have 99% of all weapons and will qualify regardless of you finishing position.

Before you start playing the game type "HARD DRIVING" for infinite money. Maybe that only the first Letter of each word is uppercase!

1.111 super frog

Hold down <RIGHT MOUSE> and the old frog face will flash indicating that the cheat is active. You are now invincible.

Area Codes:

World	Stage 1	Stage 2	Stage 3	Stage 4
1 Forest	234644	447464	747822	
2 Castle	392822	446364	984448	477444
3 Circus	343522	882311	992334	091332
4 Ancient	467464	818234	182394	298383
5 Ice	452234	984841	383772	093152
6 Moon	387211	981122	017632	398112

Project F 837122

1.112 super gem z

On the title screen type one of the following to jump to the corresponding level:

B SAKE	G JAPAN	L TAKIRA	Q TASYI
C DEMAG	H CHUNHU	M TIMET	R APIDYA
D YURI	I FUN	N SORONE	S A4000
E BONSAI	J SOFT	O SIXPAK	T LALONG
F GEMX	K GUNHO	P MASURI	U KIKI

1.113 super hang on

Get the highest score on the score table (The Africa course is easiest). It may take a few attempts, so keep trying. Now when you enter your high score name, enter "750J". It should change to "...." if it works. Now hold down the following keys: <CTRL>, <LEFT ALT>, <Z> and <T> until the credits screen changes to the options screen. Let go off the keys and the cheat mode will be on.

Enter new coefficients for the road turns using the keypad. The initial settings are 60 for an outer turn and 45 for an inner. You also gain a machine gun. Use it with the <LEFT AMIGA> key. It can be used to destroy other bikes or roadside obstacles. However, there are no sound effects!

1.114 super nibbly

Pause the game and press and hold <*> on the keypad and press <FIRE>. The screen should flash. Now unpauses the game and you will be transported to the next level.

1.115 super obliteration

Pause the game with <LEFT MOUSE> and then press <FIRE> ten times. You should hear a ping sound, letting you know it worked. Pause the game again and push the joystick in one of the following directions:

- Down Puts you in slow motion
- Right Toggle invincibility on/off
- Left Select between power ups

<RIGHT MOUSE> will allow you to skip levels.

1.116 super off road racer

Buying tires before level two will help you in turning corners. Winning races by short margins will slow down the other cars in the next level.

1.117 super space invaders

Type in "KRIS" on the option screen and you will then be able to skip through the levels with <F1>.

When you collect the pod that produces four bases, placed at equal intervals along the bottom of the screen, don't just leave them there. If the invaders are quite low, shoot the bases up the screen and into the alien swarms. This way you are guaranteed of killing aliens as they die upon contact with bases, rather than allowing the space fiends to destroy them before they come down.

1.118 super stardust

Enter any of the following for your password:

```
"HAPPYARCADE" Start with 7 lives
"MAKEMEHappy" Unlimited lives
"LEARNTOPLAY" Start on level 7
"YOUARESOSAD" Start on level 13
```

1.119 super wonder boy

During play, press and type "BOY" for infinite elixers. Press <HELP> for super jump.

1.120 supremecy

If you scrap a solar satellite on a planet with no reserves of fuel, you will get 30,000 tonnes of the stuff.

1.121 suspended

Complete Solution:

```
Poet Go to Weather Control
Sensa Go to sub supply room
Whiz Go to secondary channel
Sensa Take ramp
Sensa Go west
Sensa Take container and grasper
Sensa Go to hallway junction
Waldo Go to hallway junction
Auda Go to gamma repair
```

The above moves set the game up. Poet is needed to turn the weather control off - this minimizes deaths at the surface (your primary goal). sensa gets the ramp that is needed to allow the robots to go from one

level to another. Auda is sent to the gamma repair area because she will be needed later, and without the humans coming for a while there is nothing that can be done with her anyway. Waldo is sent to the hallway junction to meet Sensa and take the container and grasper on his way to fixing Iris who is reported to be out of order.

Poet Turn second dial to 100
Poet Go to hallway end
Iris Go to main supply room
Sensa Put ramp at dropoff
Auda Listen
Waldo Take container and grasper
Waldo Go to main supply
Waldo Install grasper
Waldo Take red ic and yellow ic
Sensa Go north
Sensa Take ramp

Once Poet got to the weather control, he had to reset the faulty control to 100. This is only a temporary fix because if you let the game go on too long, all hell will break loose with various disasters and accidents occurring which you will not be able to control. Poet is then sent to the hallway end where he will be used to get the TV camera needed later.

Iris is sent to the main supply room where she can be fixed when Waldo arrives. She will also help Waldo repair the machine there.

Sensa upon arriving puts the ramp in place so that Auda can get to gamma repair and so that She and Poet can get to the other level. Waldo is handed the grasper and container which he installs. This is done now to save moves later.

Sensa Go to small supply
Waldo Open panel
Waldo Replace rough device with rough object
Waldo Close panel
Poet Get in car
Poet Get out of car
Poet Go to biology lab
Waldo Take burned and fried chip
Poet Take camera
Sensa Put ramp at holder

This stage sets the robots to their major gathering tasks. Waldo has fixed Iris, and is now set on fixing the machine and salvaging its parts. Poet has arrived at the hallway end, gotten in the car, exited the car and is now getting the camera. Sensa has arrived at the small supply room to take the cable cutter.

Sensa Get on ramp
Sensa Take cutter
Sensa Get off ramp
Sensa Take ramp
Sensa Go to sloping corridor
Poet Go to vehicle debarkation
Waldo Put red ic in red socket
Waldo Put yellow ic in yellow socket

Poet Get in car
Poet Get out of car

Sensa has completed her task of getting the metal tool that she will need shortly. Poet has gotten the camera and is now coming back and Waldo is in the midst of fixing and salvaging the machine with Iris in the main supply room

Poet Go to primary channel
Sensa Put ramp at dropoff
Sensa (I think) Go to gamma repair
Waldo Push button
Iris Take fuse
Waldo Take cable
Waldo Go to the secondary channel
Iris Go to middle supply
Iris Take cable
Iris Go to main supply

Poet has been sent to use the camera in the primary channel (this is a kamikaze mission because he has to pass through the cavernous room to get there). Sensa has gotten to the sloping corridor and reinstalled the ramp so that She and Poet can get to the lower level. Waldo and Iris have gotten the machine fixed and salvage one of the two needed cables to set the fcs in balance.

Waldo is now sent on a kamikaze mission where Whiz will be waiting to install the cable needed in the secondary channel.

Sensa Examine object
Sensa Turn flowswitch
Both Sensa and Auda Move Fred
Sensa Cut cable with cutter
Poet Plug TV1 in
Poet Aim TV1 at sign

This is the important reset code so write it down - it's different every game!

Sensa Take cable
Sensa Go to primary channel
Iris Put cable in machine
Iris Put fuse in machine

Sensa and Auda salvaged the remaining needed cable to fix the cable in the primary channel. Sensa is now on her way. Poet valiently died trying to work the camera in the primary channel after having corrosive acid spilled on him. Iris has fixed the reset machine now only awaiting the installation of the cables in the FCS to reset the systems to set the surface world above right.

Whiz Go to waldo
Whiz Take fourteen-inch cable
Whiz Replace the nine-inch cable with the fourteen-inch cable
Whiz Drag Waldo to the east end
Auda Go to sleep chamber
Sensa Replace four-inch cable with twelve-inch cable

Iris Press ----- circle
Iris Press ----- circle

At this point the game is over, only 8000 are dead and you have succeeded in your mission. It should be noted that this does not answer all the questions and puzzles that are presented in the game it just tells you how to win the game in the shortest number of moves.

1.122 swibble dibble

Level Codes:

6 ENZO FERRARI	11 PITBULL
16 GUNS N ROSES	21 BATMAN RULEZ
26 METAL CHURCH	31 GUMMIBAERLI
36 TESCHNO BIET	41 SOLIUS
46 EICHBAUMPILS	51 GAMEBOYSUCKS
56 HALLO LITO	61 ANJAMAUS
66 ODIN HOL IHN	71 SPERMINATOR
76 TACH NANA	81 YOU SEXY MF

1.123 swibble dibble 2

When you get to the purple dragon, type "DIE" and he will drop a purple key. Take the key to Marvo and he will give you a cheat mode in return.

Typing "BLOOD" makes Mortal Kombat-style blood fly out of your enemies.

Typing "SUN" makes the sun wink at you.

Typing "WHAT A CROC" makes Dibble shout, when you do something dumb.

1.124 switchblade

Enter your name as "POOKY" on the high score table then hold down either <1>, <2>, <3>, <4> or <5> and click on 'end'. Still holding down the key, start a new game and you will start on the chosen level.

1.125 switchblade 2

Type "LEVELx" on the title screen where 'x' is the number of the level you wish to go to. Then press <FIRE> to begin play. Alternatively, typing in "CHROME" (and waiting for a while) on the title screen gives you access to a hidden sub-game.

This sub-game is called Chrome. Here are some basic instructions:

On the title screen, press <F1> for player 1, <F2> for player 2, or <F3> for both players. Now type in the code word for which ever level you want and press <RETURN>. The game needs a joystick in port 2. Press the firebutton to be shown the player and level number, and press it again to begin play. When playing: not all bad guys can be killed; the time bar near the bottom of the screen decays slowly, but decays faster if your craft is touching an Anti-Time block; the craft begins with a supply of 20 shots; up to 3 shots can be active at once; you begin with 3 lives; keep going until the craft can go no more, then the level will end; a bonus is awarded according to time taken; you can skip the bonus countdown by pressing the fire button; there is a high score table which you can get your name on if you are good enough. The properties of the magic yellow stars vary.

The Codes for CHROME are as follows:

1 START	5 CLOUD	9 PAPER	13 APPLE	17 AUDIO
2 TRUTH	6 MOUSE	10 EARTH	14 JUICE	18 LOGIC
3 JELLY	7 HUMAN	11 SPACE	15 CHESS	19 TITLE
4 STORY	8 FLOOR	12 GENAM	16 WORLD	20 VENUS

On the CHROME title screen, type "HELO TO GORDON AND DAVEE". Start the game and you will be invincible.

1.126 sword of aragon

*** Starting Out

The Ranger is the best man to have as your leader because the characters he comes with, (mage, priest, warrior and two rangers) give you the chance to build up your mage from the very start, and letting you get to those mega powerful spells like Pyro and Disintegrate really quickly, thus being able to do much more damage in battle, and from a distance where you can't be hurt.

Also, decommission all your troops at the very start and reinforce your bowmen, as these are by far the best men to have as they can attack armies without having to engage with them, and save a lode those precious hit. Infantry and mounted cavalry are not a very advisable because they always take a lot of damage and take too long to get to the higher levels.

If you really want to have a few armies with melee weapons then go the whole hog and get some cavalry. These blokes can take a hell of a lot of stick and still come out almost undamaged; at higher levels they can totally decimate the enemy.

Remember to keep an eye on how your cities are doing, but don't spend too much on development. The best thing to do is save the same before you go to the next month. That way if anything nasty happens you can reload it and try again, thus avoiding the situation. Not all the cities have to be taken by force, and if you can get one to become your vassel it guarantees you a profit each month from that city.

*** Decisions

Muscle isn't the only thing you're going to have to use. If you want your people to stay loyal you'll have to make the right decisions. The man Olaf who's up for murder is innocent and should be pardoned. When the Elven diplomat arrives and asks you to stop developing the lumber do as he wishes and become allied with the elves. Pay ransoms or the people's morale will go down.

Trolls will sometimes demand money from Sur Nova, but if you take your forces to the Troll's village and capture it, you shouldn't have any more problems. The Nomads don't give you many problems if they become your enemy, but become their ally anyhow just to be on the safe side.

*** Unknown Cities

There are a quite a few unknown cities in the unexplored lands of Aladda, some of them friendly, most of them evil. Below are a small guidelines on what to expect from these mysterious places and their inhabitants.

- Tranavan: City Of The Elves

Depending on how diplomatic you've been this place could be either hostile or friendly. But if you've followed the tips you won't have any problems.

- Gernok: City Of The Goblins

This place is filled with goblin forces plus a few rather nasty looking monsters with magic capabilities, but it's not too hard to beat them. However, remains of the Goblins will come back after and try to win back the city.

- Xafanta: City Of The Dwarves

These chaps are having quite a few problems with the orcs of Zarnix, and they will help you defeat the orcs in the pass just before Zarnix.

- Medeval: City Of The Elves

This is yet another city full of Elves, however, unlike the first city the Elves aren't so nice and are pretty tough cookies.

- Char: City Of The Giants

This is where those big nasties hang out. Defeating them is quite a problem, but with a few cavalry to aid your bowmen you should be able to capture the city. A good reason for taking this city is that the giants have control of a lake near to Tentula, and once you've got it back the city's income should increase a little.

- Troll Village

If you're looking for a tough battle then this is the place to come. There are tons of Troll and you'll need a lot of men to defeat them. You'll also lose a lot of men in the process. This should stop any ransomed demands from the illiterate Trolls and make life a lot easier.

- Dersh: City Of The Titans

Dersh is probably the last unknown city you'll come to, and it is by far the hardest. A huge number of men will be needed to take over this city, and nearly all of them will be lost in the battle.

1.127 sword of honour

Press <HELP> to pause the game and type "FROG". Now you will have unlimited lives and throwing stars. Type "KILL" to deactivate the cheat mode.

1.128 sword of sodan

Enter your name as "NANCY" into the high score table for infinite lives, and while playing, pressing <RETURN> advances you a level.

Play a game, get into the high score table, enter your name, then play another game. Press Fire so you can move about, find a safe place where you could stand still for a while and not get killed, then stand still a while and type in "DISCOVERYSOFTWARE" and press <RETURN>. You should see a message on screen.

You will now have infinite lives and will go to the next level. Now you can press <RETURN> anytime to travel to the next level.

Alternatively, If you type "RAD" into the highscore table and play another game, you will have unlimited lives!

Select your player, start the game, and kill yourself off. Then play again with the same character, and while the game loads keep hitting return. This should also give you unlimited lives.

Once loaded, select the HERO, then lose all lives on the first screen. Now select the HEROINE, and you should have infinite players.

1.129 syndicate

For extra cash name your company "ROB A BANK" and you will be awarded with 1,000,000 credits.

For extra cash and all the weapons and modifiers already researched then name your company "COOPER TEAM" or "COPER TEAM".

Type "WATCH THE CLOCK" to alter the game's timer so that missions that normally last 17 hours will be extended to several days, thus giving you more time to complete a mission.

Type "NUK THEM" to start in any country.

Type "OWN THEM" to own all the countries.

Type "MARKS TEAM" for the best team with loads of cyborgs and all researched.

1.130 t-racer

During play press <F9> five times to activate the cheat mode. Now use the following keys:

```
<F1> Add to power up
<F2> Add to power up
<F3> Add energy
<F4> Fill energy
<F5> Invincibility
<F6> Special weapon 1
<F7> Special weapon 2
<F8> Special Weapon 3
<DEL> Die!
```

1.131 tactical manager

On the main screen type "CODE", a prompt will appear asking you to enter a code. Enter any of the following codes:

```
"CODE" A list of cheats will appear
"BIDS" Erases all bids from memory
"LIMI" Disables the 110 team rating limit
"BEST" Gives you the best players
"FREE" Enables managers to buy your players free
"POOL" Saves European pool to disk
"VIEW" Programmers tool
"PROM" Last season's promotions and regulations
"MEMO" Show available memory
```

These last couple are activated by typing them in on the main screen without typing "CODE".

"EDIT" to enter the full editor. Now press <W> to enable you to manage any team. A small green and yellow strip should appear just along from the LOGO and AUTO icon things, under the second logo space. You can now go to the Manager's menu and JOIN any club. Your rating automatically jumps to that of the new team, unless you are joining a lesser club.

Finally, if you want to alter teams because of transfers among Premiership and Division 1 teams, to maintain more accurate club records, instead of creating a whole new player in the editor, it is best to make yourself the manager of the club who bought the player, enable "FREE" transfers, and transfer the player that way. This means the player keeps his original ID number.

For example, Paul Furlong was bought by Chelsea from Watford, so to enable this change, simply become Chelsea manager, enable "FREE" transfers, and approach Watford.

1.132 tangram

Level Codes:

41	54796	81	87792	121	26824	161	70768		
02	03797	42	96296	82	11164	122	45888	162	16398
03	58829	43	50897	83	34047	123	75267	163	45576
04	73159	44	71231	84	70917	124	63651	164	87270
05	88530	45	98488	85	40282	125	54485	165	27781
06	22585	46	40965	86	73172	126	46857	166	47137
07	64383	47	70834	87	84157	127	75327	167	52193
08	50037	48	46121	88	74230	128	96721	168	96195
09	85164	49	31089	89	00016	129	87963	169	96438
10	07274	50	27277	90	75232	130	64846	170	25105
11	37322	51	08439	91	73834	131	69235	171	59006
12	25105	52	38599	92	22120	132	88936	172	32809
13	70473	53	18171	93	57837	133	70104	173	77032
14	83524	54	96018	94	14711	134	69871	174	79354
15	85720	55	55315	95	94330	135	84165	175	92292
16	71990	56	48539	96	83879	136	41160	176	55475
17	15683	57	34714	97	67725	137	92632	177	45759
18	24759	58	91998	98	73777	138	62261	178	69535
19	10439	59	29935	99	67882	139	89064	179	25274
20	14278	60	02675	100	93996	140	38862	180	79164
21	95912	61	47089	101	06764	141	95862	181	01657
22	58819	62	18554	102	59524	142	95850	182	19019
23	58890	63	02353	103	68744	143	75176	183	38497
24	85239	64	27901	104	82543	144	10622	184	96446
25	72851	65	92505	105	69198	145	88831	185	02971
26	47530	66	87880	106	36627	146	01849	186	15894
27	46574	67	44828	107	31909	147	68389	187	00442
28	81152	68	80294	108	36959	148	27645	188	18380
29	72493	69	56847	109	30712	149	44059	189	12666
30	81093	70	47274	110	71511	150	73412	190	90828
31	51522	71	74219	111	32222	151	58439	191	53026
32	58875	72	31429	112	53870	152	52147	192	79822
33	59092	73	46658	113	99460	153	60754	193	81648
34	74665	74	43247	114	73185	154	78328	194	16247
35	36388	75	05111	115	97271	155	24249	195	61426
36	39793	76	35359	116	07464	156	26266	196	93278
37	43456	77	61230	117	95544	157	31021	197	00006
38	51499	78	54066	118	03695	158	45039	198	26004
39	63588	79	26317	119	15647	159	96112	199	75258
40	47672	80	91281	120	43330	160	78319	200	95039

1.133 target renegade

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

1.134 tearaway thomas

You can stop the timer by typing "TIMEFLIESLIKEABANANA" at any time.

There is a secret level located on level 1.3, and can be found by climbing

up to the ninth branch of the tree (which is the one with the birds on it) and running off the end. You then will be whisked off to a room containing some diamonds which can be collected for extra points.

At any time, type any of the following: (screen will flash to let you know if it worked.)

```
"NORMAL"      Disables all active cheats
"LIFE IS TOO SHORT" infinite lives
"IRON MAN THOMAS" invincibility
"ANY LEVEL"   Activate stage skip
               (<CURSOR DOWN> to advance level, <CURSOR UP> to go back)
```

1.135 techno ninja

Level Codes:

```
2 655055
3 160561
4 040778
5 070772
6 double
```

1.136 teenage mutant hero turtles and ... ninja turtles

On the security code entry area, enter the code "8859" and press <RETURN>. Then enter "1506" and press <RETURN>. Now enter the correct code. <HELP> now toggles invincibility on and off. If you lose a turtle press <HELP> to restore each turtle to full strength, even the dead ones.

1.137 terminator 2

While playing, pause the game, press <F1>, <F2>, ... , <F10> and <FIRE>. Now press <ESC> to skip a level.

1.138 terminator 2 - the arcade version

When the game has loaded select your control method at the options screen as usual. Instead of going to {Start Game} press <ESC>. Wait for the high score chart with the picture of the T-1000 to appear. As soon as the last digit is printed on the high score chart (the last 0 on the 10000, in 10th place), click <LEFT MOUSE>. Note you must click the button 0.19 seconds after the last digit on the high score chart has been printed on the screen. If you take longer, or click before the last digit is printed, the cheat will not work, so precise timing is required.

If you find this difficult there is an alternative. Hold down <FIRE> or <LEFT MOUSE> at the high score table until it is finished. This won't

always work though.

Go back to the options screen. If you can see the picture of Arnie, but no options are displayed, then the cheat worked. Click <LEFT MOUSE> to move on. Click again to skip the high score display. If you allow the high score chart to be printed again the game may mess up. Start the game.

If you didn't get it to work restart the whole procedure.

Once you've started playing you'll notice that a gunpowder and energy reading is displayed for player two even though he isn't active. Now pause the game (press <P> not <F1>) and type in all the function keys in order <F1>, <F2>, <F3>, <F4>, <F5>, <F6>, <F7>, <F8>, <F9>, and <F10> and you should skip the level you are presently playing. This cheat is for one player only.

1.139 terramex

See game Cosmic Relief.

1.140 terry's big adventure

On the first level go to the right until you come upon three mushrooms in a row (The first mushrooms you will see). Get the first mushroom, jump over the 2nd one and get the 3rd one. Now continue to the right until you reach a section with two special weapon power-ups that are next to two mushrooms (right before the first bridge and there is a cloud above them). Stand in front of the first power-up and pull down to take it. Now jump over the other power-up and the first mushroom. Get the 2nd mushroom. Work your way past the bridge until you come to the next tree in the background and stand in front of the tree. Now push <FIRE> and push up on the joystick. The screen should flash yellow letting you know it worked. Finally press <C> for invincibility and press <N> to advance levels.

NOTE: If you die before you activate the cheat you must press <RETURN> to abort the game and restart. Also, you can pick up all the mushrooms and power-ups between the sections.

1.141 test drive

Holding down <FIRE> while going round corners will prevent you from sliding and hitting the walls.

To get a highscore without playing the game:
Load a wordprocessor, and load the "highscores" file, and edit it, then resave it. Note that the highscore shouldn't exceed 99,999 and the name musn't be more than 15 characters.

To change the car, load the highscores as above, and use any of these codes (They must be in lower case):

p911t Porsche 911 Turbo
 vette Corvette
 lotus Turbo Esprit
 rossa Ferrari Testerosa
 counta Lamborghini Countach

Start the game and hold down

<FIRE>, <ALT>, and <C> for infinite lives.

<FIRE>, <ALT>, and <L> to access any level any time.

Only use one of them.

1.142 test drive ii - the duel

While playing type in "GAS". The sound will go off. Now press <S> to get the sound back on again, and you will suddenly be about 10 metres from the target gas station. Press <T> now for real time and score.

If you do this before you even move it will work, and you will have an average speed of about 3300 mph. However due to the way the scoring system is done, if you have a speed that is this high, you will actually score negative points. This brings your score down! So do this cheat somewhere in the middle of the stage if you want to achieve maximum points.

Try also

",BRUCE", "BRUCE" Change sign on level 2 from 'Play Grand Prix Circuit' to 'Bruce Dawson Wrote This'

On Level two type "BRULE" instead

"6OUTRAN", "OUTRAN" put you ahead of the other cars

"AERTH", "AERF" for better braking and acceleration.

1.143 theatre of death - psygnosis

Enter SHED SOFTWARE as your password for infinite ammo.

Level Codes:

	Grass	Desert	Snow	Lunar
M01	772B8AF13DEC1	6031769A639B2	56401FA7612A3	
M02	3742D37511750	772BACDB1A581	60314C8348632	564036CC6BB13
M03	3743AB043D2C0	772BED8B1E0C1	6031B00C30482	564095586C8F3
M04	37431939568F0	772A0B160B531	6033A48515532	5640836454BF3
M05	3747F2D2304E0	772E227F5CE01	603325CA55CA2	56441C7D065C3
M06	374EB1C108DF0	772FF6A419791	6035978F5A312	
M07	374E0FA058500	7739AEB975CA1	60208E233B7D2	
M08	375218624A9E0	773D37DB11A41	6015C59C3B802	
M09	3741EE8D68730	775AFCE94D9A1	606A6C10290C2	
M10	377E1AAF75510	77821FFA68871	6020CD847A982	
M11	37D0B6574FA90	776B092A2C571	603C522C71302	
M12	371AD5D760290	7502584C79311	63544DD11ECF2	
M13	3066A48019700	737BF005797E1	62D6F79E6C862	

1.144 theme park

Insert disk 3 to load the game without the intro sequence, as the screen goes blank press <C> a few times. Once the game has loaded, select a new game, then when you get to the map screen you should notice that your player's name has changed to "It's You, Buddy". Now when the game starts, you will have plenty of cash in your bank account.

Enter "FLIGHT SIM" for the name of the park and you will start the game with 200K instead of the usual 130K.

Enter "DEMO" for the name of the park for a ready made one.

Position a bouncy castle anywhere in the park (positioning the entrance and exit any where). Now pause the game until you notice the writing above the entrance speed up, and type <L>, (pause), <I>, (pause), <V>, (pause), <E>, (pause), <C>, (pause), <A>, (pause), <S>, (pause), <H>, (pause), <P>, and <P>. You should now get a new shop and ride every year.

To get the baddest roller coaster without having to pay for it, place your roller coaster doorway where you want and build the smallest loop you can around it using the least number of sections possible. Open it up and close it down immediately (to only be charged for the tiny ride). Now remove the tiny loop and build your dream coaster without paying a dime.

1.145 think cross

Level Codes:

000 JOWOOD	030 FLAMES	060 CATGUT	090 VOYAGE	120 KERNEL
005 CUSTOM	035 ANIMAL	065 FIRING	095 PALACE	125 JUMPER
010 MASTER	040 EPOPEE	070 LADDER	100 DECADE	130 GROOVE
015 FUTURE	045 JAGUAR	075 FIRKIN	105 ARMADA	135 HIPHOP
020 DORADO	050 MATRIX	080 SPHINX	110 ESTATE	140 OFFSET
025 GREECE	055 WIZARD	085 TYPIST	115 GOPHER	145 SUINEG

1.146 The Three Stooges

To really slow down the hang that selects the scenes, do the slapping game and pull Curly's ear; do it continuously until time runs out.

When your on the 'Doctor Wanted' stage of the game, drive your buggies at the same speed as the male nurse pushing the patient, keeping a bit behind them. This enables you to run up a high score without danger of collision.

1.147 thrust

From the desktop, insert the game disk. Look for the CHEAT.PRG icon and double-click on it. You can survive collisions by typing cheat during the game.

1.148 thunder blade

Type "CRASH" on the high scores table or after completely finished load, the screen should flash, then while playing, pressing <HELP> advances you a level.

1.149 thunder burner

During play, press <F10> and jiggle the joystick. You'll now be able to fast-forward or rewind.

1.150 thunder cats - elite

On the 'Rescue Tygra' stage, find a place where bonus' pop up frequently, and keep getting them. If you're careful not to die, you can horde a lot of free men.

1.151 thunderbirds

Level Codes:

- 1 (Mine Menace) -----
- 2 (Sub Crash) RECOVERY
- 3 (The bank Job) ALOYSIUS
- 4 (Countdown to Terror) ANDERSON

1.152 thunderjaws

While playing, press and hold <LEFT MOUSE> and press <S>. Now pressing <RIGHT MOUSE> will skip the level you are on. If this doesn't work try it with mouse in port 2.

1.153 time machine

Enter your name on the high score table as "DIZZY" for infinite lives and access to any of the zones through number keys. Press <A> or <S> to jump to sections of each time zone.

1.154 time race

Levelcodes:

07 CDNO	13 BCBC	19 VONP	25 LLIP	
02 EXTF	08 XUNU	14 NXTH	20 XELI	26 DRUN
03 PTKL	09 NCFY	15 THIL	21 CVTY	27 JIGO
04 XERV	10 GIRO	16 CHIL	22 FOIL	28 VLOH
05 VHBI	11 TKIP	17 RUHI	23 FUFK	29 FRUX
06 BBRE	12 LOPU	18 KYFT	24 GHOL	30 SDON

1.155 time runner

Pause the game and type any of the following:

"LADYHAWKE" Infinite lives and energy
 "HIGHLANDER" level 2
 "TERMINATOR" level 3

1.156 times of lore - origin

No need to fight the orcs on the first mission, grab the urn and get out is the safest way.

Brown scroll kills all monsters on the screen,
 white scroll freezes them for a limited time (act now!),
 green scroll teleports (use only twice),
 white potion random energy refuel,
 green potion complete refuel.
 Boots of speed are in Treela, magic axe is in Lankwell.
 Save your game often! When playing at night, turn up the contrast and brightness settings (it won't make the game any smarter, though!).

1.157 tiny skweek

Level Codes:

000 ADJUACES	025 PETRACCE	050 NONHMISC	075 SAILZOOM
001 GASIANDA	026 SPONENCR	051 PERUSMIT	076 ISOSNURS
002 GROIDEKN	027 LAZYHOMI	052 DYSSDEKN	077 HENDWOOD
003 NEBRACRUC	028 HENDOUTH	053 DIURGASI	078 AGONUPSN
004 RESTUSHA	029 PAPYEPIP	054 ODORCAUS	079 LANDDIVY
005 ENTRLACO	030 COCKSTUM	055 PEASANCH	080 NICKMAST
006 BOTCREPA	031 ETHIGANG	056 URORDEFE	081 PICKROLL
007 OCTOANVA	032 INLADONC	057 SUBBPICK	082 OUTSSPOT
008 COADSUPP	033 INTEASSA	058 RULASCAR	083 KALAACCE
009 RAWBSKIT	034 MASTWOOD	059 NODUOOPH	084 TELORULA
010 TANGVILI	035 ABROINST	060 COBEGALE	085 WORKLAUD
011 DENAJJOIN	036 BACKBANA	061 TROLTACS	086 GRAIUPLA
012 VAMBTHEA	037 ECLOWHIP	062 PEASVAMB	087 POLOOCTO
013 UNPASUBO	038 GROIMPO	063 XYLOWIRE	088 REPADETA

```

014 LANDPAPY  039 CUBACUBA  064 SCIMUMINT  089 FELDUNFO
015 PREPPAND  040 DECLDROL  065 EUGERUNE  090 BADIVELL
016 NIFESAILO 041 SIMPUNDE  066 ERUPPLOT  091 PATIBEEF
017 BROCIINDI 042 UNHUSCHO  067 MARICONK  092 TITASAUC
018 BUSKPULI  043 LEGAMURA  068 NURSHISP  093 PUPIUNPR
019 LOGIMARA  044 ANIMCATE  069 SNOBHOMO  094 MASTERUP
020 OCTOGLAB  045 LAUGMAGE  070 PORTCARO  095 QUARFELD
021 TRISEMES  046 PALSDYSS  071 CHARGEDA  096 GRIFSIDE
022 CONVJEHO  047 BROCREVE  072 UNNEPOWS  097 WHITUNNI
023 RENDCLIN  048 PORRUNDE  073 POONROMA  098 DOWNINSU
024 NEGAPOLY  049 UIGUAPER  074 PREAPREP  099 UNLIISOP
      100 MUAD DIB

```

1.158 titan - titus

Here are some of the Game Codes:

```

 1 J4JMKR  2 HBHCHC  3 4492LI  5 2401TO  6 01LO38  7 04KJOB
 8 198075  9 OVR70  10 H67JR1 11 04JBR8 12 RDL89G 13 B8JLJ4
14 DNBE08 15 TMV281 16 LO9U3H 17 9JHTQN 18 UKUTB8 19 01HFJO
20 1R7DCG 21 V30906 22 4P4192 23 40RSHP 24 E4DBQP 25 LFPOBO
26 1H9615 27 MOBOPV 28 B9HH22 29 RN4RH9 30 BG6W61 31 1W1440
32 044080 33 E396V3 34 740330 35 2L41H1 36 SGOWOO 37 48H093
38 FU5HJ9 39 OGU9PI 40 294JBH 41 B608S0 42 P810B9 43 KWOHME
44 HC6YS8 45 90OPNO 47 OOB110 48 HOO1OK 49 1S4LOF 50 D80N6D
51 3010LH 52 K47OMT 53 09UPW9 54 OVE032 55 L29RHL 56 6ORROR
57 H95LHT 60 9LQHVU 61 HC932F 62 117938 63 6048HG 64 4F039H
65 VOMO5V 66 CO1FHT 67 OS4500 68 2U4BO5 69 CF6B71 70 88H102
71 H844C3 72 OO5HOR 73 NOTON8 74 OD8V01 75 AH3HD8 76 TIDDI2
77 43L6TV 78 8HH0H3 79 1I1S78 80 OIP4GO

```

1.159 titus the fox - titus

During play hold down <BOTH AMIGA>, <C> and <F4>. You will see a message and get 99 lives.

Level Codes:

```

01 2625  09 6390
02 8455  10 8612
03 2974  11 4187
04 4916  12 1350
05 1933  13 9813
06 0738  14 5052
07 2237  15 3360
08 5648  16 2045

```

1.160 toki

Start the game and type in "KILLER". You should now have infinite credits (the border should flash). Pressing now <R> inverts the screen, and you can now press <F1> to <F7> to go to that level or <F8> to see the end of game sequence. You can play the game upside-down if your really weird, or you can return things to normal by pressing <N>.

During the intro press <ESC> then type "POORTOKI"

Start the game and press <ESC> once the map screen has passed.

Then pressing function keys during the intro will allow you to skip levels.

1.161 toni & friends in kelloggsland

On the main menu, type "ENGINEBYNEON". If it didn't work try typing "ENGINEBZNEON". Now use the following keys during play:

```
<F1> more energy
<F2> more lives
<F3> more keys
<F4> extra time
<F6> less energy
<F7> warp to the 1st boss level
<F8> warp to the 2nd boss level
<F9> warp to the 3rd boss level
<F10> a higher score
```

On the main menu, type "SMACKSAREGREAT" to start with 6 lives instead of 3.

On the main menu, type "ILOVEKELLOGGS" to call up the sound fx and music test.

1.162 top gear 2 aga

Level Codes:

AMATEUR CHAMPIONSHIP

```
Australia "Y+$Y 2D+7 2B$] M9JC+ 965LL" "Y4WQ TCH8 4WF% Q]NGC ]98PP"
United Kingdom "TWQ+ B#M1 6L7M PN6GC 965LL" "1PHC F1Y+ WC8] G58[# 2WVBB"
Canada "4]8Q TLD7 9F32 43BVQ FB%11" "C+62 4Y#D 9LBN CVT3G D%+YY"
Egypt "VNJP [5YH LCYW LT#QL GCB22" "H&WQ T$J6 Y5$] DD#R] #76MM"
France "HG6N Q$%6 +$[5 T3B1T PLJ88" "HWTN QN%[ VHRD M+174 1VT%%"
Germany "P$YF H36] VNVL %H2F% ]98PP" "G32V YG[[ G]%L JF6%[ TPN[["
Greece "2]R% C[6Q T7+] #J373 HDC33" "7#62 48W6 #JM$ 96N2V B$]VV"
India "HV%2 4V31 1C5B +P7[7 NJH77" "163W 1H]] HTM3 M3JDC 854JJ"
Ireland "CC7P R6[Y W37+ ]M595 LGF55" "1PLF H3%P 74M9 7]%1Y LGF55"
Italy "PC8Q TC8C R435 3%RYR +[#RR" "#R+# ]YL7 7C98 4#H65 RNM##"
Japan "]"7VC F57V 9C[7 Q7VB% 632GG" "$VC$ %3CL 386W Q1]TR FB%11"
Scandinavia "[TC4 62$N 96PF 7F#RQ D%+YY" "V8MG JDYT C5M4 RV9PN B$]VV"
South America "N#WD GD3R J[%5 TVWDC 854JJ" "3%YR VR$B 376G BJ1DC 854JJ"
Spain "7R6N Q[9+ 6J]W LMN][ 2WVBB" "MVGB D+PV #7M3 W5B1Y LGF55"
Switzerland "7FVC F[6Q NR1T HJL#9 YTR++" "%9WQ Y]]Y T3+W VHDC3 3"
```

PROFESSIONAL

Australia "MP3J MYHT NW3W #Y\$85 YTR++"
United Kingdom "BL5M PDC[6F#3 D]%9C 965CC"
Canada "YM6N Q%FY RTQJ V8T7D #76MM"
Egypt "54F6 8BRP 9B49 CQBP5 TPN[["
France "6L3J M2FB 2R2] LVP#7 VQP]]"
Germany "C6F6 88L5 BLN[G%8GC 854JJ"
Greece "1BD5 7QDD T5[W [L2GF #76MM"
India "%DH8 #21[F+4P B]+YW JFD44"
Ireland "4[[V Y#MD Q9VM T6H65 RNM##"
Italy "833J MJ3H [QGP JR7ML +[#RR"
Japan "NJL#]MJJ 6TBB]DT+\$ 41YDD"
Scandinavia "8NWD GB%J 5\$W] 8+N#9 YTB++"
South America "8BL#]B]3 833N JR7ML +[#RR"
Spain "BW3J M2][1HW%]DT+\$ 41YDD"
Switzerland "36[V YP5Q Y9D%]DT+\$ 41YDD"

Some J's could be 5's and some 6's could be G's.

1.163 top secret

Press <F10> to skip levels.

Type in "MOOG" on the high score table. The screen will flash red, then next game there will be no collision detection.

1.164 torvak the warrior

On the high score table, type in "CHEAT...." (with as many full stops as you can fit in). Now when the game is loading, hold down the number of the stage you wish to start on or hold down <FIRE> and <1> to <5> to be transported to the level.

1.165 total eclipse

While playing, hold down <1> and <9> on the main keyboard while pressing <FIRE> to see the fireworks display.

1.166 total recall

On the title screen type in "LISTEN TO THE WHALES" and the screen should flip over. In game, you should have infinite energy. Also, when you reach the taxi level type in "JIMMY HENDRIX" for an indestructable cab.

First, go right, collect the gun, then run to the right and jump over the first lift. Keep running to the next lift, go up three times and walk onto the lift that is waiting when you arrive. Go up, then left and collect the gun. Now go right to the next lift and down once.

Go onto the next lift, and go up as far as you can see. Walk right, off the lift and run right to the next lift, picking up the object on the way. Go up on the lift, run right and go down three times on the next one that you come to. Run left, go down on the lift and run left again to collect the object. Run right to the first lift and go up, then go to the next lift and go up twice. Run right and go up on the lift once, then run and jump right. Collect the heart, run right, drop down through the hole and run to the exit.

1.167 tower of babel

When collecting klondikes, turn the grabber to face them and program it with <FIRE>, right, right, right, right and <FIRE> again. The game thinks that you have collected two klondikes so each level is only half as hard.

1.168 toyota celica g.t. rally

Press <C>, <ESC> + <C> or <CTRL> + <C> to finish race with time of 00:00:00.

1.169 track attack

Level Codes:

- 1 XZMHNKYCK
- 2 RDOTIHAR (Start in Level 25)
- 3 GELTCAMQ (Start in Level 39)
- 4 LVXBFKCH (Start in Level 56)
- 5 PHPXIYIG (Start in Level 71)
- 6 EKAGIZAJ (Start in Level 87)

1.170 trailblazer

On the title screen hold down <HELP>, <I>, <1> and <2>, then type "CHEAT". In game

- <F3> removes gravity
- <F5> changes ball shape
- <F6> changes the other players ball
- <HELP> hear laugh.

1.171 trained assassin

Let the demo start then press and hold down

- <2>, <4>, <Y>, <CURSOR LEFT> and <7> on the numeric keypad for infinite lives,
 - <A>, <T>, <.>, <4> and <ENTER> on the numeric keypad
 - Now <F1> to <F5> changes the level.
-

1.172 transarctica

On the option screen, place the mouse pointer in a corner of the screen and press <LEFT MOUSE>, <CTRL> and <ALT> all together to access the cheat mode.

Click in the top left corner-For the supertrain (fully loaded)

Click in the top right corner-For the superenemy (super enemy)

Click in the bottom left corner-For Superscenario (everything)

Click in the bottom right corner-For victory

1.173 transplant

Press <F10> on the selection screen to activate the cheat mode.

In the TeamWork Mode use "JMJAMFCAB" as the code. You'll have the best setup, 15 space ships and 201,000 credits.

1.174 transwar

On the title screen, type "ALEXANDRA" for infinite lives.

1.175 transworld

Load a saved game, you can now buy \$9.999.999 for free.

1.176 traps 'n' treasures

On the first title screen, the one before you are asked to insert disk {B}, type "SCAMAGIC". The screen should flash. During play press <P> for one extra life.

During play, type "PKLABAUTERMANNP". The screen will flash to let you know it worked. This will give you one free life. Type this whenever you want another life. You can only have a maximum of nine lives.

1.177 trax

Level Codes:

05 MNG8DTZ2SSS	35 JJADSEQEWWQ	65 ASCWTXSZDSS
10 JOPWTE0LS2K	40 ZTSCYVXAWOZ	70 IUWUZNMNBEW
15 KOPKSUWZQWA	45 POQWZHCNS34	75 LEQJHNXU232
20 MKHXB6SJHUW	50 JH1NBCXWZU3	80 KHNBIITORE
25 MUT4WELUDSA	55 PUIWE2XS8SD	85 GHDSMNEZW2S
30 LPRWTU1GFXS	60 OZEWZNXBHSD	90 IUWZMCXBZE0
	95 H8JDK83JDSD	

1.178 treasure island dizzy - codemasters

During play, type any of the following:

```
ICANFLY    lets you fly
EGGSONLEGS Invincibility
EGGONASPRING High jump
```

For moving around the map, stand as near as possible to the water. Hold down the keys <S>, <P>, <A>, <C>, and <SPACE>. Now, when you press <C>, you disappear and pressing <SPACE> makes you reappear. When you have disappeared, <M> makes the map move around.

Here are some objects, and where to use them:

```
CHEST      Below the Cliff
SNORKEL    In the water
GRAVEDIGGER SPADE In the grave on Island 2
MAGIC STONE Totem Pole (Island 2)
DETONATOR AND DYNAMITE Mine (Island 1)
AXE & BIBLE Bridge (Island 1)
POGO STICK Pogo place on ship
GOLD COINS The Shop
FIRE PROOF SUIT Smuggler's Cave (Island 2)
BRANDY     Shop
GOLD EGG   Shop
BRASS KEY  Smuggler's Cave
CROWBAR    Rock in Water
```

1.179 trex warrior - thalion

During the game intro, hold down <FIRE>, hold down the <LEFT MOUSE> and type "KILL THE DROIDS". A level select screen will appear. Use <CURSOR UP> and <CURSOR DOWN> to select level. During play use the following keys:

```
<F1>      activate the weapon cooler
<F2>      activate the shield reloader
<*> (keypad) select firepower
```

Press any of the following followed by a number <1>-<3>.

```
<W> Wasp <R> Assassin <J> Jumper
<U> Saucer <O> Stunner <L> Launcher
<G> Motar <H> Cloaker <B> Miner
```

When the game loads the Thalion intro screen (Thalion Logo) type any of the following:

```
"AAARRGH" Changes music
"SCHNISM" Makes the logo go up and down
```

1.180 trinity

To survive in Earth orbit you must find a round airtight object in the fantasy land. The snake can be distracted by feeding it but it prefers live food. The roadrunner will wake the dog but if you drop the crumbs there it will take some time for it to stop and eat them. Put Skiak in your pocket and head to the top of the vortex to stop the icicle from melting.

1.181 triple x

During play enter any of the following sequences (Press the keys do not hold them):

Press <F1>, <CURSOR UP>, <CURSOR DOWN>, , and type "ILMVS" for infinite lives.

Press <F2>, <TAB>, <SPACE>, <F6>, and type "RMADL" for infinite bombs.

Press <F3>, <W>, <O>, <M>, <CTRL>, <X>, <4>, <Y>, and <LEFT ALT> to enable level skip. Now press <ESC> to skip levels.

1.182 troddlers

Level Codes:

One player:

```

00 PREMIERE 26 ONEONONE 52 DROPEMIN 78 BOUNCEIT
01 BUILDIT 27 SIXROOMS 53 POSSIBLE 79 RAINDROPS
02 NOSWEAT 28 THETOWER 54 CLOSEUP 80 FIREANDICE
03 PYRAMID 29 GOFORHEART 55 FOOLSRUN 81 SLOWBURN
04 CLEAROUT 30 NEWTHING 56 JEWELPUSH 82 STALLEM
05 SPHINX 31 BOULERO 57 GUIDETRY 83 BADBOMBS
06 QUARTET 32 CRUELWORLD 58 WOTANSGO 84 SOLOMAN
07 CENTERIN 33 CRUELCUBES 59 LOOSEM 85 HELLSDITCH
08 REDGEMS 34 SLIPNSLIDE 60 YOURSOR 86 FIRSTFIRST
09 CROSSED 35 KEYX 61 SACRIFICE 87 GOODLUCK
10 SKIPAROUND 36 COLDCROSS 62 BOOMPARADE 88 TIMEHUNTER
11 PACKEDUP 37 STONEM 63 WAITFORIT 89 NODELAY
12 PILLARS 38 HARDROUND 64 ROCKBLAST 90 NOPULLPLUG
13 BZZZZZ 39 FIRSTGUNS 65 NOWASTEALL 91 GUNZONE
14 FIVEROWS 40 CROSSFIRE 66 FROMABOVE 92 BELTZENRUN
15 TIGHTTIME 41 RUNFORIT 67 SMASHHITS 93 BRIDGEMIN
16 EASYONE 42 NORULES 68 CRUSHRUSH 94 FALLOUT
17 TWOTRIBES 43 NOFARFALL 69 FIRSTFIRE 95 COLOURRUN
18 DONTMIX 44 RUNAROUND 70 BURNOUT 96 AUTOFIRE
19 HELPEMOUT 45 BADBIRD 71 RUMBLEHOT 97 SWEETHEAT
20 MEANONES 46 COVERTHEM 72 COCKTAIL 98 HEAVYDUTY
21 NOPROBLEMS 47 SAVEBLOCKS 73 BUGGINHARD 99 TWEAKY
22 TREASURES 48 GLAMOUR 74 MOREFUN
23 STOREROOM 49 HACKBACK 75 SPINAROUND
24 UPANDDOWN 50 ALOTODO 76 LETITOUT
25 TECHNO 51 UPSIDEOUT 77 ALLABOUT

```

Two Player:

01 BEGINNERS 16 SPLITTED 31 SPLITUP 46 FULLHOUSE
02 ROOKIES 17 RUSHIT 32 TARGETS 47 TWORANKS
03 HOPALONG 18 MIXUP 33 SLOWSQUARE 48 TRAPANDZAP
04 BRACKETS 19 NOPANIC 34 FLAKPASS 49 STAGEDOWN
05 SPARKLES 20 THEMACHINE 35 THEWALL 50 GRINDSLIP
06 DOUBLEPLUS 21 TEAMWORK 36 ROCKBOX 51 QUICKCUBES
07 LONGJUMP 22 DIVIDED 37 TWINGUNS 52 WORKOUT
08 RIGHTWAY 23 ROCKITOUT 38 GETHIMDOWN 53 TRAXMIX
09 TRIDENT 24 CLEARAWAY 39 DROPTURN 54 HELLTRACK
10 GUIDERIGHT 25 LOOKUP 40 TUFFJOB 55 GETDABLUES
11 JUSTDOIT 26 ONEOFTHREE 41 NOFALLDOWN 56 SHOOTNBLOW
12 ZOMBIEGO 27 QUICKBRICK 42 ICEICEBABY 57 SLOWFLOW
13 BADLAX 28 FROSTY 43 SWIFTLY 58 COOPERATE
14 TIMEAROUND 29 SURROUNDED 44 TAKETURNS 59 DENNISFAV
15 TOOMUCH 30 BOOMER 45 DELAYNPLAY 60 FINALE

Enjoy this codes too:

ZERO
ONE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN
ELEVEN
TWELVE
THIRTEEN
FOURTEEN

1.183 trolls - flair

Enter Sodapop level, but before hitting <FIRE>, push up on the joystick and hold down <K> while pressing <FIRE> to begin the level. Release the key only when the level has started. Now press <ESC> to complete the level.

1.184 tubular worlds

On the title screen when the title appears or on the options screen type "TODAY IS HER BIRTHDAY" (remember Y - Z switch).

Now use the following keys during play:

<1>-<7> Select various weapons
<S> Gives you an orb shield
<H> Gives you rockets
<I> Adds one to your shields
<E> Toggles infinite lives

<L> Not sure
<N> Skip to next level
<R> Restart current level

When you go to press one of the keys let off <FIRE>.

1.185 turbo outrun

After the countdown, type in "WEARPEEPEL". Now press
<D> to get more turbos,
<F> to see the ending,
<G> to lose a credit.

Pause the game, press <F3> and push the joystick forwards. You will get 10,000 points extra.

After the countdown, type "GERRINTAETHUM". Now use the following keys:

<T> Add time
<U> Jump to Los Angeles
<G> Game over
<F> Show ending
<N> Jump to next stage
 Restart current stage
<1>-<9> Stage select

1.186 turn and burn - flair

The passwords are written on the CREDITS screen!

1.187 turn it

Level Codes:
10 APRIKOSE
20 MANDEL
30 KIRSCH
40 PFIRSISCH

1.188 turrican

If you come to a bad guy that you don't want to deal with, leave the screen and then come back. The bad guy should be gone. Unfortunately this also happens to extra men and weapons.

Get a high score more than 20,000 and quit game.
It will go to the high score table. Type "BLUESMOBIL" and hit <RETURN>.
On the next play you will see 99 lives on the bottom of the screen, and have loads of mines, lasers, etc.

1.189 turrican 2

Press <HELP> or <SPACE> to get into the music menu, press <4> to turn off the music, then press <2>. After about 10 seconds of music, press <ESC> twice.

You can now start the game with infinite lives and power lines.

If this doesn't work press <1> onces or twice before pressing <4>.

1.190 turrican 3

During play type any of the following:

```
DESTRUCT  Infinite devastating gargantuan bombs
ETERNITY  Infinite energy
BEAMMEUP  Skip levels
ROLLING   Infinite rolling energy
```

1.191 ufo - enemy unknown

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.

Your will be able to use alien weapons even though you did not collect the technology from them, however you will have to Research the alien weapons technology. Same for UFO construction. You will have Acess to researching all avaiillabe (or most) UFO ships and Alien life forms, including researching the cyclona bust (or whatever) which will enable you to go to mars and beat the shit out of the alien base. only an avenger can fly to mars..and equip your players with fusion ball launchers and the most destructive weapons available for mars..no stun..just kick arse!

In order for the Cheat to work..you must FIRST construct all 3 bases on earth. Try to spread them out wisely!

Once you have done this, save your Game and use a file-editor to edit the file.

change all the values to FF ex:

```
ffffffff ffffffff ffffffff ffffffff
ffffffff etc...
```

078 to 0F8 (Full Weapon for Base 1)

0F9 to 135 (Full Weapon for Base 2)

136 to 172 (Full Weapon for Base 3)
 248 to 257 (Get all Jets and game Solution ??)
 2E0 to 2F3 (Collect all alien life forms ?)

314 to 317
 The Value for money must be set to 3B9AC9F8 for 999,999,999 dollars US.

The awesome thing about this hack is that you also get to research and build all the advances buildings such as psionic lab and fusion ball befences etc.. early in the game!!

Also..after changing all the weapon values, you only need to manufacture one of each item, and your inventory will indicate yu have 255 or 226 of these items! (Although some items may be in the research window..they might already be avaiilable i.e.:Flying suits!)

Best of all..you get a shit load of elyrium !!!!!!!!

One draw back is that I was not able to find out the location for the UFO power source and UFO Navigation. Once you get these from a mission, I am not sure if these items will go to 256 (items) or you might have to re-edit the save game file to update/refresh your FF's.

Weapon storage buildings are not necessary when using the cheat..although it might help to build 2 or 3 of them.

One problem is the fact that your bases will have 255 scientists and 255 technitians (or whatever, can't remember their title). so you will not be able to purchase soldiers in bases 2 and 3 until you build enough Living space for all the 255 scientsts and other dudes and the soldiers themselves. you can try selling Scientisis etc to make space.

A Formidable ship is the Avenger with Fusion ball launcher/Ammo!

NOTICE: When editing, be sure to have the Current sector and ending sector at the same location, and above all..backup your save game file.

1.192 ugh!

Level Codes:

1 FREISCHTIEL	24 JOHANNGAMBOLPUTTY	47 ASCOTSMANONAHORSE
2 SELBSTLAEUFER	25 TRAINSPOTTING	48 KEITHMANIAC
3 HENNABREGGL	26 BICYCLEREPAIRMAN	49 NOTGOODENOUGH
4 PFANNEHEISS	27 IRVINGCSALTZBERG	50 STILLNOTGOODENOUGH
5 SOICHGOMBASEPP	28 THEENDBERG	51 NUDGENUDGE
6 2PFUNDHACKFLEISCH	29 HOWTOFLINGANOTTER	52 THEWOODPARTY
7 DOGODDEREIG	30 THECATSATONTHEMAT	53 THESENSIBLEPARTY
8 SPAMSPAMBEANSNSPM	31 CONFUSEACATLTD	54 ADOPTADAPTNIMPROUE
9 SEMPRINI	32 DISTACTABEE	55 HELLOSAILOR
10 PROFJGUMBY	33 MITTELSCHMERTZ	56 ARTHURTREE
11 CONFESS	34 INSPECTORTIGER	57 ABLOCKOFWOOD
12 MITTERMEIER	35 LOOKOUTOFTHEYARD	58 LIONTAMING
13 DIESCHNICKIRNGST	36 FISHTREQUISITTTTE	59 RONOBVIOUS
14 INTERESTINGPEOPLE	37 ARTHURFIGGIS	60 CHANNELJUMP
15 INSURANCESKETCH	38 CRUNCHYFROG	61 TUNNELINGTOJAVA

16 ITSTHEARTS 39 SPRINGSURPRISE 62 MAURICEZATAPATIQUE
17 ARTHURWOSHEDS 40 WALLYWIGGIN 63 KENBIGGLES
18 HAROLDTHESHEEP 41 SIXTEENTONWEIGHT 64 ALIBAYAN
19 PICASSOONBICYCLE 42 RASPBERRYKILLER 65 KENDOVE
20 SPANISHINQUISITION 43 SCOTTOFTHESAHARA 66 TIDDLES
21 LUIGIVERCOTTI 44 BISHOPOFEASTANGLIA 67 THENAKEDANT
22 JIMMYBUSSARD 45 POLLYTHEEXPARROT 68 KENSHABBY
23 KENCLEANAIRSYSTEM 46 EWANMCTEAGLE 69 ALBATROSS

1.193 ultima 3

Visit lord British to get extra hit points of up to 550. There won't be any sea monsters if you own two ships. The moon gates open about every seventy to ninety moves.

1.194 ultima 4

The candle of Love can be found in the township of Cove. You can find the altar rooms in level 8 by peering at a gem and searching each room. The secret passage can be found in the chamber of ANKH.

1.195 ultima 5

You can fight for money but don't steal food. It can be bought in Moon-glow. Look in the chambers of Lord British for the magic carpet. The cities and shrines are almost the same as Ultima 4. You can find people in every town who know the passwords to the dungeons. You will need to get an item from Empath Abbey to climb the mountains before completing the game.

Starting Off

When first starting the game you will find yourself in a hut in the middle of a thick forest in the NW of Britannia. Before you leave this hut have a good look around, not only inside but outside. Find the horse and talk to him. You should save your game before you venture out into the wilderness this will save you having to go through the stuff at the start again if you happen to get killed. I recommend that the first place you visit is the Castle of Lord British. Getting there should be simple since now you know where you are. Just make your way East to the Dragon Spine Mountains and then follow them south until you find the way through. This appears on your map as a plain brown area. Save your game along the way incase you run into some monsters and get killed.

Exploring and Mapping

Again in this type of game accurate map making is very important, map everything, Towns, keeps, lighthouses and especially dungeons. Mark in all doors, secret doors, traps and ways up or down. And label things like Inns, taverns, Guilds, Apothecaries, pubs, shipwrights etc. Some

times it will be necessary to visit one place more than once so if a certain person tells you to get a piece of information from somewhere else then make note of where he or she was so you don't have to go searching again when you return. Once you have found a Sextant (and there is one to be found) make a list of all the localities and their grid references, it will help. You will notice that there are a lot of inscriptions or runes around the map. Make an effort to translate all of them into English, you will need to know where some key locations are later in the game.

Finding Your Party

Unlike other Role Playing Games in Ultima you must find your party and not create it. Since Ultima IV (Quest Of The Avatar) the rest of your party have gone on to live there own lives and do other things, you will come across them in your travels and you should allow them to join you once again. If you are new to Ultima you of course won't know who I am talking about, when you come across them they will recognise you. But I will give you a list of all of them and where to find them,

Jana Secret passage under the town of Yew
Mariah The Lycaeum
Katrina New Magincia
Gefory Buccaneer's Den
Dupre Bordermarch Keep

You may only have six characters in your party at any one time so you must choose who you will have.

Dungeons

Some of the dungeons you will delve into are very intricate, accurate mapping is a must. I don't find it necessary to map dungeon rooms, I just represent them as a square with an 'R' in it. If the room contains a way up or down I just put a little up or down arrow in the square. Some rooms will have secret panels that you must push or walk over in order to open up other parts of the room. Sometimes you may have to throw something like an axe in order to activate a panel, or open a door. It's a good idea that when you have defeated all the monsters in the room to walk around a bit and push things in order to see if there are any secret passages. A good guideline to follow is that if the word "Victory" doesn't appear when you have killed all the beasties there is something more to do.

Combat

Get into as much combat as you can. The more experience points you have the more levels you will gain, and the stronger you will become. What's different about the combat system used here is that the character who kills the monster gets the experience points, instead of everybody getting there share. So try and give everybody there share of kills, so you won't have some characters falling behind in levels. Having a mage that can cast spells from the 8th circle is a must, spells like Cone Of Energy really come in handy in the latter stages of the game. Although getting to the 8th Circle takes a long time. Don't keep weapons that are of no use, sell what you don't want.

The Underworld

The Underworld is a big place and you must go there a few times in order to recover certain artefacts. I always used a different save disc when I visited the Underworld, it's a very hard place to map and you will get a lot of combat practice. Getting lost is very easy to accomplish, so take plenty of magic gems with you. You will also notice that there isn't much light in the Underworld so make sure that you have plenty of torches and enough of the appropriate reagents to mix a lot of Vas Lor (Great light) spells.

1.196 ultima 6

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! It 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 (Lycaenum)	37b,1aa,0
Ephemerides (Lens Maker-Lycaenum)	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:
 Entrance 84,35b,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

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 ginseng 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 spirituality
0249 humility
1417 britianna lens
1419 garg. lens

1.197 ultimate bodyblows cd³² - team 17

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

"MEANTEAM" Unlimited continues
"HARDCORE" Invincibility

1.198 un squadron

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

1.199 under pressure

Type in "GRAYMALKIN" or "GRYMALIN" while playing.

<F1> - <F4> will skip levels

<1> - <9> will give you all the weapons

1.200 uninvited

To get past the ghostly lady, go towards the hall from the stairs, enter the storage closet and take the No-Ghost bottle. Open the bottle and go back to the hall. Operate the bottle on the lady. To get past the dogs, say "INSTANTUM ILLUMINARIS ABRAXAS" to them. You will find a key if you operate the knife on the left chair in the lounge. This key is used to open the cabinet in the master bedroom. In the cathedral, say "SPECAN HEAFOD ABRAXAS" to the plaster head.

1.201 unreal

On the animation screen featuring the 3D balls, type "ORDILOGICUS" and press <RETURN>. The screen should flash white or colors. You now have unlimited energy on the next play. Skip levels by pressing <RETURN>.

1.202 The Untouchables

On the title screen, type in "SOUTHAMPTONGAZETTE" (or with space before G) and the screen should flash. Then while playing, <F10> will advance you a level. On levels 2, 3 and 6, with the cheat mode on, pressing <HELP> will take you halfway through the level you are on.

Pause the game then type these codes to skip levels:

- 1 Bride Rolls
- 2 Mac N Alley
- 3 Kid Zapping
- 4 A Nit in Time

1.203 valhalla

Level Codes:

- 2 The Sanctuary "LOPFGW"
- 3 The Chapel "UHGWIL"
- 4 The Tower "ABHEFT"

1.204 vaxine

Start the game as normal, then type in "WILDEBEESTE" or "WILDEBEAST". Now you can press keys for various effects.

- <F1> go up a level
- <F2> go down a level
- <F3> go up 10 levels
- <F4> go down 10 levels
- <F10> to go up a level and get a bonus

1.205 vector storm

Level Codes:

- 2 KKBBS 3 ED209 4 C3POZ 5 CWM1B
- 6 MF2DD 7 CCCCC 8 QWERT

1.206 venom wings

When the scrolly Thalamus logo appears type in "IDJ" or "LJG" or "JLG" and the screen should flash. You should now have infinite lives.

1.207 venus - the flytrap

Passwords

- Level Two The Frozen Wastes MANTIDAS or MANTIS
- Level Three The Dead City CICADAS or CICADES
- Level Four Wood World PSYLLIDS or PSYLIDS
- Level Five The Caverns PIERIDS
- Level Six Death Valley SATYRID or SALTYRID
- Level Seven The Creeping Swamp LYCAENID
- Level Eight Tech World PYRALID
- Level Nine Translucent Plain NOCTUID
- Level Ten The Stygian Creek NO PASSWORD!

Type...

- JUPITER infinite time
 - PLUTO infinite ammo
 - MARS access to all weapons
 - MERCURY constant flying ability
 - SATURN try this yourself
-

1.208 veteran

Press <HELP> to skip a level.

1.209 videokid

During play, type "KILLKILL" for five lives and the best weapons.

1.210 vigilante

Enter your name as "GREEN CRYSTAL" or "POOKY IS MY PAL" into the high score table then, while playing, pressing
<F1> will give you extra lives and
<F8> will advance you a level.

1.211 viking child

All codes are listed below:

Level 1: IMAGITEC
Level 2: JOJOSM
Level 3: GUSTAVUS
Level 4: NINJADL

1.212 vindicator

Level Codes:
2 VALSALVA MANOEUVRE
3 EUSTACHIAN TUBES

1.213 virus

While playing, hold down <ENTER> on the numeric keypad and press <P> to pause. Keeping <ENTER> down, press <O> to unpause. Everything will look normal except for an extra bar below the altitude gauge. Now pressing
<C> will toggle special effects on/off,
<D> for demo on/off,
<F> will replenish lost fuel,
<L> will add one missile,
<N> for cheat mode on/off,
<O> activate demo mode.

1.214 viz

On the selection screen, type in "WHAT A GREAT LOAD OF BOLLOCKS" or "... OF BULLSHIT" or "WHAT A LARGE SET OF BOLLOCKS" (be creative with the points) and the border will change color. Now on that same screen, press a number <1> to <5> (on the main keyboard) and press <FIRE> to skip to the corresponding level.

1.215 volfied

Get a score of exactly 10 points and press <ESC> or the key right under <ESC>. Now go to the difficulty setting and scroll through the options. You will notice a new option (CHEAT). You can now start on any level with infinite lives. Your shields will also last longer and the little enemies can't kill you when they run into your path.

1.216 voodoo castle

A rabbits foot is great for good luck in the lab.

1.217 voodoo nightmare

This hint will make the game somewhat easier to play. You have probably noticed by now that all the nasties go to sleep at night. When you pause the game, the day/night timer still runs. Thus it is possible to play only during the safe night periods, and pausing the game during the dangerous daylight.

If you're cursing Voodoo Nightmare, here's how to obtain the last few pins to help you to destroy the Witch Doctor.

MISSION 1: Feed the monkey on your back bananas. Eventually, this will give him a bad case of diarrhoea, and he'll run off to a secluded spot.

MISSION 2: Reunite the lion cub with his mum. Look in the tree trunks.

MISSION 3: Save a sick native, buy medicine.

1.218 voyager

On the title screen type in "WHEN THE SWEET SHOWERS OF APRIL FALL" and a forth option will appear. Select this option and you have access to three different types of cheat: infinite shields, infinite fuel, and all the equipment.

If you press <ENTER> on the main option screen, when the cheat mode is active, you have access to an object viewer:

<SHIFT>, , <HELP> cycle through objects

```
Cursor Keys   rotate object
<7>          decrease size of object
<4>          enlarges size of object
<SPACE>      return to Main Menu
```

In game:

```
<F1>  Go down a level
<F2>  Go up a level
<F3>  Cycle through languages
<F8>  Game Position
<F9>  Data on object
<F10> Frame rate
```

One final note. Make sure you check out object number 0058 !!

1.219 wacky races

During play, type "ARBALETH" for 100 lives. Press <S> to advance levels.
(The lives won't show until you die once)

1.220 walker - psygnosis

As soon as you appear on level two (don't move the walker at all),
type "EAT LEAD MUDDY FUNSTER".

1.221 war in middle earth

Here are the locations of some of the objects in the game:

```
Tuckborough      Black Flask
East of Buckland  Wooden Staff
Grey Havens & Michel Delving  Blue Potion
Forlond           Black Flask
South of Forland  Palantir
Belegost         Mithril Mail
Bombadils' House Elven Blade
Barrows Downs    Elven Blade
North of Barrow Downs  Elven Blade
West of Annuminas Golden Sceptre
South of Ost-in-Edhil  Ancient Sword
Rivendell        Mithril Mail
Lorien           Elven Cloak, Glowing Phial, Coil of Rope
North of Grebor   Dwarven Hammer
North of Dol Goldur  Dwarven Ring
South of Mount Gram  Black Flask, Red Arrow, Mithril Mail
```

If Gandalf goes to Derdingle, 1,000 huorns will go to Hornburg and 1,000 Ents will go to Isengard. Aragorn can be found at Bree and Merry can be found at Buckland. Five-hundred trolls can easily handle everyone from

Minas Tirith, Osgiliath and Cair Andros.

1.222 war in the gulf

On the filing screen, pop up a file and type in "Let Me Cheat!" or "Let me cheat!". Type it exactly as it's shown. Now click on the reset button, and go into the game. You can now choose to go to any of the squares on the map.

1.223 warhawk

After loading, press <F3>. When you start the game, a blue blob appears on the screen. Pick it up and you get infinite power.

1.224 warhead

The very first time you attack the berserker, hit him with everything you have, including the MDC. He will then keep following you. When Solbase says to take him anywhere, go to CH010 and he will get sucked into a black hole.

To evade missiles, your best bet is to fly away backwards in front of them at a range of about 3000 m.

1.225 warzone

On the title screen, press <F1>, followed by <F2>, followed by <F3>, and you will get infinite lives. (all at same time ?)

1.226 wayne gretsky ice hockey

While you are playing the game and powering up the rink towards the opponent's goal with the puck in your possession, press <?> to remove your opponent's goalie from his goal area. He'll reappear in a forward position so you'll be outnumbered, but it is better to have an open goal.

1.227 weird dreams

While playing, in the hall of mirrors, walk into the rightmost mirror as far as you can go without passing to the other side and tap out "SOS" in morse code with the <HELP> key. That's '... --- ...'. 3 stabs of the <HELP> key in succession followed by 3 presses of about 1 second followed by 3 stabs again in succession. This should give you infinite lives.

1.228 wicked

What the tarot cards mean, with an explanation:

SUN Arms you with eight-way autofire.
 STAR A little star joins you, and fires when you do.
 DEATH Gives you an extra life.
 HANGED MAN Eats away at your time limit.
 MOON The forces of evil hime in on you.
 WHEEL OF FORTUNE Gives you energy, or takes it away
 LION Shields you from evil forces.

1.229 willy in the castle of dreams

1 none 2 GLUB 3 TRIFF 4 FRUIT 5 XYZZY 6 FLUSH 7 HIFI
 8 FLASH 9 XENON 10 JOHN 11 LENIN 12 TURBO 13 BOOZE 14 ZEFF
 15 OMEGA 16 TBEAR 17 AHB 18 SHARK 19 PUMPY 20 DROBB 21 KIMMY

1.230 windwalker

Level Codes:

6 BEAR 11 DOLPHIN 16 FALCON 21 CROCODILE
 2 BADGER 7 BARRACUDA 12 WHALE 17 CONDOR 22 PYPHON
 3 BOAR 8 MANTA 13 RAVEN 18 PHOENIX 23 HYDRA
 4 WOLF 9 OCTOPUS 14 OWL 19 VIPER 24 DRAGON
 5 LION 10 SHARK 15 HERON 20 COBRA 25 WINDWALKER

1.231 wing commander

From CLI ChangeDir (CD) to the directory where WC is installed or DF0: if playing from floppy. Now type "Wing h0 Origin&tonic" and press <RETURN>. Make sure you type it exactly as shown. Now during play hold down <SHIFT> and press <F5> to destroy any targeted target.

s 1-13 Pick the System where you start
 m 0-2 Pick the mission you start at
 -k You are immortal

Number of System:

1 Enyo 8 Port Hedland
 2 McAuliffe 9 Kurasawa
 3 Gateway 10 Rostov
 4 Gimle 11 Hubbles Star
 5 Brimstone 12 Venice
 6 Chengdu 13 Hells Kitchen
 7 Dakota

1.232 wings

Each letter of the word WINGS on the main title screen does something. Hold down <RIGHT MOUSE>, now hold down <CTRL>, <LEFT SHIFT>, and <LEFT AMIGA>. Now click on a letter with the Left Mouse Button. The effects are:

- W Toggles music on/off
- I Turns <CAPS LOCK> into an autofire button
- N No flight school missions
- G Guess (Dunno what this does!)
- S Saves game without having to exit game

Alternatively, go to flight school, and click on the bullseye on the plane up the top of the screen with the Left Mouse Button. You will be taken back to the main menu. (some versions may ask if you want to quit - say no!) Now return to flight school if you have to, and create a new pilot and call him "Orca The Killer Tomato" (it IS case sensitive so type it in exactly as it appears here). Orca already has his wings and is the best at all the skills.

To access a large menu of options, go to flight school, create a new pilot and name him " Who is The Riddler" (yes, two spaces at the front and it is case sensitive). But, instead of pressing <RETURN> to enter the name, hit <ESC> instead. Now you can choose to run any or all of these yummy cheats!

BALLOON BUSTING- The first thing to do in Balloon Busting missions is to take out the AA gun. It isn't too hard so give it a try.

DOG FIGHTS- When involved in a dog fight with other planes always attack from above. This is because if you attack from below the other plane will climb which is very annoying. By attacking from above you drive the other plane down rather than up.

BEING TAILED- When you are being tailed hold the joystick to the bottom-right. You should turn off to the right and out of the other planes line of fire.

1.233 wings of death

Type "SPELLBINDER" on the mainmenu. If you start the game now, you'll get a requester which lets you choose any level. You'll also be able to select weapons with the function keys.

1.234 wings of fury

Type "COLIN WAS HERE" to activate the cheat mode (A message will scroll across the bottom of the screen if it worked), now use the following keys:

- <P> Gives you 9 planes
- <C> Change your weapon

<M> Gives you 99 items of the weapon you are using
<D> Immunity
<F> Refuel
<R> Adjusts your weapons

This cheat doesn't work if you play Wings of Fury on an Amiga equipped with Kickstart version 2 or higher (but if you use the Kickstart v1.3 emulator it works fine).

1.235 winzer

In the city you should go inside the advertisement-agency, turn on the European TV and then turn all the numbers to 9's. This will give you a lot of cash.

1.236 witness

There is nothing you can do to stop the murder taking place. Make sure that you examine the keyhole of the clock closely. A good hiding place is the couch. Ask Duffy for hints - he can be quite helpful. Search the Butler after the crime.

1.237 wiz 'n' liz

Recipes:

Apple and

Apple	Free bonus letter
Strawberry	Opens exit door (or awards points)
Banana	Opens shop (or awards points)
Orange	Fruit randomiser
Carrot	5,000 points
Potato	Friendship spell
Cabbage	Time Doubler (once only)
Mango	75 stars
Lemon	100,000 points
Onion	Magic ruby
Pear	Me and my shadow!
Cherry	150 stars
Avocado	Toggle Grassland door
Mushroom	Fruit returner spell

Avocado and

Avocado	All Bonus letters given
Mushroom	Extra life

Banana and

Banana	Oh no! It's Lemmings
Orange	Absolutely nothing!
Carrot	50 stars
Potato	Open hint shop (or awards points)
Cabbage	Sale spell
Mango	Toggle Templeland door

Lemon Turns fruit into time
Onion Catch!
Pear Turns fruit into points
Cherry Tortois
Avocado 45 extra seconds
Mushroom Slow Timer

Cabbage and
Cabbage Letter Basher sub game
Mango 25,000 stars
Lemon No invisible letters
Onion 5 seconds extra time
Pear Toggle Deadland door
Cherry Shadow lands
Avocado 50,000 points
Mushroom Wabbitoids sub game

Carrot and
Carrot Sound test
Potato 20 seconds extra time
Cabbage Diddley squat
Mango A bunch of bananas!
Lemon 80 stars
Onion Fruit preserver
Pear Wabbit invaders
Cherry 1 star and 100,000 points
Avocado 5 stars
Mushroom Turns fruit into stars

Cherry and
Cherry Bounce sub game
Avocado Fruit increaser spell
Mushroom Skip a level spell

Lemon and
Lemon Swap bonus letters
Onion Random extra points
Pear Double stars (in level)
Cherry Disassembly clue
Avocado 1 star
Mushroom 1 second and 300 stars

Mango and
Mango Double time icons
Lemon Random extra stars
Onion Toggle Desertland door
Pear 100 stars
Cherry 1 second extra time
Avocado Ha ha!
Mushroom 250,000 points

Mushroom and Mushroom Magic sapphire

Onion and
Onion No dying wabbits
Pear Magic mushrooms
Cherry 20,000 points
Avocado 125 stars
Mushroom Cheeseburger

Orange and
Orange 1 point
Carrot Blue wabbits
Potato Snake sub game
Cabbage Cunfusius

Mango Random extra time
Lemon Chance sub game
Onion 30 seconds extra time
Pear 40 seconds extra time
Cherry Toggle Lunarland door
Avocado 10,000 points
Mushroom Tube skiing sub game

Pear and
Pear Finder sub game
Cherry 175 stars
Avocado 200 stars
Mushroom 50 seconds extra time

Potato and
Potato Toggle Treeland door
Cabbage Game over (joke)
Mango Magic emerald
Lemon Guesser sub game
Onion Not a sausage
Pear Gold rush sub game
Cherry Toggle Mineland door
Avocado Toggle Snowland door
Mushroom 250 stars

Strawberry and
Strawberry 10 seconds extra time
Banana Magic diamond
Orange Splat those dudes sub game
Carrot Point doubler (once only)
Potato Web wabbits
Cabbage Gween wabbits
Mango Wheel spin sub game
Lemon Trip a tron
Onion Stormy weather
Pear Pong sub game
Cherry Stars 2x (once only)
Avocado Double bonus
Mushroom 1 point and 60 seconds

1.238 wizball

While playing, pause and type in "RAINBOW". Then unpause and press
<C> to fill the pot,
<S> to complete the level, and
<T> to complete the game.

1.239 wizbiz

Put the token in the slot in the Gargoyle. To get ahead, drink the beer. Give the water demon the earrings to keep him happy.

1.240 wizkid

Go to the shop with all five stars and over a hundred pounds, and buy another star. You'll get an extra hundred pounds. You can achieve the same by getting the balloon back to the shop and buying another balloon. This can be done as many times as you want.

A secret room on the first section will warp you to any level in the game. Simply buy the token from the shop and exit as the body. Now go down the well and enter the Gents toilets. Use the token on the bubble gum machine and you'll fly up to a secret room with another Gents toilet door and an exit. Go through the Gents, then you'll appear in a room with a Ladies and Gents door. Go over to the right and enter an invisible door (Go to the far right and it should be found there). Now go through the Gents to the following patterns to enter the desired section of the game.

The directions for the various choices are given below.

If you choose the wrong door or wish to return to this screen, go through the invisible door on the right.

Ladies (L) Mens (M)

ROUND 2 L M M M L

3 M L L M M

4 M M L M L

5 L L L L M M

6 L L M M M L

7 L M M L M M

8 M L M L M L

9 M M M L M M

CONT. M M M M L L

SOUND TEST L L M M L L

SUB GAME M L L M M M L

1.241 wolfchild

On the title screen type "THE PERFECT KISS" for infinite special weapon while your the wolfman.

On the option screen type "SOULPSYCHEDELICIDE" for a full active life meter.

During play type "ITS NOT ALL WALKING" and when your game ends a new option will be waiting for you on the options screen. This new option will let you start at the last level you were on. No good if you didn't get past the 1st level.

NOTE: You may only have one of the above activated at a time. I suggest you use one of the 1st two and when your on you last life and close to death type the 3rd one. Now go to the option screen and type the second one. This will allow you to continue at the last level completed and give you a full active life meter. Repeat if needed.

1.242 wolfman

Find the key under the lid. To get the book, insert, push, and remove the key. To find the flask, go to the weed, then go north, west, then south. When you get the flask, fill it by the stream. To get out of the ungetoutable room, do this: open the chest, get the garment, remove the doublet, burn it, wear the garment, examine your hands, wash them, look in the mirror and wash your face. You can avoid killing the traveller on the bridge by looking at the water and closing your eyes. In the caves, throw the flint to get past the skeleton. When you see the hunters by the fire, look around, climb the tree, look around again, then drop the touch powder on the fire.

1.243 wonderdog

Level Codes:

2 LEMONADE
3 PHARMACY
4 ULTIMATE
5 DANIELLE
6 LUCOZASE

When you find a hidden bonus room during play use the cursor keys to move around (up and down are reversed). If you scroll the screen all the way to the right and let wonderdog go off the right side, he will appear back in the main game, but will start walking to the right and the level will end.

1.244 wonderland

Compilers note: This is a partial solution, but the complete solution should be in the next release, so stay with it, WONDERLAND freaks!

Start:

East, Get pear, Go west, Go west, Wait for rabbit, Follow rabbit across field, Down hole, Get jar.

Underground:

Move leaves, Get key, Go to hall, Get bottle from table, Get box from under table, Wait for rabbit, Get fan and gloves, Go to music room, Take music sheet when chair is near piano, Stand on chair and drink potion, Open piano and Enter it, Get key and Leave piano, Get C Key, Go to closet, Open it with C Key, Get overalls, Get hanger and card shoe, Go to hall, Open fan and use it, Wear overalls, Wait for rabbit, Open curtain, Open tiny door with G key, East.

Gates:

Get stick and Go along wiggly path until you come to fork, Take fork.

Rabbits House:

Go to rabbits house, Get peg from line, Untie line, Take line, Open door and Enter, Go up, Open clock and get card, Look in basket and Get pouch, Go down to kitchen, Get egg, Get cup from cupboard, Go to garden, Move

heap with fork, Get card, East, Put hanger in vice, Pull hanger, Open Vice, Go upstairs to rabbits bedroom, Put music under door, Put wire in hole, Get music, Get key, Drop music, Drop hanger, Open door with key, Enter, Get bottle from shelf, Get fan and gloves from drawers and bed.

Palace Grounds:

Go to palace grounds, Get gardening gloves and Wear them.

Beaver Hole:

Go to Beaver hole, Enter hatch, Get lard from tub, East, Get tea chest, South-west, Fold napkin and Take it, East, Get sack and Open it.

Walnut Tree:

Go to Walnut tree, Up, West, Tie line to limb, Drop line, Down, Get hedgehog, Put it in sack and Close sack, Go up.

Duchess's House:

Go to Duchess's house, North, East, Put peg on nose, Remove gazettes, Get card, Get lens from case on bookcase, North-east, East, Remove shoes and Drop them, Get slippers from under bed and wear them. West, South, East, Pull rope, West, Get knife and key from table, (All the following in ONE command!:) Open cupboard, Get jug, Close cupboard, East, Pull rope, West, North, Down, East, Open cabinet with glass key, Get pass.

Fountain:

Go to fountain, Hold potion bottle in mist.

Horse Chestnut tree:

Go to tree, Fill saucer with cream from jug, Get sugar.

Mushroom:

Go to Mushroom, Give sherbert to caterpillar (note which side of the mushroom gives what effect), Cut left/right side of mushroom with knife (you need one piece of growth mushroom and the rest, shrink mushroom, put in separate containers and keep track of it).

Palace:

Go to Palace, Enter and show pass to guard, Give pink gloves and fan to Rabbit, West, Get hook from coat-of-arms, Go to conservatory and get handle, Go to throne room, Get growth chunk and Eat it, Stand on Queen's throne, Pull bell pull, Get down, South, Get card, North, Go to kitchen, Get steak, South-West, Open door with cellar key, North-East, Ask Chef about paper, Go upstairs to landing.

1.245 woody's world

Normal Level Codes:

First AHEAFALK

Second OIEAFAFF

Third OIHAFAIK

Here are the level codes for all the levels, even the bonus levels. These codes will let you start the game at different locations

without having any of the levels completed. These codes may not work on all versions, as there are different versions of the game.

Lava Castle BHEAEALK Checker Castle BHEAHAIK
The Cave BHEGAJK Fishy Castle BHEABAOK
The Mines BHEAAAPK Cog Castle BHEADAMK
The Outside BHEACANK The Cloud BHEANACK
Stepping Stones BHEAMADK Conveyer Belts BHEAPAAK
The Boats BHEAOABK The Cave BHEAJAGK
The Boats BHEAIAHK The Outside BHEALAEK
Stepping Stones BHEAKAFK The Lost Castle BHEAFBKL
Bonus Round BHEAEPLL Bonus Round BHEAHBIL
Bonus Round BHEAGBJL

Other Codes:

Steam Castle AHJBEAEA
Fishy Castle MODNAAOG
Lava Castle OKDNFAPK
Checker Castle MPDNGAMF
Cog Castle MKDNCAIK
Conveyor Belts OIHMOACO

1.246 world games

In sections which require you to beat the clock, hold down the fire button to qualify in under a second.

1.247 wwf 2 - european rampage

Tap <F10> ten times during play to freeze your opponent. You can now beat them up as much as you like, but try not to knock them down as you won't be able to get them back up.

1.248 wwf wrestlemania

Go outside the ring and pick up the steel chair. Now hold down <FIRE> and move around with your opponent and you should be able to wollop him with the chair and drain his energy. Now all you have to do is pin him down in the ring to win.

When you are about to go into a joystick waggling battle, follow these steps:

A Pause the game.

B Plug the mouse into the joystick port you are using.

C Unpause the game, and move the mouse rapidly from side to side.

(This will enable you to waggle quicker than your opponent)

D When your character has won the move, pause the game and plug the joystick back in.

Repeat this whenever you get into a grapple.

Place the chair outside the ring (next to the bottom left turn buckle) just up a bit. Now jump into the ring and you should have the chair.

Climb up on to a corner post, and instead of jumping into the ring, jump the other way. Weird gravity!

Pause and type "HULKHOGANWEARSTIGHTYELLOWKNICKERS" and then unpause the game. The fight will then finish with you as the winner.

During a two player practice game, get 1 player to climb onto the top of the top left turnbuckle, then get player two to be as close as possible to him. Player two should drop and kick the player, then he will turn into a "ghost". He can pick up the chair and take it into the ring. Press <ESC> then compete for the title, and the chair will still be there.

1.249 x-it

Level Codes:

031	112133	061	881592	091	656089
002	033028	032	153902	062	074340
092	915915	003	555925	033	545463
063	653666	093	894814	004	567597
034	229533	064	832898	094	670706
005	276614	035	014223	065	396678
095	133480	006	517375	036	234451
066	973313	096	588887	007	877535
037	979935	067	901766	097	571141
008	829508	038	386485	068	047778
098	682057	009	287682	039	508960
069	815026	099	861724	010	221620
040	254507	070	723544	100	271428
011	728441	041	463036	071	856924
101	395485	012	640537	042	680022
072	560343	102	923444	013	558170
043	501573	073	488567	103	326583
014	170088	044	214071	074	139351
104	012011	015	688631	045	780790
075	072481	105	309363	016	450418
046	336169	076	798082	106	768552
017	898476	047	112405	077	271656
107	496664	018	095909	048	114077
078	433733	108	684294	019	589611
049	146231	079	967373	109	692412
020	394659	050	459776	080	218428
110	460855	021	068948	051	175906
081	198057	111	898518	022	665513
052	488304	082	150866	112	497921
023	541442	053	680380	083	832299
113	240354	024	112954	054	250290
084	143651	114	054147	025	293292
055	772930	085	437522	115	254534
026	035134	056	993616	086	761094
116	231584	027	758975	057	035767
087	289574	117	190812	028	016091
058	407532	088	527851	118	861693
029	035991	059	517476	089	450436
119	492343	030	486351	060	611479
090	340540				

Code for hidden level: 784122

1.250 x-out

In the shop, buy the most expensive ship (white bug-shaped ship) and the cheapest satellite (single orange coloured laser), then with the satellite, click on the box that displays your current money level, and it will now change to 500,000.

Insert the disk, and hold <BOTH MOUSE> until the title screen appears. When you're in the shop hold down <HELP> and for a few seconds, now choose your ships as normal, but you have infinite energy.

To get more cash at the beginning of the game, select the smallest ship (the one at the top), then the weediest laser (the orange one with single beam), and place it on the shopkeepers nose. Hit <FIRE> to get the cash boost!

1.251 x-poker

Level Codes:

```
02 APOCALYPSE 07 STARMAN 12 EXCALIBUR
03 ODYSSEY 08 ENCOUNTERS 13 KINGLEAR
04 COLORS 09 RRABBIT 14 NIGHTFEVER
05 TERMINATOR 10 INDIANA 15 LORDRINGS
06 COLRPURPLE 11 PURPLERAIN 16 BLADERUNNER
```

1.252 xenon

At level 2, kill the first guardian and then crash into the closest wall. Now when play restarts, there shouldn't be any aliens for a while.

1.253 xenon ii

Pause the game and type in "RUSSIAN AIR". Unpause, and now pressing <N> will skip a stage.

What And Where To Buy

```
Level 1, Shop 1: Buy Health, Super Nashwan
Level 1, Shop 2: Sell Rear Shot, Buy Double Shot and Side Shot
Level 2, Shop 1: Buy Side Shot
Level 2, Shop 2: Sell Side Shot
Level 3, Shop 1: Buy Health and Rear Shot.
Level 3, Shop 2: Sell Rear Shot, Buy Side Shot, Laser, and Power Up
Level 4, Shop 1: Sell Rear Shot, Sell Side Shot
```

Try to stick with your best weapon, and end up with 2 Cannons, 2 Lasers, and either Side Shot or Rear Shot. Always spend your money as you cannot take leftover cash.

Halfway and End-Of-Level Monsters

Snail: Shoot at eye, avoid mines.

Alien: Shoot eyes at either side at top. Move back and shoot centre eye.

Spider: Destroy as much web as possible. Fly down to face spider and fire continuously.

Crayfish: Travels in figure eight. Stay below and fire in it's face.

Snake: Attacks from left of screen.

Dragon: Shoot the side heads first, then tail, then main head.

Head: Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.

Tank: Use missiles.

Gand Spaceship: Shoot all cannons until totally destroyed.

ITEM	COST	COMMENTS
Advice	200	Only useful after Level 1
Speedup	500	Essential to survival
Half Health	500	Restores half your energy
Autofire	500	Needed if joystick has none
Nashwan	600	10 Seconds of sheer heaven
Full Health	1000	Restores full energy
Rear Shot	1000	Very effective on later levels
Small Mine	1000	Useless
Side Shot	1000	Cannot be used with Rear Shot
Electrobomb	1200	Too sensitive to control
Power-Up	2000	Double bullet size
Large Mine	3000	Useless
Double Shot	3000	Recommended on later levels
Cannon	4000	Effective when using two
Dive	4000	Waste of Money, but fun
Missiles	4000	Weak to start with
Laser	4000	Awesome when using two or more
Drone	4500	Two slow
Flamer	5000	Extremely limited range
Bomb	5500	Limited range but powerful
Extra Life	6000	You'll need lots of these!
Homers	6000	Four slow but powerful missiles
Protection	6000	Doesn't do much
Bitmap Shades	6000	Darkens Screen - useless

1.254 xybots

Get a high score and enter "ALF" for your name. Now you have unlimited lives.

If you manage to reach level 10, you're better off using your radar to kill the xybots. Just line them up using radar and fire, you don't have to be able to see them.

Keep as many keys with you as possible because some levels don't have enough to complete them.

There are short cuts to level seven on levels one and four - you get extra cash for using them.

If you have the extra energy upgrade try not to let your energy fall below 100m, because you lose the upgrade if it does.

Drums are not just decorations - hide behind them when possible and use your zapper near to them to find more cannon power on level eight, near to the top left hand transporter you can get to two white coins by blasting away one of the three walls around them.

Don't split up in the two-player game, because it's easier to complete it together.

The master xybot lives on level 11, and you'll need to stock up on double shot and extra shot speed to stand a chance of survival.

Try to get one xybot to stand behind another - they'll blow each other apart.

On level eight, near to the top left hand transporter you can get to two white coins by blasting away one of the three walls around them.

1.255 yo! joe

During play, type "WELTRAUMKAKALAKEN" for all the weapons and to activate the following keys:

- <J> Add lives
- </> Subtract lives
- <Y> Advances levels
- <SPACE> Transports you to the end of the flying level
- <S> Press repeatedly while paused for slow motion

1.256 yollanda

On the high score screen, type "SKID ROW". I'm not sure this does anything other than put {18 and life} as your name on the high score table.

At any time, type "QUIDITY" and use the following keys:

- <SPACE> Skip levels
- <HELP> Toggle infinite lives
- <F4> NTSC video mode
- <F5> PAL video mode

If the game ends or you reset the game by pressing <F1> you will have to enter the code again.

1.257 yosemite sam

Enter your name as "BUGS". This gives infinite energy, press <F1> to go to a sprite editor (there are some already on the disk).

1.258 z-out

While playing, press <J> and <K> together for infinite lives. Then hold down <J> while pressing one of the keys from <1> to <8> to be taken to the respective level.

You can then press the keys <1> to <3> on the numeric keypad to skip to the three different stages on that level.

1.259 z-out - a.k.a. warzone

Press <J> and <K> simultaneously for infinite energy. Then press <J> and any number between <1> and <6> to skip levels, or <1> and <3> on the numeric keypad to jump sections.

1.260 za zelazna brama

During play type any of the following:

```
"DAWAJ MI PLANSZE"  skip levels
"PRYSZCZ CI W OKO"  invicibility
"LENINJESTWIECZNY" Top of life meter
"ILE WOLNEGO RAMU"  ?
"TRYBUS SPECJALUS"  ?
```

If you type the last one in and the screen turns to garbage press <RETURN> to get the screen back and use the function keys while the screen is screwed up to alter the screen (sort of like the <m> and <n> keys of the Action Replay freezer).

1.261 zany golf

To get to the secret level, make it to the last level (energy), and find the mouse hole where two eyes appear occasionally. When the eyes turn red, putt the ball into the hole to warp to the secret level, apparently called "Mystery".

1.262 zarathrusta

Level Codes:

03 LUCX	14 MYFO	25 LONY	36 PURN	47 MECA
04 DYPO	15 DNAR	26 SPIR	37 SCIL	48 USTI
05 UVOX	16 IFLY	27 VIWA	38 PIQO	49 QOTX
06 HXOR	17 HION	28 XYZO	39 VOLQ	50 FOXA
07 IPSX	18 OPRA	29 BORZ	40 BENO	51 CRON
08 KRAY	19 YQUA	30 AXOR	41 GESA	52 KLON
09 ORFE	20 ECUS	31 JARX	42 FUQO	

10 OLYN 21 JERN 32 ZABY 43 IRON
11 ZUVO 22 WANI 33 EFEX 44 EVOK
12 CYTA 23 TUZO 34 WORN 45 RARO
13 HORC 24 LARS 35 MORQ 46 YSCE

1.263 zeewolf

Enter "FRAMPAGE" for the password and you will be given a light armoured fighter plane. The plane has better handling.

Level Codes:

05 IMAGO 09 TIBURON 13 ARGUS
17 MARTEN 21 SOCKIN 25 GANPAU

There is a tank placed on one of the islands. Hover over the tank and press <H>. You can now pick up the tank and drop it in one of the danger zones and it will blast the enemy while you take the money and run.

1.264 zeus

Level Codes:

11 BEATS INT. 21 TONY SCOTT 31 SACREMENT
2 ECSTACY 12 MANTRONIX 22 CHADJACKSON 32 JUDASPRIEST
3 SPECCI 13 DOUBLE DEE 23 NENECHERRY 33 DEEP PURPLE
4 PUBLICENEMY 14 VANILLA ICE 24 BEATMASTERS 34 TESTAMENT
5 RUNDMC 15 N. W. A. 25 TECHNOTRONIC 35 SLAYER
6 ICE-T 16 DAISY DEE 26 BETTY BOO 36 SACREDITCH
7 TONELOC 17 BOMBTHEBASS 27 49ERS 37 MANOWAR
8 L. L. COOL J 18 D. N. A. 28 AC/DC 38 AERTZTE
9 THENEWSTYLE 19 ICE MC 29 SEX PISTOLS 39 HOSEN
10 WAS NOT WAS 20 M. C. HAMMER 30 OBITUARY 40 BILLY IDOL

1.265 ziriax

During play, press any of the following:

<T> invincibility on current level
<S> Speed the game up
<A> all the extras
<E> Removes extras from ship (IE invincibility)
<R> Restart current level
<ESC> skip levels
<1>-<6> Select weapon and press <SPACE> or <RETURN> to activate it
<=> Advance to further parts of the current level
<-> Go back to earlier parts of the current level

1.266 zombi - ubi soft

If you have seen Dawn Of The Dead, you already have a good idea on how to solve most of the puzzles. But here's some extra tips anyway:

- 1) To lock up the mall to keep zombies from getting in, you need to park the trucks over the entrances. Get the key from the office on the 2nd floor and go to the 4th floor where the keys to the trucks are kept.
- 2) To keep the dead zombies from coming to un-life, lock them up in the freezer in the basement.
- 3) before you can go play in the basement, you need a source of light. Get the fuses and gloves from the 3rd floor and go to it!!

Partial solution:

Go to level two and take the keys from the office. Take the lift to level four and use the keys to enter the control room. Drop the keys and take the three truck keys. Go down to level one, and move the trucks in front of the entrance. This will stop zombies from entering the mall. When all three trucks are blocking the entrance, leave the character inside the truck - he can't be killed while he's there. Get the gun from the shop on level two, and shoot the zombie in the head. When it is killed, put the body in to the lift.

1.267 zool

If you wait for the second title page to appear (the one which says press fire to play) and you type in the word "GOLDFISH", you will activate a special cheat mode. Pressing any of the first five function keys will transport you to that world, and hitting <1>, <2>, or <3> will take you to the requested stage. Make sure you select the desired level before you press fire to start. In game use:

- <1> Will make zool invincible
- <2> Advance to the next section
- <3> Skip to next level
- <4> Removes invincibility

For a bonus zone on level 2-2, play these notes on the first piano:
Brown, Yellow, Red, Orange, Green.

Try any of the following for various messages: "ADE", "TONY", "GEORGE", "GREGGS", "PAT", "SIZ", "SYD", "CASSON", "SHORTIE", "MICK", "PAUL", "RITCHIE", "ASH", "MARK", "BERNI", AND "HILEY".

1.268 zool 2

When the screen says {Press Fire for Options} type in any of the following:

- BUMBLEBEE Skip stages (press <RETURN> to skip)
- CREAMOLA 10 lives
- VISION 20 lives
- TOUGH GUY Invincibility (or "THOUGHGUY")

OLDENEMY Unlimited time
ALCENTO 99 items collected
KICKASS Unlimited smart bombs
NAPOLEAN Bonus level every stage
MARROBONE Stops the ball on the bonus level
SESAME Start on level two
RONSON Start on level three
FUNKYTUT Start on level four
HISSTERIA Start on level five
7SLURP Start on level six
PLUNGER Start on level seven
WARPMODE ?

1.269 zoom

Press the <F10> key when asked to select the starting level and you will be able to start at level 30 instead of level 10.

At any time on the title screen or during play, type "TRICK" and use the following keys:

<R> Advance 16 levels
<T> Invincibility
<N> Disable cheat mode

1.270 zork

Here is the complete solution!

N, N, U
Get Egg
D, S, E
Open Window
W
Get All
W
Open Sack
Get Lunch And Garlic
Drop All
Get Sword And Lamp
Move Rug
Open Trapdoor
Open Case
E, U
Turn On Lamp
Get All
D, W
Drop Knife
* SAVE GAME
D, S, E
Get Painting
W, N

* SAVE GAME
N
Kill Troll
-Keep typing "again" until he's dead
-If you were wounded or killed restore your game
Drop Sword
E, E, SE, E
Tie Rope To Railing
D, S, E
Get Coffin
W, S
Pray
S, N, W, W, W
Open Coffin
Get Sceptre
Put Coffin And Painting In Case
E, E, E, E, D, D, N
Wave Sceptre
E, E, N, N
Get Shovel
NE
Dig Sand
Again
Again
Again
Drop Shovel
Get Scarab
SW, S, S, W, W
Get Pot
SW, U, U, NW, W, W, W
Put all but Lamp in Case
Get All but Sack and Garlic
Open Trapdoor
D, N, W, S, E, U
Get Bag And Key
SW, E, S, SE
Give Lunch And Water to Cyclops
Drop Bottle
* SAVE GAME
U
* SAVE GAME AGAIN IF YOU WERE NOT WOUNDED OR KILLED
If the Thief did not take your Egg before type in "GIVE EGG TO THIEF" And
SAVE GAME Again
Kill Thief
-If the Sword is here don't take it!
Get All but Stiletto
Drop Knife
D, NW, S, W, U, D, NE
Unlock Lock
Drop Key
Open Grate
U, S
Wind up Canary
Get Bauble
S, E, W, W
Get Canary
Put All But Lamp in Case

Get Garlic
D, N, E, N, NE, E, N
Get Matchbook
E
Push Yellow
Get Wrench Aand Screwdriver
W, S
Drop Garlic And Screwdriver
Turn Bolt With Wrench
Drop Wrench
E
Get Plastic
N
Drop Plastic
S, SW, S, E
Echo
Get Bar
W, SE, E, D
Turn Off Lamp
Get Torch
S
Get Bell
S
Get All
D, D
Ring Bell
Light Match
Light Candles With Match
Read Book
Turn Off Candles
Drop Book
S
Get Skull
N, U, N, N, N, W, W, S, U
Put Skull And Bar in Case
D, N, E, N, NE, E
Get Garlic and Screwdriver
W, N
Drop All But Torch
Get Trunk
N, N
Get Trident
S, S, S, SW, SW, W, S, U
Put Trunk And Trident in Case
D, N, E, N, NE, N
Get All
N, N, U, N, N, W, N, W
Drop Torch
Turn on Lamp
N
Get Figurine
S
Drop Figurine
N, E
Drop All But Lamp And Garlic
N, D, E, NE, SE, SW, D, D, S
Get Coal

N, U, U, N, E, S, N, U, S

Get All

Put Coal and Screwdriver in Basket

Light Match

Light Candles with Match

Put Candles in Basket

Lower Basket

Drop Matchbook

N, D, E, NE, SE, SW, D, D, W

Drop All

W

Get Coal and Candles and Screwdriver

S

Open Lid

Put Coal in Machine

Close Lid

Turn Switch with Screwdriver

Drop Screwdriver

Open Lid

Get Diamond

N

Put Diamond in Basket

Drop Candles

E

Get all but Timber

E, U, U, N, E, S, N

Get Sapphire

U, S

Raise Basket

Get Diamond

W, S

Get All

E, S, D, U

Drop Garlic

Put All But Lamp in Case

D, N, E, N, NE, N, N

Get Pump

S, S, E

Get Plastic

S, D, E, E, S

Drop Plastic

Inflate Plastic

Drop Pump

Enter Boat

Launch

Get Buoy

Land

Get out of Boat

S, W, W, SW, U, U, NW, W, W, W

Open Buoy

Put Emerald in Case

NOW THE LAST TREASURE WILL APPEAR, WHICH IS AN OLD PARCHMENT. YOU DO NOT NEED IT IN THE CASE FOR A PERFECT SCORE SO YOU CAN READ IT IF YOU WISH

E, E, N, W, SW, W

The End!

1.271 zork 2

Here is the complete solution:

Take all
S, S, S, SW, S
Light Lamp
SE
Enter Gazebo
Get Teapot
Out
N, NE
Get Water
S, SE, S, S, W, SE (You should now be in the Riddle Room - If you aren't,
try again)
Say "A Well"
E
Get Pearls
E
Enter Bucket
Pour Water
Get out
E
Get Red cake, Green cake, Blue cake
Eat Green Cake
E
Throw Red Cake in Pool
Get Candy
W
Eat Blue Cake
NW
Tell Robot "E"
E
Tell Robot "Push Triangle"
Tell Robot "S"
S
Get Sphere
Tell Robot "Lift Cage"
Get Sphere
N, W, S (You Should be in the Tea Room - if you aren't, try again!)
W
Get in Bucket
Get Water
Get out
Drop Teapot
W, W, NW
Open Box
Get Violin
E, N, N
In
Drop all but Sword and Lamp
Get Mat and Opener
Out

S, S, W, N
Get Clay
N, N, U
Open Lid
Put Mat Under Door
Put Opener in Hole
Get Mat and Opener
Get Key
Unlock door with key
Open door
N
Get Sphere
S, D, S, S, S, E, N, N
In
Drop all but Brick, Sword, and Lamp
Get Newspaper and Matches
Out
S, S, W, SW
Get String
N, D, E, N, N
Attack Dragon
S
Attack Dragon
S
Attack Dragon
W, W
Get Ruby
S
Get in Basket
Open Receptical
Put Paper in Receptical
Light Match
Light Paper with Match
Wait, Wait
W
Tie Wire to Hook
Get out
Get Coin
S
Open Purple Book
Get Stamp
N
Get in Basket
Untie Wire
Wait, Wait, Wait
W
Tie Wire to Hook
Get out
S
Put String in Brick
Put brick in hole
Light match
Light string with match
N, S
Get Crown
N
Get in Basket

Untie Wire
Close Receptical
Wait, Wait, Wait, Wait, Wait
Get out
N, E, E, SE, E, N, N
In
Drop all but Lamp
Out
S, W, SW, N, N, N, W, N, N
Get Chest
Kiss Princess
S, S, S, SE, E, N, N
In
Wait (until Princess joins you)
Open Chest
Open Chest
Get Dragon
Drop Chest
Get Candy, Red Sphere, Blue Sphere and Pearls
Out
In
Drop Rose
Out
S, S, W, S, S, D, S
Get Club
SE, NE, NW, SW, W, U, N, N, SW, SW
Feed Lizard Candy
Unlock Door With Gold key
Open Door
S, W
Drop all but Lamp
E, N, N, NE, N, N, N, W, N, W, W, NE, E, S
Get Portrait
N
Enter Curtain
Enter South wall
Enter Curtain
Get Bills
Keep Waiting until you are killed
W, W, W
Get Lamp
S, S, S, SW, S, SE
In
Get All
Out
S, S, W, SW, SW, S, W
Drop all but Lamp
Get Club
W
Throw Club at Glass
Get Sphere
E
Get Red Sphere
Put Red Sphere on Ruby Stand
Get Blue Sphere
Put Blue Sphere on Sapphire Stand
Put White Sphere on Diamond Stand

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Get Black Sphere
S
Put Sphere in Circle
N      (Compilers Note: I'm fairly sure
Get Stamp, Violin, Ruby and Coin  that you need to give the Demon
S      more than just the Stamp, Ruby,
Give all but lamp to Demon      Violin and Coin. In fact, I
Tell Demon "Give me Wand"      think he wants the Gold Key,
Take Wand      Sword, Ruby, Violin, Coin, Stamp,
N, E, N, N, NE, S      Dragon Statuette, Crown, and the
Point Wand at Menhir      Pearl necklace!)
SAY "FLOAT"
SW
GET COLLAR
NE, S, D, D
PUT COLLAR ON DOG
E
OPEN DOOR
S
TURN OFF LAMP
OPEN SECRET DOOR
S

Finished!
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1.272 zork zero

To put the bedbug to sleep, sing to it and it will trouble you no more.
Sit on Dimwit's favourite throne and snap your fingers to reveal a secret
tunnel. In the library, rub the armour three times to find something
which may be useful to you.
