

CheatCollectionE.01

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE.01		
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WRITTEN BY		August 4, 2022	

REVISION HISTORY

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Contents

1	CheatCollectionE.01	1
1.1	Cheat Collection	1
1.2	d-generation	9
1.3	dalek attack	9
1.4	daley thompson's olympic challenge	9
1.5	dallas quest	9
1.6	damocles	10
1.7	dark castle	10
1.8	dark side	10
1.9	darkman	10
1.10	datastorm	11
1.11	days of thunder	11
1.12	deadline	11
1.13	death mask	13
1.14	deep core	13
1.15	deep core cd ³²	13
1.16	defender of the crown	14
1.17	defender of the crown 2	14
1.18	deflektor	14
1.19	deluxe galaga	14
1.20	denaris	16
1.21	desert strike	16
1.22	detroit	17
1.23	deuteros	17
1.24	devious designs	17
1.25	die hard 2	18
1.26	diggers cd32	18
1.27	dimo's quest	18
1.28	dinosaur detective agency	19
1.29	disposable hero	19

1.30	dogs of war	19
1.31	dojo dan	19
1.32	dominator	20
1.33	donk	20
1.34	doodlebug	20
1.35	doody (pd)	20
1.36	doofus	20
1.37	double dragon	20
1.38	double dragon ii	21
1.39	double dragon iii	21
1.40	dr. plummet's house of flux	21
1.41	dragon breed	22
1.42	dragon lord	22
1.43	dragon ninja	23
1.44	dragon scape	23
1.45	dragon spirit	23
1.46	dragon wars	23
1.47	dragon's breath	23
1.48	dragon's lair	24
1.49	dragon's lair 2 - singe's castle	25
1.50	dragon's lair 2 - time warp	26
1.51	dragon's lair 3	27
1.52	drakkhen	27
1.53	dream zone	28
1.54	dreamweb aga	31
1.55	driller	34
1.56	driving force	35
1.57	duck tales	35
1.58	dugger	35
1.59	dune ii	35
1.60	dungeon master	36
1.61	dungeon quest	36
1.62	dungeons of avalon 1 and 2	36
1.63	dynablasters	37
1.64	dynamite dux	37
1.65	dynasty wars	37
1.66	dyter-07	37
1.67	e-motion	38
1.68	e-swat	38

1.69	eco	38
1.70	eco phantom	38
1.71	edd the duck	38
1.72	edd the duck 2	38
1.73	elf	39
1.74	eliminator	39
1.75	elite	39
1.76	elvira - mistress of the dark	41
1.77	emerald isle	41
1.78	empire soccer	41
1.79	empire strikes back	41
1.80	enchanted lands	42
1.81	enchanter	42
1.82	enduro racer	45
1.83	enlightenment - druid ii	45
1.84	epic	46
1.85	escape from tharkan	46
1.86	escape from the planet of the robot monsters	46
1.87	espana '92	46
1.88	evil garden	47
1.89	executive leader board	47
1.90	exolon	47
1.91	extase	47
1.92	extreme violence	47
1.93	eye of the beholder	47
1.94	eye of the beholder ii	49
1.95	eyes of horus	49
1.96	f-15 strike eagle ii	49
1.97	f-16 combat pilot	50
1.98	f-16 falcon	50
1.99	f-17 challenge	50
1.100	f-17 stealth fighter	50
1.101	f-19 stealth fighter	51
1.102	f-29 retaliator	51
1.103	fla-18 interceptor - electronic arts	51
1.104	f1 world championship edition	51
1.105	faery tale	52
1.106	fantastic voyage	53
1.107	fantasy world dizzy	53

1.108fast lane	53
1.109fears	53
1.110federation of free traders	54
1.111federation quest	55
1.112fernandez must die	55
1.113fifa international soccer cd ³²	56
1.114fighter bomber	56
1.115fighting soccer	56
1.116final blow boxing	56
1.117final fight	56
1.118final mission	57
1.119fire and brimstone	57
1.120fire and ice	57
1.121fire force	57
1.122first samurai	57
1.123fish	58
1.124flaschbier	58
1.125flashback - out of this world ii	58
1.126flimbo's quest	59
1.127flink cd ³²	59
1.128flood	59
1.129fly harder	60
1.130fly harder cd ³²	60
1.131flying shark	60
1.132football director 2	60
1.133footman	62
1.134forgotten worlds	62
1.135formula one grand prix	62
1.136foundation waste	63
1.137frankenstein	63
1.138frontier - elite ii	63
1.139fruit salad	96
1.140full contact	97
1.141fusion	97
1.142future wars	97
1.143fuzzball	98
1.144gadgets - lost in time	98
1.145galactoid	98
1.146galaga '92	98

1.147galaga '94	98
1.148galaxy '93	99
1.149galaxy force 2	99
1.150game over 2	99
1.151gamma zone	99
1.152ganymed	99
1.153garfield	100
1.154gauntlet	100
1.155gauntlet ii	100
1.156gazza 2	101
1.157gem-x	101
1.158gemini wing	101
1.159genghis khan	101
1.160ghost battle	102
1.161ghostbusters 2	102
1.162ghosts 'n' goblins	102
1.163ghouls 'n' ghosts	102
1.164giganoid	103
1.165global gladiators	103
1.166globdule	103
1.167globulous	103
1.168gloom	104
1.169goal	104
1.170gobliins	104
1.171The Godfather	104
1.172gods	105
1.173gold rush	105
1.174golden axe	108
1.175goldrunner	108
1.176goldrunner ii	108
1.177grand monster slam	109
1.178gravity force	109
1.179gravity force ii	109
1.180The Great Giana Sisters	110
1.181gremlins 1 and 2	110
1.182gunboat	110
1.183guy spy	110
1.184hacker	110
1.185hacker 2	110

1.186hades nebula	111
1.187hagar the horrible	111
1.188hammerfist	111
1.189hard drivin' 1 and 2	111
1.190hardball - accolade	111
1.191hare raising havoc - disney software	112
1.192harlequin	112
1.193hate	112
1.194hawkeye	112
1.195heimdall	112
1.196heimdall 2	113
1.197hell raisers	113
1.198helter skelter	113
1.199hero's quest	114
1.200heroes of the lance - ssi	116
1.201hillsfar	117
1.202hired guns	117
1.203historyline 1914-1918	117
1.204hitch-hikers guide to the galaxy	118
1.205hoi	121
1.206hollywood poker pro	122
1.207hong kong phooey	122
1.208hook	122
1.209horror zombies from the crypt	122
1.210hostages	122
1.211hudson hawk	123
1.212human race	123
1.213humans	124
1.214humans - the jurassic levels	125
1.215hunt for red october	125
1.216hunter	125
1.217hybris	126
1.218hydra	126

Chapter 1

CheatCollectionE.01

1.1 Cheat Collection

Cheat Collection English Version 1.19 (10.06.96) Part 2

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

D

D-Generation

Dalek Attack

Daley Thompson's Olympic Challenge

Dallas Quest

Damocles

Dark Castle

Dark Side

Darkman

Datastorm

Days of Thunder

Deadline

Death Mask

Deep Core

Deep Core Cd\$^3\$\$^2\$

Defender of the Crown

Defender of the Crown 2
Deflektor
Deluxe Galaga
Denaris
Desert Strike
Detroit
Deuteros
Devious Designs
Die Hard 2
Diggers Cd32
Dimo's Quest
Dinosaur Detective Agency
Disposable Hero
Dogs of War
Dojo Dan
Dominator
Donk
Doodlebug
Doody (PD)
Doofus
Double Dragon
Double Dragon II
Double Dragon III
Dr. Plummet's House of Flux
Dragon Breed
Dragon Lord
Dragon Ninja
Dragon Scape

Dragon Spirit

Dragon Wars

Dragon's Breath

Dragon's Lair

Dragon's Lair 2 - Singe's Castle

Dragon's Lair 2 - Time Warp

Dragon's Lair 3

Drakkhen

Dream Zone

DreamWeb AGA

Driller

Driving Force

Duck Tales

Dugger

Dune II

Dungeon Master

Dungeon Quest

Dungeons of Avalon 1 and 2

Dynablasters

Dynamite Dux

Dynasty Wars

Dyter-07

E

E-Motion

E-Swat

Eco

Eco Phantom

Edd the Duck

Edd the Duck 2

Elf

Eliminator

Elite

Elvira - Mistress of the Dark

Emerald Isle

Empire Soccer

Empire Strikes Back

Enchanted Lands

Enchanter

Enduro Racer

Enlightenment - Druid II

Epic

Escape from Tharkan

Escape from the Planet of the Robot Monsters

Espana '92

Evil Garden

Executive Leader Board

Exolon

Extase

Extreme Violence

Eye of the Beholder

Eye of the Beholder II

Eyes of Horus

F

F-15 Strike Eagle II

F-16 Combat Pilot

F-16 Falcon

F-17 Challenge

F-17 Stealth Fighter

F-19 Stealth Fighter

F-29 Retaliator
F|A-18 Interceptor - Electronic Arts
F1 World Championship Edition
Faery Tale
Fantastic Voyage
Fantasy World Dizzy
Fast Lane
Fears
Federation of Free Traders
Federation Quest
Fernandez must die
FIFA International Soccer CD\$^3\$\$^2\$
Fighter Bomber
Fighting Soccer
Final Blow Boxing
Final Fight
Final Mission
Fire and Brimstone
Fire and Ice
Fire Force
First Samurai
Fish
Flaschbier
Flashback - Out of this World II
Flimbo's Quest
Flink CD\$^3\$\$^2\$
Flood
Fly Harder
Fly Harder CD\$^3\$\$^2\$

Flying Shark
Football Director 2
Footman
Forgotten Worlds
Formula One Grand Prix
Foundation Waste
Frankenstein
Frontier - ELITE II
Fruit Salad
Full Contact
Fusion
Future Wars
Fuzzball
G
Gadgets - Lost In Time
Galactoid
Galaga '92
Galaga '94
Galaxy '93
Galaxy Force 2
Game Over 2
Gamma Zone
Ganymed
Garfield
Gauntlet
Gauntlet II
Gazza 2
Gem-X
Gemini Wing

Genghis Khan
Ghost Battle
Ghostbusters 2
Ghosts 'n' Goblins
Ghouls 'n' Ghosts
Giganoid
Global Gladiators
Globdule
Globulous
Gloom
Goal
Gobliiins
Godfather, The
Gods
Gold Rush
Golden Axe
Goldrunner
Goldrunner II
Grand Monster Slam
Gravity Force
Gravity Force II
Great Giana Sisters, The
Gremlins 1 and 2
Gunboat
Guy Spy
H
Hacker
Hacker 2
Hades Nebula
Hagar the Horrible

Hammerfist

Hard Drivin' 1 and 2

Hardball - Accolade

Hare Raising Havoc - Disney Software

Harlequin

Hate

Hawkeye

Heimdall

Heimdall 2

Hell Raisers

Helter Skelter

Hero's Quest

Heroes of the Lance - SSI

Hillsfar

Hired Guns

Historyline 1914-1918

Hitch-Hikers Guide to the Galaxy

Hoi

Hollywood Poker Pro

Hong Kong Phooey

Hook

Horror Zombies from the Crypt

Hostages

Hudson Hawk

Human Race

Humans

Humans - The Jurassic Levels

Hunt for Red October

Hunter

Hybris

Hydra

1.2 d-generation

The password for the computer is "DEATH".

Also when you are killed, waggle your joystick in a circle while holding down the <FIRE>. You will restart at that position with 7-8 lives.

1.3 dalek attack

A lot of people are having trouble getting into the city from the caves. After you have destroyed the tunnelling machine and survived your encounter with the Super Dalek, go through the door he was guarding. You will then find yourself in a small room with no obvious exits. Use your grenades to destroy the floor section and you will soon find yourself on your way to the city.

Type any of the following during play:

PARIS "DAY OF RECKONING" TOKYO "TRICOLOUR COPY SHOP"
NEW YORK "THE SLYTHER" SKARO "D5 GAMMA Z ALPHA"

INVICIBILITY: "JAMES BOND AND OLIVER REED WERE NEVER GOOD SINGERS"

1.4 daley thompson's olympic challenge

Enter your name as "HINGSEN.J" on the high score table and then quickly press . The high score table title should now show the word "Demo". Type in ".J" again and press the key again. The table title should now say "Mega Demo". Now start a new game and if you press the function keys they should select an event to play and with a full quota of Lucozade. If this doesn't work try both times "-J" instead of ".J".

1.5 dallas quest

Go down the ladder with the flashlight, turn it on and drop it. Go east then south, put all the necessary objects into the knapsack and close it. Go down the ladder, pick up the flashlight and continue with your journey.

1.6 damocles

On Midas reference 577-341 you can find a pyramid which contains a magic crystal. To use it, you'll need the book from the trader at Eris Capital City (13-5). Reading the book while in possession of the crystal will allow one wish to be granted. You may like to try some of the following wishes.

```
I WISH I HAD A CHEESE SANDWICH
I WISH I HAD MORE TIME
I WISH I COULD RECIEVE 1,000,000 CREDITS
I WISH THE UNIVERSE WAS MORE COLOURFUL
I WISH I KNOW HOW TO USE AUTHOR'S COMPUTER
I WISH I HAD MERCENARY 3 NOW
```

1.7 dark castle

The first thing you do is to go to the shield room. Once there press <W> (up) and <S> (down). Keep them both pressed. This will cause your hero to go up and down between the two screens. After half an hour or so you will have about 25 lives, this is the only screen you can do it on.

1.8 dark side

Hold down <2> on the main keyboard and <8> on the keypad then press <FIRE> for pictures of the programmers. (or hold <2> and <8> together either on main keyboard or keypad).

1.9 darkman

Type in "MEA CULPA" or "MEACULTA" while playing for infinite energy and the following keys.

```
<I>   Invincibility
<Z>   Kills enemies on the screen
<D>   Gives darkman the disguise
<P>   Refills life meter
<R>   ?
<SPACE> Bypass photo session w/ disguise
<1>-<6> Skip to the corresponding level
<F1>-<F7> Skip to the corresponding level
<F8>   Skip to next level
<J>   Move darkman anywhere on the level with joystick
      (<J> toggles this on/off)
```

1.10 datastorm

After loading, wait for the high score screen to appear. Hit <F10> to view a message.

1.11 days of thunder

Enter the qualifying race as normal and then press <P> to pause the game. Now type "COMEFlyWITHME" or "COME FLY WITH ME", and the screen should flash. You can now pull back on the joystick and fly into the air. Now use <FIRE> to go forwards, and the Function keys to get views of yourself whizzing through the air.

1.12 deadline

Complete Solution:

From the front path of the Robner's estate, go North to the front door of the house. Type "Open Door" and go North into the Robners' house. From inside the door, go North, East, and type "Climb Stairs" twice (or you can just go Up, Up to get to the second level of the estate. From there, go West, West, West, West, and North to the library where you will start the first of a series of Sherlock Holmes-type activities. In Deadline, you need to establish the motive and method for the murder beyond all reasonable doubt before you can arrest the guilty party. If you don't have an air-tight case, the jury will acquit the defendant.

It is here in the library where we go about establishing the method by which poor Mr. Robner was done in. First off, type "Examine Rug". You will find some mud spots which is your first clue. Now, "Get The Cup, Pad, Calender and Pencil" and "Rub Pencil on Pad" and then "Turn Page of Calender". Aha! Perhaps a clue as to the motive? Let's see if we can substantiate the method a little more...that mud on the rug was very interesting.

Type "Open Balcony Door" and Go North onto the balcony. Check out the railing by typing "Examine Railing" and you will see some scratches, lending credence to the theory that perhaps the murderer climbed up the balcony from the ground below where he (or she) got mud on his shoes. Let's have a look below and check for some indication that the murderer was indeed below the balcony.

To leave the balcony, go South, South, East, East, East, East, Down, Down, West, South. Type "Open Door" and go South back to the front door. Now go East, East, and South-East to the shed where you will see a ladder. Type "Examine Ladder". Hmmm! This ladder-and-balcony theory is looking good! Let's see if we can prove the ladder was below the balcony. This will have to wait a while though, because it's getting late in the morning and we have to do some more checking in the house before the reading of the will takes place. And besides that, we need to talk to Mr. McNabb and he doesn't seem to be in the mood right now.

Go back to the house by heading North, South, North and head back upstairs with North, North, East, Up, Up. Let's see what else we can find upstairs. Go South, South into Dunbar's bathroom. Type "Open Cabinet" and "Examine Loblo". Aha, again! Now we go back downstairs and see if we can find Mr. McNabb to see if he knows anything about a ladder under the balcony. Go North, North, Down, Down, West, South, and South. Let's take a break for a while. Type "Wait Until 11:30". And now for Mr. McNabb. Let's try the garden path first with East, North-East, East, and West.

If McNabb is not around, just wait for a while or snoop around the area and he will soon show up. Deadline is very unpredictable when it comes to the various characters moving around the scenario. Once you spot McNabb, go to him and say "Hey McNabb", followed by "What is Wrong". He will tell you about some holes he found in his garden so, naturally, you say "Show Me the Holes". He will take off and you "Follow Hiim". When he stops, type "Examine Holes". Eureka! The ladder was here and the depth of the holes proves somebody climbed it up to the balcony! To make sure we cover every angle, type "Examine Ground" and "Dig Around Holes". Hmmmm...wonder what this could be about? To find out, type "Analyze Fragment For Loblo". Oops, it's later than we thought! Back to the house for the reading of the will. Go North, South-West, South-East, and East to the house and North, North, West into the living room. Now just "Wait" for the will to be read.

After the will is read, you decide to see if you can roust some of those present into giving you some clues as to the guilty party and, perhaps, the motive for the crime. Let's start with George. Type "Show George the Calender". He will get very nervous and start heading out of the room. Type "Follow Him" until he finally goes to his room. He will keep telling you to leave him alone, but just keep following him until he enters his room.

At this point, you decide to see if George knows more than he's telling. You aren't going to get anything from him here, so let's go to the balcony and wait to see if he does anything. Go West, North, North to the balcony and type "Wait 10 Minutes". Voila! Here he comes! Wait until he goes behind the bookshelf and then type "Wait 4 Minutes" to give him time to really get his hands into the cookie jar. When your four minutes are up, go South, "Examine Bookshelf", "Press Button", and go East. Ha! Caught him red-handed!! Type "Get Will", "Look Safe", "Get Papers", and "Read Papers".

Things are beginning to look up! Let's see if we can substantiate some of this stuff. Go back to the living room with West, South, East, East, East, East, Down, Down, West, West. My, isn't this cozy! Type "Hey Baxter", and "What about Focus". You know he's lying so you "Show Papers to Baxter". Ah, that's better! Now for some clever psycho-detective work. Type "Show Lab Report to Dunbar" and "Show Lab Report to Baxter". Whip around and "Accuse Dunbar". Hmmmm...a tad nervous, isn't she? Perhaps we should go off and wait to see what develops.

Go East to leave the room and "Wait for Dunbar". Just as we suspected! When she passes you, type "Follow Her". Once outside the house, she will drop a ticket. Type "Get Ticket" and "Read Ticket." WOW! This is getting good! Type "Show Ticket to Dunbar". You know you've got her on the run now so head off to the shed to wait and see what develops. Go East,

East, and South-East and "Wait for Baxter". When they both show up, "Show Ticket to Baxter" and "Arrest Baxter and Dunbar". You didn't believe them for a minute, did you?

Due to the dynamic nature of Deadline, there are several ways to end up accusing Baxter and Dunbar of the murder. There are also more puzzles to solve, but this is all that is necessary to put together an air-tight case against them.

1.13 death mask

During play, type "BELINDA" and press <RETURN> to skip to the next level. This works on every level.

Level Codes:

02	52385	13	28283	24	82855
03	22428	14	85325	25	58474
04	84843	15	10769	26	38392
05	22087	16	25324	27	55276
06	38641	17	43542	28	68163
07	06395	18	62156	29	75156
08	33224	19	84678	30	70948
09	35527	20	57093	31	54334
10	48962	21	29264	32	39814
11	65074	22	47446	33	52262
12	62438	23	75330	34	73164

1.14 deep core

For Full Oxygen type: "I NEED OXYGEN" during play.

For Full Energy type: "I NEED ENERGY" during play.

For Infinite everything, type: "TRAINER MODE"

Type these level passwords on the Option screen:

"REANIMATOR" access to Level 4-6

"PSYCHONAUT" access to Level 7-9

1.15 deep core cd³²

Start as normal, then press GREEN, YELLOW, BLUE, and RED BUTTONS simultaneously. Now press FORWARD and REVERSE together, then GREEN, YELLOW, and BLUE BUTTONS. A whooshing sound activates the cheat mode. To skip levels, push all the buttons as well as FORWARD and REVERSE, but don't press pause!

1.16 defender of the crown

To get 1,024 Knights: After conquering a territory, press these four keys at the same time, while the drive is still running: H J K L or only K ? If you do it just right, you'll have 1,024 knights both in your home and in your army.

If you begin the game at the lowest castle, move all your men in your army and take the 3 high vassal/income territories below. This will give you a lot of men in your army. Moved back to your castle you will also be able to buy lots of men.

When sword fighting move forward, backward, strike, and repeat, you should beat your opponents with no problems.

Move your lance until it is just left of your opponents shield, then down a little. Count the number of bounces and on the 5th strike at the lowest possible point.

1.17 defender of the crown 2

Cheat Modes: These are typed where it asks for passcodes.

GOATY Invincibility
 INCAS Replaces invisio with smart laser in stargate
 ANDES Power is restored when the laser is fired
 RAVEN Activates the three following keys

<I> Invicibility on/off
 <N> Next level
 <D> Fly auto pilot 23 levels

Level Codes:

01 START	17 LEMAC	33 MAGOG	53 IRATA
05 FLOYD	21 ZIPPO	37 FUNKY	57 NEURO
09 FURRY	25 LASER	41 DONKY	61 STOAT
13 BEAST	29 DAFAD	49 KANJI	

1.18 deflektor

<+> and <-> can be used to skip backwards and forwards through levels.

1.19 deluxe galaga

Red, Green and Blue skulls, will give you a very good weapon, full fire power and the best ship speed!!!

If you have all the markings for a new rank, and than buy more rank markings, you will instead buy a new rank!!

When a smart bomb have exploded and the gems are falling down, you can collect them by holding down the joystick!

If you have one weapon type and catch the same weapon, you will get some more firepower!

If you have caught two aliens and the scope is activ, you can get a lot of points by bouncing the aliens of the screen!!

If you have a multiply when entering the meteor-storm you may get a lot of points

Having a multiply activ when completing the game, will give you a lot of points.

Catching a warp-icon in an alien stage with a bonus level, will give you a perfect bonus score!!

Completing the Meteor-Storm will give you 100000 points and 1000 in cash!!! and if you... hmm.. he he..

If you have the rank of Admiral and you buy more rank markings you will get. 1.000.000 points

You can figure out what skull you have not taken by looking at the color of the meteors in the meteor-storm

By shooting the hurry-up ship you can collect the rank markings that you are missing!!

When the hurry-up ship have appeared 8 times, a money ship will appear, shooting this ship can give you a lot of money!!!

Catching a skull will add to the chances that extra life and cash multiplier bonuses appear!!!!

Pressing Joystick Button will speed up meteors in meteor storm !

If you have 4 lives and you buy or get one more you will get instead ship armour (saves 200 cash).

If you die during a warp malfunction, the game skips the tax-free shop and the next level. You can use this to your advantage in the harder levels, especially in the Big Trouble stages. So make sure you have plenty of lives left. When you get to the level you want to skip, especially Big Trouble, just pray for a warp malfunction! If you get a warp malfunction, just kill yourself once (It's a good idea not to do this until there's only one alien left on the screen).

It is generally not a good idea to spend any credits until you have 500. When you get 500 credits, buy the Super Weapon.

If you hold down <FIRE> (make sure to disable autofire if you have it on) from the moment you grab the Meteor Storm icon right up to the end of the

Meteor Storm, you will get the secret \$5000 bonus.

It is not a good idea to buy the \$3000 weapon until you're in levels 51-75.

The weapons that cost \$750 and higher are generally not very handy unless you have autofire. If you do have autofire and have one of these weapons, what you have is an incredibly nasty weapon!

You can also "cheat" by using a hex editor and editing the main program. Just find the part of the code that lists all the prices in the tax-free shop (make sure they are not part of the menu, if you modify the menu in any way the game won't run!) and change the numbers to whatever you want. This way, you can make everything cost nothing if you want! However, you'll still need \$50 to enter the shop, and \$400 for continues.

1.20 denaris

For infinite lives, when the 'insert data disc' prompt appears, hold down <Z>, plug the mouse into port 2, and hold down <RIGHT MOUSE> while it loads.

1.21 desert strike

Go to the password screen, enter TQQQLOM, OR AAAAAAA then go to the control screen, (i.e. Joystick Mouse, etc.) then enter appropriate;

```
LEVEL 2: KQJRJTY (SCORE 737.000)
LEVEL 3: OLOAHV (SCORE 1,412.000)
LEVEL 4: PTKEFTG (SCORE 2,419.000)
```

**Cheat for infinite ammo & power, type BQQQAEZ into the password screen, then go to the control screen. When you run low on ammo press <F10> or <0> to call up the map and press either again to go back to the game and you will find all ammo is restocked. Then go back to the password screen and type in the following codes for the appropriate levels:

```
TLJICOAP VLAKTG JHWLQRQ WTEWVJH ITOUPEX
```

Type "HARDCASE" to obtain infinite ammo.

Password	Meaning/Level
TQQQLOM	5 LIVES
TQJJLOM	SCUD BUSTER
BQJRAEF	SCUD BUSTER
EQQLHJR	SCUD BUSTER
TLOHOAN	EMBASSY CITY
ELEAJLN	EMBASSY CITY
OLAEAHQ	EMBASSY CITY
OTBWEZT	NUCLEAR STORM
BTEWKLL	NUCLEAR STORM
PEITFTI	NUCLEAR STORM
TGJZLOK	Prison Level


```

BQQQAEB   Level 2
KLJLTOE   Level 3
WEIVVJT   Level 4
ONKKQKF   The End

```

1.22 detroit

If you want to be sure to earn a profit in your first month of DETROIT, you can plug the following number values into the appropriate places in the tutorial (see "Technical Supplement and Tutorial" booklet). They will guarantee you a reasonable return for at least your first few months in business. The first set of values gives you hints, the second set gives you decent, but not optimal exact numbers, and the third set gives you the absolute best numbers.

Important Tutorial Change: When you first start the game, you will now see a difficulty panel appear with possible settings. The toughest setting is LOAN, where your company starts off in debt to the bank, with no capital funds. The easier the setting you choose, the more money your company will have as a beginning stake. In order for these numbers to work in the tutorial, set the difficulty level as medium.

	HINT	GOOD	BEST
Assembly Workers to Hire:	50	75	ALL
Technicians to Hire:	20	ALL	ALL
Assembly Workers Wages:	\$80	\$100	\$90
Technicians Wages:	\$70	\$76	\$72
Assembly Workers per Line:	20	25	22
Technicians per Research Project			
Engines, Brakes, Cooling, Safety:	20	25	20
Suspension, Body Luxury:	40	45	40
Advertising (NE USA only)			
Billboards:	\$90	\$75	\$100
Newspapers:	\$100	\$120	\$150

1.23 deuterios

Go to the surface or the orbital stores room, hold down <SHIFT> and press <C>. The screen should turn green. Now press <SHIFT> and <C> again, and the game will resume as normal. Now click on the master control icon and go to the stock screen. You will appear to have one of every item, when in fact you have an infinite supply of everything. Orbital space stations can now be built with one frame section.

1.24 devious designs

Level Codes:

```

1 IYESLWYS  2 PPFBGWLP  3 NPSSLNWS  4 GIWBOLAP  5 IYRAGNOE
6 YLFELNGT  7 NNSPFBBR  8 TNWLFEEN  9 YTMYPWPW 10 No Code

```

```

11 YYRNFISM 12 OIEIRPEN 13 YTAIBTLR 14 IOFTANON 15 GIBGIBWF
16 TYWTPRWO 17 IYRNPMLR 18 YYELOEIO 19 NNMPINRE 20 No Code
21 LIBGGNOR 22 GIBOLNGN 23 NNNSFBAM 24 OPPSMBST 25 YTKWWBPR
26 ITNMAMGN 27 GITMEOBM 28 OILFEIAN 29 YOPFBGPR 30 No Code
31 GITAGWSR 32 TPIRYBAN 33 LGOSLWLM 34 GGIBGWLN 35 NNNWYPBM
36 ITYBOLAN 37 LITAGNOR 38 GOIELNGN 39 PPPPFBAM 40 No Code
41 YTNWFOB 42 ITNNAMNG 43 GITNEOBA 44 OLOLSTMG 45 PLGIBYOB
46 OLITANNG 47 GOLGIBEB 48 TNYTPRMG 49 LITPLWLA 50 No Code
51 NNNNYPBM 52 ITPLOLAN 53 LOLGGNOR 54 GOLOLNGN 55 MMMSFBAM
56 RMSFBMST 57 EFWWNBPR 58 WRMMAMGN 59 MWRMEEBM 60 No Code

```

1.25 die hard 2

During play, type "KAREN" for invincibility. A flashing cheat icon will appear in the upper left corner to let you know it worked. Now use the following keys:

```

<F1> jump to part one of the current level
<F2> jump to part two of the current level
<F3> jump to part three of the current level
<1>-<5> jump to the corresponding level
<U> flip screen upside down and back
<R> restart current level and collect bonus
<W> select weapon
<D> Program information
<G> add grenades
<M> add gun clips
<.> add to life meter
<ENTER> (keypad) Kill all enemies on the screen

```

1.26 diggers cd32

Start the game and choose a character. Now on the zone select screen move the pointer on to the word "FUJALE" and press the red button. Do same on "CHONSKEE" and "DEENA" and you should hear a jewel being found. You can now go to any location, even the question marks.

1.27 dimo's quest

Enter any of the following for your password:

```

"DATADISK" ?
"OVERVIEW" press <O> to call up a map
"SKIPTHIS" press <F10> to skip levels
"RUNTHROU" for Invicibility
"MUCHTIME" Time
"MUCHKEYS" Keys

```

Level Codes:

```

CGIBVESN  HKLBBTDO  RFOAIDQL  PFOGCDLV  MBGFJCEI
XINSEAPC  HVFSAOLD  NOQHBKDP  ULBOGCEN  GRBLIDJH
NBEXCOIR  MVBEHCXO  XKRBLECP  MCNDLOBS  BDKGQBUH
NXSBHEAJ  MXBCJAOM  TFCRBOPH  MDEQBCLR  HRCNEIBJ
XAPEIBDK  MBAREDXO  TDODIENH  SBBJCOAK  CGRBBFDH
FAJMCPCDU  QXBGNCHP  UJMAICRR  RALBTKCC  BCHSDXEQ
ULBGXCCK  IXBECJMG  JMAHSDIK  HVKEPCFM  OICPELAA
KAFLGPCS  DQINDFGT  JKUAAGEX  FRAIETCV  LAIEPCTO
PIDEFCLI  VEQGILDR  UJPALBVG  KSFGAMHO  TDGLPAEF
DHCLBNQG  JFKCHSBT  ILMDDFHP  NTDMICEQ  KEHOCEPI
          BGKCDJEJ

```

1.28 dinosaur detective agency

During play hold down <LEFT MOUSE> and type any of the following or hold <LEFT MOUSE> before you type the last letter of each to finish the level. You must type the right word on each level.

```

Level  Word
  1  DINODICK
  2  JURASSIC
  3  DINOSORE
  4  DINOMITE

```

You'll still have to complete each photo section to advance to the next level, and you will be given 5 chances to get the photo.

1.29 disposable hero

First select the {OPTIONS} from the main menu. Then set the MODE option to {ARCADE} and set the sound sfx volume to zero. Next select exit. Now go to the highscore table, hold down <RIGHT MOUSE> and type "EUPHORIA". Then press <LEFT MOUSE> to go back to the main menu. Now select {OPTIONS} from the menu. When the options menu appears a new option will be present at the bottom of the list. Select this for a cheat menu.

1.30 dogs of war

Before or during play, enter "TIMBO". Then press <F5> to toggle on/off sprite detection.

1.31 dojo dan

Type while playing "WOOLANKIDKICKSBUTT" (the screen will flash to let you know that it has worked). You will now possess infinite lives and you can press:

```
<S> to activate a permanent shield,
```

<F8> to complete the level
<F9> to complete a section.

1.32 dominator

Type your name in on the high score list as "SHAFT" for infinite lives.

1.33 donk

Collect all the gems on any level and type "ABLE TO CHEAT". Use the following keys during play:

<F1> Increase shields
<F2> Increase bombs
<F3> Increase jumps
<F4> Increase floats

1.34 doodlebug

During play, hold down <A>, <G>, <E>, <S>, and press <LEFT MOUSE> for infinite everything. Now use the following keys during play (doesn't work on the Amiga 1200).

<F1>-<F5> Jump to corresponding level
<1>-<3> Jump to the corresponding sub-level
<4> Jump to the end of level boss
<F6> Atari mode

1.35 doody (pd)

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

1.36 doofus

Level Codes:

DZ15YS - PH16TB - PJ69JP - ZR6189 - HK94DV - RR13RV - XH37ZT - PK49FD
KB15HL - LV18PV - BY87PY

1.37 double dragon

On the title screen (or the hiscore table) type in:

```
"R U CALLING MY PINT A POOF?" <RETURN> or
    "...POOF!" <RETURN> - ingame <DEL> kills opponent
"LEVEL ONE PLEASE"      - start on level one
"LEVEL TWO PLEASE"     - ...
"LEVEL THREE PLEASE"   - ...
"LEVEL FOUR PLEASE"    - ...
"THE LAST LEVEL PLEASE" - last level
"GIVE ME MORE HEALTH PLEASE" - lots of energy!
"GIVE ME LOADS OF TIME PLEASE" - lots of time
"I DO NOT WANT TO DIE PLEASE" - invincibility!
"NEIL HARDING"         - interesting effect.
```

Play two player game and get both players killed until you have one credit left and the CONTINUE message is displayed on both sides of the screen. Press both fire buttons simultaneously and you will get infinite lives.

To avoid fighting the first black muscle-man make sure to kill all of the bad guys up to the girl. When you kill her, take the whip, go up the ladder and keep walking. When he breaks out of the wall he should disappear.

1.38 double dragon ii

You can also get rid of the baddies by making them fall from ledges in the game. If works especially well at the end of level II. Go as far as the screen will allow then walk backwards, and fall down from the raised area. You will back down onto the platform below. Move down alongside the platform edge as far as you can and all the baddies will fall down.

Start a two player game, then press both fire buttons and <ESC>. You will now have unlimited lives. On the title screen press <ESC> then type "YEP, I CHANGED THE CHEAT MODE ON THIS VERSION". Now press <RETURN>. Start the game and you will be playing upside down.

1.39 double dragon iii

Press <P> to pause the game and press <F5> 9 times. Now unpause the game and you will have infinite coins.

1.40 dr. plummet's house of flux

During play, press <HELP> then any of the following:

```
<F1> sends you to the next level
<F2> makes you invincible
<F3> restock everything
<F10> resets fuel and number of ships
```

1.41 dragon breed

At the end of a level, while the next is loading, hold down <LEFT MOUSE>, and <HELP>. The screen should now flash, and you can skip a level by pressing a key.

Pause and type "IREM". You'll be given infinite lives and enables following keys: (possibly hold <SHIFT> during typing)

- <N> Advance to next level
- Advance to the next main guy

1.42 dragon lord

A nice spell to know is this Dragon Spell:

```

3 Rasgon (grind) (full heat)
3 Haloros (cut) (full condenser)
3 IGELE (normal) (full heat) (medium condenser)
2 Rasgon (grind) (full heat)

```

Spell Effect summary

```

positive effect +
negative effect - A COMBAT
both effects +- B DISEASE
C GROWTH
1 DRAGON D MIND
2 EGG E POWER
3 HUMAN F SENSE
4 VILLAGE G SPEED

```

SPELL	DIRECTOR										AFFECTOR									
	1	2	3	4	5	6	7	8	9	10	A	B	C	D	E	F	G			
Acrus																				
Calotis				+		+				+	+									
Churl		+			+		+	+	+											
Tius	+	+	+	+		+			+											
Sals	+		+	+	+	+	+			+										
Magian	+														+		+			
Rasgon	+	+					+								+					
Ceeocor		+														+				
Dlega																				
Magoem		+	+			+	+													
Kairmende																				
Igele																				
Ulin																				
Irin																				
Pfose																				
Jaluem	+																			
Haloros																				
Mionacal																				
Ceiter																				
Snir		+																		
Sgael			+	+	+	+														

```

Fanveer  | | | | | | -|+ | -|+-|+ | -|
Molmar   | | | | | | | | +-|+-|+ | -|
Thoft    | | | | | | | | | -| | |
Cadoam   | | | | | | | | -|+-|+-|+ | |
Smyte    | | | | | | +-| | +-| | |
Arolig   | | | | | + | | -|+ |+ | +-|
Yaein    |+ |+ |+ |+ | | + | | + | | |
Ayhe     |+ | | |+ | | | | | + | | |
Chife    | | | | | | | | | +-| | |
Oreganse | | | |+ | | + |+-| |+-| | |
Sadiel   | | | | | | + | | | +-| | |

```

1.43 dragon ninja

During the game, type in "TERRIFIC". Now, pressing <F3> will give you infinite lives and <L> will take you to the next level.

When ever you want or need more lives press <LEFT ALT> and type "IMAGINE". Then press <RETURN>. This will give you an extra life. You can have up to four guys at one time.

1.44 dragon scape

While playing, pressing <ALT> and <CURSOR DOWN> will take you to the next level. If this doesn't work, try pressing <TAB> and <2>. (The two being on the numeric pad)

1.45 dragon spirit

Pause the game by pressing <F9>. Then type "DRAGON HEAD", and press <F10>. There may not be a space between the two words.

1.46 dragon wars

If you do a "changetaskpri -1" beore running Dragon Wars, your Amiga will continue to multi-task.

If you press <AMIGA> + <E>, you will see the game's ending sequence (it also ends the game, so be sure to save it before pressing <AMIGA> + <E>). (possibly <ALT> + <E>)

1.47 dragon's breath

Here's some spells,

INCREASE EYESIGHT (This alas increases health and strength, but reduces your speed)

2 x RASGON Grind and heat

2 x IGELE Normal and heat

1 x ACRUS Mix and heat

INCREASE SPEED

2 x RASGON Grind and heat

2 x AROLIG Normal and heat

1 x ACRUS Mix and heat

INCREASE WISDOM (But reduces eyesight)

2 x RASGON Grind and heat

2 x HALORUS Cut and condense

1 x ACRUS Mix and heat

INCREASE STRENGTH AND HEALTH

2 x RASCON Grind and heat

2 x ULIN Mix and heat

1 x ACRUS Grind and condense

1.48 dragon's lair

On the first screen, wait until Dirk starts to cross the drawbridge and press <ESC>, <R>, </>, <L>, <N>, and <7> together, and press Fire on the joystick, the screen will flash if you did it right and Dirk will no longer need your help to finish the game.

Also try holding down <ESC>, <CURSOR RIGHT> and <CURSOR LEFT>, <N> and <7>, then press <FIRE>.

Also, here is a complete solution:

* Disc One

Drawbridge(s):

Swing the sword as the tentacles appear and approach you. As they dodge away, quickly push UP to climb out of the hole.

Room:

Push RIGHT immediately after the door flashes, which is once the 'DRINK ME' sign has flashed.

* Disc Two

Cave:

If entered from the right, move LEFT-RIGHT-LEFT as soon as the steps flash. Go the opposite way if entering from the left hand side.

Room:

Execute the following moves once the tentacle drops down:

If door is on inner, right hand side, FIRE, UP, RIGHT, DOWN, LEFT, UP

If door is on inner, left hand side, FIRE, UP, LEFT, DOWN, RIGHT, UP

* Disc Three

Cauldron Room:

As Dirk picks up a bottle, a monster will grab him and the scene will change. As soon as that happens, press FIRE to kill the monster.

Whirlpools and Rapids:

Simply move LEFT or RIGHT to avoid the whirlpools. If whirlpool was on the left, Dirk will end up in the rapids on the left, and vice versa. Go LEFT, UP, to enter next screen, the reverse if entering the right.

* Disc Four

Knight:

If Sword in right hand, RIGHT, LEFT, UP, LEFT, RIGHT, LEFT, RIGHT.

If Sword in left hand, LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT.

Once a close-up of the knight appears, press FIRE. Enter it just before Dirk lands on the floor.

Balls:

DOWN when small ball passes. Repeat for all six.

* Disc Five

Room:

Just keep pushing UP.

Lair:

If Moving objects are on right, RIGHT, LEFT, DOWN.

If Moving objects are on left, LEFT, RIGHT, DOWN.

Next screen:

DOWN to catch objects.

Keep pressing FIRE when princess says 'Use the magic sword!'

* Disc Six

The Final Battle:

DOWN to avoid Singe's grasp. Now move (LEFT or RIGHT as necessary) towards his head. Once Dirk has the magic sword, push DOWN. Do this three times before pressing FIRE, once the scene changes, to kill the dragon.

Dirk has been daring enough to complete his goal and win the hand of the beautiful princess!

1.49 dragon's lair 2 - singe's castle

One can play easy mode and still access all the screens. Here's what to do:

Select the hardest possible setting before starting the game, this includes not only hard mode but also disabling that obnoxious 'flip screen' feature and choosing only three lives. Then click on the 'game' icon and do as if you were to start the game. When the prompt bar says 'Click to play' instead choose the 'exit' icon and this will bring you back to the startup menu. Now you can select the easy mode and more lives and you will still be able to see all the screens assuming you're deft of hand enough to get to them in easy mode. Hope this helps!

1.50 dragon's lair 2 - time warp

Type in "GET MORDROC DIRK" before starting the game to make things a little easier - the game will play all the way through without you having to do a thing. Alternatively, here is a complete solution:

- Scene 1 & 2 - Move LEFT just before Dirk's mother-in-law swings the rolling pin. On the drawbridge move DOWN and then RIGHT to run into the castle.
- Scene 3 & 4 - FIRE to hit the snake behind you, and then RIGHT to go into the shaft. Go DOWN (quickly) to climb down the step and then LEFT to avoid the snake.
- Scene 5 & 6 - Go LEFT to avoid the rolling pin, then go UP to climb out. Move up once again to escape the crumbling pillar. Look at those nasty chompers.
- Scene 7 & 8 - Move DOWN, wait until the rocks starts to tilt and then go DOWN again. Press FIRE to hit the serpent, then move UP. Pause for a second the FIRE to hit the serpent.
- Scene 9 & 10 - Push the joystick UP to get back on to the Time Machine. Go RIGHT to enter the rib cage where you will soon be meeting your next, nasty adversary.
- Scene 11 & 12 - Go LEFT to avoid the serpent, FIRE to hit him and LEFT again to avoid the pack of skulls. Down into the Time Machine, and FIRE to strike the serpent once more.
- Scene 13 - Yet again press FIRE to hit the serpent and LEFT to hang onto the Time Machine. Wait until the serpent grabs Dirk's legs then LEFT to be in an attacking position and finally FIRE to hit the serpent.
- Scene 14 & 15 - FIRE to hit the serpent. RIGHT to insert the sword into the Time Machine and FIRE to activate it. Move up to dodge the flying dinosaurs. Press FIRE to kill the first and then FIRE again to kill the next one.
- Scene 16, 17 & 18 - As Dirk flys by move UP to avoid Mordroc. FIRE to kill the flying dinosaur then UP (quickly) to avoid him. RIGHT to drop onto the ledge.
- Scene 19 - Go DOWN to dodge the flying dinosaur the FIRE to kill him. (screen pause) Move DOWN quickly right after the pause and then FIRE again to kill another dinosaur. (screen pause) LEFT to get wings, RIGHT to put them on, and UP to fly off the ledge.
- Scene 20 & 21 - Move DOWN to go after Daphne (wait until she falls). Go DOWN to drop into the mud, then RIGHT to grab the sword and UP to get on the Time Machine.
- Scene 22 & 23 - Dirk climbs up the vines by himself but when he is attacked by the guardian angel you must push DOWN to avoid the angel's wand. Now UP to climb the vine.
- Scene 24 & 25 - Push DOWN to dodge the wand, then LEFT to jump onto the edge of the castle. Move UP to dodge the angel's wand again and then UP over the castle wall.
- Scene 26 & 27 - LEFT across vine, DOWN to drop, UP to jump, and RIGHT to exit. FIRE at the snake. Dirk gets wrapped in snake's coils then FIRE, wait and FIRE again.
- Scene 28 & 29 - Go RIGHT to avoid being eaten, then go UP and when Dirk straddle the snake go UP again. Move DOWN to invert Dirk, then RIGHT to avoid being eaten.
- Scene 30 & 31 - Press FIRE to hit the snake on the head. Hit FIRE to
-

activate the Time Machine. And then it's up, up and away to the next scene.

Scene 32 & 33 - Mordroc puts the ring on Daphne's finger (no moves).

Move UP to get off the falling platform, then press FIRE really fast to throw the sword.

Scene 34 & 35 - The sword hits Mordroc's wrist. Move UP to jump forward, then LEFT to jump onto the platform, then (while in the air) hit DOWN to land. Now move RIGHT.

Scene 36 & 37 - UP to jump onto the platform, RIGHT to avoid the crumbling platform. FIRE to get the ring and go LEFT to exit. UP to avoid the bolt, FIRE to throw the ring.

Scene 38 & 39 - The ring lands on Mordroc's finger and he dies (no moves). Go LEFT to get off the crumbling tower. Be quick because it's a long way down.

Scene 40 & 41 - Hit FIRE to destroy the gas bag, then move UP to dodge the explosion. Move DOWN to avoid the rocks, then LEFT to walk towards Daphne. UP to jump.

Scene 42 & 43 - Move DOWN to kiss the lovely Daphne, then FIRE to hit the flying reptiles. FIRE again to kill another flying reptile.

Scene 44, 45 & 46 - Daphne wakes up (no moves). Hit FIRE to kill another flying reptile, and then FIRE once more to kill the last reptile and complete the game.

1.51 dragon's lair 3

Type "TIME0" (that's a zero at the end) on the title screen. Then press fire to begin the non-existent game. Also works during play.

1.52 drakkhen

If your guys are all weak enter the character generation section and enter a character name as "31415927". Your characters should all have higher attributes. Then when your next asked to enter your name, type "SUPERVISOR". Now start to play and press <CTRL> when a monster appears and <RETURN>, the monster should do a half turn. Use this time to turn and run. When you press <F10>, all wounds are healed and dead characters are resurrected.

All armor, treasure and weapons inside palaces are restocked every time you enter. Send the strongest character in to grab the equipment, then distribute it among your band. If you need some quick gold, do this repeatedly, then go see the weaponsmith.

Get all the experience points you want by going to Prince Haagkens castle. Make your way past the bats, past the first fireplace with the trap to the second fireplace. In front of the fireplace is a switch that activates a door two or three rooms farther on in the castle when you step on it. This door leads to a water fountain. Looking into the fountain transports you to a room filled with water that has a never ending supply of water monsters. Take your best weapon and armour with you. Set your character on 'auto kill' and if he or she is able to hang in there, you can leave the character in

the room for several hours or all night killing off zillions of monsters. Do this for each of your characters and you'll easily be able to kill the giant dragon.

1.53 dream zone

Complete Solution:

In two scenes (involving the 'Thief' and the 'Daemon'), the parser occasionally won't recognize a command the first few times. This may have been corrected in later versions. Also, in the earlier version, you cannot kill the Thief the first time so be sure to SAVE YOUR GAME!

The four lifts go to floors 1 - 4. On each floor are ten rooms, from L - A and R - A to L - E and R - E. Necessary directions are shown in the solution.

Lift N also has a Basement!

Here's the Biz:

Bedroom:

Open Dresser, Get All, Wear Pyjamas

Bathroom:

Get All, Use Toothbrush

Brother's Room:

Give Brother Money, Open Chest, Get Gun

Bedroom:

Sleep

Path by Gate:

Use Toothbrush

Room S4R-E:

Give Officer Sandwich, East, North, North, North, North, North, Down
Down, South, East

Room S2L-A:

Shoot Officer, Get 16D-970, West, North, Down, North, East, Up, Up,
East, East, East, East, South

Room E3R-D:

Give Officer 17D-16B, North, West, West, West, West, Down, East, East,
North

Room E2L-B:

Give Officer 16D-970, South, West, West, Up, Up, East, East, East, North

Room E4L-C:

Give Officer 11X-16B, Give Officer 51M-970, South, West, West, West,
Down, Down, Down, West, South, Up, Up, South, South, South, South, West

Room S3R-D:

Get Rock, Give Officer 43A-81G, Steal 69B-12C, Shoot Officer, East, North, North, North, North, Up, South, South, East

Room S4L-B:

Talk to Officer About 22Z-131, West, North, North, Down, Down, South, West

Room S2R-A:

Give Officer 22Z-131, East, North, Down, North, Exit, South, East

Alley:

Give Fox Form 69B-12C, West, West

Crowd:

Say Drinks are on the house

Bar Door:

Damn

Romper Room

Get Soap, Use Soap

Crowd:

Engage Girl

Secular Church:

Get Wafer

Pulpit:

Marry Girl, Kiss Wife, South, South, South, Up

On the House:

Buy Keys

Alley:

Buy Loan

Bar Door:

Show Bonzo ID, South, Drop ID

Bar:

Talk to twins about Gum, Give Bartender Wafer, Use Keys, West, Exit

Terminal:

Buy Tickets

Games:

Steal Teddy, Steal Tokens

Carnival:

Give Kids Tokens

Big Top:

Buy Ticket

Freaks:

Give Hairy Candy, Give Grajunk Gum

Bar:

Get Jacket

Sword Smith:

Give Smith Jacket, South, South, Swim, Enter

Cave:

Give Jacque Keg, Exit

Rock Garden (L):

Give Sushi Rice

Rock Garden (M):

Shoot Thief

Rock Garden (N):

Dig Garden, Get All

Throne Room:

Give Emperor Rock

Servant:

Give Servant Vase

Imperial Bed:

Get Rock, Give Princess Teddy, East, East, South, South

(For returning the Princess to the Castle, you receive the sword)

Dock:

Fish, (you must have the worms)

Alley:

Give Shark Tuna

Bar John:

Talk to John About Task, Exit

Airship:

Give Captain Globe, Say Ready, North, Jump, West

Drunk:

Hit Drunk, Get Wine, Jump

Tower:

Give Rambone Tonic, Up

Key Tower:

Swap Rock with key, Down, Down, South, Say Ready

Deamon Door:

(You won't see a picture of the door, just of the Deamon; you must first walk in that direction in order to have the encounter!)

Use Sword, Throw Wine, Use the Key, Use Plunger, Use the Key

Bedroom:

East, North

Brother's Room
Give Brother Gun

Thus endeth the game!

1.54 dreamweb aga

1) Kill David Crane

The first thing to do is pick up your credit card which can be found in your wallet, lying on the left hand side of Eden's desk (bedroom). Leave to the right and pick up the red cartridge lying on a crate at the top of the room. Examine the microwave and you'll find a key which you need (I forgot it and it left me in a right state!!) Next, go through the door on the right, down the lift and into her garage. Pick up the screwdriver lying on the car. Leave her flat altogether.

Go to your own flat, keying in 5106 at your door. Get the knife lying on your bed and while you're at it, pick up a cup. Take the cup to your kitchen (south) and use the tap (sink) with the cup to fill it with water. Go back to your bedroom. Examine the cartridge of Eden's with your network screen (put the card into the interface, click on screen etc.). You'll get the code for Sartain Industries (7833 needed later on). Get the red cartridge lying to left of the keyboard and examine this cartridge in a similar way. This time log-on with "RYAN", password "BLACKDRAGON". Read the file "PRIVATE" which will give you your friend, Louis' address.

Leave your flat and head towards Louis' house. Walk into the lobby and get mugged (would you normally go somewhere where you KNOW you're going to be mugged!?). Once the thief goes away, go back into the lobby and head for the room to the south. This is Louis' room. Punch in 5238 at the keypad and in you go. First of all, walk to the unit on the left hand side (where the microwave is). Examine it and you'll find Louis' pool-hall entrance card. Examine the card itself by clicking on it with your right mouse button, while in the inventory screen. This will give you the address of the pool-hall. Go and have a chat with Louis who's sitting on the shitter. He'll tell you where to get a gun from. Take both of his trainers which are also in the toilet (nice friend you are!). Click on both trainers in the inventory screen with the right mouse button to wear both shoes.

Leave Louis' flat and head towards Sparky's bar (Wehey! I've even got a bar named after me, cool, huh? I'm not the fat slob behind the bar though folks!). Go and talk to the bloke sitting at the bar. He'll tell you where Crane is. Then have a bit chat with Sparky (friendly me, as always!) who'll give you a loan providing you put your credit-card through the scanner on the bar. Once you've got the loan, leave the bar and head towards the pool-hall.

Enter the pool-hall and talk to the assistant behind the bars. If you moan on properly he'll let you use Louis' card to get in to the hall. So place your card in the card reader and go inside. Use the lift and when you leave go and talk to the barman who'll give you Mr. Silverman's door code (5222).

Keep walking to the left until you get to his door, punch in the code and enter the room. Talk to Silverman and put your credit-card through the reader. He'll give you a gun. Take the gun and leave the pool-hall the way you came in (unless you can find another way).

Outside, make your way to the Regency Hotel. Walk over to the tart at the reception and book a room. She'll ask you for your credit-card, so stick it in the scanner and out will pop a brown passcard. Pick it up and go to the door on the north wall. Press the switch on the control box and go into the lift. Use the lift control box with the passcard to take you up to your floor. Leave the lift, walk to the left and then down towards the fire-point at the bottom of the screen. Open the fire-point and get the axe. Then go back to the lift. Once inside the lift, use your knife on the control box to reveal a green wire. Again use your knife to cut the wire. This will disable the lift. Now, in the top right hand corner of the lift is a handle. Use it. You'll end up on top of the lift. Walk to the lift doors (south) and use your axe to prise the doors open. Now don't get too excited with your gun here -when you see the two guards, through your axe first. Then you can use your gun to shoot the other guard. Hurry quickly to the left and down in the next room which contains a rockery/pond. Wehey -you dirty git! Just shoot Crane on his bed, never mind the bimbo. This will take you to The Keepers.

Have a little chat with The Keepers if you wish. Head down through two rooms until you get to the bottom where the purple crystal is. Pick it up. Go to the room on your right and use the first door on your right. Once inside use the key (which you got from the microwave!?!?) to destroy the plinth and return you to your world.

2) Kill Sterling

I like this bit. Go home first of all and use your network screen to read the newnet. Read the "TVSPECIAL" and you'll remember how to get to the Channel 6 studios. Leave your flat and go there. Walk all the way around the building until you come to a road which has some brown numbered markings on it. Go left here and talk to the old bloke behind the desk. After having a nice friendly chat, kill him. Go to the control panel/desk and press some buttons. This will allow you access into the building if you walk to the left of the barrier.

Once inside, walk to the desk. Pick up the leaflet and drop it immediately. This should reveal a green passcard on the desk. Take the passcard and walk to the room on the left. Use the passcard to get into the cleaning cupboard (bottom of this room). Walk over to the right of the cleaning cupboard and you'll find a fusebox. Use your screwdriver to open it and a brown fuse will fall out. Take the fuse and leave for the room where you got the green passcard. This time go to the room on the right. Go up the screen into the next room and use the ladders in the corner of the room.

Now the fun starts. Walk to the control box for the crane and open it. Inside is a blown fuse. Throw it away and replace it with the new brown fuse you got from the cupboard. Now activate the controls and squash the poor sod below.

This time when you visit The Keepers, go down two rooms and to the left, taking the first door. Put your key in the plinth etc as before.

3) Kill Sartain

On returning to the real world go back to Eden's flat. Her door number is 2865 as you should know. Go upstairs, back into her bedroom (let her get a bath in peace) and examine her personal organiser. This is just beneath the rotating fan. Press the "N" key (on the organiser) 5 times and you'll get the address of Sartain Industries. Leave her flat and head towards Sartain Inds. Use the code 7833 at the doorway and in you go. A really hard part here -just blow up the computer screen with your gun and walk to the left. Walk through the opening and closing doors, go up the lift and prepare for a nice welcoming committee.

Leave the lift and you'll see a couple of guards. Use your crystal here and watch their guts fly all over the place. Go to the room south of here and open the case. Get the document inside. Read it now if you want, or after you kill Sartain. I'd read it now and get it over and done with. Next go to the room on your right, up both flights of stairs and onto the roof. Go to the left on top of the roof and shoot the plane/craft with your gun.

Once again you'll visit The Keepers. This time go south once and take the door on your right..

4) Kill Miss Chapel

As you appear in the car park, go left past the Mini (don't skit -I used to have one!!). Grab the wire cutters from the back of the truck and leave the car-park by walking upwards.

After reading that document you'll know where her house is. Go there, walk towards the thick wall and climb over. Go south and.. oh dear, someone's done you a favour. She's already dead. Never mind, pick up the blue cartridge while you're here and leave (climb back over the wall and head to the left).

5) Kill Underwood

Go to the boathouse. At the entrance to the beach, grab the piece of railing south of the entrance. Walk to the right, near the water. In this screen you'll see a junction box under the sand above you. Use the junction box and you'll wipe off the sand. Use it again with the piece of railing to prise off the covering panel. Now use it again with your cup of water, see things go bang and then climb through the hole in the window, to the right. You'll see what's left of Underwood (not much). Kill her and back to The Keepers where you want to go south two rooms and then left, taking the second door..

6) Kill Beckett

This is where I had to cheat (twice -so if anyone knows how to do this bit properly, please let me know!). Go home and examine the blue network card you found at Chapel's house. What's the problem? Well, you'll have to log-on as Beckett without properly knowing his password. Okay, its

"SEPTIMUS" but I didn't find that out by actually playing the game or talking to anyone else!! Read the "BRIEF" file and you'll find out where the old church is. Leave your flat and go to the church. Use the wire-cutters on the right hand gate to gain access to the church. Proceed through the doors and you'll see a skeleton. Get the hand lying next to it (to the right of the skeleton). Keep going south until you arrive at the altar.

Remove the rubbish on the altar (two candlesticks and a white cloth). Just pick them up and drop them. On the top of the altar is a hole. Place that hand inside that hole (ooer!!). You'll hear a clunk. Now push the altar to reveal a bigger hole. Slide yourself down the hole..

Now you'll find yourself in a tomb. There's a jar to the left. Examine it and take the red ball. Place the red ball into the centre floor tile with the three oblique holes. Now you can get the other two by moving the top off the tomb. Place them both in the remaining holes and be sure to collect the rock which is inside the tomb. Go through the open door to the right, collect the two rocks in this next room and walk upwards. You'll find a statue here which requires some thought to use properly. Again, I'm sure you must get the correct symbol from somewhere else but I don't know where so here's what to do: There are two parts of the statue which rotate. Each part contains six markings with matching markings on the other part. Start by keeping the top part still. Press the purple button and listen for a clunk. If you hear a clunk, you can stop this procedure here. If you don't hear a clunk, rotate the bottom piece by one and press the button again. Repeat this until the bottom piece has turned six times (the original marking will reappear). Now turn the top piece by one and repeat the process of rotating the lower part and pressing the button. Get the idea -keep doing it until you hear that clunk.

What a pain, eh? Okay, now you've heard that clunk move down south as far as you can go and then go into the room on your right which will contain a bed. In the upper right hand corner of the room hides a rock. Take it. Leave the room, and keep going left, picking up any rocks you see on the way. Then go up, picking up rocks if any. You'll see a room with a cart, go left here and get the remaining rocks. You should collect 8 rocks in total; load them all onto the cart and give it a push. It will move southwards and create a hole in the southern wall, two screens below. Go through the hole and then to your left.

Go south down the steps and you'll see the priest who's entered Entropy. To the right hand side of this room is a hole. Go down this hole and walk to your left, taking you onto a railway platform. Go upwards here, and upwards on the next screen. You'll then see a hole in the wall on the left hand side. Go through this hole and there's Beckett who'll give you a boring lecture. Wait for him to shut up. Once he's shut his mouth, just LEAVE the room as soon as you can. Don't waste time or you'll have to listen to his crap all over again. If you manage to make it out of the room he'll get ran over by a train and that's it!

1.55 driller

When you start the game, you are facing a small shed-like building. Shoot it about 25 times and you'll be transformed into a jet. This will enable

you to fly around the freescape world.

1.56 driving force

On the selection screen, click, with the mouse pointer, on the two letters "I" in the word "DRIVING", and when you are ready to start, hold down the <HELP> key until the game has finished loading.

You should then see the words "You Cheat" appear in the nationality boxes of the races, and you will now qualify for the next race no matter what position you finish in.

When you start the game, your vehicle will not go off of the side of the track, but it can be hit by other cars!

1.57 duck tales

Investment: Always buy shares in LAKE DOUGHBEGONE. The best prices to buy at are \$30-\$50. Don't buy any shares at over \$70.

Money Bank: Always dive in here at least 5 times in the 30 days, this can find a coin worth \$1000.

These are the best places to visit;

Ayers Rock Bermuda triangle
EL Capitan Novay
Swansylvania Thunderclap mountain
Tralala Valley of gold
Whatsamatterhorn

One of these should bring you a piece of the time machine.

At the end of an expedition go straight to the stock exchange.

1.58 digger

During play type "SCAMAGIC". The screen should flash to let you know it worked. This give you invincibility and allows you to use the following keys:

<F1> Skips levels
<F2> Restart level
<F3> Extra lives

1.59 dune ii

When you get to the stage where you have no cash left and there is no spice to be collected, send your harvester to the enemy camp.

It will be destroyed, another one will replace it and you'll receive seven credits. You can repeat this as many times as you like.

To harvest spice in no time at all click on a harvester who is harvesting spice and keep clicking on him. The percentage of spice harvested goes up for each click on the harvester. This save both time and money.

1.60 dungeon master

Go to the dungeon entrance and face the door. Cast the spell "OH EW RA". You will see someone interesting.

To advance ninjas a level, stand in a hall and throw your weapons. Then get them, and repeat. This also works with magic and fighter levels. Cast a spell at the air, or slash and bash until you gain a level.

For a bit of nastiness, return to the entrance with the Firestaff, but leave the power gem behind.

Halk isn't as stupid as you think, give him magic objects and he will gain enough spell points to cast LO. Have him keep casting this and his magic powers will develop.

Here are some undocumented spells:

- YA BRO ROS - Leaves a trail of footprints
- VI BRO - Shield poison
- DES IR SAR - Darkness
- FUL BRO NETA - Fire ball shield
- OH KATH RA - Lightning Bolt
- ZO - Open doors
- DES EW - Weakens non-corporal (undead) beings

1.61 dungeon quest

To get into the castle, collect the rocks from the first screen after leaving the Ferry by typing "SEARCH" then "GET ROCKS". When you get to the castles moat and see the drawbridge, type "CHUCK ROCK" and the drawbridge will open.

1.62 dungeons of avalon 1 and 2

- a) Go to the Adventures Guild, and load in one of the characters given at the start (let's say you chose Amber).
 - b) Create five new characters, of any race or type. Make sure that all five people have at least 130 gold pieces.
 - c) Go to the weapon shop, and pool all the gold, giving it to Amber.
 - d) Go back to the Adventurers Guild and remove all players but Amber.
 - e) Now load in the other five characters that are pre-made at the start of the game. You can now start your quest with somewhere in the region of 1000 gold pieces - unless you kit everyone up at the weapon store, train,
-

etc. You can repeat this as many times as you want each go, giving you in effect infinite money.

1.63 dynablasters

Level Codes:

1-1 UKCLMNKT	2-1 UANWQVNA	3-1 UANWIPNA	4-1 UANWQQPA
1-2 UAGWIQNE	2-2 MUBWNENC	3-2 UAGWIPNE	4-2 MUBWNNEC
1-3 UAGWIJNA	2-3 UKRLNGKT	3-3 UAGWGVNA	4-3 UKRLNLHT
1-4 UANWIINE	2-4 UANWQONE	3-4 VANWIENE	4-4 UANWQIPE
1-5 MUVMLGPC	2-5 UKCLNBKT	3-5 MUVWLOPT	4-5 UANWQSPA
1-6 UKRLMTKV	2-6 MUBWNINC	3-6 UKRLPHKV	4-6 UAGWQSPE
1-7 UAGWGINA	2-7 UKRLEHKT	3-7 UAGWGENA	4-7 MUBWNLZT
1-8 UANWIQNZ	2-8 VANWQVNZ	3-8 UANWIPNZ	4-8 UKCLNNHL
5-1 UANWIJPA	6-1 MUVWNSZC	7-1 UANWGVPA	8-1 UKCGNNKT
5-2 UAGWIJPE	6-2 UKRLNGHV	7-2 UAGWGVPE	8-2 UAGRQQNE
5-3 UAGWGQPA	6-3 UAGWBVPA	7-3 MUBWLSZT	8-3 UAGRQJNA
5-4 MUVWLGEC	6-4 UANWQEPE	7-4 UKCLPHHV	8-4 UANRQINE
5-5 UKCLPMHT	6-5 UANWBOPA	7-5 UANWGEP A	8-5 MUGWNGPC
5-6 UAGWGIPE	6-6 MUBWNOET	7-6 UAGWGEPE	8-6 UKRGNTKV
5-7 UAGWGSPA	6-7 UKRLEBHT	7-7 UAVWIOTA	8-7 UAGRBINA
5-8 UANWIJPZ	6-8 UANWQPPZ	7-8 MUVWLEEG	8-8 UANRQQNZ

1.64 dynamite dux

Type "CHEAT" on the title screen for infinite lives. <F1> to <F6> or <1> - <6> skips levels, and typing "NUDE" will let you play the boxing sub-game.

1.65 dynasty wars

While playing, pause the game using <F9> then hold down <LEFT SHIFT> key, <1>, and <HELP>. Now unpaue with <F10>. Or do the following.

Type in "CHEAT MODE" on the title screen.

You now can skip levels with <F2>.

1.66 dyter-07

When the Loading screen appears, type in "GIBB". Extra keys available:

- <W> gives you extra weaponry
- <S> replenishes your shield
- <L> skips a level.

1.67 e-motion

When E-Motion title screen appears (the one with Einstein) type in "MOONUNIT" or "E-MOTION" ? and press <RETURN>. Now start the game as usual. (Possibly do it the second time, the screen appears)

- <F1> skip a level
- <F2> Go back a level
- <F3> Go forward 10 levels
- <F4> Go back 10 levels

1.68 e-swat

Pause the game and type in "JUSTIFIED ANCIENTS OF MU". The screen will flash and you will have 99 credits. (If not try "MUMU" or "MU MU" instead of "MU")

1.69 eco

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

1.70 eco phantom

During play, press and hold <J>, <E>, and <Z> to replenish the life meter, weapons meter, and to activate the keys <1>-<7>. Now press

- <5> to refill life meter and
- <7> to refill weapon meter.

1.71 edd the duck

Press <LEFT MOUSE> to skip levels.

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

1.72 edd the duck 2

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

1.73 elf

Type "CHEAT" on one of the talking screens. You will be told to type in "CHOROPOO" while playing. You then receive 99 pets and your energy level will rise back to normal.

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<W> get to the Wolf potion
<H> get to the Hardman potion
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1.74 eliminator

Press <HELP> on the title screen and type in the required code to start the new level. Bear in mind that the Eliminator only starts with a poxy single-shot blaster; finishing the level may not be as easy as it was getting into it.

Level	Password	Level	Password
02	AMEOBA	09	HANDEL
03	BLOOP	10	ICICLE
04	CHEEKI	11	JAMMIN
05	DOINOK	12	KIKONG
06	ENIGMA	13	LAPDOG
07	FLIPME	14	MIKADO
08	GEEGEE		

There is a bug on level five!

If you fall in the water when collecting the weapon icon on the right hand side, the program goes into a loop.

Finally, to gain high scores, you should be prepared to lose ships at strategic points - just before the next 10,000 bonus - so you can shoot things twice and build up your score.

1.75 elite

For the older version:

When you are asked for the passwords, type in "SARA" and press <RETURN>. Now enter the correct password and again press <RETURN>. Now, when in game, press <*> on the numeric keypad or <HELP> and it will bring up a hacker screen. By typing in a byte number and entering a new value you can change things in the game.

On newer version you type in "SUZANNE" instead of "SARA".

Byte No Value Effect

```
-----
12 00-FF Create a new galaxy
13 00-FF Create a new galaxy
18 FF Loads of credits
1F 46 7 light years fuel
20 01 Escape capsule.
23 02 Large cargo bay
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24 01 E.C.M. System
26 01 Pulse laser
28 01 Beam laser
2C 01 Escape pod
2F 01 Energy Bomb
31 0C Naval Energy Unit
32 01 Docking computer
34 03 Galactic hyperdrive
36 01 Mining laser
38 01 Military laser
3C 01 E.C.M. System Jammer - <L> toggles on/off
3F 01 Cloaking device - <Y> toggles on/off
40 01 Loads of food
47 01 Loads of textiles
49 01 Loads of radioactives
4C 01 Loads of slaves
50 01 Loads of wine
54 01 Loads of narcotics
5C 01 Loads of computers
63 01 Loads of machinery
67 01 Loads of alloys
69 01 Loads of firearms
6C 01 Loads of furs
72 01 Loads of minerals
75 01 Loads of gold
79 01 Loads of platinum
83 01 Loads of gem stones
84 01 Loads of alien items
88 01 refugees from Super Nova
8C 01 Important Thargoid document
91 00 Clean legal status
97 00-08 Harmless - Elite ranking
98 FF Loads of combat points

A3 01 AND FOR DIFFERENT MISSIONS CHANGE:
9D 01 Seek & destroy
9D 02 Deliver Thargoid Docs.
9D 03 Rescue Refugees
9D 04 Destroy Cougar
9D 05 Destroy Space Station

Pressing the <ESC> key will return you to the game.

When you have typed "A3" followed by "01" and then entered a number "01"- "05" in location 9D for the corresponding mission, hyperspace to a different planet and dock with the space station. You will be now given your chosen mission.

Here is a way to span 80 light years in about two jumps. First of all buy some fuel and launch from the station. Go to the local cluster chart by pressing <F6>, and choose a planet that lies within the fuel range as normal. Press <H> to hyperspace and the cursor will disappear, but you can still control it even though you can't see it. Now move the cursor to a planet outside the range and press <F6> to get the local chart for that planet. But remember you've only ten seconds until the countdown finishes so you have to be quick. This should cause the jump to move to the selected planet, well outside the 7.2 light year range.

Do you enjoy the amazing rendition of the Blue Danube? If so, press <H> to hyperspace, when the counter is 5 or lower, engage the docking computer, and the Blue Danube will now play till you reach the next station.

When the title screen with the rotating ships appear press A. This will stop the ship from moving. To move or rotate the ship, press the arrow keys, and to get more rotations hold down the A key while pressing an arrow key. To move the ship toward or away from you press O or I . Press D when your finished. Press W while flying to tell your score and the authors credits.

1.76 elvira - mistress of the dark

Use the crossbow to kill the falcon. You'll find the key on the falcon's body.

More Elvira tips soon!

1.77 emerald isle

The axe is needed to make a canoe which is required for the many trips to the Desert Isle.

1.78 empire soccer

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

1.79 empire strikes back

Press and hold down the <HELP> key on title screen while typing in "XIFARGROTCEV" or "XIFARG ROTKEV" ("VECTOR GRAFIX backwards) to enter the cheat mode. Press <RETURN> to cancel the cheat.

<L> to show a picture of Luke
<C> to show a picture of CP30
<D> to show a picture of Darth Vader
number play the sampled speech

1.80 enchanted lands

Type "TCB RULES FOREVER" on the intro' screen and the screen will flash. Pressing <F3> will allow you to enter an edit. Pressing <F2> followed by <SPACE> will take you to the end of level guardian.

1.81 enchanter

From the Fork in the road:

NE, N
Open Oven
Get Bread
Get Jug and Lantern
S, E, SE, NE
Drink water
Get water
SW, SE, SW, SW, S

- An old hag will give you a scroll. Throughout the game you will be
- finding these spell scrolls. Some spells you will never need. Some
- you may need to use more than once. You write the ones you need to
- use more than once in your spell book - "FWEEP" is one of these, so:

Read Scroll
GNUSTO FWEEP
NE, NE, E, E
Memorize FWEEP
FWEEP the gate
E

- You have reached the castle. Whenever you feel hungry or thirsty,
- drink the water or eat the bread. Now...

Read Book
Memorize FROTZ
FROTZ the Lamp
S, S, E, S
Open door
N
Read Writing
Remove Block
E
Get Scroll
Read Scroll
GNUSTO EXEX
W, S, U
Drop all
E
Get Lighted Portrait
Get Scroll
W
Get all
Read Scroll

GNUSTO OZMOO
N, N, E
Memorize OZMOO,
E
OZMOO Me

- Wait for a couple of turns by typing "L" or "I"
- You will now be sacrificed, but the OZMOO spell will keep you alive!
- Now:

D
Open South door
S
Get all
N, W, W, S
Cut rope with Dagger
Open Box
Get Scroll
Read Scroll
MELBOR Me
S, W, U
Get in bed
Sleep

- You have now protected yourself (to a degree) against the powerful magic of Krill. This allows you to at least face him and use the powerful KULCAD spell.
- At the moment, you should pay attention to the dream you have. Notice the Princess who seems to hide a scroll in the bedpost.
- When you wake up...

Get out of bed
Examine Bedpost
Push button
Get Scroll
Read Scroll
GNUSTO VAXUM
D, E, E, E, S, SE
Memorize NITFOL
NITFOL Turtle
Memorize EXEX
EXEX Turtle

- Now you have a supercharged Turtle!
- By the way, If you ever get sleepy from here on, just type in "Sleep".
- Now you want the Turtle to follow you, so...

Say "Turtle, follow me"
NW, N, E, U
Say "Turtle, SE, Get Scroll, NW"

- You've got the KULCAD spell!

Get Scroll
Say "Turtle, stay"
D, W, N, N, N, N
Follow tracks

Reach in Hole
 Read Frayed Scroll
 N
 Memorize FWEEP
 FWEEP the gate
 N
 Get Scroll
 Read Crumpled Scroll
 S, W, W, W, W, W, U
 Memorize FWEEP
 FWEEP the Egg
 KREBF Shredded Scroll
 Get Scroll
 D
 Memorize VAXUM
 E

- Now you should mess around in the Hall of Mirrors until you see the
- ZORKING Adventurer. You should then:

ZIFMIA Adventurer
 VAXUM Adventurer
 Show Dagger to Adventurer
 (Now Go East until you are in the Guarded Room)
 Point at the door
 N
 Drop all but Bread, Jug and Lamp
 Get Map and Pencil
 S
 Close door

- It is very important that the adventurer does not take your spell
- book, your Brittle Scroll or your Frayed Scroll. If he has, You must
- restart the game at the last saved game, and make sure you close the
- door to the room so he doesn't get those three items while you are off
- defeating the Great Terror!

- If you now look at the map, you will notice that it maps the strange
- translucent rooms you find below the dungeon. If you noticed the
- tunnels connecting the rooms down there, they were perfectly round and
- made of carbon. Well this magic map can make and erase these magic
- tunnels just by you drawing and erasing lines on the map!

- However, you only have a couple of lines worth of pencil left, so you
- have to use it wisely! The Scroll you need in order to defeat Krill
- lies in the room marked "P" -- but so does the ultimate evil terror,
- who is guarding it. The idea is to release this creature by creating
- a tunnel to "P", but to trap the terror in other rooms before it gets
- a chance to escape the translucent rooms and join forces with Krill!

- First, get down to the first room below the dungeon...

W, W, W, W, W, W, S, S, S, S, E, S, D, S, E, NE, SE
 Connect F and P
 SW, SW
 Get Scroll
 Erase B and R

Erase V and M
NE, NW, NW
Connect B and J
W
Read powerful Scroll
U, U, E, E, N, N, N, N, N, E
Open door
N
Drop Map and Pencil
Get all but Map and Pencil
S, W, S, S, E, E

- Now to undo Krill's magic stairs and get the bastard!

Memorize VAXUM
KULCAD Stair
Read ornate Scroll
IZYUK Me
E
GONDAR Dragon
VAXUM Being
GUNCHO Krill

The End!

1.82 enduro racer

When you first begin to play, after the countdown type in "CHEAT". Having typed that in, pressing one of the following keys will result in a specific effect.

- <T> Gives you an extra 10 seconds to complete the race
- <S> Advances you one checkpoint
- <F> Gives you turbo speed (210 kmh)

1.83 enlightenment - druid ii

When you reach a new unexplored plane, take out the disk and kill the druid. Instead of returning to the village, you will be returned to the plane you died on. Insert the disk, and start playing again, use this as many times you want. However, there is a problem with this, you lose all the spells that you had before, and start the game with the normal compliment of spells, so you might not last long on later levels, but you can explore the later levels.

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

1.84 epic

Level Codes:

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

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

Also <ENTER> has a few uses, refuel, repair shields & boost weapons. Press Joystick down for this.

1.85 escape from tharkan

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

- <F1> The computer will play for you (on/off)
- <F2> Stops the tanks from firing
- <F3> Invincibility
- <F4> Eliminates flying section to get to new levels
- <F5> Disables active cheats
- <F6> The computer will play (<F1> turns it off)
- <F10> Make the bricks unbreakable (on/off)

1.86 escape from the planet of the robot monsters

This cheat only works in a one player game. While playing, when you meet the Reptillon monster, run past it and stand in the centre of the join of the gates that block your way. When you are here, wiggle the joystick left and right and keep dropping bombs. After a while, you will go through the doors and appear on the other side.

1.87 espana '92

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

1.88 evil garden

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

1.89 executive leader board

Use a 6iron on the 7th hole and you can get a hole in one every time.

1.90 exolon

Enter your name on the high scores table as "ad astra" (lowercase with space) and you will receive lots of lives.

1.91 extase

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

1.92 extreme violence

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

DUNE magic laser, speed boots, and press <HELP> for the map
TERMINATOR ECM for both players
LAWNMOWER bouncy bullets and speed boots

A voice will say {Bingo!} if you have entered the cheat correctly.

1.93 eye of the beholder

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

Make sure you draw maps as you go along - secret doors can make things confusing. If you get stuck, jump down a pit and look for another way

up as you may have missed exploring part of the level. Some pressure pads can be activated from a distance by throwing objects onto them. Try to explore separate parts of the dungeon at a time, and explore them thoroughly before opening doors onto new unexplored areas. This will make exploring dungeons easier. When you find some writing and a character says "What a strange marking to place here", insert a dagger into the crack in the wall and this will open a secret door. You will find two skeletons on the earlier levels, both of which you must take. Later on in the game you will be able to resurrect the dead adventurers, and they will join your party as NPC's. On level four, help the dwarves and let Dohrun the Dwarven fighter join your party. You can now visit the Dwarven Cleric who will heal and/or resurrect characters. Never fight Rust Monsters hand-to-hand - use missile weapons and long-ranged attack spells such as MAGIC MISSILE or MELFS ACID ARROW, as their attacks dissolve a metallic object carried by the character, usually armour or a weapon. Make sure you put several different races in your party so that you can read every message found on walls in the dungeon.

Load "EOBDATA.SAV" (Disk 2) into a HEX-Editor. Start 11 times later than the first letter of your first character's name with typing HEX "72" 14 times then 2 times "FF". Now do this with all characters and save. Now your characters should have stats of 114, and about 120 hit points.

Special Quests

=====

Level 1 (Kobold)

Find the shelf with two scroll south of the ladder. Take the scrolls and put a knife in the shelf.

Level 2 (Zombie)

Find the four dagger wall carvings and place a dagger in each carving.

Level 3 (Kuotoa)

Remove the four gems you inserted in the statue's eye.

Level 4 (Spider)

Pull the chain just north of the entrance first.

Level 5 (Dwarf)

Put six food rations in the shelf marked pantry.

Level 6 (Kenku)

Put all ten kenkue eggs in the room marked next.

Level 7 (Drow)

Take the stairs to the room with five portals. Put a stone portal key in each of the three shelves.

Level 8 (Hell Hound)

Find the room with twelve empty flame gauntlets. Put a dart in each one and then step on the tread plate.

Level 9 (Displacer Beasts)

Take the stairs to the room with the message "It is written the key lies on the other side", then throw a dart at it.

Level 10 (Mantis)

Find the room with three shelves and four waiting mantis warriors. Put a kenku egg in the centre shelf, the end shelf, and the shelf nearer the door.

Level 11 (Mind Flayers)

Find the room with eight levers. Pull six levers down and leave the second lever from each end up. Put any scroll in the shelf to the south and then pull the closest lever twice. Return the dwarven healing potion found here to the dwarves on level 5.

Level 12 (Xanathar)

Use the wand of Silvias to force Xanathar back into his own blood stained trap.@endnode

1.94 eye of the beholder ii

- 1) Load the game as normal and select "Create New Party". When the empty boxes appear, click on the top left box, then select race, class, alignment and portrait. Now go to the Modify box and boost all the statistics in this order: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma and Hit Points. Now you can click on Strength and boost it to maximum, regardless of limitation put on the race or class of the character, so from now on, for example, you can have a super-hard wizard with a strength of 18/99.
- 2) At the character generation screen, always increase all stats that you can (that includes Hit Points) to as high as they will go.
- 3) If you want a Mage, Cleric or Paladin to use a two handed weapon as well as magic, then do the following. Put the weapon down on the ground, and their spellbook or magic symbol in their second hand. Click <RIGHT MOUSE> on this for a list of spells to appear. Pick up the two handed weapon and place it in the characters primary hand. As the list of spells is still up, they can now cast spells and use a two handed weapon at the same time. You will have to repeat this process after using the compass etc.

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

1.95 eyes of horus

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

1.96 f-15 strike eagle ii

If you run out of missiles or for that matter anything at all, simply press <CTRL>, <ALT> and <R> simultaneously to replace all.

1.97 f-16 combat pilot

If you're fed up with landing try the following: Jettison all fuel and weapons and climb to 65000ft. Stay there until the last of your fuel runs out. Dive towards the ground and at 10 or 11 thousand feet pull up hard. You will then be able to rise about 4000 ft and then start falling towards the ground. Just as you hit the ground the mission will end safely.

1.98 f-16 falcon

Press <X>, <SHIFT> and <CTRL> for increased afterburners, eight sidewinder missiles, and a full magazine. Do same at mission disk. Don't know if it works on the scenario disks.

Also, if you have trouble landing, select END MISSION after completing your mission.

For a perfect landing every time, hold <HELP> down about 10 - 20 feet above the runway.

If you get badly hit, don't bail out, instead swing round & head for home. Press <HELP> and the <+> on the keypad and keep them depressed. The F16 will stay level and drop down.

Switch to tracking mode & rotate to side view.

Just before touch down, pitch up the nose and the plane will touch down successfully every time.

Select end mission & you will be rescued even if you are in enemy territory.

If your ammo runs low, press <CTRL> and <X> during the game and watch the extra 500 rounds and 9 sidewinders clock up on the instruments. It maybe <CTRL>, <LEFT SHIFT>, and <X>.

1.99 f-17 challenge

When you reach a tunnel crash against the left wall and hold the joystick there until you reach 100 percent damage. Then hold down <FIRE> and your damage will go up to about 700 percent and reset back to 0 percent. Make sure you are well inside the tunnel or you will reach daylight halfway through the cheat.

1.100 f-17 stealth fighter

Choose to run a strike mission, but don't arm your craft with any air to ground weaponry. When you get a ground target, press <7> and <U> at the same time and the target will blow up automatically.

1.101 f-19 stealth fighter

Press <ALT> and <H> to get the pitch lines on the HUD. Fly upside-down, turn off the planes engines and keep its altitude to 10 degrees. You should now be able to climb without losing any fuel.

1.102 f-29 retaliator

Enter your name as "THE DIDY MEN" (with spaces) on the enrollment screen. Click on the Colonel icon and press <RETURN>. Select the battle area as normal and select mission control. Accept a mission (without selecting one) then go back and select a mission. Now start the game and play as normal. When it comes time to land simply press <ENTER> on the numeric keypad and the plane will land automatically.

To fly any mission with infinite weapons simply enter your name as "CIARAN" on the enrolment screen and press <RETURN> then load up your pilot's log. The name should now read 'OCEAN OK'. Proceed as normal from thereon.

1. When you get killed on a mission, instead of restarting the game, wait until the 'Service Terminated' screen appears and reset your computer. Reload the game and your pilot should be intact.
2. Set up your mission as normal but do not enter the weapons selection screen. Now when you start your mission you will have unlimited Thunderbolt missiles. Fire away!

1.103 f/a-18 interceptor - electronic arts

Select option 2. 'Free Flight, No Enemy Confrontation.' from the main menu. Now, instead of entering <1>--<4>, hit <0>. The screen will go into a spiral and scroll way south to 34 by 117 degrees, placing your plane somewhere without a runway. This happens to be in the middle of Edwards Air Force Base, where the F/A-18 was flight tested. To take off you have to use the afterburners. 117 degrees is the furthest south you'll be able to fly, but you can go in other directions.

Taxi down U.S. 101, turn right at Highway 92, pull up to the EA Headquarters and blow it away!

In mission 6, once you've fired all your missiles, you can land on the Shadow Sub (if it's still afloat) and it will refuel and rearm you.

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

1.104 f1 world championship edition

On the title screen, Type "REVEAL". The screen should flash red.

1.105 faery tale

Take a save game file and use a PD program such as NewZap to patch byte 18 to a non-zero value. Load your save game, and now these cheat options are enabled:

```
Arrow Keys  Move Rapidly over any terrain
<B>        Summon Gold Swan
<R>        Rescue Princess
<=>        Display coordinates
<F10>      Location in coordinates
<F9>      Increase time by 1 hour
```

When you find the turtle, jump on it and start slashing with your weapon. The turtle will not be harmed but your bravery will rise. The best weapon in the game is the sword. The keys to use for different buildings are:

```
White - For old castles and manors
Grey  - For the watch tower and buildings in the city of Marheim
Red   - For secret entrances
Gold  - For the maze in Hemsaths tomb and for the inner chambers of King
       Marheim's palace
Blue  - For the sorceresses keep on the Isle of Sorcery
Green - For normal buildings
```

The witch's castle is accessible through the maze of Grimwood forest. You must enter the maze from the west and make your way north-east. A cave must also be found. This should take you to the Sunstone. The Sunstone should be used to kill the witch but this might not work. You should be able to kill the witch with any missile weapon as long as you avoid the witch's gaze. After you kill her, you must get the golden lasso in order to ride the Golden Swan. In the City of Azal, you will need the five golden statues. These statues are located in: The Crystal Palace on the Isle of Sorcery, The Battlefield in Grimwood Forest, The Castle south-east of Marheim, The Watch Tower, and Hemsath's Tomb.

If you don't want to go through the hassle of collecting all the statuettes:

```
Go to the dark citadel
Stand right up against the force field
Let yourself starve so that you faint
When you wake up, you'll be on the other side of the force field
```

Sometimes you can accumulate all the treasure you want by going near the item, press <SPACE>, and then continue hitting <T>. You'll receive an infinite supply of that treasure.

Save your position in a dungeon. Then go through it until you run out of keys. When you restore your game, all the doors will be open and you will have a new set of keys. Also works in caves.

On the island with the Crystal Castle, press <RIGHT MOUSE> while talking to the Sorceress and your luck will go up to 65. 'ASK'ING the Sorceress several times will usually boost your luck.

If running low on Green keys, use a secret entrance for the fort. It's on the left side, almost even with the door.

Beating the Turtle is not beating, it is pushing, so push the turtle across the land, to use it in special places: The turtle was programmed in asbestos, and can swim in Lava. It can be used to enter the black citadel at the south. Also, while it is present, you are not attacked, but by the time one has the turtle, one is already invincible.

1.106 fantastic voyage

On the title screen, press <FIRE> to start the game. When you are asked to enter disk two, enter the second disk. After you insert the 2nd disk the drive light should go on for a second and then off. Now quickly press and hold <LEFT MOUSE> and <RIGHT MOUSE>, <FIRE> and <SPACE>. Hold them until the drive light goes out again. You should now be at the control room screen. Press <FIRE> to start and you will now start with 99 lives.

1.107 fantasy world dizzy

On the high score table enter your name as "IMMORTAL", for invincibility or as "FLOATING" and then during play hold down <RETURN> and use the joystick to move dizzy around the screen.

On the title screen, hold down <LEFT SHIFT>, <S>, <U>, and . You will then be presented with a subgame menu. Once you exit the this menu the game will start. Press <F10> for more lives.

1.108 fast lane

Although not stated in the manual, there is an automatic gearbox. Pressing <G> toggles between manual and automatic transmission.

During qualification pause the game with <F1> and then unpause with <SPACE>. The qualifying time is now frozen, allowing you to go as slowly as you want while remaining in pole position.

1.109 fears

Level Code description:

The levelcode contains info about number of left lives, weapontype, ammunition number.

The 8 digit sequence is a union of two 4 digit numbers:

The first one codes the level, the number of lives and the type of weapons available, and the second one the number of the two ammo types.

Example:

LevelCode F8F856A5

```

  \_/_/\_/_/
   \   \_
    \___ means 99 weapon of type 1 and 28 of type 2
         \___ means access to level 2 with gun and 0 lives left

```

Part two of the code means:

get weapon type 1 (gun and machinegun) in binary mode (99) : 1100011
 get weapon type 2 (Rockets) in binary mode (28) : 0011100
 Put them together : first comes 01, then first number of type 2, then first
 number of type 1, then second number of type 2 ... (always take 7 bit
 numbers) and you will get 01 -- 01 01 10 10 10 01 01 - This in hexadecimal
 56A5 (see above).

That's why the most useful code (99 and 99) is BC0F (here is the first 10
 instead of only 01!!!)

Part one of the code means:

Here are coded the level number, the type of weapons and the number of
 lives.

F8F8 into binary: 1111 1000 1111 1000 with the meaning

```

xxxx 100x x11x xxxx
 \_/_/\_/_/\_/_/\_/_ if 1 you have the machinegun (0 else)
  \  \  \  \  \  \  \ if 1 you have the rocket launcher (0 else)
   \  \  \  \  \  \  \ in this triplet is coded the level :
    \  \  \  \  \  \  \ 111 = level 1 110 = level 2 101 = level 3
     \  \  \  \  \  \  \ 100 = level 4 011 = level 5
      \  \  \  \  \  \  \ this is a sort of checksum if the code is valid
       \  \  \  \  \  \  \ in these bits is coded the number of lives you have:
        1111 = 0 lives, 1110 = 1 life, ..., 0110 = 9 lives

```

Checksum: Set the two x so, that the first 8 numbers added are even and
 the second 8 also, or the first 8 are odd and the second 8 also.
 I hope this is right!

In level and live coding you must switch 1 and 0 to get the real number:

1111 are 0 lives : 0 binary is 0000 | 111 is level 1 : 1(-1) is 000
 1101 are 2 lives : 2 binary is 0010 | 100 is level 4 : 4(-1) is 011

The complete codes to start a level with all ammo, all weapons, 9 lives are:

```

Level 1 6D7FBC0F
      2 6DFBBC0F
      3 6C77BC0F
      4 6CF3BC0F
      5 6F6FBC0F

```

1.110 federation of free traders

Load the game. Enter the net. Type "HELP", and get yourself an ID number.
 Logoff the net. Press the <BACKSPACE> at the bay doors. Blast off into
 space, and find a spaceship for you to trade with and get his ID number.
 Enter the net, logon, and press <T> and <RETURN>.
 You should be now in communication mode with the alien. Say hello, have a

chat, keep pressing a key or whatever until he offers you some goods, such as Hypermint for example. At the prompt, straight after he has offered you something to buy, enter "1" and press <RETURN>. He will say something like no chance, or sign off. Logoff.

Now everything you buy or sell, you will buy or sell it for 1 credit, even if you put 100 credits as an offer, you will still buy or sell it for 1 credit. This only applies to Black Market trading, it will not work at a planet or space station.

Do same as above but enter a higher number, say "20000" when you want to sell at a high price. Now, press <T> and <RETURN> to talk to the alien, make certain that you have got something to sell. Keep pestering him, until he says something like, "Have you got anything to trade?". When ask for price enter something, but you get the above set credits

The top routine, is only to be used in buying, as it is no good trying to buy something, when it is set at 200000?

Likewise, the bottom routine is only used for selling, as you are a bit stupid if you try to sell your wares for 1 credit!

Advancement in rank has nothing to do with the amount of credits to your name. It is related to the number of missions you complete and ships destroyed. The only way to earn a lot of credits is to haggle on the trade-net. By staying in the space station on the net, and trading in guns, food and gold, you will quickly build a fortune. Travelling to space stations requires you to jump until you cannot get any further.

To complete the missions:

MISSION 1: Take message: just go there! Use E pod.
MISSION 2: Destroy aliens, but not unknowns: Kill 4+. Use E pod.
MISSION 3: Destroy Sat!
MISSION 4: Escort convoy. Use E pod.
MISSION 5: Investigate disappearances. Kill 4+. Use E pod.
MISSION 6: Search for survivors.
MISSION 7: Escort VIP. Land on planet then go to destination.
MISSION 8: Go and report.
MISSION 9: Destroy alien.
MISSION 10: Rescue civilians. Land on planet.

1.111 federation quest

Level Codes:

02 SLUMBER 07 HAMPERED 12 FRENZY 17 GLOOM
03 INTEREST 08 BLACKOUT 13 HANDYMAN 18 PRIMATE
04 BULKHEAD 09 WARRIOR 14 CROWDED 19 MADHOUSE
05 SHOWROOM 10 VICTORY 15 RADIATE 20 TRIUMPH
06 MUSHBASH 11 TRAPPED 16 VOLTAGE

1.112 fernandez must die

While playing, pause the game and type in "SPINYNORMAN" for infinite lives.

1.113 fifa international soccer cd³²

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

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

1.114 fighter bomber

Enter your pilots name as "BUCKAROO", and 'Oooooh Nooooo its a Buckaroo' should appear at the bottom of the screen.

Now you can try all of the 16 missions. As an added bonus your plane comes complete with a few extras. For a start you can fly on the ground! And you can hit <D> any time during the flight to be taken to your next target!

Try also "448944895554", "KYLIE" or "SO WHAT IF I DO".
Enter "VERSION" to see what version.

1.115 fighting soccer

In a one player game if you shoot at the goal post diagonally and it hits the post, you will score. In a two player game hit the post straight on.

1.116 final blow boxing

Pause the game, press <F10> six times and unpause. You leave your opponent ill and truly brain dead and you now have infinite energy.

1.117 final fight

When the game starts up: when the picture of the guy watching TV appears, wait until "not so fast Mike, turn on your TV" appears at the bottom of the screen and press <HELP> (five times?) as soon as it does. You now are invulnerable to hits and kicks and press <+> to make all mad gear members disappear. Pause the game and type "SHERRIF FATMAN" for infinite lives.

1.118 final mission

While the game is loading hold down <LEFT MOUSE> and <T> until the game has totally loaded. This will give you infinite lives.

1.119 fire and brimstone

Position your joystick left-under on the titlescreen, keep it there and press <ESC>.

1.120 fire and ice

Type "COOL" and press <RETURN> for infinities.

Press <LEFT MOUSE> on the title screen for infinite lives.

1.121 fire force

Start the game as any normal person would with just one bazooka shell. Arm the weapon and press <FIRE>, making sure that you latch the button, so that the rocket does not get launched. With your finger still on the button, press <ESC>. Go to the armoury and expunge all your rockets. Now you can start a mission with an infinite supply of bazooka shells. The same applies to all of the other offending weapons as well.

1.122 first samurai

When you load up disc one and the word "Goonies" appears, hold down one of these mystical keys for various effects:

<F1> - Infinite energy and infinite weapons
<F2> - Infinite Energy
<F3> - Infinite Lives

Pause game then "DIPUTS". Pressing the number keys now lets you teleport around the level.

1.123 fish

Complete Solution:

Part 1

Tell Rod to make the coffee and then get the tapes from the bin. The tape bin can be found in the cupboard in the secondary control room. Set the amplifier fader in the control room to a suitable level and clean the tape heads with the cleaner. Play the tapes in the player and the producer will storm in and sing the combination to the cabinet in his office. Get what you find inside it and you've solved the first part of Fish.

Part 2

Get dressed and pick up the torch from the rubbish in the cab. Head east until you get to the Abbey and find your way to the catacombs. Open the sarcophagus lid and find the ceremonial cord. Go back up to the ruined transepts and turn off your torch. Drag the pew past the hippier until it's beneath the arch; you can climb this by standing on the pew. Tie the cord and collect the gargoyle. Put it in its rightful place. Get the grommet from the chalice to complete part 2. You may have to do this several times thanks to hippie interference.

Part 3

Time is critical in this part so don't waste any. Go south east to the smithy and free the budgie. Return to Mickie (mind the bird) and get the disc from the stump when he leaves. Return to the smithy and get the tools, gloves and mould. Wear the gloves and place the disc in the crucible. Hold it in the fire with tongs and pour it in the mould when it melts. Take this to the cool glade avoiding Mickey and anywhere wet. Let it cool for a few turns. When this is done smash the mould with a hammer and lo and behold: HYDROPOLIS!

1.124 flaschbier

On the title screen, hold down <RIGHT MOUSE>, <LEFT MOUSE>, <SPACE>. The game will start the 1st level and at the bottom of the screen the message TRAINER ACTIVE will appear. Push up on the joystick to select level and press <FIRE> to try the level.

1.125 flashback - out of this world ii

Walk up to a door you wish to pass and turn around so your back is to the door. Hold down <FIRE> and tap the joystick in the opposite direction to the door. Then push the joystick towards the door and release <FIRE>. (THIS IS TRICKY)

The level codes are:

1 2 3 4 5 6 7

EASY BACK LOUP CINE GOOD SPIZ BIOS HALL
 NORMAL PLAY TOIT ZAPP LYNX SCSI GARY PONT
 DIFFICULT CLOP CARA CALE FONT HASH FIBO TIPS

1.126 flimbo's quest

On the title screen, type "MIGHTY-ROGER" for infinite lives.

1.127 flink cd³²

Press DOWN and PAUSE. Then release DOWN, but still keep PAUSE pressed. Now press RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, AND LEFT. You should now have access to all spells and levels.

SPELLS:

QUICKGROW leaf, feather, silver ring
 SPIRIT BOMB feather, gold ring, leaf
 LIGHTNING two diamond rings, feather
 DUST DEVIL leaf, silver ring, feather
 DEMON gold ring, mirror, necklace
 SHRINK mirror, necklace, amulet
 GHOST skull, tooth, magic root
 PLATFORM feather, tiger eye, feather

1.128 flood

Level Codes:

1	FROG	8	GRIP	15	FOUR	22	REED	29	LOOP	36	BRIL
2	YEAR	9	TRAP	16	GRIT	23	LIME	30	SING	37	EGGS
3	QUIF	10	THUD	17	ZING	24	QUID	31	JOUX	38	HENS
4	LONG	11	FRAK	18	JING	25	WING	32	PINK	39	HAIL
5	WORD	12	VINE	19	LIDO	26	FLEE	33	GOGO	40	SOAP
6	FRED	13	JUMP	20	POOL	27	GIGA	34	LETS	41	FOAM
7	WINE	14	NILL	21	HATE	28	HEAD	35	QUAD	42	MEEK

Enter "nn.QCUMBER." for your name on the high score table. Where nn equals a number 00-42. Example: "06.QCUMBER." will let you start at level 6. For levels 1-9 make sure you put a 0 before the number.

Enter "GIVEMECHEA" for you name on the high score table to activate the following keys:

<I> for a timed amount of invincibility
 <M> skip to next level
 <A> hold and press <FIRE> for a rapid shot
 <L> add lives to your current stock
 ?
 <W> ?
 <O> Press when falling to activate parachute

<Y> Press when falling to activate ballons

1.129 fly harder

On the title screen, type "MECHANICA" for infinite lives. Also, on the title screen type "BIGBAND" for the ending.

Level Codes:

2 PHOTON 5 SUPERNOVA 8 NEOGEOPOWER
3 METAGRAV 6 TRANSMITTER
4 BLACKHOLE 7 QUANT

1.130 fly harder cd³²

Level Codes:

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

These next two are just guesses (the level codes for the CD³ are the same as the first three letters of the A500 version, so the cheats may also work)

Try entering "MEC" for your password for infinite lives.

Try entering "BIG" for your password to see the ending.

1.131 flying shark

Gain a high score and enter the following initials for special effects:

"RHL" or "RLH" acid men bullets
"PJA" infinite smart bombs
"JGL" full fire power
"KDJ" infinite lives
"RAB" invincibility
"HSC" turns screen black

Note that you enter the first two letters as normal, then press and hold <5> on the numerical keypad, then enter the third letter to register the cheat.

1.132 football director 2

Here's a way of starting the game with lots of money.

Copy the game onto another disk - files are going to be changed so don't use the original. Boot up the copy as normal, clicking on the 'FD II' and 'BOOT.BAS' icons as they appear.

Enter the game as normal. When it's up and running, select the 'QUIT' option from the Main selection of the pull down menu. A CLI window now appears. Type "list" to list the 'BOOT.BAS' part of the game.

Using the cursor keys, edit the program lines 1514 and 2547 to read as follows :

```
1514 NEXT
NW=150+INT(RND*200)
NW=INT(NW/AP)
NV=200+INT(RND*300)
NV=INT(NV/AP)
AI=5000000pound sign+INT(RND*(5000000pound sign/AP))
NF=(5000+INT(RND*3000))/AP
NP=INT(NP+NA+NF)
GOTO 332

2547 GOSUB 2548
IF RA=9 AND AI>3000000pound sign OR AI>15000000pound sign THEN ]2547
GOTO 2548
]2547: RA=INT(AI/5000)
PRINT TAB(5);
PA5
PRINT "DIRECTORS WITHDRAW";
PA1      "
PRINT TAB(30);
MONEY INT(RA)
PRINT TAB(38);"- "
JR=JR-RA
```

In line 1514 making AI equal 5,000,000 provides \$5M starting budget; this can be changed to suit, however Line 2547 making RA=INT(AI/5000) stops the directors from withdrawing too much cash every week.

Click on the 'close window' icon for the window containing the program text, and save the amended program file by typing: save "BOOT.BAS"

To run the amended disk, boot up the disk as normal, by clicking on the FD II icon. When the BOOT.BAS icon is clicked the message BAD FILE MODE appears. Accept this by using the OK box. Close the CLI window containing the few lines of text, by clicking on the close window icon.

Type "load". A message box appears prompting for the name of the program to load. Using <LEFT MOUSE> click on the text bar and type this: BOOT.BAS

When the OK message appears, type "RUN". The program should now start as normal with plenty of dosh to spend.

On the menu selection, hold down <CTRL> and <C> to interupt the program.

Now enter "AI=AI+500000" and press <RETURN>. Now type "CONT" and press <RETURN>. This adds 500,000 credits to your current amount.

1.133 footman

In the first maze of "New Taste", you can hide from the ghosts and collect points from the fruit that emerges periodically, if you go to the upper left corner entrance to the tunnel.

1.134 forgotten worlds

On the title screen, type in "ARC" (hold down <SHIFT>) and press <HELP>. While playing:

- <S> takes you to the shop
- <N> will advance you a level

1.135 formula one grand prix

When taking part in a non-championship race, drive around until you are on the last lap. When you next come to the pits, drive in and pull up to your pit crew. Wait there until the "Race Over" message appears, and no matter what position you were in, you will have won the race.

On the last lap go into the pits, apply your brakes and press <ESC> to quit the race. Accelerate the time, and you should if you were close enough to the leading pack, win the race.

Slip into the pits after your first lap and then simultaneously hold down the keys that make up the word "PALIR" and press <FIRE>. Not only will you be unable to crash but the game will not react as though you have pressed <F4>.

Course	Front	Rear	Brakes	Gears (1-6)
Adelaide	28	30	2	22 31 39 48 55 63
Barcelona	31	33	8	25 31 38 47 56 63
Estoril	24	26	6	25 31 38 46 55 64
Hockenheim	02	03	11	30 37 44 51 57 61
Hungaroring	30	32	5	23 30 36 42 49 56
Imola	26	30	6	24 32 40 48 56 63
Interlagos	28	30	6	24 31 37 43 50 57
Magny	09	13	8	25 33 41 49 56 63
Mexico	40	40	6	25 33 40 47 55 62
Monaco	59	62	2	21 26 33 39 45 52
Montreal	09	22	7	25 32 39 47 55 63
Monza	09	11	11	27 34 42 50 58 66
Phoenix	48	52	7	24 31 37 43 50 57
Silverstone	17	19	7	28 38 42 49 56 63
Spa	26	29	8	25 34 42 48 56 65
Suzuka	18	20	9	24 33 40 48 56 64

1.136 foundation waste

Press <P> to pause the game and type "0772202997" as fast as possible. If you make a mistake press <F> to unpause the game and start again. If done right the screen should flash to let you know you are invincible.

1.137 frankenstein

Enter "J4Z" for your name on the high score table for invincibility.

1.138 frontier - elite ii

If you select a system around 650 light years away from your position you will get an in range fuel reading allowing you to make jumps of that distance making things much easier on long hauls.

Dongles and Other Strange Beasts

There have been reports of problems with Frontier on an Amiga if a dongle occupies the 2nd joystick port. If you cannot control your ship because it starts to spin uncontrollably remove the dongle and try again.

Ships In System Maps

Ships are marked in the system map as little crosses in the color in which the ships would appear on the scanner. Your own position is marked with a purple dot regardless of the type of your ship and your hyperjump cloud will be marked with a blue dot. You will see the blue dot also for the hyperjump clouds of ships that you had selected before they jumped out of the system. Sometimes it is even possible to use your cloud analyzer on such clouds. You can not center the map relative to ship marks.

Planet Selection

A planet or station can only be selected if it is annotated with its name. This annotation is only performed when the game assumes that the object is clearly visible. The heuristic that is used for this decision sometimes fails badly. Therefore some planets can only be selected if the system is zoomed and rotated until the observer's position is near the planet. Try it with Pluto in Sol [0, 0]. It really is selectable!

Autopilot

Your autopilot tries to fly to your target in a straight line. If there is a planet between you and your target, the autopilot will happily try to fly through the planet, crashing you in the process.

If you don't want to risk crashes because of high gravity or other mishaps that could confuse your autopilot you should always land using time acceleration at least at level 2. If you don't watch it too closely your autopilot definitely performs better.

Docking

Docking your ship in a space station without causing damage can become a quite complicated task for large ships. You have to remember that your forward view from a ship like the Panther Clipper is not centered in the

ship but instead you look out of your forward window that may be high above the center axis of your ship. As a result you have to aim not at the middle of the docking bay of a station but at a point somewhere in the upper half of the back wall of the dock. One nicely working trick is to use the outside view to look at your ship from a point in front of it and align your ship such that you look at it from within the station and it keeps well clear of the dock walls. In a station you may keep your landing gear up to keep your ship as small as possible.

Initial Trading

As a beginner you will want to make fast cash to be able to buy a better ship that brings you to all the wonders of the universe. You can earn your money with trading. As a beginner you should choose a trading route where there is no risk of being attacked by pirates. Sol and Barnard are two such systems. You can carry luxury goods from Sol to Barnard and robots back. Sell all of your initial equipment you don't need, to make room for merchandise. You won't need missiles, laser or your scanner. As soon as you have left Merlin (on Ross 154) you can sell your atmospheric shielding too at the next starport, if you avoid planets with atmosphere in the future. On the route between Sol and Barnard this will pose no problem, because there are enough space stations in either system. Be sure to check the bulletin board when you bring robots to Sol. Very often you can get a better price there than on the stock market.

You cannot afford Luxury Goods or Computers in the very beginning. Carry Fruit and Vegetables to Barnard instead until you have enough cash to switch to more profitable goods. Buy a bigger ship as soon as you have enough money to pay it AND enough cash to buy some initial cargo for your new ship too.

Another good route in imperial space has been reported to be Facece to Vequess and back. You can perform military missions on one way and carry slaves back, if you don't mind the moral implications.

Crew Members

Every day at midnight the bulletin board is updated and may show new potential crew members.

It is a very bad idea to fire someone of your crew. Your reputation will suffer badly. If you repeat this several times, it will take you a very long time (sometimes years!) to hire crew members again.

Passengers

Passengers want to be delivered to their destination in one month or less. If they get impatient, they will tell you so, leave at the next starport and refuse to pay. The main problem is, that your reputation will suffer badly and future passengers may even refuse to be transported by you. You can persuade them sometimes by asking several times. You should be careful with passengers that tell you, that they owe someone money. They will most probably refuse to pay at the destination port. For some systems you need a permit to enter. The only way to get a permit is to transport a passenger or parcel to such a system. The people that give you military missions assume that you already have a permit.

Charity

If you give money to charity, you will get a better reputation and people will trust you more. This means that you can get 10% more money for

deliveries, get all or part of the money in advance and more people will want to work for you (?). Your reputation will also grow if you succeed with passenger transports without receiving too much damage to your ship. Therefore giving away your money is not really necessary if your reputation is not too bad for passengers to accept you carrying them.

Dumping Radioactives

One way to get rid of the radioactive waste from military drives is to dump it into space right out of your cargo bay. If you are in a system where a strong police force is watching, this can get you in trouble even if you dump directly after your jump into the system. In such systems you should simply sell your waste or (if radioactives are illegal) find a reliable merchant on the black market who takes it back.

You can have loads of fun if you try a few highly illegal dumping places. A space port is a very nice place to dump your waste on. Some people prefer to dump their radioactives into the still open landing bay of an underground spaceport. You can even fling your waste into a long range cruiser that waits outside of some space stations. Of course you can do the same with mines for the thrill of finally seeing a mine hit something!

There seem to exist systems where you can get real money for your radioactives. Look out for systems in the state of civil war. Sometimes you can sell your radioactives there on the black market.

Countryside Landing

Lower your speed and raise your nose until you fall with approx. 3 m/s. When you are down to 10-15 m, cut your speed to 0 and align your nose with the horizon. Don't forget to lower your landing gear!

Mining

Select a system with little or no registered settlers, look for an unnamed planet above 0 degrees and below 200 degrees without a starport or station and unload your MB4. Wait a few months and land near your mining equipment. Pick it up and leave. If you try again at the same place you will find less and the third time you will find nothing. This is not dependent on the time you let your machine work or the amount of minerals the machine has produced. Only the number of trials counts.

A builtin camera (you get it for your first reconnaissance mission) does not prevent you from using the mining machines. Just use the camera icon in the near of the mining machine. Frontier will know, that you don't want to take pictures.

Fuel Scoop from a Gas Giant

Autopilot to the target, aim at the horizon and set your speed to 15,000 km/h. Use time acceleration and decelerate to keep the target tunnel frames coming at constant speed; when the atmosphere gets visible, aim for the middle and reduce your speed to 4000 km/h, go back to normal time. The fuel scoop will first fill up the cargo space and then the internal tanks.

Fighting

There seem to exist a lot of misunderstandings with respect to fighting. The first one is, that your movement vector has to point to your enemy to move towards him. This is not true. Your movement vector is shown as the vector of your movement with respect to the currently selected reference

mass. This is totally insignificant for a fight, because there only the relative velocities of the fighting ships count. This also means, that you don't have to decelerate for a fight. Your attacker will have a similar velocity vector as you or he wouldn't stay in your vicinity for long.

Important are the tiny differences in your movement vectors that result in movements of your ships relative to each other. If you both fly parallel with 10,000 m/s in the same direction and accelerate towards each other, this will have the same effect as when you don't move at all and accelerate towards each other. What counts is the resulting relative movement. To make a long story short: Simply ignore your displayed velocity during a fight. It doesn't matter at all!

What does count is your velocity relative to the attacking ships. You cannot measure it directly, but you can select an attacking ship and watch the distance change to get an estimate of your velocity. This is the only velocity information that helps you to maneuver during a fight.

- * Always switch your engines off while fighting and use mouse direction control and acceleration/deceleration buttons for maneuvering.
- * Ignore the indication of your velocity vector. It is insignificant for a fight.
- * Be careful not to shoot yourself with your own turret mounted lasers.
- * If you attack a ship with your front laser, aim 5 deg past it, accelerate until near, decelerate and follow accelerating while it flies by. Shoot it from behind.
- * You can shoot incoming missiles: evade with full thrusters, u-turn, select with annotation (to make the missile visible) and shoot.

I have developed a standard sequence for fighting that uses a little cheating to compensate for the very poor HUD and the bad interface to the functions you need during a fight:

- * When the attack warning comes up, stop time.
- * Switch off your engines.
- * Select the outside view of your ship and zoom out as far as possible.
- * Switch on the id labels to identify the attacker.
- * Move the outside view until the attacker rotates into your view.
- * Select the attacker and activate your radar scanner to get type and damage info.
- * Remember the position of the attacker on your scanner.
- * Switch back to the front view.
- * Restart time.
- * If you use your front laser, rotate your ship to face the attacker and use your engines to accelerate at the same time to evade the initial attack.
- * Perform any maneuvers necessary and shoot to get rid of the attacker.
- * Select the system map and reselect your initial target.

Some players find it sufficient to use the id labels, so they don't have to deselect the original flight target and select the attacker. I found the distance information the selection provides very helpful though. Especially when I have to use a powerful laser economically because it can be fired only a limited time until it overheats and needs time for cooling.

Military Missions

Be careful not to accept military missions that clearly cannot be finished in time. You will have to look at the destination starsystem, estimate your travelling time through hyperspace and the time you need in the target system to reach your destination. A good distance estimate is to add 10 AU to the orbital distance of your destination. If your destination is orbiting another planet use the orbital distance of this planet instead and add the orbital distance of your destination to the result.

If you don't get missions from your local military agent, don't despair. Often it is sufficient to change the starport in the same system to get missions. If all else fails and you don't want to change the base for your military career, simply make a small hyperspace jump out of the system and back. In the mean time your military agent may have changed his mind. If he still has nothing to do for you you should ask yourself a few questions. Would you give someone like you military missions? For whom have you worked in the past? Are you really trustworthy? See, you know the reason!

Assassination

- * Always save the game before accepting a contract.
 - * Don't arrive in your target system too early. If the police has enough time to investigate, the victim will be warned. This makes it very difficult to finish a contract in systems like 61 Cygni [-1, 1] or Omicron Eridani [2, 0] where you have to travel 40 AU or more to the next station. Don't even think about a mission for Alpha Centauri [0, 0] or Cegreth [-1, -3]. Such missions can only be accomplished if you cheat. For details see the Autopilot Break below. It seems to be ok. to arrive at the target system about one week before contract time.
 - * Don't wait too long in front of the target station or port, the victim may get frightened and refuse to start. 15 minutes before contract time seems ok.
- There seems to be a way to force victims out of a station if they refuse to start. If you attack the station, the launch bay must be cleared for the police vipers. If your victim is in the station, he/she will be in the launch bay and get forced to start as soon as you attack the station.
- * Don't wait directly in front of the station, the victim may run into you.
 - * Don't wait directly above a star port. If the launch bay doesn't close after your start, your victim cannot start.
 - * You should never try to watch the take off of your victim in accelerated time. In most cases your victim will sneak past you while you are dreaming your time away and be gone before you even know it.
 - * Don't attack too close to a star port or station, the victim may try to land again.
 - * If you have to attack near a star port, don't use missiles too early. If you do, your victim might try to evade the missile and crash in the process. If your victim kills himself, you failed.
 - * You can use missiles to prevent the victim from hyperjumping while you attack. If you fire a missile before you use your lasers, the local authorities will charge you only 600 credits for illegal weapon usage. Otherwise you will get fined 10,000 credits for piracy and murder. One very nice attack method based on this trick is to wait at some planet far from your destination until you can spot your victim on the system map. As soon as it appears, target it and fire a missile. This is already sufficient to prevent your victim from hyperjumping and you can approach now and do what you came for.
-

* If the victim hyperjumps, use a cloud analyzer and simply follow. Select the arrival cloud and wait until the victim arrives or you can be sure it made a misjump. If you are not fast enough to overtake your victim on the direct route, you can always use a wormhole route that is nearly always faster. A drawback of the wormhole route is, that your entry point of the target system may be far away from the entry point of your victim.

* If you are too far from your victim when he or she starts, use the system map and watch for a ship mark on the map that belongs to your victim. Select it and proceed as usual. You can verify your selection via communication. Don't call, just verify the registration number.

* If you have more than one assassination on your list, collect the money for the first one before you try the next. Your employer seems to actively look for you to pay you and spreads rumors of your profession in the process. This obviously warns other victims.

With these points in mind I have succeeded with every contract (civil or military) that I have accepted so far. In every case a victim didn't show up I could find a reason from the list above and succeeded in the next trial.

On the other hand there have been reported lots of problems with victims not showing up or refusing to land at the port of destination. Some of these problems seem to stay even if you use every trick in the book. In such a case your only chance is to reload a saved game from the time before you accepted the contract.

Reconnaissance Missions

One problem with such missions is, to find your target at all. It should work if you approach the planet until it nearly fills your screen. If the military base is visible, you should see it as a grey pixel that can be selected. If you don't see it, fly to the back of the planet or simply wait a few hours (in accelerated time) until the planet rotates the base into your view. The maximum distance to take pictures from is about 80 km. You get excellent pictures if you fly below 10 km. One nicely working method for an approach is:

* Use autopilot and maximum time acceleration until you arrive in the "vicinity of the planet".

* Use time acceleration 3-4 and 50,000 km/h to fly to 7000-8000 km distance.

* Orbit the planet and lock on the target when it is at the horizon.

* Save the game.

* Aim a little below the horizon and descend to 1000-3000 m.

On planets with high gravity this is the most difficult part. I always save a game before actually reaching the planet so I can try different routes to the target station. The problem on planets with high gravity is, that you don't get height information until you cannot decelerate anymore in time to avoid a crash. You have to approach such planets very carefully. Another problem is, that you can control your descent only via the velocity readings because you cannot see your actual velocity vector or the target tunnel with your nose up high enough to make a controlled descent to your target. You can aim at your target with your nose up, if you use the outside view.

* Continue towards your target with 10,000 km/h and time acceleration 2 until your distance is down to 200 km.

* Decelerate to 5,000 km/h and switch off time acceleration.

* From a distance of 80 km downwards you can take pictures. I usually fly between the towers or a small distance above. After you have taken the pictures, accelerate with full power and make your escape.
* After having taken my pictures I often pick a few interesting enemies and practice my fighting skills before jumping out of the system.

A few times I managed to rough land between the buildings of a target station. The stations don't seem to have a starport, but only a hangar out of which the interceptors start. It is interesting to watch them materialize in front of this hangar (and crash shortly afterwards). Reconnaissance missions to imperial stations are most difficult, because you are attacked by Imperial Couriers with 20 MW lasers. For my Asp with up to 10 shields this means that you are history with only one direct hit. If you fly very low between the buildings of a target station you must be extremely careful, not to be rammed by an enemy ship that suddenly appears directly in front of you.

Bombing Missions

If you have succeeded with reconnaissance missions and shot a lot of excellent pictures you will find bombing missions very boring. You can fire your nuclear missile from 500 km distance or even more without adverse effects if the station lies within your line of sight. The crater that replaces the station after a successful attack is no hole in the ground. It hovers above the planet just where the station used to be. If you rough land at the position of the station you land actually below the crater. Very strange...

Ratings

If you want to improve your combat rating fast, there is one simple trick. Buy a Panther Clipper and equip it with about 300 shield generators. It is nearly invincible now. Select a system with lots of pirates. Anarchies are very nice and some dictatorships also work very well. Jump into the system and switch off your engines. Accelerate time to the maximum and wait for the pirates to come. When they arrive, simply wait. They will crash into you and you will get the bonus for destroying them. Only one ship can get dangerous to you and this is the Imperial Courier which is very often equipped with a 20 MW laser. Fight this one and do it carefully because once this gun starts to hit you, your shields will degrade very fast and you don't have the engine power to evade quickly.

After you have cleaned up the system, jump to a neighbor system and back or still better, simply jump to another anarchy. Repeat until you run out of fuel, are bored too much or have advanced to ELITE after 6000 destroyed ships.

As soon as you get reconnaissance missions from the military, you can advance even faster. Pick a mission to a station on a planet with low gravity and fly towards it. From approximately 500 km downward you can watch interceptors start continuously. All you have to do is to reduce your velocity or switch off your engines and wait until they start crashing into you. In the near of imperial stations it is not as easy, because you will have to actively fight the attacking Imperial Couriers that would cut you into pieces otherwise. They are quite easy to destroy, if you adapt your course until they approach you in a straight line. Then you can activate the autopilot and fire as soon as they are in range. As long as you move to follow one of the Imperial Couriers the others are usually too clumsy to hit you hard enough to cause damage. Other ships can

safely be ignored. They will crash into you from time to time or reduce your shields a few percent if they hit you with their lasers. Keep well above the planet to avoid crash landings.

You can accelerate all this still further if you use an energy bomb to wipe out a lot of enemies with one keypress. This works most satisfactory if you are surrounded by lots of police vipers after some little disagreements with the local authorities.

Sling shot

Aim just past a large gas giant and get fast enough (700 km/s for Jupiter). Switch off your engines and watch. Speed and distance are critical. You will have to practice a bit to get the feeling.

Sightseeing

You can fly through all the domes on planets without a breathable atmosphere and land between the buildings. If you do this for the transparent domes at Ross 154 you will find in one dome administration buildings of Vega Line, Sirius Corporation and other trading houses and in the second dome the usual combination of concrete blocks and green patches in between with scattered brick houses. It is definitely fun to fly between the buildings and look at your surroundings. Agriculture domes are a bit boring, because they contain nothing more than lots of green balls at ground level.

Domes that are not transparent, can be entered too but contain absolutely nothing. It is interesting, that they are no obstacle for you though. At least they are good for some very strange graphical effects if you land in one of these domes and use your outside view to look at your surroundings.

In every major city with more than the space port and a little industry you can find little churches with working clocks. The cities are structured as large blocks of ugly concrete buildings and patches of green between them with scattered brick houses and every now and then a little church. Try to rough land in the vicinity of such a church and watch the clock on the church steeple. Use time acceleration for better effect. If you are close enough you can even read the roman numbers on the clock face. The buildings give you an interesting impression of the size of your ship. A Cobra MK III looks huge compared with this tiny little church. And have you ever seen a huge space ship standing in the graveyard behind a church? It looks definitely strange.

At some time in the future I will look for one of the bridges you can see in the intro sequence of the game. This will be my last action before voluntary retirement. A kind soul already gave me the tip to look in the near of New San Francisco on Earth, Sol [0, 0]. Do you really want me to retire?

Other Galaxies

If you use the galactic view and zoom out of the galaxy you can see lots of other galaxies that are arranged in a regular grid. These galaxies are all copies of your home galaxy, so it is really not worth the effort to try and find wormholes to distant galaxies. There is only one galaxy and a lot of mirror images.

Thargoids

A lot of oldtimers from the era of the original Elite game still remember the menace of the Thargoids and miss them in Frontier. Nobody has seen a Thargoid in Frontier yet but in an interview David Braben shall have told

that there is a single Thargoid ship in a system far out in the galaxy. I personally think this is only a trick to keep us playing Frontier until add-ons appear. But who knows?

If you fly bombing missions to federal bases you can sometimes see two big violet octagonal ships that look just like the good old Thargoid ships but they are not disturbed by your approach. Perhaps the Thargoids sleep for a few hundred years after the exhausting fight with mankind?

Enemies One At a Time

Maximum time acceleration will separate groups of ships to get them in line, waiting for you.

Perfect Autopilot

Your autopilot always succeeds if you use maximum time acceleration.

Planet Landing Without Fuel

While you still have fuel, use the autopilot to align with your target planet, switch to maximum time acceleration and wait for the landing sequence. Switch back to maximum time acceleration and you are save.

Zero Time Shooting from Gun Turrets

If an attacker approaches, get him in sight of a laser turret, stop time, select the attacker, aim the laser and test fire (you see the blue or the explosion light effect if you hit). Keep firing while releasing the time stop. Repeat if necessary.

Missile Fire While Docked

You can fire missiles even from within a space station. This might help in case of the passenger/no crew problem described in the Bugs / Bugs section.

Certain Missile Hit

Switch to maximum time acceleration after firing the missile. Your missile will hit even if you use a nuclear missile and/or have 900 km distance to your target.

Selling Ship With Passenger

If you sell a ship with passenger on board you get the money and keep the ship (and the passenger). This bug seems to be fixed in the 1.05 version of the game for the Amiga and in the American PC version.

Engine Upgrade for Imp Courier or Imp Trader

The only way to get an upgrade for the non-removable engine in an Imperial Courier or an Imperial Trader seems to be to let it fail due to maintenance neglect and then put in a new engine. The new engine will be fixed just as the original drive. To let time pass in a controlled way select a route between two star systems and perform lots of jumps. If you select Barnard <-> Sol, you can sell all your equipment except for the autopilot and load your ship with fuel for the jumps. After 10 or 11 months you should stop jumping around to avoid a misjump. The few remaining days you can simply wait outside a station until your drive falls off.

Autopilot Break

You can activate the autopilot for immediate deceleration from arbitrary high velocities in the vicinity of your selected target, if you use

maximum time acceleration.

Crash Avoidance

Assume you have to perform a mission on some planet, reached it and find out that you are too fast to be able to decelerate in time to avoid a crash landing. What can you do? The correct way is to watch the crash, reload a previously saved game and try again. The Frontier way is to use time acceleration to avoid the crash. Simply switch to maximum time acceleration just before the crash. You will make a big jump through the planet and be safe at some distance at the other side.

This is not really a bug but more or less a consequence of the implementation of time acceleration. Collisions are detected if your ship collides with an object at a given time frame of the simulation. When you accelerate time these time frames are farther apart and so are your positions in space if you are moving. If your position at one time frame is above a planet and at the next time frame on the other side of the planet Frontier will not detect the collision that should have happened in between.

Fast Ascent to ELITE

You can use the properties of time acceleration to ascend to ELITE status very fast, once you get foto or bombing missions. Just buy a Panther with lots of shields, get yourself an imperial foto or bombing mission and stop about 10 km above the target station. Next destroy all ships in your near. You can use your turrets and the zero time shooting feature to achieve this. Now you can select the first level of time acceleration. The ships that now start from the station fly directly into your shields and are destroyed. The only thing you have to watch very carefully is your height above the planet. You can expect a 'right on commander' message every 7 to 10 minutes. These messages reset time acceleration, so you will have to destroy all ships in your near again and select time acceleration until the next message comes up. After a few hours of work you will have advanced to ELITE status.

You can not use higher time acceleration levels because then the destroyed interceptors are not counted.

Negotiations With The Police

If you have been caught selling or buying illegal goods or having them on board, the police will fine you. If the officer is not corrupt, you can always lower your fine to the original amount if you claim you "haven't done it".

Most of the bugs can be circumvented in one or another way. The only bug that really annoyed me is the crash that happens after you have unloaded a mining machine and leave the system (PC only). This bug makes the mining part of the game unplayable and should have been found if the game had been beta tested at all. The many program confusions and crashes during heavy fights are a nuisance that can only be partially avoided with frequent game saving.

* The german translation is a complete mess. Most of the time it gives you crippled nonsense texts and hides important information in a ruined screen layout. Game and manuals are full of spelling errors and sometimes you have to translate text back to English to be able to understand it at all.

* The protection scheme sometimes gets confused and asks for the first letter of e. g. page 8238, line 27764, word 29263.

* The attack and missile warnings and the "photograph taken" message stay on the screen much too long, hiding vital scanner information. In case of an attack warning you can stop time as soon as the warning is given, select the attacker and start normal time again. The warning is sometimes repeated, but then you already have some hints about the position of the attacker.

* In some systems (mostly large systems with more than one sun, e. g. Cegreeth [-1, -3]) the reference mass selection is broken and will not switch to the nearest planet or station. In some cases it is sufficient to avoid the autopilot and fly by hand. In some systems even this does not work (because of discretization problems if the reference mass is too far away?) and the target will jump around wildly. Sometimes it helps not to use maximum time acceleration or fly by hand. If this does not help either:

1. Avoid such systems.
2. If you absolutely have to dock or land in such a system use the autopilot to accelerate under maximum time acceleration, switch off your engines until you are 1-2 AU from your target and reactivate autopilot (still under maximum time acceleration) to decelerate and teleport to your target.
3. If 2. fails, try again from another angle.

Reconnaissance missions to such systems are very difficult, because you cannot use the teleport-and-decelerate trick. Furthermore the drawing of the target planet gets totally inconsistent with the drawing of the station to be filmed, resulting in "flying" stations that seem to be located above the planet and other strange effects that make navigation by hand a matter of pure luck. I got such missions to Micanex C, Da [3, -4] and Hoethan A, B3b [3, -5].

* Bombing missions for systems like Candaess [2, -4] lead to problems too. You cannot hit the flying station above Candaess A, B1b because the nuclear missile seems to have a fixed velocity between 15,000 and 25,000 km/h. Because the gravitation reference is never switched to the planet, you have to adjust your velocity relative to Candaess C, D. In my case I had to select around 28,000 km/h to be able to approach the station at all. Whenever I fired my missile it somehow decelerated and never reached the station. The only trick that worked was to fire the missile from a distance around 900 km and use the missile-hit feature/bug to destroy the station. You can do this only from a great distance because you are unable to switch to full time acceleration if the interceptors are near you.

* In systems with a central supergiant, the simulation of this sun is broken. In the Betelgeuse system [59, 14] I got no gravitational effect of the central sun and could fly right through it. The displayed disk sometimes transformed into a rotating rectangle (e. g. at 1.39 AU distance) and sometimes vanished completely (e. g. at 0.8 AU distance). The supergiant was never selected as reference mass.

* If you are near a planet that was not selected as reference mass (see above), you can watch the same effects for this planet as have been

described for supergiants.

* Sometimes the scanner may fail without damage report. All systems seem to be ok., but the scanner doesn't show the attacking ships. It has been reported that you can fly through these ghost ships without damaging them or you. This seems to happen mostly in the near of the famous "flying" stations above planets that have not been selected as reference mass. The attacking ships also fire at you but seem to be unable to hit.

* Be careful not to accept delivery missions to systems without bases or spacestations. You might not be able to deliver.

* You sometimes get reconnaissance or bombing missions from the military that are impossible to accomplish, because there is no planet in the denoted system. These missions are cancelled as soon as you select them but they stay in the mission list.

* If you are stuck in an underground base but have enough fuel and your engines are ok., there is no safe way to start but you can try out a few alternatives that have been reported to work in some cases:

1. Use maximum time acceleration just after you have got launch permission. When you get the message that your launch time expired, switch to maximum time acceleration again.
2. Build up a little motion, pull up your landing gear and use maximum time acceleration to warp through the wall.
3. Buy lots of shields and fly through the wall.
4. Perform takeoff as if all were normal (up gear, increase throttle, pull up nose) this might result in your ship starting normally.

For some of these methods a few retries might help (save the game before you try anything!). If nothing else helps, select a target for a hyperjump and force a misjump via <ALT> + <F8>.

* Some versions of the game for the Amiga don't allow you to jump into the van Maanens [0, 1] system. Neighbor systems are reachable without problem, the star map shows the system as reachable but you cannot trigger the hyperjump to van Maanens.

* On planets with a breathable atmosphere you are sometimes cleared for landing on pads that are already occupied by other ships that seem to have landed far from their destination pad.

* Mountains are sometimes placed directly on the landing pads of a starport on planets with a breathable atmosphere.

* Sometimes a starport is reported to be busy even if there are free landing pads and no incoming ship exists that may have been assigned to the pad.

* If you do not have enough crew and a fugitive passenger on board, someone might attack you from outside a station, preventing time acceleration to wait for enough crew and (through the passenger) also the selling of your ship. The only way to solve this dilemma seems to be to use the missile bug to shoot the attacker from inside the station (?).

* The autorefuel system may magically empty your internal tanks if you try

to fill them by hand. I had this effect in a Panther Clipper once even without the autorefuel system.

* When a passenger gets impatient waiting to be delivered and leaves at the next starport, you get cabins that are falsely reported occupied, preventing you from selling your ship or using the cabin again. The only way out of this situation seems to be to buy an escape capsule and use it at the next opportunity. You will lose your ship but you can at least buy a new one.

* If you have more than one MB4 mining machine, you must always deal with the last one on your list first. If you by accident destroy or even sell another one first, the game crashes (?).

* Do not leave a system with mining gear left behind. The game will crash. This seems to be a problem that appears only in the PC version. As in the missile fire bug on the Panther this is a bug in the EMS handling that hits you whenever you hyperjump.

* If, as a result of your asteroid mining operation, many objects appear in your neighborhood, the game may crash (?).

* You have not fulfilled a killing contract if your victim crashes.

* If you fly towards the horizon of a planet, strange graphical effects may happen, showing pie slices of the planet flashing everywhere. Also the horizon may jump wildly up and down.

* The same effect happens if you are in the midst of a fight at the right height above a planet. Your enemies will wildly jump around making them impossible to hit. Interesting enough they don't seem to have the same problems.

* You can fly through mountains, transparent domes, buildings and the walls of spaceports.

* On some star ports ships of contract targets seem to be unable to start without crash. This happens preferably on planets with gravity comparable to earth gravity or higher. Example: Lion Transport in Manchester City on Matthews World in Behoqu [2, -4]. The only workaround I have found is to avoid contracts to such targets.

* The height calculations are broken on some planets, e. g. on Hoopers World in 82 Eridani, where I got a distance reading of 0.65 km for a target that was at the starport (not yet started!) and my height was shown as 2345 meters. Another example is Mitterand's World in Liabeze [2, -4].

* For the upper gun turret on the Tiger Trader at elevation angles above 50 deg, 5 MW beams fill the whole lower screen or strange crossing beams are shown, hiding possible targets.

* Missiles that are fired from a Panther Clipper crash immediately without hitting anything except the own ship. This makes many bombing missions impossible to accomplish with a Panther. The bug only appears after hyperspace jumps (EMS access on the PC) and you can avoid it if you dock at a station or land at a starport before you try to fire a missile. You

can shorten the extra time you need for this if you use the Autopilot Break to reach the point of your intermediate landing as early as possible. This makes bombing missions to systems with spaceports possible but still leaves a lot of impossible cases.

* The trajectory drawing for planets or stations shown in the system map sometimes gets confused and draws straight lines from one point of the trajectory to the screen border.

* A jump into the Beta Lyrae system [-146, 85] crashes the game.

* The attempt to get system info for the Andolqu system [-76, 29] crashes the game.

* If you select system info for an unexplored system, you get the info for the last selected explored system.

* If you select population info for an unexplored system, the game may crash.

* Sometimes you may get a starport reported to be located on a sun. While being docked at Gilmour Orbiter in Tau Ceti, system info showed a starport on the sun Exbephi B [-1225, -853]. The starport vanished when I jumped into the system. Also a population of 100,000 to 1 Million was reported for Ethfala [-2174, -879] which is a binary system without planets!

* If you recenter the star map to your position you will still get the system info of the system you looked at before recentering until you have moved the cursor away from your current system and back.

* Sometimes a selected star is not surrounded with the green circle at the position of the star but at the wrong end of the pin which shows the system's height with respect to the galactic ecliptic.

* The ships section of the documentation contains at least 19 errors.

* The masses of Panther, Kestrel and Hawk do not add up to the total mass of 1775t, 20t and 18t respectively.

* The reverse thrusters of the Eagle MkII are way too weak to be meant this way. The available 4g should probably be 14g.

* If you switch between the status screens of your display, your ship may get drawn erroneously on the contract list page.

* In the repair section of the shipyard, hull damage is not measured relative to the actual hull weight and can exceed the actual hull weight by a large amount.

* After a heavy fight the repair section of the shipyard may get confused. I once got as a damage report the message of the police officer that arrests you if you haven't paid your fines. The repair costs were 26315 credits.

* Another effect in a similar situation produced damage reports for all my thrusters that kept reappearing at each entry of the repair screen even

after repair. Save and restore of the game didn't help. I had to return to a saved game from before the fight.

The effect can be reproduced if you buy a new ship and immediately buy a new drive for it. If you now enter the repair screen, all your thrusters are reported to be damaged. You can try to repair them with very strange effects that cause repaired thrusters to get damaged from the repair of other thrusters. If you have succeeded with the repair and no thruster is reported damaged anymore, you will get the old damage reports again the next time you enter the repair screen.

The effect can be ignored and will vanish after you have refueled and taken off to the next starport.

* You can get game crashes during a fight. A few times I got strange beeps from the speaker in my PC that got lower and lower until the game froze. The exact situation was a fight where I was receiving damage by an enemy laser when he was hit by my front laser simultaneously.

* The ejection system may be triggered if you try to rough land with a large ship (?).

* If you crash during a failed attempt to rough land, the game may crash with a memory exception.

* The system map allows centering on planets only if the planet is annotated with its name. The annotation sometimes happens only shortly before the planet vanishes from the screen. For some planets it is very difficult to find a rotation/zooming combination that works, for some planets like Phiagre A,B2 [1, -3] I have not yet found a setting that makes the planet selectable.

* When you have docked at a station using maximum time acceleration, the system map still shows your position outside the station.

* If you hyperjump while traffic control is warning you you will get a final warning message and a fine from the star system you jump into.

* In early versions of the game for the Amiga there is a bug that may confuse the bulletin board that then shows parts of the stockmarket section. One trick to avoid this problem is to always return to the top of the bulletin board before leaving it. If the damage is done, you can accelerate time to wait until midnight. The bulletin board will then be reset and corrected.

* The manual states that the game is completely playable via keyboard, but I have not found an equivalent to a right mouse click on the keyboard. Therefore rotation control for the system and sector maps seems to be dependent on the mouse.

* A mouse click that misses a function icon or the scanner display in the lower part of the screen deselects the current target. As a consequence you often have to reselect your target only because you missed some icon by a small amount.

* Released mouse keys sometimes keep autorepeating.

- * The joystick cannot be calibrated and is way too imprecise (even with a high quality joystick) on a 40MHz 386 PC.
- * If the system map would follow the events outside, you could watch your progress in the map without having to switch repeatedly between main view and map.
- * It should be possible to center the system map relative to a displayed ship.
- * There should be a possibility to fast zoom out of the system map just enough to make your ship or the next planet visible.
- * It would be nice to have a stack of autopilot targets: select your flight target, push it and select a target for a fight, return to your flight target...
- * If you don't use the autopilot, it is very difficult to land on planets with high gravity, because you have no easy way to estimate your current position relative to the planet without deselecting your target. It would be nice to have a switchable height meter that gives you readings all the time (not only from 50.000 m downwards) in addition to your information about the target distance. Also some velocity information like rate of descent and velocity with respect to the planet surface would be extremely helpful. Why not switch to a HUD that contains this information in the near of a planet, if your autopilot is not activated?

Flight Physics

1 AU = 1.496×10^{11} m (astronomical unit)
 1 g = 9.81 m/s² (gravitational acceleration on earth)
 1 h = 3,600 s (hour)
 1 d = 86,400 s (day)

A Equations for Free Fall

With velocity v [m/s], acceleration a [m/s²], distance d [m] and time t [s] we get:

$$v = a t = \sqrt{2 a d}; d = 1/2 a t^2; t = v/a = \sqrt{2 d/a} \quad (1)$$

B Navigation Equations

For the distance d travelled with initial acceleration a_1 and final deceleration a_2 the values of interest for the journey are the maximum velocity at the turning point (where we change from acceleration to deceleration) v_u , the distance d_2 of the turning point from the target and the time t_d that is needed for travelling the distance d . We assume that forces other than those produced by our own engines can be neglected and that we start and reach the target with zero velocity. Furthermore we assume that the engines are used all the time at full power. If the main engine is used for acceleration and deceleration the equations are very simple:

$$v_u = \sqrt{a d}; t_d = 2 \sqrt{d/a}; d_2 = d/2 \quad (2)$$

This fastest mode of flight is used to accelerate up to the turning point

velocity at the distance d_2 , turn the ship and decelerate until the target is reached.

If the autopilot is used instead, it will use the main engine for acceleration and the secondary thrusters (retro thrusters) for deceleration. In this case we get the equations:

$$\begin{aligned} v_u &= \sqrt{2 d (a_1 a_2) / (a_1 + a_2)} \\ t_d &= \sqrt{2 d (a_1 + a_2) / (a_1 a_2)} \\ d_2 &= d a_1 / (a_1 + a_2) \end{aligned} \quad (3)$$

The time t_d is always a lower bound for the really used time because the autopilot doesn't use the engines at full power all the time. I approximated the real time consumption of autopilot flight with a least mean square fit of data from 20 undisturbed flights with a Cobra MK III. Measuring the distance in astronomical units [AU] and the acceleration in units of earth gravitational acceleration [g], I got for the time [d]:

$$\begin{aligned} t_{dA} &= 1.212 / 86400 * \\ &\sqrt{(2.992 * 10^{11}) / 9.81 (d (a_1 + a_2) / (a_1 a_2))} - 0.001 \end{aligned} \quad (4)$$

C Hyperdrives and Jump Ranges

A hyperdrive lets you travel its maximum range in seven days, which is 168 hours. Travel time is linear with distance, so you will use one day to travel a seventh of your hyperdrive range. For a class n drive you will need n^2 tons of fuel to travel the maximum range, except for the class 8 hyperdrive which actually is a class 9 drive and therefore uses 81 tons for a maximum range jump. The fuel consumption is linear with the distance, using only integer amounts of fuel, so you will need e.g. $\text{ceil}(n^2/2)$ tons of fuel to travel half the maximum drive range. The only difference between the civil and military versions of a drive is the weight of the drive and the type of fuel used.

The relation between jump cost c [t], jump time t [h], ship mass m [t] and jump distance d [lj] can be expressed a little more exact to give you a few numbers to crunch. Here the equations:

$$c = \text{ceil}(d * m / 200), t = 168 / 200 * d * m / h^2 \quad (5)$$

If you set the time to the maximum 168h in the second equation you can calculate the maximum range of the drive of a given class in a given ship. If you do this for the class 8 drive in a Panther or Boa you get inconsistencies. From the ships table you can see that the class 8 drive behaves like a class 9 drive in the Panther and like a class 7.79 drive in the Boa. I hope this indicates a mistake in the table. The maximum ranges for the Lynx Bulk Carrier and the Long Range Cruiser are calculated as if the class 8 drive were actually class 9 drive. I don't know whether these ships can carry hyperdrives at all.

Wormhole Theory

The following seems to be invalid for the newer PC versions of the game.

A ship can jump very large distances due to a modulo effect in the hyperspace continuum with a base of $W_{\text{sect}} = 81.62$ sector lengths (655.36 lj). One can use this behavior to find jump paths that are much shorter in time and fuel consumption than the straight distance. This also

allows you to use a smaller hyperdrive and leaves more room for fuel and cargo. The optimal jump points for a journey between two systems with one intermediate stop are found on the intersections of circles around the two endpoints of the journey. On such a circle lie the systems that can be reached from the center of the circle with a minimum amount of fuel and time. A system at the intersection of such circles can be reached easily from the centers of both circles, making it an ideal intermediate jump point. The circles have multiples of the wormhole distance (655.36 lj) as radii. To make the calculations simple we assume at first, that the "thickness" of a sector can be neglected and that two jumps with equal distance shall be made, resulting in circles with equal radius. The coordinates of the ideal intermediate jump points can now be found on a line that perpendicular bisects the segment between the two endpoints of your journey, at the points of intersection of the circles around the endpoints.

For two star systems at the coordinates (x, y) and (u, v) we define:

$$a = (u - x); b = (v - y) \quad (6)$$

We choose a jump distance of $W_n = n \times W_{\text{sect}}$ sectors. With this definitions we get as coordinates for the intermediate jump (p, q) :

$$p = (x + u)/2 + b \sqrt{W_n^2 / (a^2 + b^2) - 1/4} \quad (7)$$

$$q = (y + v)/2 - a \sqrt{W_n^2 / (a^2 + b^2) - 1/4}$$

or

$$p = (x + u)/2 - b \sqrt{W_n^2 / (a^2 + b^2) - 1/4} \quad (8)$$

$$q = (y + v)/2 + a \sqrt{W_n^2 / (a^2 + b^2) - 1/4}$$

Now n has to be chosen such that the square root has a real solution (the jump radius is larger than the half distance between the systems) and we have to find a system near one of the intermediate jump points. If such a system cannot be found, we simply increment n and try again with a wormhole distance of the next greater order.

If you want to perform two jumps with different jump sizes the equations have essentially the same structure but get a bit more complicated. We define a and b as in (5) and choose the jump distances $W_m = m \times W_{\text{sect}}$ for the first jump and $W_n = n \times W_{\text{sect}}$ for the second jump. m and n must be chosen such that:

$$| m - \sqrt{a^2 + b^2} / W_{\text{sect}} | \leq n \leq m + \sqrt{a^2 + b^2} / W_{\text{sect}} \quad (9)$$

This ensures, that there exists an intermediate jump point at all. With

$$\alpha = (W_m^2 - W_n^2) / (2 (a^2 + b^2)) + 1/2 \quad (10)$$

we get for the coordinates of the intermediate jump point (p, q) :

$$p = (1-\alpha) x + \alpha u + b \sqrt{W_m^2 / (a^2 + b^2) - \alpha^2} \quad (11)$$

$$q = (1-\alpha) y + \alpha v - a \sqrt{W_m^2 / (a^2 + b^2) - \alpha^2}$$

or

$$p = (1-\alpha) x + \alpha u - b \sqrt{W_m^2 / (a^2 + b^2) - \alpha^2} \quad (12)$$

$$q = (1-\alpha) y + \alpha v + a \sqrt{W_m^2 / (a^2 + b^2) - \alpha^2}$$

Keyboard Reference (German Keyboard)

```
|_____global_control_____|
game exit      : ^C
pause         : ESC
accelerate time, level x : SHIFT + Fx
dump screen (?) : numeric *

```

```
|_____cursor_control_____|
move cursor    : ALT + arrow keys
select (= mouse left) : numeric 0

```

```
|_____flight_control_____|
turn down     : A
turn up      : Y
turn starboard : .
turn port    : ,
accelerate   : CR
decelerate   : RIGHT SHIFT
hyperjump    : H
force misjump : ALT + F8 in flight menu

```

```
|_____external_view_control_____|
rotate       : arrow keys
zoom in     : sz
zoom out    : '

```

```
|_____weapon_control_____|
fire laser   : SPC
fire missile : M
fire ECM     : E
fire energy bomb : B
activate radar scanner : R
activate milit. camera : D
activate escape capsule : X

```

```
|_____sector_map_____|
recenter map : C
hyperjump    : H
map panning  : arrow keys
fast map panning : SHIFT + arrow keys

```

```
|_____system_map_____|
time forward : RIGHT arrow key
time backward : LEFT arrow key or #
fast zoom-in : double click zoom-in

```

```
|_____misc_____|
unload/pick up MB4 : D

```

In menus you can select the items via keyboard. To select an item you simply type the number (NOT on the numerical keypad!) of it's position in the list. The items are numbered from top to bottom, starting at 1. The keys 2, 4, 6 and 8 on the numerical keypad are equivalent to the arrow keys.

Game Tables

A Ships

Ships are given with their type, hull weight, loading capacity, retro thruster acceleration, main thruster acceleration, number of crew members, number of gun mountings, number of missile pylons, jump distances for different drive classes, possibility to mount a fuel scoop, the initial drive class and the price.

Type	Hull	Cap	Re	Mn	Cr	Gn	Ms	Drive	FS	Cl	Pr_k
Adder	15	40	8.0	18.1	1	1	0	1 : 3.63/14.54/32.72	y	2	73 k
Anaconda	150	650	3.0	6.0	8	2	8	4 : 4/6.25/9/12.25	y	6	1,060 k
Asp	30	120	7.0	22.2	2	2	1	2 : 5.33/12/21.33	y	3	187 k
Boa	200	1300	4.0	8.0	10	4	6	5 : 3.33/4.8/6.53/8.1	y	8	2,474 k
Cobra Mk I	15	60	6.0	16.1	1	2	2	2 : 10.66/24	y	2	97 k
Cobra Mk III	20	80	7.0	20.1	1	2	4	2 : 8/18	y	2	124 k
Constrictor	30	90	10.0	22.0	2	2	2	2 : 6.66/15/26.66	y	2	143 k
Eagle Mk I 5	20	10.0	25.2	1	1	2	1	: 8/32	n	1	38 k
Eagle Mk II	6	22	4.0	28.2	1	1	2	1 : 7.14/28.57	n	1	41 k
Eagle Mk III	8	22	15.1	28.2	1	1	2	1 : 6.66/26.66	n	1	43 k
Falcon	5	11	9.0	30.2	1	1	2	1 : 12.5	n	1m	46 k
Gecko	11	34	9.0	16.1	1	2	1	1 : 4.44/17.77/40	n	2	66 k
Hawk 5	7	6.0	27.2	1	1	2	1	: 11.11	n	1m	48 k
Imp Courier	130	350	6.0	16.1	1	1	6	3 : 3.75/6.66/10.41/15	n	5	609 k
Imp Trader	175	525	4.0	9.0	1	1	6	4 : 4.57/7.14/10.28/14	n	6	949 k
Int. Shuttle	4	4	3.0	5.0	1	0	0	—	n	I	14 k
Kestrel 5	9	6.0	25.2	1	1	2	1	: 10	n	1m	50 k
Krait 8	27	10.0	20.1	1	1	4	1	: 5.71/22.85/51.42	n	1	50 k
Lifter 3	7	2.0	4.0	1	0	0	1	: 20	n	I	16 k
Lion	65	235	3.0	5.0	4	3	8	3 : 6/10.66/16.66	y	3	348 k
Moray	17	70	6.0	14.1	1	1	4	2 : 9.19/20.68	y	2	109 k
Osprey 4	11	8.0	27.2	1	1	2	1	: 13.33	n	1m	45 k
Panther	400	2000	3.0	6.0	12	4	8	6 : 4.05/5.52/9.1	n	8	2,753 k
Puma	175	825	3.0	6.0	9	4	8	4 : 3.2/5/7.2/9.8	y	6	1,265 k
Python	100	400	4.0	10.0	7	2	4	3 : 3.6/6.4/10/14.4	y	4	575 k
Sidewinder 8	25	12.1	23.2	1	1	0	1	: 6.06/24.24/54.54	y	1	44 k
Tiger Trader	80	320	5.0	12.1	5	3	1	3 : 4.5/8/12.5/18	y	4	472 k
Transporter	40	160	4.0	9.0	3	3	2	2 : 4/9/16/25	n	3	241 k
Viper	15	50	10.0	24.2	1	1	4	1 : 3.07/12.3/27.69	y	2	87 k
Lynx Bulk Carrier 1200	6000	1	3	20	0	0	8	: 2.25	?	?	7,228 k
Long Range Cruiser 1000	15000	1	3	100	1	0	8	: 1.01	?	?	16,110 k

The drives for Imperial Courier and Imperial Trader are fixed and not changeable. The Interplanetary Drive of the Lifter cannot be removed to add a jump drive.

The Lynx Bulk Carrier and the Long Range Cruiser can both sometimes be seen in the near of space stations. They don't seem to move but if I remember right, the Lynx Bulk Carriers at least answer your communication. Long Range Cruisers seem to be abandoned and are only good for hide and seek games with the Vipers of the local police or for target practice. I know of no opportunity to buy one of the ships.

B Lasers and Shields

A shield works like an extra hull that can take up to 16 tons damage before your real hull is damaged. It regenerates at a few percent per second and does this faster if you use an Energy Booster (approximately 3% per second). The regeneration rate is independent of the number of shields you have and the state of your shields. The strength of your shielding is proportional to the number of your shields, so 10 shields can take 160 tons damage before your hull is damaged. A pulse laser can inflict 12.5 tons of damage per MW power. This means that one shield can absorb one hit of an 1 MW pulse laser and will degrade to 22% in the process. A directly following second hit would reduce your shield to 0% and cause nine tons of damage to your hull. This shows that the damage a shield can absorb is proportional to its state, which means that one shield can take e.g. eight tons of damage at 50% reducing it to 0% without causing damage to your hull.

Here a more complex example: You have two shields and get hit four times by an 1MW pulse laser. Your shields recharge 5% between the hits. The first hit reduces your shields from the original 32 tons protection to 19.5 tons protection or 60%. Before the next hit the shields recharge 5% to 21.1 tons protection. The next hit reduces the shields to 8.6 tons which are recharged to 10.2 tons. The third hit cuts through your shields and causes 2.3 tons damage to your hull. Recharge will bring your shields back to 1.6 tons protection and the last hit will take them down again and cause another 10.9 tons of damage to your hull for a total damage of 13.2 tons.

The higher firing rate of beam lasers seems to result in approximately five times the power of pulse lasers resulting in higher damage over the same time interval. This means that a 1 MW beam laser should be approximately equivalent to a 5 MW pulse laser. Mining lasers have a very low firing rate but inflict enough damage to destroy an Imperial Courier with one hit. The damage they can cause with one hit is estimated to be somewhere between 750 and 1,500 tons.

C Equipment

The possible equipment items together with their weight are given in the following table:

Equipment	Weight	Equipment	Weight
XB13 Dummy Mine	1 t	XB74 Proximity Mine	1 t
Energy Bomb	4 t	KL760 Homing Missile	1 t
LV111 Smart Missile	1 t	NN500 Navy Missile	1 t
30 MW Mining Laser	10 t	1 MW Pulse Laser	1 t
5 MW Pulse Laser	3 t	1 MW Beam Laser	5 t
4 MW Beam Laser	20 t	20 MW Beam Laser	75 t
100 MW Beam Laser	200 t	Laser Cooling Booster	1 t
Small Plasma Accel.	500 t	Large Plasma Accel.	900 t
ECM	2 t	Naval ECM	2 t
Cargo Bay Life Support	1 t	Extra Passenger Cabin	5 t
Auto Pilot	1 t	Auto Refueller	1 t
Scanner	1 t	Radar Mapper	1 t
Hyper-Space Cloud Anal.	1 t	Shield Generator	4 t

Energy Booster	5 t		Escape Capsule	5 t
Atmospheric Shielding	1 t		Hull Auto Repair	40 t
Fuel Scoop	6 t		Cargo Scoop Converter	2 t
MB4 Mining Machine	30 t		Interplanetary Drive	4 t
Hyperdrive Class 1	10 t		Hyperdrive Class 2	25 t
Hyperdrive Class 3	45 t		Hyperdrive Class 4	80 t
Hyperdrive Class 5	150 t		Hyperdrive Class 6	250 t
Hyperdrive Class 7	400 t		Hyperdrive Class 8	600 t
Military Drive Class 1	6 t		Military Drive Class 2	12 t
Military Drive Class 3	24 t		Military Drive Class 4	? t
Fighter Launcher	? t			

A Class 8 Hyperdrive can only be bought as a builtin drive with the Boa or the Panther Clipper.

No one has ever seen a Class 4 Military Drive or a Fighter Launcher but there are rumors that they exist in the game somewhere.

D Merchandise

Just for reference, here the list of merchandise:

Merchandise

Water Liquid Oxygen Grain Fruit and Veg.
 Animal Meat Synthetic Meat Liquor Medicines
 Fertilizer Luxury Goods Heavy Plastics Metal Alloys
 Precious Metals Gem Stones Minerals Hydrogen Fuel
 Military Fuel Industrial Parts Computers Air Processors
 Farm Machinery Roboters Radioactives Rubbish
 Narcotics Animal Skins Live Animals Slaves
 Hand Weapons Battle Weapons Nerve Gas

E Ranks

Here comes the list of ranks in the German and the English version version together with the number of points you have to get to advance to a given rank.

Federation_German	English	Empire_German	English	Points
Keiner	None	Aussenseiter	Outsider	0
Gefreiter	Private	Leibeigener	Serf	1
Unteroffizier	Corporal	Master	Master	16
Feldwelbel	Sergeant	Sir	Sir	81
Hauptfeldwebel	Sgt-Major	Squire	Squire	256
Major	Major	Lord	Lord	625
Oberst	Colonel	Baron	Baron	1,296
Leutnant	Lieutenant	Viscount	Viscount	2,401
Korvettenkapitaen	Lt. Commander	Count	Count	4,096
Kapitaen	Captain	Earl	Earl	6,561
Kommodore	Commodore	Marquis	Marquis	10,000
Konteradmiral	Rear Admiral	Herzog	Duke	14,641
Admiral	Admiral	Prinz	Prince	20,736

The following table shows the correspondence between the mission type and the points you get for the successful completion of a mission:

Mission_Type	Points
delivery	2
assassination	14
foto	16
bombing	18
'excellent' foto	20

Different kinds of military missions are bound to your rank. In the federation you carry unimportant stuff until you get promoted to Sergeant; then the first secret messages may be carried by you. You will get your first military assassination mission as Sgt-Major. After your promotion to Major you will get additional reconnaissance missions and a Colonel may execute bombing missions. The empire handles equivalent ranks the same way. You seem to get no new type of mission when you advance further in rank although there are many rumors that you get new missions to destroy enemy ships at Commodore/Marquis level.

The above does not hold, if you execute missions for more than one side. I made the mistake of working for the empire after I advanced to Colonel and had gotten my first few bombing missions.

I advanced to Squire in the empire and went back to the federation. Now I had the problem, that I got no more bombing missions but had to stay with the usual reconnaissance missions. I eventually got bombing missions again, but working for the empire surely stopped my federal career for a while.

The safest way to advance in the federation and the empire at the same time seems to be the famous 'rank swing': Advance one rank in the federation, work for the empire and advance one rank there, return to the federation and so on until you are Admiral/Prince and ELITE and bored to death.

Your rank is not the only prerequisite you need to get a certain type of mission. You have to own all the possible medals for earlier missions first. You get medals for:

1. the first delivery of an important item like gravitic detonators,
2. the first delivery of secret communication,
3. the first successful assassination,
4. the first successful reconnaissance mission,
5. the first reconnaissance mission with resulting excellent film and
6. the first successful bombing mission.

A strange side effect is, that you must not perform all reconnaissance missions perfectly, because if you do, you will not get your fourth medal!

The complete list of medals for the German and the English version of the game looks as follows:

Federation_German	English	Empire German	English
Tapferkeitsurkunde	Certificate of Valor	Rote Armbinde	Crimson Brassard
Sternexplosion	Starburst	Schwarzes Polygon	Black Polygon
Purpur-Omega	Purple Omega	Goldene Lanze	Gold Spike
Zinnober-Krone	Vermillion Crest	Platinkreuz	Platinum Cross
Blauer Exzelsior	Blue Excelsior	Ehrenlegion	Legion of Honour

Frontier Medaille Frontier Medal Himmelskrieger Celestial Warrior

F Combat Rating

And here your combat rating with more magic numbers. They seem to denote the number of ships you have destroyed multiplied by 256. In other words, you get 256 points for each destroyed ship regardless of its type.

_German_____		_English_____		_Points_	_Kills_
Harmlos	Harmless	0	0		
Meistens Harmlos	Mostly Harmless	1,024	4		
Schwach	Poor	2,048	8		
Unterdurchschnittlich	Below Average	4,096	16		
Durchschnittlich	Average	8,192	32		
Überdurchschnittlich	Above Average	16,384	64		
Kompetent	Competent	32,768	128		
Gefährlich	Dangerous	256,000	1,000		
Tödlich	Deadly	768,000	3,000		
ELITE	ELITE	1,536,000	6,000		

For every 256 destroyed ships you will get a message like: "right on commander". This is an indication of your advances between the ranks. From the table you can see, that you should get Dangerous between the third and the fourth message of this kind. You advance to Deadly between the 11th and 12th message. You should become ELITE after the 23rd message.

G Legal Status

The last table gives the possible legal status with the associated fines (?):

_German_____	_English__	_____Fine_
W. Weste	Clean	0
Straff'lll.	Offender	1
Krimin.	Criminal	5,500
Outlaw	Outlaw	20,000
Fluechtig	Fugitive	100,000

System Info

There seem to be differences between the coordinates of systems in the PC and the Amiga version of the game. Usually they are smaller than one sector, the only verified case of a large difference being the Andolqu system [PC -76, 29], [Amiga -74, 29]. The following tables correspond to the PC version. If you find systems to be located in a different sector on your Amiga, I would be glad to include a list of differences (that you will have to provide). If they are too many, it would be interesting to find out, whether a more systematic approach could be successful.

The system names in the tables that correspond with really existing astronomical objects are printed with a leading "_" character. Not all probable candidates for astronomical objects (like 82 Eridani) could be found in the star catalogues I have access to. They may be astronomical objects or not.

A Settlements and Tourist Attractions Far Out

Here comes a list of inhabited systems with starports far from the core systems, mixed with a few systems of specific interest.

System	Coord	Politics	Comments
Aaqu	[771, -1302]	indep corp	
Ackargre	[-4310, -1999]	indep anarchy	
Ackarol	[-2000, -879]	indep corp	
_Alcyone	[32, 32]	uninhabited	
Aliafa	[-2107, -1017]	indep corp	
_Antares	[-39, -34]	uninhabited	no planets
Anvequ	[360, -5]	indep corp	
Arfaess	[1020, 0]	indep corp	
Arwabe	[-766, -766]	indep corp	
_Atlas	[32, 32]	uninhabited	
Ayessand	[-1022, -1022]	indep corp	
Aysool	[-1495, -1574]	indep anarchy	
Ayurda	[-666, 117]	indep anarchy	
Becaness	[772, -1303]	indep corp	
Becanol	[-1509, -35]	indep corp	
Beenbe	[-2757, -35]	indep anarchy	
Beenla	[254, 0]	indep corp	
_Beta Lyrae	[-146, 85]	uninhabited	contact binary star
_Betelgeuse	[59, 14]	uninhabited	supergiant
Betiess	[-2344, -35]	indep anarchy	
Daaya	[937, 789]	indep anarchy	
Edaso	[-1790, -1790]	indep corp	
Edcelia	[-2107, 503]	indep corp	
Edenve	[254, 0]	indep corp	
_Electra	[32, 32]	uninhabited	
Enangre	[-1225, -922]	indep corp	
Enlabe	[-1792, -1792]	indep corp	
Enquze	[-1674, -1498]	indep corp	
Esswaze	[-1790, -1790]	indep corp	
Exvefa	[-2000, -194]	indep corp	
Faarfa	[-509, -770]	indep corp	
Fainin	[771, -1302]	indep corp	
Famiay	[-2107, -63]	indep corp	
Greurqu	[772, -1303]	indep corp	
_Hadar	[-6, -40]	uninhabited	supergiant
Hoessce	[-5180, -2000]	indep corp	
Ioandqu	[772, -1303]	indep corp	
Ioceay	[-1509, -35]	indep corp	
Ioquex	[772, -1303]	indep corp	
Iozeio	[-376, -426]	indep corp	
Lahola	[1022, -4]	indep corp	
Lasolia	[-2000, -1566]	indep corp	
_Maia	[32, 32]	uninhabited	
_Merope	[32, 32]	uninhabited	
Micanex	[-739, -539]	indep anarchy	
Miphimi	[-2102, -1745]	indep corp	
Oletphi	[-2331, -35]	indep corp	
Phiolbe	[-2187, -35]	indep anarchy	
_Pleione	[32, 32]	uninhabited	
_Polaris	[0, 76]	uninhabited	supergiant

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Qumia [-2107, 503] indep corp
_Rigel [ 92, 6] unexplored supergiant
Solaqu [-2107, -1017] indep corp
_Spica [ -4, -17] uninhabited no planets
_Taygete [ 32, 32] uninhabited
Tiafa [ -748, -863] indep corp
Urbela [ -719, -6] indep corp
Urceve [-1814, -1745] indep corp
Urloed [-2000, -879] indep corp
Ururur [-1814, -1745] indep corp
Vewela [-1790, -1790] indep corp
Wafaa [ -666, 117] indep anarchy

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B System Database

A table of systems I have had contact with is given on the next pages. For every system the sector coordinates, maximum distance to the nearest starport or station and the political system are listed together with some comments.

System	Coord	AU	Politics	Comments
1o4774	[-1, 1]	9.02	indep corp	
AC+79o3888	[0, 2]	8.97	indep corp	
Aandti	[0,-5]	8.58	indep corp	no starport
Achenar	[1,-4]	57.78	imp capital	luxury goods export, computer import, radioactives illegal, Honest John Thatcher's ok, avoid Ulrich's Warehouse
Ackcanphi	[-4,-4]		indep	disputed
Ackdati	[0,-5]	19.74	imperial	
Ackexa	[-3, 3]		indep corp	
Acklave	[2,-2]	18.30	indep anarchy	no starport
Ackwada	[-5,-3]		indep corp	
Ackzece	[1,-5]	10.30	imperial	
Aenze	[3,-6]	8.68	indep anarchy	
_Alcor	[0, 5]		indep corp	no planets
_Aldebaran	[6, 4]		uninhabited	no planets
_Alioth	[0, 4]	23.63	indep democracy	disputed system
_Altair	[-2, 1]	10.87	fed democracy	robot import
_Alpha Centauri	[0, 0]	990.00	fed colony	
Anacka	[4,-4]	9.21	indep corp	no starport
Anacketh	[0,-5]	13.79	imperial	
Anave	[3, 0]	7.70	indep anarchy	
Anayeth	[-1,-4]		imp colony	
Andceeth	[-5, 2]		indep	disputed
Andcefa	[2,-3]	11.15	imp colony	
Andinol	[3,-6]	4.15	indep anarchy	no starport
Andwafa	[-2, 3]		indep corp	
Anlaol	[1,-6]	11.19	imperial	
Anlave	[0, 3]	10.57	fed democracy	
Anphiex	[2,-2]	10.98	indep corp	
Arayess	[4,-7]		indep dict	under federal interdict
_Arcturus	[-2, 0]	12.02	fed democracy	
Arexack	[-1,-5]		indep corp	
Aveed	[3, 0]	12.73	indep corp	
Ayarlia	[3, 1]	6.94	indep corp	

Ayethiti [-3,-1] indep democracy
 Ayfati [1,-5] 9.69 imperial
 Aymiaiy [1, 4] 6.17 fed democracy
 Aymifa [2,-5] 10.81 imperial
 Aymigre [2,-3] 9.32 indep anarchy no starport
 Ayqugre [4,-5] 11.02 indep anarchy no starport
 Ayurso [4, 0] 9.09 indep civil war exorbitant prices for robots
 and luxury goods
 BD 946 [-1, 2] indep corp
 _Barnard [-1, 0] 11.08 fed colony robot export, luxury goods
 import, Haynes and Son Inc.,
 Merchant Darke's ok
 Becanin [3, 0] 7.71 indep corp
 Bedaho [-4,-2] 7.74 fed democracy
 Befaqu [-2, 8] indep dict under federal interdict
 Behoqu [2,-4] 9.34 imperial contract targets may crash on
 start from Manchester City
 Besaex [3, 0] indep corp
 _Beta Hydri [0,-2] 10.69 fed democracy
 Beuress [0,-5] 10.62 indep anarchy
 Beurqu [3,-5] 10.60 indep anarchy no starport
 Bewaack [0,-5] 10.92 indep anarchy no starport
 CD-37o15492 [0, 0] 10.52 indep corp
 CD-44o11909 [-1,-1] 11.20 indep anarchy
 CD-46o11540 [-1,-1] 10.94 indep corp
 CD-49o13515 [-1,-1] 8.65 indep corp
 Canayce [2,-6] 421.41 indep anarchy
 Candaess [2,-4] 238.55 imperial
 Caninve [3,-2] 9.48 indep anarchy no starport
 _Canopus [6,-6] indep anarchy supergiant
 _Capella [4, 4] indep corp
 Ceessze [3,-4] 10.15 indep anarchy
 Cegreeth [-1,-3] 220.00 imp colony reference selection fixed on
 Cegreeth D, discretization
 problems
 Cemiess [-2,-2] imperial negative black market prices
 for gem stones and precious
 metals, Richard's Exchange,
 Patrick's Exchange, Judd's
 Trading ok
 Cetilia [4,-5] 17.10 indep anarchy
 _Cynni, 61 [-1, 1] 48.62 fed democracy single starport, often busy
 Daceess [2,-5] 17.01 indep anarchy no starport
 Dainay [2, 3] 10.49 indep corp
 Dainfa [3,-6] 10.72 indep corp
 _Delta Pavonis [-1,-2] 10.59 fed democracy many political contracts
 Diso [-3,-6] indep democracy
 Edethex [3,-3] 8.35 fed democracy
 Edlave [3,-2] 15.64 indep anarchy no starport
 Edliaze [2,-2] 10.01 indep corp
 Enaness [-5, 1] indep communist
 Encea [-2, 2] 10.73 indep corp
 Enquze [4,-3] 10.79 indep corp
 _Epsilon Eridani [1, 0] 11.07 indep corp
 _Epsilon Indi [-1,-1] 10.63 fed democracy
 Eridani, 82 [1,-1] 9.02 indep corp
 Essaa [1,-5] 10.37 imperial

Essethlia [4,-2] indep corp
 Essliagre [2,-4] 11.33 indep anarchy no starport
 _Eta Cassiopeia [0, 2] 10.09 fed base bring your own military fuel
 Ethgrece [2,-5] 9.23 indep corp
 Exbeur [-3, 4] 10.31 fed colony no military fuel
 Exhoed [2, 4] 9.90 indep dict
 Exioce [-1,-3] 10.54 imperial
 Exiool [2,-4] 10.79 imperial
 Exlagre [-5, 3] indep corp
 Extila [-4,-1] indep feudal
 Facece [0,-4] 9.59 imp base luxury goods, medicine
 export, many military
 missions
 Famiso [3,-4] 7.59 indep corp
 Faphive [3,-4] 8.73 indep anarchy no starport
 Fawaol [2,-3] 15.84 imp colony
 _Fomalhaut [-1,0] 14.11 fed democracy radioactives illegal,
 Austin's Exchange,
 Shepherd's Merchandise ok,
 avoid O'Hanlon's Goods
 Emporium.
 Greayqu [3,-2] 272.33 indep anarchy no starport
 Gretiay [3, 2] indep no population
 Groombridge 34 [0, 1] 135.23 indep corp
 Hobegre [2,-6] 111.44 indep anarchy no starport
 Hocancan [1,-3] 14.38 indep anarchy no starport
 Hoethcan [3,-5] 614.74 indep anarchy no starport
 Inedol [3,-5] 5.81 indep anarchy no starport
 Inena [3,-6] 9.22 indep dict
 Intiol [2,-4] 380.41 indep anarchy no starport
 Ioarqu [2,-3] 530 indep anarchy no starport
 Iohoay [3, 0] 8.46 indep corp interesting contracts
 Ioioqu [4,-5] 11.21 indep anarchy no starport
 Ioliaa [2,-6] 10.06 indep corp
 Ioququ [3,-4] 10.93 imperial
 Iozegre [3,-2] 634.68 indep anarchy no starport
 LP 658-2 [2, 0] 10.14 indep anarchy
 Lacaille 8760 [-1, 0] indep corp
 Lacaille 9352 [-1, 0] indep corp
 Lacancan [3,-6] indep anarchy no starport
 Laedgre [2,-2] 9.14 indep anarchy
 Laedla [-4, 1] imp colony
 Laesscan [4,-3] 74.92 indep anarchy no starport
 Laiogre [4,-4] 8.13 indep anarchy
 Lalande 21185 [0, 0] 9.94 indep corp
 Lalande 25372 [0, 0] 10.48 indep corp
 Lave [-3,-6] indep dict
 Liabeze [2,-4] 10.77 imperial
 Liaedin [4, 3] indep disputed
 Liaququ [2,-2] 10.07 indep democracy
 Luyten [-1, 0] indep corp
 Luyten 97-12 [1,-2] 11.14 indep corp
 Luyten 205-128 [-1,-2] 7.88 indep corp
 Luyten 674-15 [2,-1] 10.68 indep corp
 Luyten 789-6 [-1, 0] indep corp
 Maanens, van [0, 1] 9.49 indep dict isolationistic religious
 enclave, permit required

Miandze [3,-5] 547.58 indep anarchy no starport
 Micanex [3,-4] 92.42 indep anarchy no starport
 Miolgre [2,-5] 8.52 imperial
 Miolze [2,-3] 9.25 indep corp
 _Mizar [0, 5] indep corp no planets
 Olaygre [4,-3] 7.63 indep anarchy
 Olcanze [1,-3] imperial
 Ollaex [2,-3] 11.19 indep corp no starport
 Oltiqu [-1, 4] 11.76 fed democracy
 _Omicron Eridani [2, 0] 43.38 indep corp
 Ophiuchi, 36 [-1,-1] 78.84 indep corp
 Ophiuchi, 70 [-2, 0] indep corp
 _Phekda [2, 5] 13.61 indep anarchy
 Phiagre [1,-3] 241.90 indep corp
 Quexce [-2,-2] 9.45 indep corp
 Quince [-1,-5] imperial
 Quphieth [-3, 0] indep feudal
 Ququve [1, 4] fed democracy
 _Regulus [5,-1] indep corp no starport
 Riedquat [-3,-6] indep anarchy
 Ross 128 [0, 0] 10.71 fed colony prison colony, permit needed,
 Donaldson's Warehouse ok
 Ross 154 [-1, 0] 10.65 fed colony single starport, often busy,
 Merchant Nakamichi's ok
 Ross 986 [2, 1] 9.96 fed democracy
 _Sigma Draconis [-1, 2] indep corp
 _Sirius [1, 0] 20.18 indep corp
 Sodaack [1,-6] 12.34 indep anarchy no starport
 Sohoa [0,-4] 10.71 imperial
 _Sol [0, 0] 9.47 fed capital luxury goods export, robot
 import, good ship selection at Moon, radioactives illegal, Haynes
 Merchandise, Greenhill's Warehouse, Brennans Holdings, Honest
 John Coate's, Baker's Trading Company, Merchant London's Honest
 John Loma's ok, avoid Honest John Brennan, Merchant Gomez's,
 Thatcher's Merchandise, Macmillan's Goods Emporium, Shehan's Exchange
 Sophilia [3,-1] 10.38 indep corp
 _Tau Ceti [0, 0] 10.04 fed democracy many military missions,
 Gilmour Orbiter is a good
 base for a federal military
 career
 Tiacan [3,-4] 6.48 imperial overpopulated
 Tiancan [4,-5] 11.95 indep anarchy no starport
 Tiaycan [3, 0] 10.83 indep anarchy
 Tiessgre [3,-3] 306.07 indep anarchy
 Tiliala [-4,-1] fed democracy
 Tivecan [2,-3] 248.84 indep anarchy no starport
 Urfaa [5, 7] uninhabited station
 Urlaa [3,-2] 10.82 indep corp robot export for Zeaex
 Urquay [4,-5] 6.85 indep anarchy no starport
 Veareth [0,-5] 21.02 imperial no starport
 Vecanlia [0,-5] 11.31 indep anarchy no starport
 _Vega [-3, 2] 10.40 fed democracy
 Vequess [0,-4] 8.88 imperial
 WX Ursa Majoris [1, 1] uninhabited no planets
 Waarze [4,-4] 133.73 indep anarchy
 Waayol [4,-5] 9.77 fed democracy
 Waceol [3,-4] 162.38 indep anarchy no starport

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Waessol [ 2,-3] 305.88 indep anarchy no starport
Wainze [ 3,-2] 9.90 indep corp
Waolex [ 4,-4] 549.67 indep anarchy
Wolf 359 [ 0, 0] 11.35 indep corp
Wolf 630 [-2,-1] 170.00 fed democracy radioactives illegal
YZ Canis Minoris[ 2, 0] 8.79 indep communist permit required
Zeaex [ 3,-2] 10.29 indep disputed robot import, lots of trouble
Zeancan [ 2,-2] 9.68 indep anarchy
Zeanlia [ 2, 2] 34.99 indep corp
Zearla [-5, 1] indep feudal
Zeceand [ 6,10] uninhabited starport
Zeessze [ 0, 3] 9.20 fed democracy
Zeessze [ 1,-6] 9.02 indep anarchy
Zelada [ 1, 4] indep anarchy

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Wormhole Routes

In this table, sector coordinates are interpreted relative to the integer coordinates of a sector center (the intersection of the faintly colored lines). Therefore the sector [0, 0] has the corners [-0.5, 0.5], [0.5, 0.5], [0.5, -0.5] and [-0.5, -0.5]. Furthermore the coordinates [-0.7, 1.3] are located in sector [-1, 1].

I am sure that for many jumps better jump points can be found, but this little navigation library already helps me a lot. It gets continuously updated.

From	Coord	To	Coord	Via	Coord
1o4774	[-0.65, 1.25]	Delta Pavonis	[-0.90,-1.70]	Exaycan	[80.80,-7.25]
1o4774	[-0.65, 1.25]	Eta Cassiopeia	[0.00, 2.50]	Anlaso	[-72.80,39.60]
1o4774	[-0.65, 1.25]	Maanens, van	[-0.05, 1.10]	Anexess	[19.65,80.40]
1o4774	[-0.65, 1.25]	Sol	[0.00, 0.20]	Exquar	[-70.10,-42.05]
1o4774	[-0.65, 1.25]	Tau Ceti	[0.30, 0.40]	Milaze	[-54.95,-59.90]
AC+79o3888	[0.15, 1.80]	Eta Cassiopeia	[0.00, 2.50]	Aressan	[80.15,19.30]
AC+79o3888	[0.15, 1.80]	Zeanlia	[1.60, 1.95]	Inarin	[8.80,-79.60]
Aandti	[-0.10,-4.75]	Tau Ceti	[0.30, 0.40]	Dalaar	[81.60,-8.05]
Achenar	[0.95,-4.15]	Barnard	[-0.75, 0.10]	Inarho	[76.00,28.20]
Achenar	[0.95,-4.15]	Eta Cassiopeia	[0.00, 2.50]	Zetiso	[81.35,10.80]
Achenar	[0.95,-4.15]	Facece	[0.30,-4.05]	Ayvequ	[-11.65,-85.10]
Achenar	[0.95,-4.15]	Sol	[0.00, 0.20]	Ceioho	[80.45,15.20]
Achenar	[0.95,-4.15]	Tau Ceti	[0.30, 0.40]	Vecanwa	[81.45,9.90]
Ackdati	[0.40,-5.15]	Sol	[0.00, 0.20]	Esshocan	[-81.25,-9.20]
Ackdati	[0.40,-5.15]	Tau Ceti	[0.30, 0.40]	Zeandar	[-81.35,-3.80]
Acklave	[1.80,-2.50]	Tau Ceti	[0.30, 0.40]	Anmiay	[73.80,36.15]
Ackzece	[1.30,-5.20]	Tau Ceti	[0.30, 0.40]	Olethan	[-79.50,-17.75]
Aenze	[2.95,-5.85]	Tau Ceti	[0.30, 0.40]	Greanda	[-73.35,-35.10]
Alioth	[-0.50, 4.40]	Anlave	[-0.20, 2.80]	Ethveur	[80.55,18.60]
Alioth	[-0.50, 4.40]	Aymiy	[0.90, 4.25]	Grececan	[9.15,85.80]
Alioth	[-0.50, 4.40]	Dainay	[1.60, 2.95]	Etheneth	[-45.85,-63.65]
Alioth	[-0.50, 4.40]	Eta Cassiopeia	[0.00, 2.50]	Migreur	[-79.30,-17.40]
Alioth	[-0.50, 4.40]	Exhoed	[1.95, 4.00]	Phicanve	[14.25,85.00]
Alioth	[-0.50, 4.40]	Oltiqu	[-1.50, 3.95]	Arsoa	[-34.30,78.80]
Alioth	[-0.50, 4.40]	Phekda	[1.50, 5.00]	Enphiphi	[23.80,-74.20]
Alioth	[-0.50, 4.40]	Sol	[0.00, 0.20]	Andesswa	[81.85,12.00]
Altair	[-2.00, 0.65]	Andwafa	[-1.90, 3.05]	Ackgrean	[-83.75,5.30]
Altair	[-2.00, 0.65]	Arcturus	[-1.50,-0.50]	Arquho	[73.25,32.70]
Altair	[-2.00, 0.65]	CD-46011540	[-1.20,-1.30]	Ackena	[-77.30,-31.35]
Altair	[-2.00, 0.65]	Cygni, 61	[-0.90, 1.20]	Tiioess	[35.25,-72.35]

Altair [-2.00, 0.65] Delta Pavonis [-0.90,-1.70] Iozeti [-75.50,-35.15]
 Altair [-2.00, 0.65] Epsilon Indi [-0.50,-0.65] Daayho [52.40,61.65]
 Altair [-2.00, 0.65] Eta Cassiopeia[0.00, 2.50] Miarka [54.75,-58.30]
 Altair [-2.00, 0.65] Lalande 25372 [-0.45,-0.25] Aydami [39.60,70.95]
 Altair [-2.00, 0.65] Liabeze [1.60,-4.20] Ceandphi [-65.90,-50.60]
 Altair [-2.00, 0.65] Luyten 97-12 [0.90,-1.95] Soedar [-55.00,-61.65]
 Altair [-2.00, 0.65] Ophiuchi, 36 [-1.80,-1.15] Greliave [-83.25,-9.30]
 Altair [-2.00, 0.65] Ophiuchi, 70 [-2.05, 0.00] Beurcan [79.65,-5.30]
 Altair [-2.00, 0.65] Otiqu [-1.50, 3.95] Quceve [79.20,-9.80]
 Altair [-2.00, 0.65] Ross 154 [-1.10,-0.30] Hoenvé [-61.00,-55.85]
 Altair [-2.00, 0.65] Sol [0.00, 0.20] Fasove [-18.70,-79.40]
 Altair [-2.00, 0.65] Tau Ceti [0.30, 0.40] Phiwaze [-9.80,-80.70]
 Altair [-2.00, 0.65] Tiancan [4.35,-5.15] Anququ [-53.75,-62.70]
 Altair [-2.00, 0.65] Vega [-2.60, 1.80] Soanden [70.20,39.05]
 Altair [-2.00, 0.65] Wolf 630 [-2.20,-0.75] Grecaneth [78.70,-11.95]
 Anacka [3.75,-3.70] Tau Ceti [0.30, 0.40] Faqua [64.55,51.10]
 Anacketh [0.05,-5.00] Tau Ceti [0.30, 0.40] Besoso [-81.45,1.85]
 Andcefa [1.55,-3.15] Sol [0.00, 0.20] Zephila [74.80,33.30]
 Andcefa [1.55,-3.15] Tau Ceti [0.30, 0.40] Cemiho [77.90,25.95]
 Andinol [2.90,-6.50] Tau Ceti [0.30, 0.40] Cemiho [77.90,25.95]
 Anlaol [1.40,-6.00] Eta Cassiopeia[0.00, 2.50] Greence [-80.10,-15.05]
 Anlaol [1.40,-6.00] Ross 128 [0.30,-0.40] Exedze [81.05,12.85]
 Anlaol [1.40,-6.00] Sol [0.00, 0.20] Ceioho [80.45,15.20]
 Anlaol [1.40,-6.00] Tau Ceti [0.30, 0.40] Weethwa [81.45,10.80]
 Anphiex [1.60,-1.65] Sol [0.00, 0.20] Waayan [62.65,52.65]
 Arcturus [-1.50,-0.50] Barnard [-0.75, 0.10] Ethaso [50.15,-63.85]
 Arcturus [-1.50,-0.50] BD 946 [-0.70, 1.65] Zeexce [-77.75,29.20]
 Arcturus [-1.50,-0.50] Delta Pavonis [-0.90,-1.70] Anbeda [72.60,34.40]
 Arcturus [-1.50,-0.50] Epsilon Indi [-0.50,-0.65] Tiesswa [-13.15,-81.53]
 Arcturus [-1.50,-0.50] Ophiuchi, 70 [-2.05, 0.00] Esseuve [-56.65,-60.85]
 Arcturus [-1.50,-0.50] Sol [0.00, 0.20] Zecanmi [33.60,-74.40]
 Arcturus [-1.50,-0.50] Tau Ceti [0.30, 0.40] Anayce [-37.60,72.85]
 Arcturus [-1.50,-0.50] Vega [-2.60, 1.80] Faenex [-75.70,-34.70]
 Arcturus [-1.50,-0.50] Wolf 630 [-2.20,-0.75] Tiexex [-29.40,76.45]
 Ayarlia [3.15, 0.65] Sol [0.00, 0.20] Tiayho [12.50,-80.70]
 Ayarlia [3.15, 0.65] Sophilia [3.20,-1.35] Grewalia [-78.60,-2.65]
 Ayfati [1.35,-5.30] Tau Ceti [0.30, 0.40] Exedze [81.05,12.85]
 Aymia [0.90, 4.25] Eta Cassiopeia[0.00, 2.50] Ayaen [73.20,-34.00]
 Aymifa [1.55,-5.20] Sol [0.00, 0.20] Uracka [79.25,19.80]
 Aymifa [1.55,-5.20] Tau Ceti [0.30, 0.40] Essandeth[-78.85,-20.00]
 Aymigre [2.10,-2.85] Tau Ceti [0.30, 0.40] Ackackar [72.60,38.50]
 Ayurso [3.80,-0.50] Tau Ceti [0.30, 0.40] Waackio [23.80,78.75]
 Barnard [-0.75, 0.10] Eta Cassiopeia[0.00, 2.50] Aylaeth [77.85,-22.75]
 Barnard [-0.75, 0.10] Fomalhaut [-1.15,-0.10] Arethwa [35.15,-73.40]
 Barnard [-0.75, 0.10] Ross 154 [-1.10,-0.30] Ethiool [-62.40,53.95]
 Barnard [-0.75, 0.10] Sol [0.00, 0.20] Hoessho [11.05,-80.85]
 Barnard [-0.75, 0.10] Tau Ceti [0.30, 0.40] Ackphied [21.60,-78.70]
 Barnard [-0.75, 0.10] Wolf 359 [0.40,-0.15] Liagreli[-17.80,-79.90]
 Bedaho [-4.20,-1.50] Sol [0.00, 0.20] Edphibe [-33.20,75.00]
 Bedaho [-4.20,-1.50] Wolf 630 [-2.20,-0.75] Beessbe [-31.65,75.40]
 Behoqu [2.10,-4.40] Eta Cassiopeia[0.00, 2.50] Tiliada [79.65,22.20]
 Behoqu [2.10,-4.40] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Behoqu [2.10,-4.40] Tau Ceti [0.30, 0.40] Veingre [-75.10,-31.30]
 Beta Hydri [-0.10,-1.80] Luyten 674-15 [2.10,-1.00] Ackdawa [-27.20,75.30]
 Beta Hydri [-0.10,-1.80] Tau Ceti [0.30, 0.40] Phigreay [80.60,-15.05]
 Beta Hydri [-0.10,-1.80] Wolf 630 [-2.20,-0.75] Sophimi [35.45,72.15]
 Beta Lyrae [-146.20,85.20] Sol [0.00, 0.20] Vewaay [-143.40,-78.40]

Betelgeuse [58.85,13.75] Sol [0.00, 0.20] Aredcan [12.10,81.15]
 Beuress [-0.35,-5.40] Tau Ceti [0.30, 0.40] Hoinqu [81.10,-12.10]
 Beurqu [2.90,-5.00] Tau Ceti [0.30, 0.40] Phiveay [75.40,32.70]
 Bewaack [-0.50,-5.15] Tau Ceti [0.30, 0.40] Liaethlia[-80.95,8.90]
 CD-37o15492 [-0.30,-0.20] Lalande 21185 [0.35, 0.30] Labeex [50.15,-64.65]
 CD-37o15492 [-0.30,-0.20] Ross 128 [0.30,-0.40] Greurmi [-25.10,-78.10]
 CD-37o15492 [-0.30,-0.20] Sol [0.00, 0.20] Zeurce [65.40,-49.15]
 CD-46o11540 [-1.20,-1.30] Sol [0.00, 0.20] Sodabe [63.15,-51.75]
 Canayce [2.30,-6.30] Sol [0.00, 0.20] Ququfa [78.50,23.85]
 Canayce [2.30,-6.30] Tau Ceti [0.30, 0.40] Edacka [-77.00,-26.25]
 Candaess [2.05,-4.25] Eta Cassiopeia[0.00, 2.50] Tiliada [79.65,22.20]
 Candaess [2.05,-4.25] Liabeze [1.60,-4.20] Hoyaze [10.25,77.20]
 Candaess [2.05,-4.25] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Candaess [2.05,-4.25] Tau Ceti [0.30, 0.40] Beackwe [-75.20,-31.15]
 Candaess [2.05,-4.25] Tau Ceti [0.30, 0.40] Veingre [-75.10,-31.30]
 Caninve [2.50,-2.30] Tau Ceti [0.30, 0.40] Grewaho [-61.80,-52.70]
 Ceessze [3.30,-3.65] Tau Ceti [0.30, 0.40] Hoessar [-63.95,-50.15]
 Cemiess [-1.50,-2.50] Phekda [1.50, 5.00] Exdain [-75.80,31.70]
 Cemiess [-1.50,-2.50] Sol [0.00, 0.20] Uressmi [70.10,-41.90]
 Cetilia [4.15,-4.90] Sol [0.00, 0.20] Dalaqu [65.35,49.20]
 Cetilia [4.15,-4.90] Tau Ceti [0.30, 0.40] Tizeay [68.20,45.85]
 Cygni, 61 [-0.90, 1.20] Epsilon Indi [-0.50,-0.65] Zecephi [79.15,17.50]
 Cygni, 61 [-0.90, 1.20] Ross 154 [-1.10,-0.30] Andolda [-82.10,10.75]
 Cygni, 61 [-0.90, 1.20] Sol [0.00, 0.20] Laackho [-61.20,-54.05]
 Cygni, 61 [-0.90, 1.20] Tau Ceti [0.30, 0.40] Philaso [45.30,68.65]
 Daceess [2.15,-4.55] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Daceess [2.15,-4.55] Tau Ceti [0.30, 0.40] Essessze [77.90,26.10]
 Dainay [1.60, 2.95] Exhoed [1.95, 4.00] Inayphi [-75.90,29.30]
 Dainay [1.60, 2.95] Phekda [1.50, 5.00] Veethphi [-80.35,0.25]
 Dainay [1.60, 2.95] Ross 986 [1.85, 1.35] Olcanen [81.50,14.70]
 Dainay [1.60, 2.95] Sol [0.00, 0.20] Edzemi [71.40,-39.85]
 Dainfa [3.15,-6.45] Tau Ceti [0.30, 0.40] Inbeex [77.35,27.85]
 Delta Pavonis[-0.90,-1.70] Epsilon Indi [-0.50,-0.65] Andzeand [75.75,-30.45]
 Delta Pavonis[-0.90,-1.70] Exioce [-0.60,-2.90] Bequan [78.70,17.75]
 Delta Pavonis[-0.90,-1.70] Luyten 205-128[-1.25,-1.80] Mizece [21.25,-80.30]
 Delta Pavonis[-0.90,-1.70] Quexce [-1.60,-1.80] Bedaqu [-13.40,79.20]
 Delta Pavonis[-0.90,-1.70] Ross 128 [0.30,-0.40] Haethda [59.90,-56.60]
 Delta Pavonis[-0.90,-1.70] Ross 986 [1.85, 1.35] Inphiur [61.25,-55.00]
 Delta Pavonis[-0.90,-1.70] Sol [0.00, 0.20] Tiinay [-75.20,32.45]
 Edethex [3.25,-2.95] Sol [0.00, 0.20] Tisophi [-55.35,-60.10]
 Edethex [3.25,-2.95] Tau Ceti [0.30, 0.40] Begreho [-59.65,-55.30]
 Edlave [2.95,-1.95] Sol [0.00, 0.20] Latifa [-46.65,-66.95]
 Edlave [2.95,-1.95] Tau Ceti [0.30, 0.40] Laessay [55.85,60.35]
 Encea [-1.90, 2.05] Eta Cassiopeia[0.00, 2.50] Inolack [-20.05,81.90]
 Enquze [4.45,-2.80] Tau Ceti [0.30, 0.40] Candalia [102.25,128.05]
 Epsilon Eridani[0.90,0.30] Luyten 97-12 [0.90,-1.95] Urgrebe [82.60,-0.60]
 Epsilon Eridani[0.90,0.30] Ross 128 [0.30,-0.40] Arethur [62.80,-53.30]
 Epsilon Eridani[0.90,0.30] YZ Canis Minoris [2.25,0.05] Olwada [16.70,80.70]
 Epsilon Eridani[0.90,0.30] Zeanlia [1.60, 1.95] Iozebe [76.55,-30.70]
 Epsilon Indi [-0.50,-0.65] Quexce [-1.60,-1.80] Iophice [-60.25,55.40]
 Epsilon Indi [-0.50,-0.65] Sol [0.00, 0.20] Uressmi [70.10,-41.90]
 Eridani, 82 [1.10,-0.70] Ross 154 [-1.10,-0.30] Edbeeth [15.10,79.95]
 Eridani, 82 [1.10,-0.70] Sirius [1.05,-0.15] Laayqu [82.40,6.85]
 Essaa [0.95,-4.90] Tau Ceti [0.30, 0.40] Ayliaur [81.80,7.35]
 Essliagre [2.40,-3.75] Sol [0.00, 0.20] Greolar [70.95,40.80]
 Essliagre [2.40,-3.75] Tau Ceti [0.30, 0.40] Canvefa [-71.30,-39.10]
 Eta Cassiopeia[0.00, 2.50] Fomalhaut [-1.15,-0.10] Enaed [74.40,-31.65]

Eta Cassiopeia[0.00, 2.50] Ioioqu [3.85,-4.60] Ethcanphi[-70.00,-39.65]
 Eta Cassiopeia[0.00, 2.50] Lalande 25372 [-0.45,-0.25] Cearce [80.40,-11.95]
 Eta Cassiopeia[0.00, 2.50] Liabeze [1.60,-4.20] Essandeth[-78.85,-20.00]
 Eta Cassiopeia[0.00, 2.50] Liaququ [2.35,-2.40] Arayess [74.80,35.40]
 Eta Cassiopeia[0.00, 2.50] Miolze [2.20,-2.65] Aressfa [-74.10,-32.20]
 Eta Cassiopeia[0.00, 2.50] Oltiqu [-1.50, 3.95] Inenda [56.10,62.00]
 Eta Cassiopeia[0.00, 2.50] Ross 986 [1.85, 1.35] Liafaze [-42.10,-67.75]
 Eta Cassiopeia[0.00, 2.50] Sol [0.00, 0.20] Faenol [-81.85,0.85]
 Eta Cassiopeia[0.00, 2.50] Tau Ceti [0.30, 0.40] Exedze [81.05,12.85]
 Ethgrece [1.95,-4.75] Tau Ceti [0.30, 0.40] Hoceed [78.90,22.80]
 Exbephi [-1224.85,-852.90] Tau Ceti [0.30, 0.40] Aeda [-801.40,-154.55]
 Exbeur [-3.40, 3.85] Vega [-2.60, 1.80] Beinfa [-79.20,-26.75]
 Exiool [1.95,-3.75] Sol [0.00, 0.20] Micanack [74.35,34.25]
 Exiool [1.95,-3.75] Tau Ceti [0.30, 0.40] Arvephi [-74.80,-32.05]
 Exiool [1.95,-3.75] Vega [-2.60, 1.80] Laphiess [62.40,51.35]
 Facece [0.30,-4.05] Sohoa [0.30,-3.65] Andliafa [82.05,-3.60]
 Facece [0.30,-4.05] Sol [0.00, 0.20] Phiedur [82.30,3.75]
 Facece [0.30,-4.05] Tau Ceti [0.30, 0.40] Laarar [-81.35,-1.80]
 Facece [0.30,-4.05] Vequess [-0.40,-4.15] Lafacan [-11.80,76.85]
 Famiso [3.35,-4.25] Tau Ceti [0.30, 0.40] Entiar [70.05,43.20]
 Faphiwe [2.50,-4.30] Tau Ceti [0.30, 0.40] Phiveay [75.40,32.70]
 Fawaol [2.45,-2.65] Sol [0.00, 0.20] Betila [63.25,52.05]
 Fawaol [2.45,-2.65] Tau Ceti [0.30, 0.40] Vequcan [-65.65,-48.00]
 Fomalhaut [-1.15,-0.10] Luyten 205-128[-1.25,-1.80] Lasocan [-82.80,3.80]
 Fomalhaut [-1.15,-0.10] Ross 154 [-1.10,-0.30] Lacanfa [78.20,19.80]
 Fomalhaut [-1.15,-0.10] Sol [0.00, 0.20] Ensoda [-21.25,79.20]
 Greayqu [3.15,-2.35] Tau Ceti [0.30, 0.40] Enugre [-54.85,-59.90]
 Gretiay [3.15, 1.70] Tau Ceti [0.30, 0.40] Aexar [-32.55,75.65]
 Hobegre [2.45,-5.55] Tau Ceti [0.30, 0.40] Qulaur [78.15,25.35]
 Hocancan [1.50,-3.00] Intiol [1.90,-4.00] Zedaar [-74.20,-33.8]
 Hocancan [1.50,-3.00] Sol [0.00, 0.20] Zephila [74.80,33.30]
 Hocancan [1.50,-3.00] Tau Ceti [0.30, 0.40] Cemiho [77.90,25.95]
 Hoethcan [3.50,-4.90] Sol [0.00, 0.20] Zelati [68.95,44.10]
 Hoethcan [3.50,-4.90] Tau Ceti [0.30, 0.40] Hoquso [141.65,82.45]
 Inedol [3.20,-4.60] Tau Ceti [0.30, 0.40] Ayquar [72.35,39.20]
 Inena [3.40,-6.45] Tau Ceti [0.30, 0.40] Zemive [-72.70,-36.60]
 Intiol [1.90,-4.00] LP 658-2 [2.35, 0.25] Behoar [83.55,-9.45]
 Intiol [1.90,-4.00] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Intiol [1.90,-4.00] Tau Ceti [0.30, 0.40] Essessze [77.90,26.10]
 Ioarqu [1.90,-2.80] Tau Ceti [0.30, 0.40] Arcear [-71.85,-38.15]
 Ioioqu [3.85,-4.60] Sol [0.00, 0.20] Arioand [-62.30,-52.85]
 Ioliaa [1.55,-6.20] Tau Ceti [0.30, 0.40] Exedze [81.05,12.85]
 Ioququ [2.80,-3.60] Tau Ceti [0.30, 0.40] Zeayur [70.80,41.70]
 Iozegre [3.15,-2.30] Tau Ceti [0.30, 0.40] Phiedda [-54.35,-60.35]
 LP 658-2 [2.35, 0.25] Sol [0.00, 0.20] Edbear [3.15,-81.60]
 Lacancan [3.40,-6.05] Tau Ceti [0.30, 0.40] Phiveay [75.40,32.70]
 Laedgre [2.00,-2.10] Tau Ceti [0.30, 0.40] Canveol [68.90,44.90]
 Laesscan [3.85,-2.60] Tau Ceti [0.30, 0.40] Anessur[-103.30,-125.95]
 Laiogre [4.35,-4.30] Tau Ceti [0.30, 0.40] Begreho [-59.65,-55.30]
 Lalande 21185[0.35, 0.30] Ross 128 [0.30,-0.40] Miurar [81.95,-5.15]
 Lalande 21185[0.35, 0.30] Tau Ceti [0.30, 0.40] Auray [73.20,37.40]
 Lalande 25372[-0.45,-0.25] Tau Ceti [0.30, 0.40] Falaa [-53.60,61.90]
 Liabeze [1.60,-4.20] Sol [0.00, 0.20] Ededeth [77.60,25.90]
 Liabeze [1.60,-4.20] Tau Ceti [0.30, 0.40] Ioioack [-77.80,-23.90]
 Liaququ [2.35,-2.40] Sol [0.00, 0.20] Phiayand [-59.40,-55.90]
 Liaququ [2.35,-2.40] Tau Ceti [0.30, 0.40] Olveve [-65.10,-48.75]
 Luyten 97-12 [0.90,-1.95] Ross 128 [0.30,-0.40] Laceti [76.90,28.10]

Luyten 97-12 [0.90,-1.95] Sol [0.00, 0.20] Beanfa [-74.70,-32.90]
 Luyten 97-12 [0.90,-1.95] Tau Ceti [0.30, 0.40] Argreed [-78.65,-20.80]
 Luyten 674-15[2.10,-1.00] Maanens, van [-0.05, 1.10] Miolfa [-56.20,-58.40]
 Luyten 674-15[2.10,-1.00] Sol [0.00, 0.20] Edexed [-39.60,-71.35]
 Luyten 674-15[2.10,-1.00] Sophilia [3.20,-1.35] Enhove [-21.35,-79.35]
 Luyten 674-15[2.10,-1.00] YZ Canis Minoris[2.25,0.05] Ceioeth [83.25,-12.10]
 Miandze [2.60,-5.35] Sol [0.00, 0.20] Ioayess [-72.75,-37.05]
 Miandze [2.60,-5.35] Tau Ceti [0.30, 0.40] Inbeex [77.35,27.85]
 Micanex [2.75,-4.30] Sol [0.00, 0.20] Zequess [71.05,40.70]
 Miolgre [2.10,-4.65] Tau Ceti [0.30, 0.40] Qulaur [78.15,25.35]
 Miolze [2.20,-2.65] Tau Ceti [0.30, 0.40] Arlada [70.50,42.45]
 Olaygre [3.95,-3.50] Tau Ceti [0.30, 0.40] Inquol [62.15,53.95]
 Ollaex [1.95,-2.95] Tau Ceti [0.30, 0.40] Urayda [74.60,34.50]
 Ophiuchi, 36 [-1.80,-1.15] Sol [0.00, 0.20] Enbeay [-50.15,64.85]
 Phekda [1.50, 5.00] Sol [0.00, 0.20] Esszeand [78.70,-22.10]
 Phiagre [0.85,-2.65] Tau Ceti [0.30, 0.40] Tisoess [-79.95,-15.35]
 Ross 128 [0.30,-0.40] Omicron Eridani[1.50, 0.45] Mienio [47.95,-66.90]
 Ross 128 [0.30,-0.40] Sol [0.00, 0.20] Hoarti [73.40,36.45]
 Ross 128 [0.30,-0.40] Tau Ceti [0.30, 0.40] Eddafa [82.20,-0.25]
 Ross 154 [-1.10,-0.30] Sol [0.00, 0.20] Zecanmi [33.60,-74.40]
 Ross 154 [-1.10,-0.30] Tau Ceti [0.30, 0.40] Anayce [-37.60,72.85]
 Ross 986 [1.85, 1.35] Sol [0.00, 0.20] Waave [43.75,-68.90]
 Ross 986 [1.85, 1.35] Tau Ceti [0.30, 0.40] Hoolti [-41.80,70.50]
 Sirius [1.05,-0.15] Sol [0.00, 0.20] Cecanlia [-25.00,-77.75]
 Sodaack [1.30,-5.60] Tau Ceti [0.30, 0.40] Waethwa [81.45,10.80]
 Sohoa [0.30,-3.65] Sol [0.00, 0.20] Exedce [81.70,4.50]
 Sohoa [0.30,-3.65] Tau Ceti [0.30, 0.40] Hovea [82.00,-1.65]
 Sohoa [0.30,-3.65] Vequess [-0.40,-4.15] Liaandex [46.85,-70.85]
 Sol [0.00, 0.20] Sophilia [3.20,-1.35] Ceessess [-33.90,-74.25]
 Sol [0.00, 0.20] Tau Ceti [0.30, 0.40] Edbeur [-68.05,45.40]
 Sol [0.00, 0.20] Tivecan [2.30,-3.45] Canedand [-67.85,-45.55]
 Sol [0.00, 0.20] Vequess [-0.40,-4.15] Iocanwa [81.15,-9.75]
 Sol [0.00, 0.20] Waolex [3.60,-4.35] Arioay [65.95,48.45]
 Sol [0.00, 0.20] Wolf 630 [-2.20,-0.75] Zeliaur [31.25,-75.35]
 Sol [0.00, 0.20] Zeancan [1.55,-2.00] Bemio [-66.35,-47.60]
 Tau Ceti [0.30, 0.40] Tiacan [2.85,-3.50] Ackgreho [-66.85,-46.30]
 Tau Ceti [0.30, 0.40] Tiancan [4.35,-5.15] Ollaan [68.40,45.75]
 Tau Ceti [0.30, 0.40] Tiessgre [2.70,-3.45] Zeayur [70.80,41.75]
 Tau Ceti [0.30, 0.40] Tivecan [2.30,-3.45] Anmiay [73.80,36.15]
 Tau Ceti [0.30, 0.40] Urlaay [3.15,-2.35] Engugre [-54.85,-59.90]
 Tau Ceti [0.30, 0.40] Urquay [4.30,-5.10] Zesoand [-63.75,-50.40]
 Tau Ceti [0.30, 0.40] Veareth [0.00,-4.65] Arquho [81.70,-6.70]
 Tau Ceti [0.30, 0.40] Vecanlia [0.00,-5.00] Arquho [81.70,-6.70]
 Tau Ceti [0.30, 0.40] Vequess [-0.40,-4.15] Laceti [80.65,-14.45]
 Tau Ceti [0.30, 0.40] Waarze [3.85,-4.35] Enengre [-63.65,-50.70]
 Tau Ceti [0.30, 0.40] Waayol [3.95,-5.15] Arlada [70.50,42.45]
 Tau Ceti [0.30, 0.40] Waceol [2.75,-3.55] Canquar [70.85,41.65]
 Tau Ceti [0.30, 0.40] Waessol [1.70,-3.35] Zeceeth [77.65,27.20]
 Tau Ceti [0.30, 0.40] Wainze [3.45,-1.70] Hoexho [47.40,67.30]
 Tau Ceti [0.30, 0.40] Zeaex [3.35,-1.70] Quayho [48.05,66.70]
 Tau Ceti [0.30, 0.40] Zeessze [-0.30, 2.75] Phitiay [-79.20,-18.65]
 Tau Ceti [0.30, 0.40] Zeessze [0.75,-5.70] Veexio [-162.35,-14.60]

1.139 fruit salad

Enter "FRUIT" for your name on the high score table. A screen should appear to let you telling you the cheat is activated. This will give you 50 lives and let you advance levels by pushing <LEFT MOUSE>.

1.140 full contact

Start the game in one player mode and type in "QAZWXEDCRFVTGBYHNUJM" and your opponent should give up and die before you complete the sequence. Once you have done this, DO NOT press <S> as this will crash the machine.

1.141 fusion

Enter your name as "SWAMP THING" on the high score table. Then, while playing:

- <T> cycles through extra weapons
- activates large bullets
- <S> gives you shields
- <E> brings up a cheat mode where levels may be selected by pressing the <+> or <-> keys on the numeric keypad.

Move the joystick diagonal up/left, press <FIRE>, then press <E>. You now enter the game editor. Pressing <ESC> returns you to the level selector mode (pressing <SPACE> from the level selection mode returns you to the game). While in the game editor, press these keys:

- <P> alter the game's palette (use <1>-<6> from keypad)
- <X> modify the exits (use <-> and <+> on keypad to select exit number, then press <S>, then use <+> and <-> again to set the exit level. Use cursor to set position)
- <W> weapons distribution, works like the exits distribution mode.

Start the game as normal, collect the ship and fly to the extreme top left of the playing area. Disembark from the ship and drive the buggy into the corner. Type in "STONKER" and re-enter the ship. Now pressing <D> cycles through the available weapons (including shield plus weapons), and pressing <C> cycles through the levels. NOTE: when entering a level, it's always best to station the ship at the top left of the screen again, to avoid appearing at an illegal position, or even off-screen. On the second level repeat the above process, getting the buggy back in the top left hand corner, and retype "STONKER" again. It now enables the ship to fly through walls, and pressing <F> while hovering over switches allows them to be collected while in the air.

1.142 future wars

After you have travelled into the future, been into the sewer and discovered the beast attacking the woman and her child, and also have the fuses and have uncovered the tap, go back up to the surface and hunt through the rubble until you find the blowtorch. Take this down into the sewer, fill it with gas from the tap and incinerate the monster.

1.143 fuzzball

On a really hard level, wait for ages until your time runs out. A swarm of bees will now fly at you. Shoot as many of them as you can. It does not matter whether you die. After losing a life, the bees disappear, as have the baddies. You are then free to complete the level with no foes.

1.144 gadgets - lost in time

Level Codes:

Ancient Egypt	2HHHJ37F2
Greece Golden Age	37775D26
The Viking Invasion	4HHHGC2BGF
Medieval England	555513GJF
Feudal Japan	6444726JG1
The Industrial Revolution	7FFFCGHJ4
The Roaring Twenties	8666351F7
Moon Mission 1972	9555F9C1
The Green Zone	B777J2JBG5
Home Again	C555HG491

1.145 galactoid

On the title screen, type "WELCOMETOTHENEXTLEVEL". Every time you type it two credits will be added to the current stock. You can have up to 99 credits (if you type the cheat 49 times).

1.146 galaga '92

On the title screen, type "ALIENSGOHOME" and use the following keys:

- <1> Add one ups.
- <S> Add speed.
- <D> Double shot.
- <F> Increase firepower.
- <N> Advance to next level.
- Activate the sucker thing.

1.147 galaga '94

On the title screen, type "STEFAN OSSOWSKI ESSEN" for two extra credits. You can type this as many times as you like or until you reach the maximum of 99 credits.

1.148 galaxy '93

During play press <'> (key right below <ESC>). Quickly enter "23863" on the numeric keypad. The high score should change to all 7's. This gives you infinite lives and you can use the following keys:

```
<SPACE> Kill yourself
<D> Advance one level
<N> Advance to the next bonus stage
<A> Displays a section of the code in HEX
```

1.149 galaxy force 2

On the title screen, or during play type "DONKEY", <F3> takes you to the end of the level.

1.150 game over 2

The access code for the second stage is "11423".

1.151 gamma zone

During play press <SPACE> to pause the game and type "DINO". A picture will appear and then {CHEATMODE ACTIVATED} will appear. Press <SPACE> to return to the game. Now Pause the game and enter any of the following:

```
"ZASTER" Give you 400 coins
"KNIGHTRIDER" Gives you the shield and other extras
"MAGIC" Gives you magic
"FOREVERYOUNG" Puts your time up to 600
"STEFFI" Gives you hearts (energy)
"IMWALKING" Gives you fuel
"WINNER" Completes current level
```

Level Codes:

```
2 "FOUR COLOURS" 5 "MANIAC ISLANDS"
3 "DESERT OF ICE" 6 "BLACK OCEAN"
4 "CRAZY ROOMS" 7 "PIQUE"
```

1.152 ganymed

During play push the joystick to turn your ship around and quickly press <SPACE>. You must press <SPACE> before your ship turns completely around. Now press <.> on numeric keypad. This will give you a free life. This only works once per level.

1.153 garfield

Complete Solution:

From the start screen go left untill you come to the front door with the cat flap. Pick up the red rubber bone and drop it next to the cat flap. Wait untill Odie opens the cat flap and then move back to the start screen with the green chair and go through the door. Pick up the torch and go into the back yard. Enter the shed and fall down the hole. Walk right untill you come to an alley and then go up to it. Carry on right and down until you get to Nermal. You'll need to kick him repeatedly untill he drops the mouse and then move odie to pick up the mouse and leave the sewer.

You should then drop the mouse off at the health shop. A spinach donut will fall and you need to take this to the rat in the sewer. Drop him the donut and he'll stop. Then go to the chest, kick it and pick up the key. Take the key to the park and drop it next to the lady on the bench.

The next step is to fetch either the bucket from the garden or the spade from the shed and take it to the hardware store. By using it in the shop you can gain a one dollar bill which may be used to buy some bird seed from the health food shop. Take the bird seed to the park and drop it next to the key. Quickly lift up the key and stand still. The duck will pick you up and drop you in the dog pound. Walk right and go up the alley.

Go right again and all that's left to do is get a big smacker from Arlene. Yeah!

1.154 gauntlet

To select any level, start a game as normal, but when you appear on level one, don't move, and press Option 1.

During play press the <SHIFT> key. You now be able to walk through walls.

1.155 gauntlet ii

While you are adventuring, find a treasure chest and make sure you have a key. Hold down <INSERT> while you open the chest. Release <INSERT> and hold the joystick down. Now pressing <HELP> will give you 5000 health points. Or do this:

When you open a treasure chest, hold down <HELP>, then when you open a second chest, hold down <INSERT> - a golden cross will appear. Collect this and you'll find your health points mysteriously rises to 50,000, you'll also have 32,000 super shots for the remainder of that level. The shots will vanish once you leave the level, and if you pick up an amulet, the counter will be reset to 10 shots

To avoid tricky levels, pause the game and wait for three minutes.

Press <FIRE> and all the walls turn to exits. This happens anyway, but if you pause the game, you don't lose energy and won't get attacked while waiting.

To get into the secret room, clear the dungeon completely, picking up the super shots last, then go to the exit without pressing <FIRE>.

1.156 gazza 2

Once your team is ahead press the <ESC> key to win the match.

1.157 gem-x

Level codes:

```
B EARTHIAN K TURRICAN
C KENICHI L REDMOON
D INOKUMA M CAMPAIGN
E BURAI N MAGAMANN
F BADMAN O SYVELION
G NETWORK P FMTOWNS
H YOKOHAMA Q CHIERIE
I EXACT R GAMERION
J X68000 S ZAWAS
```

If the level is too hard, press <RETURN> to get to the next one.

1.158 gemini wing

Before starting, press <P> to bring up the password system and enter the following codes to start on any level:

```
Level 2: MRWHIMPY
Level 3: CLASSICS
Level 4: WHIZZKID
Level 5: GUNSHOTS
Level 6: DOODGUYZ
Level 7: D.GIBSON
```

Just before you are killed the 4th time, press <LEFT MOUSE> to bring up a second player. Now keep pressing <FIRE> until you are dead, and you will then reappear at the bottom of the screen.

1.159 genghis khan

If you get a land that isn't connected with an enemy, move everything to your home country. The land will be safe, but if another leader captures a nearby land, make sure you put something back in or he will attack on

his next turn.

Do not move all your forces into your command unit, or an the enemy commander will wait till he is down to his last few men and challenge you to a one on one fight. If you lose he will get half your command unit.

1.160 ghost battle

During play, pull down on the joystick and press <P> to pause the game. You should still be in the crouched position when the game is paused. Now type "ERWIN IS THE BEST" for infinite lives. Use the following keys during play:

```
<HELP> Skip to next level
<F9> ?
<F8> Freeze enemies for a short time
<F7> get a shield
<F6> Smart bomb
```

1.161 ghostbusters 2

When the Activision logo appears, hold down the keys <ALT>, <CTRL>, <S> and <U> (and press <FIRE> ?). While playing you should have infinite energy in levels 1 and 2, but not 3. This also stops the cable from breaking on Level 1.

Turn your AMIGA on, wait for the hand to appear, insert disk TWO, the hand will disappear, and then come back, now insert disk one. During gameplay press <ENTER> on the numeric keypad to advance a level.

1.162 ghosts 'n' goblins

Enter ")!((" into the high score table and select the option "END" from the table. Start a new game and when you lose your armour you should be invincible, as well as having infinite lives. Also, if you type "DELBOY" on the credit screen, you will be invincible.

1.163 ghouls 'n' ghosts

After starting the game (or during the game), quickly type "KAREN BROADHURST" or "KAREN BROADHURST" for invulnerability. The message 'cheat mode on' should appear if done correctly. Holes and time running out will still kill you.

When the credits appear, type "DELBOY". "Cheat mode activated" will appear, and you are invincible, providing he doesn't fall down a pit.

1.164 giganoid

On the player select screen, press <CAPS LOCK>, so the key light is on. Now press and hold <CAPS LOCK> and press <FIRE>. A message should appear letting you know the cheat is active. If you held down <FIRE> a little too long the game may have started and bypassed the message, but you should notice you have a lot of lives.

1.165 global gladiators

To complete the level you are currently on and go to the bonus game enter the following sequence with the joystick.

U, L, D, R, U, L, F, D, R, F, F, D, R, U, L, F, and F.

Now press <P> to complete the level.

1.166 globdule

During play hold down <CTRL>, <LEFT SHIFT>, <LEFT ALT>, and <RIGHT ALT>. Now use the following keys:

```
<F3> Meet your quota and open exits
<F4> Complete level
<F9> Restart current level
<CTRL> Invincibility
<C> Change score to screen location
<T> Not sure
<DEL> See description bellow
  <-> (slow down)
  <=> (speed up)
```

When you press on the main map screen you can go to any level. On the level map pressing will let go to any stage in any order. Press during actual play lets you move any where.

Level Codes:

```
2 HFQDASOAEZDV  6 HUWHNTNWEZUJ  10 SIWHNWUAFCDR
3 HFWHASHIEZQZ  7 SHCOASFFEZVP  11 SIWHOAUAFGDR
4 ILWHASUYEZEP  8 SIWHNTUAEZDR  12 GOWHOQUASWDR
5 VKWHNTNOEZHB  9 FMWHAUUAFADR  13 SIWHOYUAGEDR
```

1.167 globulous

The most important thing to remember is that ALL the puzzles can be solved without losing a life, so if you lose a life and think its the only way to solve the screen, look closely. Some of the puzzles get pretty obscure after level 10, but once you eventually beat them you'll kick yourself for not seeing the solution earlier.

Look before you leap. Think about how the screen will look from a flipped perspective. A lot of jumps you make will be unnecessary and waste time and switches if you don't.

Make sure you have enough switches, at least 10 per screen. It is possible to get stuck on a downward slope with no way to get back up or kill yourself, and the only way out is to press <ESC> and start the whole game over again.

Here are a few codes you might like to try:

Level 06 - IVEs8AZ?
Level 11 - dynlelcJ
Cheat - Zvmo!EG

1.168 gloom

On disk 2 of Gloom in the dir 'misc' there is a file named 'script'. Use a XPK decruncher or Crunchmania to decompress this file. Now load the file into a text editor and you will be able to edit the script to start at any level. Now save the script and recrunch it with Crunchmania or a XPK packer that supports Crunchmania. I used XFDcruncher/decruncher, which is available on Aminet.

1.169 goal

If one player is sent off, press the <AMIGA> key to bring up the substitute screen. Click on a substitute and then on the player just sent off. Exit, and you'll notice that a sub comes out, but no one comes off.

1.170 goblins

Level Codes:

2 VQVQFDE	3 ICIGCAA	4 ECPQPCC	5 FTWKFEN	6 HQWFTFW	7 DWNDGBW
8 JCJCJHM	9 ICVGCGT	10 LQPCUJV	11 HNWVGKB	12 FTQKVLE	13 DCPLQMH
14 EWDGPNL	15 TCNGTOV	16 TCVQRPM	17 IQDNKQO	18 KKKPURE	19 NGOGKSP
20 NNGWTTT	21 LGWFGUS	22 TQNGFVC			

1.171 The Godfather

Pause the game using the <HELP> key and type in the words "PIZZA HUT" to activate the infinite energy cheat mode.

1.172 gods

This game may generate unique passwords for each copy sold. Therefore the codes listed below probably don't work.

Level Passwords: Level 2 - JZS or CEL or APV
Level 3 - SFJ or HHO or AVJ
Level 4 - USX or DRA or LHH

Type in "SORCERY" on the password section to get infinite energy. If this does not work try it on the main screen or whilst playing.

Learn the levels before going for the bonuses.
It's not always a good idea to collect valuable items as it tends to make the monsters much more aggressive.
Sometimes it pays to lose a life before entering a new level to fool the computer into thinking you're not that good a player, this means the next stage will be easier.

On level two, buy a shield and a magic potion, then get three fireballs and three stars. Spend all of your remaining money on food and haelth. Collect all the gems in the usual manner. Then get a key and make for the exit.

When you descend the last ladder, two thieves will appear, make sure that you don't quite have enough energy to survive a direct contact! Before going down the ladder, release your potion, then climb down and open the door. Stand in front of the door ready to leave, but don't pushup yet! Wait until the thieves jump down at you and as soon as they touch you push the joystick up. You may lose that life, but then something rather strange will happen. The bonus will start to wiz up for quit some time, until the game stars again on world two with 28 extra men and about 5 million points!

1.173 gold rush

Complete Solution:

Type "Sell house" and immediatly enter your house
Look at the photo album
Get the pictures from it
Go over to the desk and close it
Get the bank statement and look at it
Leave your house
Go to the park and get a flower
Do not walk on the grass because this will cost points
Proceed to the Gazebo and look in the cracks
You will then discover a gold coin - Take it
Go back to your house
Wait until you see a man holding some green money
Talk to him and he will give you money for your house
Go to the post office and ring the bell
When the mailman comes ask for mail
Get the letter and open it
Read the postmark and get the stamp
Read the letter

Go to the bank and withdraw your money - The account number is written on the bank statement

Leave the bank

Go to the stagecoach ticket office

Buy a ticket

This will take you there BY WAGON!!!

Go to the graveyard

Proceed to the second grave and look at your parents graves

Drop the flowers there

Go to your bosses office

Go upstairs and look at the clippings

Go down stairs and quit your job

Go to the livery shop and talk to the man in there.

Watch Out for the horse!

Show that man your ticket and get on the wagon

Now you are going to Cali!!!

The stage coach will take you to a ferry

The ferry will take you to New York

From here you will go to Mississippi Valley

Here you go and talk to a group of men

One of these men he will ask for money - Give him all of your money

He will send you to get good animals to pull the wagons

Go right and talk to a man who is sitting by a tree reading a book

He will give you the book - It's a Bible

Go left down

Talk to the man there and ask to buy mature oxen

Go back to your camp and talk to captain again

He will give you another assignment

It's a but tricky to find out when to take off or leave

Go right

Go up and look at the grass

It will give you a report on how the season grass is looking

Once it says it is drying out, go

Talk to your captain and you will leave from there

On your way to California you will travel for a while through a few states

- It will give you general info about them

Once you get somewhere near California you will be stopped at a hill

You will be shown outside your wagon

Quickly tie the chains

Untie the oxen

They will go down the hill then return back up

You are now on your way again and wont be stopped until you hit a desert

Look in barrel and drink the water

Look inside the wagon and eat the meat

Be sure to go right from here and catch your men

You will soon be at Fort Sutter

Once you reach Fort Sutter you must eneter it, not the Mule Corral

Once in here you must find the supply shop

You must buy a shovel - now you will be able to dig for the gold

Don't leave sutters for yet!

First go to the blacksmith's shop and talk to him

He will ask you a few quetions

The Answers are:

Yes

Yes

Last name: Wilson

First name: Jerrod
Brothers name: Jake

The blacksmith will give you a branding iron
Exit the Fort and go to the American river to the right
Keep heading along the river and dig on the land - This takes a very long
time so don't get discouraged!
You must head several screens to the right in order to find the gold
After discovering gold about 40 times you will hit a sudden dry spell
This means that there is no more gold to mine
Go back to Sutters Fort and buy a Lantern and a Pan
Go to THE MULE SHOP!!! not THE MULE CORRAL!!
Buy a mule
Go to the Blacksmith's shop
Heat your Iron and brand the mule
Go to the cemetery
Read all the graves until you find Marshall Wilson's grave
Here there will be a separate screen that shows you his grave
You will be able to type here.
Type "Use letter" and move it around until it says "Hey stop there"
THIS IS A BIT HARD TO DO, BUT KEEP ON TRYING
Follow its directions
Take your mule to the corral
Drop him off here
Get another mule
Look at its brand if it looks the same as yours then keep him/her
Mule will be a trusty spirited mule
Take the mule with you to the Town around 23 screens to the right
Read your bible Psalm 23
Go to Green Pastures hotel and rent room 11
The man will give you a message to give to the man in room 11
Go to room 11 knock on the door and give the message to the man
He will leave the room
Enter
Go to the fireplace and turn the wheel
Enter the fireplace you will appear on the other side in a room
Go to the window unlock it and open it
Go to the table and read the letter
Get the magnet and the string which is on the floor
The bird will soon fly in - give the photo to the bird
He will fly away you will hear a slam
The bird will reappear. Get the aerogram and read it
Before you enter the fireplace again wait for another slam
Once you hear this you will be safe
Leave the room and go back to Fort Sutter
Once you get to East of Fort Sutter you must type "follow mule"
He will lead you to Jake's Cabin
Enter Jake's Cabin
Get the matches and move the rug
Maneuver your way through the bushes
Enter the John
Enter the hole in the John (SURE!!)
Go down and find yourself in a pile of shit
Light your Match and light your lantern
Head to the left until you come to a door
Tie the string to the Magnet and put the magnet in the hole
Lower magnet

Raise magnet and unlock door
Enter the room to the other side
Go down
Go to your left
Go down again
Down there you will find a pick
Use the pick a place in the room and you will stike gold..twice
Head back to the main ladder
Go up past the ledge that you came from
Notice a passage leading to your left
Go to it and keep on going until you get to another ladder going down
You will then come across another ladder going down
Manouver down this ladder - Be careful!
Go left and you will find Jake
He will tell you a story and then you must use your pick in the high-
lighted area
You will strike it several times
Keep digging untill a hole appears
Dig until it gets even bigger and then you enter the hole with your
brother

The End!!!

1.174 golden axe

Play in one player mode but with two joysticks. When you die, press <FIRE> on the other joystick and you should receive three more lives.

1.175 goldrunner

Start a one player game and crash into the first building. Now hold down <F5> until the status screen appears. You should now be able to fly through everything!

Press <F2>, <F5>, <F4>, <F3> one at a time in that order. You then have infinite speed, lives, and energy.

Type "EASYMODE" on the high-score table. From now on, <F9> skips levels and makes you invulnerable. <F8> turns off the cheat mode.

Hold down <F5> for a few seconds for an indestructable ship, press <I> to move onto the bonus screen and press <U> to leave it again. By continually pressing <I> and <U> it is possible to skip all the levels.

Hold <F5> for a couple of seconds and you will become indestructable.

1.176 goldrunner ii

On the high score table, type "EASYMODE".

<F8> to exit cheat mode
<F9> to skip levels
<F10> for invincibility

1.177 grand monster slam

On the main option screen, type "Losers.help!" to activate the cheat. The screen will flash and the message 'YOU CANNOT LOSE!' will appear in the upper left corner. Now even if you do lose you win! That's <SHIFT> + <L> at the beginning and <SHIFT> + <l> at the end and the <.> is on the main keyboard.

On the main options screen, type "professional" and the message 'Professional Mode!' will appear in the upper left corner. This allows you to start in the professional league.

If you make a mistake typing select the 4th option 'Hall of Fame' and press <FIRE> to get back to the main options screen. You will now be able to re-enter the cheat.

NOTE: Only one can be active at a time.

1.178 gravity force

When asked for a password, type in "WARPxx", where xx is the number of the desired level.

Level Codes:

5 AGNUS 10 PARSEC
15 CRYSTAL 20 REACTOR
25 VISION 30 ORBIT
35 PALACE 40 ALIEN
45 FALCON

1.179 gravity force ii

Enter any of the following on the main menu (make sure the arrow is not on start):

"CHEAT MENU" Lets you put your live up to 250
"GLAPPKONTAKT" Cause your opponent's engine to fail

or

"ULE", "SHOW LT", "BITS", "BARF", "ROXER", "TOMAS", "SNIX"

1.180 The Great Giana Sisters

Pressing <A>, <R>, <M>, <I>, and <N> while playing should allow you skip levels.

On level 3 stand at the end of the row of blocks and jump up to hit an invisible block that takes you to level 6.

1.181 gremlins 1 and 2

Enter your name as "SINATRA" on the high score table for infinite lives.

If you type the level names "ONE", "TWO" etc. you will get to play the appropriate level.

1.182 gunboat

Enter "TJL" for your codename.

1.183 guy spy

On the options screen, type "GETVONMAXGUY" and press <F1>. The game will start. Now press <F1> to advance through the game.

On the options screen, type "ROVENA" and select done. The game will start to load, then give you a level select screen.

1.184 hacker

At the logon prompt type one of the following: "00987", "TITLE", "PAM", "COVER", and "WAMI".

During play enter one of the following: "RED7", "BLUE1", "WHITE6", and "WHITE50".

NOTE: They might have to be lower case like HACKER II.

1.185 hacker 2

Type any of the following at logon:

"COVER" jumps to the win page,

"TITLE" displays the title page,

"DEMO PAM" speeds up game play & jumps through check procedures for cheating.

1.186 hades nebula

Enter "MONITOR" when you're on the high-score list. You should now have infinite lives.

1.187 hagar the horrible

Level Codes:

1 FEAFGN 2 JVSAMK 3 ASGAPQ 4 UQFXPY
5 FSXRIC 6 DZAETG 8 WFYILD

(Remember Y-Z exchange in some countries)

1.188 hammerfist

Enter "TAEHC OT TNAW I" into the high score table and while playing the game, pressing <F7> will advance you one screen at a time.

1.189 hard drivin' 1 and 2

Get to full speed (preferably but not necessary) and press <N> for neutral. Now you can cruise along at full speed with easy steering and invulnerability. As long as you stay in neutral you will have unlimited time as well.

Another trick is to repeatedly hit <4> (4th gear) until the program has an error. Continue with <RIGHT MOUSE>. Repeat until you get a high score.

At the start, turn the car around 180 degrees. The display should now show the WRONG DIRECTION message. Head off under the bridge until you get to a split in the road. Take the right hand branch and keep going until you reach a checkpoint. Go through and turn the car through 180 degrees until your heading the other way. Go back through the checkpoint in the right direction and you should hear a ping. Keep going to the finish and once under the bridge let the clock run down to zero. You should now get a message saying that you've qualified for the race!!

1.190 hardball - accolade

Various hints:

- * Allstars are better than champs,
 - * Only steal if you actually hit the ball,
 - * Try to get a lot of runs early, as the computer team improves towards the end,
 - * Bunting rarely works,
 - * Halfway through the match, swap Laws for Wells and Wratten for Harris.
-

- * The best pitchers are Oliver, Perez, Leary, Cook. The others will only be successful for a short while,
- * Never pitch fastballs to the center as they will usually result in home runs,
- * Change pitchers after a few innings, because as they get tired, their accuracy and speed get worse.

1.191 hare raising havoc - disney software

If you press <LEFT ALT>, <CTRL>, <SHIFT> and <F5> keys simultaneously you can advance to the next level.

1.192 harlequin

The four heart pieces are located in the ROOFTOPS, HELL, CUTESEY LAND, and SHEET MUZAK

Guide the Harlequin to the jigsaw puzzle section whilst carrying the space hopper. When you fall from the kite, select the space hopper and jump up to the lower of the two platforms above you. Disengage the space hopper and jump across to the other platform, then leap over the low wall. When you land, keep on firing to see where the ground is and move across to the point where you're walking on air. Run left until you cannot go further, jump up and you'll hit an invisible warp. You'll be prompted to insert disk 1 and now you can watch the end sequence.

1.193 hate

Pause the game and type "JUDITH".
<F9> for invincibility
<F10> to skip levels

1.194 hawkeye

Pause the game and press the key then when you die you will be warped to the next level at the end of the game. Press <2> to go back and forth between the stages.

Also during the game, pause and press <HELP> key, then unpause and you should have infinite lives.

1.195 heimdall

If your character has just been killed and you want to restore your weapons, magic and crew members, but forgot to save the game beforehand, then read on. Go to the 'save game' option at the beginning of the game (where the attribute options are). When the instruction to insert your saved game disk appears, click on "no" and you will return to the items screen with everything you had before you were killed.

1.196 heimdall 2

Place the following runes in the spell block and activate them as normal:

```

+-----+-----+
| /      | | \ /  | |
| /      | | \ /  |
| (      | | |  |
| \      | | / \  |
| \      | | / \  |
+-----+-----+

```

Your party should now be invincible, while still able to build up their stats.

In Loki's shrine use the empty bottle on the front to rise to a rune, Urgha uses the rune spell to get invulnerability.

1.197 hell raisers

Enter "RIGGED " for your name on the high score table. Don't forget the two space at the end of the word. This will give you infinite lives.

1.198 helter skelter

For tons of lives, follow these instructions: Set up a two player game. Player 1 must get an extra life. Now both players should lose all their lives. Player 2 will return with 99 lives, and when he loses one life, Player 1 will have 99 lives too.

Level Codes:

```

11 SPIN
21 FLIP
31 BALL
41 GOAL
51 LEFT
61 TWIN
71 PLAY

```

To enter the password press <F1> or <F2> (one or two players) select control by pressing <FIRE> and then you will be asked for a password.

During play, type "NAMRON". You should now appear on the next level and will have access to the following keys on keypad! :

<-> skip to previous level
<ENTER> skip to next level

1.199 hero's quest

Loads of money:

Simply get your men to complete the first mission then enter them in the last. As soon as they appear, get one of them to search and collect the money if there's any there. Then simply leave via the staircase with the money. Keep this up until you've got enough money to buy the necessary equipment. As for the artifacts that you can get during the game, well the same sort of thing can be done to acquire these. Enter the mission, find the artifact and then get out. Now just go back to the same mission and get someone else to pick up the the artifact in your question. This way each of your characters have the top of the range weapons and armour.

Save you game frequently. Don't just overwrite an existing save, either: give each save a different name to keep your options open.

In the early part of the game it pays to practice to improve any of your abilities such as climbing (climb rocks, tree, walls...) anything to get your points higher.

Practice throwing rocks at anything, but if you have bought some daggers from the shop use the target south of the town for practice so that you can get them back!

To improve your fighting skills, Goblins can always be found in their camp and are not too difficult to kill. Each time you enter their camp you will be attacked by one more Goblin than on your previous visit. Goblin-killing can also be quite profitable, because searching a body usually results in finding some silver.

Staying alive is helped considerably if you can afford to buy Healing Potions and Vigor Potions from the Healer. You can buy them from Zara in the town, but they are more expensive.

*** Making Money

Fairly easy ways of getting money early in the adventure include collecting Magic Mushrooms from the Fairy Ring and collecting flowers from Erana's Peace to sell to the Healer. She will buy three lots of these, so PICK three times to save on journeys.

You can earn five silvers for cleaning out the stables in the Castle, BUT be careful not to start too late in the afternoon. If it is sunset before you get back into town you could be in trouble.

Simply get your men to complete the first mission then enter them in the last. As soon as they appear, get one of them to search and collect the money if there's any there. Then simply leave via the staircase with the

money. Keep this up until you've got enough money to buy the necessary equipment. As for the artifacts that you can get during the game, well the same sort of thing can be done to acquire these. Enter the mission, find the artifact and then get out. Now just go back to the same mission and get someone else to pick up the the artifact in your question. This way each of your characters have the top of the range weapons and armour.

*** Sleep Safe

In town there's no problem if you can afford to pay the Inn-keeper for a bed, but outside town there are only three safe places to get your essential kip. Erana's Peace is safe and you also get all your Health, Vigor, Magic Points, etc renewed. By the Dryad's tree is safe, if you can get to it.

Finally the hermit 'Enry will put you up for a price of 1 Food, though unless you can climb you won't be able to get up to his cave.

*** Thief's Guild

Contrary to what Bruno by the town gate may tell you, find the Thief's Guild by going up to the Goon in the Tavern and saying "Schweinhund". In the Guild you can 'fence' any property you have stolen after picking the locks to the Sheriff's house and the Old Lady's House.

*** Help With The Quests

If you can climb, or if you have Magic with the Fetch spell, you can find the Gold Ring lost by the Healer in the nest in the tree outside her house.

When you have built up your abilities and can defeat the Ogre, enter the cave of the Bear. He will let you pass if you give him food. You can then enter the cave of the kobold. He is very difficult to kill, but if you throw about 80 rocks at him you will succeed. Remember, before you enter the Bear's cave PICK UP ROCKS. Repeat this until you can carry no more. You will almost certainly run out of rocks during your fight, but just come out again and get some more before returning to THROW ROCK AT KOBOLD. When he dies, pick up the key that he had been wearing, then SEARCH THE CAVE. You will find a chest that contains money. Return to the Bear and use the kobold's key on a manacle on the Bear's leg. Stand by for a surprise!

Another quest which requires great fighting ability before attempting starts with a visit to the Dryad. After getting a Spirea seed for the Dryad, you are given a list of ingredients to obtain and take to the Healer. She will then make a Dispel Potion for you. You must then go to the valley where the Archers are. Run to the logs and jump over. You then fight a series of Brigands with no chance to pause and restore your health by drinking any potions, so you must be fit before entering the valley. When you defeat the Brigands you come to a gate guarded by a Minotaur. Kill him, search him and kick the gate open.

You now enter the barracks. Go left round the blockades, then go across the right-hand plank over the chasm. Step over the trip-wire between

the barriers at the back of the room. This takes you to the Brigands' meeting room.

LOCK THE DOOR and go to the top right and GET CHAIR. As soon as the chair is in place, MOVE CANDELABRA. Three Brigands will now be behind the table, so move in front of the table opposite the right-hand chair.

Wait - the Brigands will now retrace their steps, and when the first of them comes to the left-hand end of the table type CLIMB ON TABLE USE ROPE. After the action, don't hang about!

Open the door at the back of the room and go out. This will take you to a very strange room (ME's room) which you will eventually have to leave via the left-hand door on the end wall

It's a lot of fun, but I suggest you save on entering and during this room. The next room is the Brigand Leader's room. THROW DISPEL POTION on the Leader and stand by for another surprise!

Another quest can be completed from this point if you have already opened the gate to Baba Yaga's hut. Take the healing potions from the Leader's desk and also the Mirror. Go to the hut and when Baba Yaga enters, HOLD UP MIRROR. Exit Baba Yaga!

The gate to Baba Yaga's hut is opened by the Skull in return for the Glowing Gem - I hope you haven't sold it - which in turn you get from the Frost Giant for a price of about 70 apples, which you get from the shop.

1.200 heroes of the lance - ssi

Use the "FIND TRAPS" spell a lot so that you can detect all falling rock traps, as these damage the party.

Arrange your party so that the first line consists of two strong warriors, raistlin and goldmoon. This allows you to use Raistlin's magic and the healing staff of goldmoon without too much hassle. Save tanis and river-wind for the later levels, where the bows come in handy.

When fighting gully dwarves, use Tasslehoff who is the same height as them. His sling stones will never miss. Avoid fighting hatchlings, they're not worth it. Just turn and run when you meet one; when you reach an inter-section move into a new path and wait a little. When you return, the hatchling will have gone.

KILLING BOZAKS: TWO METHODS:

- (1) Get raistlin to use a web, sleep or charm spell to stun it, then send a warrior to clobber it to death
- (2) Select Flint, who is a dwarf; 9 out of 10 times, the bozak's shots will go over his head; get close to enter melee combat, and use low thrusts to kill it.

SPECTRAL MINIONS: They're easy to kill, so use a warrior.

WRAITHS: A well-timed throw of an axe kills them every time. If you miss, use a sword and chest thrust movements. Don't let it get too close to you!

SPIDERS: Use low thrusts to keep them at bay. If they get through your guard, retreat until you can turn and fight again.

The blue and green potions restore health, red slows down monsters, and yellow give your characters extra confidence.

1.201 hillsfar

When picking locks with your tools press <F> and all will be revealed.

1.202 hired guns

On the title screen or during play type any of the following:

"AMIGA" infinite energy and ammo
 "APPLEGATE" open all doors
 "CHRISTINA" choose any mission and character

1.203 historyline 1914-1918

Level Codes:

1 Player: GERMAN

01 PULSE	07 ORKAN	13 GOTH	19 COBRA
02 CIVIL	08 FRONT	14 BALON	20 ATLAS
03 MOUSE	09 RATIO	15 PAUSE	21 AMPER
04 VENOM	10 PARTS	16 ELITE	22 RHEIN
05 NOISE	11 PLANE	17 INFRA	23 CANDL
06 RIGHT	12 FLAME	18 HILLS	24 STERN

1 Player: ALLIED

01 BATLE	07 BUMMM	13 SIGNS	19 BLADE
02 GOOSE	08 LEVEL	14 HOUSE	20 ZORRO
03 SPORT	09 TOXIN	15 SIGMA	21 STONE
04 BIMBO	10 PRINC	16 SEVEN	22 MOSEL
05 TEMPO	11 CLEAN	17 ZOMBI	23 ORDER
06 BARON	12 XENON	18 MOVES	24 SODOM

2 Players:

01 TRACK	07 VIRUS	13 GRAND	19 SPELL
02 HUSAR	08 BISON	14 ROYAL	20 CAMEL
03 BEAST	09 DRUCK	15 WATER	21 FLAGS
04 PLATE	10 TROLL	16 SKILL	22 STORY
05 LIGHT	11 UBOOT	17 SKULL	23 SCOUT
06 SCROL	12 DROID	18 AUDIO	24 GREEN

1.204 hitch-hikers guide to the galaxy

Here is the complete solution:

*** Arthurs House

Get Up
Turn on Light
Take gown
Put gown on
Open pocket
Eat
Take All
South
Take Mail
South
Lie in Mud
Wait, Wait, Wait, Wait, Wait, Wait, South, West
Buy Sandwich
Wait, Drink, Drink, Drink, East
Give Sandwich to Dog
North, Wait, Wait
Take Device
Press Green Button

*** Vogon Ship

Look, Look, Look, Look
Smell
Look at Shadow
Eat Peanuts
Take off Gown
Hang Gown on Hook
Take Towel
Put Towel on Drain
Take Satchel
Put Satchel in Front of Panel
Put Mail on Satchel
Press Dispenser Button
Press Switch - Remember which word to get!!!
Take all
Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait
Enjoy Poetry
Wait - Get the word that you need!!!
Wait, Wait, Wait, Wait
-Now type in the word that you had to look out for before - the command
is "Type Word" where "Word" is the word you had to get from the poem)
Put on Gown
Take Plotter
Wait, Wait, Wait, Wait, Wait, Wait

*** The Heart Of Gold

Look, Look, Look, Look, Listen
South
Wait

Take Pincer
Down, West
Open Nutrimat
Drop Pincer, Plotter, Toothbrush and Screwdriver
Press Pad
East, South, South, South, South, South, South, Look, Look
Take Rasp and Pliers
North, North, West
Drop Rasp and Pliers
East, South, South
Take
North, North, West
Drop Drive
Take Board
Insert Small Plug into Small Receptacle
Put Dangling bit into Cup
Press Generator Switch

*** Lair of the Bugblatter Beast

Look, Look, Look, Look, Smell
Look at Shadow
Say "Arthur"
East
Put Towel on Head
Take Sharp Stone
Carve "Arthur" in memorial
Remove towel
West
South-West
Get
Wait, Wait, Wait, Wait, Wait, Wait
South, South, West
Open Panel
Insert interface in panel
Press Pad
Wait, Wait, Wait, Wait, Wait, Wait
Drop all
Take Drive, Plotter, Towel and Cup
East, Up
Insert large plug in large recepticle
Start Drive
Start Drive

From here you hit the next four randomly. Save your game as you die here also randomly. As you finish each Part You start the next in the hold of the Heart of Gold

*** Boat

Wait until you can see and type "See"
See Light
Get Toolbox
Stand
Look Under Seat
Get Fluff and Key
Steer towards Cliff

Wait until you are on land
North
Wait until Trillian comes
Tell guards "drop rifles"
Shoot rifles
East

*** The Party

Wait till you can feel, and type "Feel"
Drink Liquid
Drop plate
Look at Arthur
Open Bag
Get fluff
Put fluff in Bag
Get Plate
Look at phil
Wait till Phil takes you outside

*** War Chamber

Wait till you can hear and type "Listen"
South
Get Awl
Examine sun
Examine third planet
Wait until in maze
South - you should be at a particle - if not, move around and find it.
Look at Particle
Get Particle

*** Earth

Wait till you can see and type "See"
See Light
North
Offer towel to Arthur
Go To Prosser
Tell Prosser To Lie Down
South, West
Look at shelf
Buy peanuts
Drink Beer, Drink Beer, Drink Beer
East
Open satchel
Get fluff
North
Give fluff to Arthur
Wait Till Back in Ship]

*** Heart of Gold

- After going to these places you should have four kinds of fluff.
Get to the bridge, then from the Bridge go:
Down, West
Get Tea

Get No Tea
East, Up
Unplug Dangly Bit from Substitute
Drop Cup
Insert Dangly Bit in Tea
Drop all but Thing and Babel Fish
Start Drive

*** Inside Whale

Wait till you can touch and type "Feel" - You only get one chance at it!
Get Flowerpot
Insert Flowerpot in Thing
Wait till back at ship

*** Heart of Gold

Get all Fluff
Get Thing
- If it hasn't shown up, visit and come back - it reappears by itself
Remove Pot from thing
Plant all Fluff in pot
Wait till something happens in the pot
Then Wait, Wait, Wait, Wait
West
Look at Plant
Get Fruit
Eat Fruit
Get Tool Mentioned
Drop all but Tea, No Tea and Tool
Down, South, West
Show tea
Show No Tea
Drink Tea
West
Ask Marvin to open hatch
East, Down
- Make sure all you are carrying is the Tool needed and The babel Fish
East
Wait for Marvin
Hand him the tool spelled exactly right
West, Down

You have finished Hitch-Hikers Guide to the Galaxy!!!

1.205 hoi

On the level access screen, place the LVL mouse pointer in the far bottom right of the green quarter screen. The bottom L must be positioned in the corner with pixel perfect precision (two pixels on the pointer will be hanging over the edge to the right). Click <LEFT MOUSE>, then shift the LVL mouse pointer to the very top left of the screen (as far as you can physically move the mouse to the top left) and click again <LEFT MOUSE>. You should now have access to the first four levels and you can get 12

lives at any time by pressing <F4> during the game.

1.206 hollywood poker pro

Hold down <H> and <F9> at the same time and 100 credits will go from your opponents account to your own.

1.207 hong kong phooey

On the title screen, type "PIERS ANTHONY" for invincibility.

1.208 hook

Go to the Bait and Tackle shop and pick up the mug next to the candle. Then keep doing 'pick up' in the space where the mug was and you'll get all the items you need to complete the game.

1.209 horror zombies from the crypt

Level Codes:

- 2 WOLFMAN
- 3 HAMMER
- 4 LUGOSI
- 5 NOSFERATU
- 6 GARLIC
- 7 BOGEYEATER
- 8 CUSTODES

In addition, entering "BOGEYMAN" or "BOGEYEATER" will give you infinite lives.

To help ease up on the terror hold down the <M> and <.> keys for infinite lives. To skip levels type "CHEATMODE" during play and <F10> will then take you to the next level.

Enter " CUSTODES" for the password (don't forget the space before the word) to enable the level skip. Press <F10> to skip levels.

1.210 hostages

1st Stage:

Whenever possible hide behind walls, or in doorways if you are about to be spotted by a searchlight, as lying down or doing a roll isn't always effective.

2nd Stage:

When placing your men around the top of the building, put them all on the same side. The best side is the bottom one. Now press <F1> which will show you the side where your men are placed. Scan the top windows first for an empty room. You should see the men dangling from ropes, if not then you have got the wrong side fool! You should send your first man in on the top floor. If all the windows have silhouettes, the hostages are the one's with a slightly fatter silhouette at the window than the terrorist's silhouette. If you shoot a hostage at the window by mistake, you might as well start again. Don't forget there are only 3 hostages !!

When your first man has entered a window on the top floor, clean the top floor of all terrorists (in green, hostages are blue - they also don't move around much). When you have killed your first terrorist, position your gun where he once stood, so when you burst in on the next one, you don't have to mess about positioning your gun, but can shoot him straight away. When top floor is clear move your man to the top right room, (the one with only one door) and stand him in that room with his back to the door. That way, when you have a hostage you can take him to this safe room, and leave him, as any terrorists can't get in through the door because one of your men is protecting the door, but you can still get in and out.

Now bring another man in through the top floor, still leaving one man in the top right room protecting hostages you leave there. Now go forth and find them hostages! If there is a terrorist with a hostage behind him, DON'T shoot the terrorist as you will kill the hostage. Instead run straight into the room and straight at the hostage/terrorist, so you and them occupy the same space. Don't stop, keep holding forward and you should be on the other side of the room, as the hostage follows you but the terrorist doesn't. BUT, doing this you have to be very QUICK! Now take the hostage to the top floor, the top right room, where your first man is on guard. Walk into this room and back out again, the hostage will stay there. Now you are free to go and get another one.

Once all hostages have been successfully rescued, Game over !

1.211 hudson hawk

Type "SCIENCEFICTION" on title screen for infinite everything.
Press key to skip levels.

Type "SANITYCLAUSISCOMINGTOTOWN" for infinite lives.

1.212 human race

Level Codes:

01 DARWIN	31 GALLOWS FIELD	61 3 NEGATIVES
02 DOOM	32 PLAGUE PIT	62 GIMME SHELTER
03 SPYDER	33 CANDLESTICKS	63 BLOAT ON
04 480	34 BROWN SUGAR	64 STAGGER HOME
05 BILLS	35 BABBLE	65 I LOVE ME
06 BROKE AGAIN	36 BLATHER	66 WHO DYOU LOVE
07 OUR SHELF	37 TRADER	67 AAAAAARGH
08 NO SUPPORT	38 SCSRY MAN	68 SOS

09 MR PARROT 39 BOILED EGGS 69 LUCIFERS CHILD
 10 7 MILE WALK 40 NEED MORE 70 PYTHON
 11 BLIZZARD 41 TURBO NUTTER 71 QUANTUM LEAP
 12 MINI EGGS 42 ITD BE OKAY 72 SISTER BLUE
 13 KEEF 43 IF THE FIRST 73 ARIES
 14 WORLDOFOUROWN 44 LOT HADNT BEEN 74 TUARUS
 15 ITS TOSH 45 PUBLISHED 75 FATEANDFORTUNE
 16 BESTEST BUDS 46 POUCH 76 DOES IT MATTER
 17 OO CHILDREN 47 WHINGEING 77 WHAT WE PUT
 18 BLUE STUFF 48 SAD BOYS 78 THIS IS IT
 19 LEOPARD 49 CRAMP 79 SEE YA
 20 ALAN B STARD 50 GLUM 80 FOREVER
 21 DANNEEE 51 HASSLED
 22 LOOWEEZ 52 GOLD LABEL
 23 KATIEWOOH 53 POULTRY GOOSE
 24 RADCLIFFE 54 KATE4LOUISO
 25 IDONTLIKEBRAWN 55 DRAKEER
 26 GRILL NGEDS 56 SOURFACE
 27 HOW MUCH 57 LURCH
 28 THE SLOBS 58 ENDOSCOPY
 29 MRS T 59 JUST TAKE 5
 30 ALMANBURIE 60 HAVE A BREAK

1.213 humans

Level Codes:

01 DARWIN 31 RAVING BURK 61 DAEMONSLATE
 02 ANDIE PANDY 32 YOU GOT IT 62 BIG RAB
 03 GET A LIFE 33 SGNIMMEL 63 MIAMI VICE
 04 CARLOS 34 MINISTRY 64 MARGARET M
 05 HOWIE 35 MAD FREDDY 65 A34732473
 06 MOOBLE 36 BIZARRE 66 HELP ME
 07 CSL 37 FREE SCOTLAND 67 THE EXILES
 08 THE HUMBLE ONE 38 APPLE JUICE 68 EIGHTLANDS
 09 PIXIE 39 PAYDAY 69 WINE AND DINE
 10 MILESTONE 40 BANANNA MOON 70 NIN
 11 WAR WAR WAR 41 BONUS 71 TECHNOPHOBE
 12 J MCKINNON 42 BOUNCING 72 GETTING THERE
 13 UNLUCK 43 NO MONEY 73 TIME IS
 14 BLUE MONKEY 44 A S F 74 RUNNING OUT
 15 RED DWARF 45 VISION 75 LORDS OF CHAOS
 16 BAD TASTE 46 SISTERS 76 NOW ITS DONE
 17 THE KITCHEN 47 FAST FASHION 77 IM OUT OF HERE
 18 CJ 48 CARGO 78 HERES TO A
 19 SORT IT OUT 49 RAB C NESBITT 79 BETTER LIFE
 20 SMART 50 RANGERS 80 BYE BYE BYE
 21 VILLA3BORO2 51 RAINBOW
 22 EARLY MORNING 52 DOODY
 23 BORO4LEEDS1 53 MIGHTY BAZ
 24 EASY LIFE 54 TIRED
 25 JIMS TIES 55 CONSOLIDATED
 26 PARKVIEW 56 STAY HAPPY
 27 NICENEASY 57 AMERICA
 28 GREEN CARD 58 ANOTHER DAY
 29 COOKIE 59 ISOLATION

30 MALCY MALC 60 PROMISED LAND

1.214 humans - the jurassic levels

01 WHEELS OF FIRE 31 YEAH CHEERS 61 ROCK A LITTLE
 02 ROLLING DOWN 32 THANKS A LOT 62 MANCHESTER
 03 THE ROAD 33 MONKEYS 63 CROWNOFTHORNS
 04 SKIVE OFF 34 I'M CNACKED 64 KRISTI
 05 DAY TRIP 35 NOODLES 65 LOSERS
 06 GIRAFFES 36 AL PACINO 66 BROKE AGAIN
 07 MAKE UP 37 DEEJI 67 ITS NOT MINE
 08 FLYING AVENGER 38 MAFIA 68 PATHETIC CHAPS
 09 WIBBLE 39 ROADHOUSE 69 SKINNY BALINKA
 10 BILL AND BEN 40 SWF 70 CRACKERMAN
 11 SPITFIRE 41 THATS NOT IN! 71 NOT GUILTY
 12 DESERT ANGEL 42 CALORIES 72 SPOOKY HOUSE
 13 NOONEKNOWSUS 43 MEANS NOTHING 73 BATTLESCARS
 14 APRIL 1993 44 BODY ACHE 74 WEARENOTHERE
 15 ALMONDBURY 45 JESUS JONES 75 CHRISTMASEVE
 16 KATE 46 BIGBOYSDOCRY 76 KEELOVER
 17 SNESSY 47 MOTORBIKING 77 WHAT A NIGHT
 18 OLDHAM8BORO1 48 BUTCH AS 78 DOMINATION
 19 FROG AND TOAD 49 SULKY 79 BONUSPLEASE
 20 DANSPAM 50 SINGLES
 21 SAVERRANCER 51 IWANNABEADORED
 22 19ACOPY 52 LET OFF STEAM
 23 M LOVE BONE 53 TOP BODIES
 24 ASYLUM 54 WHOSESIDEAWASIT
 25 WINOPUSKA 55 CASTLE HOWARD
 26 ALICEINCHAINS 56 REBEL LEADERS
 27 ABSOLUTELY 57 REALLY SMART
 28 FABULOUS 58 HANSPLAYSWITH
 29 ED AND PATS 59 1976 PORT
 30 SWEETIES 60 SCREAMINGTREES

1.215 hunt for red october

If you are surrounded by the enemy ships then simply save the game. When you restore that game all the ships have disappeared.

1.216 hunter

Here are some co-ordinates for the locations of fuel, which you may well need to power whatever vehicle you are using:

006,145 008,124 063,039
 084,245 101,134 110,106
 120,155 134,068 143,030
 145,051 168,107 176,249
 224,123 242,077 249,109

250,237 251,100

Here are the co-ordinates (in order) for the places you need to visit while playing in adventure mode.

01 First man	163,080	10 Security pass	224,153
02 Old man	181,197	11 Computer	224,199
03 Second man	099,061	12 Prison	135,239
04 Professor	059,046	13 Saw	151,121
05 Master key	164,169	14 Green monk	085,174
06 Nuclear device	028,227	15 Animal	035,248
07 Disk	100,225	16 Hurt soldier	010,036
08 Third man	195,119	17 Scroll	091,173
09 Fuel	224,123	18 General	135,239

1.217 hybris

Load the game as usual and don't do anything until the high score screen appears. Type "COMMANDER" (not as your name) and then press <FIRE>.

<F1> - <F6> = Other Six Levels of 'expansion' (you can still capture the capsules)
<F7> = activate super-weapons (<F1> - <F6>)
<F8> = Advance a level (There are three)
<F10> = Turn cheat mode on/off (ship flickers) - infinite expansions and smart bombs

You cannot get a high score with the cheat mode on.

At the title screen type <SPACE> or <ESC>. Now you'll get a screen in which you can edit a lot of game parameters.

1.218 hydra

While playing type in "KILLKILLKILL". Now press:

<Q> to toggle the technical mumbo jumbo

<F> to refuel

<RETURN> to cycle through the weapons.

Pressing just about any other key will transport you to a different location.
