

CheatCollectionE.03

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CheatCollectionE.03

1.1 Cheat Collection

Cheat Collection English Version 1.33 (12.12.1998) Part 4

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

Go To Part: German, 0 - 9 , A - B , C - D , E - G , H - L ,
M - R , S - T , U - Z

H

Hacker

Cheat

Hacker 2

Cheat

Hades Nebula

Cheat

Hagar the Horrible

Cheat|Codes

Hammerfist

Cheat

Hard 'n' Heavy - Reline

Cheat

Hard Drivin' 1 and 2

Cheat

Hardball - Accolade

Hint

Hare Raising Havoc - Disney Software

Cheat|Solve

Harlequin

	Cheat Hint
Hate	Cheat
Hawkeye	Cheat
Heart of China	Solve
Heimdall - Core	Cheat
Heimdall 2 - Core	Cheat
Heimdall 2 CD\$^3\$\$^2\$ - Core	Cheat
Hell Raisers	Cheat
Helter Skelter	Cheat Codes
Hero's Quest	Cheat Solve Hint
Heroes of the Lance - SSI	Cheat Hint
Hillsea Lido - Vulcan	Cheat
Hillsfar	Cheat
Hired Guns	Cheat
Historyline 1914-1918	Cheat Codes Hint
Hitchhiker's Guide to the Galaxy	Solve
Hoi	Cheat
Hollywood	Solve
Hollywood Poker Pro	Cheat
Hong Kong Phooey	

Cheat

Hook

Cheat|Solve

Horror Zombies from the Crypt

Cheat|Codes

Hostages

Solve

Hudson Hawk

Cheat

Hugo 2

Solve

Human Race

Codes

Humans

Codes

Humans - The Jurassic Levels

Codes

Hunt for Red October

Cheat

Hunter

Hint

Hybris

Cheat

Hydra

Cheat

I

Ice Runner

Cheat

Ikari Warriors

Cheat

Ilyad

Cheat

Immortal, The

Solve|Codes|Hint

Impact

Cheat|Codes

Imperium

Codes

Impossamole
Cheat

Impossible Mission 2025
Codes

Impossible Mission 2025 AGA
Cheat|Codes

Incredible Crash Dummies
Cheat

Indiana Jones III - Actiongame
Cheat

Indiana Jones III - Indiana Jones and the Last Crusade
Solve

Indiana Jones IV - Actiongame
Cheat

Indiana Jones IV - Indiana Jones and the Fate of Atlantis
Solve

Indianapolis 500
Hint

Indy Heat
Cheat

Infestation
Cheat

Infidel
Solve

Insanity Flight
Cheat

Interchange
Codes

Interlock
Cheat

International Athletics
Cheat

International Ice Hockey
Cheat

International Karate + - Chop 'n' Drop
Cheat

Interphase
Cheat

Invaders II - Mental Image
Cheat

Ishar 3
Cheat

Isle of Lost Souls
Solve

It came from the Desert
Hint

Ivanhoe
Cheat

J

Jaguar XJ220
Cheat

James Pond - Underwater Agent
Cheat

James Pond 2 - Robocod
Cheat|Hint

James Pond 2 AGA - Robocod 1200
Cheat

James Pond 3 AGA - Operation Starfish
Cheat

Jet Strike
Codes

Jim Power
Cheat

Jimmy White's Whirlwind Snooker
Cheat

Jimmy's Fantastic Journey - Lionheart
Cheat

Jinxter
Solve

Joan of Arc
Solve

John Madden's American Football
Cheat|Codes

Judge Dredd
Cheat

Jug
Cheat

Jumping Jackson
Codes

Jungle Strike
Codes

Jungle Strike AGA
Codes

Jungle Strike CD\$^3\$\$^2\$
Codes

Jupiter Probe
Cheat

Jurassic Park
Codes

Jurassic Park AGA
Codes

K

K240
Cheat

Kaiser
Cheat

Karagon - APC & TCP
Cheat

Karate Kid II
Cheat

Katakis
Cheat

Keef the Thief
Cheat

KGB - Virgin
Solve

Kick Off
Cheat

Kick Off 2
Cheat

Kid Chaos
Cheat|Codes

Kid Gloves
Cheat

Kid Gloves 2

Cheat

Killing Cloud, The
Cheat|Codes

Killing Game Show, The
Cheat

Killing Machine, The - Atlantis
Cheat

King Solomons Mines
Hint

Kingpin Bowling - LSD
Cheat

Kings of the Beach
Cheat|Codes

Kings Quest 1
Solve

Kings Quest 2
Solve

Kings Quest 3
Cheat|Solve|Hint

Kings Quest 4
Solve

Kings Quest 5
Solve

Kiro's Quest
Cheat|Codes

Klax
Cheat

Knightmare
Cheat

Knights of the Sky
Cheat

Kristal
Hint

Krusty's Super Funhouse
Cheat|Codes

Krypton Egg
Cheat

Kult

Solve|Hint

Kwix
Codes

L

L.E.D. Storm - US Gold
Cheat

Labyrinth of Time
Solve

Laser Squad
Cheat

Last Action Hero
Cheat

Last Battle
Cheat

Last Duel
Cheat

Last Ninja
Hint

Last Ninja 2 - System 3
Solve|Hint

Last Ninja 3
Cheat|Solve|Codes|Hint

Last Ninja CD\$^3\$\$^2\$
Cheat

Lazarus
Cheat

Leander
Cheat|Codes

Leather Goddesses of Phobos
Solve

Leatherneck
Cheat

Legend of Faerghail
Cheat|Hint

Legend of Lothian
Solve

Legend of the Lost
Cheat|Codes

Legend of the Sword
Solve|Hint

Legend of Valour
Cheat

Legends - Manyk
Codes

Leisure Suit Larry
Cheat|Solve

Leisure Suit Larry 2
Solve

Leisure Suit Larry 3
Solve

Leisure Suit Larry 6
Solve

Lemmings
Cheat|Codes

Lemmings - Christmas 1994
Codes

Lemmings - Holiday 1993
Codes

Lemmings 2 - The Tribes
Cheat

Lemmings II - Oh No More Lemmings
Codes

Leonardo
Cheat|Codes

Lethal Weapon
Cheat|Codes|Hint

Lethal Xcess
Cheat

Lettrix - Software 2000
Codes

Liberation
Cheat|Hint

Liberation CD³\$²\$ - Mindscape
Cheat

Licence to Kill
Cheat|Hint

Light Corridor
Codes|Hint

Line of Fire
Cheat

Lionheart
Cheat

Little Puff - Codemasters
Cheat

Locomotion
Codes

Logical
Cheat|Codes

Lollypop
Cheat|Codes

Lombard R.A.C. Rally
Hint

Loom
Solve

Loopz
Codes

Lord of the Rings
Hint

Lords of the Rising Sun
Solve

Lords of Time
Hint

Lost In Time
Codes

Lost on Parrot Island
Cheat

Lost Patrol
Cheat|Hint

Lost Vikings, The
Solve|Codes

Lotus Esprit Turbo Challenge
Cheat

Lotus Esprit Turbo Challenge 2
Cheat|Codes

Lotus Esprit Turbo Challenge 3 - The Ultimate Challenge
Cheat|Codes

Lotus Esprit Turbo Challenge CD\$^3\$\$^2\$
Cheat

Lunar CD\$^3\$\$^2\$
Codes

Lupo Alberto
Cheat

Lure of the Temptress
Solve|Hint

Lurking Horror, The
Solve

Lust in Space
Solve

Lykkehjulet
Codes

1.2 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".

They might have to be lower case.

1.3 hacker 2

Type any of the following at logon: (lower case ?)

"COVER" jumps to the win page

"TITLE" displays the title page

"DEMO PAM" speeds up game and skips check procedures for cheating

or these?

"COVER H2SC" win page

"TITLE H2SC" title

"DEMO H2SC" speed up game and skip checks

1.4 hades nebula

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

1.5 hagar the horrible

Level Codes:

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

(Remember Y-Z exchange in some countries)

1.6 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.

1.7 hard 'n' heavy - reline

Lose all your lives till you are on your last one. Now find a gorge (2nd level) and wait till the time is at 01. As soon as the timer hits 1 walk into the gorge. You should get times up and the game will restart, but as soon as it does you will die again. Now it will restart again and you will have 99 lives.

1.8 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!!

1.9 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.

1.10 hare raising havoc - disney software

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

Solution:

Living Room

Go left, press enter to lower the ironing board. Go right, just past the ottoman (foot rest) and kick it left. One step left, pick up magnet. Go to fishbowl, use magnet to get key. Not necessary but you get more time later. Go to left middle seat of couch, jump up and keep jumping until fan is turned on. Get down, go to right seat of couch jump up and down until you wind up in the fan. You must press enter as Roger goes left, bad timing and you hit the door and must repeat this. When you go left the escape sequence activates, going off ironing board to ottoman through top vent over door.

Kitchen

Turn on burners on stove. Use key on locks. If you get timer, fine that's it. If you get cheese, put it down next to mice and grab them when they come out. This gives you more time too for some reason. Now go nest to right door and move old fashioned clothes dryer. Now go left and eat stuff out of refrigerator until banana peel shows (if you screw up from here, return to refrigerator and cycle through food to banana again). Go over banana peel and hit enter as you hit table or you will not go over the sink. On the sink hit enter until all dishes are trashed. Walk left, stand on burners. On light, use arrow keys to swing and hit enter when going right, this activates the escape sequence through the dryer.

Bathroom

My favorite. Although they add nothing to the solve, you should throw the rubber ducky and even better, by the toilet paper hit enter. I love it, he wraps himself in the paper. I think this was my favorite superfluous sequence, even better

that Jessica saying "Did you hurt yourself" in the Construction sequence. Oh yeah, the solve.

Move over to the chair, get up and get towel. get down, put towel over water. Go back, kick stool over towel. Get up, and get soap. Go right, jump on scale until skylight is open. Go right, turn on fan. Do not turn heater off! Pick up plumber aid which sticks to right wall (if it sticks to left go pull it again it will go to right wall). Go left, turn on water. Play with soap in water. Soap goes on floor. Go step on soap that goes in toilet. Go back up on shelf where you got soap. Go right on top on towels and press left or enter to activate sequence, which does not require action from you. You should land on scale, bounce off aid, into toilet, down toilet, come out as bubble and float out.

Backyard

Walk right into rake. Whoops, just kidding. Turn water on. Going left blocks water in hose. Then go right, press up and enter to grab line. Use arrows to swing or you will drop. Go right, drop past rake. Spill fertilizer on tree. Get bucket on far right. (For fun, swing on tire and have dog bite your ass or grab the burning steaks). Walk left through rake to water. Put bucket down and let it fill. Pick up bucket. Go back across rope same as before. Put water from bucket on steaks. (Step over Two Steps exactly here or time will expire on fire and it will return). Grab steaks, one will flop onto see-saw. Go to tree and shake I think three times for apple to drop on see saw and send steak to dog. Get on swing, swing right left and hit enter going left to get over fence quickly or time will expire on dog and he will return.

Street Scene

Pick up ball. Put in hydrant. Turn on hydrant. Get on Pogo stick and get on wire (you should have this concept down by now). Go right on wire to bird. Drop down, get feather. Go back up on wire and stop just left of clown. Press enter twice to tickle clowns nose. Magnet will drop. Drop down, get into garbage can. Walk over with garbage can on you and slowly bet magnet over to right over the manhole, which will come up after you move off it. Dump garbage can, come back press down and enter.

Construction Scene

This one gave me fits for some reason. Check out jessica for fun. Tilt the mixer. Get a brick, put it in the mixer. Get some dynamiter, put it in the mixer. Elevator now comes down halfway. Repeat brick and dynamite. Elevator now all the way down. Get dynamite and set mixer upright. Get on elevator, kick bricks. Go right, grab onto hook and drop into mixer. on wood, saw until you drop into hole.

Milk sequence.

Turn on switch, left side. Go to far right control (QC FIR QUALITY CONTROL) and hit enter on all bottles with tops on them. Good ones will go into the crates, bad ones will break. Go to first wheel on left, press when empty dirty bottles come

by, it will clean them. Go to second wheel and press to label all bottles. Go to fourth wheel and press enter to fill with milk (just inside arm is the right timing, ill let you scope out the timing on the others, not too hard to figure). Go to third wheel to add rubber tops to bottles (tougher timing actually). Start at quality control and repeat as necessary to fill all crates and get to roof

1.11 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.

1.12 hate

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

1.13 hawkeye

Pause the game and press 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.

1.14 heart of china

IN HONGKONG

Jake Masters (JM) goes to town. His first trip leads to the pub. After a talk to the keeper Ho (1-1-1-1) , 2 dirty guys are threatening him (1-2). In a talk he manages to persuade the Chinese Chi to get with him on a rescue-trip (1-3-3 OR 3-3-2). Chi fears going by plane. So JM leaves the pub, takes the paper and constructs a little plane out of it, that he presents Chi. Chi has the idea to get herbs at the chemist's shop. Wu doesn't react when JM talks to him. Chi manages to persuade the chemist.

The chemist needs "gull-guano". JM and Chi go to the dock. Chi gives a prune to the gull. The gull shits and JM puts the shit into his pocket. Again at the chemist Wu. JM talks to him and puts the guano into the mortar. He gets the herbs, a faked passport and a map. JM and Chi visit Lomax before the journey. At the airport JM decides not to show the ticket-collector his passport. Inside the plane JM takes the crowbar, the rope and the anchor.

IN CHENG DU

After arrival a farmer appears who talks to Chi (3-2-3). Chi changes his clothes against the farmer's. JM tries to catch the cow with the rope. After several useless tries he gives the rope to Chi who has less problems. With the caught cow they both go to the castle. There they watch a farmer who is allowed to enter the castle with his cow. Of course, Chi tries the same trick. JM gives him the anchor which Chi connects to the rope. Arrived inside, Chi puts on his ninja-clothes at once. At first he explores the door-keeper's home and takes the keys. Then Chi sneaks into the palace and listens to Li Deng's talk. In the big hall he finds Kate and tells her he'll come back with help as fast as possible. Back in the entry-hall Chi goes into the dining-room and takes the bottle. He goes on to the kitchen and narcotizes the dog with the wine. He takes both the fried chickens. Then he enters the Cooks room. There he gets the knife. He opens the door and discovers a second entry to the big hall. After exploring the palace Chi walks to the castle-wall. He throws the anchor over the wall and pulls JM over it. To hide from the guards, they both sneak back into the door-keeper's home. When the danger is over, they both run into the palace. When the guards have left the room, JM and Chi go into the dining-room. There JM throws down the lamp and lights a fire. Through kitchen and bedroom they arrive in the big hall. JM locks the door and kills the snakes with his gun. Unfortunately he can't stop the snakes from biting Kate. JM carries Kate on his arm and escapes to the balcony. There Chi connects the rope with the balustrade and all three they escape to the tank-garage. In the tank JM uses the key and pushes the starter. Now follows the first action scene (better skip it). In the plane JM gives the herbs to Chi.

IN KATHMANDU

JM leaves the plane and talks to Chi about the situation. JM goes getting help, Chi walks back to the plane. There he takes a tent-roof and a blanket and puts it around Kate. He gives her his ninja-medicine and the guano-herbs. JM talks to Ama (2-2-3) and after that he looks around in the village. In the post-office he posts a telegram to Lomax. Then he visits the restaurant and talks to the keeper (2-3). The keeper sends him to Sardar (2). Now JM goes to the Lama. After a short talk to a young monk he is allowed to enter. The first talk to the wise man is resultless. JM goes to the local dictator. After a wrong remark he flies into the prison. Chi runs to Ama and she rescues JM. JM has a short talk to Kate and after that he has a trip to the scrap yard where he meets a boy. The boy offers, after a short talk, a tube which is full of petrol for a swap. Chi builds from a cigar-box, the eating-sticks and four coins a play-car; for this he gets the petrol-tube. Now he goes back to the Lama and receives some more news. In the restaurant he manages to persuade Sardar to help (1-3). JM gives him his gun as a present and the revolution starts. The game continues in Turkey.

IN ISTANBUL

On the runway JM gets no petrol from the seller. On the way to town Kate

and JM notice a little boy selling oranges. JM finds in a side-road the officers' club and has a little call from there to Lomax; after that Jake is caught by the sultan's crew. Kate swaps her brooch at the seller's and gambles in order to obtain more money. After that she goes to the orange-seller and overthrows his cart. She says sorry and gets a flower from her young fan. Now she buys a camel for 200. She goes back to the shop and buys a saw. Now she rides on a camel - back to the palace. In a side-road she meets a woman to whom she gives the flower. Kate rescues JM and they escape to the town-gate. There Kate gives the camel to the boy and JM whispers some words of excusing (3-2). Arrived at the airport they see bursting their plane into flames. They escape to the station and buy a ticket for the orient-express.

IN THE TRAIN

JM's scene: (1-1-3-3)

Kate's scene : (2-1-3)

1.15 heimdall - core

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.

1.16 heimdall 2 - core

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.

1.17 heimdall 2 cd³² - core

When either the hero or the heroine die, go to the Dwarven Isle of Utguard. Visit a shop and have a look at your inventory. Click on the deceased face and you can now sell off their possessions and buy them back with the character who's still very much alive.

1.18 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.

1.19 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

1.20 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.

Solution:

The best character to select is the Thief. Give the Thief magic and parry.

Through out the entire game ask everyone there name and others. Always ask about brigands. The solution is with Full score.

Town of Spielberg:

Guild:

Read the Quests on the wall, Read the book, Sign Book, Ask guild master his name

Inn:

Ask the owner his name, Close to Sunset ask the other man's name

Sheriff's Department:

ASK NAME

Alley:

Ask name of the peasant, At night go to the two thieves and type <<Make Sign>>

Fruit Stand:

ASK NAME, Buy 50 apples (For the Ice Giant who will give you the gem)

Dry goods:

Ask items, Buy Daggers (For throwing practice where the target is + it will give you pts.), Buy Rations if you want for food, Buy Empty flask to hold things.

Zara's Shop:

Buy all of her spells

Healer's Hut:

ASK NAME, ASK POTIONS, You can buy potions if you wish to help you, ASK ABOUT RING, When you are out side of the hut you can CLIMB TREE to get the ring in the nest. Once on the branch type GET RING or you can CAST FETCH. Then give the ring to the Healer and she'll give you two potions of healing,

REWARDS AT THE HEALER'S HUT

GIVE TROLL BEARD (Two healing potions) - Killing a Troll

GIVE CLAWS (5 silvers per claw) - Killing a Cheetaur

GIVE FLOWERS (Silvers but only 15 flowers) - Erana's Place

GIVE MUSHROOM (Some gold but only 9 mushrooms) - Ring of Mushrooms

IF you buy any potions and use them you will have empty flasks which will come in handy.

The Dryad:

The Dryad is at the far left hand corner of the screen, Don't kill or harm the STAG! Or the Dryad will turn you into one, She'll ask you if you are a friend of the forest and say YES, She'll ask you to get a seed of a plant that is very rare, To find the seed is easy it's the only place where you'll see plants spitting a seed

To Get the seed:

CLIMB ROCK and GET SEED (wait until spit towards you) or you can CAST FETCH. After you get the seed you'll have to give it back to the Dryad which will tell you how to get the <<Dispel Potion>> and an acorn will fall to the ground GET ACORN.

Meeps:

When you enter the screen type TALK MEEPS and their leader will come out and do the following:

ASK MEEPS
ASK FUR-<<Dispel Potion>>
GET FUR
ASK SPELL-<<Detect Spell>>
GET SPELL
then leave.

At night in Spielburg.

After you make the sign in the alley they will give you a password and then you will go into the bar and say the password to the man sitting on the trap door.

You'll go down stairs and <<Buy License, Tool kit>>

You can also play game with the Chief which will raise your throwing stats but you have to type <<Play Game>>.

After you get your license you can rob the town.

Go to the old Ladie's house and do the following:

PET CAT
SEARCH COUCH
GET CANDLES
OPEN PURSE
LOOK IN BASKET
SEARCH DRAWER.
Then leave or the cat will eat you.

Go to the Sheriff's House which is next to the dry goods and pick the lock.

GET VASE
MOVE PAINTING
PICK SAFE
GET COINS
CLOSE SAFE
REPLACE PAINTING
SEARCH DESK
GET CANDELABRA
OPEN MUSIC BOX
GET MUSIC BOX
Then leave the house.

After you have finished that go back to the thieves guild and sell all the items you ripped off. Don't sell the gem.

Baron's Castle:

Once your up to the gate ask the guard his name, Ask about any of the following

ASK ABOUT BARON
ASK ABOUT ELSA
ASK ABOUT SON
ASK ABOUT JOB
OPEN THE GATE

You can get a job cleaning the stables which will raise your strength and pay you 5 silvers (whoopee.)

You can fight the Weapon Master which is in the courtyard sometimes.
But it will cost you 1 gold.

ASK NAME

ASK SWORD

ASK LESSON

PAY MAN

Fighting the Weapon master will raise your Stats.

Erana's Place: (top of the map)

CAST OPEN and you'll get the calm spell (under the rock)

SLEEP there and your health, stamina, magic points will go up.

Henry the Hermit: (right of the log)

GET ROCKS

THROW ROCK AT DOOR (until Henry gets out this will raise your stats also)
then CLIMB ROCK

KNOCK DOOR then move out of the way

once inside:

ASK NAME

ASK SPELL

ASK TRIGGER

ASK FOR TRIGGER

GET TRIGGER

You can rest at Henry's house for a price of 1 ration which isn't that good.

The cave: (next to Erana's place)

You can out run the ogre or kill him which ever.

Anyway when your in the cave do the following:

GIVE BEAR RATION or CAST CALM (allow you to pass the bear)

once pass the bear.

(SAVE GAME in case you don't make it)

When you enter the second room Keep typing SNEAK so you can Sneak in there and

GET KEY (around the Kobold's neck)

CAST TRIGGER and the chest will explode open GET COINS and now haul butt out of the cave cause you have waken the kobold. You can also kill the kobold but I wouldn't recommend it. Once you leave the Kobold's area go to the bear and type UNLOCK BEAR or PICK LOCK. The bear will turn into a man (BARON'S SON) then ASK ABOUT ELSA. Barnard (Baron's Son) will leave by teleporation. Then go to the Baron's Castle but on the way out escape from the Ogre or kill him. If you kill him search body PICK CHEST until it opens.

Go to the Baron's Castle and enter the Castle (will be expecting you).

The Baron will reward you by giving you gold and a place to stay the night.

Talking to the Baron ASK ELSA and ASK YORICK. Then leave the room.

Baba Yaga:

Baba Yaga is an evil magic user which wants mandrake if you enter her hut. To enter the hut you have to talk to the skull and ASK BARGAIN then GIVE GEM to the skull which will thank you and let down the gate but you have to get the hut to go down by saying HUT OF BROWN NOW SIT DOWN. Enter the hut buy just walking in. If you can't get in it is too late in the afternoon best to go in the morning. The witch will turn you into a frog and she'll ask you some questions before she turns you into frog soup.

<<ANSWER THEM!>> You'll then have to go get the mandrake. Which is in the Grave Yard.

Grave Yard:

The only thing in the grave yard is the Mandrake Root which you have to get for Baba Yaga. To get the root you have to go at MidNight (Save game incase) just enter the grave yard from the top of the screen and type GET ROOT then haul butt out of there and to Baba Yaga's hut and you'll give her the Root. Buy the time this is over it will be close to day break so go to Erana's place for sleep but go to the ring of mushrooms and type DANCE they will ask you what you want and ASK DUST (need empty flask) and they will give it to you. You can also ASK - DRYAD, MAGIC, MUSHROOMS, and Fairies.

Erasmus and Fenrus:

Erasmus and Fenrus are two other Magic users of Speilburg their locations is on the right side of the entire forest. Anyway when you reach the house a gargoyle will ask you three questions which can be any of the following:

"What is your name?" <<whatever it is>>
"What is your favorite color?" <<pink or purple>>
"Who's spell gaurds the town?" <<Erana>>
"What is thieves password?" <<anything but the word itself>>
"What is the Baron's first name" (I don't know this one you'll have to get it yourself)

Once inside go upstairs or look at the items on the wall.

You'll meet Erasmus and Fenrus if your lucky he'll ask if you want to play a game for the Dazzle Spell if you have enough skill. If he ask you to play the game he'll ask if you know any of the following spells:

TRIGGER - To make your white character bigger to climb ladders & smaller for holes

DART - stall the other player but not necessary

FETCH - move ladders and bridges

OPEN - open boulders

Which you should know by now. I hope you have saved your game before you played. Make sure your Magic points are to the max. All you have to do is reach the lower right hand corner but you can't move your player it will do it for you. If you win he'll give you the spell.

Talk to Erasmus about the following:

ASK MIRROR

ASK HENRY

ASK ERANA

ASK FENRUS

to leave just type STAND UP.

<<Dispel Potion>>

Go to the Hermit's screen and type GET WATER then go to the Healer's hut and GIVE her the following:

GREEN FUR - Meeps

FLYING WATER - Water fall

FLOWERS - Erana's Place

MUSHROOMS - Fairy ring

MAGIC ACORN - From the Dryad

She will then mix the ingredients and you'll have to come back later (just exit and go back in) and you'll have the potion.

The Brigands: 5 STEPS

At around Noon go to where the target is. Listen to the conversation and you'll get the password of the brigands. (SAVE GAME) After listening wait until one of the brigands leave (BRUNO) and go down the screen and quickly back up or Bruno will stick you with a dagger. Fight the other brigand and you'll get a key from him.

1 Entering the Brigands Fort: Two Ways to enter. (Save game)

1. Go straight into the fort by dodging the arrows and type CLIMB WOOD which you will face three brigands. You can't escape from them so I hope your character is good. Once you've defeated all three drink your potions. Then go up and you'll fight the minotaur once you've killed him you search his body. You can't rest one time when your in the area of the fort so best to use vigor potions.

2. Go where the antwerp is and go to the wall of rocks and type SEARCH ROCKS and you'll find a hole then USE KEY and PUSH ROCK then say the PASSWORD (HIDEN GOSEKE) which will avoid you from the troll. You can go kill the troll if you wish and search a pile of gold. but anyway go to the lower right once in the cave and you'll be right where the minotaur is. You can throw rocks at the minotaur if you want but don't get busted. Anyway CAST CALM and the Minotaur will fall asleep.

2 Getting pass the courtyard and wall: (Save game)

After beating the minotaur or putting him to sleep just keep typing CLIMB WALL once you go up to it on the right side. <<DON'T RING THE BELL!>> once over the wall you'll face obstacles.

LOOK UNDER RUG - you'll see a pit.

You'll also see dark lines on the line which are trip wires. Best to avoid the one on the right side of the rug. You'll see two bridges cross the one on the right. Then JUMP ROPE between the two barracade walls.

3 Inside the fort: (Save Game)

Once you enter the door do the following:

BLOCK DOOR

BLOCK DOOR - Upper right hand corner where the chair is

PUSH CANDLES - next to the chair

Surprise it's the Three Stooges that will come through the door on the far right hand door. Just stand in front of the table and type JUMP TABLE when the first Stooge comes around the corner of the table towards you and you'll knock them down. Then go to the northern door and open it.

4 Jesters lair: (Save Game)

You'll enter the room where you'll see Yorick Jester of Spielburg you have to ask him the following:

ASK YORICK

ASK ELSA

Then you'll have to go through his maze.

Take the door on the left then go to the door with the happy faces and you'll be in another area where the chain is then type PULL CHAIN and the right door will open go back and enter the right door then type OPEN DOOR (door on the left) then get out of the way buy scooting a little bit over and the door will fall down then type OPEN DOOR and you'll meet the brigand leader. If you are ever rolling type STOP if you fall of the edge or get punched by the box.

5 Brigand Leader: (Save game)

Once you see the leader type USE DISPEL POTION and Wow! Why it's Elsa! Elsa will thank you and Yorick will come in. Then go over to her desk and

type GET MIRROR, GET POTIONS and leave where Yorick came through. Leave the treasure behind cause the brigands will get you. You've done it you've defeated the brigands and only one more thing to do.

Defeating Baba Yaga:

Go back to Baba Yaga and enter the gate again and say HUT OF BROWN NOW SIT DOWN enter the hut then type USE MIRROR the Frog spell will turn her into a frog and the hut will fly away.

The rest is automatic you are greeted by all the characters and programmers at the Baron's Castle where you are rewarded! Anyway it goes through a demo and you fly away on a magic carpet with the Inn Keeper, His wife, and Abdulla.

1.21 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 riverwind 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 intersection 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.

1.22 hillsea lido - vulcan

Choose the function that allows you to SAVE your current position but instead of choosing the normal Function key press <HELP> to receive 1,000 pounds.

1.23 hillsfar

When picking locks with your tools press <F> and all will be revealed.

1.24 hired guns

On the title screen or during play type any of the following:

"AMIGA" infinite energy and ammo
"APPLEGATE" open all doors
"CHRISTINA" Move to any area on the campaign map, and allows you to select the same team member more than once.

1.25 historyline 1914-1918

Level Codes:

1 Player: GERMAN

01 PULSE	07 ORKAN	13 GOTHA	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

Playing Tips:

Also to make the game easier, go to the player options and press <FIRE> on the human option. Then move down and press <FIRE> on the computer option. Then, when the game starts, you'll have all the computer's units and he

will have yours. Because the game usually gives the computer more units, you'll now gain this advantage, and so you should be able to beat him easily.

The game uses the German keyboard layout. So if you are asked to press <Y> to confirm something during the game just press <Z> instead.

The most ingenious feature of this game is that when you repair a unit, which has been cut down to e.g. 1 man (vehicle or weapon) but has increased its experience points to e.g. 6, retains its experience (or hitpoints - denoted by the sign beside their numbers) after the repair. Those with cross sign (6 hp) are almost invincible! So you multiply your power by repairing the experienced units rather than creating new ones! I think this is the key to success in this game if you are going to play it without cheating.

You need a Hex Editor to edit some data files. (Make a copy of all files before changing them!)

1) If you play as GERMANY against COMPUTER:

You can make your army stronger (and the opponent weaker) by editing some data files in the MAP subdirectory. The files to edit have (.SHP) as extension. 00.SHP to 23.SHP are levels for human player as AXIS against computer player as ENTENTE, 24.SHP to 47.SHP are for human as ENTENTE, 48.SHP to 71.SHP are levels for two human players against each other.

You will get 7 Armoured Cars at your HQ by increasing the value of the byte at the position (hex) 33 by one, e.g. if it is 04 make it 05, (09 to 0A, 0B to 0C etc) This applies to all (.SHP) files from 00.SHP to 23.SHP. This will help you to stand against the usual enemy surge at the beginning of the level. Do not increase this value with more than 1 otherwise the map wouldn't load.

You can increase or decrease the "resources income" of the two sides by first starting a level and writing down the values that the stores and factories have and then hexediting them in the respective .SHP file. For example if one of your stores has 15 (0F) resources, you can change this to 255 by overwriting 0F with FF. Or if your opponent has "too much geld" you can take him down a bit too! Thus you can create new units or refurbish cutdown units rightaway which otherwise require much time to accumulate the necessary amount.

In order to "have seven armoured cars at your headquarters cheat" function, you have to reset your computer after a completed level. It seems to function from coldstart only, especially when new types of units are introduced or some messages shown at the start of a new level.

2) If you play as FRANCE against COMPUTER:

Just edit the byte at position 43(hex). The highest value you can put here is 255 (FF). So you get 255 resources right at your Headquarters to start with. You can also edit the stores and the factories as well.

3) If you will play against a friend:

First of all you need a "Mouse-Joystick switch" plugged in the mouse port for the mouse control in the game is absolutely useless (but the mouse functions OK in the Menu screens). So both players use own joystick.

Edit the .SHP files 48 to 71 in the same manner as the previous ones:

Position 33 for German HQ and position 43 for French HQ.

1.26 hitchhiker's guide to the galaxy

Part One

You wake up and notice everything is dark...have you gone blind? No, just turn on the lights. Oooh, your aching head! You realize you must've had just one drink too many at the party last night. Time to get out of bed. Stand up, get your gown and put it on. As you do, you notice something in your pocket. All this activity isn't helping your hangover any, so look in your pocket. Ah, an analgesic! Take the analgesic. Feeling better? Good! Now get the screwdriver and the toothbrush. Oh! What was that noise? What's that big, yellow bulldozer doing out there? Better go outside and find out!

Go south to your front porch, collect your mail, and south to your front yard. The big, yellow bulldozer is heading straight for you! And this lunatic is shouting at you to get the hell out of the way! Don't Panic! Humanity hasn't gone completely insane, just lie down in front of the bulldozer. The driver (who's getting Union Scale wages) doesn't mind this minor inconvenience and stops the 'dozer within inches of you!

As Prosser madly waves his arms about and shouts at you, you see your friend, Ford Prefect, hurrying toward you. Now what does he want? Oh, he's come to return the towel he borrowed from you. Nope, don't take it. As Ford insists on returning the towel, you tell him about your house and Prosser's intentions. Ford, who was about ready to leave the Earth (which is being demolished to make way for a new Hyperspace Bypass), decides, insanely, to take you with him! But seeing that you're not about to budge until your house's future has been assured, goes to Prosser, gesticulates toward you and the bulldozer, and convinces Prosser to take your place in the mud. What a friend! The bulldozer driver, in the meantime, sits calmly and dreams of overtime.

After you've regained your feet, take the towel from Ford and go south and west with Ford into the Pub. Buy a cheese sandwich from the barman, drink the three beers Ford has given you, and listen as he explains what's about to happen to the Earth. Somehow, the situation regarding your house keeps creeping back into your mind, and Ford's words make little sense to you. All of a sudden, you hear a crashing sound that can only be the death throes of your poor house being demolished! Get up and go east.

A small dog comes yapping up to you. It's obvious the poor thing hasn't eaten in several days. The humanitarian within you surfaces. Give the cheese sandwich to the dog. The poor, ravenous thing is in puppy heaven! As it devours the meal you've provided, it completely ignores a microscopic space fleet that just happens to be passing by at the moment! No time to wonder about this miracle, though. Go north and wait. Now look! Overhead, you see huge yellow machinery that amazingly resembles monstrously oversized bulldozers! Good God! What's happening? Suddenly, gale-force winds blow across the landscape, whipping trees around! Ford appears by your side and is fumbling around with a strange looking device! The thing your Aunt gave you tumbles away, but the wind is blowing so hard you can't get it!

Ford drops the device and it lands at your feet. He seems to be trying to tell you something, but the wind carries his words away! Pick up the device and

examine it. You see red and green lights and note that it's curiously shaped. It appears to be shaped like a hitchhiker's thumb! Quickly push the green button and everything goes....

Dark. You will find yourself spending a lot of time in the dark in this game, so get used to the series of events you have to follow in order to see where you are. Do "looks" (which takes fewer moves than "waits"). Each "DARK" sequence takes 4 looks until you regain one of your missing senses. When you recover that sense, perform it. If you can see, type "SEE". If you can hear, type "LISTEN". If you can smell, type "SMELL". If you can feel, type "FEEL". If you can taste, type "TASTE". Right now, though, your 4 LOOKS will tell you that you have regained your sense of smell.

Smell the shadowy figure and then look at the figure. Ah, it's Ford and you find that the Sub-Etha Signalling Device has landed you a ride on one of the Vogon Construction Ships! Ford hands you some peanuts to replace the energy you lost during the hitchhiking transfer. Eat the peanuts then look around you. What a disgusting place this is! But there are a few interesting items here which you will explore as soon as Ford decides to take his nap. Before he does, he hands you an odd contraption and tells you it's THE HITCHHIKER'S GUIDE TO THE GALAXY and that it contains all sorts of useful information. After Ford nods off, remove your gown and hang it on the hook, cover the drain with your towel, get Ford's satchel and put it in front of the panel and put your junk mail on top of the satchel. I've had you do this correctly so that you can get the Babel Fish the first time. You might want to save your game and try getting the Babel Fish without putting the junk mail on the satchel, just so you can see what happens. Now, examine the dispensing machine and consult the Guide about Babel Fish.

You learn that Babel Fish, when placed firmly in one's ear, are universal translating devices! Flip the switch on the glass case that's housing the Plotter. Strange words issue forth, but it's all garbled and you can't understand one syllable of it! Better get a Babel Fish pretty soon! Push the button on the dispensing machine and watch the circus! As the Babel Fish comes flying out of the chute, a tiny cleaning robot comes skittering across the room. The Babel Fish hits the gown, slides down the sleeve and lands on the towel (which is covering the drain). The little robot grabs the Babel Fish and goes tearing across the room toward its service panel. Just as it gets there, it smacks into Ford's satchel and loses its grip on the Babel Fish! The Babel Fish and the junk mail go flying up into the air where an upper-half-of-the-room cleaning robot is frantically gathering up the junk mail! So intent is it upon the mail that the Babel Fish falls and lands in your ear! SQUISH! Who said junk mail was useless!

Now, flip the switch on the glass case again. It will tell you how to open the case so that you can get the Sub-Atomic Plotter. Poetry? Ah well, worse things could happen. Write down which word of the poetry you'll have to type in because it changes from game to game; and if you type in the wrong word, you'll blow yourself to teensy little bits! Get your robe and the towel. Ford will get his satchel. Put your gown back on and put everything you're carrying into the Thing your Aunt gave you (yes, it came back...it will ALWAYS come back to you, no matter how many times you try to lose it!) and put the Thing in your robe pocket. By now, you should be hearing warnings about hitchhikers coming over the intercom system. Just wait until the guards come for you.

Part Two

Eventually, the Vogons will find you and take you to the Vogon Captain, who is a cruel cuss! He'll subject you to his poetry, but don't panic! Just sit back, relax and enjoy it. Literally! Enjoy the Poetry. So gratified is the Captain by your enjoyment, that he decides to read you the second verse! Now listen carefully, and when he reads the word the glass case told you about, write it down. He appears impressed that you've been able to withstand his poetry; and instead of killing you and Ford outright, he decides to "space" you! Argh! This is better than death? You betcha!

Pretty soon, you're going to type something in wrong along the way. Your typing error has been noted, and sometime soon, you'll get the results of your foolish error! It seems that those erroneous words have started some sort of space war that has destroyed an entire world! The remaining members of that doomed civilization are not happy about it either, and they're out gunning for you!

When you're returned to the hold, type the word from the poetry on the keyboard of the case. The case opens and the plotter is yours! Take the plotter. (If your load is too heavy, put everything you're carrying into the Thing and put the Thing in your pocket.) Ford tries to talk the guard into letting you both go free, but the guard will have none of that and throws you and Ford into the Airlock. Ford sits pondering your respective fates and comes up with an equation about the probability of being picked up by another ship in the vicinity. Unfortunately, the odds aren't too good and as you and Ford are unceremoniously sucked out into space, the Guide bleeps to life and says that you can hyperventilate in space for 29 seconds before you explode! Ugh! Just as you reach your 29 second limit, you're picked up by a passing ship.

Dark! Talk about miracles! Go through the "LOOK" routine and eventually you regain your sense of hearing. LISTEN. You hear a sound to port, but as you try to go port, you find that the program is lying to you! Instead go south. Aha! You find yourself on the Heart of Gold (HOG)! Ignore the brochure, it's not important, and let Ford lead you to the Bridge. When you get there, you see two strangers (who begin to look familiar). Hmmm, Trillian and that two-headed guy with her were at that party last night! They greet Ford and eventually all three of them head port, leaving you quite alone. Get the pincers, the Pocket Fluff from your gown's pocket, the handbag and put them in the Thing. Drop the plotter and the Sub-Etha Signalling Device and go down and aft three times.

As you try to go aft the third time, the program asks you if you really want to go in there. Tell it YES. It asks if you're serious! Tell it YES again! The program will decide you really didn't mean it and take you fore. Go aft twice. The program will ask you if you want to reconsider. Tell it NO. Be persistent and eventually, you will be allowed to enter the doorway. As if not letting you enter wasn't enough, now the program will tell you there's really nothing here to see. Again, it's lying, so look two times. Aha! There's a rasp, pliers and a Spare Improbability Drive here! Get the rasp and pliers, put them in the Thing, put the Thing in your pocket and get the Drive.

Eventually, you'll meet Marvin, the Paranoid Android. He'll depress the heck out of you, but there's nothing you can do about that. He wanders in and out, but just ignore him for now. His use will be made known at the end of the game.

Now go fore twice and port to the Galley. Look in the carton, get the gun and put the gun in the Thing. Now for some Brownian Motion (consult the Guide about this). Touch the pad and the machine whirrs a few seconds, then shoots a cup of Alternate Tea Substitute into the chute. Take the cup, go starboard and up to

the Bridge. Drop the Drive and the Cup of Tea Substitute. Let's get this contraption going!

Put the small plug in the small receptacle and put the long dangly bit in the Tea Substitute. You're all set to begin some pretty far-out experiences! Since flipping the switch on the Plotter will take you to five random scenarios, they will be explained in separate sections of this walkthru. You may find yourself visiting one of the scenarios a second time, but you won't be able to do anything in them. You're automatically taken back to the dark and there's nothing to do but run through your "LOOK" routine. So flip the switch.

Part Three

Dark. Do the "LOOK" routine until you find your sense of hearing then LISTEN. It seems you've been returned to the HOG because you hear a sound to port. Again, the program's lying, so go aft instead. Hey...this isn't the HOG! You see an awl laying here, so get the awl and put it in the Thing. Wait a minute...Who are these guys? They seem to be in deep conversation. Listen to their conversation. Uh-oh, YOU seem to be the topic of discussion! Seems like that small galaxy you wiped out with your careless typing has finally figured out what happened and is speeding toward Earth to do likewise! Just as the Vl'hurgs and G'guvunts arrive, they spy a huge dog tearing into a cheese sandwich! As the fleet gets closer, the dog ignores it and finishes its meal. The obvious happiness of the dog is not lost on the aliens and with softened hearts, they head toward home, forgiving (and depositing you) along the way. But WHERE are you? You seem to have materialized inside your own brain! The confusion in here is obvious because no matter where you go, you can't get anywhere. Just keep ploughing along (it doesn't matter which way you go, all directions are the same) until you find a dark particle. Examining it reveals it to be your Common Sense! Take your common sense and suddenly you find yourself in the....

Dark. "LOOK" until you regain your sense of hearing, then LISTEN and go aft twice and up to the Bridge. Make sure that the Awl is safely tucked in the Thing. Flip the switch.

Part Four

Dark. "LOOK" until you regain your sense of sight then SEE. A bright light is shining in your eyes. Look at the light and you find yourself looking at an alien sun! But IS it really? Type "WHO AM I" and you see that you're no longer Arthur Dent, but Zaphod Beeblebrox, President of the Universe! And you also discover that you're sitting in a speedboat which is currently heading toward some mighty rough looking rocks! Quickly steer the boat toward the spires. Now then, while you're waiting to arrive, look under the seat and get the key and the seat cushion fluff. Also take the tool box. Now, just wait until you get to the...wait a second! Those spires are getting closer and closer and the boat doesn't appear to be slowing down any! Just in the nick of time, the auto-pilot activates itself and brings you safely to shore! Stand up and get out of the boat.

As you step to the Dais, a wildly cheering crowd greets you! Fools! Don't they realize you're not here to dedicate the Heart of Gold, but to steal it? Ha! Wait until Trillian shows up and starts the charade. As she grabs you around your neck, rifle-brandishing guards rush onto the scene! As calmly as you can, tell the guards to drop their rifles. Trillian may hiss nasty remarks about your ineptitude in your ear, but ignore her. Now then, to complete your

plan, tell Trillian to shoot the rifles that the guards have dropped! The crowd, deeply impressed, cheers wildly! Don't take time to take any bows, though, just head east.

Dark. "LOOK" until you regain your sense of hearing, then head aft twice and down. Here you find the tool box, key, and seat cushion fluff. Unlock the tool box with the key. Inside you find a magnifying glass and a wrench. Put these two tools, the key, and the seat cushion fluff in the thing. Go up, fore and up to the Bridge. Flip the switch.

Part Five

Dark. "LOOK" until you regain your sense of smell, then SMELL. Ugh! What a repulsive odor that shadow has! Look at the shadow and you find yourself face to face with the stupidest creature in the Universe: The dreaded Bugblatter Beast of Traal! (Consult the Guide for further information about its stupidity.) As it roars toward you, it demands to know your name! Tell it that your name is DENT, then beat feet east! No time to linger! Get the stones you see here and then put your towel over your head. The Beast is so incredibly dense, it believes that if you can't see it, it can't see you! While it's trying to remember where you are, take this opportunity to add your name to the memorial that has the names of all the poor souls who've been unfortunate enough to have been invited for dinner by the Beast. After carving your name on the memorial, the Beast (still living up to its reputation) looks at the memorial; and seeing your name carved there, decides that it must've eaten you already and curls up in its lair for a post-dinner snooze!

Remove your towel from your head and go back west and southwest to the Beast's Inner Lair. Reposing here, in eternal rest, is an alien skeleton clutching a Nutrimat Interface in its hand! Get the Interface and wait. Suddenly you find yourself captured and placed in a cage in a zoo! Amazingly, you've been mistaken for the Bugblatter Beast! The nerve! Eventually, the zoo's error is duly discovered and you're released. Unfortunately, instead of being returned to the HOG, you've been given work as a paint scraper! After several months of experience, you are allowed to leave your job and take with you the tool of your trade...a paint chipper! Suddenly your surroundings shift.

Dark. "LOOK" until you regain your sense of hearing, then LISTEN and go aft twice and port to the Galley. Open the Nutrimat panel, remove the circuit board and put the Interface in the panel. Close the panel and go starboard and up to the bridge. Put the chipper in the Thing, flip the switch.

Part Six

Dark. "LOOK" until you regain your sense of feeling, then FEEL. Odd, you seem to have your hand in some sort of liquid. Taste the liquid and you take a sip of a nice white wine. It seems you're at a party! "WHO AM I" reveals that you're Trillian and this bore by the name of Arthur Dent is standing here trying to pick you up. Look at Arthur and you see a piece of Jacket Fluff on his lapel. Hmmm, you seem to need another hand, so drop the plate and the wine, take the fluff from Arthur's jacket and put it in your handbag. Arthur is so moved by your interest in his appearance that he becomes even more annoying (if that's possible!).

To add to your dismay, you see the hostess approaching you! She's been known to put people out of their misery with her small talk! Now she's insisting that you pick up your plate and glass. Better do so or she'll bore you to death!

Say, who's THAT handsome fellow? Phil? Well, anyone's more interesting than Arthur right now, so close your purse and follow Phil. Arthur (the dear man), follows you. Phil, noticing your discomfort, takes you by the shoulder, says some unkind words for Arthur's benefit, and takes you away from the party. What an interesting form of transportation Phil has with him! As he guides you into its interior.

Dark. "LOOK" until you regain your sense of hearing then LISTEN and go south and up to the bridge. Open the handbag, get the Jacket Fluff and the Tweezers and put both items in the Thing. Drop the handbag and flip the switch. As your surroundings change.

Part Seven

Dark. "LOOK" until you regain your sense of sight, then SEE. Through your squinting eyes, you can see a bright light. Look at the light and you find yourself back on Earth hurrying toward your friend, Arthur's, house! Go north. You are amazed to see Arthur prostrate in the mud in front of a bulldozer! No time to worry about Arthur and his problems right now. You've got to give him back his towel and get the heck out of here before the Vogons arrive to demolish the Earth. Open the satchel, get the Satchel Fluff, the Towel and the Sub-Etha Signalling Device. Close the Satchel and offer the towel to Arthur. As you do so, you realize how much you'll miss Arthur and what a complete, uh what's the word? IDIOT! Yes, idiot you're being trying to give Arthur his towel at this moment of turmoil in his life. With calming words to Arthur, go to Prosser and tell Prosser to lie down in the mud in Arthur's place. Some softness in your head has made you decide to take Arthur with you! As Arthur stands up, go south and west to the Pub. Buy beer and peanuts and drink three beers.

As you're explaining what's going to happen to the Earth, Arthur seems wrapped up in his house problems so much that he hardly hears you. And when the crash of his house comes wafting through the open door of the Pub, Arthur jumps up and races out the door. Go east. You see Arthur stop long enough to feed a cheese sandwich to a small, starving dog, then he rushes north. Go north and drop the satchel. Now put the Satchel Fluff on top of the satchel. As you stand there watching Arthur bemoan the fate of his house, a gale-force wind whips across the landscape and the Vogon (true to their famous timing) Construction Ships arrive! As you try to reach Arthur's side, the Sub-Etha Signalling Device falls from your hand and lands at Arthur's feet! Although you try to tell Arthur to push the green signalling button, your words never reach him! You watch in fascinated horror as he picks up the device, looks at it for a few seconds, then pushes one of its buttons. Everything fades from view.

Dark. "LOOK" until you regain your sense of hearing, then LISTEN and go aft and up to the bridge. You see Ford's satchel sitting here and on top of it is the Satchel Fluff! Take the satchel, then take the Satchel Fluff. Put the Satchel Fluff in the Thing and drop the satchel. Flip the switch again and as everything disappears.

Part Eight

"LOOK" until you regain your sense of hearing, then LISTEN and go aft and port to the Galley. It's time to tidy up all these loose ends and bring the HOG successfully and safely to the legendary world of Magrathea. After all the travelling you've been doing, your source of Brownian Motion has about had it! So let's go back to the Nutrimat and get another cup of tea!

Touch the pad on the Nutrimat. As it whirrs to life, it gets completely confused regarding what it is you want and asks Eddie, the ship's computer, to lend it a hand. Eddie, in the meantime, has issued a warning that he's becoming overloaded with instructions and starts to panic! All around you, you hear shouts of anger, fear, hostility! Don't wait around for your tea, though! Go starboard and back up to the Bridge. When you arrive, you see that the HOG has, indeed, reached Magrathea! But the planet's inhabitants aren't to thrilled with this supposed invasion. Out the viewing screen, you see hundreds upon hundreds of missiles headed toward the HOG! No wonder everyone's panicking! Put the large plug in the large receptacle and flip the switch! As you watch the viewing screen in horror, you see the missiles turn into giant, harmless sperm whales! Ford, Trillian and Zaphod congratulate you on your fast thinking and return to their sauna, leaving you alone once more. (Whew...that was a CLOSE call!)

Go down and port back to the Galley. Sitting in the chute is a cup of Real Tea! Obviously the previous circuit board didn't know the molecular structure of real tea and the new Interface did! Get the real tea. As you pick it up, you find you've dropped no tea. Get No Tea. Wow...this is truly amazing! Well, no time to wonder about this for long, so go starboard and back up to the Bridge. Remove the long dangly bit from the tea substitute and drop your real tea. Put the long dangly bit in the real tea, drop everything except the Babel Fish and the Thing and flip the switch.

Dark. "LOOK" until you regain your sense of touch, then FEEL. Your hand seems to be in some sort of liquid. Taste the liquid. UGH! It tastes like Whale Juice! My God! You're in the tummy of a giant Sperm Whale! Sitting here is a flowerpot. Get the pot, put it in the Thing and keep trying to go north.

Dark. "LOOK" until you regain your sense of hearing, then LISTEN and go aft twice and up to the Bridge. By now you should have all four fluffs. Plant the fluffs, one at a time, in the pot. Wait until the fluffs start to sprout and you see a tiny stem in the pot. (Consult the Guide about Fluffs and required growing conditions.) Hmmmm, warmth and moisture? That steam coming from port might just do the trick! Go port. In a couple of hours, you emerge a changed man with a changed plant! Examine the plant and you see it has, indeed, had a fit of furious growth! It has also produced a fruit! Take the fruit and eat it.

In addition to the wonderful flavour of the fruit, you find yourself having a dream about Marvin, the broken Hatch Mechanism and Marvin asking you to hand him a tool. Remember that tool (it changes from game to game). As your dream fades, drop everything except the Babel Fish. If you find that you haven't got the tool that the dream told you about, Don't Panic! You'll find it in Marvin's Pantry (which is behind the Screening Door). If you do have it, though, get the required tool, the Real Tea (and pick up your No Tea!), and go up and aft to the Screening Door. If you fooled with trying to open this door at the beginning of the game, you know that it needs proof of your intelligence before it will allow you to open it.

What better proof than the fact that you're carrying Tea and No Tea at the same time!? Open the door. In your encounters with Marvin you have felt his waves of depression pouring over you whenever he enters the room. Well, right through this door is the absolute soul of his depression! Better drink something to calm you before you enter here, so drink the Real Tea! Your quest for Real Tea was not wasted. The tea is the most calming, wonderful substance you've ever tasted! Go port through the door.

If you didn't have the required tool, you should see it here. Also here is Marvin, morose and despondent as usual. Tell Marvin to fix the Hatch. He'll grumble about nagging humans, but will tell you to meet him in the Hatch Mechanism Access in 12 turns. After he leaves (and you're sure you have the required tool), go starboard and down. Drop everything you're carrying except the Babel Fish and the required tool and go starboard again.

After waiting awhile, Marvin will stalk into the room and look at the Mechanism. When he asks you to hand him the tool, do so. In short order, he repairs the Hatch Mechanism and leaves. Go port, open the Hatch and go down.

Timidly, you step down the steps. Eddie says something about humans who go out into strange environments without any clothing; but Zaphod, Trillian and Ford all urge you forward! As you plant your first step on the hitherto legendary planet of Magrathea, you wonder what fate awaits you! You'll have to wait to find out...in the sequel, perhaps?

1.27 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.

1.28 hollywood

From the start, outside the house, by a statue:

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examine statue.turn statue west.turn statue east.turn statue north (faint
click from the north).n.open mailbox (you find a copy of"the status line",
a yellowed piece of paper and a buisness card).take all from mailbox.
examine status line.examine buisness card.examine yellow paper.open door.
n.turn on torch.n.examine model.press green.press green.press green.press
black.press black.press white.press white.press green.press green.press
green.press blue.press black.press green.press green.press green.press
green.press red.press red.press red.take ring.examine ring.w.take thin
paper.examine thin paper.w.take matchbox.examine it.down.examine computer.
open closet door.s.take blue card and examine it.n.u.e.s.examine fireplace
enter fireplace.take brick.drop brick and take indigo card.e.examine red
statue.examine white statue.examine blue statue.drop all except torch.e.e.
examine painting.look behind painting (you will find a wall safe and a
green punch card).take green card.examine safe.(dial is set to 6 on a
scale of 0 to 10).turn dial right 3.turn dial left 7.turn dial right 5
(you hear a click).open safe (you find mama maggio's cheese grater).take
grater and examine it.w.n.e.e.take yellow card.s.take slide.examine slide
projector.put slide in slide projector.turn on slide projector.examine
screen.take film.examine film projector.remove lens cap.put film in film
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projector.turn on film projector.examine screen (message says "play tomorrow" love aunt hildegarde).turn off film projector.n.w.s.n.n.s.w.s.e.e.examine piano.open lid.take violet card.play tomorrow (a door in the floor opens).d.s.take pillar.n.u.push piano.s.g.d.n.take meter and examine it.s.u.w.w.open closet door.enter closet.examine pegs.pull first peg.open closet door.n.drop green card in hoper.drop yellow card in hopper.drop violet card in hopper.drop lens cap.s.pull third peg.open closet door.n.w.n.s.s.look under mat.take red card.n.e.e.take sack.open window.open sack.examine finch.n.s.s.n.w.s.pull second peg.open closet door.n.w.drop grater and meter.take yellow paper,thin paper,matchbox and red statue.e.t (time is now 11:47 pm).up (the staircase flattens out and you fall back down!).in.pull third peg.open closet door.n.examine newel.turn newel (click from the staircase).s.pull second peg.open closet door.n.u.open closet door.d.in.take bucket and skis.n.n.open patio door.unlock patio door.open patio door.turn off torch.n.drop torch and red statue.n.nw.take shovel.ne.drop bucket.n.put thin paper on yellow paper (map of hedge maze)n.w.n.w.n.w.s.w.w.n.w.s.e.s.e.n.e.s.w.n.w.s.w.n.w.s.w.n.e.n.e.n.e.e.n.e.s.e.e.s.e.n.e.n.e.s.s.s.w.w.s.e.n.w.s.dig ground with shovel.take stamp and examine it.n.e.s.w.n.e.e.n.n.n.w.s.w.s.w.n.w.w.n.w.s.w.w.s.w.s.w.s.e.n.e.s.e.n.e.s.e.n.w.s.w.n.w.n.e.s.e.e.n.e.s.e.s.e.s (back at last to the entrance to the hedge maze !).drop shovel.s.take bucket.se.sw.s.take torch and orange card.n.ne.nw.turn on torch.fill bucket (it leaks slowly)se.sw.s.s.s.in.put bucket on third peg.n.u.s.z.z,z (the closet rises).open closet door.n.open trunk (stuck !).open panel (click from the lid).open trunk.take hydrant and examine it.d.i.s.open closet door.s.pull first peg.open closet door.n.drop orange card in hopper.drop red card in hopper.drop thin paper and yellow paper.u.e.s.drop stamp,hydrant and sack.i.e.n.n.take red statue.turn off torch and drop it.e.n.e.d.u.wear skis.d.remove skis.drop skis.open matchbox.take red match and green match.light statue (with the smouldering fire).cover red match with wax.put red match in matchbox and close matchbox.cover green match with match.blow out statue.s.w (you are now in a grotto).swim.d.d.w.u.u.n.remove wax coating from green match.light match.light statue.n.u (to a bomb shelter).pull chain.lower right end of plank.put statue under rope.stand on right end of plank.z (the rope burns through and you are catapulted to a cliff !!).take ladder.i.drop matchbox.take ladder.d.examine safe (dial set at 3 on scale of 0 - 10).examine plaques (initials of names and number of letters in each name).turn dial left 4.turn dial right 5.turn dial left 7.(you hear a click).open safe.hang ladder on hooks.take film.u.take matchbox.u.examine cannon.examine balls.take ball and put it in the cannon.open matchbox and take red match.remove wax coating from red match.light fuse (fires cannon ball out to sea).open compartment.take mask and examine it.w.s.e.take torch and turn it on.s.w.s.drop mask.take buisness card.blue card and indigo card.n.w.d.take all from hopper.examine buisness card.turn on computer.put red card in slot.examine lights.put orange card in slot.examine lights.put yellow card in slot and examine lights.put green card in slot and examine lights.put blue card in slot and examine lights.put indigo card in slot and examine lights.put violet card in slot and examine lights (display lights read 576-3190).press button.examine hopper.u.e.s.t (5:01 am).drop film.drop all except torch.enter fireplace.u.u.u.e.d.take penguin and examine it.u.w.d.d.d.e.drop penguin.take telephone.call 576-3190 (answering machine - aunt hildegarde's voice "look in hopper").n.w.d.take toupee and examine it.take peg and note.u.e.s.drop toupee.read note (congratulations,you've found all the treasures-now come on down for a big surprise).n.w.d.s.put peg in hole (floor drops and you are in the prop vault).take sword.hit herman with sword.take shears.hit herman with shears.take clippers.hit herman with clippers.untie hildegarde (herman

jumps in the chute!) (hildergarde was alive all the time; to test you she set all these puzzles to see how you coped. your success guarantees you your inheritance now !)

Notes:

- 10 treasures to be collect and placed in the dining room by 9 am:
 - 1 diamond ring (in tokyo model)
 - 2 cheese grater (in wall safe behind painting in hallway)
 - 3 parking meter (in passage under piano)
 - 4 maltese finch (in sack, stuck in window of upstairs hall)
 - 5 rubber stamp (in hedge maze)
 - 6 fire hydrant (in trunk in attic)
 - 7 film on corpse line (in safe in bomb shelter)
 - 8 catchers mask (in compartment of cannon)
 - 9 stuffed penguin (in second chimney)
 - 10 toupee (in hopper-after hildergarde tells you)

- Turning statue at the beginning-clues from poem on back of photo (supplied with game).

1.29 hollywood poker pro

Hold down <H> and <F9> at the same time and 100 credits will go from your opponents account to your own.

1.30 hong kong phoey

On the title screen, type "PIERS ANTHONY" for invincibility.

1.31 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.

Solution:

Starting your quest in Pirate's Square, your first aim is to get suitable pirate clothing to blend in with the locals. Take a wander along Mugger's Alley and find Dr Chop's dentistry. Take the rollerblind from the window and ask the Doc about gaining money and clothing. Subject yourself to the Doc's dentistry ways and let him pull two of your gold teeth.

Next stop is Jolliest Roger's Place. Ask the manager a few questions, concentrating on Hook, the war and how best to get the hat. Leave Roger's and walk behind Pirate's Square to where Mrs Smeedle keeps her washing. Grab the pole and the anchor and take a look at the jacket. Then make your way back to Pirate's Square.

From the square head towards the Pier and pick up the rope that's lying around. Use the rope on the anchor and go to the Crossed Swords. From there

take the two cups from the tables and leave. Make your way towards the Bait and Tackle and take the cup you find there. Head upstairs to the balcony above the square and get ready for some Indiana Jones-style hijinks. Use the rope and the anchor on the clock and start swinging across the Square. Grab the hat from the passing pirate as you go. Well done Indy.

Knock on Mrs Smeedle's door and then quickly swing back to the balcony while she's busy answering it. Head downstairs as quickly as possible to Mrs Smeedle's washing line. Use the pole to get the jacket from the line and examine to find a coin, which you should nick.

Now that you're rich enough, head back to the Jolliest Roger and find Fake Jake. Talk to him and find out if he needs a drink (a safer bet than placing money on Noel Edmonds marrying Mr Blobby). Give the three cups to the bartender and pay him with the three coins. He'll give you three foaming cups of brew in return. Give these to Jake and watch him drink himself under the table. Once he's asleep, nick his trousers. Head back to Mrs Smeedle's and use the rollerblind to gain some privacy while you change into your pirate clobber.

Now you're ready for Hook's ship. Look in the pots to the right to get some more cash and head for the town tailor. Ask her for a metal detector and give her the money in return for a magnet. Head for the beach and go treasure hunting by using the magnet on the large X (despite what a certain Mr Jones would have you believe). Make your way back to Hook's ship and find the Hoff-man himself (I thank you). Now prepare to go diving.

Take a look at the pulley base and the big shell. Use the pole on the ropes and use the shell to haul yourself up towards the look-out point. From here, go right to enter the Neverforest (that's never a forest). Maze time folks, follow these directions to escape, right, right, right up, right, up, left, left, left, left, up, right, right. After you've been trapped, enter the tree.

Go to the round pond and have a chat with Tinkerbell about everything (you'll be amazed how much she knows about Bird's Angel Delight). Head for the slingshot and chat to Ace about everything (the tales of how molten lava is formed will be the talk of any dinner party). Go to the workshop and pick up the arrow. Now head towards the jogging area and do a Jane Fonda. Use the exercise equipment three times to tone up that body. That's right, can you feel the muscles tightening?

Now go to the Avenger and take the net. Examine it and head for the Four Seasons (thankfully devoid of any Nigel Kennedys) to get some dead wood. Use this with the string and take the flower. Go to the chicken and use the conchshell on it. Grab the eggs while she's startled and return to the workshop. Give the eggs to the boy and go back to the round pond. Give the flower to Tinkerbell (ahh) then take the branch from the tree.

Walk to the slingshot then use the strong elastic on the broken strap. Use the branch with the string. Return to the workshop and use the bow with the panpipes. Take the pipes and head towards the cliffside. Use yourself on the far corner of the fence. Keep doing this (about three times in total) then ask Thudbutt what he thought about your antics. Go back to the slingshot and use it on yourself. Ask Thudbutt what his happy thoughts are then go to the dining area and have a chat with Rufio. Say "Oh Rufio".

Go to the round pond again and walk towards the middle of the screen to enter the Nevertree (that's never a tree). Talk to Tinkerbell then examine the bed, the chair and the fireplace. Talk again with Tinkerbell and your memories of long-forgotten but better times should come flooding back.

Now that you regained your faith and discovered the truth about Peter Pan it's time to go after the nefarious Hook. When the sword fight commences use the following Monkey Island-Style taunts.

Peter Pan the Avenger!
Good form James.
Tick-tock-tick-tock, Hook's afraid of a dead old crock!
You kidnapped my kids Hook. You deserve to die!
Put up your swords. It's Hook or me this time.
Peter Pan the Avenger!

And that, as someone once said when pointing to the letters T, H, A, and T in a dictionary, is that. The game is finished. Sit back and enjoy the reward that is the brilliant end sequence.

1.32 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.

1.33 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 !

1.34 hudson hawk

Type "SCIENCEFICTION" on title screen for infinite everything.
Press or <HELP> to skip levels.

Type "SANITYCLAUSISCOMINGTOTOWN" for infinite lives.

1.35 hugo 2

Following the instructions in this list of points should get you all the way through Hugo 2: "Whodunit?", from Hugo's sudden disappearance to the surprise ending. In a few cases, it is helpful to have "prepared commands. Type the commands while you are moving, or you may be able to type while on the previous screen, then hit <CR> as soon as you are in the new screen.

```
Parlor    --    -- Go upstairs to third bedroom (you can't do
            anything else)
Bedroom   3     3 Hugo takes yellow book and disappears
           5     8 Look through keyhole
           3    11 Take yellow book and go through bookcase
Study     1    12 Talk to bird (who saw murder)
           5    17 Take matches
```


5 22 Use telephone (with no result)
10 32 Enter dumbwaiter
Baby's Room -- -- (Nothing but the author's little joke)
Kitchen 5 37 Take garlic
Venus Fly Traps 15 52 Get magnifying glass
-- -- (Find your way through the venus fly
traps. It is a roundabout route.
Exits return to house and gate.)
Gardener's Shed 15 67 Eat Garlic (to get rid of gardener)
Red button -- Overhead light
Yellow button -- Gate lights
Green button -- Bug light at bees (you
must see it first)
10 77 Blue button -- Gate to maze (you must
see it first)
-- -- Go right to gate and maze. (If gate is
not open, return to shed and push blue
button again.)
Maze 10 87 Get gun
5 92 Get bell (good to call for help)
15 107 Get bottle (contains serum)
Bridge 5 112 Get catnip (sprigs by path)
-- -- Drop matches, take a step, pick up the
matches, repeat until over bridge
-- -- Go right
Bees -- -- Stop when you enter area, then return to
gardener's shed. (Note: Drop matches
before you recross bridge, and pick
them up again later.)
Gardener's Shed 10 122 Push green button
Bees -- -- Wait for bees to fly to light, then walk
through.
Old Man 5 127 Hit old man for asking dumb questions
(automatic)
Leave at right; Prepare for next scene
Snake 15 142 "Drink serum" -- prevents or cures snake
bite
Leave to right
Doghouse 5 147 Get stick
5 152 Throw stick (dog runs after it)
-- -- Get dynamite from doghouse
-- -- Return to snake area (dead end)
Snake -- -- Go south
Phone Booth -- -- Read wall across street
5 157 Enter phone booth (call police, meet in
living room of house at 6:00)
15 172 Dial 1-800-333-HUGO
Underground 10 182 Shoot robot (prepare while scene is
forming)
-- -- Walk into underground area
15 197 Meet doctor, who gives you screwdriver
(automatic)
-- -- Return via phone booth, snake, old man,
then down
Well 5 202 Climb down rope
-- -- Place dynamite (near pile of rocks)
-- -- Light dynamite -- then . . .

```

20 222 Climb rope (type as you walk left)
--  -- Climb down rope after blast and walk into
      cave
Left Cave 10 232 Get lamp
Center Cave --  -- Cross chasm by walking along front of
      screen (can not be done after you have
      met genie)
5 237 Get banana
Right Cave 9 246 Rub lamp
--  -- Talk to genie
7 253 Give banana (he will open trap door)
--  -- Climb ladder through trap door into house
Room with Safe 1 254 Look at mouse hole (bite is no problem)
8 266 Open safe with screwdriver
5 271 Take will (automatic)
8 279 Read will
Dining Room --  -- Go right to cat room
Cat Room --  -- Rub catnip on bell
5 284 Give bell to cat
Dining Room --  -- Take album -- before maid returns
5 289 Look at album
Kitchen 5 294 (automatic)
Music Room 5 299 Talk to Harry
Hester's Room 15 314 Read letter -- while Hester is pouring
      drink. (This must be done on your
      first trip to room.)

```

Note: Some of these activities must be performed to cause the policeman to arrive. If they are not done, you can not play out the end of the game. I do not know which ones they are, except for the one that I had to find to end my own game.

```

Living Room --  -- Policeman assembles everyone in game (in-
      cluding genie and snake)
1 315 Answer "whodunit" question correctly
Hugo, in Laundry 5 320 Take pencil
5 325 Take newspaper
1 326 Read newspaper
--  -- (Note: The answer is "herring," as in red.
      Ha, ha.)
7 333 Slide paper under door
12 345 Push pencil through keyhole
--  -- Get out of room (automatic)
In Hallway --  -- (automatic)

```

Note: This gives you 345 out of 350 points. You can get 5 more points if you take the bell back after the cat uses it. I presume this accounts for the last 5 points.

1.36 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

1.37 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

1.38 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

1.39 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.

1.40 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
```

1.41 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>. You should be invincible and can use following keys:

```
<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 when prompted to press fire type <SPACE> or <ESC>. You will be able to change the speed of the enemy bullets and other stuff, with mouse and keyboard.

1.42 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.

1.43 ice runner

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

FUNNY Speeds up the enemy
MAGIC Infinite lives
GURKE Invincibility and infinite everything.
(Use <F9> to advance levels)

1.44 ikari warriors

Play game, get high score, type "FREERIDE" and press <RETURN>. When the high score table is displayed next, it should say '1988 FEB' where you entered "FREERIDE", indicating that the cheat is active. Play the game and you should have infinite lives.

1.45 ilyad

On screen with inscription 'Get ready' press

<W> + <M> 9 lives
<9> (keypad) + <8> choose level 2 - 5
<U> + <S> 1000 points and others
F-Keys ?

1.46 The Immortal

Passwords for a full strength wizard:

2 cddff10006f70
3 f47ef21000e10
4 b5fff31001eb0
5 94bfb43000eb0
6 563ff53010a41
7 c250f63010ac1
8 a890b730178c1

In Level 4, walk around the ring on the floor three times to open the floor. In level 7, when Norlac dives underwater, you must hurry back and throw yourself into the whirlpool rather than climbing the ladder. In level 8, to defeat the dragon and Mordamir, use the BLINK spell six times, then use the fire protection spell just before he breathes fire at you, and not when he takes a quick breath. When he pauses, hold up the amulet and Mordamir will spin in. Use the STATUE spell three times to avoid being killed by the lightning, then just as he starts his next spell, put up a SONIC spell. Use STATUE twice more and when he animates the bones, hit the statue just before they reach you. He will now say that you have no more defences, so wait until he holds up the amulet then cast the MAGNETIC spell. Bingo - end of game.

Solution:

Level 1:

Do as in the manual.

Level 2:

Avoid the slime, get gem and search the pile of bones to find the elven sword, don't search the bones again. Go out of south door and door opposite in passage. Kill the troll, go out of door at the end of the passage. Get the rock to your left and read the charm spell when the will o wisps appear. Go out of north door. Read charm spell again to make the will o wisps kill the goblin guards. Search the guards to find the bag of dust of complaisance. Enter room the guards were guarding and there are 2 goblins and the king goblin. Kill guard nearest to you by slowly moving along east wall. Move onto mound of earth avoiding the other guard and plant bag of spores. Run out of room. Re-enter room after 5 seconds and walk upto dying king for a chat. Give him water when he asks and he will help you. Go upto merchant in east of will o wisps room and refuse his first offer of slime repellent but accept his 2nd offer. Go back to dwarf in passage, via the passage where you killed the troll, and throw the dust in the air. He will then give you a gem. Rest on a pile of straw. Walk upto the door at far east of the passage. Use slime repellent and exit through door.

There are 2 patches of slime in this passage. Walk along to centre of passage and wait until slime gathers around your feet. Drop the rock and it turns into a gem. Get gem and exit through door at the end of the passage. The room of three circles. As the goblin king told you place the gems in the right/left/centre positions.

```
From the west . x x . . .
Circle to the . . x
East circle . . .
```

Then exit to the next level when a stairway appears.

Level 3:

The chasm crossing! go down se ladder. Open chest to the south of the room and get fireballs. Kill troll fighting goblin with one fireball. Search troll to get knife. Go back up to chasm and down other ladder, two goblins fighting. Kill goblin with it's back to west wall with a fireball and it turns into a troll. Search body to get protein ring. Ignore the bottle it contains slime. Down ladder.

Wear ring to turn into goblin form and walk to north. Avoid guard and open chest to get troll bombs. Back to ladder. Remove ring. Go back to room where you found the fireballs.

Exit through the door on the east wall. Talk to king and go up ladder to room of spikes.

Watch where the spikes appear and don't walk there! get the gem and exit down west ladder. Two trolls guard two doors. Throw knife at nearest troll (don't get too close) and a battle ensues between the two trolls. Exit via north door.

Run to get potion of strength in centre of northern wall using troll bomb if needed. Drink potion and exit via door in west wall (fight trolls or avoid using troll bombs).

Kill troll in this room and rest on straw. A magic circle with a coloured flame. Wait until the flame turns purple then walk into the centre of the circle and drop the gem. You are teleported to the other side of the chasm. exit down ladder to next level.

Level 4:

Avoid trolls swings until man throws a dagger into it. Talk to man and he gives you a magic carpet. Exit via northern door. Use carpet. Fly along avoiding flame spouts. Watch the dot underneath your carpet for judging the distances. Don't exit through the west door until you have recovered the ring from the se passage near door. To leave room use carpet to stop flying and go through door. Use carpet again to fly north avoiding flame spouts etc. A door in the east wall of the northern passage leads to a room where you can rest. Exit down ladder.

Walk up to girl in west wall. Give her the ring you found and she will replace it. Exit down ladder.

A room with a magic circle. Clue - 3 rings clockwise round the triangle - not all rings are those that are worn. Cryptic but quite amusing when you solve it!

Level 5:

Goblin talks to you. Get egg. Exit via east door. Continue through room out of east door and buy a potion from merchant. Go back to goblins and talk to them. Walk up to hole in the nw corner of the room. Drink potion and exit through hole.

Two trolls are here. Walk up to chest. If trolls walk near you, wait until they stop moving before continuing or they will stomp in you! When you grow back to full size open chest and get the stuff. Drink the water immediately as you slowly die from the imbibing of the shrinking potion. Exit room without a fight if possible.

Two flying lizards. Use fireballs to scroll and start blasting until both are dead. Search the bodies and you find a door key. Exit via door in south wall. The worm room. Turn off the sound so you can hear the worm sensor. Use worm sensor. Make your way to the door in the west wall using sensor (Listen to the changing tones. If the pitch changes step back in the opposite direction and try a different direction - practice!)

Avoid slime in this room. The egg hatches into a flying lizard. Run over to magic circle. Stand in the exact centre. If the exit appears drop the bait and the lizard will land on the bait thus keeping the exit open.

Down ladder and rest on straw. Exit to next level.

Level 6:

Spiders. 2 holes in west wall. Wait at lower hole. When the spiders legs appear in upper hole move into lower hole. - Avoid egg sacks at all times - The queen spider! Walk towards her and when she rears up move quickly back. Her web was fired so quickly run up to her to engage in combat.

Two big hits should kill her. Exit down ladder.

Make your way to the bottle in sw corner. Don't open chest yet! Get bottle and move to the front of the chest. Don't open it yet. Pour alcohol onto chest and then open it to find a scroll of levitation. Exit down ladder.

Use the levitation spell immediately and slalom your way down the web corridor avoiding egg sacks. This must be done fairly swiftly otherwise the spell wares off. Move slowly up to the ladder and use the spell again so that you can climb out.

Rest on straw and exit to next level.

Level 7:

Kill the troll torturing the man and talk to man. It's Dunric! Give him his ring when he asks and you will get 3 very important spells for surviving the dragon and defeatind mordamir! Exit down ladder.

Kill the man who attacks you(it's the guy who you helped on level 1 and who helped you on level 4). Rest on straw. Exit down ladder.

Over a barrel! You must lure the norlac away from the goblins! The beast

is guarding the water pipes to the north-east. So make your way there. Slowly drift towards the centre of the chamber to distract the norlac. As soon as it's tentacles move paddle like mad. Make your way back to the ladder you climbed down. Don't climb back up it! Continue down that passage and throw yourself into the whirlpool! the norlac is dragged in to its death! what a sacrifice! - But no next level
The goblins managed to open up the water ways so you were brought back with the life giving water!

Level 8

The dragon level! Back on your feet after being nursed back to your feet by a female goblin.

Open chest and get the spells. Down ladder.

Walk into the centre of the room and fall down the pit!

- The dragon starts to emerge -

As soon as you regain your feet hold the amulet up to the light. Never read the runes!

Prepare to use blink spells.

You must blink every time the dragon breathes fire at you so timing is crucial. Blink just after the dragons head moves back and you should avoid its flames. The dragon breathes 6 times and then takes two large breaths just before it releases the fire use the fire protection spell and the flames don't harm you. Hold the amulet up again. Mordamir himself appears. After he takes the amulet from you prepare to use the body statue spell. Timing is crucial to avoid his attacks.

To avoid his lightning count to 2 after the lightning has disappeared from above his head then statue yourself.

mordamirs attacks your defence

lightning	body statue
lightning	body statue
lightning	body statue
sonic attack	sonic shield (before he raises his arms)
lightning	body statue
lightning	body statue
raised bones	body statue

He then explains that the dragon won't attack him because he is holding the amulet. So you cast your magic hands and the amulet floats over to you. The dragon makes a kebab of mordamir and leaves.

Ana throws a rope down to rescue you - she also puts a new spring in your step.

1.47 impact

When you press <T> during play you will get infinite lives.

Level Codes are:

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

1.48 imperium

Level Codes:

```
BLAYMS 66 LUAYAX 37 THECTE 37 KRAYK 26 LUATAK 87
TRAISIS 37 PHAYSON 27 ALLELUX 50 NAIGON 74 NAYGON 52
BLATMS 37 LUAIAX 53 LUAQAX 31 SHARMUS 62 NUGON 76
SMOYAS 33 SHUMS 40 THITE 50 LIETER 73
```

1.49 impossamole

Enter the following codes into the high score table for an In-game effect. Note: Only one will work at a time.

```
"COMMANDO" No time limit for weapons
"HEINZ..." Three power bars
"ANNFRANK" Low energy topped up
"LUMBAJAK" Double length energy bar
"OOCHOUCH" Walk on water without dying
"JUGGLERS" can of worms replenishes more of you life
```

1.50 impossible mission 2025

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

1.51 impossible mission 2025 aga

Level Codes:

```
SubSection
Level 1 2 3
1 Car Park AAAAAAAAAA ETQCWXLB EXQBEXYP
2 Office Zone FBQBRXYH FFQBYXRL FJQHMXPH
3 Industrial FNQERXAO FRQDRXWH FUQZNXFL
4 Computer Centre FZQAXXUA GDQLWXIJ GHQLVXVJ
5 Construction Area GIQCOXRG GLQZGXCJ GQQBJXOF
```

Typing "CHEAT ON" (with spaces) as a password will skip you straight to Level 5 subsection 4. I'm quite sure this has other effects during the game too.

1.52 incredible crash dummies

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

1.53 indiana jones iii - actiongame

On the title screen type in "IEHOVA", "IEHOVAH", "JIEHOVA" or "JEHOVA". The screen should flash. Following keys have effect in the game:

<1>-<2> will go to the halfway points of the level

<L> advances you a level

<I> supplies you with an icon.

Entering your name in the high score table as "SILLYNAM" will give you infinite Continue options.

1.54 indiana jones iii - indiana jones and the last crusade

Well, there are lots of random things in the game so what might work for me wont work for everyone cause I am not entirley sure what parts are random.

In the beginning, you can go box if ya want by going to your locker room. Then go out the door and talk to Marcus. Ask him about the guy's situation and the new archaeologist. Then go back to the 1st door you saw and open it. When inside, tell the kids you have a solution for everyone and for the secretary to take down their names. When inside your office, pick up all the junk mail and papers to get the package. Open the package and there's the grail diary! Then leave by the window.

Then go to Henry's house and go to the bedroom. Pick up the painting of the trophy. Go back to the living room and pick up the plant and table cloth to move them. Then go to the leaning bookcase and push it. Get the tape on the back of the bookcase. Go back to your office and use the jar of liquid on the tape. Go back to your dad's house and open the chest with it. Get the old book and leave to Italy.

In the library, go to the lower shelves to look for books. Keep going to the lower shelves until Mein Kampf, biplane instruction book, and a catacombs book are found. Mein Kampf is the leaning book, the biplane book is black and in a how-to-do enclopedia like series. The catacombs is a yellow book in a series about maps of ancient Rome. Now go find the post and red cordon and pick them up. After that, open the computer version of the grail diary and it will show a window and tell what plaque to look at. Go find the correct window and look at it. It says it's the correct window. Now look at the correct plaque and use the post on the slab with the roman numeral from the plaque.

Now look at the book about the catacombs. The top map is the upper level which you're on and the lower map is the bottom level. The sections where it shoes a closer view of Indy are the round looking parts which connect tunnels. Find the nearest one from the one you started from and go there to pick up the skeleton's arm/hook. Now keep going till you come to the manhole. Go up it and look at the wine bottle near the lovers. Get the wine bottle and use it in the fountain. Go back to the torch you should have passed along the way to get to the

manhole. Use the bottle on it and pick it up.

You should have fallen into a passage. Go right and choose the room on the right. Keep going past the bridge to look at the inscription. The inscription will narrow the grail choices to 2. BE SURE TO WRITE THEM DOWN. That is very important for the end. Now go to the plug and use the hook and whip on it. Go to the room on left and climb the ladder. Then go right and go to the room to the southeast where water use to be until the plug was pulled. Continue along the passage.

Go north into the machine room and use the red cordon on the machine. Then use the wheel to operate it. Leave and go east and north and east again to a room with statues. Use the computer grail book again and push the statues to correct combo. Enter the door and go in a westerly direction past the bridge and skeleton room. In the next section go northwest to the skull playing room. Look at the computer grail book for the correct notes and play them. Enter the door and continue to go in an easterly direction to the tomb. Open the tomb and look and then go to the lock and pull it. Leave to the castle where your father is!

Once in the castle, ask the butler if he has relatives near him and tell him Otto sent you but he is ok. Then say you have proof you are telling the truth. Go north to passageways and go south then east. Choose the lower door on the east wall. Talk to the drunk about everything except don't say he's drunk. After getting the stein from him, go to the next door in the hallway just above the one you're in. Once there, get the ale from keg and use it in the fire place. Get more ale and get the roast boar after it cools off. Go back to castle entrance and go to the hall.

I am not sure if the guards are random about what you can say to keep from fighting them. I will tell what I said. Go to south hallway and tell the guard you have come to interrogate the prisoner, you are Gestapo, and ask if he's leaking information. Then go to 1st room on right to get servant uniform. Then go to room on left and push the suit of armor in the far right corner. Leave and go to north hallway. Tell the guard you're selling leather jackets for \$15 and you have authorization. Go upstairs and go south and east. Enter the north door and open the trunk to get money. Then wear servant uniform. Walk south to the guard and give him the painting. Watch the cut-scene about the painting and change back to Indyclothes.

Now go to east end of hallway and north. Enter the door and open the trunk for the uniform. Look at the uniform to get the key. Go back to where you got the servant uniform and unlock the officer uniform. Go back to where you found the key and wear the officer uniform. Now go north to hallway and walk east. Tell the guard you are on official business and new here. After asking for authorization, tell him to go talk to the colonel. Go south and enter the room on west side. Get the 1st aid kit and leave. Go north and west till you can go west no more. Go north and enter the 1st door you come to. Tell the guard you're on official business. Leave by the way you came in and continue on.

Go north and enter the door farthest right. Tell the guard you're on official business, you're new, and when he asks about you ask him if he has clearance. Open the door and enter and open the window. Go outside and walk to the 3rd window. Open it and enter. Push the loose brick near the window and go back outside. Use the whip on the brick and enter the 1st window on 3rd level. Open the cabinet to get money and come back for your father later. Go back to 2nd level by pointing the arrow at the 3rd window. Once inside, wear the officer uniform. Open the door and go to the door on the far left. Give Mein Kampf to the guard and use the stein with ale on the grating. Leave and go to the stairs leading to 3rd level.

Go to the 1st door you find. Before entering, tell the guard he has wrinkled pants, a stain, and for the buffoon to get out of your way. In the office, give the roast to the dog. Get the trophy and open the cabinet to get the pass. Go back to 2nd level where you gave the guy the painting. This time go to the room on the far left. Go to the Mona Lisa and move it. Open the vault and go in. Look at the painting. I couldn't tell anything except it made the grail seem to be a bowl. Not sure though. Leave and go to the ale place and fill the trophy with ale. Be sure to change uniforms before 1st level. Go back to 3rd level and give the trophy to the big strong Nazi. Go south and tell the guy the same thing you told the guard about the security clearance. Go west and north into a room. Get the key there and go back east and north. Unlock the door your father is in and go to any guard. They will capture you and put you tied up in chairs near the knight in armor.

Have Henry push the chair so the space between the 2 chairs is at the mark you made earlier on the carpet. Have Indy push the armor. Once free, push the top statue and leave. Go to the motorcycle and talk to the guard at the guard post. Tell him you are a superior officer on a top secret mission with no ID. Once in Germany, have Hitler sign the passcard that had the combination on it. At the airport, have Indy ask the man about his grandchildren. Then switch to Henry to steal the tickets. Leave and go to the biplane or the blimp. Know what to do from the book if you decide to use the biplane. You don't have much time. If you go to the blimp, give the man your tickets.

In the blimp, have Henry put a coin in the piano man's cup. Then have Indy enter the door and push the radio. Fight the guy and open the cabinet for the wrench. Leave and use the wrench in the hole and turn it. Save the game before hand. Climb the ladder and run from the guards. Go up the ladder in the top left corner. Keep going up the ladders to 3rd level. On 3rd level run to a different ladder going down. Go down to 1st level and this time you'll go to the biplane. Henry will already be there. Fly around and dodge the plane. Just don't let them shoot ya down for a while. After crashing, choose the expensive looking car.

Give the pass to the guards at the guard posts. Once outside the grail temple save the game for the last time. Once inside, go to Donovan and go past the 3 trials. If you die on the trials

you will have to start over from the 1st. The 1st trial is tricky. You have to get Indy to go more south or he will get cut all up. The 2nd trial is easy. All you have to do is step on letters that spell out the word Indy keeps saying. Just wait till he says the word. For the 3rd trial, immediatly position the pointer over the cave to the right and press return to go there. Once inside, you must choose the correct grail from the written version of the grail book the game comes with and use it in the water. Then you can pick up the grail after rescuing your father and give it to the knight. You can also give it to Elsa and look at the seal once it is broken to use your whip to get the grail back. Be sure to give it to the knight. After that, the game ends!

1.55 indiana jones iv - actiongame

On the title screen, type "NIGHTSHIFT" for infinite lives. Cheat Mode Enabled will now appear on the title screen. Now during play by pressing <F9> you will be asked if you want to advance a level.

1.56 indiana jones iv - indiana jones and the fate of atlantis

There are three modes. Each come with different puzzles and solutions. I recommend first try team mode because Sophia can give you some hints. Then you can try wits mode, it has several very interesting puzzles. Fists mode (action game) is optional because Indy 4 do not come with a good combat system (it is the same one in Indy 3).

Stars (*) mark alternative possibilities.

PART 1 (New York, Iceland, Tikali, Azores, College)

NEW YORK: Take the newspaper.

- * find your way through the crates on the backside of the building (pushcrates) and use the fire escape.
- * talk to doorman, "smart", "easy to understand".
- * Fight doorman.

Give the paper to the stagehand, push the right and left lever and press the button. Talk to Sophia and leave together with her for Iceland.

ICELAND: Talk to Heimdall; he tells you about Tikali and the Azores.

TIKALI: Hit the jungle rodent several times with the whip, until it runs to the snake. Use the tree. Talk to Sternhart until he asks you the name of Plato's lost dialogue. Tell him that you do not know the title. Then talk to the parrot, ask him "Title?" and talk again to Sternhart. Inside the pyramide, ask Sophia to keep Sternhart occupied. Go outside, take the lamp and open it. Use the lamp to get the spiral design in the pyramide. Then use the design with the animal head, pull it and open the grave. Sternhart gets away with the disk. Take the bead and return to Iceland.

ICELAND: Use the bead in the eel's mouth; take the eel.

AZORES: Let Sophia first talk to Costa. Then trade him the eel for the knowledge of the position of the lost dialogue.

COLLEGE: There are three possibilities to find the collection (changes from game to game):

- 1: Take the gum from the desk in the library, use it with the coal chute in the furnace room. Take the wax cat figurine and melt it in the furnace.
- 2: Get the rag in the furnace room and the arrowhead in the room with the totempole. Use the rag with the arrowhead to produce a screwdriver and open the bookcase in the library.
- 3: Use the jar from the refrigerator in the office with the totempole. Pull the totempole under the hole in the ceiling and climb up. Open the urn and take the key. Push the crate in the totempole-room and open the chest behind it.

Talk to Sophia in the office and choose one of the three ways -- team, wits, and fists.

TEAM MODE

PART 2 (Algier, Monte Carlo)

ALGIER: Go to the shopkeeper in the back alley and take the mask. Talk to the man with the knives. Convince Sophia to volunteer for him and push her as she hesitates. You will receive a knife this way.

MONTE CARLO: Talk to several people and ask them about Trottier. Sooner or later you will meet him (a man in a brown suit). Talk to him in a very polite and humble way till he is willing to take part in the seance.

- * (indy) During the seance take the flashlight from the cabinet and the bedsheet. Open the fuse box and use the circuit breaker. Wear the bedsheet, the mask and the flashlight to produce a reasonable ghost.
- * (sophia) When indy talk to Trottier outside, take notes on what he said (they varied from game to game). After entering the room, transfer control to sophia. Demand proof. Answer three questions as Trottier just said. Answer a random number. (may need several save-and-restore here) This solution does not require the mask.

Afterwards take the sunstone.

ALGIER: Talk again to the shopkeeper and show him the sunstone. He will give you a map and a couple of camels; your first visit to the desert fails. Next you have to trade several things with the shopkeeper and with the grocer; the final goal is to get the squab-on-a-stick for the mask. Give the squab to the beggar and receive a balloon ticket. Go to the roof, enter the balloon and cut the rope with the knife.

PART 3 (Desert)

BALLOON RIDE: A kind of arcade game, since the up and down movements are coupled with movement in clockwise and counterclockwise directions. You will find out about this. You must land several times and ask nomades for the way to the X.

DIG SITE: Sophia disappears into the hole. Climb down the ladder into the dark room, and get everything you can get: Sharp wood thing (ship rib), long tubular thing (hose), blunt wood thing (peg), clay thing (clay jar). At the truck you use the hose with the opened gas tank and the clay jar

with the hose; this fills the jar with gas. Go back to the dark room, open the metal cap and pour the gas-filled jar into the gas filler pipe. Push the little metal thing to turn on the generator. Then dig the crumbling wall with the ship rib, put the peg into the mural and put the sunstone on the peg. Look at the sunstone: the lost dialogue tells to align "darkness" with the "horns"; do this and press the peg to open a secret door. Sophia comes out and gives you a distributor cap and a fish-on-a-string. Turn off the generator, open it and take the spark plug. Put the distributor cap and the spark plug into the truck's engine. Leave for Crete.

PART 4 (Crete)

RUINS: First find the surveyor's instrument and take it. Pick up all stones around the tall horns; you will detect two statues (bull's head and tail). In one of the entrances, there is a mural diagram with a bull's head, horns and tail. According to this, put the surveyor's instrument on the head statue and look through it to the left horn. Then put it on the tail statue and look at the right horn. This gives you an X. Dig at the X with the ship rib and find the moonstone. Go to the stone pedestal and use the sun- and the moonstone with it. Align the disks according to the lost dialogue (changes from game to game), press the spindle and detect a secret door in the wall.

CAVES: Pick up two of the three stone heads. Go through the door and get the third head with your whip. Find the room with the tall Minotaur statue. Use the whip with its head, and then stand to the left of the big head. The elevator takes you down to the dead Sternhart. Take the worldstone and the staff. Examine the waterfall and use the chain hidden behind it. Then find the room with the shelf and the closed door; open the door by putting the three stone heads onto the shelf. Go through the door and do three things. First, use the staff with the chock to free the counterweight. Secondly, use the staff in the statue's mouth to start the elevator. Thirdly, take the golden box, open it, put the two beads into it and close it again.

Return to Sophia and enter the next room. Convince Sophia to let you boost her through the hole in order to open the gate. In the next room use the fish-on-a-string. It will point to Sophia's necklace. Talk to Sophia and make her put the necklace into the golden box. Walk through all rooms and use the fish-on-a-string. Somewhere it will point to the wall; dig this wall with the rib and open the door behind. Use all three disks with the spindle according to the lost dialogue. The Germans will kidnap Sophia and steal the disks. Dig the rocks with the rib and return to the surface.

PART 5 (Submarine)

Open the hatch, fight against the captain and enter the submarine. Use the intercom to order "All hands to the bow". Go to the lower deck, take the mug of porcelain and fill it with battery acid. Talk to Sophia from the left neighboring room through the window in the wall and ask her to distract the guard. Free Sophia and open the strong box with the help of the acid. Inside the box you find the three disks and a tiny key. Get the plunger. Unlock the emergency rudder control with the tiny key, break the lever in the conning tower and repair it with the plunger. Steer the submarine into the airlock (another fine(?) arcade game).

PART 6 (Atlantis)

ENTRANCE: Find the wooden thing (ladder) in the dark and use it at the stone rubble. Sophia is kidnapped by the Germans again. Climb the ladder, open the stone thing and take the rod. Put a bead into the rod and light the room. Use the disks with the spindle according to the lost dialogue, but with north and south reversed (as "entrance is yielded only to contrary minds"). The statue's mouth will open, and you feed a bead into it. The door opens, you take the ladder and the three disks. Enter Atlantis.

The exact position of the interesting rooms in Atlantis changes from game to game. Explore all shaded places (marked by a questionmark), open and enter all grates. You must detect the following rooms and items.

ROOM WITH ROBOT PARTS 1: Take the bronze gear attached to the wall.

ROOM WITH ROBOT PARTS 2: Take the bronze spoked wheel lying in the

ROOM WITH EEL-FIGURINE: Get the eel-figurine from the cupboard.

SUBWAY: At the most southern point, in the outer cycle. Take the rib cage from the skeleton.

HALLWAY: Fight against one of the German stooges (and defeat him). You will get a bratwurst. Bait the rip cage with the bratwurst (in case you took the sandwich from the kitchen in the submarine, you may bait the cage with the sandwich).

CRAB ROOM: Use the baited rip cage in the pool to catch a crab.

STATUE ROOM 1: Contains a statue that looks like a cross between a bull and a fish. Take the statue's head.

STATUE ROOM 2: Contains a large statue holding a cup. Use the ladder to cross the hole in the floor. Take the stone cup. Don't forget to take the ladder before leaving.

LAVA ROOM: Use the stone cup with the pedestal. Use the statue's head with the plaque. This gives you a mug full of lava.

MACHINE ROOM: Repair the machine by putting the bronze spoked wheel onto the peg. Fill the mug with lava into the funnel. Take the produced beads and take the bronze spoked wheel before leaving.

PRISON ROOM: In the room where Sophia is kept imprisoned there are two vents, one on the left side and one in the middle. The interesting vent is the left one. From there you can put a bead into the sentry statue; it will start moving, kill the German and destroy itself.

SENTRY ROOM: Contains three statues and a pool. To get rid of the water you put a bead into the eel. Then put a bead into the smallest statue's mouth. The door will open.

PRISON ROOM: Take the statue part from the destroyed statue. In order to free Sophia, you have to enter the canal system.

PART 7 (The inner cycle)

CANAL: Feed the crab to the octopus. Enter the canal, go to the other

side and put a bead into the crab mouth. The crab raft will start to float.

Float to the left side, open the gates with the sun-, moon- or worldstone. There are only two interesting places in the canal system. One contains a cupboard with a crescent shaped gear. Take the gear, close the cupboard and look at it. You see a diagram with several wheels and moving arms. The other interesting place contains the large bronze statue and the chain. Use the ladder with the statue and open the chest plate. Look at the chest plate; you have to put the bronze gear, the bronze wheel, the statue part and the crescent gear into the right places, as described by the diagram on the cupboard (the wheel and the statue part belong onto the central peg). Make that the statue moves the right arm. Then fasten the chain to the statue arm and to the bronze loop. Make the statue to move its right arm back. The chain will break the door and a hinge pin comes off. Take the hinge pin and return to Sophia.

PRISON: Give the hinge pin to Sophia. Open the cage. Sophia uses the pin and gets free. Open the cage a second time to get the pin.

CANAL: Finally, you enter the inner cycle of Atlantis through the broken door. Sophia is getting crazy and leads you to a room with a lava pit. Look at Sophia, feed a bead to her necklace and use the box with the necklace. You get rid of Nur-Ab-Sal in the lava pit. Pick up the scepter (near the skeletons). In the hall and near the hulking machine you see two Atlantean graffittis: One shows the lever positions to start the hulking machine (upward arrow), the other shows how to stop it. Use the hinge pin and the sceptre as levers in two slots. Feed a bead to the mouth.

VOLCANIC AREA: Cross the area by trial and error. In the background, you see a picture of three cocentric cycles: This picture encodes the positions of noon sun (sundisk), of full moon (moondisk) and of the volcano (worlddisk). In the central room with the frog statue and the spindle, align the three disks according to this picture. Now the Germans appear again. The first German is no problem, he will kill himself. Tell the second German that you are going to kill him as soon as you are a god. Thus you get rid of him, too, and finish the game.

WITS MODE

PART 2 (Algier, Monte Carlo)

MONTE CARLO: Talk to Trottier and get his business card.

ALGIER: Go to the servant in the back alley and give him the business card. Talk to the man with red fez: nice fez, quite a hat, stick in the eye, festive, well, thanks. You got a fez. Give it to the servant. When he ask why, answer that the fez can make him tall. Talk to him to see Omar. Follow him to the Omar's house(may need to repeat the job several times). Enter closet. Close closet door to trap Omar. Pick up bamboo. Use bamboo stick on cloth to get map. Pick up statues. Ride camel to dig site. If got stoped by officers, use the statues to bribe them.

PART 3 (Desert)

DIG SITE: Use clay jar and hose to get gas. Switch generator on. Use ship rib on crumped wall. Push painting of round object. Get statue. Use orichalcum in statue. Use statue as battery. Get note inside truck.

Start truck.

MONTE CARLO: Talk to trottier and tell him he is on trouble. Nazis will take him. Try to intercept the car. Find the sign. Open drain and get sunstone.

PART 4 (Island Thera)

One of three places (cleft, gap, and notch) in mountain will lead to an entrance. Out side the entrance, close the crate and get invoice. Inside you will find an entrenching tool. Close the door near the tool. Use sunstone to get carved sign. Open tool to dig a way out the cave. Return to port, show invoice to get the gas bag for balloon. Use sign to exchange the large basket. Use them with fish net and hose to built a balloon. Go to mountains, use vent to inflate the balloon. Learn how to manuver the balloon and land it on the sub.

PART 5 (Submarine)

Use bread and cold cuts to make a sandwich. Give sandwich to guard. Open locker to get moonstone and torpedo instructions. Pick up rag and clothesline. Go to torpedo room at the aft section. Use rag with wires. Use instructions with control panel. Push lever to cause fire. Go to the torpedo room at the front section. Use instructions with control panel. Use clothesline with lever. Enter torpedo tube. Pull line.

CRETE: Use sunstone and moonstone to open the door. Search rooms and find a wool scarf and a comb. Use them as a orichalcum detector. Find worldstone and some orichalcum beads. See hints from team mode if needed. Find microtaur. Use statue in machine. Feed a bead to the statue. You will get to the map room. Use three stones to open the door. Use the home-made detector to find another beads and a secret door at the next two rooms. Entering the secret door, you will find a bead and a subway car. Feed the car with the bead. O.K. Now you are at Atlantis. All three modes converges here.

FISTS MODE

PART 2 (Algier, Monte Carlo)

MONTE CARLO: Talk to Trottier and get his business card.

ALGIER: Go to the servant in the back alley and give him the business card. Talk to him to see Omar. Follow him to the Omar's house. Beat the Nazi. Pick up bamboo. Use bamboo stick on cloth to get map. Pick up statues. Ride camel to dig site. If got stoped by officers, use the statues to bribe them.

PART 3 (Desert)

DIG SITE: Switch generator on. Use ship rib on crumped wall. Look at the painting on the left wall. Push the round object on the painting. Get sunstone. Use it with wood peg on wall. Turn the stone disk and press the peg will reveal a secret door. Enter the door to get outside. Talk the the Nazi. Use whip to get rid the machine gun. Beat him with you fists. Use balloon and head north to Crete.

PART 4 (Crete)

RUINS: See team mode.

CAVES: See team mode. After finding prof Sternhart's body, get his staff. Then climb up the chain in the waterfall to get back up to the rest of the labyrinth. A door is blocked with a big slab. Push it SEVERAL times. After pushing the stone slab covering the door proceed to beat up all the gards, with 2 exceptions. The first one, Hans, is too strong to beat, so hide behind a stone slab and when he comes by, push it over onto him. Also, Arnold is too strong to beat. Use the ship's rib to pry the boulder in the next room over so that it will roll onto him. When that doesn't work, go find a stalactite (on ceiling in another room) and pry the boulder from outside the doorway it's wedged in, that will take care of Arnold. Then look in the pit to find Sophia, search Arnold's body, and you have everything you need to get to Atlantis. The stories converges here.

1.57 indianapolis 500

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

Car: Lona/Buick

Gears: Front Back
4 up from middle 5 up from middle

Stagger: No difference

Rubber: Right Front Right Back Left Front Left Back
Hard Medium Soft Soft

Cambers: Right Front Right Back Left Front Left Back
-.50 +.25 +.25 +1

Pressure: All At 25

Shockers: Right Front and Back Left Front and Back
Both at Bottom Both at Bottom

Levers on Dash: Both full forward

Also this is funny, but pointless. Choose the Lola Buick, set the drag and fuel at minimum and the gear rating to maximum. This will allow you to qualify in the front of the grid. Start a race and lurch violently into the other cars as soon as possible. As the cars behind will be unable to avoid you, this will cause one of the biggest pile-ups you've ever seen - we are talking nineteen cars here !

1.58 indy heat

On the equipment select screen (before you enter your initials), press <P> to pause the game and type "AMANDA". The border should flash to let you

know it worked. Now enter your initials and select your driver and as soon as your done you should notice that you now have 9 coins and 900,000 dollars. You can also pause the game during play and type the cheat, and the next time you are at the equipment screen you will be blessed with the coins and cash.

1.59 infestation

At the start of the game, to get to the underground complex, you must go to the terminal located at about 90,30. Hit <F2> to access it and enter the name "KAL SOLAR". (<F2> again) Now go to the teleport located at 50,50 and if you walk in the direction of the arrows you can enter the complex.

1.60 infidel

get up, s, s, get rock and pack and matches, w, w, get axe and shovel, e, e, s, s, open sack, put pack and matches and axe in sack, get canteen, get sack, n, n, n, n, break lock with rock, get lock, drop lock and rock, open trunk, get beef and map, s, w, w, drink, open canteen, fill canteen, close canteen, e, e, e, s, s, e, e, dig in sand, again, again, again,again, unfold map, put cube in opening,drop map and shovel, d, drop sack,eat beef, open canteen, drink, close canteen, drop canteen, get rope, tie rope to altar,throw rope north, get torch and jar and matches, open jar, pour liquid on torch, close jar, light match, light torch, put matchbook and jar in sack, get sack, d, push statue, get head, push statue, nw, drop head,se, se, se, get opal, nw, nw, nw, get head, push statue, se, again, drop, head, nw, nw, nw, get diamond, se, se, se, get head,push statue, nw, push statue, ne, drop head, sw, sw, sw, get emerald, ne, ne, ne, get head, push statue, sw, again, drop head, ne, ne, ne, get ruby, sw, sw, u, drop all but torchs, d, ne, nw, n, e, d, w, put torch in knothole, get shim, drop shim, push up beam, get torch, e, u, w, get beam, s, w, n, e, n, d, d, n, n, e, s, get silver chalice, n, w, w, s, get golden chalice, n, e, s, s, u, u, s, w, s, e, se, sw, u, u, put ruby and diamond and emerald and opal in sack, get sack, w, s, get first brick,drop first brick, get third brick, drop third brick, get fifth brick, drop fifth brick, e, n, d, drop sack, get axe, break plaster with axe, get sack, w, w, w, put beam in niches, stand on beam, break plaster with axe, open door, w, get beam, s, put beam in doorway, open door, w, drop sack, put diamond in first hole, put ruby in second hole, put emerald in third hole, put opal in fourth hole, open slab, get book, get jar, open jar, pour liquid on torch, drop jar, get sack, e, get beam, n, n, put beam under lintel, break seal with axe, drop axe, open door, n, e, put silver chalice on left, put golden chalice on right, drop sack, put pack in silver chalice, get scarab, w,put book in large recess, put scarab in small recess turn neith, turn selkis, turn isis, turn nephthys, open sarcophagus.

1.61 insanity flight

To skip a level press and hold <BOTH MOUSE>, <FIRE> and <L>.

1.62 interchange

Level Codes:

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

1.63 interlock

Level Codes:

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

1.64 international athletics

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

1.65 international ice hockey

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

1.66 international karate + - chop 'n' drop

When you are knocked to the floor, pause the game with <SPACE> and unpause again with <SPACE>. You will now be invulnerable. Be careful!, this works for the computer, too! You must do this every level.

Press:

<T> all the fighters' trousers fall down.
<F> your opponent's trousers fall down
<S> allows the fighter's shadows to change color

Codes to type in while playing:

FREZ Freeze the game

PAC Pacman moves across screen
FISH Makes a fish leap out of water
BIRD Bird flies across screen
PERI periscope rises out of water
FAST ?
TITL back to title screen
JUMP Message
GERM Switch to german
UK ?
FILT Filter on/off

Typing FUCK and CUNT typed twice reset the game.

Other words that bring a message:

ANBK ANGL ARCH DATE DICK EDHK FOOK GLZP GPZP JACQ JUMP SHAH SIMR SLAN
STEW SUNL TOTO WANK

1.67 interphase

At any time during flight enter "Fenny" (note the F must be capital to activate the cheat). As soon as you finish typing it you are taken into view mode which allows you to cycle thru all the aliens and all the objects in the game. You also have complete mouse control over them- you can make them rotate and zoom in and out by holding down <LEFT MOUSE> and moving the mouse. To go to the next object hit <RIGHT MOUSE>.

1.68 invaders ii - mental image

Or Attack Of The Green Smelly Aliens From Planet 27b/6 to give it its full name. For infinite energy and the best weapons available, type in "JAM DOUGHNUT" on the title screen.

1.69 ishar 3

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

1.70 isle of lost souls

Adam atom
Adlai ad lie
Archie arch E
Ashby ash bee
Ashley ash lea (or Charlie below)
Barb barb
Belle bell

Bernie burned knee
Betty bet E
Bill beak
Billy police club
Blair blare
Blaise blaze
Bo bow
Bobby police officer
Bridgitte bridge it
Brooke brook
Buck dollar
Bunny rabbit
Carmen car men
Carol Christmas song
Charlie charred lea (or Ashley above)
Charlotte charred lot
Clifford cliff ford
Connie con E
Cy sigh
Daisy daze E
Dawn dawn
Dolly handtruck
Dusty dust E
Ernest urn nest
Frank frankfurter
Gabby gab E
Gail gale
Gaylord gay lord
Goldie gold E
Hardy hard E
Humphrey hum free
Jack lifting device
Jim gym
Jules jewels
Kermit cur mitt
Kitty poker pot
Knute newt
Lacey lace E
Leif leaf
Lorry truck
Lucille loo seal
Lucy loose E
Lulu two loos (or Toulouse below)
Matt pad
Melody tune
Mike microphone
Mikey my key
Nicholas nickel less
Noel no L
Pat of butter
Patty patty
Peg dowel
Penny cent
Pierre pea heir
Ricky lime rickey
Robin bird
Rod fishing pole

Sandford sand ford
Sherry nutty wine
Stu stew
Teddy koala
Tom cat
Ty tie
Toulouse two loos (or Lulu above)
Waldo wall dough
Wilbur will: burr
Wilhelm will: helm
Will will
William will: yam
Willie will: E
Wilma will: ma
Wilton will: ton
Winnie whinny
Wolfgang wolf gang
Woodrow row of piles

1.71 it came from the desert

Before attempting to go into the ants' nest, you should first save Elmer to get more flamethrower fuel. Some time between the 8th and 10th (I don't remember the exact day), he will leave a note in his station saying that he is going hiking in the SW Volcanic Cone. Go to the volcano, fight the ants, and next day, visit Elmer's station. He'll thank you for saving his life and give you more flamethrower fuel.

The entrance to the ants' nest will never appear on the main map, but there are several other ways to get there:

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

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around for you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the M1 mine.

For those who are having trouble getting to the ants hideout, it is located about one screen due south of mine one. The best way to gain access to the tunnel is on the morning of day 11. Go to the airport and get the plane. Fly to mine one (southeast from the airport) and land on the road in front of mine one. Get out of your plane and walk to the center of the main building of mine one. Walk south about one and a half screens and the hole should open and a ant will crawl out. You must kill the ant and run to the hole before it closes. You will get about 4 or 5 chances to get in. Once you are in the hole you will automatically have the flame thrower and the timed dynamite charges. There are two levels of the ants chambers, a top level and a bottom level. You must make a

map as to where you have checked. You can do this by putting the game on pause with <LEFT MOUSE>. This will keep the ants off you while you draw maps. Once you have made it to the bottom chamber repeat the map drawing till you find the queen ants chamber. You will need it to get out after you plant the charges. To plant the charges once in the queens chambers move close to the queens left side of her body. Once you walk around her left side the music will stop and a slow ticking will start. You will have to get back to the place you entered on the second level. If you get back before the bomb goes off you will win the game.

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

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

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

1.72 ivanhoe

While playing, pause the game and type in "ZOBINETTE" or "JC IS THE BEST" and press <RETURN>. The screen will flash to let you know the cheat is activated. Now unpause the game.

<M>,<, > extra life
<N> advances you a level.
 kills all on screen enemies.
<CTRL> kills the boss in the bonus stage.

1.73 jaguar xj220

On the sound selection screen, choose the sound FX and select radio. This will cause the scenery to travel at twice the speed, yet the actual speed remains the same.

Turn on the radio instead of the compact disk player and tune it to a frequency of 065.4 so that you can easily beat the lap record.

When your told to start your engine, press <FIRE>. Then when it say {GO} press <P> to pause the game and <P> again to unpause the game. You'll

finish the race instantly with the fastest lap time.

1.74 james pond - underwater agent

On the title screen type in "JUNKYARD" or "JUNKMAN". Then, when playing the game:

- <RETURN> toggles the cheat on/off.
- <D> makes all locks disappear
- <Z> Level 3
- <X> Level 4
- <C> Level 5
- <V> Level 6
- Level 7
- <N> Level 8
- <M> Level 9
- <F7> Increase size of screen and speed.
- <F10> Make the border flash.

1.75 james pond 2 - robocod

Type in "THE LITTLE MERMAID" during play (the border flashes when activated) for infinite lives. Here are the cheat keys you can use:

- <RETURN> Infinite shield(toggles)
- <F6> / <F7> 50 Hz / 60 Hz (If you have a Big or Super Agnus)
- <F9> / <F10> Toggle timing colours
- <G> Goto saved position
- <K> Suicide
- <M> Map select
- <S> Saves your current position in memory
- <X> Level Exit

Only one of the following can be used on each individual level:

- <C> Car
- Bathtub
- <F> Wings
- <P> Plane

Pressing <CTRL> and <RETURN> during play gives lives. (repeatable process)

When you start the game, on the first roof you come to, above a sign saying "Arctic Toys" you will find five objects. Pick up the objects in the correct order (Cake, Hammer, Earth globe, Apple and Tap) (first letters = CHEAT) to receive an invincibility shield lasting 10 minutes. When the cheat is activated, flashing fish form around Robocod, and the music speeds up. Also, if now you go straight into the first room, and then exit immediately you will find that all of the castle doors have been unlocked, allowing you to access any level.

On the sports equipment level after the second spike are five objects in a row. Collect these in the correct order (Lips, Ice cream, Violin, Earth and Snowman) (first letters = LIVES) for infinite lives.

In some point of the game (I do not know where), there are five objects that spell out the word POWER. Collect them in the following order: Penguin, Oil, Wine, Earth and Racquet.

When on Map screen, you can leap to various points in the game. These are accessed by using the following numbers:

Level 1-1	01	Level 6-2	08	Bonus Level 8	23
Level 1-2	02	Level 6-3	09	Bonus Level 9	36
Level 1-3	03	Level 7-1	25	Bonus Level 10	38
Level 3-1	13	Level 7-2	26	Bonus Level 11	40
Level 3-2	15	Level 7-3	27	Bonus Level 12	42
Level 3-3	17	Level 7-4	28	Bonus Level 13	43
Level 3-4	18	Level 7-5	29	Bonus Level 14	44
Level 4-1	20	Level 8	39	Bonus Level 15	45
Level 4-2	21	Level 9-1	41	Bonus Level 16	46
Level 4-3	24	Level 9-2	49	Bonus Level 17	47
Level 5-1	30	Bonus Level 1	04	Level 1&2 Boss	10
Level 5-2	31	Bonus Level 2	06	Level 5&6 Boss	11
Level 5-3	32	Bonus Level 3	07	Level 7&8 Boss	12
Level 5-4	33	Bonus Level 4	14	Hard Level	48
Level 5-5	34	Bonus Level 5	16	End Animation	50
Level 5-6	35	Bonus Level 6	19		
Level 6-1	05	Bonus Level 7	22		

Here are the locations of the secret rooms:

- a) There are two hidden worlds behind the main tower, another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor - avoiding the doors - then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room.
- b) Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!!
- c) Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonud blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.
- d) Do as above after the sweets level, but go to the left of the castle. Go on the snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down.
- e) On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.
- f) Complete a level with does not feature a guardian and you will always find something new when you return to the castle "selection" screen. In one case you will find a whole sequence of lifts and things (see above) that lead to a door that you cannot normally get to. If you go to the very right of the factory screen and look down you will see a load of

crowns, which you can access after coming back from other levels.

g) It is possible to finish Robocod by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.

h) Finish the bath levels and as soon as you come out of the door run straight to the golden snowmen in the bottom far left outside the castle. Jump into these snowmen and you'll float upwards to the top of the screen where you'll be met by a door. Getting through this door is tricky but worth it. Inside are loads of extra lives and energy stars. Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards revealing a secret tunnel. At the end of this are even more extra lives and stars.

1.76 james pond 2 aga - robocod 1200

This cheat mode has almost the same effects as the normal version

but to

activate it you must type in "O.S. FRIENDLY" instead.

The only difference being that you can now select from 0 to 55 in the map selector room.

1.77 james pond 3 aga - operation starfish

On the map screen, type any of the following:

"EVAS" Save game at any time
"UNCLE ROGER" Message from the programmer
"FORMAT" Erase all previously saved games

During play, type "NIGHTMARE" and press <F10> to access the cheat menu. Lots of options to choose from. Once you've selected various options in the cheat menu press <ESC> to exit and return to the game.

If you choose to play Finnius, you must pause the game and press <ESC> to restart the level.

1.78 jet strike

Level Codes:

01 TDEJQNQL 05 HTETAPOJ 09 XHYJMVKX
02 JHALMROB 06 NFYHOTAR 10 HHSFMBQX
03 R2WVUVCP 07 RPSREBSX 11 HXEXWPWV
04 VZQRUDOP 08 XHYJMVKX

1.79 jim power

Pause the game and type "VELOU" to activate the cheat. Now use <1> through <0> on the main keyboard to select weapons and use the function keys to skip to the corresponding level.

1.80 jimmy white's whirlwind snooker

Enter the trick shot mode and while on the table, press <F7> followed by <F4>, then <F1>. You should hear a double clicking noise if you've done it properly. Now return to the control menu and access the demo mode menu. You may notice that a third option, "Do a random 147 Break", is now available. Select this and watch and weep as the computer executes the ultimate break. Also, during a one player game, if you commit a foul, press <BOTH MOUSE> to get another shot.

When all the red balls are off the screen you can choose the color of the next ball to hit the pocket by pressing:

```
<2> YELLOW <5> BLUE
<3> GREEN <6> PINK
<4> BROWN <7> BLACK
```

1.81 jimmy's fantastic journey - lionheart

During play, type "PENCIL" and use the following keys:

```
<F1> Temporarily freezes the bad dudes
<F2> Invincibility
<F3> Killer Bubbles
<F4> Level Skip
```

1.82 jinxter

Okay, enough is enough! Seems that everything you try to do lately turns out wrong -- like getting on this stupid bus. Not a seat left anywhere! That's it. As soon as this dumb bus driver manages to get you to your nice, comfy house, you're going to go look for your wosname...lucky charm. It's time things started going right again. Meanwhile, there's not much to do for the moment except INVENTORY to see what you're carrying. Not much. Nothing else much is going to happen for a move or two, so you might as well WAIT a turn or two until the ticket inspector asks you for your ticket. GIVE TICKET TO INSPECTOR, and he will tell you that your destination is two stops from here. Pay attention to what you're doing here: If you get off too soon or too late, you're finished before you start!

As soon as the bus "sails past a bus stop," PUSH BUTTON. Then WAIT a couple of turns again until the bus stops. When the doors open, GET OFF BUS. The inspector will throw you your keyring. (Don't ask ME how you lost it! You had it the last time you checked.)

The keyring will land in the street. GET KEYRING. As you bend over to retrieve the keys, you find you are about to be hit by a bus. There is nothing useful you can do to avoid being hit at this point. No matter what you type for the next two moves, nothing will help.

Just in the nick of time a very strange character will appear, rescue you from certain death, mumble something about Jannedor the witch, and hand you a document. READ DOCUMENT, and you'll be told to read the document that came with your package. Then the guardian (so THAT'S what he is!) will make a few more comments and disappear. Nothing left now but to get started on your mission.

One thing to remember: If you vary from this walkthru, or if at any point, you see a message that says, "you feel a little less lucky than you did a moment ago," STOP THERE. You will need ALL your luck at the end of the game, and if you lose any, it means you've done something wrong (or at least not QUITE right).

First OPEN GATE, then go north into your Front Garden. OPEN DOOR WITH IRON KEY, and go north again into the Hallway. Go northwest into the Bedroom. There's a cello case here which looks inviting, so OPEN CELLO CASE, and you'll see a harmonica. Leave it there for now, but TAKE CASE. It'll come in handy for carrying things.

LOOK UNDER BED, and you'll find (what else?) a woolly sock. TAKE SOCK, and OPEN WARDROBE THEN LOOK IN IT. TAKE SHOES THEN PUT THEM IN CASE.

Go north into the Kitchen. Ignore the refrigerator for now, but LOOK ON TABLE. You'll see a tin opener. TAKE OPENER THEN PUT IT IN CASE. Now DROP TICKET AND DOCUMENT.

Going east will take you into the Conservatory and about this time the phone will ring in the Library. Go south and ANSWER PHONE. Xam will start screaming at you to get over to his house fast. (At this point you have NO idea where his house is, but don't worry about it: He's already been kidnapped, so there's no need to hurry.)

Going north will take you back to the Conservatory. EXAMINE TABLE, and you'll find a red tablecloth. Since you haven't seen a towel anywhere, a tablecloth is the next best thing, so TAKE TABLECLOTH. Now OPEN DOOR WITH IRON KEY, and go north into the Back Garden. Here you'll see a pair of secateurs and a pair of gloves. You'll definitely need the gloves, and you MIGHT need the secateurs (cutters, to you Americans). TAKE ALL and WEAR GLOVES.

Go north again, then east into the Grassy Field. Here you'll see a nasty bull in the corner of the field. If you go south from here, you'll find your way east is blocked by a barbed-wire fence. The problem here is to get to the east either from here or by going southeast from the Grassy Field. There are two solutions, either of which will earn you the same number points. You need only use ONE of the solutions, or you can do both if you just want the exercise. You'll only get points for your first action.

If you want to deal with the bull (in the Grassy Field), WAVE CLOTH AT BULL. The bull will charge at you. Now THROW CLOTH AT BULL, and it will become entangled in his horns, blinding him. You can now go southeast into the Orchard where you can DROP CUTTERS.

If you'd rather deal with the fence, go south from the Grassy Field (you should already be wearing the gloves), and HOLD WIRE THEN CUT IT WITH CUTTERS. Now you can go east into the Orchard where you can DROP CLOTH AND CUTTERS.

From the Orchard go east. You'll see a plastic bottle in the weeds. GET BOTTLE THEN EXAMINE IT. What you've found is a handy little bottle in which there is water mixed with oil. Hmm.

Go west, then south twice into the boathouse. First EXAMINE DOOR, and you'll see it needs oiling. Aha! But how to deal with the watered-down oil? There are also a can of worms and a mousetrap here. GET ALL then LOOK IN BOAT. There's BUNG in there! Oh Boy! Er, uh, what's a bung? Well, it's a PLUG that goes in a barrel to keep the good stuff from running out. GET BUNG and PUT CAN IN CASE.

Let's go deal with the oil-in-water problem. Go back north, northwest twice, west, south three times, and west into your Kitchen. Now OPEN FRIDGE, PUT PLASTIC BOTTLE IN FRIDGE, then CLOSE FRIDGE. Now go east, north three times, southeast, east, and south.

Here we are at Xam's Front Garden. OPEN DOOR WITH RUSTY KEY, and go southwest into the Messy Kitchen, and west into the Dining Room, then LOOK ON TABLE. GET CANDLE AND MATCHES, and go south. About this time, you'll hear a knock on the kitchen door. Ignore it: it's the postman, and you can't make it to the door in time anyway. Go southwest then south, and you'll find yourself under a holly bush where there's a magpie. LISTEN, and the magpie will give you a pair of spectacles to get rid of you. WEAR SPECTACLES. Now go north, northeast, north, east, northeast, and LOOK IN MAILBOX. There's a note in there. GET and READ NOTE. You'll be told to call the post office to arrange for the delivery of a package.

Go southwest, west, south, and DIAL 300. The voice will tell you he'll send Lebling back with the package. Go north and east, then OPEN TRAP. Go down (those spectacles will allow you to see in the dark!) and TAKE CHEESE, then go back up.

About the same time you go down into the cellar, the postman will knock on the door. He should still be there when you come back up, but he won't give you the package because you're not Xam. He'll lock it up in the mailbox. If you go out and try to open the mailbox with your plastic key, it won't fit.

By now you should have noticed a timid mouse dashing in and out of the kitchen. Let's deal with the little bugger. This trap is a home-brew device, and you have to deal with it quite specifically to get the mouse. First PUT CHEESE ON TRAP, then SET TRAP, and DROP TRAP. (Do NOT say "PUT TRAP DOWN": It won't work!) Now let's do a little locksmithing.

OPEN MATCHBOX THEN GET MATCH. Next, LIGHT MATCH THEN LIGHT CANDLE WITH MATCH. Finally, HEAT PLASTIC KEY WITH CANDLE. AGAIN. (You must heat the key twice for it to be soft enough to change shape.) Go northeast (your candle will go out), and OPEN MAILBOX WITH PLASTIC KEY. Voila! The parcel! OPEN PARCEL, and GET CHARM THEN READ LETTER.

Examine the charm. You'll see the word "OOJIMY" inscribed on it. If you've read your newspaper, you'll know this charm freezes things. Speaking of freezing things, it should be about time to check the fridge.

GO north, northwest, west, south twice, west, and OPEN FRIDGE. Now GET MILK

BOTTLE THEN DRINK MILK. EXAMINE PLASTIC BOTTLE, and you discover that the water has frozen leaving only oil behind. GET OIL WITH MILK BOTTLE. Now east, north twice, east, southeast, south, and southwest back to the kitchen.

EXAMINE TRAP -- there SHOULD be a mouse in it. If not, just wander around for a couple of moves, away from the kitchen, and you will eventually catch the mouse. GET MOUSE, and PUT ALL BUT CHARM IN CASE.

Go northeast, north, southeast, and south. GET BOTTLE. PUT OIL ON RUNNERS then DROP BOTTLE. OPEN DOOR, and the door will open easily (and quietly). You'll see the crazy gardener oiling his machine gun. He'll be startled by your appearance and run off leaving a sack behind. (Unfortunately, he takes his machine gun with him.) LOOK IN SACK, and you'll see an amethyst charm. GET AMETHYST CHARM THEN EXAMINE IT. You'll find the word "DOODAH" on it. This charm will cause rain. (Boy, THAT oughta come in handy!) DROP SACK.

If you EXAMINE CANOE, you'll find that it's not seaworthy. Let's fix that. PUT MOUSE IN HOLE, PUT CANOE IN WATER, then GET IN CANOE and GET PADDLE. We're ready to go exploring!

Well, don't just sit there in the dumb canoe: Let's get going! Go south twice to the Pagoda. DROP CASE AND PADDLE. Now GET OPENER AND CAN. LEAVE CANOE and go down the steps. Your path will be blocked by a large mound of dirt. Who likes dirt better than worms? OPEN CAN WITH OPENER, then DROP OPENER, and PUT WORMS ON DIRT. DROP CAN. The worms will make short work of loosening the dirt. MOVE DIRT then go east twice, and you'll find some diving equipment. GET ALL, then go west twice, and up. Time to go for a swim!

First REMOVE TROUSERS AND SHIRT. Now WEAR WETSUIT, FLIPPERS, AND MASK. (Don't put on the aqualung yet: You start using air as soon as you put it on, and you don't have much to spare.) Do an INVENTORY here just to be sure you're not carrying anything except the charms. It's okay to keep wearing the spectacles and gloves though.

Go north, down, and northwest. WEAR AQUALUNG, then go north, and you'll find a hatch. OPEN HATCH and go down. You'll see a panel, so EXAMINE PANEL, then EXAMINE BUTTONS. Now PUSH LEFT BUTTON, then REMOVE AQUALUNG. EXAMINE DOOR, and TURN WHEEL THEN OPEN DOOR. Go east and down. EXAMINE DESK. On it, you see a notecase. EXAMINE NOTECASE and TAKE COIN. OPEN DOOR then go east. You'll see a chandelier that appears to be concealing something, but it's too high for you to reach.

Go west, up, west, and PUSH RIGHT BUTTON. Now east, down, east, and WAIT for the water to reach your scrawny neck. WEAR AQUALUNG, and WAIT until "everything is underwater." Go up and EXAMINE CHANDELIER, then GET CHARM. Go down, west, up, west, and OPEN HATCH. Then go up, south, southeast, up, south, and you're back at the Pagoda.

Now that you're safe on shore, EXAMINE UNICORN CHARM, and you'll find the word "WATCHERCALLIT" on it. This is the charm that makes things come back to you. Drop the aqualung, wetsuit, flippers, and mask, then WEAR TROUSERS AND SHIRT. GET IN CANOE, and GET PADDLE AND CASE. Now go north then southwest, and you're at the Conifer Wood. DROP PADDLE THEN LEAVE CANOE, and go south to the Village Green.

Let's visit the Bakery first. Go northwest and READ NOTICE. Now ASK FOR JOB, and the Baker will give you some instructions. Go down then east to the Larder.

That flour sack looks promising. OPEN SACK then SIFT FLOUR WITH SIEVE. Another charm! Go west to the kitchen. EXAMINE TABLE and you'll see a baking tin with some dough in it. You don't want the baker to find out you stole the charm, so PUT CHARM IN TIN. OPEN OVEN, and PUT TIN IN OVEN THEN CLOSE OVEN. PUSH BUTTON and the bread will be done to perfection.

But WAIT! You don't want to be stuck here baking bread for the rest of your life, do you? PUSH BUTTON again, OPEN OVEN, and GET BREAD. About this time, the baker will show up and search you for the charm. He won't find anything, of course! Go up, and the baker will follow you. If you try to leave with the bread, you won't be able to because the baker wants to see how you've done. SHOW BREAD TO BAKER, and he'll take a bite out of it. He'll be so disgusted with the overdone bread, he'll throw it (and you) out the door!

Now GET BREAD THEN EAT IT. You'll be left with the pelican charm. EXAMINE PELICAN CHARM and you'll find the word "DOOFER" on it. This charm will animate things. DROP CASE.

Next stop: the Village Pub. Go southeast into the pub. Reading the sign behind the bar will tell you that you have only enough money for a beer. Since it's the only money you have in the world, you don't want to spend it foolishly! WATCHERCALLIT COIN, then BUY BEER WITH COIN. As soon as you buy the beer, the coin will reappear in your hand! You can DRINK BEER if you wish, but what you MUST do is WATCHERCALLIT GLASS.

Take a look at the hearth. There's a raging fire in there. Try a little more of your magic: OOJIMY FIRE. The fire will go out, leaving an ash behind. GET ASH. Ignore the bartender's insults, go north to the Beer Garden, and down into the well. There you will see another coin. GET TWO-FERG COIN and climb back up. If you EXAMINE TWO-FERG COIN, you'll discover that this one can only be spent once, so you'd better spend it wisely!

Go south and northwest. The bartender will snatch the glass from you when you leave, but you'll soon have it back again. Go southwest to the carousel. DOOFER UNICORN. The animal will spring to life and fly away, leaving the saddle behind. While you're here, DOOFER FIRE ENGINE, and it will take off, leaving its ladder behind. GET SADDLE then northeast and GET SOCK. Now PUT ASH IN CASE. Go northeast into the Post Office. Take note of the ringing bell on the way in. When the Postmistress shows up, SEND SADDLE TO STATION.

(I have to apologize here. There is absolutely NO CLUE at this point to indicate that you should mail the saddle to the station. WHAT Station? However, by the time you find out about the Station and figure out that you have to mail the saddle to it, you will have gone a LONG way out of your way, and will have to go through some really strange shenanigans to get the job done. It's a lot easier to pretend you have ESP, and just mail the dratted thing NOW!)

Anyway, the Postmistress will weigh the saddle and tell you it comes to two fergs. There goes your one-time-only two-ferg coin! GIVE TWO-FERG COIN TO POSTMISTRESS.

When you entered the Post Office, you saw a safe set into the wall. It sure would be interesting to get into that safe, but how can you do that with the stupid bell announcing your entrance every time? At this point the Postmistress will bend down behind the counter looking for something. While she's down there, PUT SOCK IN BELL and that will take care of the alarm. Now you can OPEN DOOR and go southwest.

You can immediately go back northeast to the Post Office; this time you will enter silently, and it will be empty. EXAMINE SAFE and you will notice four handles at the four corners of the safe.

Playing with the handles quickly reveals that they are interactive. So Merlin, the master safe-cracker, will save you some time. TURN BOTTOM RIGHT HANDLE. TURN TOP RIGHT HANDLE. TURN BOTTOM RIGHT HANDLE. TURN BOTTOM RIGHT HANDLE. Finally, TURN TOP LEFT HANDLE, and the safe will be unlocked!

OPEN SAFE and LOOK IN SAFE, then GET CHARM, and you'll have the fifth (and last!) charm. OPEN DOOR and go southwest. EXAMINE DRAGON CHARM, and you'll find the word "THINGY" on it. This charm clears up the weather.

GET CASE, go southwest, then DROP CASE. If you LOOK THROUGH WINDOW, you'll notice the clockmaker is busy at work, and there's an oil lamp burning in the workshop. You need to get him out of the shop: time to get destructive.

GET BOTTLE then KNOCK ON DOOR. The clockmaker will leave the workshop to answer the door. THROW BOTTLE AT LAMP. The clockmaker will rush back in, find the fire, and run out the door. The place is now yours to explore.

GET LADDER and go southwest. If you EXAMINE ladder, you'll discover that there are a few rungs missing. That stool might make up for the missing rungs, but it's awfully hot! OOJIMY STOOL and GET STOOL, then go east in the clock. LEAN LADDER AGAINST GIRDER, and DROP STOOL. Before we go up, let's go get some supplies.

Go west and northeast. GET SHOES THEN WEAR THEM. GET HARMONICA, ASH, MATCHBOX, AND CANDLE. Go back southwest, and east. GET ON STOOL, then CLIMB LADDER. JUMP north, and you're on a platform. Read the description carefully. You need to have the Rain Weatherman close to you. If it is, fine. If the Sun Weatherman is close to you, THINGY. The weather will change, sending the Sun Weatherman outside, and the Rain Weatherman inside. Now EXAMINE RAIN WEATHERMAN and TAKE HAT. HOLD ONTO RAIN WEATHERMAN and DOODAH. As it begins to rain, you'll be carried outside with the Rain Weatherman. There, you'll see a friendly cloud, which will come to a halt near you.

GET ON CLOUD, then DOOFER CLOUD, and say goodbye to the village!

After a short (but thrilling) flight, the cloud will deposit you gently at the Railroad Station. Get up, then READ SIGN, and you will be told positively that Mama Don't Allow No Busking Around Here. (Or something like that.) For those of you unfamiliar with the term, a "busker" is an itinerant musician or actor.

Go east twice to the platform, then north twice, and you'll come to a door marked "Private." OPEN DOOR and go west into the Postal Depot. There's the saddle you shipped. GET SADDLE, and go east, south twice, and west.

BUY TICKET WITH COIN. The Stationmaster will happily tell you that it's not enough, so let's make some more money. PUT COIN IN HAT then PUT HAT DOWN. The tourists around here are pretty hard to please, so you'll need all the help you can get. DOOFER SHOES then play harmonica. A tourist will drop a coin in your hat, but it's a foreign coin and useless. Keep playing the harmonica, and eventually the Stationmaster will get disgusted, and will offer to sell you a ticket at half-price!

GET ONE FERG COIN, and BUY TICKET WITH ONE FERG COIN. Unfortunately, your bad luck is still holding. The ticket will be blown out of your hand.

Pay attention to which direction your ticket is being blown. It seems that there may be a variable involved here, but the following directions worked for me. Go east, GET TICKET, north, GET TICKET, north, GET TICKET, north, and GET TICKET. When you finally get the ticket, you should be on the Tracks; at this point, the train will start leaving!

RUN AFTER TRAIN twice, and you should catch it. When the guard shows up, SHOW TICKET TO GUARD. There's nothing left to do now but WAIT until the train stops at the Mountain. Go west, and you'll see the Unicorn grazing peacefully nearby. (Now you know why you've been messing with that stupid saddle all this time!)

PUT SADDLE ON UNICORN, GET ON UNICORN, and DOOFER UNICORN. You'll go for a quick ride to the castle. GET OFF UNICORN, and go down. REMOVE SHOES THEN DROP THEM. Go east and north, then east and down to the gaol. OPEN DOOR and go north into Xam's cell.

Examining the rope and the hatch will quickly reveal how the door works, and give you a fairly simple solution. TIE ROPE TO MANACLES. Then WAKE XAM. He'll make a lot of noise and summarily be rushed off by the guard, leaving you trapped in the cell.

You need to find a way to have the hatch door shut with you inside. Hey, piece of cake! First, GET MATCH THEN LIGHT IT. Now, LIGHT CANDLE WITH MATCH, then PUT CANDLE IN GLASS. WATCHERCALLIT MATCHBOX. (I'll tell you why in a minute.) PUT GLASS UNDER ROPE, and quickly go north into the dumbwaiter. WAIT and the candle will burn through the rope, the hatch will slam shut, and the opposite door will open!

Now, about the matchbox: If you leave the Watchercallit spell on the glass, it will reappear in your hand after you put it under the rope. Due to what I can only assume is a bug in the game, it will still be under the rope and burn through it at the same time! However, if it is a bug, they may fix it, so it's better to do the whole thing legitimately.

Go north through the Kitchen and up. EXAMINE FIREPLACE in the Hall, and you'll see that it is immaculate. Keep that in mind. Now go northeast, OPEN DOOR, and east twice.

You are now in the Jewel Room. If you EXAMINE DOME, you'll find it's a cube puzzle! EXAMINE BLOCKS, and you'll see the order of the blocks. What you are seeing is a Magic Cube Puzzle. For those of you who are not familiar with it, a Magic Cube is a puzzle in which you have to arrange numbers so that they add up horizontally or vertically to the same number.

Since the numbers in this puzzle range from 1 to 9, the magic number has to be 15. There are only two ways to get the numbers to line up properly. Since the "4" can only end up in the lower right-hand corner, that narrows the solution down to only one possible combination.

This is just like one of the plastic puzzles you played with when you were a kid, so let's get started. SLIDE 5, SLIDE 8, SLIDE 1, SLIDE 6, SLIDE 7, SLIDE 2, SLIDE 9, SLIDE 5, SLIDE 3, SLIDE 4.

When you've successfully completed the puzzle, the dome will shatter, scattering glass shards everywhere. (You ARE still wearing the gloves, right?) GET BRACELET, then PUT ALL CHARMS ON BRACELET.

You're now ready to deal with Jannedor. Go west twice, southwest, northwest, up twice, and you're outside two doors.

If you have not lost ANY of your luck, you'll choose the right door, and all will be well; however, if you HAVE lost even the smallest amount of luck, you haven't a prayer!

OPEN LEFT DOOR, and go north. Jannedor (lucky for you) is arguing with Xam out on the balcony. You'll immediately see a crystal ball on the table. GET CRYSTAL BALL then go south to get out of there before she catches you!

Go down twice, and southeast to the Hall. Take the time to LOOK IN BALL. The crystal ball will show you four possible futures. You want to make sure that the future that will be to your advantage is the one that happens. Keep looking in the crystal ball until you see the scene where Jannedor ends up in the Great Hall, and glances at the fireplace. Now "fix" this future in place with magic: DOOFER BALL!

Why do you suppose she looked at the fireplace? Perhaps because it didn't look the way it was supposed to. PUT ASH ON HEARTH. That oughta do it! Go up into the chimney.

WAIT, and eventually Jannedor will show up and reach into the chimney to find out where the ash came from. Quickly PUT BRACELET ON WRIST.

You will find yourself (now dressed as a Guardian) right back where it all started, with you about to be hit by a bus. There's nothing to do but WAIT, because you are GOING to be hit by the bus and you are GOING to die.

1.83 joan of arc

- Defence of the Wall

As soon as the screen changes start pressing fire to launch rocks. Use oil when time is short or when two or more enemies are coming up the same ladder. Even though it says that oil is limited, there are at least five cauldrons at your disposal.

- Entry to Town

As soon as the screen has loaded push right and keep pushing right until the end. When an enemy appears keep fire pressed until he is slain. Release fire and your man should run straight up the drawbridge. Repeat this until you get into town.

- Attack on the Wall

Push the joystick forwards as soon as the screen changes. Keep pushing forwards until the wall is taken. Use <FIRE> to ward off the rocks until the top is reached.

- Game Strategy

At the start of the game ORLEANS must be taken. Select 'Start A Campaign' and then displacement to move north into Orleans. Here you should encounter your first battle.

- Battle Tactics

Hold your ground and wait to be attacked. As soon as the enemy move, shower them with arrows and then with mortars. Move your troops forward to protect your archers and send your cavalry out (they are likely to be killed). While your troops are fighting, remember to fire your arrows if the remainder of the enemy moves forward to attack.

On the defeat of the enemy, choose 'Offensive' and attack Orleans. Use the 'Entry in to town' and 'Attack on the Wall' tips to succeed. After capturing Orleans move north east into Champagne and take Rheims to crown the king.

After the coronation move north taking each town in every province until you have reached the northern most province. Sweep anti-clockwise until each province has been taken.

Joan's army soon becomes depleted; choose 'Royal Army' and then 'Modification' to top up her army. About 2,000 archers and 3,000 troops are enough. To pay for this collect the tithe in September but forget about the other taxes. This will avoid any uprising, but means that you will have to ransom some hostages. Choose 'Diplomacy' and then 'Liberation', deal with Henry VI and use Regnault of Chatres and Tremoille as ambassadors. The meeting place does not really matter.

- Ransom Demand Guidelines

Duke of Bedford	\$4,000,000
Duke of Warwick	\$2,000,000
Duke of Gloucester	\$2,000,000
John Talbot	\$1,000,000
Count of Suffolk	\$1,000,000
Cardinal of Winchester	\$1,000,000
Captain Falstaff	\$1,000,000

If you are really desperate halve the ransom. If your coffers are overflowing, execute one of them using the 'Royal Justice' Menu, which will reduce the number of armies that Henry VI can control.

Any French characters caught should be executed promptly. If there are no hostages when payday comes choose 'Helping Hand' and kidnap one. Do not try for the Dukes because these attempts are most likely to fail. Remember to pay well - \$20,000 is the right incentive. If Joan is caught, Richemont, War General is a good replacement.

1.84 john madden's american football

Passwords:

0540300 Quarter final

0150361 Semi final
0550361 Super bowl final

To get the ball back when you're kicking off (all the time with some teams). When the kicking meter is on the screen put the direction full to the right with no power at all. Cincinnati, Kansas, All Madden, and Minnesota can get the ball all the time.

If you go to the password screen and type in the first three numbers as 665, and then any other numbers after that, you will be in the final game. The number you type in after 665 determines the team you play. An example code is 6657657.

1.85 judge dredd

Log on the computer as "DREDD" then type in "BRUCKEN PLAYING HEROQUEST" or "...HERO QUEST" or "...HERO-QUEST" followed by <RETURN> and exit. Now use the <HELP> key to skip levels.

1.86 jug

On the title screen hold down <ESC> and click the mouse pointer on the right edge of the picture to activate the cheat mode. This will give you infinite energy and lives.

1.87 jumping jackson

Level Codes:

	Game A	Game B
05	ROCKNROLL	SYNTHE
09	NOISES	FUNK
13	TENEBRE	ELVIS

1.88 jungle strike

Level Codes:

02	RXMCK3RVMCZ	05	VHKRWPCJR79	08	7LJYk39XV49
03	9VMZBW74PFB	06	W74JV6PC3WY	09	N4J3RWNL4GG
04	XNGDXN4MZ34	07	TN6Z3L6MHFB	10	L6DMYRVWT67

1.89 jungle strike aga

Level Codes:

02	R9XVWT74JKR	05	VWNL4S6HDBT	08	7NS6MHPGCDY
03	9XVWT7NSGFJ	06	WTL4S6MPYRN	09	NL6MHPGCZY3
04	XVWT7NL6CDY	07	T74S6MHPGFF	10	L4MHPGCZJKR

1.90 jungle strike cd³²

Level Codes:

Sub Attack RX6MJFYBLML
Training Ground 9SPY9XV76GC
Night Strike XNLGKXWNMZY
Puloso City VWNL4S6HDBT
Snow Fortress W7N4MJY3T6T
River Raid TNPF9XT7NHM
Mountains 7NS6MHPGCDY
Return Home N4JRTPZJFRH
Win Screen L6HGZXT7NH4

1.91 jupiter probe

On the title screen, type "BOO" and press <F3> for invincibility. Now, during play press the <P> key to advance levels. Press <SPACE> to stop advancing levels.

1.92 jurassic park

Level Codes:

02 8EB75C3D 06 AEA7542D 10 EE77780D
03 DE5FB8C5 07 BEA7542D 11 9E074035
04 EEE7740D 08 CE5FBOC5
05 BEB75C25 09 FE6FA8DD

or try

DE5FBOC5
EE7FAOD5

1.93 jurassic park aga

Level Codes:

02 E54C67AA 06 85A4834A 10 D56C7FBA
03 B5A48352 07 85B48B42 11 A5149F5A
04 D5F4AB62 08 F54C6FAA
05 95B48B42 09 C57C77B2

02 and 03 may be switched

1.94 k240

On the disk operations screen, select play a saved game. When you are asked to insert a saved game disk, leave disk two in and press <LEFT MOUSE>. When the list of saved games appears, click on the first slot. You will now be rewarded with an extra hard opponent.

During play hit <RETURN> and then type in any of the following phrases followed again by pressing <RETURN>.

"LOADSADOSH" \$100,000
"WIDGET" Gain Blueprints
"ICEMAN" Freezes Asteroids (repeat to unfreeze)
"SKYSCRAPER" Instant buildings

1.95 kaiser

Break the StartUp-Sequence when the game start loading using <CTRL> + <D>. Then type "KROENUNG" and press <ENTER>.

1.96 karagon - apc & tcp

Press <P> to pause the game and type any of the following:

"MORTALSAREOUT" invincibility
"MRMAGIC" infinite magic power
"TAXIDRIVER" ?

1.97 karate kid ii

Enter your name as "MYAGI" in the high scores table.
During game press <P> to skip to the next level in 1 player mode.
You can skip all the way up to the final encounter.
In a two player game, you can skip to the second last screen.

1.98 katakis

After inserting disk 2, press <Y> and use the mouse in port 2, press the <RIGHT MOUSE> until level 1 has loaded.

1.99 keef the thief

For something interesting in this game go up into the tree houses near the left side of the map. When you see a commercial like screen with a woman in it make this spell: Rhino Horn, Black Pearl, Narcicus Root.

1.100 kgb - virgin

There is a section in Chapter 4 where you have to go through the right door. The best thing to do is to save the game before you go through a door, and then if it is the wrong door just load the saved game and try again.

If you want to try and make any sense of the plot and what happens, then have a pen and paper ready and make a note of every major thing you find out, as it will help you to understand what has happened at the end of the game.

Complete Solution:

CHAPTER 1

Exit room, enter upper left room (Vovlov's office), exit room, go to exit (lower right door), select Golitsin's office, say your name to militiaman, show him your ID, enter building, inspect desk, get matchbox & matches, inspect phone, get bug, inspect drawer (locked), inspect radio, get batteries, exit room, ask militiaman for the key to the drawer, enter room again, use key on drawer, get newspaper cutting and recorder, wait (Golitsin's sister will come), question her: ask some questions than tell her she may go - Irina will give you a tape, use batteries on recorder, use tape on recorder, inspect window, exit room, give small key to militiaman, go to department P, follow Vovlov to his office, tell him you obeyed his orders and interviewed Golitsin's sister, give him the cassette, tell him you listened to the tape, answer 'Hollywood'. In Colonel Galushkin's office you will receive another mission, go to exit, select Uncle Vanya's place, go to your bedroom, inspect closet, get clothes, wear them, inspect drawer, get \$60, exit, go to Kursk Street, left, enter door, up, use match on matchbox, inspect cupboard, get clipboard, down, outside, left, left, left, left, enter building, up, drop clipboard, enter club (lower right door), say "The barman said its ok", say "Allow me to contribute to club funds", offer \$30, right, go door, get clipboard, knock at door 7, tell girl you want to ask her a few questions, answer anything, inside: talk to left girl, tell her you are not doing any opinion poll, then answers: 2nd, 1st, 2nd, ask about the neighbours: in general then about Bellusov and Chevchenkova, say "I'm invesitigating..." then 2nd, 1st, exit room, knock at the door 5 (Bellusov), select question about Lefortovo then 1st, 1st, 1st, go down, knock at door 4, answer "no" then 1st. Inside: 3rd, 1st, 2nd, exit room (you should spot two guys going up), up, drop clipboard, enter club, left, wait for punk to leave toilet, enter toilet, use lightswitch, inspect trashcan, get heroin (small platic bag type thing), exit, talk to Petka, decide to go, fight Lyonka, inspect him, get lockpick, move body right, move body into trashcan, right, right, right, right, right, right, right, use lockpick on the door, enter, go lower exit, use match on matchbox, inspect cash desk, flick the switch, go left door, use lightswitch, inspect carcasses, exit, go right door, use match on matchbox, inspect desk, flick the switch, go right door, go right door, right, right, right, right, enter, up, knock door 6, answer: 3rd, 2nd, 3rd, 2nd, inside: 2nd, 3rd, 2nd, outside: drop heroin, use lockpick on door 8, go upper right door, use lightswitch, inspect drawer, get tapes, use it on VCR, inspect all and get everything you can (if people come in before you can do this, dont worry, you'll have enough time later to do it), say anything (you'll end in small closed room), inspect table, get bug, destroy it, wait (Rita will enter the room), tell her all 4 possibilities, answer: 3rd, 1st, 3rd, 1st, 1st, 3rd

- Harry Greenberg will be pushed inside, answer him: 3rd, 2nd - Rita runs away, talk to him, listen to the door, show the bug to Harry, inspect the buzzer (above the door), answer 1st, 1st, decide to call Rita, answer: 4th, 1st, 1st, 1st, 2nd, 1st, 3rd fight Rita, answer 2nd, move Rita onto the couch, inspect drawer, get all, go upper right door, inspect all, get everything, go back, use camera on white paper, put paper into drawer (to the left), hide behind door 8, wait - Verto enters, fight him, inspect him, get all, use camera on blue paper, put blue paper on verto, go door 8, down, outside, right, right, right, right, right, examine all the photos - you should find 2 texts:

LNNRDU13MAOAAK

EIGAAG6PLDGPR.

It means: Leningrad, Aug 16, 3PM, Ladoga Park. Go to Department P, answer Vovlov: 1st, answer Galushkin: I must go to Leningrad, Ladoga Park, 3 in the afternoon, August 16. Talk with Guzenko...

CHAPTER 2

Go left door, answer the phone, say "no", go bathroom, use lightswitch, inspect neon above the mirror, get paper, go back to room, decode paper or call Guzenko in Moscow for hints, turn the light off and on 3 times then call 37452, drop everything except your ID, exit room, down, go main door, go to exit, select Department 7, enter building, give ID to inquiries officer, answer 1st, 1st, show pass to guard, answer 5th, answer Kusnietsov 2nd, 1st, 3rd, in Agabekov's office: inspect phones, go door, exit, go to Chapkin's room (3rd on the left), use phone, call Agabekov, answer: 1st, 1st, 1st, 1st - the guard will enter the room so exit immediately, wait - Agabekov leaves, enter his room, inspect trashcan, get cigar butt, exit, go outside and back to Hotel Gostinitza, go to your room, get all, use headphones on the listening device, exit room, exit hotel, go to exit, select Ladoga Park, left, put the microphone on the bench, use the listening device, choose record, hide behind the hedge, wait, wait, wait get microphone, right, go to the metro, wait, wait, decide to follow Romeo's contact, use the camera on the keypad, go into the bar through the left door, go upper door, up, inspect the window, unlock it, down, go upper door, inspect window, unlock it, go lower door, go lower door (back on the street), use keypad (14C9A), go upper door, up, unlock window, down, go left door, put the microphone on the books, exit room, hide behind the packing cases, use listening device: stop, rewind to the start, play stored recording 1, record, wait, wait, wait, rewind tape, play all the messages and start recording again, wait, wait (Obukov enters), wait, wait (Obukov leaves), put the listening device (still recording) on the packing cases, up, go window, go left window, down, go upper door, go window, go through the side-street (here is Obukov), go to the metro, follow Obukov to the Hotel Syevyernaya Zvezda, enter, go upper left door, wait (Agabekov enters), exit bar, wait til the end of the conversation, go outside, follow Obukov to warehouse, go to the bar, go upper door, up, go window, go right window, down, hide behind the packing cases, wait for Obukov to leave again, get listening device, up, go window, go left window, down, go upper door, go window, go side-street, go back to your hotel, left, wait - cut-throat guy enters, show him your ID, answer: 3rd, 4th, 2nd, 4th, 3rd, 5th, ask any questions you can, right, go to your room, wait - your controller arrives, inspect body, get all, call the number found on the corpse's hand, answer 3rd, 1st, 2nd, 1st, move the body into the closet, wear hat and raincoat, turn off the light, wait, answer 2nd, answer Savinkov 2nd, ask him question 1 until he'll leave, inspect the closet, get body, move it outside the room, move it into 3rd room on the left, use lightswitch, inspect bed, get bottle, use bottle on body, go outside

the hotel, left, give bottle to drunk 1, right, enter, say "Evening comrade!" to night receptionist, say that you can't sleep (he goes up), inspect desk, get wheelchair, go outside, left, drop wheelchair, go back to the room with the body, move body through the window, go outside the hotel, left, get wheelchair, use it on the body, move body left, move body into canal, go back to your room, wait for Savinkov to come, answer: 3rd, go outside the hotel, go to Hotel Syevyernaya Zvezda, go to bar, talk to mini-shirted blonde, say 1st, 2nd, 2nd, talk to Tamara (brunette): 1st, 4th, 2nd, 2nd, 1st, exit talk - Harry Greenberg and Carla Wallace came into bar, Wallace will want to talk, answer: 2nd, 3rd, 4th, 5th (she gives you \$150), ask her all the other questions - she leaves, go to bar, talk to Harry Greenberg, say: 3rd, 3rd, 4th, 3rd, 3rd, 1st, 1st, ask him 1st question until he'll leave, talk to Tamara: 4th, 1st (she leads ya to room 304), answer 1st, 5th, 2nd, 5th (about 2nd room), 2nd, 1st, 4th, go up to floor 4, answer 6th (416), 1st, inspect table, get ashtray, inspect mirror, use ashtray on mirror, go hole, inspect sidetable, get photo, go hole, exit room, go to 1st floor and then back to your hotel, go to your room, use the listening device: switch to voice-activated playback, remove the headphones, rewind to the start, drop it on the floor, use the bed - Chapkin wakes you up, answer 1st, 4th (I'm ready to talk - the recorder in the room starts playing), attack him, inspect Chapkin, get syringe and gun, use syringe on Chapkin, talk to him, ask all the questions, move the body into the room, wait for Savinkov, answer 3rd, 1st then 2nd until only 1st is possible, 1st, hand him the gun so he leaves, inspect the bed, get all, go outside the hotel, left, wait, talk to down-and-out tramp, ask him for the newspaper, give camera, look at Pravda, right, wait until phone will ring, answer immediately, 3rd, 2nd, 2nd then 2nd until he rings off, go to Ladoga Park, left, wait for Harry Greenberg, answer: 2nd, 1st...

CHAPTER 3

Dive into the sea, up, hide behind the fish boxes (to the right), down, go door, inspect the drawer, get belt & bottle, right, up, throw bottle into the sea (to the left!), go to stern deck, down, hide in the closet, repeat wait until 7:00PM, wait, use the belt on the engine, hide in the closet (night has fallen), up (9:30PM), go to forward deck, hide behind the fish boxes, wait, wait, wait (11:59PM), wait (all the persons arrived), wait for them to go down (0:33AM), down, listen at the door, up, hide behind the fishboxes, wait until 4:59AM, wait for everybody to go away, go to stern deck, hide behind the fishboxes, wait (6:29AM), wait until 7:30AM, dive into the sea...

CHAPTER 4

Go to Department 7, wait, wait, hail a cab, follow Agabekov's car, go door, answer 4th, 1st, say 2nd, 4th, 3rd, 4th, 1st, go to 4th door on the right, go door, wait, answer: 1st, 4th, 3rd, 5th, 1st, 2nd, 5th, 1st, 2nd, wait, go right door, talk to Tsibulenko 4th, 1st, 1st (he runs away), use button, go through the right door into the cabinet, wait (Tsibulenko begs you to open the door), wait, wait (10:17AM), talk to microphone, ask all the questions you can (especially about Nurse Saneyeva and patients!), use the intercom, say 1st, 1st, use button, go left door, move the body through the left door, talk to Golubev: say "Saliva", move the body through the left door, go outside, go through the exit to your hotel, go through the exit to Gorki street, go door, say 2nd, talk Harry: say "'Memory's bible' or 'The book of death'", ask about "the Motherland", go door, go to Great Patriotic War street, enter, answer 2nd, wait for gallery woman to go around the corner, hide inside the closet, wait, use the lightswitch, go

around the corner, inspect desk, get letter opener, inspect statue, get sword, use letter opener on the statue, go door, tell dazed man anything, answer 2nd, 1st, wait, wait, answer 2nd to uncle Vanya, when Yegor hits Vovlov, take the gun and shoot Vovlov...THE END!

1.101 kick off

As the computer or a friend is getting ready to take a shot, just hold down <FIRE> and the result will either be your keeper saving the ball or knocking it over the net.

When the opposition take a penalty against you, press <P> to pause immediately after the ball is kicked. Now hold the joystick in the direction the ball is travelling. Unpause, and your keeper should be a hero.

1.102 kick off 2

If your opponents goalie is too good for you, run your finger along the function keys (from <F1> to <F10>), and "S12" or "S14" should appear in the top right hand corner of the screen. You should now be able to substitute one of your players for your opponents goalie. This sub. goalie is usually pretty useless.

Substitute the opposing goalkeeper twice and he will not save your shots.

Keep pressing <R> when you take a penalty. This will show you where the player's going to kick the ball.

Switch on autofire, or repeatedly press <FIRE> and the result will be that your keeper will save the ball every time.

1.103 kid chaos

Enter any of the following for your password:

ARCADEGAMES Sub game menu
HARDASNAILS Cheat menu
BMNEPGHITJJ ?

Level Codes:

2 LFEGOKOKQCK
3 MDORQAPKHOL
4 NRLQTAGASIM
5 OPTSQARBL0D

1.104 kid gloves

Pause the game with <F1> and type in "RHIANNON"
<F6> will take you to the shop
<F7> will put you onto the next level
<F8> nine keys and spells and \$10,000 cash
<F9> toggles immunity on/off.
Possible every-time type in cheat before using a key.

1.105 kid gloves 2

Enter "CHEAT ON" as your name in the high score table. Now during play press <ESC> to advance levels.

1.106 The Killing Cloud

Level Codes:

2 A66TRDEX or A66TG7EZ
3 2WWTR7EX or 2WWTQ7E3
4 Q44FRCE2 or QXX6G6EB
5 3XX8RCCM or 3336RWE3
6 XXX8VCCN
7 4338VCCN
8 W3Q8VCAM
9 63QTGDEX
10 CA2TG7EF

When the game asks for a mission code, enter "1 KILLING" (maybe "1KILLING"). This will give you 28 nets and 29 PUPS.

1.107 The Killing Game Show

To call up a map of level one, section one, boot up the game as normal and when asked to hit <FIRE>, hit the <HELP> key instead. There it is. Do the same for each section. While the replay is playing press <HELP> to restart with 5 lives.

1.108 The Killing Machine - Atlantis

When the game has finished loading press <SPACE> for the options screen and type "MIKE WANTS TO CHEAT". The screen will go blank and then reappear with a new option at the very bottom. Select the new option for infinite lives.

1.109 king solomons mines

To get past the mosquitoes you need the bottle from the oasis. You have to dig to find it. Inside are Anti-malaria tablets. Use the rope to get past the swamp, then go north into the quicksand. Quickly throw the rope and then pull until your free. To cross the bridge, throw the spear, then go to the bridge, and when it starts to collapse, type "RUN" then jump.

1.110 kingpin bowling - lsd

This cheat requires really fast autofire, but you may be able to emulate it on a joystick/pad by pressing <FIRE> really quickly. During play, if you line up the man where you want, and then press down the autofire, it will generally throw the ball down the center of the lane. The less force there is, the closer to the center of the lane the ball will be bowled. If you put your man to the far right, and put the speed up to almost full force, you can generally bowl a perfect strike. Its a very useful technique.

Also, if you have a single pin left, or a similar situation in your game, then this is an excellent technique to line up the ball.

NOTE: This cheat will not guarantee a strike, or spare every time.

1.111 kings of the beach

Level Codes:

- 1 SIDEOUT
- 2 GEKKO
- 3 TOPFLITE
- 4 SUNDEVIL

Other Codes:

- LOGIC ON The computer plays for you
- LOGIC OFF Deactivated computer play
- CHEAT ON Obvious
- CHEAT OFF Deactivates CHEAT ON
- EAT ME Bigger sprites
- DRINK ME Smaller sprites

1.112 kings quest 1

King Edward's domain has been ravaged. Through trickery, three of the King's items of power have been stolen from him. The kingdom lies in ruin. Its downfall is imminent. It is up to you, Sir Graham, to recover the King's treasures. Succeed and you shall be crowned King of Daventry! Fail and the worst of fates shall befall you.

One word of caution before you start: Never drop anything until you're told to do so. Once an item is dropped in this game, you cannot pick it up again. For some reason, you're never weighed down by too many items; so you should

be able to pick up and carry every item with you at all times. Also, in order to get maximum points, you must pick up everything you can and look at it, read it, or whatever is required. (I lost 2 points for pouring some water on the ground!) Enough said.

Begin your quest by going northwest to the garden. Once there, pick a carrot and go west to the other side of the garden, south to the left of the castle and west to the rock. Stand on the north side of the rock and move it. Doing so reveals a dark hole. Look in the hole and then get the dagger. Then go west and swim west across the pond (both screens). Once out of the pond, go north to the well and west to the gate in the corral.

Open the gate and enter the corral. When you see the goat, show it the carrot. Now he'll follow you wherever you go. This is important as you'll soon see. Exit the corral and head west twice. You may or may not see a fairy godmother handing out blessings. If you do see her, she'll give you a short lived protective spell. If you don't see her, no problem. She'll pop up every now and then.

Now go north to the clover patch and get a clover. This is a four-leaf clover and will protect you from Leprechauns if the need arises. Go north to the wooden bridge. (Goat still with you?) As you start to cross the bridge, an ugly troll bars the way and refuses to let you pass unless you throw him a treasure. However, your goat, which hates trolls, rushes the troll and butts him off the bridge! The troll is swept downriver, never to be seen again. The goat, having fulfilled its use, strolls away. So wave goodbye and cross the bridge and continue north.

You've found a crotchety old gnome and when you talk to him, he informs you that he has something to give you that might be useful...but only if you can guess his name! The crusty old fellow gives you three chances. Type "IFNKVOHG ROGHPRM" and the gnome, in amazement, says "That's Right!" and leaves a handful of magic beans laying on the ground. The gnome's name, by the way, is a cryptogram. The alphabet's been reversed and the new letter set has been substituted for "Rumpelstiltskin".

Get the beans and go east to another wooden bridge. Be careful you don't fall in the gorge! Cross the bridge and go east to the flower patch. Plant the beans here and all of a sudden, a huge beanstalk stretches up out of sight into the clouds! Don't climb it yet, though. Go east and swim east across the lake. When you exit the lake, continue east. Look in the hole in the big rock as you pass...what an odd green glowing!) Go east again. A little dwarf may come and make a quick inspection of your possessions to see if there's anything of value. You don't have anything of note and he leaves. Now go east once more to the little beach by the river. Get the pebbles you see laying here then go west back to the beanstalk. CAUTION! Save your game here. Climbing the beanstalk is a risky business and you'll most certainly fall off it many times before you reach the top.

Climb the beanstalk until it enters the clouds. Leave the beanstalk by going east into the clouds and continue east until you enter an area of trees. When you reach the first set of trees, head south then east twice until you come to a tree with a hole in its base. Look in the hole and get the sling. Go back west twice to the fruit tree then north. Now this is a bit tricky. There is a tree on the upper right edge of the screen that you should go to before you go east to the next screen. This area will give you the most amount of time to evade the giant before he kills you!

Go east...there he is! Go as quickly as you can and hide behind the center tree. Make sure Graham is completely hidden behind the tree. Now just wait there. Eventually, the Giant will become tired and lie down under the tree and go to sleep. Now's your chance...

The chest he's carrying is King Edward's Magic Chest! Get it and head west back to the beanstalk. Make sure you walk in the right places or you'll fall out of the clouds! It would be a good idea to save your game before you descend. Go back down the beanstalk and head south three times then east to the well.

Stand on the north side of the well and cut the rope. Cutting the rope gets the bucket for you. Now lower the rope into the well and climb down the rope. When you get to the end of your rope (so to speak!), dive under the water and head southwest into the hole. Careful not to become tangled in the weeds!

When you exit the hole, you're face to face with a fire-breathing dragon! Stay in the middle of your screen and go only as far as the second rock. Throw water on the dragon's fire and he's vanquished! In fact, he's so embarrassed that he moves a boulder blocking the western exit from the cave and skulks away! On the northern side of the cave is the King's Magic Mirror! Take the mirror and leave the cave by going west twice. Outside the cave, you see a large, friendly bird flying back and forth. We'll get to him later, though, so head south twice to the stump.

Look in the stump and you see an old canvas pouch. Get the pouch and look inside it. When you do so, you see it's filled with sparkling diamonds! Go east and swim east across the lake twice, then continue east to where you found the dagger and north to the big tree. Climb the tree and go to the nest. Cradled in the nest is a large golden egg! Get the egg and climb back down the tree and go north twice to the tree.

Laying on the ground under the tree are walnuts. Get a walnut and open it. On the inside you find a solid gold walnut! Go east and get the bowl you see, then go south. Running around the banks of the lake is a friendly little elf.

Talk to the elf and he's so impressed by your manners that he gives you a magic ring! Wearing it will make you invisible...but only once! So save it until you need it!

Go north, east twice and north twice to the back of the woodcutter's house. Now go west and enter the front door. Inside you see a deplorable sight. A starving woodcutter and his wife sit dejectedly at an empty table. Too bad you can't help them...say perhaps that bowl...? Look at the bowl and you see the word "FILL" written on its bottom. Give the bowl to the woodcutter. He looks at you wondering why you'd give them an empty bowl. Say "FILL" and the simple ceramic bowl fills to the brim with hot stew! For this precious gift (an unending supply of food!), the woodcutter gives you his only other possession, an old fiddle laying in the corner. Get the fiddle (careful you don't fall through the floor!) and leave the cottage.

So go south from the woodcutter's house, swim across the lake in a southerly direction, then continue south and go around to the front door of the Witch's Cottage. (Taste her house if you must, it's quite good!) Save your game at this point. Open the cottage door and make your way to the bedroom. Now wait. Eventually, the witch will come home. She won't see you because you're in the

other room. Sneak up on her and push her into the stove! You done the old hag in and can move about her house without fear now.

Go to the cabinet on the north wall, open it and take the cheese wedge. Now go back south and leave the cottage. Now comes the fun part. Go west and go south to the front of the cave where you found the Magic Mirror. The large friendly bird seems to be waiting for you! Go down to the lower middle portion of your screen and keep jumping up until the bird (which is actually a Condor) catches you.

The Condor flies high up in the air and carries you to a small island which lies in the moat in front of the castle. When he drops you, your head spins as you try to regain your bearings. There's an odd hole in the ground here, but don't go down into it just yet. Head west and get the mushroom you see growing here. Now go back east and down into the hole. Oops, the long drop seems to have set your head spinning again! When it stops spinning, go south to the end of the tunnel then - cautiously - head west.

There's a hungry rat running in circles here and when you talk to it, he says he won't let you pass until you give him a treasure. Don't get too close to it! Throw the cheese to the rat. Being hungry, he's just as satisfied with the cheese as he would have been with a treasure, and he scurries away into some unseen crevice in the rocks. Go to the door, open it, and go west through the door.

On the other side of the door is a tiny leprechaun, who, upon seeing your clover, lets you pass unmolested. Go south and play the fiddle for the King of the Leprechauns. They dance and dance to your music then finally they all leave the hall. As the King of the Leprechauns leaves, he forgets to take his Sceptre! Get the sceptre and look! Next to the Leprechaun King's throne is King Edward's Magic Shield!

Get the shield and go west up the stairs. Continue west until you come to the little hole in the western wall. Now, eat your mushroom and you're shrunken down to a size small enough to allow you to enter the hole. Go west into the hole and you find yourself in front of the big rock where you saw the strange green glow! Eventually, you regain your former size, but wasn't it fun being so tiny?

Go north twice then east three times to the left hand side of the castle. Walk (carefully!) across the bridge and open the door. Enter the castle and follow the hallway to the throne of King Edward. Bow to the King and he descends his throne. You've managed to recover the Strength of Daventry and the king places his crown upon your head! As he does so, he falls to the ground in a seizure and dies. Heavy lies the head that wears the crown. You ascend to the throne to govern Daventry as King Edward had...guarding the Treasures of Power that you labored so long to recover. Thus ends the King's Quest.

1.113 kings quest 2

PART ONE

King's Quest II begins where King's Quest I left off. You've ascended to the throne and now find yourself, King Graham, lonely and hankering after a wife and an heir to the throne. Looking in your magic mirror (recovered

from the previous game) you find yourself looking upon the loveliest face you've ever seen! When you ask the mirror whom she may be, it only answers that she's been imprisoned by the evil witch, Hagatha, in an enchanted crystal tower and it is up to you to rescue her. Thus begins your quest...locate as much treasure as you can, and find the keys which will unlock the doors to your future bride. A word of caution about the "nasties" in this game (to be avoided at all costs!): They are Hagatha the witch, an evil enchanter, a wolf in granny's clothing and a fast little dwarf who likes to grab treasure. When you see any of these characters, beat feet! 'Nuff said! You begin on a beach in the kingdom of Kolyma. Begin your quest by going east twice to Grandma's House. Open the mailbox and get the basket of goodies. Go east then north to the door in the tree. Open the door and climb down the ladder. At the bottom of the ladder, go east. Be prepared to leave if the dwarf's home. If he does catch you, though, all he does (if you're not carrying any treasure) is deposit you back outside the door in the tree. When you can do so, get the cauldron of soup and open the chest. When you look in the chest you see a pair of beautiful Sapphire and Diamond Earrings! Get the earrings and leave by going west, up the ladder, then west out the door. Head back south to the screen that's just east of Granny's and wait for (you guessed it!) Little Red Riding Hood! She's quite distraught because she's misplaced the basket of goodies she was going to give to her grandma. Hand her the basket and she gives you a bouquet of pretty flowers. That done, head back west to Grandma's House and open the door. If the wolf's in bed (instead of granny), leave immediately! If the coast is clear, walk up to Grandma and give her the soup. Since she's ailing, the chicken soup is a welcomed present. She thanks you and tells you to look under her bed. When you do you see a black cloak and a Ruby Ring, which you take into your possession. Wear the cloak and the ring, bidbid grandma farewell Grandma farewell and leave the house. Now head east three times and open the door to the Monastery. Go up to the altar and pray. The monk notices your piety and after finishing his prayers, he stands up and asks your name. Tell him "Graham" and he gives you a Silver Cross on a chain, then goes back to his prayers. Wear the cross and leave the Monastery. Go south and stand in front of the rock by the tree. Look in the hole and you see a small Sapphire and Diamond Brooch! Take the brooch then go south across the lake, pass by the Antique Shop (it's closed anyway...right now!) and continue south twice more to the bridge. Be careful when you enter the Chasm area. Depending on where you are on the screen, you may find yourself falling to a short version of the game! I suggest you stop your character whenever you enter a new screen before venturing on. Cross the bridge and go north to the magic door. Read the inscription and then go south and west back across the bridge. You get one point every time you cross the bridge, but only do it when you're instructed to since the bridge has a limited lifetime! Once on the firm ground again, go west and then north to the tree with the hole in it. Look in the hole and get the mallet then go west twice and look in the right-hand hollow log (the other three hollow logs are empty). Tucked inside the log is an expensive Sapphire and Diamond Necklace! Get the necklace, go north twice then west to the tree and get the stake that's laying there. Now go west to the beach.

PART TWO

A brief word about the beach area...I've NEVER run into any of the badguys here. So if you meet up with Hagatha on the screens that are just east of the beach, go west and you'll be safe. Get the shell you see here. When you pick up the shell, you see a Sapphire and Diamond Bracelet hidden

under it! Get the bracelet, go south twice and get the trident. Enter the water and swim north threetimes. When you get to the lagoon with three rocks, you see a mermaid sunning herself on one of the rocks! Swim to her and give her the bouquet of flowers. She's so enchanted with your gift that she summons a Magic Seahorse for your transportation! Ride the seahorse. You won't have to guide it, though, until you get to King Neptune. When you've reached your destination, guide the seahorse up to Neptune and give him the trident. He's so pleased to have his beloved trident back that he gives you a bottle and opens a giant clamshell near him. When the shell is opened, you see a golden key inside. Take the key and guide the seahorse back toward the east. It knows the rest of the way, and takes you back to the rock you found the mermaid on. Swim back to shore, go north three times then east twice into the cave. If Hagatha's there, don't worry...she's blind as a post unless you make noise! Go over to the birdcage, remove the cloth from the bottle that Neptune gave you and cover the cage with the cloth. Doing so will keep the nightingale quite and keep Hagatha concerned only with her brew. Take the cage and leave the cave. Once outside the cave, head east until you get to the bridge over the chasm. Cross the bridge and go north to the magic door. Remember the inscription? Well, you've made that "big splash" and can unlock the door. As you do so, the key disappears and...another door with another inscription appears! Read the second inscription, go south and west back across the bridge. Now go south three times to the Antique Shop. Open the door (shop's open for business now!) and you find a lady in a rocking chair. Talk to the lady and she tells you she has a lamp you buy lam might be interested in. Buy the lamp and she says that the price may be dear, but she'd give anything if she had her precious bird back from that evil old Hag. Give her the bird and she gives you the lamp in gratitude! But since she has her pet back, she's anxious to close up shop and escorts you out the door. Once outside the door, polish the lamp and (yup!) a genie appears and lays a Magic Carpet at your feet! Fly the carpet and you find yourself floating high in the air going to the mountain top! As with the seahorse, the carpet knows the way and deposits you gently on the mountain. Go east and you find your path blocked by a snake coiled and ready to strike! But don't panic!

Rub the lamp and the genie appears once more and gives you a sword with a snake engraved on the handle. Hmmm, this seems too simple. It's simple to just kill the snake and be done with it. Rub the lamp again and this time the genie (who's tired of your polishing by now) gives you a bridle. A bridle? How are you supposed to vanquish the snake with a bridle? Oh well...When the genie (and the lamp) finally disappear, put the bridle on the snake. What's this? A beautiful white winged horse appears before you! This is magic! Could this horse talk also? Let's find out...talk to the horse and I'll be darned, it CAN speak! It tells you it was turned into a snake because it refused to become the property of an evil enchanter! But since you've shown it mercy and returned it to its true form, the horse gives you a Magic Sugar Cube that will protect you from poisonous brambles. After he flies away, go east twice into the cave. On one of the boulders lies another Golden Key! Get the key, head west three to the cliff edge and fly the carpet back to the Antique Shop. Go north three times and cross the bridge. Go north to the magic door and unlock the second door. As before, when the door opens, the key disappears and a third door (and yet another inscription) appear! Read the third inscription, go south, west across the bridge, then west twice and north twice to the figure in the boat.

PART THREE

This is getting scary! This guy looks like the ferryman from the RiverStyx! He also looks like he's been waiting for you! Or...someone who looks like you! Because you're wearing the cloak and ring, the ferryman allows you to enter his boat and takes you across the poison lake to the ruins of a suspicious looking castle. This castle is surrounded by poisonous brambles, but you have the MagicSugar Cube to protect you! Eat the sugar and approach the castle door. When you get to the door, you find the way blocked by two spooky looking ghosts! But upon seeing your attire (and jewelry), they assume you're someone else and disappear leaving your path unbarred. Open the castle door and... (gulp!) Eerie music and flickering torchlight greet (greet?) you. You've just entered Count Dracula's Castle so keep your silver cross, stake and mallet handy! Go west and climb the stairs (carefully!) to the Bedroom. Go to the dresser and open the drawer. Inside you find a candle. Take the candle and go back downstairs. On the way down, light the candle with the torch on the wall, continue down the stairs and go east twice into the Dining Room. On the dining room table sits a large, juicy ham. Take the ham and go east down the stairs. At the bottom of the stairs you see a little rat scurrying about. He's just there for "atmosphere" (evil chuckle) and won't hurt you. Save the game at this point. Go west into the Coffin Chamber. Now's the tricky part. If the coffin is open, take the pillow and get the key hidden under it. If, however, the coffin is closed, that means "the Count is in". When you open the coffin, *immediately* kill Dracula with the mallet and stake. After his body is turned to dust, another key will be left behind. Take that key also. Go back upstairs to the dining room. If Dracula wasn't in his coffin before, you'll meet him upstairs now. When he sees you, he'll try to bite you; but because you're wearing the cross (you *are* wearing it, aren't you?) he'll be driven off and turn into a bat. When this happens, go back downstairs and go back to the Coffin Chamber. This time (if it wasn't before) the lid will be closed and Dracula will be asleep in it. In order to get maximum points, you MUST kill Dracula. By saving the game, the chance of his being in his coffin can be changed by restoring the game if you miss him the first time. Once you've killed Dracula and have both keys, go north through the archway in the dining room and save your game again. This set of stairs is the absolute nastiest stairway I've ever encountered! The graphics get a bit sloppy here and your feet appear to be walking on air, so it's hard to judge your footing. Climb the stairs to the room at the top and unlock and open the chest. When you look in the chest you see a costly Sapphire and Diamond Tiara! Get the tiara and save your game before you navigate those stairs again! Go down the stairs, go south, west and south to exit the castle. Once outside the castle, go back through the brambles and get back into the boat. The ferryman will take you back across the poison lake and deposit you onshore automatically. Once there, go south twice then east twice. Cross the bridge (for the last time...its lifespan has been sapped) and go north to the magic door. This time when you unlock the magic door, you find yourself deposited in a strange land indeed! Blue sand, rainbow-colored water and pink skymet your bewildered eyes! You seem to be trapped with no way across the water. Go north and get the net. (If you're playing this in color, you may have to bump around for the net...I had a hard time finding it.) Goback south twice and go fishing. When you haul your net back, a large golden fish flops out of the net and lays gasping for air on shore! Take pity on the fish by throwing it back into the water. When you do, the fish returns to you, thanks you for your kindness and offers to give you a ride across the water! Ride the fish. When you reach your destination, the fish hurls you to shore where you're momentarily dazed, but unharmed! Looking around you

see some of the strangest plantlife imaginable! No time to do abotanist's report, though, you have a date to keep! Go north twice then east and get the amulet. Look at the amulet and you see it has the word "HOME" engraved on its reverse side. Go south, open the door and enter the tower. Again, save your game because these stairs are a bit odd, too. Climb the stairs and you find your progress blocked by a roaring lion! Give the ham to the lion...and the poor thing, satiated, falls into a peaceful sleep. Open the door. Your quest is at an end because here's the love of your life! The Princess Valanise! She comes towards you, lovely beyond words! Kiss her and music swells to your head as you fall even more under her spell. She then asks your name, and after you respond, the problem of how to leave this enchanted place becomes your utmost worry! Ah...the Amulet! Say "Home" and you find yourself blacking out! What devilry is this? But, despair not, for when you awaken, you find yourself in the Monastery, standing at the altar next to the monk. In the pews sit all your past foes, pests and friends. Then, down the aisle comes your bride! After the monk pronounces you husband and wife, you find yourself returned to your castle in Davantry to reign long and happily with your true love!

1.114 kings quest 3

The wand is in the cabinet in the wizards study. The key is on the top of the closet in the wizards bedroom. You have to be an eagle to get into the cave. The key to the door behind the mirror is in the skeletons hand.

When casting a spell and asked to recite a verse just hit <RETURN>.

To hide your possessions from the wizard, put them under the bed.

The King's Quest series of games uses the debug command and interpreter for the programmers (up to KQIII) KQIV doesn't have it because of the tremendous size of the game. Have some fun and press the <ALT> key then <D> then <RETURN> or <ENTER> (I think twice) then type in either "GET OBJECT" (and type in a random <#>) or "TP" for transport (and a random <#>) to be transported to different locations.

Solution:

KING'S QUEST III starts a bit different than the first two. You begin a simple slave. As always, keep the role in mind. This means you will have to think like a slave and act accordingly. If you are to ever escape the wizard's evil clutches, you will have to use stealth and guile. Keep your own counsel, and don't get caught even thinking of escape! You begin at the entry of Manannan's abode. The wizard appears, and remarks that you have been lax in handling the chores. Being who you are, you immediately carry out all of his orders. You will need to carry out whatever task it is (usually the kitchen), then, if it was something else, go to the kitchen, where this walk-thru begins. One more thing: I prefer a two save approach to such games. That is, I use one as a miscellaneous save at the bottom for most of the little things. After a scene has been thoroughly examined, I do a "normal save," such as: "AFTER ALL SPELLS--0:30:27--62PTS." This way I find that I don't have a bunch of useless saves that only add to the confusion. Good luck and happy Questing! You get the knife, spoon, bowl, fruit, mutton, and bread, then go south to the dining room and get the cup. Head west and you're back at the entry. Now, up the stairs and east. "Look" and you find yourself in your own pitiful bed chamber and recall that Manannan never comes in here.

"Drop All" and notice that it's a safe hiding place. "Get All" then out into the hall (still in the same scene) "Look" then "Look Behind Tapestry." Hmm, seems to be a threat! Go west and you are again at the head of the stairs. Oh, NO! It's him again! What's this, he's leaving? Well, while the cat's away.... Go north and you find yourself in the "Master Bedroom." Totally indecent in its opulence! Decadent in the extreme when compared to the meager cot in your own room. (What if he comes back?) You stop to admire the reflection in the mirror but are only reminded of your lowly position. "Open Drawer" and you find a small mirror (keeping it for yourself). Now what else might be useful? "Look in Closet" and sheesh what a fancy wardrobe! Somehow you resist the temptation to wear such finery but "Look Behind Clothes" and WOW! A map could be very useful, if you ever get out of this place! Now "Get Map" and "Look at Map." Seems to be a rather unhelpful piece of parchment, but who knows? Being cautious you "Close Closet" (pun not intended) and "Look on Top of Closet." A key? Now what could that open? This could be important so, of course, you take it with you. Then it's over to the dresser and "Open Drawer" to find a vial of essence. Doesn't mean much but probably worth more than the map and it, too, winds up in your seemingly bottomless pockets. Go south then up the stairs to the observatory. "Look Through Telescope" (So That's his Secret!), then "Get Fly" (My you really are desperate, aren't you?), and go all the way back downstairs, to the first floor. At the entry, go north to the study and "Open Cabinet" and VOILA! (Worry sets in now, to get caught is to be -- well, let's not think about it!) You gather your courage, and continue the search. Since anything could help, you "Look at Books" and "Move Book." Now what? "Move Lever" and panic almost overcomes you! This has got to be one of his biggest secrets! So that's why he doesn't want you in the study alone! You tremble and shake but press on. After all, if he caught you now, well you certainly would be on his bad side. Down those dark stairs you go, but extreme caution is the word, as even something as silly as a cat on the stairs could spell your doom! (This is the only place I've found where the cat is actually dangerous.) Down and down again. Most certainly this is the dungeon, where he tortures his victims and...no! Why, it's a laboratory! "Look" then "Look at Book" and hope shines anew! You "Look at Shelf" and "Get" the six ingredients. An odd combination of emotions begins to take hold of you now as you experience a dreadful fear and hope at the same time. So close to freedom, yet so close to the wrath of one of the most contemptible of all creatures, a slave owner! The die is cast, there can be no turning back now. It's all or nothing and you know it! You keep the goodies, and head back up those stairs. (Has he returned yet?) Cautiously, you stick your head up into the study, half expecting a most horrible confrontation. Surprised to find you're still alive and human, you quickly close the trap door, replace the book and return the wand to the cabinet. You go south twice, and find yourself outside. Ah, the chickens! You "Open Gate" and "Get Chicken Feather." Knowing that you need to know more about Llewddor before making good your escape from the tyrant, you head down the mountain. (Be sure to save your game first!) The trail down the mountain is treacherous, but make it you do. (The bottom of the mountain is a good place for the miscellaneous save.) Once at the bottom, head west, then west again, desert country -- what? That was quick! Oh well, "restore game." (You did save it at the bottom of the mountain, didn't you?) From the bottom of the mountain, you go west and stop long enough to get ready to "Show Mirror to Medusa," then west again and turn around. (Where is she?) You sense her approach and <CR> Got her!! Perseus would be proud! But you aren't here to do battle, you are on a scouting mission. So you decide to move on quickly. After all, stealth and guile are important, but so is time! You head south and spot a nice cactus by the rock, "Get Cactus" and further south (nothing here), south again and "Get Snake Skin." Go east and there's an eagle! As the eagle flies by, he drops a tail

feather, so you "Get Feather" and go east again. The scenery here is just lovely. So much prettier than the desert that you tend to linger. (Sierra's famous "if it's slow, it's important".) You take in the lovely scene and notice the mud along the river. "Get Mud" and continue east. (If you are really tempted to try the cave, save game first!) From the cave you head east once more to find a coast line. Hmm. Can't go any further this way. You go north along the coast and "Get Water." Not much around here so, north again. Aha! Now this is more like it! Looks like civilization, so up the ladder and west. Decisions, decisions! Okay, you try the bar. Nothing much here, no action at all as a matter of fact. (Unless you try to "Kiss Barmaid!") So it's off to the store. Finding that you can't buy anything without money, you pet the dog (he's irresistible) and leave. Outside you take the easiest route -- south. Here you find stunted trees, but on closer inspection, there's a sprig of mistletoe. (Now where *is* that barmaid?) You "Get Mistletoe" and head west. Why this is right out of a fairy tale! After making sure there is no one home, you boldly break into the house. Looking around, you don't find much, so it's upstairs for some real searching. The beds look comfortable, but you have no time to nap. "Open drawer," and a shiny, silver thimble is there. You "Take Thimble" and take your leave. Downstairs again, you can't help but feel there is something missing. Must be your imagination, so outside and "Look at Flowers" because they are so pretty. You "Get Dew" and go west again. Nothing here, so it's north. Here you find nuts, but none to suit your needs. Hmm, could be some in that hole though, so you "Reach in Hole," and nah. It couldn't happen twice in one man's lifetime. (Better save game since this is unpredictable!) You climb the ladder only to find the original robber's roost! But since he is asleep, you do what you must, and steal from him. (It's only fair.) After you have the purse, you don't even wait to get away, you count the coins, eight of them! With this much money, you know what to do! You look at the map, point to the village and -- WHOOSH! Back to the store. What a way to travel! You re-enter the store, "Look at Shelf," and buy the four items that seem most important to you. These items are salt, lard, fish oil, and an empty pouch. Suddenly you are almost overcome with fear! The wizard! He could be home by now! You look at the map again and point at the top of the mountain, and -- WHOOSH! Nope! It didn't work. Oh well, you sigh and start up that long, dangerous path. (Don't forget to save your game first!) At the top of the mountain, the fear is the worst! What if he is back? What will you do if he's waiting just inside the door? You open the door and the coast is clear! Better get rid of all this stuff! Upstairs, and east to your own little room. You drop all and hide it way underneath the bed. Now if only he doesn't come in here! Oooops! Better get some of that food, he's always hungry whenever he returns. You "Get Fruit" and start downstairs. You worry and fret; but when he does return, he doesn't seem the least suspicious. Just hungry, the self-centered lout! Being a slave and all does have its drawbacks. Not only do you have to fetch his meals, you are expected to stand there and watch! The man has absolutely no class. But you stand there in case he wants something else. Such is the lot of a simple slave. They way he eats, it's too bad it isn't poison! After belching loudly, he takes his leave, and not even thanks! Ah, to heck with him! You think for a minute, he always takes a nap after he eats like that. Hmm! And then you can get back to plotting the escape! But not before, you caution yourself, since it is far too risky with him about, And you almost got caught coming back up the mountain! You go back upstairs, waiting in front of his bedroom. When he does take a nap, you'll want to know. And there he is. Don't disturb him? You wouldn't even dream of it! Now, quickly you go to the east, to your own room. Wait, there's the cat. You "Get Cat" and "Get Cat Hair," then into the bedroom and "Get All." You try to calm yourself, but still you race back to the stairs and down. You go into the study, and with trembling hands, open

the cabinet. Taking the wand, you close the cabinet and go to the bookcase. Taking a deep breath, you open the trapdoor and carefully go down those dark and dangerous stairs. The laboratory brings back the fear, but you calm yourself and go to the table. The ancient book calls to you. This is where the hope is! Slowly you "Open Book to Page II." The room begins to glow and strange music plays. Shivers run through your body, but you are as if transfixed. You read from the book (the handbook not the disk) and follow the steps most carefully. (Except step II must be: "Put the dog fur in the bowl" since you have both.) The last of the incantation is read, and you wave the magic wand. Whew! Success! Since that one worked, another is called for, so you return to the book and "Open Book to Page IV" and follow directions exactly! Again you complete the spell and hope gives you strength. You decide on just one more for now, where was that spell? Transforming another into a cat! That's it! Once more you go to the book and "Open Book to Page XXV." The odd colored lights again return, and the music starts anew. With shaking hands and strained nerves you begin the spell. Carefully you follow directions, but is it right? Tension builds, and builds still more. The longer you work at it the more you shake, until at last! You wave the magic wand and Ahh.... Strained to the breaking you realize that at last you have the means to eliminate the evil, old Manannan forever! Then you realize that you have lost all track of time. When will he awaken? Has he already finished his nap? No, plenty of time. Looking at the cookie it occurs to you that it's going to be tougher than you thought to get him to eat the disgusting cookie. Somehow it will have to be disguised. But how? You try to "Put Cookie into Bread," but that doesn't work. Hmm. Have to think of something. You look at the map, and readily see that there isn't much that you have yet to see. You point to the bottom of the mountain and WHOOSH! Yes, this is the bottom of the mountain, so east. Ah, there's that cave again. Not much left then, so it's east once more and -- nope. Just more coastline. Hmm, back to the west. Go north and you are again facing the mysterious cave. Let's see, how do you pass a spider web that size? You don't want to chance it so, "Dip Eagle Feather in Essence" and fly into the cave. Navigation seems a bit odd as an eagle. Hard to control where you go. Hey! Spider alert! As you get close to the spider, something comes over you and it's curtains for the spider. As the spell wears off you notice that the web has been torn to shreds. You oh-so-cautiously enter the cave, and a presence causes you to freeze. What is this place? There in front of your eyes appears an oracle. It seems she knows you! More than that, she also knows who you really are. As you gaze into the vision she creates, it is revealed to you that there is another whose fate is far worse than yours. Not only that, but it is your duty to go to their aid! How are you ever going to manage? They say it's always darkest before the dawn. You gird yourself and go forth. But how can one such as yourself be of any aid to one such as that? And in a land far, far away! The spells! You realize that your only hope is to be rid of the tyrant wizard (which you had in mind anyway) and finish the spells. In order to finish the spells, you still need three dried acorns. Where might they be found? The desert is dry, but nothing grows there except cactus. Perhaps near the desert? You head west and cross the stream, but what's this? You overhear two birds discussing, of all things, YOU! Further west and two squirrels seem to have the same thing on their minds. Seems like you are the prime topic in all of Llewddor. The conversation is only moderately interesting, but it seems to clear your senses, for insight strikes. The thing that was missing! That fairy tale cottage! You hurry off, to the north twice, then east. Yes, it is the house of the Three Bears, and there they go now! As soon as they leave, you enter the house. There on the table is the thing that bothered you so when last you visited, simply because it should have been there. Porridge! What an ideal way to hide the cookie! You "Get Porridge" and exit quickly. (Those bears may no longer have

a sense of humor!) Outside the house you continue the search for the acorns. Nothing here, so west again. Nope. Nothing but a couple of noisy squirrels. Argh! And two nasty bandits! They assault you severely, hit you right on top of the head, and steal everything! At least you know where the hideout is, so north you go. And there it is! Wait a second. You pause long enough to search those nuts just one more time. Lo, and behold! You find three dried acorns. You "Get Acorns" and "Reach in Hole." (Save the game.) The ladder appears again so up you go. Quietly you enter, finding the thief sound asleep. Carefully you approach the table and nab the purse. Now, where is the rest of it? You spot a bin in the corner that you hadn't noticed before. You "Open Bin" and "Look in Bin", there it all is! Quickly, you abandon the treehouse, climb down the rope and run to the east. Even here you don't stop, you feel like just running forever. Almost blindly you head north where the treacherous mountain path brings you up short. You know that you can't risk hurrying up that trail. Maybe they aren't following. You can't help yourself, you simply HAVE to know. Carefully, you take inventory, even to counting the coins in the purse. What's this? There's eight coins! But that's more than...oh, well. That path, hmm. There should be an easier way. Wait! Why walk? You "Dip Eagle Feather in Essence" and take to the air. Not only is this a lot safer, it's FUN! At the top of the mountain, you say the magic words, and look for a safe place to land. Oops, right in the middle of the chicken coop! Any landing that you walk away from is a good one! You "Open Gate" and head for the house, "Open Door" and hurry to the study. Yup, you left the trapdoor open, and the wand! Got to put that back, too! You're too close to freedom to let a little mistake ruin it all. So you "Open Cabinet," "Move Lever," and "Move Book". There that's better. Now it's back to the entry and up the stairs. You go to your room, and "Put Cookie in Porridge" and when you "Look at Porridge" you relax for a moment. It will work! It HAS to work! You "Drop All" and "Get Porridge" and it's off to the dining room. Patience is an asset to a slave, but was never one of your virtues. As a matter of fact it's all you can do to keep from dancing from one foot to the other. But wait you must. You have time on your hands for a short time, but it seems an eternity! You reflect on the danger ahead and the task set before you. Desperately you try thinking of anything but the porridge and the waking wizard! There he is now! Somehow you calm yourself so as not to give any clue that something is amiss. Now, go to the kitchen, must make it appear that you are preparing a normal meal. You can't control yourself, you turn right around and return to the dining room. You "Feed Wizard" and anxiously watch his every bite. He eats, and eats, and "Ding-dong, the witch is dead..." or something like that! Hooray! Up the stairs, and back to your bedroom again. (For the last time!) You "Get All" and go back to the stairs, then down to the study. You get the wand and open the trapdoor and cautiously go down to the laboratory. You feel a sense of exultation, but also a sense of purpose. You are almost driven to complete the spells, because, after all, she is your sister. Going to the table, you open the book to the proper page, and begin to tremble anew as the lights play tricks and the weird music starts to play. Hope carries you as you patiently carry out the instructions for the spell to teleport at random. Each step is completed in accordance with the book, you recite the verse, and wave the wand. Again you find success, and again you go to the book. Only three spells left, and the powers of the wizard are yours! You open the book again, this time to the spell marked Deep Sleep. This one seems to be a bit harder. The trembling is more pronounced. You get the feeling that you aren't going to make it, the words on the page begin to blur. But finally it's over and you have still another spell to call your own. The last two are certain to be tough! Again you open the book, now to page LXXIV. The music causes tension, the strain is great. The spell is very exacting, but so were the others. This spell, and the next come hard, but in the end they are yours. At last you are

, in truth, a wizard in your own right! The feeling of power is intoxicating! POWER! What a feeling! With this much power, what could not be done? Why, perhaps you should put the cat/wizard to sleep forever? No, have him teleporting at random for the rest of eternity! Slowly, you come back to your senses. The wizard is already suffering his fate. To do more would be to become as he was. No, you realize that you have been called to a higher purpose. You must save your sister and the kingdom of your parents. You wonder what they must be like. Transportation will be a problem. To know this is to know that the tiny village is the only hope. You look at the map and point to it. WHOOSH! And here you are. You feel that already you have become used to such methods of travel. It all seems so natural. Barely hesitating, you go into the bar, find three sailors and try to strike up a conversation. Aha! That's just exactly what you do want. Money is no object, so you "Give Gold to Captain." Why the louse! Such poor manners! Grabbed all of your gold, and left without so much as "glad to have you." (Maybe he would like to be a cat?) No, that's bad thinking. No time to scold yourself though, so it's off you go for a long walk out on the pier. And this must be the ship. Yes, there's the captain now, and he seems anxious to get you aboard. That gangway looks a bit tricky, but you are becoming used to such narrow walks. As you step aboard, you get the feeling that something is wrong. But what could it be? Why these men aren't sailors! They're PIRATES! Before you can even manage a simple spell, they grab all of your possessions and throw you rudely into the hold. What a predicament! A short time ago you felt as if you were all-powerful, now you couldn't feel more powerless! You look around and find that there is a ladder just above you but just out of reach. You go east and look some more. There! That small box will surely do. You "Get Box" and go back to the west, "Drop Box," and "Jump on Box." Yes, it will work! You "Jump on Box" again and the "Jump" to the ladder. Cautiously, you stick your head up out of the hold, then climb right up from there. Hmmm, this seems to be the captain's quarters. You go west and "Open Chest" then "Look in Chest." Quickly you take your leave, lest you be caught and the possessions taken from you again -- or worse! At the ladder you face another tough decision. Up, or further east? Not down, you know what is down there. Wait a second, what about the map? You "Look at Map," only to discover water all around. Well, that, at least, figures. Hmm, how far to Daventry? How soon will you return to the land of your birth? Time is wasting and you decide to chance a look at the upper deck, so it's up the ladder. As long as you're climbing, might as well go all the way, so up still higher. Nothing but the crow's nest, and it looks like a dangerous climb. Down you go, and back to the quarterdeck. Might as well see what's at the back of the ship. West and into the galley. DRAT! The cook has seen you! You find yourself thrown back into the hold with a loss of, among other things, your dignity. You ponder a moment. What should you do? Since they seem not to have noticed how you left the hold before, why not try it again? Up the ladder, (carefully) and peek out slowly. No one around so... Nah, they wouldn't put your things in the same place. Nothing better to do, so west you go and into the captain's quarter's once more. The chest is still open, so you look in the chest, and beat it fast! Sure enough! They DID put it all in the same chest! Not wanting to risk going up top side again, you decide to go east. A quick look around doesn't show much, but here's a shovel so "Get Shovel" and scoot back to the west. Kinda risky around here. What you really need is a place to hide out and just think. Of course, the hold is the safest place to be right now! So back down into that dark, dank hold. You spend some time just thinking about the problem, pacing back and forth like a caged animal. As a matter of fact you begin to feel just like those mice. Except not quite so talkative. What are they chattering about, anyway? A treasure? Five steps east of a lone palm tree? Yeah, well it won't do you any good here! Got to think of a way out. You look at the map again, noting that

the ship is considerably closer to Daventry. You'll need a plan before long. What about the storm spell? No, that could sink the ship and you right along with it! Hmm. Suddenly it strikes you just as surely as a bolt from a thundercloud! Of course, the sleep spell! "Land Ho!" A cry comes from high above. Soon, very soon, but the timing will be important. You are sure that you must wait until the anchor is dropped, but equally important is everyone must still be aboard. Another cry from above. "Drop Anchor!" You pour the sleep powder on the floor, and recite the verse. Quiet falls all around. even the mice are stilled. As if the slightest sound would break the spell, you slip back up the ladder and out on the main deck. You "Look for land" and see mountains in the north and land to the east. Cautiously, you step off the deck and into the water. Not the best dive you ever made, but you're in the water. East is land so east you swim, only to find the horror of the sea bearing down on you. You give your best impression ever of Johnny Weismuller! Whew! That was CLOSE! The trials you've seen! At last you are free from worry. The wizard will bother no one ever again, the pirates are caught in the sleep spell, and you have come at last to the land of your birth. It would be so nice to just lie here in the sun for awhile. No, that won't do. You still have a sister in the gravest of danger; and from what the oracle said, the Kingdom itself is in deep trouble. It's on your feet, and off to the east. Huh? It's the captain! He escaped the sleep spell! You deftly dodge him by going north. Something about that beach bothers you though. Wasn't that a lone palm tree in the sand? You step back to the south and find that he is gone. Over to the tree and take a close look. Yes, it is a palm tree, but can mice be believed? Only one way to find out, so stepping slowly you count: One, two, three, four, five, and "Dig." Eureka! Why there's a King's Ransom here! You wonder if you should rebury it, or try to drag it along. How much farther? What the heck, with what you are already packing, it hardly makes a difference. You grab the chest and move off to the north. Yes, the trail does look tough, and no way to get there from here. East, and the the trail begins. A step or two north, around that sharp corner, and back again to the west. You stop at the base of the Horse Head Rock, and scale the very face of it. No, this isn't nearly as bad as the trail from the wizard's. East, following the trail as it winds around to the north, then east to a lovely waterfall. Growing weary of the climb, you decide on a shortcut. You "Dip Fly Wings in Essence" and fly right up to the top of the waterfall. Following the trail east, you see a cave in the distance. No, you decide to press on. No more sidetrips, no more distractions. Further east and the trail seems to go in all directions, and a big footed foe comes up behind you! He seems to be a bit confused, and heads back to where he came from. The impulse to buzz around leaves you, and you land on the path to the south. Deciding it to be as good a direction as any, you take that path, only to find yourself scaling an almost vertical cliff! Slowly, just as slowly as you can, you climb down. You feel carefully for handholds and any possible loose stone or ice. Straight down, until you feel a ledge and carefully let it take your weight. Whew, glad that's over with. Looking around, you realize that it hasn't even begun! Staying close to the cliff wall, you carefully move to the west. It looks spooky, but you enter the cave. DARK! You fear that you will become lost in the maze, but you come at last to the far side. This isn't an improvement at all. Moving out to the end of the ledge, you begin scaling down again. No point in trying for the closer ledge, what you want is to get to the bottom. Slowly you move down, til at about the midpoint you fail to find a foothold. You move to the west a bit and then down even more. At last you feel the ledge below you, only to find that the dark caverns are to be risked again. Entering the cave again brings you out on the west side of the cliff base. It looks like you are trapped, but you dare to risk the long climb back up. Moving a few steps to the east, you begin the climb. You begin to tire, and more than a little

fear arises within you. On you go until you gain the center ledge. This has got to be the way out! You enter the cave; and at last! Finally you are back on the path. You follow the path east, and east again. The mountain scenery is very beautiful, and you begin to feel relaxed, almost carefree. You are lulled into a state of recklessness! The path turns south, and you follow it blindly, right off the mountain! Actually, it's more like a large hill for you get more of a bruised ego than anything else. You pick yourself up and have a look. That looks more like a tunnel than a cave, and that looks as if it's a stairway! the hole you go, somewhat more aware now of where you place your feet. Up the old stairway you go. A sense of ancient times pervades this dark place. Up to a landing, and up again. Out into the daylight and warm mists surround you. Why is it so dreadfully warm? Perhaps dabbling with the mantic arts has given you a sixth sense, or maybe it comes naturally. You have a feeling that danger is near, and you "Rub Ointment on Self," before going further west. The Dragon! Your instincts have proved themselves. The dragon doesn't see you as you "Stir Storm Brew With Finger." With great care you utter the words that so long ago were memorized in haste. The storm appears and rages on! The dragon is struck, and down he falls! As the storm subsides, and the ointment wears off, the struggling girl captures your attention. You talk to her, trying to calm her, but she only screams, "Untie me!" You untie Rosella, explaining your relationship. The doubt shows plainly on her face, but she agrees to follow you. Rosella follows you east and down the stairs, and out into the daylight again. Go west, and you come to place that looks to be under siege! The well has been filled with stones, and that trench seems to run on forever. What purpose can that great stone wall serve? Go north, and at least there appears to be some sort of civilization. There is even a castle in the distance. The gnome greets you and calls you by name. Obviously, you are home at last! The gnome seems to know the way, so you follow him toward the castle. What kind of kingdom has a plank in place of a drawbridge? That plank more than anything tells the dire circumstances of this land. Somehow, this is not the home you had expected to return to. A sadness comes over you as you cross that moat, and even the rich entry of the castle does little to dispel your gloom. You turn at the end of the hall and try to guess how the throne room and your parents might look, and sadly walk the last short leg of your long journey. A nervousness comes over you. Can this truly be home? Will they know me? Questions come quickly to the mind, but there is no time for answers. As one, you and Rosella enter the throne room of Daventry and no doubt can remain. This is HOME! It could not be otherwise. Hugs and kisses, and more of the same! A tear comes to your eye as the King tells of his pride in both of you. He explains of the once magic mirror, and before your eyes it clears! The moment could not be more perfect. You could not feel any greater joy, or so you thought. King Graham brings out his old adventurer's cap and flings it toward you. What an honor, to wear the cap of the King himself. You reach to catch it, but what's this? Rosella, too, must think it an honor, for her hand goes up as well. In that moment, time seems to stop. Revelation strikes you. There are no endings, only beginnings. When life brings you to an apparent ending, it is just life and adventure beginning anew. For whom does life begin this new adventure?

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PART ONE

START:

The game begins with an animated sequence to establish the plot. There is

nothing for you to do but sit back and watch.

LAY OF THE LAND:

The first thing to do is wander around. Make a crude but useful map of the area most easily accessed. Tamir proper is about 5 screens high and 6 screens wide. Going North indefinitely will scroll you around in a nice loop. This is not true of the East/West movements.

To the East is the vast ocean, to the West is a high mountain range.

Get to know where things are and who you are likely to find around the place.

Talk to the inhabitants and generally search around. Once you have done that you can begin solving the various puzzles in the area.

PUZZLES OF MAINLAND TAMIR:

Watch for birds trying to catch WORMS. Get the WORM as you will need it later. Swimming around in the POOL will startle CUPID and net you his BOW AND ARROWS. You will only have two arrows, and will be put to good use later.

Under the STONE BRIDGE you will find a GOLD BALL. Give the GOLD BALL to the FROG in the lily pond. Actually you end up dropping it, and the frog, whom you cannot approach, will return it. Once he does, kiss him (BLECCCCHHH!!). This will get you a GOLD CROWN--good for turning yourself into a frog (this will come in handy).

Visit the MANSION. In the living room you will find a secret passageway with the obligatory winding stairway. There's no need to climb it just yet, nor is there a need to collect the SHOVEL you find at the bottom of the stairs. Search the shelves in the living room to find a BOOK (The complete works of Shakespeare).

Give the BOOK to the MINSTREL. He'll accept the book, take on a new profession and give you his LUTE. Pan will suddenly find you interesting. Give the LUTE to PAN and he will give you the FLUTE in exchange.

Visit the TREE HOUSE. Unlike normal tree houses that are built high in the branches, this one is nestled in the roots. It's a terrific mess inside, so CLEAN HOUSE. Rosella, working her domestic magic, will trigger the return of the dwarves. They will sit down and share their dinner with Rosella. Speaking with them is not very informative but does pass the time.

Once they leave, clean the dishes; notice that the dwarves have left a blue POUCH on the table. The pouch is filled with diamonds. Being very honest, Rosella will want to return the pouch to the dwarves. TAKE THE POUCH and visit the MINE. There are two screens in the mine, so make certain that you have moved to the lower level, all the way east into the second screen near the diamond pail and close to the dwarf with a white beard. GIVE POUCH TO DWARF. He tells you to keep it, and gives you a LAMP.

Visit the PIER. Walk all the way to the end, which will cause the fisherman to stand and return to his shanty. Enter the shanty and GIVE DIAMONDS TO FISHERMAN. He will give you a FISHING POLE in return.

Return to the end of the pier, put the worm on the pole and FISH.
This will, oddly enough, give you a DEAD FISH.

Go to the waterfall. WEAR THE CROWN, and you turn into a frog. You will automatically swim under the waterfall, where you find a cave entrance. There is a BOARD here which you can pick up now or later. Entering the cave (It's very dark) will reveal a pile of bones right next to the entrance. Get BONE. (watch out for the troll!!).

Save the rest of this cave for later.

PART TWO

Following the path up the mountains will get you to Lolotte's. The program runs by itself for a while, during which Lolotte will eye you with great suspicion and have you thrown into the dungeon. Never fear: You will soon be released and given a quest. The first quest is to get the UNICORN for Lolotte.

Once you're back in Tamir, return to the PIER, and swim westward. watch out for sharks and avoid the whale. It's a good idea to save your game before crossing the ocean just in case you end up as dinner.

Swim east until you reach the island home of Genesta. You may wander about and become familiar with the island if you like, but the only thing of importance here is the FEATHER on the beach.

Once you have found the feather, prepare to swim eastward (save your game again). This time you are looking for that WHALE. If you cannot find him easily, restore your game and swim east again until you do. The whale will swallow you, which normally would not be too good, but it does have its compensations.

INSIDE THE WHALE:

Look around. Look at the mouth, or teeth, or something specific to get the description that mentions the UVULA. Now take a good look at the tongue. On the left hand side of the tongue you will find a 'row' of black dots that gradually rise toward the middle of the tongue.

Climb these carefully until Rosella stands up automatically. Continue climbing to the right and up until Rosella is directly under the UVULA. TICKLE UVULA with FEATHER. This will cause the whale to laugh and spit you out. You will find yourself swimming in the ocean, with an island to the north.

Swim to the shipwreck island. On the island there is a bow of a ship in which Rosella may stand. Here she will be able to see (with the use of LOOK GROUND) what you cannot see. She will pick up a GOLDEN BRIDLE (just the thing for a unicorn). FEED or THROW the FISH to the PELICAN. The pelican will drop a WHISTLE. BLOW the WHISTLE, and a friendly dolphin will come by to give you a safe ride back to the Tamir mainland.

Search among the screens until you spot the unicorn. Shoot the unicorn with one of the arrows. This will make him your friend. Put the bridle on the unicorn and RIDE the unicorn. The program will automatically take you to

the Goon Airways Airport and return you to Lolotte. She'll send you on a second quest: Find the goose that lays the golden eggs.

Visit your local OGRE house. If you tried to get in before, you found that the door was always locked.---well' it isn't now! Go in, and throw the BONE (the one you got in the cave behind the waterfall) to the vicious dog. He will be delighted and leave you alone. Go upstairs, and get the AXE. Come downstairs, and enter the CLOSET. Do NOT go into the kitchen unless you wish to be dinner. LOOK THROUGH KEYHOLE. Keep doing that until you see the ogre fall asleep. Exit the closet, get the HEN, and move quickly to the door. EXIT as quickly as possible, and keep going until you are safely away from the ogre.

Now that you have the AXE, go to one of the three 'scary forest' screens and chop down a tree. This will get those trees to behave properly! You may now visit the one screen in the 5x6 screen layout of Tamir proper that you haven't been able to see until now. Here you will find a SKULL CAVE. Enter the cave.

Inside are three witches, each with only one eye socket. Between them they have but one glass eye, which they pass amongst themselves. One of the witches will move out from the wall and attempt--slowly--to catch you. Avoid her and watch the other two carefully. Notice how they pass the eye back and forth to one another? As soon as you think you have the movement and timing figured out, move in and GET THE EYE. This can be tricky, so save your game before you attempt this.

Once you have the EYE, exit the cave. Now, re-enter the cave. The witches, who are helpless without the eye, will toss you a SCARAB.

Get the SCARAB (which protects you from the un-dead), and throw back their eye.

INTERMISSION:

Time to do something for yourself: You remember why you're here in the first place? You know...dying father? (meaningful pause.....) Good! Well, let's do something about that, shall we?

Return to the waterfall, become a frog, and go behind the waterfall. Get the board if you haven't already, and get back to that CAVE. LIGHT the LANTERN, then save your game!! Enter the cave. There is a troll in here who badly wants you for dinner. We are going to do our best to stop him.

Move directly across the screen. Before you move into the next screen (and only if the troll has not appeared), save your game. Move onto the next screen. Move almost all the way across, and then begin moving down. Still no troll??.. Save! If you do see the troll, RESTORE and try again. Continue moving down into the next screen. Save as often as necessary.

You will not be able to see well, even with the light of the lamp, so move carefully, saving when needed, until you find where that CHASM is hiding. PUT BOARD OVER CHASM! Move directly 'right' over the board (you'll pick it up automatically). Move up one screen and exit to the swamp.

Notice in the swamp that there are tufts of reeds, grass, whatever, stretched out before you, rather like skipping stones. JUMP to move from

one to another. Do not swim, do not turn into a frog; just JUMP.

Move onto the next screen, and you will see the tree with the FRUIT you seek for your father!! JUMP until you're on the last clump of grass before the little isle. PUT BOARD OVER WATER. You may now cross onto the island, but watch out for the COBRA!

PLAY FLUTE. (snakes just love flute music!) Once the snake is charmed, move in and GET FRUIT! Having done that, return the way you came, jumping across the swamp and through the cave. It will suddenly get very dark, because this sequence triggers nightfall.....

PART THREE

Oh yes, Pandora's box. Well, night is a great time to visit a haunted mansion, so why don't you? get the SHOVEL from the secret passage off the living room. You will now hear and/or see a number of GHOSTS, none at a time. These ghosts' mortal remains are buried in one or the other of the graveyards. Once you have identified which ghost it is (baby, miser, lord, sad woman, child etc) go to the appropriate grave and dig. Don't worry about the zombies; you've got the scarab, which will repel each zombie that touches you.

Digging in the right grave will reveal something that the ghost of the moment wants. take the item and give it to the ghost. Repeat this process. The small ghost child will lead you up a ladder into the attic. Once he disappears (you'll have to go to the eastern graveyard screen and dig up his toy), you will be able to OPEN and LOOK in a CHEST. There you will find SHEET MUSIC.

Go to the secret passage off the living room and climb the stairs to the tower. There you will find an ORGAN. Sit on the bench, and PLAY SHEET MUSIC. Having done that, a drawer will pop open revealing a SKELETON KEY. Go to the CRYPT and open it with the SKELETON KEY. ENTER. GET THE ROPE and it'll fall down to form a ladder. Go down the ladder (the scarab will protect you from the mummy), and take PANDORA'S BOX. return to Lolottes!.

Lolotte is at least satisfied that you are not Genesta's spy. She has agreed to let you marry her son in the morning. All your items are taken away, and you are led to Edgar's tower bedroom for the night. Edgar, who is nicer than he looks, shortly brings you a rose. GET ROSE and LOOK ROSE. This reveals that a key is tied to the rose which will let you leave the tower.

Carefully climbing down the tower's winding stairs, you move into the dining room. There are two exits at the right of the screen. Take the one to the rear into the KITCHEN. Look in the cupboards to find all your items. Now, move back into the dining room, and take the front exit to the right.

This puts you in the throne room. Avoid stepping on the rug, and take the exit to the right. Now you are in the east tower. climb the stairs. Ignore the exit to the left halfway up, and continue to the top of the tower. Here you find Lolotte's bedroom. Unlock the door and go in. Move close to Lolotte and SHOOT Lolotte, thus using cupid's last remaining arrow to a useful end. Lolotte dies a spectacular death (worth replaying at least once). GET TALISMAN. Climb down the stairs to the first exit on the left. When the screen changes, you will see a hall and a door. Open the door and enter the storage closet. GET HEN, and GET PANDORA'S BOX, then exit.

Climb down the remaining stairs and leave the castle. Enter the stables and OPEN GATE to free the UNICORN. Once you are outside the castle again, move down the path to return to Tamir proper.

Return to the CRYPT and drop PANDORA'S BOX. Exit the crypt, close and LOCK DOOR. Move back to the pier, and swim west to Genesta's Island. Enter her ivory tower and climb the stairs to her bedroom. GIVE TALISMAN TO GENESTA. The program will take over from here, finishing off the story nicely while you enjoy another cup of coffee!!

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WIZARDS HOUSE: south
SNAKE'S PATH: south
EDGE OF TOWN: east
TOWN: west
EDGE OF TOWN: east
TOWN: take silver coin by broken cart
 look inside the barrel by the cart and take the fish inside
 west
EDGE OF TOWN: west
BAKERY: go inside bakery
 buy a custard pie with the silver coin
 exit bakery
 west
INN: west
BEE'S TREE: operate the fish on the bear
 go to the tree
 take honeycomb from tree
 take stick by base of tree
 north
ANT'S NEST: operate stick on dog
 south
BEE'S TREE: east
INN: search haystack
 east
BAKERY: east
EDGE OF TOWN: east
TOWN: go into first shop (tailors)
 give tailor golden needle
 exit shop
 west
EDGE OF TOWN: west
BAKERY: west
INN: west
BEE'S TREE: north
ANT'S NEST: north
GYPSIES VAN: west
DESERT: west
 west
 west
 west
 west
 west
 west

OASIS BY TEMPLE: drink from oasis
hide behind rocks by oasis
wait!
east

DESERT: south
south
south

DEAD MAN: take boot
south
south

OASIS #1: drink from oasis
south

DESERT: west
west
west
west

NOMAD'S CAMP: drink from water jug
go into smaller tent
go straight to back of tent, left, take staff, right to
the centre of the tent, and down to exit the tent
east

DESERT: north
north
north

OASIS #2: drink from oasis
north

DESERT: north
north
east
east

OASIS BY TEMPLE: drink from oasis
north

OUTSIDE TEMPLE: operate staff on temple doors
north (inside temple)

INSIDE TEMPLE: take large brass bottle by door
take gold coin by bottle
exit temple

OUTSIDE TEMPLE: south

OASIS BY TEMPLE: east

DESERT: east
east
east
east
east
east
east

GYPSIE'S VAN: give gold coin to man in chair
south

ANT'S NEST: south

BEE'S TREE: east

INN: east

BAKERY: select boot from your inventory
walk right until a rat and a cat appear
throw the boot at the cat
select the amulet from your inventory
operate amulet on yourself so that you are wearing it
west

INN: north
GNOME'S HOME: north
WEEPING WILLOW: east
ENTRANCE TO FOREST: north
FORK: west
FOREST PATH #1: north
 the witch will appear! (or should - it may be random)
 give the brass lamp to the witch
ELVEN GLADE: east
OUTSIDE WITCH'S CASTLE: north
INSIDE WITCH'S CASTLE: open drawer and take the pouch inside
 open chest and take the spinning wheel inside
 take small key (it's in the lamp that's hanging
 from the roof)
 exit castle (south)
OUTSIDE WITCH'S CASTLE: east
TREE & DOOR: go around the back of the tree to the front, and walk up the
 ramp to get to the door.
 operate the brass key on the door
 take the golden heart inside the tree
 west
OUTSIDE WITCH'S CASTLE: west
ELVEN GLADE: operate honeycomb on yourself
 open the pouch
 take the gems that were inside the pouch
 operate gems on honey on ground
 ...and again...
 ...and again...
 follow the elf west
ELVEN CAVE: follow the elf west again into the cave
ENTRANCE TO THE FOREST: west
WEEPING WILLOW: give the golden heart to the tree
 take the princesses harp
 west
GYPSIES VAN: they're gone - take the tambourine
 east
WEEPING WILLOW: south
GNOME'S HOME: give spinning wheel to the bigger gnome
 south
INN: east
BAKERY: east
EDGE OF TOWN: east
TOWN: go into the third shop (cobblers)
 give old man your elven boots
 exit shop
 go into the second shop (toy shop)
 give man your marionette
 exit the shop
 west
EDGE OF TOWN: west
BAKERY: west
INN: enter the inn - WHACKO!
CELLAR: take the rope that you were tied up in
 operate hammer on the door
 open door
 north
STORE ROOM: open large cupboard

take leg of lamb
exit inn through left door
INN: north
GNOME'S HOME: east
FORK: east
SNAKES PATH: operate tambourine on snake
east
ICY RIDGE: operate cloak on self
north
ICY CLIFF: eat leg of lamb
operate rope on the jutting out cliff to the right of the
branch
climb rope
ICY CREVASSE: click hand pointer on first stepping stone
click hand pointer on third stepping stone
click hand pointer on fifth stepping stone
click hand pointer on sixth stepping stone
click hand pointer on opposite ledge
click walk pointer next to cedric
east
ICY LEDGE: operate sled on eastern slope
you will go east
ICY SLOPES: when you reach the bottom, go east
BIG BIRD: give bird your remaining half leg of lamb
north
QUEENS CHAMBER: just when the wolves start to move towards you, play
the harp
LAIR OF THE YETI: select pie from inventory
north
OUTSIDE YETI'S CAVE: throw pie at Yeti's face
north
INSIDE YETI'S CAVE: operate hammer on crystal directly to the north
south
OUTSIDE YETI'S CAVE: west
LAIR OF THE YETI: click walk pointer on wolf
LAIR OF THE YETI: south
CHIMNEY: click walk pointer on geographical chimney at bottom of screen
BIRD'S NEST: take locket from next to you
the Roc will take you to the beach
BEACH: take iron bar
north
BOAT: operate beeswax on boat
click hand pointer on boat
you will go east
SEA: east
east
east
south
BEACH: you will get captured by the Harpies!
HARPIES LAIR: play harp
take fish hook
west
SANDY PATH: pick up Cedric
west
BEACH: take shell
click the hand pointer on the boat
you will go out to sea again

SEA: west
west
west
west

BEACH & HOUSE: select shell from inventory
ring bell
operate shell on man

COVE: north (up stairs)

ORACLES: operate crystal on yourself
north

OUTSIDE CASTLE: north (not through door - round left side of castle)
operate iron bar on gate in ground
click hand pointer on hole

MAZE: (Note: Every new square you arrive in, click with the eye pointer on the blackness outside the scene, and a compass will appear telling you which direction you are facing. In this way, you can navigate you way through the maze.)

west
west
north
north
east
north
east
north

MONSTER: operate tambourine on monster
take hairpin (you may need to look for it - it is very small)

MAZE: south
west
south
west
south
south
east
east

- Should be back at the entrance!

south
east
east
north
east
north
east
north
north
west
west
north

DOOR: operate hairpin on door
open door

WIZARDS PANTRY: open cupboard on left-hand side of screen
get packet of dried peas
north

WIZARDS KITCHEN: give locket to girl

east

- Somewhere around here you will be caught by a large purple beastie.
- He will take you to a prison cell. If he doesn't come, just muck about 'til he does.

ORGAN ROOM: east

DINING ROOM, NORTH: south

DINING ROOM, SOUTH: muck about 'til you get caught
if you got caught before you got here, just
continue!

PRISON CELL: click Fish hook on mouse hole in north wall
you will be rescued by the Princess

MAZE: follow the princess - you will arrive at the door

DOOR: open door

WIZARDS PANTRY: north

WIZARDS KITCHEN: east

ORGAN ROOM: east

- At this stage, if you enter a room and a cat is sitting on the floor,
- Your pretty much ruined and you may as well restore, as that *&#@!
- cat will go and fetch the wizard! You can get rid of him later.

DINING ROOM, NORTH: south

DINING ROOM, SOUTH: you may like to move to the right side of the rug.
when the purple dude comes back again, Operate
the dried peas on him
west

BOTTOM OF STAIRS: north (up stairs)

TOP OF STAIRS: west

Hopefully the full solution will be here soon. Watch this space!

1.117 kiro's quest

Enter any of the following for your name in the high score table:

"KIRO" Start game with one extra life

"MORE" Gives you swirl shot

"FLIP" Play upside down

Also, try entering these for your name in the high score table:

"FUCK", "WANK", "SHIT", "COCK", "CUNT", "CRAP", and "ARSE".

Level Codes:

05 JJIK

09 TRQD

13 YAFS

17 RTMI

21 DIXG

25 DWLD

29 EBQQ

33 MAIS

37 JHHN

Note: This was from a demo of the game and the level codes and the cheats may be changed in the Full version.

1.118 klax

Begin play then hold down either of the <SHIFT> keys and <SPACE> together. Now press any key from <1> to <4> for different helpful effects, including infinite credits and even a free ticket to level 100 by pressing <4>.

While playing the game, press all the keys on the left hand side of the keyboard and you will skip to the next level.

To play the last screen hold down <CTRL> + <4> during the game.

1.119 nightmare

This cheat involves the woodland section on the first level. Use the spade to help you find the five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen.

Continue with your quest and you should find that your hit points never decrease.

1.120 knights of the sky

If you're doing badly and your plane is heavily shot, land in a field and keep the engines running. Drive to a friendly airbase avoiding any trenches. Enemy planes try to shoot you but always miss, they do however fly in front of you so you can zap them.

After take-off, hit <A> to accelerate time. You will now be immune to enemy gun fire. Now climb well above the clouds, until a certain altitude is reached. Soon, all the enemy aircraft will hang motionless in the air, allowing you to shoot them all down.

1.121 kristal

Fights - Proficient swordplay is essential if your to get anywhere in the game. The neck chop is one of the more effective blows, but the program blocks repetition of single moves. To get around this, occasionally switch to a differnt move in order to enable the neck chop once again. Give generously to the poor and youll be a step closer to obtaining the Sword of the Spheres.

The Palace - To enter the palace, youll need to get the invitation from the elusive Gloop, found in Novala. Once you have it, keep out of fights or you could lose it for good. When you get into the palace, ask Nedrod three questions and he will give you the talisman, which can help you find another useful item. Answer the Princess's question with "Its a secret". She will give you the Ring of Belz, which will only work in conjunction with the spell scroll.

In General - Objects are not always found in the same places from game to game, so a detailed search of both fore and backgrounds is often in order. To survive the final confrontation, a high psychic rating is needed, which can be increased by donating skringles to the poor. Disorderly conduct can have the opposite effect. The safest technique in the space battles, is to slow right down as soon as you see the aliens shoot them all, then power at full steam until the next lot. Follow Readheads ship if you see it. Heatpro tablets are necessary if you beam down to one of the hotter planets. Makes notes of what you are told, and use any new names or subjects to weavel out every last bit of information from the characters.

1.122 krusty's super funhouse

Enter "ZACHARY" for the password and you will be given infinite lives. You will also be able to go anywhere.

Level Codes:

- 2 NELSON
- 3 PATTIE
- 4 MRPLOW
- 5 MAGGIE

1.123 krypton egg

When the game starts to load hold down <LEFT MOUSE> and <HELP>. During play use the following keys:

- <ESC> Advances levels
- <F10> Unlimited lives
- <CTRL> Advance to the last monster

1.124 kult

How to complete the five ordeals:

* The Twins - Object = Goblet

Go to the source on the left hand side. Inspect the fountain and press the eye. Fill the Goblet and go back to the room called 'The Twins'. Open the left-hand serpent and empty the goblet into it. Get the die that emerges from the serpent then open the right hand serpent. Throw the die, and note the number thrown. Put the die into the right-hand serpent and go to the room facing you. The hands are in a dice formation (except for the middle one). Pull up the hands until they resemble the formation you threw earlier, then push the serpent's head on the wall. The sliding partition should open; note down the shape which it covered. Go back to the fountain room and inspect each cube (each is patterned). Lift the cube which resembles the one you found behind the sliding partition.

* In the Scorpion's Presence - Object = Fly

Pray to the statue then enter the room called 'The Web'. Look at the web on the floor and crawl on it. Give the mistress the fly; show affection but don't be too saucy with her. Feed the fly to the blue spider and get the red one. Leave the room, and then put the red spider into the statue's mouth. Don't listen to the man who pops out, just pass through trapdoor.

* The Wall - Object = Dagger (can use psi-shift!)

First choose the third zone, then the second zone; this means that you can unlock the sliding wall when you open either door. Go through either door, left or right, and inspect the step. Then take a look at the slot on the Sculpted Warrior and climb onto the step. Either put your dagger into the slot, or if you haven't got one, use Psi-Shift. You will be spun around by the wall. There are now TWO separate gaps in the wall, one which goes straight on, and the other is a dark, black strip; it depends on which door you have taken. Move the cursor to go down the black passage, not straight on. Stick your hand in the gap on the floor. Return the way you came, and this time go straight on.

* De Profundis - Object = Rope

First of all, wait. Then lasso your rope onto the hook on the ceiling. When the Granite Monster lurks towards you, jump onto him. Wait a few minutes.

* The Noose - Object = None

Do not do as the Poormouth says. Use either the lantern, or your Solar Eyes Power. Grab hold of left hand rope and climb up. Push the lever, remove the noose-rope and he will fall. Take the left-hand piece of rope. Inspect the hollow on the platform. Finally, leave and go to the Master's Orbit.

* What to do after you have got the five Skulls

Give all five skulls to the Protozorg underneath the trader. He will announce that you are a divot. Go to the concourse outside the ring, and remember, if you are asked any questions, show the egg you were given. Once you are in the concourse, ignore the guard and use all the violence you can muster on the upper right-hand guard; then enter the upper right-hand passage.

Go left. Inspect the toad's head and poke it's eye. Use the Lantern (if you have it) or the Solar Eyes to see. Inspect the lever and the trapdoor. Use Psi-Shift on the lever and pass through the trapdoor. Next keep going straight through until you meet Norma Jean and Ash. You MUST do as Norma Jean says. Don't move! Tell her the truth...talk to both of them and then use your Zone Scan. Lift your block on the floor and get both objects, the beam and the flask. Unwrap the bandages from the mummy, go to the left and keep going forward.

By going through the trapdoor you will enter the Threshold of Truth. Kill the priestess and put the egg in the opened mouth. Next off, take

a look at the Lantern. Read the book, then use your Psi-Shift on the statuette to retrieve it on the left-hand side, near the ceiling.

Leave and go to the refectory, then go to Saura's Repose. Put the statuette you found into the niche then go to the Presence of God, and then to Placating the Powers. Kill the first priestess, then make use of Psi-Shift on Saura's Mark, aiming it at her dagger. Use Brain Warp on the character, Sci-Fi, then give her the flask to drink. Go to Saura's Repose, putting the monkey into the small tunnel. Enter the Presence of God and wait. Go into the passage. Wait. Use aggro on the god, Zorg, and then use Brain Warp on Pratozim, who is holding Sci-Fi hostage. Use Psi-Shift on trap door, and finally, throw the knife or dagger at Pratozim.

Hints:

- * Don't waste your Psi-Powers, they are needed much later on in the game. If you run out of it early you can't complete the game.
- * Don't fight the guards in the Monster's Orbit. You will be instantly killed.
- * If you go onto the concourse before you become a divo, you won't be able to complete the game.

1.125 kwix

Level Codes:

11 DIP	21 LIGHT	31 NUT	41 EGG	
02 ART	12 LOOP	22 DISK	32 DIAL	42 PRINTER
03 FUN	13 DESTINATION	23 BUMP	33 VOICE	43 DARKNESS
04 CASCADE	14 SWITCH	24 SEVEN	34 FAXID	44 SHOP
05 SUPRME	15 FINAL	25 RADIO	35 POWER	45 MESSAGE
06 MONARCH	16 KING	26 FOCUS	36 BREAK	46 FREE
07 RESOLUTION	17 CLICK	27 LIBRARY	37 OPERATOR	47 BOX
08 BAD	18 COREL	28 SCHOOL	38 DESTROY	48 FRANTIC
09 COLOR	19 MONO	29 CARWASH	39 HIFI	49 MORTE
10 FANTASTIC	20 DEVIL	30 CALIGRAPH	40 GLAS	50 VAMPIRE

1.126 I.e.d. storm - us gold

On the title screen, type "DAVID BROADHURST WANTS TO CHEAT" (put two spaces between the second and third words) for infinite lives. If this doesn't work, then see Strider.

Try also "AMIGA DAVID BROADHURST WANTS TO CHEAT".

1.127 labyrinth of time

BEGINNING

The game begins in the subway car and all you have in your inventory is a single quarter. Don't use this coin in anything other than the pay phone at the end of the hall in the 50's Diner on the upper level. Got

that? Good. When wandering around the various levels and areas of this game, click the eye icon on the various walls and lights etc., there are some very nice pics in this game.

You'll begin the game in a subway car on the middle level. You can exit the middle level in one of three ways; by using the elevator in the hotel, by falling through the city street when you cross against the red light which is through the south exit door in the subway, or by the stairs which you will come to after making your way through the MEDIEVAL MAZE. As the exit door to the south of the subway car is secured all you can do is bravely exit the subway car by the west exit and walk into the hotel. When you first enter the hotel there will be two doors, one you can open and one is locked. Go into the one you can open and have a look around. Nothing of importance happens here, but it is worth checking out. You will go back to the locked one later, when you find the key. The only other room of interest is Number 14, the other rooms you can't enter anyway as they have do not disturb signs on them. This is the room with the wardrobe in it (which is locked) and the key to it is located in the western town on the upper level. There is one other door you can enter on this level, which is the door to the mirror maze which is located across from the elevator which is in the south hallway of the hotel. For now we will go to the western town and get the key for the wardrobe. To get to the western town, go up in the elevator. The door you see straight ahead of you goes to the theatre, go through there for now and walk through the balcony section and out the other exit this will take you to a wall. Notice the slider puzzle on the wall, the correct alignment for the slider pieces is located in the construction site at the end of the hedge maze on the upper level. When you eventually find this area you will line up the pieces in the right sequence and the wall will open. Now go back to the lobby by the elevator, the door to the detectives office is locked you will get this key later. Now turn right. you will be facing south at this point, walk through the doorway and down the hallway. As you exit the hallway, notice the temple floating in the air, this is your ultimate objective. At this point turn right and head across the crystal cliffs, through the cave entrance and down the tunnel. At the end of the tunnel turn left and go through the multi-colored doorway into the railway car. Have a look around the railway car and the town. The locked door at the west end of the railway car is never opened, I never found a key for it. The door at the east end of the railway car gives you another view of your objective. The only places of importance are the newspaper office, the sheriff's office and the mine tunnel. Nip into the sheriff's office and open the drawer on the desk, look in the drawer and take the brass key inside. Oh, and while you're here, pop into the saloon and grab the bottle of whiskey, you can take a drink from it periodically if you wish. Now head back to room 14 in the hotel when you are finished exploring. Open the wardrobe, look inside and take the journal and the card. The journal has an interesting story in it and will later reveal a clue when you have accomplished a couple of tasks, more on that later. The card is used to turn on the various teleporters in the game. For now we will head for a teleporter which is located at the end of the mirror maze.

MIRROR MAZE

Go to the doorway across from the elevator and walk inside, now go through the insanely laughing clowns mouth and follow the map below. When you get to Morgan in the centre of the maze, do not use your

quarter in him unless you save your game first. If you put your quarter in before saving your game, he will tell you, "You will wish you had that coin back" and then you will have to start over as you can not finish the game without that quarter. So save your game first and then plunk in your quarter and watch the animation.

```
[R]--[R]--[R]  [R]--[R]--[R] R = Room
|      | |      | M = Morgan
[R]--[R]  [R]--[R]--[R]  [R] CR = Control Room & Teleporter      N
      |      | |      |      | CM = Clowns mouth
[R]--[R]  [R]--[R]--[R]--[R]          W | E
|      |      |
[R]--[R]  [R]--[M]  [R]--[R]--[CM}  <- Entrance to mirror maze.      S
|      |      |
[R]--[R]--[R]--[R]--[R]--[R]
|      |      |      |
[R]--[R]--[R]  [R]--[R]--[R]
      |
      [CR]
```

Once you make it through the maze you can use the cardkey in the teleporter slot, After using the cardkey you must press one of the buttons to teleport. The green button will teleport you to the library, the blue button to the museum.

MUSEUM

Pressing the blue button takes you to the museum where you should pick up the alien belt (I never found a use for this, outside of the fact it flashes). There are also three levers here, pulling the levers will place or remove bridge sections, they are also used in conjunction with some other levers later in the game.

Pulling the left lever will remove a bridge section from the mine and the one under the subway causing the subway car to be crushed but don't despair as it can be 'pumped up' with the bicycle pump which is found in a toolbox at the construction site on the upper level after you solve the slider puzzle. You have to crush the subway anyway to get an item you need. After the car has been crushed and you pump it up, check out the legs sticking out from under the subway car, it ain't Kansas anymore. Also as I mention later in the solve, I have played two complete games and one time the subway was crushed and one time it was not. I'm assuming that pushing the left lever back up causes the subway car to be crushed as you replace the bridge section when you do this and it is sitting on top of the subway car. When you leave here make sure all levers are down.

Next press the green button to teleport to the library, the orange button takes you back to the control room. The cave and the mountain road can be reached by teleporting from the southern-most room of the library. The first time you exit the cave and walk across the road, you will narrowly dodge the falling rocks and they won't injure you. However, to cross back you must be wearing the hekmets which is found in the south-east corner of the medieval maze. You will not be able to pass the rocks if you aren't wearing the helmet. Safety first.

CRETAN PALACE

After crossing the mountain road and dodging the falling rocks you will be facing east in a Cretan hall. Walk down the hallway and go through the doorway. You will be in another Cretan hall, there are two exits from this hall. If you turn left you will end up on a bridge platform, this is where you will cause pieces of a bridge to appear to get to the doorway in the temple. For now turn right and go through the doorway, you will be in the Cretan Palace, have a quick wander round and take the Labrys which you can find in the central room inside the large circular well. Also note the design on the door in the palace, you need to place an artifact there from King Minos tomb. Below is map of palace.

```

[CH]
  |
  |           N
[R]-[R]-[R]-[C] R = Room
  |   |   | CH = Cretan Hall           W | E
[TR]-[R]-[W]-[R] W = Well with Labrys
  |   |   | C = Courtyard to Medieval maze           S
[R]-[R]-[R] TR = Throne room of Minos

```

Now on to the medieval maze.

MEDIEVAL MAZE

The maze is located on the middle level to the east of the cave and the Cretan palace. To navigate through the maze to get the helmet and exit maze follow map below.

```

[WC]
  |
[R]-[R]-[R]-[R]-[R]-[R] R = Room
  |   |   C = Courtyard from Cretan Palace
[R]-[R] [R]-[R]-[R]-[R] H = Helmet
  |   |   | WC = Wierd Cave, to 50's Diner
[C]-[R] [R] [R]-[R]-[R]-[R]
  |   |   |   |
[R]-[R] [R] [R]-[R]-[R]           N
  |   |   |   |
[R]-[R] [R]-[R]-[R]-[R]           W | E
  |   |   |   |
[R]-[R]-[R]-[R]-[R] [H]           S

```

After getting the helmet make your way to the upper level and the 50's diner through the northwest exit from the maze.

50's DINER

Upon exiting the Medieval Maze you will be in a wierd cave, go through the doorway in front of you. After climbing the stairs, the first object you'll find is a can of paint. This is very important so be sure to take it. Now turn to your right and enter the diner. Have a look around check things out but do not use your quarter in the jukebox. After checking out the diner exit it were the sign is for the telephone and head down the hall to the pay phone (another view of the Temple), drop your quarter in the slot on top of the phone. After inserting the coin in the slot, thirteen coins will fall onto the stool underneath the pay phone. Pick up the quarters. Use a coin on the jukebox, and get the silver key from the coin return. After retrieving the silver key, go

back to the pay phone and put a quarter in the coin slot for the pay toilet. Now enter the hedge maze.

HEDGE MAZE

```

      [CS]
      |
[H]-[H]-[H]-[H]-[H] [H]-[H] CS = Construction Site
 |  |  |  |  | H = Hedge path
[H]-[H] [H]-[H] [H]-[H]-[H] D = From 50's Diner
 |  |  |  |
[H]-[H]-[H]-[H] [H] [H]-[H]
      |      |  |  |  |
[H]-[H]-[H]-[H] [H]-[H] [H] N
      |
[H]-[H] [H]-[H]-[H]-[H]-[H] W | E
 |  |  |  |  |  |
[H]-[H]-[H] [H]-[H]-[H]-[H] S
 |  |  |  |  |
[H]-[H] [H]-[H]-[H]-[H]-[H]
 |
[D]

```

After dashing through this maze you'll enter a construction site. Take the screwdriver lying on the workhorse and jote down the numbers on the west wall. These numbers are the solution to the theatre slider puzzle.

You also have the silver key, it's now time for a long walk back to the detective's office on the middle floor. On the way through the Mirror maze you can plunk some quarters into Morgan and he will give you some advice in the form of riddles. See below.

- Whatever will be will be, Doris Day
- It's all done with mirrors.
- If one could speak to the past, how would it answer.
- Some doors were never meant to be opened.
- Sometimes a closed door is greater than an open one.
- You will meet a tall dark stranger.
- The future is what the past has made it.
- If you cannot reach your goal, you must learn to build bridges.
- A blank piece of paper, is full of potential.
- Beep Beep - Harpo Marx
- Great power hides behind the thrones of Kings.
- Morgan the Magician says you should figure it out yourself.

Use the silver key to open the detectives door and take the iron key which will open the jail cell in the sheriff's office. I never found a use for the Falcon statue or the notes.

Just hang onto the key for the jail cell right now as you do not really need it until later on near the end of the game, but if you want you can check out the jail cell and get the gun under the blanket. The gun is never used in the game. You can also do this later near the end of the game.

So where to next? Go to the slider puzzle on the wall outside the theatre, and line up the slider puzzle like it was on the wall in the construction site. Ah, forgot to write it down did you, here it is. :)

7 2 9 10
1 11 5 13
8 15 14 12
3 4 6

Once you solve the puzzle the wall will open revealing another entrance to the construction site. Look inside the toolbox to get the gold key and the bicycle pump. Never got the spigot to turn in the keg.

Once you have the golden key you can open the locked door in the hotel across from the washroom. Note the door in the rock wall with the combination lock. In the servant's room note the message on the wall. There is a blank sheet of paper in the closet which you must use with the printing press in the western town on the upper level. I never found a use for the broom, bucket or teapot. Once you have printed the newspaper, return it to the servant's room and place it underneath the sign on the wall. Also while you are in the Western Town, go into the mine and push the mine cart down the tracks, it will crash through the door as the bridge section has been removed by pulling the left lever down in the Museum. While there get the lantern behind the door and you can get the sword in the stone if you want and become the King of England. I never found a use for it.

SURREAL MAZE

Next you're going to need the shirt so return to the subway car and pump it up with the bicycle pump. Hm, I re-played this game as I wrote the solve to make sure it was correct and the subway car was not crushed. There was still some legs sticking out from under the subway car, but this time there was a different message when you looked at the legs. With the subway car crushed and pumped back up the message said "You don't seem to be in Kansas anymore". This time the message was "You wonder if Minos will get your little dog to". The only thing I can remember doing different in the museum was to leave all three levers pulled down. My original game I did not leave all three levers down, also if you pull the left lever down and then push it back up you will see the bridge section lying on the crushed subway. Though this could be what crushes the subway, by pushing the lever back up the bridge section does in the subway Hm. Once the subway car is restored go south to the locked door. The door can be opened by unscrewing the screw in the latch with the screwdriver and then taking out the screw. Once you remove the screw you can open the door and enter the city streets. If you still have a quarter left you can buy a newspaper, but I never found a use for it. Nor did I ever find any keys for the doors on the street. Actually all you can do is walk down the street and attempt to cross the intersection. Whereupon you fall down to the bottom of a well. Now walk ahead and you will be in the main room in the Surreal maze. You will be facing the chair and the TV. Follow the directions below exactly and you will make it to the Ziggurat.

Okay go S,S,S,S,S,W,W,W,S.

On the third south you will be in the main room again, but that is okay, after all it is a surreal maze, on the fifth south you should be in the room with the red brick wall and pulsating black doorway. Also the frame around the doorway should be wood curved at the top. When you turn to the west you should be facing the stone doorway with the curved top. After three wests you should be back in the red brick room facing the stone

doorway. Now if you did it correctly turn and enter the Ziggurat. If it didn't work try it again. This is the most reliable way I found to find the Ziggurat. Now head west and go up the stairs and push the column you find there. If you are playing on an IBM through the shell it may freeze up on you here, so save before you try this. A lady I know with an IBM had this happen to her and to get past this point she had to play this part by starting the game from Windows. After the column is moved it will open the two doors halfway down the stars. Go down the stairs and enter the lefthand door. Hm, kind of dark aye, time to turn on that lantern, and follow map below. For now do not move the red switch as you will be teleported after moving any switches in the Ziggurat and you might as well have the shirt with you. The three switches you find here operate different parts of the bridge in conjunction with the ones in the museum. So go to the yellow lever pick up the dirty shirt and push the lever. Also on the map were it shows there is an entrance to another room, I never got in there. If you left any of the two right levers in the museum up, not sure which one there will be a bridge section leaning against the wall.

```

[W]  W = Well
      _____|_ SM = Surreal maze      N
      |           | Z = Ziggurat outside
      |  SM  | M = Mayan Ziggurat inside  W | E
      |           | R = Red Lever
-[M]-[R]-[M]      |_____| Y = Yellow lever + dirty shirt  S
      |           |           | P = Purple lever
[M]-[M] [Z]-[Z]-[Z]-[Z]
      |           |
[Y]-[M]-[P]-[M]

```

You will now find yourself on the bridge platform with one section of the bridge in place, the dirty shirt must be taken to the laundry chute on the upper level in the hotel and dropped inside. The shirt will appear, clean and pressed, later in the servant's room under the sign.

Now what do I do about the combination lock - how do I open it? Well, the combination to the lock can be found in the journal which you found in the wardrobe in the hotel on the middle level. However, the combination will only appear after you have cleaned the shirt and put the newspaper you printed under the note in the servant's room. The locked door will allow access to King Minos tomb. Now at this point when I read the journal it turns out the number was wrong. The combination is the date for the last entry. In my game the date was 4/8/12, which is obviously wrong as the year does not follow the rest of the journal. The correct combination is 4/8/72, don't forget zeros in front of the 4 and 8. Open the door and enter King Minos tomb and wander down to the sarcophagus and open it and pick up the Cretan ornament. There is also a pith helmet that you can pick up but I never found any use for it. Hm, I wonder were this ornament goes, look familiar, no? You place the ornament in the door in the Cretan palace, once opened move the throne and take the other can of paint.

Now you will have to return to the Ziggurat and pull the purple lever to place another section of bridge, after pushing the lever you will be back on the bridge platform with two sections of the bridge in place, with one more to go. Now once again make your way to the Ziggurat and pull the final red lever. Hurray you are once again on the bridge platform with your bridge completed.

Now head to the museum and look inside the broken display case. There will be something there. It appears only after the bridge is finished. Take the Mayan Talisman and head for the bridge. Oops, ended up in jail for theft did we, never fear you have a key. If you haven't been here before check out gun under the blanket. Now release yourself from jail and head for the bridge yet again. Once there cross over and enter the maze centre. You will be facing the minotaur. Notice the light shining on him, well do something about it. Get rid of the light, how you say, well paint over the mirrors. Now place the Labrys in the indentation were the minotaurs head was and then use mayan talisman on the pyramid keystone. It will be blasted to pieces, now sit right back and I I'll tell you a tale, oops wrong era. Enjoy the ending animation. To the best of my knowledge Labyrinth II never came out.

1.128 laser squad

In laser squad, for fun do the assassins on level 1. Buy no armour, give the corporal an M4000 with two reloads, the next two rocket launchers with four rockets each, and the last two nothing at all. Deploy in the entrance, in the gap in the outer wall, and take the house to pieces with the rockets, waiting for droids or Regix to show up - get them with Jonlan's M4000. I managed to do the scenario with one shot - it went between the leaves of the door, blew up against a wall and Regix was on the other side. end of story, fade to black.

1.129 last action hero

On the title screen or during play, type "HAVE A BAD DAY". The screen should flash to let you know it worked. Now use the following keys:

	Normal	Boss
Level 1	<F1>	<F2>
Level 2	<F3>	<F4>
Level 3	<F5>	<F6>
Level 4	<F7>	<F8>
Level 5	<F9>	<F10>

<L> Advance to the next level

<D> Kill all opponents on the screen

1.130 last battle

Enter one of the following for your name on high score table (followed by a space character):

"TORATORATORA" unlimited lives

"PEARL HARBOUR" ?

1.131 last duel

Start the game, pause with <F9>, then hold down <HELP>, <LEFT SHIFT> and <1> together. Unpause and the function keys will take you through all levels. <F8> gives you five lives.

1.132 last ninja

To get past the dragon at the end of level one, you must stand at the far left side of the path just at the beginning of the Dragons rocky lair. Throw a smoke bomb and if you are on target the Dragon will fall asleep. You can now walk past without getting killed.

1.133 last ninja 2 - system 3

To board the helicopter at the end of level 5, you must first allow the helicopter to leave the screen, then run to the end of the building and jump in the direction that the helicopter went, making sure that you completely exit the screen.

During play, type "HI TO MSLG". Nothing seems to happen, but you will now have infinite lives.

To kill the Dragon throw a smoke bomb under him.

Solution:

THE PARK

From the opening screen go through the curtain and avoid the bloke in the next room so that you can punch the box on the right hand wall. Go back outside and a trap door will have opened. Drop through it and take the key that is in the bottom left hand corner of the screen. Exit this room and head for the screens that have public loos in them. Within each of the ladies loos you will find the two pieces necessary to make the Nunchakka. Once you have collected both parts, you will have your first weapon. Make your way to the food stand and take the burger you find there for an extra life. Continuing, take the map which is near the gate, and then collect the shurikens which are hidden in a bin in the screen just before you meet the deadly juggler. Once you've got them somersault past the juggler and collect the map that you find in the next screen. Climb up the gate and somersault into the next screen to find the staff. Climb down, and head for the gate which is opened using the key. Somersault onto the boat as it floats past, and then jump straight off onto the other side. Head for the small island where the boat will have got stuck and prod it with the staff. Return to the bee screen and then to the other screen. Jump on the boat and onto the other side.

THE SEWERS

Walk through the first three rooms and then go right and collect the key. Go back to the last room and jump over the gap. Walk forward until falls and then follow it. Use the key you found on the grate and then drop down into the hole. When you come to the three doors, go through the one that is furthest away. Jump over the scurring rats and keep

going until you come up against more doors. This time, go through the nearest one. Hold the drunks bottle and walk into the torch until the bottle glows red. When the alligator attacks, throw the bottle at it and exit through the door that it was guarding.

THE STREETS

Enter the workmans hut and pick up the manhole key. On the screen with the flashing door, take the sword that is located on the wall after kicking the door down. Find the drunk and nick his bottle, then take the hotdog from the stand for another life. Use the key on the manhole and drop down the opened hole.

THE OFFICE

Go through the blue door and touch the computer. Make a note of the number it gives you and then go out, following the path until you come across two doors. Go to the top one and use the pick up control to operate the button. Climb the ladder to the next screen and go to the room with the fan. Pick up the grate and exit onto the ledge. Now carefully make your way along the ledge and climb up the ladder. As the helecoptr pulls away, somersault otno landing skids.

THE BASEMENT

Go through the pile of boxes, climb the ladder and then go left. Pick up the credit card and go through the door at the end. Take the chicken, go back and use the ladder to go down. Go right to find some rail cars, but be sure to somersault over the dangerous lines and repeat the process with the next set of lines. Grab the hamburger and head for the stacked crates. Somersault over them (you may have to zig-zag over them) and head for the room full of bottles and go down. Hold the chicken to fend off the panther and use the credit card on the box to enter the lift.

THE HOUSE

Pull down on the joystick when going past the turret. Go from the turret on the left and walk to the window along the grey strip. Somersault through the window and walk down the corridor to the big door. Take the rope and go down. Turn off the alarm and go through the entrance behind the plant. Punch the wall switches and make your way through the maze towards the steam engine. Touch the right hand switch to re-direct the steam jet and go through the door.

THE FINAL BATTLE

Head for the pentacle and go to the tapestry to reveal a safe. Using the number you got off the computer, unlock the safe. Take the orb and, as you do this, Kunitoki will appear. Kill him so that he falls inside the points of the pentacle and before he gets up, light each of the candles. He will now be powerless, allowing you to put the orb back in the safe and complete the game.

1.134 last ninja 3

Level codes:

- 1 SUSS
- 2 IMED
- 3 URTI

- 4 BASD
- 5 NOUS
- 6 RERO or REOO

Play the game and try to get into the hihgscore-list. There enter instead of your name "ILLBEBACK" and start a new game. From there on you got unlimited lifes and you can choose levels with <F1>-<F6>!

To kill the Dragon throw a smoke bomb under him.

If you want to have a better bushido, attack the enemies with the same weapons they use or without weapon.

Level 1:

The first thing to do is to collect all things in level 1. If you have everything, build a climbing-glove out of the claws and the glove you found. Now climb up the rockface and off we go. Take the lamp and go back to the rockface. There you fill up the lamp with the stuff inside the barrels. Back up. When you arrive at the rock, you use your selfmade bomb to drop it. Get downside into this room again and (walk near the wall) take the script. With this you can leave level 1.

Level 2:

Get the bellows. You also find a boat (?) and give this a touch. It leaves the screen and appaers in the next room again. If you enter this room, push your stick up in the corner. At the end of the path press <FIRE> and when you landed on the boat, at once again. In the following maze you find your scroll. After the maze climb down the flower (attention). Go to the next screen.

Level 3:

Get the scroll and -on the bridge- the locker for the water-flew-out. This works as follow: Stand in front of the right corner of the fence. Now push your stick down-left and jump in the right moment. Now walk to the next screen and take the thing. Stop the water.

Level 4:

Walk on. Climb up the 2nd holds and find up there a mouth-safe. Now you can get into the gas-room and take the powder. Get the keystones and the scroll. When you arrive at the fire, use the bellows and and after that, throw in the keystone. The result is a key. With this key you can unlock the door.

Level 5: Try to manage having the full bushido arriving here.

You find the scroll on your way. If you are standing in front of kunotoki, use the scroll. He begins to throw. Reflect his throws pressing button and left-up. If this isn't enough, throw your weapons.

1.135 last ninja cd³²

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

1.136 lazarus

During play, type any of the following:

```
"IDNRGY"  Fill energy meter
"IDJETF"  Fill jetpack fuel
"IDGO\"   ?
"IDKEYZ"  Activate keyboard controls
"IDMYSZ"  ?
"IDTRAI"  Press <F1> for invincibility
"IDGIWR"  Activates the following keys
           <1>-<5> select weapons
           <SPACE> activate jetpack
```

1.137 leander

Enter any of the following for the password:

```
"ZXSP"  LEVEL 2   "LVFT"  LEVEL 3
"LTUS"  INFINITE LIVES  "ESPR"  ??????
"LUCY"  HEARTS    "SOTB"  RAIN
        "SNOW"  SNOW
```

If you typed "LTUS" use <F8> to pause the game and press <F6> and then <FIRE> to skip levels. <F2> - <F7> selects the various super weapons.

1.138 leather goddesses of phobos

Part 1

You find yourself in Upper Sandusky, Ohio, in Joe's Bar. You've quaffed a fair amount of no-name beer and you feel an urge. You trace the urge to the region of your bladder.

You are told that the ladies' facility is northeast and the gents' is northwest. Okay, go in the direction of whichever one you normally use.

In any case, you will find either bathroom to be filthy and fly-specked. Moreover, each contains a stool. Get the stool if you think it will come in handy (and no cracks about which stool, either! It's the three-legged one). Under certain circumstances, the stool may prove useful, but it isn't vital.

Also, while you're in there, you might want to follow instructions and use the Scratch 'n' Sniff card which comes with the game. (Honest, the scents on the card really do smell pretty close to what they're supposed to. Well, some of them do, anyway.) On the other hand, if card-sniffing isn't your bag, simply type, "Smell the odor," hit RETURN and each time you'll be told what you're supposed to be smelling. In the case of the bathroom, it's an old pizza slice, dubiously discarded in the corner. Finally, before leaving the bathroom, use it. I mean the bathroom, silly, not the pizza slice! And no prurient entries, please. Just type, "Use the bathroom." After you have done so, exit back into the bar and order a drink.

Usually, the bartender will tell you you've had enough. If he does, try ordering again. You won't get another one, of course, but Infocom has to have a little delay in the game before you get zapped by tentacled aliens (?) from your cosy bar into a cell. That's right, a cell. You are suddenly, and with no logic whatsoever, a prisoner of the dreaded LEATHER GODDESSES OF PHOBOS, whose dastardly plan it is to invade and take over Earth for their own sinister purposes. This bodes ill, I fear for God, country, the old ball game, mum's apple pie, and all those other values we hold so dear.

Oh, at this point I should interject that you start LGOP in what is called "Suggestive Mode." In movie lingo, this roughly corresponds to "PG." At any point in the game, including the beginning, you can change modes by typing in either "Tame" (ho hum), which gets a "G," or "Lewd," which is "R." This, of course, permits you to play the game all the way through in any of three modes, not to mention as a male and/or a female. If this is confusing, well, don't fret on it. One other thing, you have to be eighteen or over to play in "Lewd" mode. No cheating! (Remember those tentacled aliens?)

Okay, you're in your cell and you find some things to take: a flashlight, a painting of a pussy cat and a blanket. Take all. Also, someone thrusts a tray containing a hunk of brown food into your cell. Get the food (it's chocolate candy) but forget the tray.

Evidently, one of those aliens was asleep at the tentacle because he/she/it forgot to lock your cell door. Open the door and go south.

Across the hallway, you find another cell door. You also see a sign at the head of some stairs which go up and down. The sign says, "Observation Room." Don't go up yet. Instead, open the other cell door. (Some jail!) Inside the other cell you find (a) a man named Trent, if you're playing the game as a male; (b) a girl named Tiffany, if you're playing as a female. Trent or Tiffany will be your faithful, albeit not too bright, companion from now on.

On the floor of this cell you spy a crumpled piece of paper. Get it and read it. It turns out there's a seemingly meaningless matrix of letters on the paper. The operative word here, folks, is MATRIX. If you scan the letters very carefully you will make out words, for the matrix is one of those "scramble-grams." Some of the words run backward from left-to-right, others are forward, right-to-left. Some run vertically, others diagonally and several intersect. In any case, encircle the words as you find them. You should wind up with eight circled items: blender, rubber hose, phonebook, angle, cotton balls, photo, mouse and headlight.

For the present, you are not told the significance of these objects. Eventually (rather soon, as a matter of fact), you will learn what they're for. However, as with many Infocom puzzles, all is not as obvious as it seems with this matrix. If you are paying very, very close attention, you will discover that its real significance is with the letters you DON'T circle. If you put these together, you will read the phrase, "Hissing frightens flytraps." You are encouraged to stash this information in your memory banks. It comes in handy later on.

Okay, leave the cell and go upstairs to the Observatory Room. (Note: there's a basement downstairs, and one flight up from the Observatory is the Roof of the Observatory. The basement isn't important; the roof is.) Once you're upstairs, go north into the tiny closet where it's too dark to see anything.

Turn on your flashlight. Now you can see, and you notice a black circle on the floor and a wicker basket up on a shelf; but the basket is too high to reach.

Here, you can either drop your stool (if you took it) and stand on it, or you can stand on the shoulders of your newly acquired companion. Either way, take the basket. It's a good idea to put your possessions into the basket, too, since this will permit you to carry more stuff, at least until you find a roomier receptacle. No? You don't want to do that? Well, at least put the blanket in the basket. You'll be sorry if you don't put your other stuff in, too. When you get the dropsies, don't come crawling to me for sympathy. Finally, stand on the circle.

Part 2

Whoosh! You're zapped away to the Jungle. Slithering up to you through the excessive heat and humidity is a gigantic Venus Flytrap. It looks (and is) hungry!

I've got some explaining to do so I'll pause here. First, I should tell you that the sequence of events in LGOP does not necessarily have to follow my walkthru scenario. For instance, if you had gone upstairs one more flight to the Roof of the Observatory, you would have seen another black circle. If you had stood on this one instead of the circle in the closet, you would have been teleported to the Martian Desert instead of the Jungle.

The sequence isn't especially important. What matters is that there are black circles (teleporters) located at key locations throughout the game. You should make a note of where each circle is situated and where each one takes you. Otherwise, you will quickly get lost and doubtless die and be forgotten, never to taste mum's apple pie again. One other thing: whenever you stand on a black circle, your faithful companion will emerge right behind you when you reach your destination. Well, most of the time he/she will.

Back to the action. There's this flytrap, see? Well, we know what to do, don't we? Hiss at the flytrap. (Oh, and it might be a good idea to turn off your flashlight, too!)

Your hissing promptly causes the flytrap to cooperatively expire. (He mistakes the hiss for a spray can of weed killer.) With the flytrap out of the way, you can now proceed west to the Spawning Ground for Venusian slime beasts. Only one spot is free of slime and it contains a black circle. Next to the circle is a jar of ointment. Get the jar, but do not stand on the circle. Examine the jar. It turns out to contain untangling cream, whatever that is.

At this point, Trent/Tiffany will toss you a matchbook. You notice it is empty, but there are notations scrawled all over the cover. Your companion tells you this is a list of things he needs to whip up a Super-Duper Anti-LEATHER GODDESSES OF PHOBOS Attack Machine! As it turns out, the list is a duplication of the objects you so laboriously decoded from that meaningless matrix you found back in your cell. Anyway, now you know what you must obtain in order to win the game. You also note that, so far, you're batting zero. On with the quest!

Having read the matchbook cover, go east from the Spawning Ground back into the Jungle. Go east again. At this point, a mighty tree rises before you! Suddenly, the tree dies and is consumed by Venusian hypertermmites, leaving a gigantic hole in the ground.

What to do about the hole? Well, you can go down into it if you wish. But that's pretty boring. Besides, you won't be able to get out again unless you have your stool. (That's really the only use I found for the thing, by the way.) On the other hand, Infocom doesn't just allow things like unexplained tree-dyings to occur, do they? I never tried this, but I gather the purpose of the hole is to permit another solution to the flytrap puzzle. I suspect this is included in case you didn't/couldn't decipher the meaningless matrix of letters. (Those Infocom guys know that not everyone is as smart as they are!)

Anyway, one of the places you will teleport to at some point in the game is Cleveland. There, you will find a trellis and a sack. If you are following a sequence of events which gets you to Cleveland before you get to the Jungle and the Venus Flytrap, here's what you can do. Presumably, you will be astute enough to take the sack and the trellis when you find them. The sack is full of leaves (69,105 to be exact). Now, when you get to the Jungle put the trellis over the hole left by the tree, and dump the leaves on the trellis. The flytrap will sidle up to you across the trellis and fall into the hole. End of problem.

Since you have just hissed the flytrap into oblivion, you may completely disregard the foregoing, ignore the hole and proceed east yet again. This takes you to a Clearing. In the Clearing is a can of black stain. Get the can and go northeast.

You come to the front door of a plasticoid house. It is closed and locked. What's more, you don't have a key. Go east to the Rocky Clifftop. There isn't much here except, oh, a black circle and a neat view. Off to the northwest you can see a Vizicomm Booth. Go northwest. (The black circle can keep.)

Enter the Vizicomm Booth, which is out of order. Turn or pull the coin return knob and you'll here a clank. Open the return box, and a coin drops to the ground. Get the coin and examine it. The coin reads "Ten Marsmids." Fine. Now go back to the Rocky Clifftop (just type "Exit"). From the clifftop, go north. You find yourself at the back door of the plasticoid house. And you are NOT alone!

An extraordinary number of door-to-door salesmen are camped out here. One of them approaches you and offers to barter one of his machines for something of equal value you might be carrying. Offer the flashlight to the salesman. In exchange, you receive what is described as a TEE-Remover Machine.

Before the salesman can explain, he turns on your flashlight and a giant Venusian Megamoth swoops down and carries him off. The other salesmen scatter to the four winds. Hm -- a Tee-Remover?

Open the machine. Put the jar (of untangling cream) into the machine. Close the door and turn on the machine. The machine whirs and grinds. When it stops, open the door and get the jar. It now contains unAngling cream. (Oh, brother!) Now knock on the back door.

Part 3

You are welcomed by a Mad Scientist (mit a Cherman accent, uff courze). He welcomes you because you look like a grand candidate for his next mad experiment! Go downstairs.

Oops! You're in the Mad Scientist's laboratory. It contains a cage. The cage

contains two gorillas. The cage also contains a rubber hose. Quick! Throw the candy (the hunk of brown food, remember?) into the cage. Just in time! The mad scientist straps you and Trent/Tiffany down to a couple of slabs. Then he throws an ominous looking switch.

Suddenly, you find yourself inside the cage. You also find yourself inside a gorilla skin! Odd, you can also see your own body still strapped to the first slab. Gee! The female/male gorilla in here with you looks better and better all the time. Kiss the gorilla.

This seems to satisfy the Mad Scientist that his experiment is working chust fein, zo he bounds up the stairs, leaving you locked in the cage with the gorilla. Your companion, who has been transported to the "body" of a Venus Flytrap, is of no help. He remains strapped to the second slab.

Let's see, wasn't there a rubber hose on that list? Yep. Get the hose. Now eat the candy. You feel a sugar rush. (For those of you not quite so smaht as those Infocom fellers, a sugar rush means you feel super strong.) Good. Open the cage. Wow! You really are super strong! You part the bars easily and can exit the cage. Do so.

Drop the hose outside the cage. Then, go to the second slab and unstrap Trent/Tiffany (watch out for those "tentacles!"). Next, unstrap your body. While your sugar rush is ebbing, pull the switch. Good! You're back in your own body again. Get off the slab and retrieve the rubber hose and put it in your basket.

If you were paying attention when you entered the laboratory (it's always a good idea to read the descriptions, no?), you noticed there was a black circle at the foot of the stairs. This might be a good time to stand on it.

Zap! You're back inside the Vizicom Booth. Exit the booth and you're back on the cliff top. Now you can stand on the black circle you saw the first time you came here. Doing so takes you to the Royal Docks. Moored to the end of this dock is a royal barge. To the south is a ruined castle. Go south.

You are in the throne room of King Mitre. It seems that we've been wrong all along about the legend of King Midas; he, who we always thought could turn things into gold by his mere touch. It seems his real name was King Mitre, and, in fact, everything he touched turned into forty-five degree angles. Everything, including his own daughter. You notice one angle in particular -- prominent because of its long golden tresses and flowing white gown. Unlimber your handy-dandy jar of unAngling cream.

Rub the unAngling cream on the daughter. Slowly, the angle turns into King Mitre's beautiful daughter, Princess Theta. Mitre is so happy to see her again that he rewards you with a truly useful gift, a perfect eighty-two degree angle. (He explains he only brushed against it.) Take the angle. Hey! Your batting average is going up! You now have two objects out of eight. Put the angle in the basket with the hose.

By the way, at this point your inventory may be a bit top-heavy. I mean, what good is a jar of unAngling cream, now that it's empty? And who needs a TEE-Remover Machine after it's done its work? That stool isn't much good, either. Unless you're terribly possessive about such things, go ahead, drop them, along with the matchbook, the scrap of paper and any other flotsam you still have. On the other hand, no sense being a litterbug. Why not pick a

central spot where you can drop them unobtrusively? (I chose the basement below my cell.) Nothing like being tidy, eh? And you never know when something might come in handy. On the other hand, if you're a slob, there's no penalty in the game for dropping things wherever you please, once you've used them. Just make sure not to drop anything prematurely.

After you've got your angle tucked away, leave good King Mitre. As you depart, you realize the dummy has inadvertently touched the princess again, but you can't do anything about that. It's time to visit the Martian desert. Go south.

Part 4

You've come to a Ruin, one of many you'll encounter. Go south again. You're still in the desert. Go east to Another Ruin. Sitting on a rock is a truly repulsive frog. I mean, this one is the repulsive frog of all repulsives in the frog kingdom. It is also wearing a little gold crown. Go ahead, kiss the frog.

Yuck! The frog is so ugly you just cannot bring yourself to kiss it. Yet, instinctively you realize that somehow, some way you've just got to screw up your courage, pucker up and plant one on its repulsive kisser. For now, though, go west, then, north to Yet Another Ruin. This one is unimpressive except for the fact that it does seem to contain a black circle. No, don't stand on it (unless you have a hankering to visit the basement below your cell). Retrace your steps by going south to the frog, then, east to the Dessert.

Very sharp-eyed gamers will have noted the word "dessert" above. "Ha!" they will proclaim, "I knew the Sysop editors around here didn't know how to spell!" Wrongo, smahties. The word IS Dessert. In fact, you're looking at a fifty foot Martian Cream Pie. It is a mirage, of course. So are the trails which appear to lead to the northwest and southwest from here. Go southeast.

You've come to an Oasis. There is a little bunny rabbit hippity-hopping around the premises. Get him. (What you do with him, I confess, I haven't the foggiest. But I got him anyway, so you might as well, too. Maybe he makes good rabbit stew.) On the other hand, you also see a black circle here, and I DO know what to do about that. That's odd. The black circle mysteriously turns white! Get out your can and pour the black stain on the circle. That's better. Now it's black again. Stand on the circle.

Whoosh! You're in Cleveland. (Remember, Cleveland?) Go south. Well, now, here's a lawn that somebody cares about. Actually, it's a muddy patch of crabgrass, but there's a rake and a sack full of leaves. Forget everything except the sack. Take it and dump out the leaves. Now that the sack is empty, you've got a much better receptacle than your wicker basket. Put all your goodies except the blanket in the sack. Leave the blanket in the basket. It looks cute in there. Now go north, then, northeast.

You're standing inside a Teensy-Weensy House. Go upstairs and You find yourself in a Bedroom containing an open window, an unmade bed and a sheet lying half on the floor. Get the sheet.

Tear the sheet into strips and tie the strips together (which forms a rope), then tie the rope to the bed. Throw the loose end of the rope out the window. Your faithful friend, Trent/Tiffany, will now shinny down the sheet. (If you try, you soon learn you're too heavy and fall to your untimely demise. This is not terribly important except that it ends the game.) Once on the street, your

pal will just have time to unscrew a handy headlight before being unceremoniously struck by a truck and, evidently, killed.

Before you can burst into tears over your loss, your companion reappears in a cloud of falling plaster as the ceiling above you collapses! He offers an explanation of his startling reincarnation, but I won't bore you with it here. After all, I presume you can read it for yourself if you're playing the game. Anyway, take the headlight he/she is carrying and put it in the sack. That's three out of eight!

Time to leave picturesque Cleveland, so go downstairs and go east into the garden behind the Wee House. There's a trellis against the house and a fresh piece of sod. Lifting the sod reveals another black circle! (If you need to be told about the trellis, you're not paying attention.) Stand on the circle. You're teleported to the basement below your cell. You see, you could have come here from the black circle in that ruin I told you about. But if you did that you might have missed Cleveland, and...oh, forget it.

Right about here is where I dropped all my superfluous, used-up junk. You see, I didn't have a walkthru like you've got, and I didn't know whether I might not need my superfluous, used-up junk again. For some reason which only a tentacled alien could divine, the basement seemed like a logical spot. Of course, being tidy never hurt anyone, but I think I've covered this ground already.

Part 5

Go upstairs. Go 'way upstairs, all the way to the Roof of the Observatory, upstairs! This time, stand on the black circle there. You will be back in the ruin just south of King Mitre's castle. Go north. Mitre will still be sitting on his throne, surrounded by forty-five degree angles, looking dejected. One of them has long golden hair and a flowing white gown (sigh). If only old Mitre could keep his paws to himself! Well, leave him to his ruminations and go north to the Royal Docks and board the barge.

You see some simple controls. Examine the controls. One is a huge orange button, which reads "Magnetomoor On." The other is a huge purple button. It reads, "Go With the Flow." Pushing the orange button causes the words to read "Magnetomoor Off." It also causes the barge to drift away from the dock into the channel. Pushing the purple button causes the words to read "Full Speed Ahead."

As soon as you have pushed orange, push purple, wait one turn, and push orange again. (You can pretty much forget about purple from now on.) Anyway, by pushing orange you have reactivated the Magnetomoor. (Magnet-O-Moor, get it?) This is your dock/undock device. Since all the docks in the canal contain barge magnets, all you need do to moor at one is push the orange button in a timely fashion. To unmoor, push it again.

All right, the first dock you'll clank against is Baby Dock. Disembark and go north. You find yourself among the Dunes, and there is a strange alien warrior lying dead here. Next to the alien is a chapstick. Get it. Partially buried in the sand nearby is a strangely coded message. Get that, too.

If you carefully read your 3-D comic book which comes with LGOP, you will recall a bit in there about a transposition code. You say you forgot the code? Well, go back and reread it. In the meantime, I'll translate the strangely

coded message. It says, "Your mission is to contact wife number nnn (the number is inserted randomly) of the sultan/sultanness and get the secret map. Identify yourself to her by asking her to kiss your kneecaps."

Now, wasn't that easy? Leave the alien in the dunes and go back to your barge. Board the barge and go through the orange button ritual.

The second and extremely opulent dock you come to is THIS is My Kind of Dock! When you reach it, exit the barge and go east. You will be in the Main Hall of the Palace. Go south to the Laundry Room and get the clothespin. Now go back north into the Main Hall and east into the Oriental Garden. Here, you see a well containing handholds downward. Climb down.

At the bottom of the well is a black circle. You land upon it and are immediately transported back to the barge. This is a good circle to know about. It teleports you to wherever you've parked your barge, and this knowledge will come in mighty handy later in the game. For now, though, re-exit the barge and go back into the palace. From the main hall, go northeast.

Now, if you're playing this game as a male you will be in the sultan's palace. If you're a lady-person, your host-person will be a sultanness. In either case, you find yourself in the Audience Chamber confronting one or the other, as the case may be. Whomever it is, sultan or sultanness, will confront you with a riddle. Your faithful companion will burst out with a dumb answer and wind up being tossed to the tigers by the palace eunuchs. Alas! You were beginning to be fond of him/her, but on with the game. Alas, again! You're next if you don't get it right.

The answer to the riddle is, "Riddle." So type SAY "RIDDLE." Oh, goody! The sultan/ess begrudgingly rewards you with an hour of rapturous bliss with one of his/her 8,379 wives/husbands. Hie thee west into the harem. Here you are confronted by a harem guard who asks you to make a selection, any number from 1 to 8,379. Naturally, you pick the number you gleaned from the coded message. (Remember, the message was written backward, which means the number was backward, too.)

Wait a bit and soon your choice will beckon you to her/his obscenely luxurious bed chamber. Ahem <er> afterward, type TELL WIFE/HUSBAND, "KISS MY KNEECAPS." Your partner will present you with a secret map of the catacombs. (It comes in your game package, by the way, but you'll probably still need my directions to get through the maze. Try it without them, you'll see.) She/he also pulls aside the covers and indicates a secret passage down. You are told it's the only way out of the harem. Take the torch he/she gives you and go down.

You are now in the catacombs. Well, what do you know. Here's your faithful companion Trent/Tiffany with another outlandish explanation of his/her reappearance. You listen and then decide to push on.

For my money, your visit to the catacombs is the toughest part of the game. I have to admit I had help here. (Oh, all right, I had help in a couple of other places, too. Golly! I never can get through these dumb games without help! Besides, I HATE games!) Anyway, you need to follow these directions carefully, including those about "Hop, Clap and Kweepa." (I TOLD you to read the comic book.) Okay, here we go:

NW, N, NE, E, CLAP, NE, NE, SE, HOP, CLAP, KWEEPA, D, NW, NE, CLAP, N, S,

HOP, NE, CLAP, U, KWEEPA, NW.

Get the phone book. (Four out of eight!)

CLAP, NW, HOP, S, SE, CLAP, SE, D, KWEEPA, NE, CLAP, HOP, W, N, NW, CLAP, E, W, KWEEPA, HOP, CLAP, SW, SW.

Get the raft.

N, CLAP, NE, E, HOP, KWEEPA, CLAP, NW, NE, SE, U, CLAP, NW, HOP.

Stand on the black circle.

That's it. But be sure to follow the directions precisely. Of course, if you prefer being devoured by a Martian crocodile or some such, you can always find your own way.

Presuming you wind up at the black circle and stand on it, you will be teleported directly to the Well Bottom. You've been there before so you know the black circle at the bottom will take you right back to your barge. After the catacombs, the royal barge is kind of cosy. But there's no time to dally. Exit the barge and go east into the palace again. This time, go east into the Oriental Garden and from there, southeast to the base of a Tower. Actually, it's a Minaret with stairs leading upward so go up.

The view here is breathtaking, almost as nice as the clifftop back in the jungle. But there's also a black circle here. Stand on it.

Zowie! You find yourself in a cramped space which, as it turns out, is right over your cell! You don't know that, of course, until the floor collapses and you find yourself tumbling through the resultant orifice into your cell. Hm, that's odd. There's a black circle here. Never noticed that before. (That's because it wasn't there before, Venusian Bird Brain!) As it turns out, this circle takes you to the main hall of the palace, but we don't want to go there this time. Exit the cell (south) and go up to the Observatory Roof. Stand on the circle and you're back in the Martian Desert (with one "s" this time). Go east to the frog.

Ah, yes, you remember that ugliest of ugly frogs? Now you have both the will and the means to kiss this total grossness. Put the clothespin on your nose. Rub the lip balm on your lips. Then, drop everything you're carrying and cover your ears with your hands. Close your eyes. At last! Kiss the frog!

Ooooh, another rapturous interlude with one of the opposite sex. It turns out you're not quite (humph!) satisfied, but at least "the one" leaves you with a small token of affection. It's a household blender. Take it. Put it in the sack. (You have been using the sack, haven't you?) If I reckon right, that's five out of eight. We're getting there!

Part 6

Leave the ruin and go east into the Dessert once more. Yes, the one with two "s's." Then meander southeast to the Oasis. Stand on the circle and return to Cleveland. No particular reason for another trip to Cleveland, really. You could have gone to the other ruin which has a black circle and gone directly to your cell. It's just that I sorta feel sorry for Cleveland. Nobody in his/her right mind would EVER go there twice, would they? On the other hand, nobody in

his/her right mind would play computer games, either. Would they?

Anyway, you're back in Cleveland. Go northeast, then east (into the garden) and get yourself zapped back to the hallway near your cell. Go down into the basement and dump your extraneous jetsam, especially the clothespin. You'd look pretty silly going up against the Leather Goddesses wearing a clothespin on your nose, right?

After you've lightened your load, go up into your cell and stand on the black circle. You find yourself back in the Main Hall of the Palace. You might want to wipe off that gooey lip balm here. Exit the palace to the west and enter your barge. Push orange. Wait. Push it again. (You know the drill.)

Wait until your barge clangs up against Wattz-Upp Dock. You hear a gurgling noise to the west (it's the Oasis). Exit the barge. When you're standing on the dock, reach over and push orange. That's right, push it! So what if your barge goes shooting out into the canal without you. Trust me.

Go west to the Oasis, stand on the circle and, voila: Beautiful, downtown CLEVELAND! (I told you I felt sorry! Now I'm sorry I did this one more time. I mean, who needs Cleveland tha-ree times?) Oh, well, you're not here for long. Go back to the garden, the black circle and...the hallway near your cell. Go up to the Observatory Roof and stand on the circle.

A pause here for a comment or two. Make that a rebuttal. Yeah, I can hear all you wisenheimers out there knocking my route. And I freely admit there might be better ways to go, bypassing my revisits to dear, picturesque downtown Cleveland. Didn't I tell you there was no particular sequence you had to follow? C'mon, didn't I? You know it, fella. Hey, if you've got something against Cleveland, go ahead, write your own walkthru.

I digress. You're back in the desert. You've sent your barge down the canal, pilotless. What to do? Go west to Yet Another Ruin. Now go northwest. You've reached Hickory & Dickory Dock. What's this? A mouse! Show the picture (of the pussy cat) to the mouse. The poor thing is frozen with fear. Get the mouse. (Only two more goodies to go!) Now go south, back to Yet Another Ruin. Stand on the black circle.

Once more, you are in the basement below your cell. Got anything to drop? How about that torch? It went "phhttttt" long ago. Okay, let it go. Next stop, upstairs to your cell. Stand on the black circle. You arrive at the palace. Go east into the Oriental Garden and enter the well.

Well, well (a little humour there, folks) you're zapped from the Well Bottom right slap dab onto your barge. Where is it? Why, it's right here at the Icy Dock, 'way, 'way down at the southern terminus of the canal.

Okay, I'll bite. Why didn't you just take the scenic route aboard the barge all the way down the canal to here? It would have been restful and, well, scenic; not to mention saving a lot of aggravation, wouldn't it, boobie? Well, for one thing, you would have missed those neat trips to Cleveland. For another, you probably would have missed the mouse, too. Oh, and one other point: If you'd taken the barge route you would have died.

It seems there is this gigantic machine just before you get to the Icy Dock. It's some sort of Martian (Phobotian?) energy machine, and it used to supply power to the whole planet. It doesn't work quite like it used to, but it works

just well enough to send a lethal ion beam out over the canal. If you try to pass through it, say, on a barge, well, first you get a little headache. Then you get a truly humungous headache. Finally, after the humungous headache assumes gigantically unbearable proportions you, er, explode. And that's a fact.

Aren't you glad we went to Cleveland?

Okay, from the Icy Dock, exit the barge and go south. Oh, no, your faithful pal Trent/Tiffany slips on the ice and disappears into the frigid waters of the canal. No matter, go south, like I said. You are at the edge of the polar ice cap. Needless to say, it's cold. Go southeast.

Oh, good grief! Your passage forward is blocked by a whole waddling phalanx of penguins! One of them is carrying a sign. Read the sign. It suggests that you donate to the Penguin Relief Fund. Well, there's nothing for it but to give your coin (the Marsmid tenner) to the penguin.

The penguin thanks you graciously, and gives you your change, a one Marsmid coin. (You don't know it yet, but the little guy just did you a favour.) The penguins part to let you pass, so go southeast.

You arrive at a gypsy camp. About the only thing here is a single forlorn tent, pitched on the north side of the camp. You are greeted by two robots, a male and a female (they're gypsies, see). No sooner do they invite you in for tiffin than a meteorite swoops down and kills both robots dead. Oh, dear, from inside the tent you hear the wail of a baby crying, "Mummy."

Enter the tent. Sure enough, it's a gypsy robot baby. Get the baby and put it in your wicker basket. Oh, that's nice. The baby appreciates the warmth of the blanket and instantly goes to sleep. As for you, exit the tent and go south - to the South Pole, as a matter of fact.

What else would you expect to find at the South Pole? Righto! It's an Igloo! But the front door is locked. Gazing through the igloo window you are tantalized by the sight of a pair of cotton balls. Instantly, your brain cells focus, cutting through the fog of forgetfulness like lasers. You suddenly recall that cotton balls were on the list. How to get them?

Let's re-read that description of the igloo one more time. Yessir, I thought so. There's a sign over the door. It reads, "Martian Orphanages, Inc., South Polar Branch." Well, what do you suppose might be an appropriate action for someone carrying an orphan in a basket to take, standing like you are on the doorstep of an orphanage? Listen, if you can't figure this one out for yourself, you never, ever should try another text adventure game again. After all, you might have to get through the next one without a walkthru.

Hey, you're smahtah than I thought you were! You put the wicker basket on the doorstep. Then, you hide behind a snowdrift and wait. Sure enough, from inside the igloo emerges a matronly woman of immense proportions. She takes the basket and its contents into the igloo and closes the door. But she doesn't lock it.

Open the door, enter the igloo, get the cotton balls and scam. Retrace your steps north to the gypsy camp, northwest to the penguin park, then go west to the Allusion Room. As it turns out, the Allusion Room is nothing more or less than a black circle. Stand on it. You are whisked back to the Oasis. Well, I'll be a petrified penguin! Here's Trent/Tiffany, emerging alive and well. The saga

of how he/she survived the fall into the icy waters is too bizarre to bear repeating, so we'll move right along. Stand on the circle at the Oasis. Guess where we are now?

Part 7

Cleveland!!! This is really ridiculous, so let's beat feet. Get into that garden and onto the circle. You're back in the hallway so go on up one more time to the Observation Room (the one with the closet to the north). Go into the closet. It's too dark to see, but you can still stand on the circle. I'm sure you remember it takes you to the jungle. Leave the jungle by way of the circle on the cliff top. Go ahead, there won't be any flytraps, salesmen or mad scientists to stop you.

You are teleported for the last time to the Royal Docks. (Just a tad away is Mitre's castle, but you're not going there this time.) Instead, put your raft (the one you've been lugging along since you found it in the catacombs) into the water. Board the raft.

Here, you have to be alert. As you drift down the canal in your raft, you might be lulled into your customary state of not carefully reading the descriptions in the game. Do not permit this to occur. What you're looking for is a passage indicating that a dock is close enough for you to grab. Actually, you will pass several docks which are eminently grabbable. Grab them all just to be on the safe side. The one you want is Donald Dock.

When you've grabbed Donald Dock, exit the raft (you pull it onto the dock for safe-keeping). Go south to the Dunetop. From here, go east to the Canalview Mall. There appears to be just one shop in the mall worth visiting and it lies to the south. Go south. You are in the Exit Shop. The sign says, "Exits bought and sold." Buy an Exit.

Now, I told you the penguins did you a favour. If you had tried to buy the Exit with your ten Marsmid coin, the shopkeeper (one of the more lively gents in the story, by the way) would have refused you. It seems Exits cost just one Marsmid and he wouldn't dream of overcharging you nor can he make change. As things stand, he takes your one Marsmid coin and, sleepily, hands you a cardboard tube. It falls into the dust. Retrieve the tube, open it and you find your Exit. What's an Exit, for goodness sakes? It's a sort of collapsible black circle, that's what. Tuck it away and go north, then west, then north, back to Donald Dock.

Re-launch your raft, board it and drift. Once again, grab any dock you see. Eventually, you will come to Wattz-Upp Dock. Exit your raft, leave it and head to the Oasis. Stand on the circle.

Now really, gang! I'm sorry. But there was no other way. Just forget it's Cleveland, go to the garden and stand on the circle. I promise. We won't be coming back. Hey, you've got seven items out of eight. That ain't all bad. Isn't it worth just one more trip to Cleveland? Oh. Listen, you don't have to get nasty about this.

Once back in the hallway, go up to the closet in the Observation Room and stand on the circle. When you get to the jungle, go west. You're in the Spawning Ground. And there's just one circle left you've never used before. Stand on the circle.

You find yourself in the hold of a giant spaceship. There's a sword here. Oh, Lord! A dark figure appears from the shadows of the hold and hurls a radium-powered grenade onto the floor! Your faithful friend Trent/Tiffany hurls him/her self on the thing, saving you and giving up his life...quite messily if I may say, in the process. No time to lose! Get the sword. Don't dally either. Go south.

You are in a stable where you find a magnificent white stallion. Actually, you are aboard the flagship of the LEATHER GODDESSES OF PHOBOS Main Attack Fleet. The stable you're in contains the Leather Goddesses' Main Attack Fleet Cavalry Mounts, of which the stallion is one. Mount the stallion and kick it in the flank. Go west.

The stallion dashes down a long east-west corridor in the ship, reaching with stallion-like speed the main hatch of the ship. Here you spy a white therma suit. Dismount, put on the suit and open the hatch. Go north.

You are in space. Floating near the battle cruiser you have just left is a small passenger spaceship. Near the small passenger spaceship is a sinister figure. He/she turns out to be Thorbast/Thorbala, who is further identified as the Chief Assassin of the LEATHER GODDESSES OF PHOBOS. 'Twas he, it appears, who hurled that grenade. Thorbast is busily engaged, strapping a beautiful, helpless young lady/man to the hull of the small passenger spaceship. Your move. Attack Thorbast with your sword.

For awhile, Thorbast will parry your thrusts, and it will be nip and tuck whether you get by this episode or not. While you're fighting for your dear life, you notice a perfectly dreadful bug-eyed monster, oozing its way toward Thorbast's helpless victim. The hideous monster reaches the woman/man and starts to remove her/his garments, one at a time. The helpless victim shrieks in terror.

Meanwhile, you keep attacking Thorbast. Eventually, in the furore of the action, he drops his sword. Ever the gallant, you retrieve the sword and give it back to your foe. Realizing you are truly the good guy, Thorbast knows now that he doesn't have a chance. So he saves us all a lot of trouble and impales himself upon his own sword. Farewell, Thorbast. Now it's the monster's turn.

Interestingly enough, the bug-eyed horror is getting down to the interesting part when you attack. He squawks once and flees, leaving his victim just barely clad and grateful as all get-out that you happened along. You release her/him and follow her/him into the cabin of the small spaceship. From the wall of the ship she/he plucks a photo and gives it to you. (It just happens to be a picture of Jean Harlow/Douglas Fairbanks, the very thing you've been looking for.) You are told that, written on the back, is the address of daddy, who will reward you handsomely if you ever visit Ganymede. With that, the lady/man exits to the east, closing the door with a flourish. Naturally, you follow.

Shocked to see you, the lady/man is nonetheless receptive to your advances. What follows is another one of those boring orgy type events which we'd just better skip for now. After all, we still have to deal with those Leather Goddesses before they launch their invasion fleet and all is lost. We have all the items Trent/Tiffany wanted. But golly! When last we saw Trent/Tiffany, he/she was splattered all over the hold of that LGOP battleship!

Exit the small passenger spaceship and go south twice. You will be back inside the LGOP battle cruiser. Walk (do not ride the stallion) east down the

long east-west corridor. Well, I'll be a Thorbast's Thorax! Here's Trent/Tiffany, following along behind, explaining how he/she got here! Keep walking until you reach the black circle. Stand on the circle.

You are back in the Oasis. This time, though, don't use the exit here. Instead, drop your own Exit. Stand on that.

You are in a boudoir, lying on a divan. Next to you, actually, is a figure you can barely make out in the shadows. You can't see who it is, but the heavy scent of leather is unmistakable. Go ahead. Touch the goddess. Oh, go on!

Yipes! You have violated the sanctity of the LEATHER GODDESSES OF PHOBOS private boudoir! For this transgression, you are summarily ejected through a trap door, down a long chute into the Plaza.

What follows is a hilarious description of the attack upon you and Trent/Tiffany by the entire armed minions of the LEATHER GODDESSES OF PHOBOS. It's worth the price of the game. While the attack goes on, all that remains is for you to hand to Trent/Tiffany each of the items you have procured at such great peril, one by one as you are instructed. Suffice to say, Trent/Tiffany puts them to good use, constructing the best doggoned Super-Duper Anti-LEATHER GODDESSES OF PHOBOS Attack Machine ever crafted on this or any other planet by a faithful companion.

Suffice also to say that the machine works and the minions of the LEATHER GODDESSES OF PHOBOS are routed. As for you, you're back in Upper Sandusky, Ohio, lying dazed in the roadside near a sleepy-looking gas station. From within emerge three uniformed attendants, cooing prettily (or booming manfully), "Are you all right?" The game has ended, and all you can do now is await patiently for the sequel. Coming soon from those smahties at Infocom: Gas Pump Girls Meet the Pulsating Inconvenience from Planet X.

1.139 leatherneck

Start the game and type "CUTHBERTNECK" or "CUTHBERT", then press <F3>. This will give all players protection from enemy fire, but not from your team-mates' bullets. To return to normal press <F3> once again.

1.140 legend of faerghail

Load in several of the players that come pre-rolled on the disk, and load an original of your own. Go sell all their equipment, have them withdraw all monies from the bank, and transfer to you. Create new characters and do the same as often as you need, and you'll have plenty of gold to properly outfit you stalwart band.

Here are the answers to some of the questions and riddles you'll be asked while you're rummaging around in the dungeons of Faerghil.

In the ELVEN PALACE

Q: Who is Findal's yougest uncle? A: SCAGNAR

Q: Who is Findal's father? A: FINDAIL
 Q: Who is Findal's great parent? A:ALGANOR

In the DRAGONSERVANT'S TEMPLE

Q: What lies between myself and my opposite? A: AND

In the CASTLE

Q: What tries to go up, but stops short, has but one foot, and can not walk?
 A: STAIRS

In the RUINS OF ANCIENT ORACLE

Q: The more it gets, the more it eats, and has it eaten all, it dies. What is it? A: FIRE
 Q: I talk without soul, I hear without ears, I talk without mouth, and I'm born in air. What am I? A: ECHO
 Q: Two little windows, they have no glass, they stand together like flowers in grass. Two little windows, they show us the world, they show us the stars, the forest, the field, the fold. What could they be? A: EYES

Elven Pyramid, Level 4: 12 children walk in the fore, and 12 children walk at the rear, but as I counted them all, there were only 12 children. In what formation did the children walk? A: CIRCLE

1.141 legend of lothian

Complete Solution:

Here are the locations of interest with their coordinates.

- 1 The ruins of Heslon 34\textdegree{}E, 12\textdegree{}S
- 2 Asraela (in lake) 19\textdegree{}E, 04\textdegree{}S
- 3 Rastun (mountains) 45\textdegree{}E, 07\textdegree{}N
- 4 Lothian castle 07\textdegree{}W, 18\textdegree{}N
- 5 Larkspur 56\textdegree{}W, 26\textdegree{}N
- 6 The mountain cave 57\textdegree{}W, 16\textdegree{}N
- 7 Forlorn castle 17\textdegree{}W, 13\textdegree{}S
- 8 Marlot 29\textdegree{}W, 28\textdegree{}S
- 9 Trubly (island) 59\textdegree{}W, 17\textdegree{}S
- 10 Shrine of Might 67\textdegree{}E, 19\textdegree{}N
- 11 Wenhea 62\textdegree{}E, 25\textdegree{}S
- 12 The evil castle 67\textdegree{}E, 10\textdegree{}S
- 13 The magic tree 67\textdegree{}E, 27\textdegree{}N
- 14 Shrine of Protection 17\textdegree{}W, 29\textdegree{}N

First, visit Larkspur. Take the rope from the girl in the extreme upper right corner. Then travel to the Lothian castle, where you should go along the central corridor leading to King Lothian, but go through the door that leads to the brig instead.

Talk to the prisoner standing right next to the bars, and he will give you a key. Leave the castle and go to Rastun, where you get a lantern from a man in the upper left corner area (in the mountains). Next go to Asraela, and take the axe in the hut.

Go to the Forlorn castle (enter with the key), and first go to the garden in the very center of the first floor. Take the rose. Now you could use the key

to go into the dungeon (the treasure there is the Orb of Sight), but you need only go to the second floor and take the compass from the man in the observatory. Use it to get to know coordinates.

Finally, talk to Lord Forlorn and say Yes. Leave the castle and go to Wenhea, where you must give the rose to the pretty girl. She will give you her mirror in return. Go to the ruins of Heslon (kill the Medusa with the mirror before entering), and grab the unicorn with the rope.

If your inventory seems full, go back to the Forlorn castle and say Yes to Lord Forlorn. This will take away the mirror. Otherwise just go to Marlot, where you should show your gemstone to the man selling ships (unless you've got 5000 gold to spare!), and he will give you a ship.

Enter the ship. There's no need to visit Trubly, but you should go to the mountain cave instead. Enter with the lantern and find the wizard. Talk to him and he will give you an amulet. Use it.

Then go to the magic tree, possibly visiting any shrines along the way. The chant for the Shrine of Protection is "SUKANG" and the one for the Shrine of Might is "JINSOM". You can now safely walk along the marsh, thanks to the amulet. Chop the tree with the axe, and go to the Forlorn castle one last time.

Give Lord Forlorn all he wants, and he will give you a horn. Go back to your ship and go to the evil castle, which you enter with the horn. Now take a good look at a map (or draw one of your own) and memorise the traps. They take away 1..7 health points a time if you set them off. To progress, you must set at least some traps off. NEVER SAVE A GAME WHEN YOU ARE ON A TRAP!

Find the stairs and descend. Now find the potion and get it, but don't drink it yet. Instead go to the evil sorcerer. Drink the potion (this will cure all your wounds) and talk to the sorcerer. Kill him and take the spellbook that is left.

Go back to your ship, sail to the Lothian castle and enter. Go to King Lothian and use the spellbook on him.

1.142 legend of the lost

Level Codes:

- 1 RHINO
- 2 STONES
- 3 LADDER
- 4 ESCAPE
- 5 LAVA
- 6 FINALE

Type "EDLERx" for the password where x is the value 1-6.

1.143 legend of the sword

The worm can only be killed with spears, but it then blocks the tunnel. Leave it well alone! To enter the cell in the trolls cavern, get arrested by leaving the iron gates open. Search the trolls house thoroughly for the key to the gates. To take the boat, block the door of the house by the lake with the body of a humanoid.

INVENTORY

EXAMINE PACK
EXAMINE CAPTAIN
ASK CAPTAIN FOR MAP
EXAMINE IT AND PUT IT IN PACK
E
LOOK
READ SIGN
S
LOOK
EXAMINE ROCKS (Don't bother with the winkles as they make you ill!)
N
N
UP
E
LOOK
TAKE MANGO
W
W
OPEN GATES
CLIMB GATES AND OPEN THEM (5%)
W
EXAMINE DOOR
TAKE FUNGUS AND EXAMINE IT
DROP IT
IN
UP
EXAMINE SKELETON
TAKE KNIFE AND EXAMINE IT
EXAMINE WALL
UP
OPEN DOOR
BREAK DOOR
IN
EXAMINE TABLE
OPEN DRAWER
TAKE SCROLL AND READ IT
DROP SCROLL
LOOK THROUGH WINDOW
OUT
DOWN
DOWN
OUT
E
E
E
E
S
S
OPEN DOOR
IN
TAKE ALL (Calendar, Biscuits and Bone)
READ CALENDAR THEN DROP IT
OUT
GIVE BONE TO DOG
BREAK BONE
GIVE BONE TO DOG.

EXAMINE HOLE
TAKE PIPE
IN
LOOK
LIFT RUG
OPEN TRAPDOOR
DOWN
EXAMINE WALL
PUSH IT
S
S
DOWN
LOOK
TAKE GOLD COIN (Cornilius takes it!) (10%)
NW
DRINK WATER
SE
LOOK
FOLLOW FOOTPRINTS
REMOVE SNARE
TAKE IT
LOOK
TAKE BERRIES AND EXAMINE THEM (deadly nightshade!!)
DROP BERRIES
CLIMB TREE
NW
N
N
E
NE
E
E
EXAMINE RAFT
TAKE ROPE
EXAMINE MEN
ASK PAGAN FOR COIN
KICK PAGAN
TAKE COIN
W
S
SHOUT TO LEPRECHAUN
GIVE COIN TO LEPRECHAUN
GIVE PIPE TO LEPRECHAUN (15%)
EXAMINE BOTTLE
S
S
LOOK
PUT ALL IN PACK
CLIMB TREE
TAKE APPLES
DOWN
TAKE APPLES
SE
NW
W
W
ATTACK HUMANIDS WITH KNIFE

TAKE QUIVER AND BOW THEN GIVE THEM TO BELAR
TAKE AXE
E
S
S
YES (Don't give anything to Shukar!).

W
W
N (someone is coming!)
WAIT
ATTACK HUMANOIDS WITH AXE
GIVE AXE AND KNIFE TO PAGAN
TAKE SPEAR
SEARCH HUMANOID
TAKE TINDER
N
TAKE MELONS
N
TALK TO STAG
DROP SNARE
FOLLOW STAG
S
W
N (Stag is in the snare
gives help
Daville picks up bottle) (20%)
TAKE SNARE
NW
N
E
E
E
NE
N
SHAKE HANDS WITH HUNTER
GIVE SNARE TO HUNTER (he tells you to beware of Shukar and gives you
some nuts)
PUT NUTS IN PACK
S (Borgalius has taken the Hunter's ring)
SW
N
ASK DAVILLE FOR BOTTLE OF ANTIDOTE
DRINK ANTIDOTE
LOOK
S
DROP GREEN BOTTLE
W
W
SW
S
SE
E
CLIMB TREE ("Bragglesticks" is scratched into the trunk)
W
S
S

W
ASK PAGAN FOR KNIFE
KILL TURTLE WITH KNIFE
GIVE KNIFE TO PAGAN
PUT ALL IN PACK
ASK PAGAN FOR AXE
E
CHOP TREE WITH AXE
GIVE AXE TO PAGAN
TAKE WOOD
W
MAKE FIRE (Turtle eaten).

E
N
N
N
N
E
W
IN
SW
LOOK
OPEN TRAPDOOR
DOWN
LOOK
TAKE TORCH
TAKE TINDER FROM PACK
LIGHT TORCH
N
OPEN DOOR
KICK DOOR
OPEN DOOR
IN
EXAMINE BARREL
TAKE BOTTLE
EXAMINE BOTTLE OF WATER
EMPTY BOTTLE OF WATER
OUT
N
E
LOOK
TAKE KEY
UNLOCK DOOR WITH KEY
OPEN DOOR
IN
EXAMINE SKELETON
TAKE CLOTH
OUT
W
W (Daville picks up the brass key)
OPEN DOOR
IN
S
OPEN DOOR
IN
LOOK (don't take treasure!)

OUT
N
N
LOOK ("Portacotius" written on the door in white lettering)
UNLOCK DOOR WITH KEY (the bronze key won't fit...Daville opens it with
the brass key)
OPEN DOOR
IN
ASK BORGALIUS FOR RING
EXAMINE RING
WEAR RING
IN (you are transported to a junction) (25%).

S
HIDE
LOOK
N
W
CLIMB TREE
DOWN STAIRS
OPEN DOOR
ENTER
N
LOOK
NW (Daville picks up the blunt knife)
SE
LOOK IN HOLE (rat bites you!)
LOOK IN HOLE
TAKE PARCHMENT AND EXAMINE IT (symbol of spider
giant eye)
DROP IT
S
ENTER
UP
WAKE TROLL (The troll tells you about the key under the floorboards)
LIFT FLOORBOARD
TAKE KEY
DOWN STAIRS
ENTER
W
GIVE MELON AND SPEAR TO CORNILIUS
N
KICK TROLL
KICK TROLL
TAKE STRANGE BOTTLE AND OPEN IT
TAKE SHOVEL
S
W
UNLOCK GATES WITH SMALL KEY
DROP SMALL KEY
OPEN GATES
IN (30%)
W
DIG WITH SHOVEL
LIGHT TORCH
W
EXAMINE STATUE

EXAMINE WALL
EXAMINE HOLE
MOVE CHEST THEN OPEN IT
EXAMINE CHEST
TAKE GOLD KEY
EXAMINE BARREL
FILL LADLE WITH MEAD
DRINK MEAD
PUT ALL IN PACK EXCEPT BOTTLE, SWORD AND TORCH
FILL LEATHER BOTTLE WITH MEAD.

GIVE SHOVEL TO CORNILIUS
TAKE HOOK (ignore the rope
there is a scorpion underneath it!!)
E
E (you are now captured and taken to a cell)
WAIT
WAIT
WAIT
EXAMINE MAN (dead!)
SEARCH MAN
TAKE DISC
WAIT (for the troll)
TALK TO TROLL
SEARCH TROLL (don't bother with the earring)
OUT
S
W (the troll appears)
W
TAKE BOTTLE OF ANTITROLLS FROM PACK
THROW BOTTLE OF ANTITROLLS AT TROLLS
EXAMINE TABLE
PUT GOLD KEY IN PACK
TAKE QUIVER AND BOW AND GIVE THEM TO BELAR
TAKE AXE AND KNIFE AND GIVE THEM TO PAGAN
GIVE ALL TO CORNILIUS
TAKE SPEAR AND SWORD
TAKE SACK
DROP SACK
LOOK
EAT MANGO
SEARCH TROLL
PUT ALL IN PACK
TAKE HORN
UNTIE ROPE
E
SE
SE
S
IN
UP
DOWN TREE
SEARCH TROLL
TAKE POUCH AND EXAMINE IT
DROP IT.

SE

E
LOOK
TAKE CHERRIES
SE
DROP ALL
CLIMB TREE (clue to getting further South)
TAKE ALL
DOWN
LOOK UP
THROW SPEAR AT BATS
LOOK UP (Shubalooka)
SW
EAT NUTS, CHERRIES AND BISCUITS
SAY SHUBALOOKA (you are transported to a tunnel in the Forest)
SW
UP
NE (catgut)
SW
W
N
N
E
E
N
DOWN
N
LOOK
TAKE ROPE AND HOOK FROM PACK
DROP ALL EXCEPT ROPE AND HOOK
TIE ROPE TO HOOK
THROW ROPE AT CAVE
TAKE HELMET AND EXAMINE IT
WEAR HELMET
OUT
TAKE ALL
W
UP
E
E
TAKE GLASS
NE
NE
WAIT
HIDE
WAIT (you are captured and tied to a stake across the lake)
LOOK
TAKE GLASS WITH FEET
CUT ROPE WITH GLASS
DROP GLASS
ATTACK GUARD WITH HANDS
ATTACK GUARD WITH HANDS
TAKE GUARD (to put across door of shack)
ENTER TENT
TAKE QUIVER AND BOW.

OUT
GIVE QUIVER AND BOW TO BELAR

ENTER TENT
TAKE ALL
OUT
GIVE AXE AND KNIFE TO PAGAN
TAKE ALL EXCEPT GLASS
ENTER BOAT
EXAMINE BOAT
DROP ALL
TAKE PACK AND WEAR IT
TAKE ALL EXCEPT TEDDY BEAR
W
ASK CORNILIUS FOR CLOTH
PUT CLOTH IN HOLE
DROP CLOTH
PUT HORN AND DISK IN PACK
LOOK
TAKE BOTTLE
ASK BORGALIUS TO SWIM
S
NE
E
S
S
S
ASK CORNILIUS FOR GOLD COIN
SE
SHOW GOLD KEY AND GOLD COIN TO SPHERE (you are transported through the
sphere to a swamp) (45%)
DRINK BOTTLE OF FRUBA
DROP YELLOW BOTTLE
N
N (carcass)
W
ATTACK HYDRA WITH SWORD
EXAMINE HYDRA
TAKE SPECTACLES AND EXAMINE THEM
WEAR THEM
E
SW (you hear screams to the Southwest)
SW
DROP ALL
ASK PAGAN FOR KNIFE
CLIMB TREE
LOOK
READ MESSAGE
UP
EXAMINE EGG
EXAMINE NEST
TAKE FIGURINE AND EXAMINE IT (it depicts an evil wraith.....the
guardian of the bloodstone)
DROP FIGURINE
WAIT
WAIT
ATTACK MORAG WITH KNIFE
TAKE CANDLE AND EXAMINE IT.

DOWN

DOWN
GIVE CANDLE TO PAGAN
TAKE ALL
SE
N
NE
LOOK
NE
SAY MUSTAL
SHOUT MUSTAL
NE
READ SIGN
EXAMINE SKELETON
TAKE BOTTLE OF HOLY WATER
EXAMINE HORSE (harness)
PUSH WAGON NE
LOOK
EXAMINE DOOR
UNLOCK DOORS WITH KEY (key does not fit!)
PUSH WAGON NW
CLIMB IN WAGON
OPEN WINDOW (Belar helps)
OUT
PUSH WAGON SE
NW
THROW ROPE AT WINDOW (?)
TAKE HOOK
TIE ROPE TO HOOK
THROW ROPE AT WINDOW
UP (55%)
DROP ALL
ASK DAVILLE FOR BRASS KEY THEN DROP IT
ASK CORNILIUS FOR BRONZE KEY
DROP BRONZE KEY
TAKE ROPE AND GIVE IT TO CORNILIUS
TAKE SWORD, BOTTLE AND TORCH
NE
DOWN
SW
SW
NW
OPEN DOOR
ENTER
EXAMINE SKELETON
EXAMINE BUNKS
MOVE PILLOW
TAKE KEY
LOOK
OPEN TRAPDOOR
REMOVE TINDER FROM PACK
LIGHT TORCH
PUT BOTTLE AND KEY IN PACK
W
ASK BELAR FOR QUIVER AND BOW
SHOOT SPIDER WITH ARROW
GIVE QUIVER AND BOW TO BELAR.

EXAMINE WALL
BURN WEB
TAKE DIAMOND AND EXAMINE IT
E
UP
OUT
SE
NE
SE
NE
UNLOCK DOOR WITH TIN KEY
DROP TIN KEY
OPEN DOOR
ENTER
UP
LOOK
TAKE KEY
UNLOCK DOOR WITH KEY
CLEAN RUSTY KEY
UNLOCK DOOR WITH KEY
DROP IRON KEY
OPEN DOOR
ENTER
EXAMINE TABLE
OPEN DRAWER
TAKE LETTER AND READ IT
DROP IT
OUT
EXAMINE WALL
KICK WALL
TAKE RED CRYSTAL AND EXAMINE IT (make sure you are wearing the
helmet!)
DOWN
OUT
SW
EXAMINE SKELETON
SW
EXAMINE WALL
LOOK (don't touch it or you will be trapped!)
OPEN DOOR
SW
EXAMINE SKELETON
OUT
NE
SE
OPEN DOOR
ENTER
EXAMINE TABLE
ASK PAGAN FOR CANDLE
PUT CANDLE IN HOLDER
LIGHT CANDLE (strength increased)
READ MESSAGE
SE
SE
EXAMINE SKELETON
EXAMINE SKULL (with glasses
adventure)

TALK TO SKELETON
OPEN DOOR
ENTER
LOOK
LOOK BEHIND TAPESTRIES
EXAMINE NICHE
TAKE KEY
OUT.

NW
SW
SE
SE (tripwire
in cell and trapdoor closes!)
LIGHT TORCH
BLOW HORN
PUT ALL IN PACK
ASK CORNELIUS FOR ROPE
THROW ROPE
UP (Daville picks up the rope)
JUMP OVER WIRE
OPEN DOOR
ENTER
EXIT
JUMP OVER WIRE
NE
SW
NW
NW
SW
OPEN DOOR
NE
NW
NW
EXAMINE WALL
PUSH STONE
LIGHT TORCH (on stairway
ceiling shuddering!)
DROP ALL
JUMP
ASK CORNILIUS FOR SHOVEL
DIG WITH SHOVEL
TAKE ALL
DROP SHOVEL
DOWN
OPEN DOOR
ENTER (wraith)
TAKE BOTTLE OF HOLY WATER FROM PACK
THROW IT AT WRAITH
EXAMINE WALL
EXAMINE HOLE
EXAMINE COFFIN
EXAMINE SKELETON
TAKE KEY
BREAK SKULL
TAKE KEY
PUT ALL IN COFFIN

EXAMINE COMPARTMENT
TAKE RUBY
TAKE ALL EXCEPT KNIFE AND CLOAK
EXAMINE PEDESTAL
TAKE RUBY AND EXAMINE IT
EXAMINE PEDESTAL (key engraved on side)
OPEN DOOR
EXIT.

UP
TAKE SHOVEL
DIG WITH SHOVEL
DROP SHOVEL
SE
NE
NE
UP
SW
UNLOCK DOOR
DROP COPPER KEY
OPEN DOOR
ENTER
EXAMINE STATUE
EXAMINE HOLE
OPEN DOOR
ENTER (Pagan takes something)
EXAMINE PAGAN
ASK PAGAN FOR PIN
EXAMINE SHELF
TAKE CRUCIFIX
UNLOCK CHEST WITH PLATINUM KEY
DROP PLATINUM KEY
OPEN CHEST AND EXAMINE IT
TAKE WAND AND EXAMINE IT
FASTEN DIAMOND TO WAND
OUT
PUT PIN IN HOLE (Ogre with axe pulls away from wall)
TAKE PIN AND DROP IT
EXAMINE WALL
EXAMINE SLIT
PUT DISC IN SLIT
LOOK
SE
READ PLAQUE
EXAMINE VISAGE
PUT CRYSTAL IN VISAGE
STRIKE DOOR WITH WAND (you are transported to a valley).

W
BLOW HORN
DROP HORN
THROW LARGE RUBY IN FIRE (across lava)
N (Pagan calls upon demons of the Underworld to create a fire)
N
N
N (fire is an illussion!)
LOOK

EXAMINE PIT
JUMP OVER PIT
N
E
OPEN DOOR
ENTER
EXAMINE CHEST
OPEN CHEST
EXIT
W
N
EXAMINE WALL
LOWER FIRST LEVER
LOWER THIRD LEVER (Suzar leaves Pagan's body)
WAVE WAND (moat freezes)
TAKE PAGAN
EXAMINE HIM
ASK PAGAN FOR TEARDROP
EXAMINE IT
WARM TEARDROP
EXAMINE WOMAN
WAKE WOMAN (Crysella)
UNLOCK CHEST WITH GOLD KEY
DROP ALL EXCEPT WAND AND TEARDROP
TAKE SWORD AND SHIELD (the ring fuses with the sword)
EXAMINE MAGICAL SWORD ("Portacotius")
EXAMINE SHIELD
PUT WAND IN SHIELD
N (Suzar throws lightning bolt)
RAISE SHIELD
TAKE SHIELD
SIT (see crack.....Crysella finds hole)
EXAMINE HOLE
PUT SWORD IN HOLE
TAKE SHIELD
TAKE SWORD
TAKE SWORD
PUT WAND IN SHIELD
N
EXAMINE METAL
TOUCH METAL WITH SWORD.

1.144 legend of valour

Find some treasure and pick it up, then find a person. Throw the treasure at the person. Now he (or she) will drop a bag of money. And remember that the persons with the most money are often the women.

1.145 legends - manyk

PEOJNCPC Chinese world
MHNJOPNC English world
MKMJJCIB Egyptian world
MKLJKBLB spacial ship

1.146 leisure suit larry

Press <ALT> and <X> to bypass the proof of age questions. You can go to any location in the game by hitting <ALT> & <D> and entering (TP). It asks for a location number, so enter a number from 008 to 045.

This solve did'nt get all the points, but it finishes the game. my additions are in capitals.....(score 215 of 222)

The 1st step is to enter the bar, go to the bathroom and read the walls several times until you get the password. Then go to the sink and get the ring. you can (must!) use the toilet if you want. Go to the bar and buy a whiskey. Go to the drunk next to the bathroom wall and (kick him to wake him) give him the whiskey and he'll give you the remote control. Get the rose too. Go back into the bar and knock on the big door.. when he asks you for the password.. tell him "KEN SENT ME", then enter. Turn on the T.V. with the remote. Keep changing channels until you find a channel he likes.. he'll move from the stairs. Climb up and voila! The prostitute: Don't hop into bed with her until you get the rubber. You just need the candy on the bench. Get it. go out the window, and go to the fire-escape ladder. You'll fall into a dumpster. Search it and get the hammer. Exit the dumpster and go left. Call a cab at the street.

Now go to the casino and go through the lobby. Get the card in the ashtray. Now gamble a bit until you have about 250 dollars. Go outside. Sometime in the game when outside the casino, a guy in a barrel will come up and ask you to buy an apple. Buy it. Call the cab.. tell him to go to the store. enter the store and buy a rubber. Also get the (magazine and) cheap wine in the back. (never enter the cab with the wine.. the cabbie will get drunk and kill you) pay for the wine and exit.. Wait for the russian looking guy to come from the left. (Ignore the dog) When he comes, give him the wine.. not money. (Look at phone dial number, answer the questions) Once you have the knife go right and show the pass to the bouncer at the disco door. Go in and sit down at the table with the lady. Smile and give her the ring, the candy, and the rose. Ask her to dance. When you finish off with the dancing ask her to marry you. She'll ask you for \$100. Give it to her and meet her at the marriage chapel. It's east of the casino front. Enter and go up to the front. Type "MARRY", and you'll get married. Go up to the honeymoon suite. (fourth floor, door with the heart, push four). Knock, and enter. She'll be on the bed, and {NOT IN THE MOOD!?!} Turn on the radio and listen to it. You'll get a number to call to get the wine delivered that she wants. Go to the casino and get some taxi fare money. Go to the phone in front of the store, (answer the phone if it rings) call the number and have them deliver it to the {HONEYMOON SUITE}. If they say it probably won't show up, you screwed up on the typing. Go back to the casino and go

to the suite. Be sure that you have the knife. Enter and pour the wine. Things will take they're course and you'll find yourself tied to the bed. (THE BITCH!) Use the knife and free yourself. Get the rope and leave. Go to the casino again and using some saving, use the dollar and get about \$50. (go to cabaret. find a seat and sitdown. listen to act.) Once you have it, go to the bar and knock on the door again. Go up the stairs and screw her now that you have the rubber. Remove the rubber after you've used it. Go out the window and this time go to the right of the balcony. Tie the rope to yourself and tie it to the railing. Type "GO WINDOW" or (reach out) something so your hanging in front of the window on the right. Break the glass with the hammer. Get the pills. Pull on the rope and untie yourself. Go down the fire escape and call a cab again. Go to the casino and go to the eighth floor. Talk to the lady at the desk until the game tells you that you'll need some medicine or something. Give her the pills. She'll run off and leave the desk unguarded. Push the button and enter the open doors on the right. Enter and go up and right. When you're in the room with the bed, open the closet door. Enter it and type, "LOOK". Get the doll... (look at doll. inflate doll. look at doll. use doll.) then wait as you run after it. When you're near the hottub, (remove clothes) enter it. Look at the lady. smile, and give her the apple. Things will then run they're course, and voila!

1.147 leisure suit larry 2

Save the game very often! You might like to try saving the game and deliberately dying to see what happens, most of the fun is in dying.

Walk into Garage, "Look", "get Dollar".

N, N, N, E, E, E.

Go into the Quikie Mart, "look", go to counter, "buy ticket", pick any numbers doesn't matter which, Leave the shop.

W.

Walk up to hole in fence "look", "look through hole".

W, W.

Walk into Krod TV studios, walk up to receptionist, "give receptionist ticket". Write down the numbers she gives you and then repeat them to her as your 6 numbers, once in the green room, walk to the top of the room, "sit", when called for, "stand" and follow the man.

*At this point the game switches to automatic, just sit back and watch until you are asked a question, at which point you should answer them as stupidly as possible and have a good laugh.

You should end up in the green room again and get given a cruise ticket, sit down again and wait. When you are called for, "stand" and follow the woman.

automatic mode

You will win the 1 Million dollars a year for life. Leave Crod TV studios.

S,E.

Walk into Malto Lira, walk to the back of the shop, "get swimsuit", walk to counter, "Pay"

W,S,S.

Walk to trashcans, "Search trash", "Search trash" again, get passport.

N,N,E,E,E.

Walk into Swabs Drugs, walk to the isle on the far left, "get sunscreen" walk to counter, "pay", leave shop.

N.

Walk into Quikie Mart, walk over to the giant cup, "Fill cup", walk to counter, "pay", leave shop.

S,S,S.

Walk into Hairy Reams, walk to chair, "sit". Leave shop when finished.

N,N,W,W.

Walk into music shop, "Talk to Woman".

automatic mode

E,S,E.

Walk up to man, "show man ticket".

N, onto the boat.

boring sequence

E, into your cabin

Walk to the back of the cabin, "get fruit", walk through door to the East.

!Don't go near the woman, she will whip you to death!

W, back into your cabin, stand behind the closet, "Wear swimsuit", walk back through door to the East, walk over to the cabinet (don't get too close to the bed!, "open drawer", "look in drawer", "get kit", walk through door to your cabin, leave your cabin.

Go up to the third deck and walk as far East as possible.

You'll now be at the pool. "Use sunscreen" go to the nearest sunbed, "lie down".

Do NOT follow the woman that approaches you.

"Stand", walk into the pool, "Swim" (Or you'll drown :)) "dive", swim to the bottom of the pool, "get top", swim back up. Swimming is easiest with the mouse, clicking on the bottom of the pool every time his arms point forward. But you'll have to use the keyboard when you get to the very top. If your not fast enough here your lungs will explode.

Swim to the edge of the pool, "get out", "use sunscreen", leave the pool and go back to your cabin.

When in your cabin, stand behind the closet and "wear suit". Leave your cabin and walk up to the very top of the boat (The resteraunt).

In the resteraunt, walk to the end of the bar and "get dip".

Now go to the far West of the third deck (The barber shop) walk over to the chair and "Sit".

Leave the Barber shop and walk up the stairs to the bridge. Once there, sneak over behind the captain and "Pull lever". Sneak back out of the bridge and make your way to one of the lifeboats (The one to the far left).

Stand next to the railings by the boat and "Jump into boat".

As you sail away from the boat do the following: "Use sunscreen", "Eat dip", "Wear wig"

If all goes to plan you should now crash land on a beach.

Go South and you should find yourself in some wilderness, you'll walk about lost in it for a bit... when you get close enough, "get flower" from the middle of the screen. Dont worry if you miss it, you'll get more chances.

When the sequence finally ends you'll be in a posh resteraunt. Walk over to the man and "Talk man". He will tell you to sit and wait, so walk over to the chair and "sit".

Once the Maitre'd has finished seating the other guests you will be shown your table and given some food. !Do not eat the food! Walk over to the buffet and "Examine buffet" then walk over to the cheese and "Take Knife".

Now leave the resteraunt and you will find yourself back in the wilderness, now's the time to get that flower if you missed it.

When you've found your way you'll be in a guestroom. "look" to get your bearings and then walk over to the nightstand and "take matches" now walk into the bathroom and "take soap" from by the sink.

Leave the Guestroom and after a while you'll find yourself in the Barbers. Walk over to the chair and "Sit". When he's finished you'll be a blonde, now leave the shop, bak into the wilderness where you'll find yourself back on the beach.

Go west "look", walk to the far West of the screen and "Get bikini". Now go East and South back into the wilderness.

When you walk into the resteraunt, just leave again.

One in the Guestroom stand in the dressing area behind the bathroom and "Wear bikini". Now "Put dough in top".

Walk South back into the wilderness and you will find yourself in the Barber shop again, once there walk over to the chair and "sit". When finished, leave South and you'll end up on the beach.

Once on the beach, walk East and East again.

In the next bit you'll have to edge yourway along a cliff face, but dont worry, you cant fall off even if you try. Try and fall off really far towards the end to see how far his legs stretch.

As you corner the last cliff face type "Wear suit".

You'll now find yourself at the airport.

Walk up to the two dancing men and "give man flower" (be careful not to get too close) O.k, now walk into the airport where you will see some never ending qeue's, where the qeue you are in will never get shorter, what fun!

Ignore the qeue's and walk off to the West where you will find another Barber shop. Walk in and up to the lady, "look lady", walk to the chair and "sit".

When finished, leave the barber shop.

If you want to see one of the amusing deaths now (I suggest you save first) sit next to the lady on the chair and then follow her when she leave's.

Assuming that you didn't do this or have loaded your saved game from outside the barber shop, go East and East again.

Walk over to the man and "talk man", he'll ask you for your passport, "Give man passport". After looking through your possesions he'll let you through the gate to the East which will open when you walk up to it. Walk through it and you'll find yourself in the X-ray room.

Now stand next to the conveyer belt and wait for a bag with a bomb in it to come by, when the bag comes to you, "get bag". You might also like to get other bag's and see what's in them for fun. If you dont think you'll be able to spot the bag then just get every bag that passes you by.

Once the automatic sequence is finished, the qeue's will have cleared. Walk up to the lady and "buy ticket".

When the lady has finished, go East and show man passport. Go East and East again. Walk up to the snack bar and "Buy food" when you are brought the food "look in food" !!!Dont eat it!!! You'll now find a pin in the gravy, "take pin". Now walk over to the vending machines to the East and "Put money in machine" you'll now get a parachute. Quickly walk up the conveyer belt and after a bit you'll find yourself in the waiting room.

Walk over to the counter and "get pamphlet" then "give man ticket". Walk on to the plane and you'll end up in your seat.

After takeoff "Get bag", "Give man pamphlet", "stand", walk East to the back of the plane. Find the emergency door, "Pick lock", "Move handle", "wear parachute", "open door". You will now be sucked out. Quickly "open parachute" and you should land on an island.

You'll now find yourself hanging from a tree in the parachute, "cut rope" to free yourself

Now walk over to the stick (North and East a bit) and "Get stick".

The next bit is dangerous, in fact, this whole island is, so be very careful and save lots.

There is a hive of killer bees on the small tree to the south. Walk over to it and "crawl" then exit South. (or dont and see what happens)

(By the way, did you notice anything about that rock you just passed?)

In the next bit there is a snake in the tree so walk up to the branch and just as it is about to attack you "Use stick" (or don't and see what happens) When you have done this walk off the screen to the South East.

The next screen is a swamp. Follow the dry path on the swamp (the path actually looks more like a reflection than a path) or jump into the swamp and see what happens. (This bit is best done with the mouse)

This next screen is really fun, save the game and then try walking through the river. However, if you don't want to die then the way to do it is to swing from the vines. Walk over to the far right and next to the water of the bank you are on and type grab vine. You will swing across, then, quickly type it again (Or press F3) to grab the next one, do this until you reach the edge. Now walk up to the tree and "get vine". Now exit the screen to the East.

automatic mode

When the sequence is finished you'll be standing next to a chasm with a tree on the other side. Go South, then East, walk over to the burnt out fire and "get ashes" now go back to the chasm and stand right next to the edge, now "throw vine" you'll get to the other side.

Now go North until you reach the edge of the volcano, covered in ice. Stand next to the edge where the ice slopes up and "use ashes" Once past the ice, walk up to the very top of the volcano.

Ok, now stand very close to the hole in the volcano (not too close though or you'll fall in) "Put bag in bottle" "light bag" "drop bottle".

The elevator door will now open, so walk in.

automatic mode

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Complete Solution:
As Larry: Part I

THE BEGINNING

The game begins as you stand looking at the beautiful view of Nontoonyt atop Vista Point. Look in the left binoculars for a "nice" view. You might want to also take a look at that wonderful plaque put there for your honor. Read it. STOP looking at the plaque, and go left, and you'll be in the right of the jungle. A pointing finger will show you your way home. Go home, and get dumped by your wife (the bitch!). Then go back to the jungle, and to the lower right where you should find another jungle area. Walk in a little bit and you'll change back to the Larry we all know and love. Go back home, look in the mailbox and get the credit card. Then go back to the first jungle, then LOOK GRANADILLA and be sure to pick up the piece of wood. Then, go right again to the second jungle screen. Then go to the lower right. A pointing finger will point you to your job. Go there, walk into the offices to the left, and have a nice "chat" with your boss (the jerk!). Walk back to the screen with the fountain in it, and then go down to the beach. A girl should be laying there. Look at her, talk to her, etc. Then give her the card. She'll show you her appreciation. You'll get the knife she buys from the vendor. Leave up to the fountain screen again.

Now, sharpen the knife on the steps to the casino (on the right). Then CARVE the WOOD into the "statue." Go to the top left back into that second jungle screen. Go up to the top right hand corner (you have to go around some bushes, and make sure you exit to the right, not the top) and you should be in the screen with CHIP 'N DALE's. Cut the grass, and then weave it into a skirt. Now go to the right hand corner and exit right. Go into the comedy hut and talk to the guys in the back left corner. Then go and sit in the chair in the middle table. Watch the ENTIRE routine, up to the duck impression (you get points!).

HOW TO GET THE BEACH GIRL'S \$20

Go back down to the fountain screen. Then go right, behind the steps. This should put you in a screen with the cabana. Go to the left cubicle and WEAR SKIRT. Then go back to the beach and you will sell the statue to the girl who is laying there. Now you have \$20. Go back down and get her towel. Go back to the cabana and change into your leisure suit. While you are there, pick up that soap on a rope that's on the fountain on the left side of the cabana. Get a drink too if you like. Then go back to the beach and THROW your TOWEL to get a nice tan. But don't do it for too long, lest you burn!

HOW TO WATCH THE DANCE SHOW

Now go into the casino (up the steps) and go straight for two screens, then left when you can't go straight anymore. Look in the mirror (for some points) then go left into the theater lounge room. Give your pass (it's in the manual) to the ticketman. He'll ask you some questions about it which can be found in the manual (you *DID* buy this game, didn't you?) Then, tip the man with the \$20 to get your front row seat. Enjoy the show. Stand in the lounge until Cherri Tart comes out to use the phone. Talk to her until she tells you she wants land. GIVE her LAND and she tells you to come back when you get the deed.

WHERE TO GET THE DEED

Exit the casino, go left to the second jungle screen and then go to the upper, right hand corner (sort of near where you went to the Chip 'N Dale screen). When you get to that corner, go UP rather than right and you'll find yourself in front of the Law Offices of Dewey, Cheatem, and Howe. Walk on in,

and ASK FOR a DIVORCE. You'll be directed to Ms Cheatem who'll talk a while, then send you out. As you leave her office, she'll tell you about the deed. Leave the office, then enter again, and Roger, the clerk will give the deed.

HOW TO GET THE FAT CITY CARD

Go back to Cherri and give her the deed. She'll show her appreciation! Then, when appropriate, DANCE. It exits by itself. Now go back to the Law Office, and pay for the divorce (give the money to Roger). You must be wearing the silly getup for this (You'll know what we mean). Suzi Cheatem will show her appreciation! She'll tell you about the divorce papers, then leave the office, and come back in. Pick up the papers from Roger. LOOK at the papers. Hey! It's a Fat City membership keycard! Neat!

WHAT TO DO AT FAT CITY

Go to the theater lounge (where you first met Cherri) and open the backstage door. Change back into that dapper suit of yours. Leave the casino going back to the second jungle screen (one screen left of the fountain) and go to the lower left. You should find yourself at the whale. Go into its mouth, and go into the left door with the keycard (OPEN DOOR). Look on the back of the card you found, and you'll see three places which can be found in your game manual/magazine. Remember the page numbers of each of these places (in order) for they are the combination to your locker. Your locker is locker #69 of course, and it can be found by FIND LOCKER until you are "burning hot!" Open the locker with the combination (page #'s of the ads in order). Change into the sweats. *CLOSE THE LOCKER*Go to the top right door and workout on all four stations. Do twelve of each. Now you're a stud!

Go back to your locker, unlock it, and remove your sweats. Then close the locker again and go to the top left door. Take a shower (using the soap!) and when you leave, DRY OFF with the towel. Go back to the locker, use the deodorant, and wear your suit. Close the locker. Then leave the locker room and enter the top door with your keycard. Go right up to Bambi and look at her. Talk to her, then HELP BAMBI with her video problem. She'll show her appreciation!

For extra points, go to the first jungle screen and go down and left. There should be a tv set and a bench with a newspaper on a table next to the bench. GET NEWSPAPER and READ it. (this is all optional- just for points).

HOW TO MAKE PATTI HAPPY

Go to the screen with Chip 'n Dales and go into the cave on the left. Get some of the flowers near the edge of the cliff. Make a lei out of them. Go back into the casino, go up as far as you can, and this time, go right instead of left at the picture. Go right past the mirror to the piano lounge where Patti should be. Look at her, talk to her, show your divorce papers, give her the lei, and GO TO ROOM.

HOW TO FINISH PART I

But she wants some wine! No problem. Go to the comedy hut, and there should be a bottle on the middle table. Get it, go back into the casino, but when you get in, go right instead of forward. Press the button on the elevator, and when inside press the nine button. Pour the wine, and she'll REALLY show her appreciation! Congratulations, you've solved part I!

As Patti: Part II

WHAT YOU NEED AS PATTI

Ok, now you are Patti and you're in pursuit of Larry's pulsating pecs.

First thing you need to do is get that wine bottle off of the tray. Then go behind the screen and put on your panties, bra, pantyhose, and dress. Then go to the piano lounge (where you met Larry) and get the magic marker, and the money off of the piano.

Now go to the cabana screen and fill the bottle full of water from the fountain (you might want to get a drink yourself too. . You're going on a long journey). Now go to Chip 'N Dales- Yes! It's finally open! Pay the man at the door, walk inside, sit down in the chair, and enjoy the show. When Dale comes by after the show, call him and talk to him. Ask him for help, but he doesn't really give any. Anyway, get up and leave. Go to the right to the comedy hut screen, then to the upper right near the bamboo. You should find yourself near a cliff. Go into the bamboo at the upper left and you'll be in "a twisty turny maze" of bamboo.

THE SOLUTION FOR THE BAMBOO MAZE

We graphed out this maze on graph paper, and so if for some reason this doesn't work for you, you can graph it out for yourself. Anyway, here it is: (from the first screen where the path leads straight up):UP, UP, RIGHT, RIGHT, UP, LEFT, UP, RIGHT, UP, UP, UP, LEFT, LEFT, DOWN, LEFT, LEFT, UP, UP, LEFT, UP. Each direction is one screen. When you become delirious, drink the water.

HOW TO GET OFF OF CLIFF #1

When you exit, get as close as you can to the edge of the stream and drink. Then, go up and here's where we found a bug. If you type REMOVE PANTYHOSE, it will say "OK. " and give you 15 points. If you then exit the screen it'll put the pantyhose back on and you can go back to the screen and REMOVE PANTYHOSE again for another 15 points. You can do this as many times as you like. This worked on the IBM version- I can't guarantee it'll work for any other. But, no matter. REMOVE PANTYHOSE and get close to that big rock at the top of the screen. Then TIE HOSE TO ROCK and you'll lower yourself down the cliff.

HOW TO GET OFF OF CLIFF #2

After the hose breaks you should find yourself on a little mini-cliff thing with marijuana growing on it. Take the pot, and MAKE a ROPE out of it. (you might want to save the game and smoke it instead. It's pretty funny.) Then climb up the tree and get the coconuts. Then climb down. Throw the rope at the rock on the other side, and tie your end to the tree. You won't get across without a harness, so RIP your DRESS and then climb the rope to the other side. Carefully make your way across the cliff and exit on the upper left hand side.

BEATING THE PIG

Now carefully make your way up but stop when the feral pig gets in your way. Only one thing to do. REMOVE your BRA and put the coconuts in them. Then SWING BRA and hit the pig with the coconuts. Now it's clear. Go up to the river.

HOW TO CROSS THE RIVER

When you get to the river, swim in a little and look where the water is moving (there's a little wave kinda thing). Type LOOK IN BUSHES and GET the LOG. Then PUSH it out into the water and CLIMB ON the LOG. Save the game now, as you'll be playing a mini-arcade game. Dodge the rocks and stuff as they come by, saving periodically whenever you get some distance. Finally, you should make it out alive.

BEATING THE AMAZONS

But oh no! It's those nasty lesbian amazons! They've taken you and put you in a cage with your lover larry. Talk to larry, look around, etc. When satisfied, DRAW a DOOR with your magic marker. Magic eh? Now get out!

FINISHING THE GAME

Now you've done it! Exit to your right. Then go to the right again. When you get to the anti-grav machine, simply shut it off when you are upside-down near the switch. Then go to the right and watch the show!

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GETTING STARTED

What's the basic idea behind this game? How do I play?

Help all the babes in the game. Find a babe. Talk to her. Find out what she needs, get it for her, and get ready for some gratitude. Not! Don't get frustrated. Helping one babe may allow you to eventually find the right babe for you.

How do I get started?

If you're in the front lobby at the beginning of the game, try talking to the front desk clerk to get your room key. Go up the stairs to your room, unlock your door and go inside. Look at the table. Try calling all the phone numbers on the cards on the table. Go to the bathroom. Use the sink. Look at the brown water. Call maintenance to send a plumber up to fix it.

How do I use the elevator or the ice machine next to my room?

Some things are not useful at the beginning of the game such as the elevator and ice machine. We're going to try hard to make you forget about certain things that you see early on, so keep your eyes peeled and remember to look at things later that you couldn't use at the start!

GAMMIE

What does Gammie want?

Gammie wants to use the Cellulite Machine. You'll have to fix it.

How do I repair the Cellulite machine's piston?

Go to the dining room. Walk into the kitchen. Put your hand in the garbage to find a can of lard. Take the lard and use it to lubricate the large piston on the left.

How do I repair the Cellulite machine's ripped vacuum hose?

Go to the Mud Bath and walk one screen to the right to reach the Weight Room. There is a wide rubber belt on the BunShaker machine. If the BunShaker machine is being used, talk to the body-builder, Thunderbird. Leave the room and return. The BunShaker should be vacant and you can take the belt. Use the belt on the hole in the vacuum hose of the Cellulite Machine.

How do I clean the Cellulite machine's filter?

Use a wrench on the filter tank bolt. Open the filter lid. Take the clogged filter and use it on the sink in the Kitchen to clean it. Put the filter back in the filter tank. Close the lid and tighten the bolt with the wrench.

Where can I find a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in

the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

I think the machine works, but I can't seem to tell Gammie. Why? Give the machine a test run. Turn it on. Wait for the message that everything is okay. Once you see the message, shut the machine down and go talk to Gammie.

Where can I get an orange?

Go to the Dining Room. Click your hand on the salad bar to find an orange. Take the orange.

I need something to cool Gammie's forehead. What can I do?

Get a washcloth from the front of the maid's cart that appears every now and then outside your room. Click the washcloth on the pool. Go to the Kitchen. Open the refrigerator door. Put the wet cloth inside and close the fridge door. Leave the Kitchen. Return to the Kitchen and open the fridge. Use the take icon to pick up the cool cloth.

Where can I get some mineral water?

If Gammie asks for some mineral water, go to the hallway door east of the Blues Bar to find a room service tray. Take the mineral water off the tray.

After I helped Gammie, she took off! Why did I go through all this?

Gammie left behind a lot of excess cellulite. This can be useful. Go to the beach and click your hand on the sand to find a whale oil lamp. Click the lamp on the drainage faucet in the center of the Cellulite Drainage room. Get a match in the Blues Bar and click your zipper on it to light it. Light the lamp, and you'll find you've created a Lamp of Knowledge. Pretty neat, huh?

Rose

Where is Rose?

Walk one screen left of the Front Desk. Open the hallway door to enter the Health Spa. Rose is in the High Colonic Treatment room through the door on the left.

What does Rose want?

Look around the High Colonic Treatment room. You'll see lots of flowers. Rose loves flowers. You need to get some more flowers for Rose. The only flowers you can take are in your room. If you don't have your room key, talk to the front desk girl to get it. Get the flowers from the vase in your room and give them to Rose. She'll give you an orchid for all your troubles.

Burgundy

Where is Burgundy?

Burgundy sometimes sings at the bar. If you go to the bar and Burgundy isn't on stage, try walking out of the bar for a little while and come back later.

How can I talk to Burgundy?

You need to unplug her microphone so she'll stop singing and listen to you. Put your hand on the microphone wire to unplug it.

Where can I find some beer?

The Spa will not serve alcohol, but you can find a place that has beer. Go to the Mud Baths and walk right. Walk through the Weight Room to enter the Aerobics Room. Use the empty spot to dance and end the class. Talk to the aerobics instructor and get her employee badge. Go back to the hall and walk east until you reach the gate to the employee's campground. Use the employee badge to open the gate. Enter the tent and take some beer for Burgundy.

The beer didn't help. Burgundy is singing again. What now?

She wants more beer! Go back to the employee's campground and get more for her. After she drinks the second six-pack, she'll meet you in the sauna.

Where can I get a towel to wear in the sauna?

You can get a towel in two different places. You can take a towel from the maid's cart that appears every now and then outside your room. You can also get one from Gary the Towel Attendant in the Health Spa. To get the towel from Gary, click your hand on the desk to sign in.

How do I put the towel on?

Go to the men's locker room. Open the last locker on the lower right. Click the towel on yourself to wear it. To change back into your leisure suit, open the locker and click the towel on yourself again.

Burgundy and Cav left without me. What do I do?

Burgundy left her silver bracelet in the sauna. Take it.

Shablee

Where can I find Shablee?

Shablee is in the Make-Up Classroom. The classroom is two screens left from the Front Desk. Go down the ramp. Shablee is the girl in the lower right of the screen.

What does Shablee want?

Shablee wants an evening gown.

Where can I find an evening gown?

Burgundy the Country Western Blues singer has a gown. If you've gone to the sauna with her, you can find the dress back-stage at the bar. Click your hand on the curtain to walk on stage. Walk south of the stage between the curtains to find the dress. Take the dress and give it to Shablee.

Shablee says she'll meet me later on the beach, but later never happens!

You need to get a condom. Get your room key from the girl at the front desk and go upstairs to your room. Look at the cards on the table. Call the Turn Down service at 75 to order a surprise. Leave your room and go downstairs. When you return to your room, a condom will be left on your bed. Take the condom, and you'll meet Shablee on the beach.

I've met Shablee on the beach. What do I do now?

Put your hand on her and talk to her several times. When the moment is right, click the condom on her. When you've returned to your room, go back to the beach and get the champagne.

Charlotte

What does Charlotte want?

Charlotte wants some batteries.

How do I get batteries?

Go to the Blues Bar and get a match from the bowl at the left end of the bar. Go to the hallway. Talk to Art the Tram Driver to ride the tram east until it stops outside the employee's campground. Give the match to Art so he'll go smoke a cigar. After Art leaves, click your hand on the tram to open the rear hood. Use the wrench on the tram motor to disconnect some cables. After you close the hood, Art returns and will open the hood. Talk to Art to get his flashlight. Before Art asks you to return his flashlight, click your hand on the flashlight to remove the batteries.

Where can I get a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

How do I open the Electro-Shock door?

Go to the Make-Up Classroom and take the unused electrical cord on the floor. Go to the Mud Baths. Stand near the Electro-Shock door and click your hand on the electrical cord to strip one end bare. Use the cord on the electrical outlet to plug it in. Use the electrical cord on the electronic lock to open the Electro-Shock door. After Charlotte zaps you, return to the Electro-Shock room and get the pearl earring that someone dropped.

Thunderbird

Where is Thunderbird?

Thunderbird is working out in the Weight Room. Go to the Mud Baths. Walk one more screen to the right.

What does Thunderbird want?

Thunderbird wants a pair of handcuffs.

Where can I find a pair of handcuffs?

Go to the Front Lobby. Walk one screen south to get an outside view of the Spa. Look at the gatehouse to get a close-up of Darryl the Gate Guard. He has a spare set of handcuffs on his belt.

How can I get the handcuffs?

You need to distract Darryl the Gate Guard. Go to the Mud Baths. Click your hand on the plants below the video camera to move them out of the way. Use a wrench on the video camera to aim it through the vent into the women's shower room. Go back to the gatehouse. Use the pick-up icon to take the handcuffs from Darryl's belt. Give the handcuffs to Thunderbird.

Where can I find a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the

pick-up icon, not the hand icon. Take his file too, you might need it.

Which room is Thunderbird's?

Go to the Front Desk and walk three screens to the left. Open the middle door to find Thunderbird's room. Thunderbird will give you a dog collar. Click your hand icon on it to get a diamond.

Cav

Where can I find Cav?

Cav is the Aerobics Instructor in the Aerobics Classroom. Go to the Mud Baths. Walk to the right to enter the Weight Room. Open the door on the right to enter the Aerobics Classroom. You can also reach Aerobics Classroom from a door on the right leading from the Pool area.

How can I get a chance to talk to Cav?

Click your hand on the empty step to start dancing and disrupt the class. Cav the Aerobics Instructor will dismiss the class. You can now talk to her.

How can Cav help me?

Talk to her a few times, look at the employee badge on her shirt. Take the badge. The badge will allow you to get into the employee's campground.

I need a date so I can meet Cav in the Sauna. Who do I ask?

Ask Burgundy.

Where can I find a towel for the Sauna?

You can get a towel in two different places. You can take a towel from the maid's cart that appears every now and then outside your room. You can also get one from Gary the Towel Attendant in the Health Spa. To get the towel from Gary, click your hand on the desk to sign in.

How do I put the towel on?

Go to the men's locker room. Open the last locker on the lower right. Click the towel on yourself to wear it. To change back into your leisure suit, open the locker and click the towel on yourself again.

Merrily

Where is Merrily?

Merrily is floating next to the floating bar in the pool. You can't talk to her until you get close to her.

What does Merrily want?

Merrily wants unlimited access to the bungee/dive tower.

Where can I find a swimsuit for the pool?

Take some dental floss from the back of the maid's cart that appears every now and then outside your room. Go to the pool and wait for the pool bar to float near the edge of the pool. Look at the floating bar and take the sunglasses' case from the bar. Open the sunglasses' case and remove the sunglasses. Click your hand on it again to get the cloth. Use the dental floss on the cloth to make a swimsuit.

How do I put on my swimsuit?

Go to the pool. Click the swimsuit on yourself to wear it. You can't wear the swimsuit anywhere else. To put your clothes back on, click the swimsuit on

yourself again.

Where do I get a flotation device?

The flotation device is on the far side of the pool near the middle of the screen. It is a brown deflated beaver pool float.

How do I inflate my flotation device?

Go to the kitchen. Click the beaver on the road coach's front tire to inflate it.

How do I use the flotation device?

Click your hand on the pool to swim in it. Click the beaver on yourself to ride it. Float over to the bar and talk to Merrily.

How do I order a drink at the pool bar?

Click your hand on the beaver's tail to slap it on the water. This will alert the underwater waitress that you want to order a drink.

Where can I get ID to order a drink?

Show your room key to the waitress.

How can I get Merrily a tower key?

Get some soap from the maid's cart that appears every now and then outside your room. Wear your swimsuit at the pool. Talk to the life guard to get the tower key. Use the tower key to climb the tower. Before you dive, click the tower key on the soap to make an impression. Dive into the pool, get out, put your clothes on and walk to the front desk. Take a room key from the Quicki Checkout bin. Use the file on the new room key to make a copy of the tower key. You can get the file from the plumber if you have bathroom plumbing problems. Give the duplicate tower key to Merrily.

Finally, I'm on tower with Merrily. What do I do?

Click your hand and zipper icon several times on Merrily. Click your hand on yourself to remove your clothes, then click the zipper on her. You'll get Merrily's Words of Wisdom before you fall.

Shamara

Where is Shamara?

You can find Shamara in the Penthouse on the balcony.

How can I get to the Penthouse?

Go through the Dining Room to get to the Kitchen. Click your hand on the controls next to the dumbwaiter to open and enter the dumbwaiter. Click your hand on the lower red push-button outside the dumbwaiter to reach the Penthouse. Walk to the balcony and talk to Shamara.

What does Shamara want?

Shamara wants an orchid, a diamond, a pearl, a silver bracelet, a modern sculpture made from your melted gold medallion, some Words of Wisdom, a Burning Lamp of Knowledge, and some chilled champagne.

Where can I find all the stuff Shamara wants?

You can get an orchid from Rose, a diamond from Thunderbird, a pearl from Charlotte, a silver bracelet from Burgundy, Words of Wisdom from Merrily, and some champagne from Shablee. The champagne can be chilled with ice from the ice machine next to your room. The burning Lamp of Knowledge can be found on the

beach. To make the burning Lamp of Knowledge, fill it with cellulite after you help Gammie and light it with a match from the bar. Light the match by clicking your zipper on it. The modern sculpture created by your melted gold medallion can be found after your encounter with Charlotte in the Electro-Shock room.

1.150 lemmings

Typing "FQUIGGLY" on the title screen should make your Lemmings suicide-proof.

Type in "IAMNOTGOOD" then press space if you can't complete a level.

These are the codes to various levels at various difficulty settings:

	FUN TRICKY	TAXING	MAYHEM	2 PLAYER
01	-----	HBANLMFDPV	MFIBA JLNFS	NHMFHF AKHV -----
02	IJHLDJBCCW	BINLMFJQDQ	FIBIJLMOFL	HMFHF INMHO IJHLDIJCMX
03	NHLHDHBADCR	BAJHLDIBEO	IBANLMFPFY	MFHFAJLNHX NHLDIJADMU
04	HLDBINECK	IJHLDIBCEX	BINLMFIQFR	FHF IJLMOHQ HLDIJINEMN
05	LDHBAJLFCT	NHLDIBADEU	FAJHLDHBT	HFANLMFPHN LDIJAJLFMW
06	DHBIJLLGCM	HLDIBINEEN	IJHLDHFCGM	FINLMFHQHW DIJ IJLLGMP
07	HBANLLDHCJ	LDIBAJLFEW	NHLDFADGJ	FAJHLDIBIW IJANLLDHMM
08	BIMLLDHICS	DIBIJLLGEP	HLDFINEGS	IJHCDIFCIP JINLLDIIMV
09	BAJHMLHJCM	IBANLLDHEM	LDHFAJLFG	NHLDFADIM JAJHMDIJMX
10	IJHMDHKBKN	BINLLDIEV	DHF IJLLGGU	HLDFINEIV IJHMDIJKMQ
11	NHMDHBALCK	BAJHMDIJEX	HFANLLDHGR	LDIFAJLFIO NHMDIJALMN
12	HMDHBINMCT	IJHMDIBKEQ	FINLLDHIGK	DIFIJLLGIX HMDIJINMMW
13	MDHBAJLNCM	NHMDIBALEN	FAJHMDHJGM	IFANLLDHIV MDIJAJLNMP
14	DHBIJLMOCV	HMDIBINMEW	IJHMDHFQGV	FINLLDIIIN DIJ IJLMOMY
15	HBANLMDPCS	MDIBAJLNEP	NHMDHFALGS	FAJHMDIJIP IJANLMDPMV
16	BINLMDHQCL	DIBIJLMOEY	HMDHF INMGL	IJHMDIFKIY JINLMDIQMO
17	BAJHLFHBBO	IBANLMDPEV	MDHFAJLNGU	NHMDIFALIV JAJHLFIBNR
18	IJHLFHBKDX	BINLMDIQEO	DHF IJLMOGN	HMDIF INMIO IJHLFIJCNK
19	NHLFHBADDU	BAJHLFIBFR	HFANLMDPGK	MDIFAJLNIX NHLFIJADNX
20	HLFHBINEDN	IJHLFIBCFK	FINLMDHQGT	DIFIJLMOIQ HLFIJINENQ
21	HLFHBJLFDW	NHLFIBADFX	FAJHLFHBHW	IFANLMDPIN
22	FHBIJLLGDP	HLFIBINEFQ	IJHLFHFCHP	FINLMDIQIW
23	HBANLLFHDM	LFIBAJLFFJ	NHLFHFADHM	FAJHLFIBJJ
24	BINLLFHIDV	FIBIJLLGFS	HLFHFINEHV	IJHLFIFCJS
25	BAJHMFHJDX	IBANLLFHFP	LFHFAJLFHO	NHLFIFADJP
26	IJHMFHBKDQ	BINLLFIIFY	FHF IJLLGHX	HLFIFINEJY
27	NHMFHBALDN	BAJHMF IJKF	HFANLLFH HU	LFIFAJLFR
28	HMFHBINMDW	IJHMFIBKFT	FINLLFHIHN	FIFIJLLGJK
29	MFHBAJLNDP	NHMFIBALFQ	FAJHMFHJHP	IFANLLFHJX
30	FHBIJLMODY	HMFIBINMFJ	IJHMFHF KHY	FINLLFIIJQ

And the Xmas Lemmings...

Level 1	Merry Christmas, Mr. Lemming	
Level 2	Christmas Bonus	KKHLLJCCCS
Level 3	Digging for Victory	NJNLJCCDCS
Level 4	AAAAAARRRRRRGGGGGGHHHHHH!!!!!!	HLDNCKOECU

The demo has *5* levels. The 4th is the Bomboozal level. You have to

explode Lemmings in PRECISELY the right time and place, get them from the top of a maze to the bottom. Oh yeah, there are Fire Pits From Hell (TM), to get in the way. The 5th level. "If At First You Don't Succeed..." 3 column but only 2 forward "diggers". A BIG Chasm. And you have to save 99 Lemmings out of 100.

David Jones have made this game only SLIGHTY more playable. At least the levels get PROGRESSIVELY harder. Following are the codes for Levels 3-5 for the less dexterous of us.

Level 3 - LPVMXDGJIO
 4 - PVMXDOLKIX
 5 - VMXDGHTLIQ

1.151 lemmings - christmas 1994

Level Codes:

1 Player:

	Frost Area	Hail Area	Flurry Area	Blizzard Area
01	CAJRLDNBCG	CAJRLFNBDJ	CAJRLDOBEJ	CAJRLFOBFM
02	IJRLDNCCCP	IJRLFNCCDS	IJRLDOCCES	IJRLFOCCFF
03	NRLDNCADCM	NRLFNCADDP	NRLDOCADEP	NRLFOCADFS
04	RLDNCINECF	RLFNCINEDI	RLDOCINEEI	RLFOCINEFL
05	LDNCAJVFCO	LFNCAJVFR	LDOCAJVFER	LFOCAJVFFE
06	DNCIJVLGCH	FNCIJVLGDK	DOCIJVLGEK	FOCIJVLGFN
07	NCANVLDHCE	NCANVLFHDH	OCANVLDHEH	OCANVLFHFK
08	CINVLDNICN	CINVLFNIDQ	CINVLDOIEQ	CINVLFOIFD
09	CAJRMNDJCP	CAJRMFNJDS	CAJRMDOJES	CAJRMFOJFF
10	IJRMNDCKCI	IJRMFNCKDL	IJRMDOCKEL	IJRMFOCKFO
11	NRMDNCALCF	NRMFNCALDI	NRMDOCALEI	NRMFOCALFL
12	RMDNCINMCO	RMFNCINMDR	RMDOCINMER	RMFOCINMFE
13	MDNCAJVNCH	MFNCAJVNDK	MDOCAJVNEK	MFOCAJVNFN
14	DNCIJVMOCQ	FNCIJVMODD	DOCIJVMOED	FOCIJVMOFG
15	NCANVMDPCN	NCANVMFPDQ	OCANVMDPEQ	OCANVMFPFD
16	CINVMDNQCG	CINVMFNQDJ	CINVMDOQEJ	CINVMFOQFM

2 Player:

	Frost Area	Hail Area	Flurry Area	Blizzard Area
01	KAJRLDOBMJ	KAJRLFOBNM	OAJRLDNBOO	OAJRLFNBPR
02	IJRLDOKCMS	IJRLFOKCNF	IJRLDNOCOH	IJRLFNOCPK
03	NRLDOKADMP	NRLFOKADNS	NRLDNOADOE	NRLFNOADPH
04	RLDOKINEMI	RLFOKINENL	RLDNOINEON	RLFNOINEPQ
05	LDOKAJVFMR	LFOKAJVFNE	LDNOAJVFOG	LFNOAJVFPJ
06	DOKIJVLGMK	FOKIJVLGNN	DNOIJVLGOP	FNOIJVLGPS
07	OKANVLDHMH	OKANVLFHMK	NOANVLDHOM	NOANVLFHPP
08	KINVLDOIMQ	KINVLFOIND	OINVLDNIOF	OINVLFNIP I
09	KAJRMDOJMS	KAJRMFOJNF	OAJRMNDJOH	OAJRMFNJPK
10	IJRMDOCKML	IJRMFOCKNO	IJRMNOKOQ	IJRMFNOKPD
11	NRMDOKALMI	NRMFOKALNL	NRMDNOALON	NRMFNALPQ
12	RMDOKINMMR	RMFOKINMNE	RMDNOINMOG	RMFNINMPJ
13	MDOKAJVNMK	MFOKAJVNNN	MDNOAJVNOP	MFNOAJVNP S
14	DOKIJVMOMD	FOKIJVMONG	DNOIJVMOOI	FNOIJVMOPL
15	OKANVMDPMQ	OKANVMFPND	NOANVMDPOF	NOANVMFPPI

16 KINVMDOQMJ KINVMFOQNM OINVMDNQOO OINVMFNQPR

1.152 lemmings - holiday 1993

FLURRY LEVELS:

02 Floating lemming flurry IJJLDNCCCN
 03 Holiday lemmings OJNLHCEDCT
 04 Lemming tracks in the snow HLDLCMNECT
 05 Christmas south of the equator LDLCAJNFCK
 06 Lemming snowfall LHCKKONGCN
 07 Lemming snowjourn LCANNLDHCQ
 08 Clouds of lemmings CINLLLHICL
 09 A block from home CAJHMDLJJCJ
 10 Lemmings below zero MJHMDLCKCW
 11 At me in a cave NJOLHCGLCN
 12 Presents of mind JMDLCINMCK
 13 Yo-yo-lem-lem MDLCAKLNCS
 14 Marshmallow land DLCKJNMOCO
 15 Head for the hills LCENMMDPCM
 16 The long way around CKNOMDLQVC

BLIZZARD LEVELS:

01 Odgil lemmings CAJKNNHBDM
 02 Lemmings up high KJKLFLCCDR
 03 Check your hints KJLGNCADDO
 04 Santus lemmingus JLFLCKNEDW
 05 It came upon a lemnight clear LFLCAJOFDO
 06 A single lemming FLCKJNLGDY
 07 Break on through LCANNLGHDU
 08 Presents of mind 2 CMOONOHIDJ
 09 Lemmings..The motion picture CAJJMFNJDQ
 10 The wrath of lem KKHMFNCKDK
 11 The search for lem NKMFNCALDX
 12 The voyage home KMGLCKNMDR
 13 The final frontier MFLCCJMNDX
 14 The undiscovered country NJCMKNDGDM
 15 The needs of many LCANNMFPDM
 16 The next lemeration BDNNMONQDV

1. If a Builder hits a steepish slope he will stop building and turn around.
2. On the early levels practice using the lemmings special abilities. Try completing level one without Climbers and level two without Floaters.
3. On Blizzard level two, you will need to use the Digger/Builder method to block off the lemmings.
4. On Blizzard level 14 the exit is hidden under snow in the steel boxes in the bottom left corner! Use Miners and Bashers to get there.

1.153 lemmings 2 - the tribes

This cheat will allow you to select any level for any tribe. Go to each corner of the menu screen and press <LEFT MOUSE> (or <BOTH MOUSE>) each time until you hear a lemming faintly squeal "Let's Go". You should hear this at each point of pressing.. Now you can select any level on any tribe and have 60 lemmings on each, which means that you only have to complete the last level of each tribe to complete the game.

1.154 lemmings ii - oh no more lemmings

Two different sets of codes to Lemmings II are listed here because the codes differ from game to game.

	TAME	CRAZY	WILD	WICKED		
01	-----	TFLCAHVFB	BAHPUDIJC	UFIBAHTND		
02	IHRDNCCAD	FLCIHTTGB	IHPUDIBKC	FIBIHUODR		
03	LRTDLCADA	HBALTTFHBS	LPUDIBALCD	IBALTUFPDO		
04	PTDLCILEAF	BILTTFHIBL	PUDIBILMCM	BILTUFIQDH		
05	TDLCAHTFAO	BAHPUFHJBN	UDIBAHTNCF	FAHPTDHBEJ		
06	DLCIHVTGAJ	IHPUFHBKGB	DIBIHUOCO	IHPTDHFCE		
07	LCAMTTDHAF	LPUFHBALBD	IBALTUDPCL	LPTDHFADPE		
08	CIMVVLHIAG	PUFHBILMBM	BILTUDIQCE	PTDHFIL EEI		
09	CAHRUDLJAR	UFHBAHTNBF	BAHPTFIBDH	TDHFAHTFER		
10	IHRUDLCKAK	FHBIHTUOBO	IHPTFIBCDQ	DHFIHTTGEK		
11	LRUDLCALAH	HBALTUFPBL	LPTFIBADDN	HFALTTDHEH		
12	RUDLCILMAQ	BILTUFHQBE	PTFIBILEDG	FILTTDHIEQ		
13	UDLCAHVNAJ	BAHPTDIBCE	TFIBAHTFDP	FAHPUDHJES		
14	DLCIHVUOAS	IHPTDIBCCN	FIBIHHTGDI	IHPUDHFKE		
15	LCALVUDPAP	LPTDIBADCK	IBALTTFHDF	LPUDHFALEI		
16	CILTUDLQAG	PTDIBILECD	BILTTFIIDO	PUDHFILMER		
17	CAHRTFLBBL	TDIBAHTFCM	BAHPUFIJDQ	UDHFAHTNEK		
18	IHRNFLCCBE	DIBIHHTGCF	IHPUFIBKDJ	DHFIHTUOED		
19	LRTFLCADBR	IBALTTDHCS	LPUFIBALDG	HFALTUDPEQ		
20	RTFLCILEBK	BILTTDIICL	PUFIBILMDP	FILTUDHQEJ		

	TAME	CRAZY	WILD	WICKED	HAVOC	2 PLAYER
01	-----	VNLCAIVFB	CEIPWLMJCR	UNICAITNDS	GAHRVFLBFF	JAHPTDIBKE
02	IIRVLNCCAO	FHBIHTTGBF	MHPWDMBKCQ	FMBMHTWODL	IIRVNNFCFI	IHPTDKJCKP
03	MRVLLCADAJ	LBAMVVNHBD	MRWLMBALCE	IBCLVWNPDM	MPTNHGADFM	LPTDIJAPKK
04	RVLLCIMEAS	CIMVVNLIBN	RWLMBIMMCN	CIMVWNMQDJ	RVNLGIMEFN	PTDIJILEKD
05	VLLCAIVFAL	CEIPWNLJBR	WLMBAIVNCG	GAIRVLLBEL	VNLGEITFFI	TDIJAHTFKM
06	LLCIIVVGAE	IIRWNLBKBH	LMBIIVWOC	MIPVLLGCEG	NLGMITVGR	DIJIHTTGKF
07	LCAMVVLHAR	MPWNLGCLBJ	MBAMVWLP	MRVLLFADEQ	LGAMVVNHFM	IJALTTDHKS
08	CIMVLLIAK	RWNLCIMMBO	BIMVWLMQCF	RVLLFIMEEJ	GMMTVNLIFH	JILTTDIIKL
09	CAIRWLLJAM	WNLBAIVNBG	CAIRTNMBDH	VLLGAIVFED	GAIRWNLJFH	JAHPUDIJKN
10	IIRWLLCKAF	NLCMITWOBS	MHRVNMCCDF	LLGIIVVGEM	IIRWNLGKFQ	IHPUDIJKKK
11	MRWLLCALAS	LBAMVWNPBM	MRVNMBADDO	LGAMVVLHEJ	MRWNLFALFM	
12	RWLLCIMMAL	BKMVWNLQBH	RVNMCIMEDI	GIMVLLIEJ	RWNLFIMMFF	
13	WLLCAIVNAE	BAIRVLMBCF	VNMCAIVFDR	FAIRWLLJED	WNLFAIVNFO	
14	LLCIIVWOAN	MIPVLMCCCR	NMBIIVVGDJ	IIRWLLFKEM	NLFIIIVWOFH	
15	HBALTUDPAI	MRVLMCADCM	MBAMVVNHDG	MRWLLFALEJ	LFAMVWNPFE	
16	CIMVWLLQAD	RVLMCIMECF	CIMVVNMIDQ	RWLLGIMMED	GIMVUNLQFM	
17	CAIRVNLBBG	VLMBEHTFCO	BAHRWNIJDM	WLHFAITNEF	GAIRVLMBGO	

```
18 IIRVNLCCBP LMCIIVVGCH IIRWNMBKDK LHGIITUDEN IIRVLMFCGG
19 MRVNLCADBM MCAMVVLHCE MRWNMBALDH LFELTDPEK LRVDMGADGL
20 RVNLCIMEBF CIMVVLMICN RWNMBIMMDQ GIMVLLQEL RVLMFIMEGM
```

1.155 leonardo

Enter "FREIBIERC" or "FREIBIERIC" as your password for unlimited lives. The screen will flash and tell you that you have discovered the secret of Leonardo. This gives you infinite lives.

Level Codes:

```
10 EMMENTALER
20 ALPHORN
30 MATTERHORN
?? IVANHOE
```

1.156 lethal weapon

During play press and hold <ALT> + <Y> + any of the following:

```
<0> - <9> Skip levels
<F1> - <F10> different missions
<D> Die
<I> Turns off sprite collision (Flash of Light)
<F> fly mode
<K> Increase ammunition
<L> Increase lives
<Z> Remove Game Sprites
<M> Remove Game Sprites And Platforms
<N> Return Game To Normal
<Q> Game over
```

If you jump onto the notice board next to the mission 1 entrance and push up, you'll be able to collect 4 extra lives.

On mission 3, jump along the 4th platform, jump up and keep pushing up and you'll climb the wall. When you reach the top, walk to the left and keep going until you reach the edge of the screen. There you will find 10 magnifying glasses, one gun, a round of bullets and an extra life.

Level Codes:

```
1 KUIFR or ABSAOL
2 BEIFCF SSLOUL
3 RDRKBA BUIECR
4 LYLSUA LIRKRK
```

1.157 lethal xcess

In the options-menu, enter the word "COKE". When the screen flashed blue you are in the cheat mode.

- <F1> Triangle
- <F2> Drones
- <F3> Alienwiper
- <F4> Blaster
- <F5> Laser
- <F6> Formation
- <F7> Seeker
- <F8> Hunter
- <F9> Shield
- <F10> Invincibility
- <V> Slow motion
- <L> Add lives

Also on the title screen type any of the following:

- "FAST" Increase ship speed
- "AUTO" Engages autofire (Use <HELP> for rapid fire speed)
- "TWIN" Gives you two ships onscreen
- "EXIT" Resets computer
- "QUIT" Resets computer
- "DEMO" Starts game demo

1.158 lettrix - software 2000

Level Codes:

05 4489	15 6719	25 2245
10 2350	20 9521	30 1379

1.159 liberation

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

To duplicate any item as many times as you want do the following:

First find a power point and stand in front of it. Then select any item from a droid's backpack and drop it on to the floor so that the name of it appears in the text window. Now pick up the same object and return it to the droid's backpack and engage the power point so the lightning bolts are touching you. Use the look right, look left command to move the view screen so that it is at an angle. Move the cursor to the bottom of the screen and hold down the right mouse button so that the cursor becomes a hand and left click, at which point an object should appear on the floor and you can drop as many objects as you wish. Look back to the normal view and when the power bolts stop you can pick up the objects that you dropped.

1.160 liberation cd³² - mindscape

On mission one, just before you rescue the first captive, save the game. Now, as soon as you have rescued him and moved on to mission 2, reload the game and rescue him again. Now, when you finish the level you'll be on level three. Redo this until you are on the level you desire.

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

1.161 licence to kill

Use <F8> as a levelskipper.

LEVEL 1:

If you can keep with the jeep and fire like mad, you should be able to destroy it before it begins to twist through the narrow road between buildings. Bullets fly all around so it's best to let Sanchez go (he got away in the film after all). Use the time to pick off the gun turrets and then accelerate to the end after the last bend (use the map).

1.162 light corridor

First a little hint: The green diamonds are essential as these award you with an extra life. Some of the red diamonds will allow control over two bats but this is more of a hinderence as the two bats prove confusing. Avoid the blue squares as they will shrink the size of your bat.

Level Codes:

01 0000	11 9305	21 3212	31 2819	41 1926
02 5400	12 3406	22 0213	32 9919	42 9726
03 0101	13 0407	23 8213	33 7320	43 5927
04 3901	14 6407	24 5014	34 2521	44 0528
05 2602	15 2008	25 1015	35 0622	45 7328
06 9902	16 7408	26 8215	36 3722	46 3929
07 4303	17 4709	27 5116	37 1223	47 3030
08 9003	18 3810	28 5116	38 4523	48 0531
09 6904	19 0511	29 7017	39 4124	49 8431
10 3305	20 6811	30 5518	40 1825	50 9932

1.163 line of fire

When on the joystick select screen, type in "OPERATION FERRET". This should give you infinite lives/energy, but if it doesn't work, try typing it with a full stop at the end. Also, now pressing <0> to <9> allows you to skip levels.

You could also try pressing the <HELP> key once the game has loaded for a secret message and now type in "WHAT A BUMMER" for infinite credits and the level skip.

1.164 lionheart

Pull down on the joystick then press <P> to pause the game while still in the crouched position. Next press and hold <CTRL> and <HELP>. This will give you infinite lives.

Use the following keys:

```
<F1> - <F10>  Level select
<1> - <5> More level select
<RETURN>  Shake the ground
<S>    Plays sound
<CURSOR UP> Sound minus 1
<CURSOR DOWN> Sound plus 1
<D>    Die
<HELP>   Toggle one and two button joystick
<M>    Toggle sound
<SPACE>  Not really sure
<CTRL>   Invincibility and you can move the guy anywhere
          using the mouse. When you have him in the desired
          position press <CTRL> again to release him.
<RIGHT MOUSE> acts as a pause
```

1.165 little puff - codemasters

Type in "FAT DRAGON NINJA" then <CAPS LOCK> + <L> will skip levels.

During play type the following:

```
"I WANT DETAILS OF THE BEST DOCTOR WHO EVENT OF 91,I WILL SEND A"
" SAE TO MANOPTICON,22 SEVEN ACRES LANE,NORDEN,ROCHDALE,LANCS,"
"OL12 7RL"
```

1.166 locomotion

Level Codes:

German	English
B BOOT	BEAR
C CHOR	CAVE
D DORF	DUCK
E ENTE	EAST
F FUSS	FIRE
G GIFT	GIRL
H HAND	HALL
I IGLU	IRON
J JAHR	JEEP
K KUSS	KING
L LAND	LUCK

1.167 logical

Type "THE FINAL CUT" to enter the screen editor. If you type "ELO WANTS xx", and you type a number from 01 to 99 instead of "xx", you will then go to the selected level.

Level Codes:

01 WELCOME	11 DONT PANIC	21 BE HONEST	31 BLUE VELVET
02 THE OTHER SIDE	12 COLORMANIA	22 BLUE N VIOLET	32 PARADISE I
03 QUADRI QUADRA	13 REFRESHMENT	23 THREE PATH	33 CLASSIC ART
04 STONE ROAD	14 FULL MOON	24 DANGEROUS	34 VENI VIDI VICI
05 NICE COLORS	15 RUNNING BALLS	25 THE WANDERER	35 WE LIKE IT
06 MORE COLORS	16 GREEN RIVER	26 SECRET CHAMBER	36 FOREVER HERE
07 REAL FUN	17 TWO ISLANDS	27 FALCONS FLIGHT	37 WONDERLAND
08 PINK AND PINK	18 MORE ISLANDS	28 BLUE ANGEL	38 THE SNARE
09 GREEN PATH	19 TIMES CHANGE	29 FAR THUNDER	39 CURE IT
10 BAD DIRECTION	20 OTHER THINGS	30 A SIMPLE ONE	40 SUN IS SHINING
41 A RAINBOW	51 LOGISTIC	61 WILD AT HEART	71 WALK IN CREAM
42 ARROW ROAD	52 TURNING COLORS	62 THE DARK AGE	72 TOUCH HER
43 TURNING WHEELS	53 PARAMOUNT	63 DIMLIGHTS	73 SHADOWLAND
44 ACCELERATION	54 THE LADDER	64 THE FIFTIES	74 JACK IN BAG
45 THE PRESIDENT	55 BACK N RED	65 PICTURE OF HER	75 VITAMIN C
46 HE IS MISSING	56 TREASURE ROOM	66 GORDIAN KNOT	76 STUNT BALL
47 PICKNICK TIME	57 DONT WANT THAT	67 HIGH SPEED	77 MIRRORLAND
48 WHO IS CALLING	58 THE FREE FALL	68 ALEXANDRIA	78 ACE QUEST
49 ANCIENT ART	59 CORRADO BEACH	69 RUNNING TEAR	79 BOA BOA BOA
50 SHE IS GONE	60 MORE POPCORN	70 HER RAINBOW	80 DA DA DA
81 HAUNTED HOUSE	91 SHE COMPARES		
82 THE SECRETS	92 BIG MOUNTAINS		
83 SMILING JOKE	93 TOMOTTOW		
84 CHILDREN GO	94 TELEPORTER JAM		
85 IT IS ATLANTIS	95 LEVER SUNLIGHT		
86 ON THE ROAD	96 NEW EXODUS		
87 BLUE IS FIRST	97 THE PEACEPIPE		
88 WOLFS MOON	98 FINAL SURPRISE		
89 WILD CHINA	99 WHITE MIAMI		
90 ITS LOGICAL			

1.168 lollypop

Enter "BIBBIB" for the password to play a hidden game.

During play, type "BRAINB" and press <RETURN>. The message
BRAIN BUG KEYCODES ENABLED
should appear. Now use the following keys:

```
<F2>    Toggles invincibility
<1>-<8>  Jump to the corresponding level
<9>     Jump to games ending
<1>-<9> keypad Warp to hidden rooms
<TAB>   Finish level
```

During play, type "MAMA" and press <RETURN>. The message
CHEAT KEYCODES ENABLED

should appear. Now use any of the keys above and enter any of the following followed by <RETURN>:

```
"LIVES"    nine lives
"DIE"      Kill yourself
"SETCHK"   Set restart point
"SMARTS"   For five film
"ITEMS"    Gives you all items
"LEVEL"    Complete level
"GAME"     Jump to game ending
"EMONST"   Jump to end of level monster
"CREDIT"   Show credits
"VERS"     Show game version
"DEBUG"    Shows debug information
"LEVRON"   Turns on all levers
"ADJUST"   Enable/disable frame rate adjust
"ADDWGT"   Enable/disable extra-enemy weight
```

Level Codes:

```
2 DNR3FJ
3 DM5L8X
4 DOEKIP
5 DTOT7U
6 DSRV4V
7 EOL3FO
```

1.169 lombard r.a.c. rally

The complete questions and answers for the T.V. interview section follow, (the questions are not listed in order, they show randomly):

1. What is curious about the Cadet GSI?
B: It has a second footbrake.
 2. Who won the 1980 Lombard R.A.C. Rally?
B: H. Toivonen & P. White.
 3. The Ypres Rally in Belgium is held over?
A: 24 hours.
 4. Which company provided the tyres for the 1988 Lombard R.A.C. Rally?
A: Pirelli.
 5. Where is Nuremburg 24 Rally held?
B: Germany.
 6. How long has Lombard sponsored the rally?
C: 14 years.
 7. Who won the 1977 Olympus Rally?
C: Ron Richardson.
 8. How many levels are the R.A.C. M.S.A. Rallies held over?
B: Five graded levels.
 9. What is the nationality of the driver Kenith Erikson?
A: Swedish.
 10. Carne De Passage is?
C: A customs document.
 11. How many times has the Ford Escort won the Lombard R.A.C. Rally?
B: Eight.
 12. What is the overall length of the Ford Sierra RS Cosworth?
B: 4.46 metres.
 13. During what decade did the Lombard R.A.C. Rally not run?
-

- A: 1940 - 1950.
14. Who won the 17th New Zealand Rally?
C: Franz Whittingham.
15. Which car won the first World Championship Rally for Group A cars?
C: Lancia.
16. How much does a Peugeot 205 GTi weigh?
A: 880 kg.
17. Franz Whittingham was the first Austrian to?
B: Win a World Rally.
18. Which is the only Rally with more than one starting point?
A: Monte Carlo.
19. The time spent between arrival control and the stage start is known as?
B: Dead time.
20. Part of the 1987 Rally was run at Clumber Park. In which county is this park in?
B: Nottinghamshire.
21. A B.M.W. group A car is available in kit form, it is?
A: M3.
22. How many times has the Mini won the Rally?
A: 1.
23. In what year was the Rally cancelled due to foot and mouth disease?
B: 1967.
24. What is the R.A.C. British Motorsport's Yearbook known as?
A: The Blue Book.
25. The Japanese Supra 3.0i had which problem in the 1987 Safari Rally?
A: Overheating.
26. How many Marshalls are involved in the running of the Rally?
C: 15,000.
27. Who was the 1987 Soviet Union national champion?
C: Ilmar Rossier.
28. The Nissan 200sx made its first European Rally appearance in?
A: Greece.
29. What is the Targa system?
B: A route timing system.
30. Who won the seventh Malborough Rally of Argentina?
C: Mickey Biassion.
31. Are two-way radios allowed between crews and service-crews?
A: Yes.
32. What was the maximum number of starters allowed in the 1988 Lombard R.A.C. Rally?
B: 180.
33. What is the alternative route defining system known as?
C: The Tulip Card.
34. What is the engine size of the Ford RS Cosworth?
B: 1993cc.
35. What is the R.A.C. M.S.A. speed limit in road Rallies?
A: 30mph.
36. Which manufacturer won the 1987 R.A.C. Rally?
B: Lancia.
37. Who was the first driver to participate in 100 W.C.R. events?
A: Hannu Mikoia.
38. Lancia won the Monte Carlo Rally with Aerea in?
B: 1954.
-

1.170 loom

Whenever you see a *****STORY***** that means to pay extra attention to story to get the important 4 threads. It is easy to get the 4 threads by looking at the colors that the distaff releases during the sounds. It is a good idea to save your game before you see these stories in case you couldn't catch it the first time. Also, you have to case reverse of a spell. Example: If the OPEN spell is "ECED" you would use "DECE" in order to get the reverse effect.

```
look leaf
goto elder's tent
-story-
get distaff
look egg
write down OPEN sound
cast OPEN on egg
-story-
look loom
write down SWAN sound
goto grave
look thorns
goto screen that has trees and knotholes
look at all 4 trees
write down LIGHT sound
goto tent with gold
look darkness
cast LIGHT
look wheel
write down STRAW TO GOLD sound
look straw
cast STRAW TO GOLD
goto tent that has clothes
look book
look flask
write down WATER sound
look boiling pot
write down DYE sound
look wool
cast DYE
look heap
cast DYE
goto cliff
look sky
cast OPEN sound
-story-
goto dock
jump off bridge
get on log
look waterspout
write down TWIST sound
cast reverse of TWIST sound
goto land
goto forest
***STORY***
write down CAMOUFLAGE sound
```

leave
goto city
see men in tower
cast reverse of CAMOUFLAGE sound
go into tower
look crystal
press crystal
look scythe
write down SHARPEN sound
go to the left
look bell
ring bell
look sphere
write ILLUSION sound
look crystal
press crystal
go to right
look bell
ring bell
leave tower
goto shepards
cast ILLUSION
goto fence where sheep are
look sheep
poke sheep
write down SLEEP sound
go to house
look sheep - keep on look at the sheep until you see the HEAL spell
write down HEAL spell
leave
look sheep
cast DYE
-story-
look gold
cast reverse of STRAW INTO GOLD
cast STRAW INTO GOLD
cast SLEEP on dragon
cast reverse of STRAW INTO GOLD
-story-
go into cave - you must wander around until you fall and see a pool of water
look pool
write down REFLECT sound
cast WATER sound
look sphere 3 times - each time gives you a different image
leave by going to the right
look winding path
cast reverse of TWIST
leave
look at boy - Rusty
cast SLEEP
cast REFLECT
go to blacksmiths guild
go into guild
look Mr. Stroke
look straw
-story-
get distaff

```
look door
cast OPEN
leave
go down steps
look conversation
look sword
cast reverse of SHARPEN
-story-
look door
cast OPEN
-story-
look sphere
-story-
leave
look cleric - Mandible
-story-
get distaff
go back to room with cages
leave
- you fall into large rift -
look big blue rift
cast HEAL
look red rift
go into red rift
look skeleton
-story-
look skeleton
cast HEAL
go back into red rift
look red rift
cast HEAL
goto blue rift
go into blue rift
look shepards
cast HEAL
got back into blue rift
look blue rift
cast HEAL
go left until you see green rift
go into green rift
look man
go back into green rift
look green rift
cast HEAL
- keep going left until you see a pond -
go into pond
-story-
go left until you see giant rift
enter giant rift
go right until you see screen with loom
look loom
***STORY***
write down SILENCE sound
look duck
cast reverse of SILENCE
***STORY***
write down COOK sound
```

```
look cooked duck
cast reverse of COOK
***STORY***
write down rift sound
look feather
look loom
cast RIFT
-story-
walk into rift
look at yourself
cast SWAN
-story-
THE END
```

1.171 loopz

Level Codes:

```
1 EASY
6 GRVY
11 TRBY
16 STNL
21 GZPN
26 PLGR
31 KRNC
36 BGDK
41 FRNK
46 ZSZS
```

1.172 lord of the rings

Explore the SHIRE (starting point) Completley. There are items in this area the you will need later in the game.

If the game tell you there is a chest in a room, use the SKILL picklock, to open it. PIPIN TOOK has this skill.

1.173 lords of the rising sun

Yoshitsune is more skilled at fighting than yoritomo, so at the start of the game make sure you have almost full strength and men before you try attacking anything. Your main objective now, because you are near maximum status, is to deal with your brother and to capture enemy castles. If you take over enemy castles, the enemy troops will have nowhere to recruit more men and all your brother's men and land is yours if he dies. Your next job is to try and secure the eastern half of the island. To do this, take over all the castles and destroy or recruit all the armies on that side of the island. Now concentrate on the rest of the island. In Edo try to leave a general with the least siege abilities as he probably won't need to siege castles anymore. Remember one general will do and if the general is at Edo, Nagoya will be easier to storm by boat. If

you can send a general from Akita to Matsue via Aikawa you will have a good base from which you attack the western castles.

Once you have complete control over the main island then you should be able to wipe out the remaining four castles on the 2 smaller islands. Don't go for these unless you have a very firm base otherwise you will have to trek all the way back should a range trooper take over the castle.

Yoritomo

A great politician and strategist but try to take Edo first because it's the only castle you won't have to lay siege to take. If you're lucky though, you may reach Toyama or Nigata before anyone else. The same rules apply to yoritomo as with yoshitsune: wait until you nearly have a full army before attacking. Be careful if you get into any fights, because you have a low battle skill and a smaller army with a higher skill can easily wipe you out. At the beginning of the game try to avoid taking risks and instead concentrate on improving your skills. If you ever fight your brother and survive long enough, chase him on horseback, because if you slay him things can change dramatically.

Overall...

Participate in battles as you tend to lose more men if you don't. Chasing the general on horseback often leads to early victory as you can wipe out armies in one battle instead of at the end of the game, and once you're confident it's possible to do it every time: but do not engage in the siege sequence, because losing can be costly. The most important factor in battle is strength and long journeys can weary your troops, so ensure they have plenty of rest before a battle. An army coming by sea will be tired but faster and more flexible, so meet them on the shore and the advantage will be with your men.

Whichever character you've chosen, try to isolate the rest of the island so you're more able to concentrate on attacking the enemy and won't have to worry about defensive manoeuvres and precautions: but watch out for the enemy trying to out-flank you. The islands will all be bitterly fought over, so ensure that your troops have confident strength before attacking. The islands are well worth going for though, because they are ideal resting places for a tired force and good generals can interchange their armies from island to mainland without meeting too many problems.

The key to early victory is to recruit many more armies than your enemy, thus trapping him in a spider's web and gradually wearing him down (of course he can always try the same tactic on you, so beware). It's important to have a strong hold on north and south Japan, as a rogue force can wreck havoc and open up flanks, causing all sorts of problems. If you're unsure of your force, avoid battles because he who fights and runs away really does live to fight another day. Ninja assassins may sound appealing, but only resort to them as a last resort and don't send them too hard a mission because they might turn back and recognise you as the enemy.

1.174 lords of time

After the shed go North east, West, Up, then North. Now tie the two short planks together and drop them. Cross the river, give the Narcissus the looking glass and he will give you the lodestone, then go to the shed and type "GET KEYS WITH LOD". Shout to get the icicle. Drop something cold to get across the lake. For a winged gift, kneel and pray.

1.175 lost in time

Level Codes:

01-05 100001
06-10 274612
11-15 950271
16-20 856234
21-25 922012
26-30 254867
31-35 791134

1.176 lost on parrot island

On the title/option screen, type "NOTLOST" and a map screen will appear. Press <LEFT MOUSE> and you will appear at the life boat. Use the life boat to see the ending.

NOTE: You may have to type "NOTLOST" more than once. Has probably something to do with the fact the game was coded in AMOS.

1.177 lost patrol

Keeping up your men's strength and morale is vital. Giving your men 50 minutes' rest a night, or during the day when it's too dark to carry on, will slam your energy and morale levels to max. Even if you don't have much food, you don't have to worry, as your men will not eat it.

On reaching the first village (the first white cross on the map), search the area to find a hole in the ground where the villagers appear to be hiding. You then have two options: ENTER TUNNEL or USE GRENADES. Gomez is useful at this point, but if he is dead, go for the USE GRENADES option.

Start off questioning the villagers normally by asking them "Where VC?" Once you have an answer, start the hard questioning, or a village boy will get hold of a gun and shoot one of your men...

1.178 The Lost Vikings

Level Codes:

02 GRBT	11 VLCN	20 WKYY	29 HOPP	
03 TLPT	12 OCLK	21 CMB0	30 TRDR	
04 GRND	13 PHR0	22 BBLL	31 FNTM	
05 LLM0	14 C1R0	23 TTRS	32 WRLR	Possibly 17 to 23 are
06 FL0T	15 SPKS	24 JLLY	33 TRPD	switched with 24-29
07 TRSS	16 JMNN	25 PLNG	34 TFFF	
08 PRHS	17 SMRT	26 BTRY	35 FRGT	
09 CVRN	18 V8TR	27 JNKR	36 4RN4	
10 BBLS	19 NFL8	28 CBLT	37 MSTR	

or 01 STRT 02 GR8T 12 QCKS

Levels World

1- 4 Spaceship
 5-11 Caverns
 12-17 Egypt
 18-25 Machine
 26-33 Wacky
 34-36 Spaceship Revisited
 37 Tomator

Solution:

1)

This level is the introductory level. This level introduced you to the capabilities of each character. First you will start out with Erik. Erik needs to jump across the electrical field, climb up the ladder and go right to the exit. Now switch to Olaf. Have Olaf Jump down the ledge. Make sure his shield is down so that it will block the laser fire. Now have Olaf descend the ladder, and go right to the exit. Now switch to Baleog. Have Baleog go through the striped door. On the other side of the striped door there will be an alien with 3 eyes. Have Baleog shoot an arrow at this alien to kill it. After he kills the alien, have him go down the ladder and right to the exit.

2)

Have Erik go get Tamator, check the hints, go right through the striped doors, and jump over alien (if needed). Then go all the way to the right to the elevator and wait. Switch to Baleog, have him go right through the striped door and up the first ladder. Have Baleog press the button to disable the laser shields to get Tamator and talk to Aftiek. Now have him go down the ladder, than right to the next ladder, then up the ladder, kill the alien with the arrow, press the button to disable the laser shields and get two bombs. After, go down the ladder and go right. Have Baleog kill the alien and go all the way to the right on the elevator with Erik. Switch to Olaf and have him go all the way to the right to join the other two on the elevator. Operate the elevator so that it goes down to the bottom. Now switch to Baleog and have him shoot an arrow to depress the button which disables the laser shields. Have Baleog go left to the computer and have him drop a bomb in front of the computer and run away to the right. The bomb will destroy the ship's computer. Go left to talk to Aftiek and get some food. Have him go back to the elevator and operate the elevator up to the level above them. Move all the characters left and down

the ladder to the anti-gravity field. Have any character operate the switch to activate the field and move all the characters into the field. The characters will float up to top. Quickly, switch to Baleog so that he can destroy the alien at the top. Switch to Olaf with his shield down and go all the way to the left so that he blocks the laser fire for Baleog and Erik. Have the other two characters go left, down ladder but not all the way to the bottom. Switch to Olaf and have him go right and down the ladder and at the bottom face right to block the laser fire once again. Now move other characters down the ladder, and go left and kill the alien with Baleog. Go down ladder and right to exit. Switch to Olaf and have him go left, down the ladder and right to the exit. Switch to Olaf and have him go to the left, down the ladder and right to join the two at the exit.

3)

Move all characters to elevator and go down. At the bottom switch to Erik and have him bash the wall to the right. Move all characters to the right. Switch to Baleog, have him shoot an arrow at the button to disable the laser shield. Once the shield is disabled, move all the characters right to the teleporter. Teleport all characters. Once teleported, switch to Olaf. Put his shield up and have him go right in order to glide down to the right to get the red key. Get into teleporter and teleport up to use the red key in the red keyhole. Once the door is opened, move all the characters left and up to the laser shield. Switch to Baleog so that he can shoot an arrow at the button to disable the shield. Once done, move all characters left to the wall and have Erik bash the wall so that the characters can go left to the elevator. Go down the elevator and at bottom operate Olaf. Put his shield up and stand next to the first platform. Operate Erik and have him jump on Olaf's shield and up the platforms to get the yellow key and the smart bomb. Once done have Erik go down to use the yellow key on the yellow keyhole. Switch to Olaf and put his shield down until he meets up with Robot. The strategy here is to have all three robots on the screen. Once all 3 robots are on the screen, switch to Erik and operate the smart bomb to destroy all 3 robots. Once all the robots are destroyed, move all the characters up the ladder and left to the exit.

4)

Operate Erik and have him jump over onto the left platform, move down the ladder, right, then jump over the spinning spikes and stop at the elevator. Have Erik go up the elevator and as it is going up, have him jump right onto the ledge so that he can press the button to disable laser shield up above. Switch to other two characters and have them go right, down ladder, at bottom, kill aliens, right, up ladder right and down the elevator. At bottom switch to Olaf, with shield down, move him right until he gets to the spinning spikes. Switch to Erik and have him jump over spinning spikes to the other side to get the yellow key. Once Erik has the yellow key have him jump left and up ladder. Move all characters up ladder and at top use Baleog to destroy alien.

Have Erik use yellow key in keyhole, and move all characters right to teleporter and teleport. Now they will be in front of an anti-gravity field. Move all characters right through 1st field and into the non-anti-gravity field. Use Baleog to destroy approaching robot. Have Olaf put his shield up and have Erik jump on Olaf's shield to get the gravity boots above. Have Erik use the anti-gravity boots to run through the anti-gravity field avoiding robots and to the other side to press the button which disables anti-gravity field. Move the other two characters

right through the now disabled anti-gravity destroying the robots with Baleog on the way. Move all the characters to the vortex and they will be warped.

5)

Operate Erik to jump right to get red key and smart bomb. Switch to Olaf with shield down, and control both Olaf and Baleog up ladder & have Olaf block the shots and hits of this dinosaur and snail so that Baleog can destroy them both with his arrows. Use Erik to go up ladder and right, jump over to ledge to get food. have Erik jump down and jump left over water to get yellow key. move all characters down and right until they get to a wall. Have Erik bash wall and use Baleog to destroy the snail on the other side with arrows. Move all characters right and down the ladder. Use Baleog to destroy snail at the bottom. Move characters left and use red key on red keyhole. Destroy monsters on the other side. Move characters left and use yellow key on yellow keyhole. Move characters until they reach the waterfalls. Use Baleog to shoot arrows at the buttons to lower the bridges at the waterfalls. Once past waterfalls, move the characters left to the exit.

6)

Move all characters right, destroying the snail on the way, until they get to a wall. Have Erik jump up to obtain the food and also have Erik bash the wall. Move all characters down and left, avoiding shooting fireballs. To obtain the red key, destroy any monsters you meet. Move left and use the red key on the red keyhole, this lowers the bridge. Move characters left across bridge, destroying monsters, until you reach a wall. Have Erik bash the wall and move characters all the way to the bottom. At the bottom, destroy the monsters to the right and use Erik to bash wall at right to destroy monsters and obtain food. Now move characters right until they reach rising bubbles and lava. At the lava you need to walk each character one at a time, into the bubbles so that the bubbles will carry them up. Olaf and Erik will jump off at the first level to the left and Baleog will jump off at the top to the right. Have Olaf go left until he gets to a wall. Use Erik to go left to bash the wall so that Olaf can go left, to obtain the yellow key. Have Olaf give Erik the yellow key so that Erik can go left and down the ladder and to the left and down the ladder and to the left will be a yellow keyhole. Use the yellow key in the yellow keyhole to open the door which contains the blue key. After Erik gets the blue key, Olaf and Erik need to go up the ladder and right to jump in the bubbles. At the top they need to go right to join Baleog. Erik and Olaf need to go down the first ladder. Where at the bottom he will use the blue key in the blue keyhole, which in turn will open a door. Erik and Olaf need to go right, down the ladder, right & bash the wall. When Erik bashes the wall have Olaf stand by the wall so that when the remaining wall falls, Olaf can catch it with his shield. Have Erik go right to obtain the smart bomb. Olaf & Erik needs to go up the ladder to join up with Baleog. Move all characters down to the ladder, go down ladder, kill monster with smart bomb, go right, up ladder and left to the exit.

7)

Have all characters go up the ladder on the right and at the top go right, killing all monsters that are encountered. To the right is a green lake full of slime with bubbles floating up. Each character, one at a time, needs to cross the slime lake by jumping the bubbles. Once on the other side, move characters up the ladder. Switch control to Olaf and have him

put his shield up. Now switch to Erik and have him jump onto Olaf's shield so that he can jump up onto the ledge above to get the red key that is to the right. Have Erik jump down and use the red key on the red keyhole to open the door. move characters through the door, kill the monster, climb ladder, climb the next ladder, and the top go left, killing any monsters that you encounter. When you reach the end at the left side, go up the ladder. At the top go right, kill any monsters at the top, and the exit will be at the end.

8)

Control Olaf, with his shield down, go right until he is blocking the shooting fireballs. Switch to Erik and have him go right and bash the wall. Once the wall is bashed switch to Baleog and have him destroy the spinning blue dude. Once the blue dude is destroyed switch to Erik and have him go right to get the red key. Now move everyone up the ladder. At the top, switch control to Olaf, with his shield down, move him right so that he blocks the shooting fireballs. Switch to Erik and have him bash the wall. Use Baleog to kill the monster that comes out. Switch back to Erik and have him bash the rest of the wall to get the steak. move all characters up the ladder, go right to the lava. Control Erik to jump over the lava and have him use the red key on the red key hole, which in turn will empty out the lava. Move all characters down the lava hole, right, and down the ladder. At the bottom destroy the spinning blue dude, and go left. Have each character, one at a time, hop into the bubbles, to flat up to the top. At the top go left, avoid the falling fireballs, down the ladder, and left into this vortex.

9)

Move characters right and have Baleog shoot 4 arrows to the right to hit the coconuts that is on the tree across the way. This will knock down two coconuts. Have Baleog and Olaf jump off the tree to the right and also have Erik jump right also. Move all characters to the right until they reach the quicksand. Have Erik jump across climb second tree and get the red key, and then move him right. Have Olaf & Baleog climb trees, use Baleog to shoot coconuts down and jump right. Repeat process on second tree to get Olaf and Baleog all the way to the right. Have Erik use the red key on the red keyhole to open the door. Kill the armed Egyptian with Baleog. Move characters to the right, use Baleog to climb ladder and kill Egyptians at the top. Switch to Olaf, have him go up ladder, push the block down shaft, and block the shooting fireballs. Switch to Erik and have Erik go up the ladder, jump left at the right time to get the yellow key. Move all characters down the ladder, right, use yellow key on yellow keyhole and right to the Exit.

1.179 lotus esprit turbo challenge

On the options screen, enter player one's name as "FIELDS OF FIRE" and player two's name as "IN A BIG COUNTRY". This cheat will allow you to continue no matter how badly you perform. Alternatively, enter player one's name as "MONSTER" and player two's name as "SEVENTEEN" and you should now be able to get into a bonus game.

If not working try switching the texts between player one and two.

1.180 lotus esprit turbo challenge 2

Passwords:

"DUX" small sub-game
 "TURPENTINE" shuts timer off at 10
 "DEESIDE" qualify regardless of your effort

Level	Code	Name	Checkpoints
1	None	Forest	5
2	"TWILIGHT"	Night	7
3	"PEA SOUP"	Fog	8
4	"THE SKIDS"	Snow	6
5	"PEACHES"	Desert	10
6	"LIVERPOOL"	Motorway	8
7	"BAGLEY"	Marsh	10
8	"E BOW"	Storm	6

1.181 lotus esprit turbo challenge 3 - the ultimate challenge

Type in "GAMESMAST" into the code box and you'll be able to play the special course designed for the program.

Type "BACKTOTHEFISH" for both players passwords and you will get no time outs.

Type "CU AMIGA" for the password for a bonus game. Here type "BIGCOUNTRY" and a number 1 to 99 to choose the starting level.

TIMED RACES:

EASY LEVEL	MEDIUM LEVEL	HARD LEVEL
RACE 1 PWRWVWHNM-30	RACE 1 ANNSMQLPN-60	RACE 1 IYVVNVEQR-35
RACE 2 XMQIYSKAS-80	RACE 2 VZVDOPHCY-50	RACE 2 KAZZNIKAI-45
RACE 3 UVQSNPBCM-70	RACE 3 RTLMYJKHB-60	RACE 3 FGQLJGDAF-65
RACE 4 CWVBQPCAV-50	RACE 4 ERRURV -67	RACE 4 MFFSRPYDU-60
RACE 5 SFXUXXXXP-60	RACE 5 NSSSXXXXS-60	RACE 5 PLQTZQDPE-80
RACE 6 HSYWYSKCG-50	RACE 6 WSVUQPCSJ-70	RACE 6 ZKZGKJKKK-50
RACE 7 IVVEMMKOZ-50	RACE 7 OUNDEFACG-99	RACE 7 TGGJGGTTT-63
RACE 8 GXWDYPACV-68	RACE 8 AFZYBQCJT-70	
RACE 9 BZ ZF BAT-90	RACE 9 JBOUKJHKA-99	
RACE 10 LWNJWKACN-90	RACE 10 DASICOTET-80	
RACE 11 XDNUSEECE-85		
RACE 12 QDSCJVEBT-75		
RACE 13 SKGYXXXXK-57		
RACE 14 YKGJWVNAK-92		
RACE 15 WJMEGMEQH-60		

CHAMPIONSHIP RACES:

EASY LEVEL	MEDIUM LEVEL	HARD LEVEL
RACE 1 CRRIPWBXX-28	RACE 1 RLQYDVAKA-48	RACE 1 PPRGGQFVL-52
RACE 2 QPWMVQKCQ-34	RACE 2 HDMOQFAKA-51	RACE 2 JPIQKUHCE-65

RACE 3 XGPGPZHHS-42 RACE 3 WXQBQMDXD-88 RACE 3 EIIBGGAFE-48
 RACE 4 FGWLSYCKM-51 RACE 4 UDONAJHAL-47 RACE 4 CIGIUQCLT-92
 RACE 5 PRRUMPUMV-68 RACE 5 NKWCXXXXK-33 RACE 5 KNHUPHHKE-64
 RACE 6 NANCXXXXZ-39 RACE 6 AONGLQKTC-63 RACE 6 VVOSHGSIS-86
 RACE 7 IPWONWOBP-65 RACE 7 ZXJGHBKHF-70 RACE 7 RGHSVBRET-89
 RACE 8 DPGTQKBHQ-42 RACE 8 YDOERACTJ-86
 RACE 9 IPMIJOBHQ-62 RACE 9 GXQFSUMPP-45
 RACE 10 MUYURWFHA-86 RACE 10 TVQLSYUFU-89
 RACE 11 WMQHYMTVJ-85

1.182 lotus esprit turbo challenge cd³²

Enter player one's name in as "ANGEL DARK" and player two's name as "HARVEST HOME" for some help with the race.
 If you get bored with racing, try entering player one's name as "MONSTER" and player two's name as "SEVENTEEN". Now you can play a vertically scrolling shoot'em up instead.

1.183 lunar cd³²

Level Codes:

Security Zone "MEBBHKSBAL"

Cooling Chamber "MFDCRHOCCS"

Energy Duct "WJRICCDFEU"

Mystery Code "BYL ERAI" or "BYL ERIA" (makes the game easier to play)

1.184 lupo alberto

During play, type "SPECTRUM". The clock should turn to a heart to let you know it worked. Press <1> through <9> and <0> to select advanced levels.

1.185 lure of the temptress

When you've been given the flask from nellie, drink it and then go and see the blacksmith. Give the flask to Luthern and he'll empty it for you. Now go to the market place and give the lock pick to Ratpouch and Save the game. Look at the door, you'll see a lock, tell Ratpouch to use his lockpick on it. Look at apparatus, use the oil burner with the thunderbox and the flask on the tap (On the far right.) Go to middle street and drink the flask, enter the door and talk to skoris and you'll set the girl free.

Solution:

PULL TORCH, and move closer to the door, so when the guard goes in, you leave immediately. When you leave..

CLOSE DOOR and then LOCK DOOR, so that asshole won't hurt you.

TALK TO PRISONER, and he'll ask you for water, go to GUARD ROOM,

GET KNIFE, GET BOTTLE, LOOK AT BARREL, USE TAP ON BOTTLE, USE KNIFE ON SACK

LOOK AT SACK, and then go right to TORTURE ROOM, you'll see the guy...
USE KNIFE ON LEATHER CORD, it's fixed to his feet... From now on he'll
follow you wherever you go. Go back to THE OUTER CELL, and GIVE BOTTLE
TO PRISONER, he'll tell you 'bout the way of escape.
TELL RATPOUCH TO PUSH BRICKS, when he leaves go after him...

You are now in the SEWER OUTLET.. <some village map will help ya>
Go to THE FORGE, GET TINDERBOX <on the floor>, TALK TO LUTHERN, leave and
go to SEVERED ARMS, TALK TO EILEAIN, leave and talk to MALLIN <the guy
in green clothes>, he'll give you METAL BAR, go with it to VILLAGE SHOP, and
GIVE IT TO EWAN, he'll give you some money and GEM. Go to MAGPIE TAVERN,
TALK TO MARKUS, BRIBE MARKUS, TALK TO MARKUS once again, then TALK TO MALLIN,
go to THE FORGE, TALK TO LUTHERN, go back to MAGPIE COURTYARD and TALK TO
GRUB, the guy lying on the ground. Ask him 'bout the BLACK GOAT. Now
TALK TO LUTHERN, <again, shhh>, go to SEVERED ARMS and TALK TO EILEAIN,
she'll give you the DIARY, EXAMIN DIARY, go back to MAGPIE TAWERN and
GIVE GEM TO NELLIE. She'll give you a FLASK. DRINK FLASK..
See blacksmith, GIVE FLASK TO LUTHERN, so he'll empty it for you. Nice going.
Now go to MARKET PLACE, GIVE LOCKPICK TO RATPOUCH... And at this moment
you should save the game, because you don't know what will happen next..
LOOK AT DOOR, you'll see a lock. TELL RATPOUCH TO USE LOCKPICK ON LOCK.

Now you're in the TAIDGH'S HOUSE...
LOOK AT APARATUS, USE OIL BURNER WITH TINDERBOX, USE FLASK ON TAP <it's on
the very right side of the APARATUS>..
Go to MIDDLE STREET, and DRINK FLASK.. <Wow, what a cute bitch!>
Enter THE DOOR, and TALK TO SKORLS.. You'll set the girl free..
Now you can go and talk to anyone you want, there are many funny situations,
so check'em out, you should talk to Skorls, Luthern, Gwyn, Eilaine, Ultar,
Morkus, Gereint and Grub.. <BUT!! You can't go to the CASTLE WALL, coz
you'll lose the magic..>
When you got bored, walk to CASTLE WALL, so you'll turn to DIERMOT again.
Now... TALK TO GOEWNIE, you can find her in APOTHECARY WORKSHOP.
Go to BLACKFRIARS ROW and LOOK AT NOTE. Find MALLIN and TALK TO him.
He'll give you a book, now go to MONKS LODGE and TALK TO TOBY. GIVE BOOK
TO TOBY, he'll tell you how to fight SELENA.. Remeber the INGREDIENTS he'll
tell you. Now leave and go to APTH WORKSHOP. TALK TO GOEWIN, tell her it's
for a dragon, but she won't have COWBANE, leave... And now you have two
ways to do it. You can go and find COWBANE yourself, or TELL RATPOUCH TO
GO TO THE FORGE, AND THEN ASK CATRIONE FOR COWBANE, AND THEN GO TO SMITHY
STREET AND THEN GET COWBANE, FINISH. He'll be back so ASK RATPOUCH FOR
COWBANE, now you got it, so GIVE COWBANE TO GOEWIN. TALK TO GOEWIN, so she'll
give you the potion. Now TALK TO GOEWIN again, leave and go to SEVERED ARMS,
TALK TO ULTAR, go to WEREGATE, TALK TO GORGOYLES, go to APTH WORKSHOP and
TALK TO GOEWIN, she'll meet you at the gate.. TALK TO GOEWIN. Go inside and
play around with the skulls, you can TELL her to PULL or PUSH skulls.
You'll get to the room with no skulls so save the game before you go ahead..
Now fight to that asshole, hope you beat him up... The trick is to point your
mouse on DIERMOT and then.. You'll figure it out after few times..
Well, you'll see the monster.. USE POTION ON DRAGON, and then TALK TO DRAGON,
commend him to help you, so you'll get an eye.. Now let him sleep, leave the
caves...

TALK TO GOEWIN.. Go to THE FORGE and TALK TO LUTHERN, then TALK TO
MELLIN, he'll tell you about the SKORL.. Go to the MARKET PLACE and when you
see Skorl going to VILLAGE SHOP, LOOK THROUGH THE WINDOW, you'll hear the
conversation, Skorl leaves then, TALK TO SKORL, he'll tell you about the

barrel, go to VILLAGE SHOP, TALK TO EWAN...

So now, Skorl will take you to THE CASTLE..

LOOK AT CASK, the one in the left corner, so you'll see the BUNG.. Now go to THE KITCHEN, GET TONGS, LOOK AT CARCASS, GET FAT, now TALK TO MINNOW, tell him you've come for Selena, TALK TO him once again, and ask him to tell his master that someone is in the WINE CELLAR. As soon as he leaves, go to the left USE TONGS ON BUNG, and hide yourself in the very right corner of the room. Skorl comes in and sees the wine... Now go left to THE GATE ROOM and USE FAT ON LEVER, TELL MINNOW TO OPERATE LEVER, while he does it, PULL WINCH. The gate will open.. Now go back, and make sure to save the game <AGAIN>, because you may have some problems on the bridge.. After you pass him, head to the left so you'll see Selena.. Now you can fuck her and have many kids..

1.186 The lurking Horror

The timing in the Lab and the Inner Lair is tricky, so it's a good idea to save before knocking on the Alchemy Dept. door and before opening the wooden door to the Inner Lair.

[USERNAME] is the 9-digit number underneath the bar code on your student ID contained in the game package, and [PASSWORD] is written in your student handbook (also contained in the game package).

type [USERNAME].
type [PASSWORD].

click box. click paper. read paper. click more. again. again.
again. d. d. take stone. z. z. get up. s. press down. w.
open microwave. open fridge. take coke and carton.
put carton into microwave. close microwave. press 4. press 0. again.
press start. z. z. z. open microwave. take carton. e. n. open carton.
trade food for key. give food to hacker. s. press down. s. press 1.
open panel. take flash. z. z. z. n. d. w. enter lift. turn on lift. e.
e. leave lift. take bar and gloves. wear gloves. enter lift. e.
turn on flash. move junk with lift. again. again. again. turn off lift.
leave lift. e. move cover with bar. d. n. d. take knife. u. s. u. w. w.
turn off flash. w. w. w. u. s. take container. e. z. z. z. z. e.
u. climb rope. open door. n. u. take plug. take paper. d. s. drop all.
take ladder. put ladder over edge. take all except plug and assignment.
d. d. e. break cabinet with bar. take axe. w. open container.
cut cord with axe. pour liquid onto floor. e. e. s. knock on door. z.
give paper to professor. s. z. z. cut line with knife. leave pentagram.
move bench. open door. d. turn on light. open door. u.
drop container and knife. n. turn off light. open door. n. n. n. d. se.
take boots. wear boots. u. u. unlock door with key. open door. w. u.
dig in dirt. take hand. d. throw stone at shape. e. d. s. take stone.
n. d. nw. u. s. s. s. s. turn on light. put hand in vat. take ring. z.
take hand. put ring on hand. d. n. u. w. w. u. take flask. d.
turn off light. w. drink coke. drop flask and axe and coke. w. w. d.
nw. unlock padlock with key. take padlock. se.

In the next sequence you *must* find the urchin; if he doesn't show up, try going back up the stairs into the Aero Lobby or Computer Center: he sometimes hangs out up there. When you

meet him do this: show hand to urchin. take cutter.

then continue as below:

u. e. e.

take flask and axe. open door. d. turn on light. move brick with bar.
 move old brick with bar. take chain. put chain around rod.
 lock chain with padlock. open door. put bar in door. turn off light.
 u. put chain on hook. take bar. u. press up. s. press 2.
 z. z. z. n. d. d. open door. d. turn on flash. n. w. w.
 turn valve with bar. z. z. turn valve with bar. turn valve. w. w. w.
 w. d. cut wire with cutter. d. n. d. s. s. d. open flask.
 pour liquid on curtain. drop flask and cutter. unlock door with key.
 open door. s. open box. unplug coaxial cable. reach under water.
 take line. cut line with axe. again. again. take line.
 put line into socket. z. throw stone at thing. take stone.

quit.

1.187 lust in space

You start off in the control room of your ship. At the bottom of the screen from right are three letters I, L, S, click on theses for INVENTORY, LOOK, or SANDIE (your computer). To the left of that are four arrows, these are up and down, to the left of that are four more arrow icons for n,s,e,w. and to the left of that is a box, click on it for game functions.

WALKTHRU

Sit down, type "blastoff". Enter destination as Arbora (ask Sandy) tap the space bar to scroll thru txt. get up, so south to the airlock, click on door button, go south. Now your in the jungle, you don't want to get lost here so go south then east and pick the apple (be sure to avoid any snakes), then go west and south you should see the cave. Go south once more and you will see the priestess. Uhoh seems your too tired to please her, better eat the apple to regain your strength, there, now you can make love. When your thru type "ask" and the woman will show you on your way. In the cavern- go east and fill the vase the priestess gave you. go east and then north twice, you should be back at the ship go up and north to the control room. Sit down and then blastoff to the space station. Once there exit the ship and you will be knocked out. When you recover you will be in a cell with the princess. The girls been here a long time and looks thirsty so give her the water you got from the cave. Boy that lit her fire! When it's over touch her face and then "ask", she should then take you to Dildo, if guards come instead then reload from a prior save and try again. The princess will take you to dildo. Hit him. Now "grab switch". You'll be transported back to your ship as the station begins to destuct. Quick! Sit down, blastoff to Erotica.

1.188 lykkehjulet

Code	Nr	Code	Nr	Code	Nr	Code	Nr
ABRIK	650	ADRES	702	ADRIA	989	AFGAN	409
AFGHA	785	AFGUD	679	AFLED	798	AFVÆN	483
AKROP	776	AKVAR	400	ALARM	752	ALEXA	526
ALGER	503	ALICE	330	ALLIG	968	ALMAN	839
ALPEH	723	AMNES	507	ANDEL	908	ANDEN	355
ANGOR	771	ANTWE	591	APPEL	778	ARABE	138
ARGEN	805	ARKAD	291	ARMBÅ	351	ATLAN	319
AUGUS	839	AUSTR	775	AVISU	817		
BADEK	536	BAGER	720	BAGLO	851	BALAL	447
BANAN	496	BANKR	907	BARBE	901	BARCE	980
BARDE	352	BARNE	615	BASEB	901	BEGRA	507
BELGI	451	BERYL	350	BESÆR	516	BIBEL	386
BIBLI	502	BIDRO	855	BISTA	468	BISVÆ	540
BJERG	584	BJÆRG	584	BJØRN	802	BLADS	472
BLOMS	756	BLABÆ	365	BLAHV	680	BLAME	346
BLAMU	815	BLÆKS	693	BLÆSE	504	BOGHY	697
BOLIG	694	BONDE	134	BORDD	57	BORDT	432
BOTSW	335	BOULE	764	BOUQU	878	BRAND	634
BRAZZ	424	BRISL	593	BROMB	381	BRUXE	503
BRYDE	63	BRYGG	334	BRYLL	390	BRÆKJ	915
BRÆND	634	BRØLE	566	BRØND	634	BUDSY	395
BUENO	471	BULGA	348	BULME	446	BUNDP	591
BURHØ	448	BYGGE	289	BYVAB	994	BADES	719
BÆLGF	822	BÆNKE	796	BØRGL	900	BØRNE	902
BØRSK	795						
CALCU	712	CALIF	490	CAMBR	604	CAMPI	767
CANAD	683	CARDI	434	CAYEN	593	CHAMP	732
CHECK	904	CHEMN	674	CHICA	140	CHIMP	732
CIGAR	395	CIKAD	147	CIRKU	792	CITRO	831
COPRA	783	COLOR	697	CONNE	842	CORNW	814
CYKEL	15						
DADDE	928	DANMA	428	DANSE	702	DELFI	377
DEMON	777	DEODO	477	DESER	586	DIAMA	741
DJURS	908	DOMIN	373	DOMKI	869	DOMPA	556
DRAGS	380	DREJE	244	DRONN	453	DRUKG	494
DUMDU	809	DUNHA	444	DYBFR	491	DYKKE	152
DØBEF	340	DØGNF	940	DØRHA	346	DØRKA	338
EDDER	586	EDELW	948	EDINB	392	EFEUR	346
EGERN	797	EGESK	732	EGYPT	920	EKKOL	556
EKSKU	697	ELEKT	646	ELGTY	364	ELVÆR	491
EMHÆT	505	EPEDE	171	ERANT	603	EUROP	446
FLAGE	264	FLAGS	466	FLAMI	362	FASAN	409
FLASK	592	FASTE	685	FEJEB	361	FERNI	553
FIRBE	81	FIREN	341	FISKE	789	FJERN	703
FJÆSI	575	FLADL	571	FLENS	686	FLIDS	371
FLODB	203	FLODD	48	FLYKA	237	FLYVE	481
FLÆKØ	486	FODSK	522	FONTÆ	497	FORSV	869
FOXTE	359	FRANS	546	FREDE	391	FRIKA	182
FRUGT	352	FUGLE	28	FYRTA	467	FÅREK	876

FÆRGE	919	FÆRØE	347	FØLJE	344	FØRER	963
GITTE	474	GLASD	346	GLASP	724	GRAMM	937
GRANA	42	GRANK	847	GABES	637	GADED	733
GADEK	426	GAFFE	891	GALAP	437	GAMAC	349
GAMME	480	GANGS	701	GARGO	593	GARNI	625
GARNN	773	GASLY	343	GAZEL	454	GEARK	704
GEDEH	764	GEDEK	333	GEIGE	685	GRAPE	470
GRAVS	771	GREEN	313	GRIBB	856	GRIND	224
GROVE	346	GRUEK	77	GRASP	582	GRÆDE	473
GRÆSH	990	GRESS	677	GRÆVL	543	GRØNS	519
GUIRL	356	GUIA	189	GULDE	608	GULDH	453
GULER	415	GULSP	511	GUMMI	372	GYMNA	539
GÅGAD	994	GØGLE	346				
HAGLB	346	HALIF	381	HALSS	352	HAMME	485
HAREK	406	HARZE	799	HAVEG	904	HAVKA	877
HAVSK	805	HEBRI	618	HELIK	424	HELSE	646
HELVE	598	HERBE	223	HERME	362	HERRE	494
HESTE	546	HIMME	800	HIROS	739	HJORT	841
HOCKE	211	HONDU	901	HORNS	564	HOROS	595
HOSTE	919	HOVED	339	HUGGE	535	HUMME	63
HUNDE	771	HUSFR	423	HUSST	609	HVIDK	378
HVIDL	300	HVIDT	319	HYLDE	353	HYREV	356
HÅNDK	930	HÅRSL	776	HÆKKE	928	HÆNGE	963
HÆTTE	849	HØJSL	928	HØNSE	334	HØTYV	758
HØVLE	354						
IDRÆT	518	INDKØ	473	INDUS	782	INKAS	456
INNSB	550	ISTAN	279	IZMIR	254		
JAGTT	359	JAMAI	599	JERNB	762	JERSE	474
JERUS	978	JOHAN	66	JORDE	497	JOURN	481
JUGOS	394	JULET	317	JÆTTE	893		
KAFFE	631	KAGER	525	KAISE	551	KAKAO	978
KAKKE	341	KAMÆE	396	KAMÆL	454	KANAL	756
KANAR	400	KANON	716	KANTI	705	KARTO	896
KATAP	351	KATED	473	KATTE	577	KENTU	988
KIOSK	540	KIRKE	424	KLAPP	532	KLIPP	532
KLOAK	142	KLOKK	712	KLUDE	351	KLØVE	354
KNAPP	482	KNOJE	29	KOALA	293	KOBBE	733
KOKLO	919	KOLDI	266	KOLDT	586	KOLIB	432
KOMMU	512	KONGE	340	KONGR	712	KONKY	561
KONSE	603	KONVO	606	KORAL	293	KORKP	915
KOØJE	104	KRAKO	604	KRANS	410	KRAVL	433
KRIMI	257	KRIST	599	KROKE	250	KROKO	604
KRONB	281	KRONH	252	KRUCI	574	KRYBE	958
KRYST	599	KRØLL	434	KUGLE	396	KULMI	32
KULMU	362	KUNST	524	KVIKS	646	KVIST	499
KVITT	531	KYLLI	350	KÆÆHO	921	KÅLOR	821
KÆNGU	885	KØDHA	402	KØKKE	381	KØREK	381
LADEP	450	LAGKA	617	LAGUN	872	LAMPE	450
LANDB	176	LAPPE	450	LAZAR	378	LEGET	454
LEIPZ	988	LEKSI	554	LEMMI	387	LEMVI	637
LEVER	402	LIECH	48	LIGGE	36	LILLE	430

LIREK 351 LITAU 750 LODDE 655 LODSE 524
 LOFTS 648 LOKOM 930 LOMME 52 LONDO 120
 LUFTH 434 LUXEM 403 LYDPO 440 LYKKE 864
 LYNAF 525 LYSST 394 LÆBES 946 LÆDER 955
 LÆGEA 367 LÆKKE 338 LÆNES 946 LÆSES 946
 LÆSKE 338 LØFTE 363 LØGUM 994 LÆVSK 345
 LØVST 640

MADAG 256 MADKU 754 MADPA 923 MADRI 606
 MAGNE 376 MAKRE 481 MALAY 529 MALKE 894
 MALLO 613 MANCH 494 MANDE 343 MANDO 373
 MANHA 330 MARCI 570 MARGE 579 MARKE 894
 MARKV 782 MARMO 643 MARSE 507 MARST 981
 MASKI 412 MATAD 33 MAURI 606 MEDAL 318
 MEDBO 630 MEDCI 262 MEGAF 126 MEJET 431
 MEMBR 856 MENIG 595 MENNE 822 MENUK 651
 MESSI 531 MIKRO 587 MINDE 272 MINER 829
 MINNE 514 MISSI 428 MISTE 986 MOBIL 241
 MOKKA 525 MONGO 311 MONOK 671 MONTP 525
 MOSEG 498 MOSKI 158 MOTOR 433 MOUST 621
 MULDV 121 MURSV 530 MUSEU 141 MUSKA 987
 MUSKE 645 MUSVA 472 MYGGE 422 MYRES 324
 MÅGEK 343 MÆLKE 346 MØBEL 394 MØDDI 406
 MØGSP 335 MØLKU 346 MØLLE 394 MØNTT 954
 MØNTV 932 MØRBR 387 MØRKE 397

NATIO 501 NATSV 340 NEDKØ 484 NEDST 855
 NELLI 942 NEWCA 417 NIAGA 432 NODES 366
 NORDB 348 NORDE 813 NORDG 658 NORDS 272
 NORDV 504 NORFO 142 NYMFE 478 NÆSEH 362
 NÆSTV 800 NØDDE 425 NØGLE 402 NØRRE 385

OBELI 370 OFFIC 45 OLIEM 52 OMKLÆ 410
 OPRAT 95 OPSLA 688 ORANG 164 OSTEH 893
 OTTEA 507 OUVER 264 OVERL 310 OZELO 265

PACEM 856 PALAD 161 PALET 469 PALÆS 501
 PANTE 469 PAPEG 384 PAPRI 541 PAPÆS 501
 PAPAD 161 PARCE 70 PARKE 699 PARTE 469
 PASSA 950 PATRO 728 PAVIL 374 PEBER 930
 PENAL 111 PENGE 64 PERSI 462 PETRO 621
 PIANO 394 PIBER 610 PIGHA 504 PIGTR 670
 PINDS 594 PIRAN 60 PIRAT 384 PISKE 59
 PISSO 544 PISTA 384 PITBU 555 PLADE 731
 PLOVF 782 PLÆNE 55 POLIT 670 POLYP 598
 POPPE 27 PORCE 349 PORTB 0 PORTR 510
 PRIVA 187 PROJE 739 PROVE 204 PRÆDI 901
 PRÆST 462 PRØVE 204 PSILO 204 PUDE 483
 PURLØ 441 PYRAM 471 PÅFUG 986 PÅHÆN 615
 PÅSKE 365 PØLSE 398

QUETZ 577

RABAT 894 RADIU 581 RAFLE 648 RAJGR 435
 REBSL 511 RECEP 634 REDSK 479 REGNF 566
 REJEM 398 REJSE 870 REMOU 665 RESER 792
 RESPI 999 REVYV 340 REYKJ 669 RHODO 220

RICKS 370 RIDEP 306 RINGB 643 RINGK 84
 RIVIE 243 RODOE 353 ROUGE 208 ROMBU 82
 ROSEN 342 ROTTW 617 ROULA 846 RULLE 991
 RUNDK 385 RUTEB 592 RYGHV 239 RÅBAN 454
 RÅDHU 339 RØDBE 463 RØDSP 375 RØNNE 428
 RØNTG 404

SAHAR 681 SAINT 691 SALAM 310 SALTG 467
 SALTO 723 SANDL 496 SANDS 346 SANDW 449
 SANGC 27 SANGD 108 SARKO 453 SAVFI 430
 SCHWE 427 SCUDM 408 SEISM 519 SEKRE 723
 SEMIN 764 SENNE 408 SFINK 859 SHANG 337
 SHEFF 390 SHETL 433 SIBIR 765 SIDEG 474
 SIGTE 548 SILKE 159 SJAKA 584 SJIPP 384
 SJÆLL 442 SKABE 344 SKAKB 582 SKAND 178
 SKARN 355 SKIBS 19 SKILI 99 SKILØ 462
 SKOMA 519 SKRAL 593 SKRIF 399 SKRAB 955
 SKYSK 871 SKÆRG 412 SLUTS 546 SLÅBR 138
 SMUDS 43 SMAKA 833 SMALA 759 SNEBR 304
 SNEDK 660 SNORK 537 SNØRE 23 SOUTH 337
 SOUVE 207 SOVJE 736 SPEGE 351 SPEJL 228
 SPIND 593 SPJÆL 389 SPRIN 148 SPROG 245
 SPØGE 351 STAND 925 STATS 976 STAVE 207
 STENB 367 STIFT 268 STJER 521 STOCK 414
 STOPK 132 STORE 521 STRAN 397 STRYG 231
 STRØG 389 STUTT 357 STÅLV 479 STÆRE 521
 STØBE 593 SUPPE 762 SUTTE 447 SVABE 648
 SVARK 127 SWAZI 268 SYDKO 632 SYNAG 708
 SØFAR 438 SØRGE 457

TAKOF 844 TARMR 579 TAXAM 245 TEATE 811
 TEDDY 367 TEGNE 339 TEHER 654 TEKØK 469
 TELEF 289 TENNI 695 TIGGE 547 TIMBU 263
 TIPVO 537 TJEKK 916 TJELE 237 TOGPL 295
 TOMPO 692 TORPE 343 TORVE 128 TOTEM 579
 TOULO 208 TRAMP 134 TRAPE 595 TRAWL 649
 TRILL 303 TRINI 396 TRYKK 475 TRÆKN 219
 TVÆRF 680 TYGGE 630 TØJKU 402 TØRRE 433

UDBYG 474 UDGAN 0 UDGRA 296 UDLEJ 40
 UDLAN 434 UDSIG 128 UDØRK 410 UNDER 179
 URUGU 90 URVÆR 427

VANDS 844 VAREP 702 VARME 466 VEJGR 703
 VEJSP 545 VENEZ 381 VERSA 216 VESTI 352
 VIBRA 201 VIFTE 329 VIOLI 46 VIRKS 818
 VISKE 378 VITAM 572 VLADI 877 VOKSA 643
 VOSK 302 VRAGG 435 VUGGE 575 VÅBEN 400
 VÅGEB 435 VÆDDE 432 VÆGT 644 VÆLTE 385
 VÆRKT 364

WARSZ 953 WIENE 215 WOLVE 108 WYOMI 445

XYLOF 509

YACHT 369 YOGHU 54 YOKOH 546

ZAGRE	600	ZEPPE	82	ZINKB	927		
ÆDETR	623	ÆRESP	962	ÆRØSK	338		
ØDEGÅ	419	ØKSES	358	ØLOPL	351	ØNSKE	405
ØRBÆK	783	ØVEHÆ	774				
ÅKIRK	862	ÅLEKI	970	ÅNDEV	955		
