

CheatCollectionE.04

COLLABORATORS

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 7, 2022	

REVISION HISTORY

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Chapter 1

CheatCollectionE.04

1.1 Cheat Collection

Cheat Collection English Version 1.31 (10.07.1998) Part 5

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

M

Mac Donald Land
Cheat

Mad Bomber 2
Cheat

Mad Professor Mariati
Cheat|Solve

Magazin, Das
Codes

Magic Garden
Hint

Magic Marble
Codes

Magic Pockets
Cheat|Codes

Magic Way, The
Cheat

Magicfields - B&B Deizign/Bronx Cheat

Magicland Dizzy
Cheat

Major Motion
Cheat

Manager, The
Cheat

Manchester United
Cheat

Maniac Mansion
Solve

Manic Miner 1 and 2
Cheat

Manix - Millenium
Codes

Marble Madness
Other

Marble Rescue
Codes

Marblelous
Codes

Maria Whitakers Xmas Box
Cheat

Marvin's Marvelous Adventure AGA
Cheat|Codes

Master Ninja
Cheat

Mean Arenas
Cheat

Mean Streets
Hint

Mega Twins
Cheat

Mega-Lo-Mania
Cheat|Codes

Megaball
Cheat

Megatraveller 1
Cheat

MegaWorm
Codes

Menace
Cheat

Mercenary - The Second City
Hint

Mercs
Hint

Metal Law
Cheat

Metal Masters
Cheat

Mickey Mouse
Cheat

Mickey Mouse 2
Codes

Microcosm CD\$^3\$\$^2\$ - Psygnosis
Cheat

Midnight Resistance
Cheat

Midwinter
Hint

Might & Magic II
Cheat|Hint

Might & Magic III
Cheat|Hint

Miki - Marksoft
Cheat

Millenium 2.2
Solve

Mindshadow
Solve

Mister & Missis
Codes

Moktar
Codes

Monopoly
Cheat

Monty Python's Flying Circus
Cheat

Moon Mountain
Solve

Moonmist
Solve

Moonshine Racers
Cheat

Moonstone
Cheat

Morph
Cheat

Mortal Kombat
Cheat

Mortal Kombat 2
Cheat|Hint

Motorhead
Cheat

Mouthman
Cheat

Move' Em
Codes

Mr. Blobby
Cheat|Codes

Mr. Nutz - Ocean
Cheat

Mr. Tomato
Cheat

Munsters, The
Cheat

Myst
Solve

Myth - System 3
Cheat

Myth CD³\$²\$ - System 3
Cheat

N

Narc
Cheat

Narco Police
Cheat

Naughty Ones AGA
Cheat

Navy Moves
Codes|Hint

Navy Seals
Cheat

Nebula
Solve

Nebulus - Tower Topler
Cheat

Nebulus 2
Cheat|Codes

Necris Dome
Cheat

Necronom
Cheat

Neuromancer
Cheat

Neuronics
Codes

Never Ending Story 2
Codes

Never Mind
Cheat|Codes

New York Warriors
Cheat

New Zealand Story
Cheat|Hint

Nick Faldo's Championship Golf
Cheat|Hint

Nicky Boom
Cheat|Codes

Nicky Boom 2
Cheat|Codes

Night Breed - Action
Cheat

Night Shift
Cheat|Codes|Hint

Ninja Mission
Cheat

Ninja Rabbits
Cheat

Ninja Spirit
Cheat

Ninja Warriors
Cheat

Nitro
Cheat

No Second Prize - Thalion
Cheat

North and South
Hint

Nova 9
Cheat

Nu
Cheat

Nuclear Submarine
Solve

O

Oil Imperium - Reline
Hint

Ollies Follies
Codes

One Step Beyond - Pushover 2
Codes

Ooops Up
Codes

Operation Lemmings
Cheat

Operation Thunderbolt
Cheat

Operation Wolf
Cheat

Ork
Cheat

Oscar AGA

Cheat

Osiris
Codes

Out to Lunch
Cheat | Codes

Outrun
Cheat

Outrun Europa - US Gold
Cheat

Outzone
Cheat | Codes

Over the Net
Cheat

Overkill AGA
Cheat

Overlander
Solve | Hint

Oxyd Magnum
Codes

P

P-47 Thunderbolt
Cheat

P.P. Hammer
Cheat | Codes

Pacific Islands
Cheat

Pacland
Cheat | Hint

Pandora
Solve

Pang
Cheat

Panza Kick Boxing
Cheat

Paperboy
Hint

Paradox - 5th Dimension
Cheat | Codes

Paradroid 90
Cheat|Hint

Parasol Stars
Cheat

Pawn
Cheat

Pegasus
Cheat|Codes

Pengo II
Cheat|Codes

Perhelion
Hint

Persian Gulf Inferno
Cheat|Solve

Personal Nightmare
Solve|Hint

Peter Beardsley's International Soccer
Cheat

PGA Tour Golf
Cheat

Phantasia III
Cheat

Pharaohs Curse
Cheat

Photon Storm
Cheat

Pinball Fantasies
Cheat

Pinball Magic
Cheat

Pipe Dream
Codes

Pipeline
Codes

PipeMania
Cheat|Codes

Pirates
Hint

PitFighter
 Cheat

Plague, The
 Cheat

Planetfall
 Solve

Platoon
 Cheat

Player Manager
 Hint

Plundered Hearts
 Solve

Pod
 Cheat

Poing
 Cheat

Police Quest 2
 Cheat

Police Quest 3
 Solve|Hint

Pool of Radiance
 Cheat|Codes

Popeye 2
 Codes

Populous
 Cheat|Codes

Populous II
 Cheat|Codes

Power, The
 Cheat|Codes

Powerdrift
 Cheat

Powerdrive CD\$^3\$\$^2\$ - US Gold
 Codes

Powerdrome
 Hint

Powermonger
 Hint

Powerplay
 Cheat

Predator
 Cheat

Predator 2
 Cheat

Prehistorik
 Hint

Premier Manager
 Cheat

Premier Manager 2
 Cheat

Premier Manager 3
 Cheat

Premiere
 Cheat|Hint

Primal Rage AGA - Time Warner
 Cheat

Prince of Persia
 Cheat

Pro Power Boat Simulator - Codemasters
 Cheat

Pro Tennis Tour
 Cheat

Project X
 Cheat|Hint

Project X - Revised Edition - Team 17
 Cheat

Projectyle
 Cheat

Prophecy I - The Viking Child
 Cheat|Codes

Psyborg
 Codes

Pub Trivia Simulator - Codemasters
 Cheat

Puffy's AGA
 Cheat

Puggsy
Codes

Pushover
Codes

Putty - Silly Putty
Cheat

Putty Squad
Codes

Puzznic
Cheat|Codes

Q

Quadralien
Codes|Hint

Questron 2
Solve|Hint

Quiks the Thunder Rabbit
Cheat|Codes

Qwak
Cheat

R

R-Type
Cheat

R-Type 2
Cheat

Raider
Codes

Railroad Tycoon
Cheat

Rainbow Islands
Cheat

Rajd Przez Polske - Avalon
Cheat

Rally Championships
Cheat

Rally Cross Challenge
Cheat

Rambo II
Hint

Rambo III

Cheat | Hint

Rampage
Cheat

RBI Baseball 2
Cheat

Rebellion - Fun Factory
Cheat

Rectangle - Turtle Byte
Codes

Red Planet
Solve

Rescue
Codes

Resolution 101
Cheat

Return of the Jedi
Cheat

Return to Atlantis
Cheat

Return to Genesis
Cheat

Reunion
Solve

Revelation
Codes

Revenge of Defender
Cheat

Revenge of the Mutant Camels
Codes

Rick Dangerous
Cheat

Rick Dangerous 2
Cheat

Rings of Medusa
Cheat

Rings of Medusa II - Return of Medusa
Cheat

Rings of Zon

Cheat

Rise of the Robot
Cheat

Risky Woods
Cheat

Road Blasters
Cheat

Road Rash
Cheat

Roadkill CD\$^3\$\$^2\$
Codes

Roadwar 2000
Hint

Robbeary
Cheat

Robin Hood
Cheat

Robin Hood - Legend Quest - Codemasters
Cheat

Robin Smith's Cricket
Cheat

Robocop
Cheat

Robocop 2
Cheat

Robocop 3
Cheat

Rock 'n' Roll
Cheat

Rock Star ate my Hamster
Cheat

Rocket Ranger
Solve|Hint

Rodland
Cheat

Rolling Ronny
Cheat

Rolling Thunder

```
Cheat
Rome AD92
    Cheat
Rotor
    Cheat|Codes
Rotox
    Cheat
Rubicon
    Cheat
Ruff 'n' Tumble - Renegade
    Cheat|Codes
Ruff and Ready
    Cheat
Ruffian
    Cheat|Codes
Running Man, The
    Cheat|Solve
```

1.2 mac donald land

On the one or two player select screen, type "SPICY BEANBURGER" or "KID". The guy should then jump up and down. During play, but not on the map screen, press <=> to add guys. Press <ENTER> on the keypad to get a card.

When you get to the bonus room, if you fall down to the exit, then press <FIRE>, it will open. While it's open press <P>, and you should be given an other go at the bonus room.

1.3 mad bomber 2

Press <F5> on the title screen. You will hear the word "Holiday" (from a song by Madonna), and the word "SKIP" will appear. Now when you start the game you will be on level 13. Repeat the procedure to deactivate the skip.

1.4 mad professor mariati

Wait for the demo to start (right after the highscore table is displayed) and type "PROFMANIAC". The screen will flash letting you know it worked. This will give you infinite lives and the ability to start at any level.

Here is the solution for the Chemistry Lab level:

From the starting screen, head left and trip the switch that you find there. This turns off some of the deadly electrical devices and allows you to enter a previously inaccessible screen. Go up the ladder and walk to the left, then use the conveyor belt to fall down and collect the crowbar.

Next make your way to the auto ladder. Use the crowbar and jump on the lever three times.

Go up and collect the jam jar, before returning down and heading right to where the other jar is. Go down two levels and head right. Use the jam jars, and you will be able to read the tiny password and pass through the locked door. Go right. Collect the hammer and take it up to the top level.

Head left and collect the phial (there's a clue about a "strong aroma"), and head down to where the 'test your strength' machine is. Use the potion and the hammer and you will ring the bell, revealing an oil can as your prize. Take this up to the top-right hand screen and use it on the pipe and, voila, you have completed the level!

1.5 Das Magazin

Level Codes:

1 HEIMDAL 3 ATACAMA 5 CHANGAI
2 TSCHAKO 4 NEMESIS 6 ZWINGER
7 CYCLAME

1.6 magic garden

Here are some hints for this weird game: Never have more than nine items in your pockets at a time. There is a key hidden in one of the drawers of the shed. The second time you enter the old tree, you should find a heart. Use it behind the bird table to fly.

1.7 magic marble

Level Codes:

Level 1 - ADVERTISER
2 - EVERYWHERE
3 - TOOTHPASTE
4 - CONNECTION
5 - CLEVERNESS
6 - COPYWRITER
7 - TELEVISION
8 - CIGARETTES
9 - COMPLICATE
10 - IMPOSSIBLE
END - INTERESTED

1.8 magic pockets

When you loose your last life keep your finger on <FIRE> and the game will start again with your previous score, when you get to 100,000 you become super powered!

On the first level enter 3 secret rooms using the teleport helmet. In the third room you will find a golden chalice. Pick it up and you will start each level with full power-ups.

Level Codes:

Level 1	Level 2	Level 3	Level 4
-----	-----	-----	-----
01 1053	06 6245	12 3505	19 8498
02 3425	07 5284	13 0692	20 4370
03 8282	08 4757	14 1786	21 3541
04 4476	09 2818	15 9877	22 2823
05 7766	10 1960	16 7962	23 1286
RC 1467	11 6331	17 4125	24 6067
	BG 8712	18 2219	25 5139
		FT 3123	26 4400
			TH 2456

1.9 magic way, the

During play press <HELP> 30 times. This will give you infinite energy. Press to de-activate the cheat.

1.10 magicfields - b&b dezn/brnx

While the game is loading press and hold <FIRE> until the title/option screen appears. At the bottom of the screen you should see CHEAT MODE #1 ACTIVATED. This gives you infinite time.

While the game is loading press and hold <F1> until the title/option screen appears. Now click on INTRODUCTION and then the CREDITS for the following cheat instructions:

To clear area in every level do this: Start from the top line, if there's a field, press the same-column-area of the lower line. Do this until you reach the bottom, now go to the top line, doing the same with the upper area. Keep doing this up-to-down-to-up job to find yourself an easy way out.

1.11 magicland dizzy

During play simply type in "DIAMONDS AND PEARLS", the screen will then flash and you will be blessed with infinite lives. During this process the game will pause itself, just press <P> to unpause the game and away you go.

1.12 major motion

Using both the mouse and the joystick at the same time will give you more power for ramming other vehicles.

During play, type " TURBO TIMOTHY PURVES" (two space before and two spaces in between the words). Now use the following keys:

- <F5> Adds weapons to your arsenal
- <F6> Infinite lives
- <F7> Cars with bladed wheels can't knock you off
- <F8> Invincible to the heli's droppings
- <F9> Invincible to the jet
- <F10> Restart music on

1.13 The Manager

On the preference screen, put the cursor over the main menu icon and press <CTRL> and <D>. This should give every player on your side 99 strength and you will have \$24,999,999. Also, on the preference screen, hold down <D>, <A>, <P>, and <G>. This will give you lots of money and high statistics.

other way:

At any time click on the icon with the disk on it, now click on the preferences icon. Now press and hold down <CTRL> and <A> and move the cursor to the main menu icon, the border will turn white which means you have now got £24,999,999 to spend and all your players will be 99% fit. You can also try pressing <CTRL> + <S> or <CTRL> + <D>.

1.14 manchester united

If you're losing a game, whilst playing simply press the appropriate key to start a two player game and the other team should freeze letting you win kind of easily.

When you concede a penalty push the joystick up and keep the button pressed down and your goalie will always save it.

During play press <CTRL> and <ESC> simultaneously to loose with 5-0.

1.15 maniac mansion

USE characters Dave, Syd, and Razor.

Dave did all the moves and carried all the inventory in my game except where noted.

Go to front of mansion.

Pickup left bushes, door mat, and key.

Unlock front door and enter.

Open far right door and enter.
Open far right door again and enter.
(notice key in Chandelier)
Turn on lamp and go far right to loose panel.
Pull panel.
Pickup cassette tape and exit both rooms.
Push right gargoyle while another player goes to basement.
Turn on light, pickup silver key and exit basement for now.
Enter door by grandfather clock and pickup flashlight.
Open refrigerator and pickup old batteries and can of pepsi.
Go thru dining room to storage room.
Pickup jar & fruit drink.
Unlock door with silver key and enter to swimming pool area.
Fill jar in pool and return to main entrance.
Position someone by mail box to wait for package.
ITS BETTER TO SAVE YOUR GAME NOW!
Go upstairs and enter room on left.
Pickup wax fruit and paint remover.
Exit room.
Use key pad and enter correct codes.
Enter security door.
Go upstairs on right and give wax fruit then fruit drink to green tentacle.
Go upstairs on left and enter the first door on the left.
Pickup dime and walk to ladder by bed.
Climb ladder to room.
Pick up record and key on right wall.
Exit to hallway.
Go to 4th room on right and use hunk-a-matic machine.
Exit.
ITS BETTER TO SAFE YOUR GAME NOW!
When doorbell rings, switch to mailbox and pickup stamps on package.
(Don't pickup package).
Return to person on top floor.
While Ed is out of his room, you must enter the room.
Pickup the hamster, the card key, open the bank and pickup at least the dimes.
You have to be quick or he will caught you.
ITS BETTER TO SAFE THE GAME GEFORE!
Enter far right door and use jar on man-eater.
Use paint remover on blotch on wall.
Return to 2nd floor and enter codes for security door.
Enter.
Go to door on right and enter the room where the piano is.
Use cassette in player, use record in Victrola.
Turn on cassette and Victrola.
Turn off cassette and pickup tape.
Exit.
Go downstairs to room on right.
Open cabinet door, use cassette in player.
Turn on player.
Pickup old rusty key.
(The Key will get you out of dungeon).
Pickup cassette tape.
Exit.
Go upstairs to piano room with someone who can play it.
Use cassette in record.
Turn on recorder and play piano.
Turn on TV and watch.

Pickup cassette.
Exit room.
LET DAVE WATCH TV FOR ADDRESS!!
Go to room where green tentacle is and give tape.
Pickup demo tape.
Exit rooms.
Bring another member to top floor and give them both dimes.
Have them enter room with man-eater and switch to Dave.
Position Dave by door to right of Radio room on top floor.
SAFE THE GAME.
Enter room of old lady and quickly go up ladder to the right.
Turn on light and pull picture in front of safe.
Switch to person in man-eater room.
USE CAN OF PEPSI ON MANEATING PLANT.
Walk to hatch.
Use dime in coin slot.
Push right button.
Use second dime in coin slot and push right button again.
Use telescope and read safe combin.(1029!!)
Switch to safe room and open safe.
Pickup envelope but don't open it yet.
You will be caught when leaving.
Just use old rusty key to get out of dungeon.
Exit telescope room and man-eater room.
Use hunk-a-matic if you have not used it yet before leaving this floor.
Return to main floor to met Dave.
Send one strong person with yellow key to garage door behind the pool area.
Open door, open trunk, pickup tool box.
Go to pool.
If power goes out, wait 5-6 minutes for it to come back on.
Switch to another strong person and go to grating outside by porch.
Open grating and enter.
Go to water valve at right.
Turn on water.
Switch to pool and enter.
Pickup glowing key and radio.
Exit.
Switch to valve and turn off water.
Exit to kitchen.
Switch to pool and have him return to kitchen.
Give items to Dave.
Fill jar with water from faucet.
Use envelope and jar in microwave.
Turn on microwave.
Remove envelope and jar when cool.
Open envelope.
SAFE THE GAME NOW.
Take envelope to man-eater room and use with typewriter.
You will need tools and flashlight with good batteries with you.
Open room to right and enter room above.
Turn on lights and walk to open wires on left.
Put good batteries from radio in flashlight and wait.
Switch to another person and send them to breakers in the basement.
Open fuse box.
SAFE THE GAME NOW!
Turn off breakers and switch back to person in wire room.
Turn on flashlight and fix wires with tools.

Turn off flashlight and switch back to basement.
Turn on breakers and return both members to main lobby.
Use stamps on envelope, put demo tape in envelope.
Put envelope in mail box.
Pull flag and leave some there at mail box.
After Dr. Fred plays video game, go to room where video games are.
(second floor far right door)
Enter room and walk to Meteor Mess machine.
Use quarter in coin slot.
Write down high scores.(8640!)
Return to front door and wait for doorbell to ring.
Go to mail and open.
Pickup contract and return to house.
SAFE THE GAME.
Give contract to green tentacle in large speaker room.
Go to basement and open door with old rusty key.
Open Padlocks with glowing key.
Open inner door with numbers from video game machine.
SAFE THE GAME AGAIN!
Enter lab and walk to right.
Open door and enter.
Walk to cabinet at right.
Open cabinet and pickup suit.
Use card key on door and enter.
Turn off switch and pickup meteor at right.
Open door and enter to garage.
Use meteor in trunk.
Use yellow key in weird edsel.

1.16 manic miner 1 and 2

While playing, pause with <SPACE> and press the <*> on the numeric keypad.
Unpause the game with <SPACE> again, and you should have nine lives. Repeat
this when necessary.

1.17 manix - millenium

Level Codes:
01 MANIX 05 TIME 09 MIKE 13 IXION
02 ZONE 06 MOTIVATE 10 SARAH 14 KINETIC
03 SPACE 07 TOM 11 DOUG 15 TRAP
04 MOON 08 MAJOR 12 NEIL 16 CLIMAX

1.18 marble madness

Stay where you are on the first level for a surprise.

1.19 marble rescue

Level Codes:

```
FIRST GROOM LAKEU NORAD SILIC BLACK ALICE GLOOM
PAULA SIGMA NASCA LASER GLORY MUFON SPEED TROJA
TINYS FAMOS HEART RALLY QUIET PURSE JOINT HORSE
MONEY HARSH OCTUS PALUX NITIR RAXIS PERRY VENUS
AVRAG SMOKE HOLES STARS RIVER HISTO BLADE SPACE
```

1.20 marblelous

Level Codes:

```
01 FIRST      46 INKYTINKY
06 WATERFALL  51 BLOBBER
11 CODELIST   56 JESUS
16 BADPARENTS 61 DOPEMAN
21 CALCULATOR 66 SUICIDIAL
26 PETERTHEBEAST 71 HEADBANGER
31 ONOFF      76 NEARLY
36 DARKSOUL   80 FINAL
41 DEADSKIN
```

1.21 maria whitakers xmas box

Rename the file MARIA8 to MARIA8.BAK. Then rename the file MARIA1 to MARIA8 to start the game with Maria naked.

1.22 marvin's marvelous adventure aga

Enter "OSTERWALD YEAH" for the password and use <HELP> to skip levels during play.

Level Codes:

```
01 HEART OF GLASS 05 SPIKKELS 09 FALLING
02 BIG BANG SYSEX 06 MOTORCYCLE 10 APHEX TWIN
03 DOING THE DO 07 SO ALIVE 11 ELASTICA
04 ZERO PLUS ONE 08 TWIN PEAKS 12 MAX GOLDT
```

NOTE: The level codes do not correspond to the level number. The codes are in the order in which they appear in the game.

1.23 master ninja

On skill level screen, hit <SHIFT> <H> instead of choosing a level. You will get 100 of each weapon.

1.24 mean arenas

Type "CHEAT" on the password bit. When you are in the level do not use the warp, instead collect everything on the way down. At the bottom of the maze collect the gem before collecting the coin. When you collect the gem the following list cheat keys will be available:

```
<HELP> Skip to next level
<W> fire weapon
<DEL> Activate shield
<B> bombs
<L> extra lives
<E> energy
<A> All coins collected
<F> Freeze monsters
```

Enter any of the following for your password:

```
"CHEATOFF" Shuts the above cheat off
"REVEAL" Reveals the locations of hidden passages
"TUTORIAL" ?
"SONIC" Increase game speed
"NORMAL" Revert back to normal speed
```

In one player mode enter "QSSIFS4UYLS2WKGUN3" for the password and you will be whisked away to level three with enough lives to complete the game with ease.

1.25 mean streets

The object of the game is to prevent project 'Overlord' - a satellite which can control people - from going into operation. The men behind this are the chiefs of Gideon Enterprises and the Law and Order party. To stop the satellite you need to collect the eight passcards which were issues to the eight scientists involved with the project (one of them being Carl Linsky). Be quick though, Carl's wasn't the first death and it's certainly not going to be the last, so make sure you visit the potential victims before anything happens to them.

Check out every possible location. If you miss an object you're in trouble. Quite simply, it may prevent you from getting any further.

SCIENTISTS NAV CODES

```
Carl Linsky 4660, 4663 (San Francisco), 4675 (Warehouse)
Cal Davis 3720
Sam Jones 0021
John Klaus 7012
Larry Hammond 4935
Ron Morgan 1998, 6470 (Beach House), 1710 (Vacant Property)
Greg Call 4753, 8911 (Lab), 1700 (Gold&Diamond mine)
Bosworth Clark 9932
```

Here are the Colours of Passcards with Password and Location:

PASSWORD COLOUR LOCATION

Bishop Blue 4675 (Inside the Band Aid can)
Rook Black 5194 (In a locker)
Knight Purple 8911 (in the shelf near the vine)
Pawn Green 7012 (John will give it to you)
Checkmate Orange 3270 (In a box in the cage)
King Grey 5037 (In the safe)
Queen Yellow 0021 (Sam will give it to you)
Stalemate Red 6470 (In the Piranha's pool)

Go to these People for Information

Sandra Larson 4599 (Carl's Girlfriend)
Sylvia Linsky 4421 (Carl's daughter)
Steve Clements 4680 (A policeman investigating Carl's death)
Sonny Fletcher 5170 (A PI who worked for Linsky)
Peter Dull 4674 (Works for an insurance company)
Bash Dagot 4657 (Witnessed Linsky's death)
Ron Meat 4525 (A freak who knows Larry Hammond)
Wanda Peck 4621 (A useful source of Info)
J St Gideon 3891 (The man behind Overlord)
Frank Schimming 4650 (Boss at Gideon)
Robert Knott 0132 (The Chief of Law and Order)
Smiley Monroe 3615/3614 (A cop investigating the death of Cal Davis)
Aaron Sternwood 0439 (A friend of Davis)
Delores Lightbody 4920 (Carl Linsky's Fiance)
Arnold Dweeb 4610 (Works for MTC, one of Gideon's projects)
Tom Griffith 4590 (Schimming's right hand man)
Della Lang 2111 (She's in love with Ron Morgan)
Lola Lovetoy 4603/4605 (She worked for Gideon)
Jim Slade 4927/4921/5612 (A killer who works for Knott)
Bazil Mallory 2713 (The attorney for Law and Order)

Getting out and meeting people is the only way to gain information and to progress through the game. And it's usually a good idea to treat them with respect. Don't go in fists flailing. Be reasonable - it's more productive and you won't get hurt. When interrogating somebody try to find connections between them and other characters. A great many people in the game are linkd and these links will need to be exploited to help you get further in the mystery.

Other Persons and Positions:

David pope 6211
Melba Wiedbush 4122
Stanford Demille 3199
Bus Locker 5194
Alcatraz 4550
Jorge Valdez 4931
Brenda Perry 4577
Bosworth Clark 9932
Maurice Gribble 8231
Jerome Milbourne 4623
Ed Bradley 7312
Harry Rice 1231
Blaze Weiner 1715

Interesting locations:

```
Bug Surf Hotel      5162
Law and Order HQ    5037
University          4663
```

Interesting codes:

```
CMKY  CODE MONKEYS
GOLD  US GOLD
```

1.26 mega twins

Pause the game and type "PUNISHYOURMACHINE" for infinite credits.

1.27 mega-lo-mania

Level codes:

```
Epoch 2 BNYABDUNBHV or BTVCZLGPZSB
 3 COVCPMJVEBL MKIAVZLXXSJ
 4 WKCCHIEUKNL KPIANBSXXSF
 5 GATAVRXRONT ICNBBRKSPDP
 6 WWKDXGPXDBZ KECDXSPKFBB
 7 KUUCTOPLGHV YDGAFLZLDESB
 8 PEHAJBPKZAQ IMUBDWEPTPD
 9 GYJDJHPNFHN DAIAXVCUHTZ
Mother Battle TJLBVSNNIGD JKBAHVOUIAV
```

You can't actually take part in the final battle "The Mother Of Battles" unless you have suspended some of your men from previous levels by freezing their towers.

And the following are cheat codes that give you lots of men per Epoch.

Madcap Scarlet

```
1 IVIAZXF1WMB OVIAYASIWMO 100 men
2 ELEALUFOPNP KMEAKXROPNQ 200 men
3 MOXALSLTFCZ SPXAKVXTFCA 300 men
4 IFTAJNFPOVN DGTAIQRPDVO 400 men
5 MCOALOIXVPR SDOAGLLIVPS 500 men
6 NZHPVHLMLEN SAIBUKXMLEO 600 men
7 QWCPHELHGLP WXCGBGHXHLQ 700 men
8 MMYAFZEZXF D SOYAEZRZXF 800 men
9 IQUBTYQSPAD ORUBOBESP AE 900 men
```

Scarlet Oberon Caesar Madcap
(red) (yellow) (green) (blue)

```
1 OVIAYASIWMC CTIAOCYIWMA UWIANCYIWM D IUIAZXF1WMB
2 MAJAQCYIWMY AYIACYFIWMW SBJABYFIWMF GZIARZLIWMX
3 SLIAUCYXXSK GJIAGYFXXSI YMIAFYFXXSL MKIAVZLXXSJ
```

```

4 QQIAIYFXXSG EOIAYZLXXSE WRIAXZLXXSH KPIANBSXXSF
5 WBIACDYXSM KZHAOYFYXSK CDIANYFYXSN QAIADAMYXSL
6 UGIAQYFYXSI IEIAGAMYXSG AIIAFAMYXSJ OFIAVBSYXSH
7 ASHAUYFJTAU OPHAKAMJTAS GTHAJAMJTAV UQHAZBSJTAT
8 YWHAMAMJTAQ MUHACCSJTAO EYHABCSJTAR SVHARDYJTAP
9 YIKAECMWMK MGKAUDYMWMI EKKATDYMWML SHKAFZFMWMJ
10 WNKAWDYMWMG KLKAIZFMWME CPKAHZFMWMH QMKAXAMMMMF

```

1.28 megaball

On any level hit <RIGHT AMIGA> <P> for invincibility.

1.29 megatraveller 1

A quick tip to gain cash.

Find a High Tech world with a low law level and buy as many PGMP's as possible, although this may only be one initially. Then go to a lower Tech, higher law level world and sell the merchandise. The ideal planets are: LLUN/EFATE (when using the trader character on the disk you can purchase a PGMP for 130500 credits) and STUR/EFATE (where not only is there a PGMP lying on the floor near the Gun shop, but they can be sold for 244500 credits). In no time at all and with a little cost (because you are staying within the system) you will gain riches untold!

1.30 megaworm

Level Codes:

```

05 MASTERS OF WAR 32 DARK EYES 44 SLOW TRAIN
10 DESOLATION ROW 34 TRUST YOUR EYES 45 SOLID ROCK
14 IDIOT WIND 36 MAN OF PEACE 46 HEART OF MINE
18 FOREVER YOUNG 38 MOONSHINER 47 FOOT OF PRIDE
22 LENNY BRUCE 40 GOLDENLOOM 48 ISIS
25 HURRICANE 41 UNION SUNDOWN 49 GATES OF EDEN
28 JOKERMAN 42 LAY LADY LAY
30 SHOOTING STAR 43 PRECIOUS ANGEL

```

1.31 menace

While playing type in "XR3I TURBO NUTTER BASTARD" (or without <SPACE>). Try doing that without getting killed off! You should now have a large supply of shields, cannon and lasers. They will run out eventually so you have to type it in again.

```

<1> to <6> on the numeric keypad will take you to the level
<HELP> will replenish weapons
<RETURN> will take you to the end of level guardian (or give
you extra weapons ?)

```

1.32 mercenary - the second city

Flying the Dominion Dart, fly to above 350 metres and level off. Now your speed should be 1,781 kph. Fire a missile. Pick the missile up once you get close to it, and then land. Go to 08,08, take the crashed inter-galactic craft and go to 08,06, go underground, exit your ship, go through the triangular door, and now you will be in the authors cheat room. Here you can get keys to every door, passes to get out of prison. and the ability to carry oodles of goodies in your pockets.

1.33 mercs

When on level 5, go to the right hand side of the screen, just before you reach the tank, and blast the hedge blocking your way. Keep blasting until it explodes, then you can go past it and into a hidden area containing heaps of pick-ups. There is also a clowns head here. If you pick it up you will be given a weapon that destroys everthing on contact.

1.34 metal law

During play, type "D-SWAT". Now use the following keys:

```
<F1>-<F5> Select fire power
<F6>      Shield on
<F7>      Shield off
<F8>      Skip level
<F9>      Skip world
```

1.35 metal masters

Press <F4> to turn off the enemy's automatic mode so that he can't move. You can now take a step forward and kick seven bells out of him without any damage.

1.36 mickey mouse

While playing, type in "61315688" and press . A flickering line should appear in the border, indicating that the cheat mode is in operation.

The following keys will now activate these handy features...

```
<F2> Opens the door to the next sub-game
<F3> Starts a fight between you and a witch
<F4> Refills your water pistol
```

On the section where you fight the witch press <.> on the keypad to automatically beat the witch. Press <ENTER> on the keypad to lose.

During any sub game press <.> on the keypad to complete the sub game. Press <ENTER> on the keypad to exit back to the tower without completing the sub game.

1.37 mickey mouse 2

Level Codes:

01 TIME	08 SIZE	15 ZERO	22 TYRE
02 TEST	09 QUIZ	16 FIRE	23 LOVE
03 GAME	10 DOLL	17 ROOT	24 NOTE
04 SHIP	11 DATE	18 READ	25 JAZZ
05 RACE	12 ZOOM	19 TAPE	26 HELP
06 WORD	13 DISK	20 UNIT	27 KING
07 SHOP	14 GOLD	21 SONG	28 GIFT

1.38 microcosm cd³² - psygnosis

The cheat is different every time you pause the game.

Pause the game and press the buttons. You should notice that one of the buttons will produce a sound with a higher pitch. Now press another button. If you don't get another high pitched sound press the button that first made the sound and continue to try the other buttons. The cheat is a sequence of 5 or 6 buttons. Just think of the game SIMON and remember the sequence until you get it right. You will hear a different sound when you complete the sequence. From now on your life never ends and you have access to the right brain with all weapons available, but all rendered sequences will appear grey shaded only.

GREEN, BLUE, YELLOW, RED, YELLOW, DOWN, GREEN, RIGHT, RED, UP

or

RED, GREEN, BLUE, YELLOW, DOWN, DOWN, BLUE, DOWN, RIGHT, BLUE

or

YELLOW, RED, GREEN, BLUE, UP, LEFT

or

BLUE, YELLOW, RED, GREEN, BLUE, LEFT

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

If you hold down the two black buttons on the top of the joypad while

pressing one of the above sequences the rendered sequences will still be in color.

Or try the following:

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

There are two introduction sequences available, depending whether you hit the RED or GREEN button.

It seems that Psygnosis has put some music on the CD not used in MICROCOSM. Just try track 2 from the game CD on your audio CD player.

Sometimes you need to warp back to a junction because you took the wrong branch or because of an endless loop you are flying in. Just move to the map and place the outlined rectangle to the red mark you want to warp to (place it with the YELLOW or BLUE button). To actually warp press the GREEN button while you are on the map.

When you are walking into the pod base, try pressing the LEFT button and keep it pressed until you arrive at the crossway. Now all the maps level are upside-down.

1.39 midnight resistance

On the title screen, type

```
"IT'S EASY WHEN YOU KNOW HOW" (my be no apostrophe) or  
"ITSEASYWHENYOUKNOWHOW" Infinite continues and energy  
"SIAMESE" unlimited lives and following keys  
  <F1> Normal rifle  
  <F2> Full auto  
  <F3> Three way  
  <F4> Shot gun  
"BLUEDAY" Turns everything blue  
"IAMAFREINDOFIANS" Message  
"VERSION" Version date  
"CREDITS" Game credits  
"HELLOS" Greeting to various people
```

1.40 midwinter

Don't bother with the tedious procedures of recruitment, just head straight for enemy HQ with some dynamite and introduce them to Mr. Big Explosion. Also if you start every game by clicking the mouse in exactly the same place on the START screen, every game will be set up identically.

At the start of the game:

You are on skis. Don't stop to snipe. Get as quickly as you can to the nearest garage. You need missiles against the bombers. Try to get a Wolf snow-buggy. You can dodge the mortars on skis the same way as on

a buggy: turn quickly 90 degrees and speed off. If you stop to snipe, the mortars will get you. When you get the snow-buggy speed to your next point while blasting the bombers as they appear.

Tips On Invulnerability

** Against missiles

Whether you are skiing or driving a snow-buggy, the moment you hear the missile being launched, stop immediately and begin to turn around. Keep turning on the spot. The missile will narrowly miss you then come back and keep pace alongside you for a while until it finally speeds off to clobber someone else not so smart.

** Against mortars

Watch for the bomber. It will always come over the horizon in front of you. If you are stopped, wait until it is approximately half way to you (otherwise it may be able to dodge your missile) then blast it. If you are moving quickly, blast it the moment it appears over the horizon. If a bomber does manage to drop mortars, turn 90 degrees quickly and speed off.

1.41 might & magic ii

To earn heaps of experience points, make a backup of your original play disc. Now boot and insert the disk that contains your characters. Save them onto your second backup by going to the inn. Buy three tickets (green, yellow, red or black) and try to win in all three arenas. Remember to save after each victory. Once you have a victory in each arena, go to the castle where the bishop is held captive. Before entering flick the write protect tab to protect your disk. Then enter and free the bishop with the correct key. He will give you 10,000 experience points if you have won three fights of the same color. Exit and go to town. Open the write protect tab and save at the inn. You can repeat this several times. Once you have acquired mega-experience, save your party using your original backup of the play disk.

Here are also some locations:

Weapons:

```
A-01 Todilor - Luxus Palace - 00,06    }
J-26 Fluxer  - Castle Pinehurst - 07,06    }\  You need all of these
M-27 Radicon - Castle Woodhaven - 02,11    }/  to get the Elemental Orb
N-19 Capitor - Castle Hillstone - 03,13    }
Sword of Courage - D4 14,11
Sword of Nobility - D1 00,08
Sword of Valor   - A2 11,02
```

Discs:

```
Air Disc   - Castle Xabran - 15,15
Earth Disc - Castle Xabran - 06,02
Fire Disc  - Castle Xabran - 16,14
Water Disc - Castle Xabran - 15,00
```

Talons:

Air Talon - On a pedestal in the Plane of Air - 11,07
 Earth Talon - In a shrine in the Plane of Earth - 08,08
 Fire Talon - In the Plane of Fire - 04,04
 Water Talon - In a shrine in the Plane of Water - 10,10

People/Creatures/Places:

Castle Xabran - 9th century - C2 14,08
 Dead Eye and Red Duke - D1 14,01
 Lloyd of Lloyd's Beacon Fame - Corak's Cave - 07,11
 Mist Warrior - Mist Haven - 15,11
 Mr. Wizard - Arcane Wilderness - 01,14
 Queen Beetle - E2 11,06
 Serpent King - E3 05,06
 Sherman - Native's Cove - 10,01
 Spaz Twit - 7th century - A1 11,03
 Supreme Dragon Lord - D1 10,12
 The Gourmet - A3 07,07
 The Long One - 8th century - E2 05,04

To find the Evil Wizard, follow the dark path: 1-3-1-3-9-11-A-C-G-I
 To find the Good Wizard, follow the light path: 2-2-4-6-6-12-A-D-F-I

Clerical Spells:

Air Encasement - A1 - 01,14
 Air Transmutation - A1 - 08,08
 Earth Encasement - E4 - 14,01
 Earth Transmutation - E4 - 08,08
 Fire Encasement - E1 - 14,14
 Fire Transmutation - E1 - 08,08
 Frenzy - B4 - 08,01
 Holy Word - C1 - 09,07?
 Walk on Water - C2 - ??,??
 Water Encasement - A4 - 01,01
 Water Transmutation - A4 - 08,08

Sorcerer's Spells:

Lloyd's Beacon - Corak's Crypt - 07,11
 Wizard's Eye - Sandsobar
 Fingers of Death - C1 01,08
 Dancing Sword - A1 15,11

Hirelings

- Dead Eye and Red Duke are in Bozorc's (BOSS ORC) control in D1 at 14,01.
- Sir Kill and Jed I are in Sarakin's Mines. Unfortunately, you have to kill Sarakin first (and his undead friends!)
- Might Nakazama and Lord Peabody's servant Sherman were last seen having some problems with amazons near Native's Cove at 10,1.
- A couple of guys are in prison in Atlantium - break 'em out!
- A couple of kids are in kept in prison by kobolds in kobold's HQ in the dungeons beneath Middlegate
- Buy fried troll's liver at bar in Vulcania. I think there are a couple of hirelings who like your taste...But ya gotta demonstrate your skills to them first... (So what is killing a dozen cripples and misers...)
- A couple of hirelings are almost dinner for the snowbeast in Tundara. Kill the snowbeast (in the outer walls of the city), skip the emerald ring or you will be accused of murder, and save the 2 hirelings.
- A lichlord guards a high level wizard in Area D3.

- A couple of guys are currently being held in prison in Castle Hillstone.
- Anyway, with the exception of Sherman, most of the hirelings are not necessary to win the game. They are nice to have around. The most a hireling can cost is 50000 gold a day. There is a list of all the hirelings and their locations in the hall of hirelings in Castle Xabran.

General:

- New tips appear in the bars every odd, even, 30th and 180th days.
- Catch a Ferry to Murray's resort isle at C3-7,9.
- Star Burst is in the centre of the Dead Zone
- The password for use at Square lake is WAFE
- To unlock the frozen secrets of evil, try Right 46, Left 23.
- To free the mystic Thaumaturge of Good, enter Right 32, Left 64.
- Go to bar in Tundara and eat red-hot wolf nipple chips. Then go to Druid's Grove (C3 - 1,9) and you will find a druid eating the same thing. He'll like your breath so much he will give you the Nature's Gate spell
- For the clerical Divine Intervention spell, Go to the Druid's Cave, and at 14,15 is a arch druid who needs a favor from you. Find Horvath! Well, Horvath is within the cave (5,3?) find him and kill him. Horvath is a pretty tough opponet so beware. If you succeed, go back to the druid and he will grant you this spell.
- For the Eagle Eyes spell, complete Nordon's quest in Middlegate, and this spell is part of the reward.
- You will need some sort of protection to get the Starburst spell! It is supposed to be in the middle of the Dead Zone, but I do not know anyone who has actually got it.
- For the Enchant Item spell, find the Gemmaker in the Gemmaker's Cave (D1 - 10,12? - a bit north of Vulcania!) The Gemmaker is at 3,3 in the dungeon. Warning: His fee is TIME! (Your character gets AGED.)
- A list of all spells to be found is at the Hall of spells in Castle Xabran.
- On days 140-170 at B2 - 14,4 (the circus grounds), there is a circus. Now try a few events there. You will probably lose, but you do a consolation prize...A cupie doll! Now go (fly is quicker) to D3 7,13? (somewhere there!) and meet this old raving hermit. He will take the doll and direct you to the pool in the Inner Limits (E2 - 10,11?). Bath in this pool (usually it is acid) and you will feel like a WINNER! Go back to the circus grounds and choose a category you want to improve on. For example, if you want improved strength, try to ring the bell. Horseshoes for improved accuracy, Kissing booth for better personality, Shell game for better intelligence, Sack race for better speed, Head dunk for better endurance, etc. +10 to the category.

Individual Quests

For one to be true, each class must fulfil his quest. Each class must be alone or be in the company of thieves. When the quest is done, return to Mt. Farview in area D2 - 07,00 to claim true status (+) and 5 million experience.

Tasks for individual characters are:

Archers must defeat Baron Wilfrey. (B2 11,02)

Barbarians must defeat Brutal Bruno, the barbarian chieftain. (C4 00,15)

Clerics must defeat a haunt of ghosts at C1 10,15 in the Lost Soul's

Woods and collect Corak's Soul. Then go to Corak's Crypt and

reunite the soul with his body. One must have an Admit 8 Pass

to enter the crypt though, and to obtain one, you have to get it

from a zombie in the dungeon beneath Sandsobar (or find one as treasure after a fight!)

Knights must defeat the Dread Knight of Joustler's Way. (B3 05,14)

Ninjas must assassinate the chaotic Dawn of Dawn's mist bog. (D4 08,09)

Paladins must defeat the Frost Dragon who resides in the dungeon beneath the Forbidden Forest. (B3)

Sorcerers must release both the Good and the Evil wizards from the Isle of the Ancients.

For Evil (dark), follow this set of marked doors: 1, 3, 1, 7, 9, 11, A, C, G, I. The combination to free the evil wizard is Right 46 (type 46 when you enter the right alcove) and Left 23 (type 23 when you enter the left alcove!)

For Good (Light), follow this path: 2, 2, 4, 6, 6, 12, A, D, F, I. The combination to free the good wizard is Right 32 and Left 64.

Robbers must accompany some/all characters on their relevant quests.

Triple Crowns

Buy a key of the appropriate colour. Buy several arena tickets and then fight in the 3 different arenas (Middlegate's ARENA, Sandsobar's Monster Bowl, and Atlantium's Colliseum). Once you have won all 3 fights, you are a triple crown winner of that colour. Go to the bishop of the appropriate colour to claim the experience earned. There are 4 colours and 4 types of tickets.

Green Key - Key Shoppe in Middlegate
Green Ticket - Supplies Store in Middlegate
Green Bishop - Castle Woodhaven

Yellow Key - Key Shoppe in Sandsobar
Yellow Ticket - Supplies Store in Sandsobar
Yellow Bishop - Castle Hillstone

Red Key - Key Shoppe in Vulcania
Red Ticket - Supplies Store in Vulcania
Red Bishop - Castle Pinehurst

Black Key - Key Shoppe in Atlantium
Black Ticket - Supplies Store in Atlantium
Black Bishop - Luxus Castle

You have to be both True and a Black Triple Crown winner to qualify for the quest for Princess Lamanda (goal of the game).

To finish the game

Get the four weapons (Tolidor, Fluxer, etc.)

Get the Element Orb. (Dawns mist bog cavern - 10,15)

You can't leave with Orb in hand! There should be a teleporter in the dungeon (very near the entrance), use that instead and you should end up in Murray's Cave in Murray's Resort Isle. Another way is to transfer the Orb to the hireling and then Dismissing my hireling. Now I can leave the cave with no problem and I can find the hireling with the Orb same and sound back at the original inn.

Get the four elemental talons.

Use Lord Peabody's time machine to get to the 9th Century (Era 8), and go to Castle Xabran at C2 - 14,08.

Get the four discs

Using the time machine in Castle Pinehurst, or through the vortex holes at the corners of each elemental planes, travel back to the years 100, 200, 300, 400 to find the talons. The locations of the talons are given above. Each shrine which holds a talon requires the appropriate disc to open.

Now you should have all 4 talons and the orb. Go back to the 9th Century again and find King Kalohn at C4 - 14,5 and see him fighting the Mega Dragon. When he sees you with the talons and Orb, you will have changed history because history had said the battle would have been lost. Now that the dragon has been vanquished, King Kalohn will live after all.

You return to the 10th Century and you go back to Luxus Palace. Instead of Princess Lamanda, you now see King Kalohn! He tells you of the final quest. To go to Square Lake and try to stop the villain that is going to doom Cron.

You enter this fantastic maze. At the end of this simple maze, you meet him. SHELTEM and his elemental friends...You should be able to defeat him, but alas, can you beat his recorded message? He has left a pre-recorded message and REAL-TIME cryptogram puzzle. If time expires, the world crashes into the Sun. Now, the encryption algorithm changes EVERY time so I can't help you with that. But the message is the same every time:

We, the people of Terra, in order to form a more perfect union, establish justice, insure domestic tranquility, provide for the common defense.

The answer of this is given already, Preamble. Now, find the corresponding encryption and translate the word Preamble to its encrypted code and then you are done! Cron is saved from crashing into the Sun.

1.42 might & magic iii

Teleport Codes:

HOME
SEADOG
FREEMAN
DOOMED
REDHOT
AIR
WATER
FIRE
EARTH

Enter "DOE MEISTER" at any Mirror Portal in order to be transported to a Secret Room in Dragon Cavern. The room contains a vast and secret hoard of gold which belonged to dragons long dead. Use Lloyd's Beacon or Mr. Wizard to leave the secret room, or perish in an eternal trap.

Enter "ORB MEISTER" at any Mirror Portal to enter the twisting passages beneath the pyramids where you can obtain a King's Ultimate Power Orb. Grateful kings offer much experience for the return of such orbs.

Enter "BLASTOFF" at any mirror Portal to view the award-winning End Game sequence, after which you may restart the game and continue your adventures

throughout the Isles of Terra.

1.43 miki - marksoft

Press <P> to pause the game. Then press <HELP> to skip to the next level.

1.44 millenium 2.2

The first thing to do is to activate the Mk.I Solagen which is already in stock in the energy module. Once this is up and running, it's simply a question of initiating the Resource Complex to get enough material to build a Mk.II. Once the Mk.II has been researched, you'll find that there isn't enough energy to build the thing. Turn off the Resource Complex, build the Mk.II and then turn it back on again. After that, it's simply a matter of researching and building increasingly powerful Solagens up to the Mk.X. Don't worry about the failed Mk.III. Simply use the Mk.II which should be in store and repeat the process.

Once the base is operating properly, you have a number of options. But before many of the items can be built, extra minerals are needed. To get these quickly, and simply, research and build a small fleet of Grazers. These can continually ferry small amounts of much-needed ores from the asteroid field.

The central part of the game focuses on the growth and expansion of the moon and it's colonies. This is a matter of finding which moons or planets provide the best sources of raw materials, setting up colonies and shuttling to and from these. The colonies provide minerals and ores, while the moonbase sends replacement Solagens, Fighters and Orbital Lasers. The latter equipment - as if you hadn't already discovered - is employed in the continual fending off of Martian attacks. Orbital Lasers are very effective, but can only be used once: obviously it's best to keep a reasonable store in each colony and the Moonbase (later on in the game you'll need a full complement of lasers on the moon so keep building !)

To find more info about the Solar system, continually build and launch probes. However, don't bother sending them to the inner planets, Mars and it's moons, Jupiter and it's moons, or the asteroid belt, since they either get destroyed or yeild no/useless info.

The key to completing the game is Triton: probe, research and colonise as soon as possible, for reasons which will become clear later. When reports of Martian flu come in, research and produce the required vaccine. Don't just ferry it to the infected base though, but produce enough for all colonies and the Moonbase since the strain is virulent and soon spreads throughout the inhabited worlds.

At some point you will be informed of the crashed Martian Fleet Carrier, and the details beamed back to the Moonbase. Research this immediately: it's important that one be built. However, you'll find it takes rather a lot of materials!

Once the fleet carrier is built, fill it full of fighters and head for Mars. While in orbit the carrier is attacked by a fleet of Martians, at which point all the fighters should be launched (lower right icon on left hand side). A ferocious, if slightly tedious battle ensues but the Martians should eventually surrender.

After this, Mars can be colonised in the usual way. The colonists then find plans of a Martian transforming machine, capable of making the Earth's air breathable. Again, this should be researched and built ASAP. However, you'll find that the stock of chromium is pretty much nil. This is where Triton comes in: you should, by now, have enough chromium collected for shuttling back to the moon.

Once the Terraformer is built, you'll find that even the Fleet Carrier isn't large enough to carry it to Earth. Don't despair: the researchers redesign the ship so that the Terraformer just fits in. The newly customised juggernaut can now take it to the Earth, although it cannot take off again.

While the Earth is being transformed, previous reports of a huge Martian fleet prove to be true, when the Moonbase is attacked by over 200 fighters!

At this point the stockpile of Orbital Lasers - up to 16 - should be used, prior to launching your fighters. Even after all this, it stands a very good chance that the attack cannot be repelled completely, and the Moonbase still gets duffed up a treat. In this case you'll find that the Moonbase's population has been reduced to zero. Don't panic: send a couple of Carracks to the moon to dismantle them. The population increases by 80 for every Carrack destroyed.

Having survived the Martian final assault, it should now be just a question of time before Earth is colonisable. In the mean time, all your colonies start declaring independence. As long as you have a good stock of materials, don't worry about it. When a report comes in stating that Earth is once more habitable, build the necessary SIOS, and send it to Earth, and then throw your joystick around the room, and out through the window, as you are greeted with the naff ending sequence!

1.45 mindshadow

Complete Solution:

Firstly, Get Shell

Go to Hut

When inside the hut, Get Straw

Now, from the hut, go east to the Ship

Look Ship and Get Steel

Continue east to the jungle and Get Vine

Go Back to the beach, then east to the rocks

Drop all

Tie Vine to Rock

Climb the Vine and Enter the Cave

Look Cave and get Rock

Dig and get Map

- This map is used to get through the quicksand maze

Go back to Hut then got North to the Sign
Now go N,N,E,N,E,E,S,S,E
Look around and get Rum
Now W,N,N,W,W,S,W,S,S and back to the Beach
Now bang rock on steel
- This makes a spark which lights the straw on fire
When the Pirate arrives, give him the rum
Once on the ship, go N,W,S, to a group of pirates
Kick man
After the men all back off, go South into the kitchen and get the meat
Cleaver
Move to the anchor that is chained up and cut the chain with the cleaver
- This stops the ship so that you can get off
Return to where you were first let on and Go Plank
- It may take a few moves for the royal navy to catch up with you, so
- waste some time until 'er majesty's has caught up!
- Also, don't walk by the captain after cutting the chain or he will kill
- you for letting the navy catch him
Once the ship appears, Go Ship
After being deposited on the docks, keep going east to the alley, then
go south
Search the man and get all
From here, return to the street before the alley and go north
East to cafe, give hat once seated and have drink.
Look drink
Then follow man
Talk to man (Remember the name of the ship Tycoon?)
Think Tycoon
On your way out of the cafe, get hat
- Oo! Its changed!
Look at hat and think Bob
Once out of the cafe, go S,W,N
Bribe Man
Then S,S
Buy Pole
Return to Docks and use Pole
Get Newspaper
Read paper and think Arcman
From here go E,E,N,N
Say Chandralt and buy Ticket
From here go W,S,S,W,N,N
Go plane
Once out of plane N,E to Bar
Then Booth 11
Search Man, Get all
Read message and look ID
Think Jared
Think Bob Masters
Exit bar and continue north to the hotel
Go east to get in
Get room number
Climb stairs and go into your room
Once inside, duck
Get parchment
Look parchment
- The parchment shows you where something is buried, by the two trees
From outside Hotel go E,E,S,S,E

Dig and get paper
Read paper
Once back on the street, enter bank
Say AN11649 (The account on the paper)
Once you have the box, open it
Get Gun
Go back to hotel and up stairs to Jared's room
- For fun, you can try the other rooms, too!
Once in Jared's room, shoot man
Get note and Think William
- You will start to remember all types of things
Think Arcman
Think Jared
Think Tycoon
Think Bob Masters
Think William

You now have your memory back and the story is revealed.
Hooray, the end!

1.46 mister & missis

Level Codes:

0	Training Level	LUDWIG
1	Woodland	WOODLAND
2	Tower	DSCH
3	Factory	BABAYAGA
4	Desert	GLOBULE
5	Cavern	QUIXOTE
6	Sewer	THE MOJO
7	Dungeon	CLANGERS

1.47 moktar

Level codes :

6752	2845	3559
1015	9822	7541
2665	2466	1331
1802	0791	1204
2290	8311	2332
2578		

1.48 monopoly

When you are playing the computer and you land on a property, put it up for auction. Keep clicking <LEFT MOUSE> and you will get the property for \$10 as no other player has a chance to bid against you.

1.49 monty python's flying circus

Type "SEMPRINI" as your name in the highscores and you will be able to start on any level up to the one you reached in the previous game, as well as having the choice to show or hide the hidden bonuses.

1.50 moon mountain

```
push bed. get batteries in backpack.
go door, sparkilng stream, meadow.
get grass. make rope.
go stream, clearing, mountain side & top.
tie rope to tree. go rope.
go rock bridge, forest.
get branch. put batteries in flashlight (u already have one).
go bush.
get leaves. drop leaves. lift door.
go narrow, passage, cavern, dry stream bed.
lever boulder.
go slope, cave.
get bag. get coins.
go stone curtain, sandy, water spray, clearing, road to civilization.
```

extras - centipede (killable), rattlesnake, lizard, beer can,
bottle (smashable for hint).

1.51 moonmist

BLUE version:

```
x gate; press dragon; sir Iznogood Who; blue; yes; enter; yes;
follow Tamara; bow to Jack; follow Tamara; again; nod; yes;
follow Tamara; again; Tamara, tell me about ghost; wait; yes;
Bolitho, tell me about ghost; yes; [notice "The Hall"] wait; yes;
yes; yes; n; remove clothes; take bath; s; dress for dinner; look
in drawer; go to dining room [if you are stopped by persons,
repeat this sentence]; wait [until 7:54]; take butler's note,
read it; drop it; eat dinner; z; look under bust; z; z; z; look
under punchbowl; read clue; Jack, give clue to me; read it; w;
take lantern; w; examine rack; take wine; examine bottle
[note:OUR], go to Sitting Room; examine desk; take maid's note;
read it; drop it; examine piano; take piece of music; read it
[note:SUIT]; go to Drawing room; examine tapestry; examine maiden
[note:ARM] go to New Great Hall; examine suit; look in it; take
clue; read it [Now insert OUR, SUIT and ARM and we have the text:
"My alARM has no glamour; It's 'SUITE' tones do clamOUR.
Can you find me ?"]; w; w; w; u;
u; u; examine bell [WOW !!!]; drop clues; all; take skull; go to
sitting room; give skull to Tamara[OK, now let's get that ghost];
n; e; search floor; yes [Bolitho's piece of advice]; take lense,
examine it; go to Vivien's room; open box; search box; take small
box; search box[the large one]; take diary; go to my room; read
diary; open small box; examine small box [wow! perhaps our lense
```

fits into it ?]; put lense in small box; examine wall mirror;
turn switch; n; take device [we might find a real ghost!]; s; e;
s; turn on lantern; wait 60 minutes [or until the ghost appears];
press button [WE'VE KILLED A GHOST!!! WOW!]; examine ghost;
remove wig [aaaah, it is just Vivien]; arrest Vivien; yes.

GREEN version:

x gate; press dragon; Sir Erik; yes; green; yes; enter; yes;
follow Tamara; greet Jack; follow Tamara; g; x; yes; no; z;
follow Tamara; Tamara, tell me about ghost; z; yes; z; yes; yes;
z; yes; x device; drop it {you won't need it in this version}; n;
remove clothes; take bath; s; dress for dinner; look in drawer;
go to dining room; wait {until 7:54}; take butler's note; read
it; drop it; wait {till 8:00}; eat dinner; z; look under bust; z;
z; z; look under punchbowl; x it; Jack, give clue to me; x it
{notice the letter 'I'}; got to game room; x rhino head; get eye;
drop it; get third clue; x it; {in never but not in ever = 'N'};
go to my room; search wall mirror; pull switch; go to kitchen;
get lantern; go to my room; turn on lantern; e; n; n; w; s; get
fourth clue; x it {night vs knight = 'K'; together the letters
spell INK}; n; e; e; s; w; go to office; get INKwell; x it; drop
all clues; get journal; read it; drop it; go to sitting room;
search desk; get maid's note; x it; {notice the last four lines};
drop it; got to new great hall {remember what Bolitho said?};
search floor; yes; get lens; go to Wendish's room; search room;
yes; get box; open it; {if Wendish arrives; apologize to Wendish
and wait 10}; look in kit; x wig; go to library {this was tough
to discover!}; search room; yes; get notebook; read it; {now find
Wendish; look in the sitting room or go to Wendish's room and
search it several times and he'll come and protest to the search,
in which case you do the following;}; pull mustache; arrest
Wendish; yes

RED version:

x gate; press dragon; Sir Erik; yes; red; yes; enter; yes; follow
Tamara; curtsy to Jack; follow Tamara; g; x Iris; yes; Wendish,
yes; follow Tamara; Tamara, tell me about
ghost; z; yes; z; yes; yes; z; yes; x device; drop it {you won't
need it in this version}; n; remove clothes; take bath; s; dress
for dinner; look in drawer; go to dining room; wait {until 7:54};
take butler's note; read it; drop it; wait {till 8:00}; eat
dinner; z; look under bust; z; z; z; look under punchbowl; x it;
Vivien, give clue to me; x it; go to chapel; search window; get
third clue; x it; go to courtyard; e; e; dig ground; yes; get
fourth clue; x it; drop all clues; w; w; s; look in stand; get
cane; x it; remove paint; go to sitting room; give club to
Tamara; get maid's note; x it {notice the last two lines about
KEYHOLE}; drop it; go to kitchen; get lantern; go to my room;
turn on lantern; x wall mirror; pull switch; e; n; wait 200
{until about 12:41}; s; talk to ghost; w; go to drawing room;
search floor; yes; get jewel; go to my room; e; s; w; d; w; ne;
search room; yes; get necklace; insert jewel in necklace; open
door; peer through keyhole {remember the maid's note!}; e; x
crest; remove crest; play tape; w; arrest Jack; yes;

YELLOW version:

x gate; press dragon; Sir Erik; yes; yellow; yes; enter; yes;

follow Tamara; bow to Jack; follow Tamara; g; hug Iris; yes;
Wendish, no; follow Tamara; Tamara, tell me about ghost; z; yes;
Bolitho, tell me about ghost; nod; z; yes; yes; yes; x device;
drop it {you won't need it in this version}; n; remove clothes;
take bath; s; dress for dinner; look in drawer; go to dining
room; wait {until 7:54}; take butler's note; read it; drop it;
wait {till 8:00}; eat dinner; z; look under bust; z; z; z; look
under punchbowl; x it; Jack, give clue to me; x it; {does it ring
a bell?}; go to tower; u; u; u; look in bell; get third clue;
read it; drop it; drop first and second clue; d; d; d; d; e; get
lantern; w; w; turn lantern on; x maiden; enter maiden; x coffin;
get clue; x it {think of the wine cellar; ; }; enter maiden; e;
look; remove bricks; enter hole; x skeleton; g; get necklace; x
it; out; go to my room; x wall mirror; pull switch; e; n; get
all; look in blowgun; x costume; s; w; go to drawing room; search
floor; yes; get jewel; go to Tamara's room; look in case {if you
come here after midnight, go to the room through the secret
passages and if Tamara enters, type; Tamara, apologize}; get
earring; insert jewel in earring; look under bed; x journal; look
under bed; x receipt; arrest Tamara {if she's not here, find her
first}; yes;

1.52 moonshine racers

During play, type "CHICKEN MASALA" and use <F10> to advance to the next level. Make the race has started and you type it as fast as possible. You might want to enter it a few times or it might just end the game and go to the title screen.

1.53 moonstone

Take a trip to Stonehenge, keep hold of any valuable items and position the pointer at either the word GOLD, STRENGTH, CONSTITUTION or ENDURANCE and tap <FIRE>. The druids should continue the ceremony and you will get an extra life without losing any items whatsoever.

When you enter Stonehenge and you have to offer a magical item to Danu, click on the Strength (STR) for an extra live. Do this as often as you like.

1.54 morph

Press <G> for the next level.

1.55 mortal kombat

On the screen where you select to start the game or options, type "CATHULU" and the new selection {CHEATMODE} will appear. Enter the cheat menu and type "RJC" and a statistics screen will appear, press <SPACE> to return to selection menu.

On the screen that tells you about {CODES}, type "VAMPIRE" the words will turn white and you should hear a sound. This will turn off the blood.

Death Moves:

Opponent to the Right Opponent to the Left

KANO	L,L,F	R,R,F
SCORPION	D,D,F	D,D,F
RAIDEN	R,L,L,L,F	L,R,R,R,F
SONYA	R,R,L,L,F	L,L,R,R,F
LIU KANG	D,L,U,R,D	D,R,U,L,D
SUB-ZERO	R,D,R,F	L,D,L,F
JOHNNY CAGE	R,R,R,F	L,L,L,F

To activate the cheat mode, when the start game/options screen appears type "ABCDEFGHJKLMNOPQRSTU" four times on your keyboard and a cheat menu option will appear.

To fight Reptile:

On the bridge level you must double flawless your opponent without blocking and then use your fatality move as one of the various shadows passes over the moon. If performed correctly text will appear across the screen announcing the fact that YOU HAVE FOUND REPTILE !.

1.56 mortal kombat 2

On the screen where you can select between {START} and {OPTIONS}, type "FIONA". The screen will flash green. This turns off the blood. To reactivate the blood type it again and the screen will flash red.

Select options from that same screen and type "ZEDWEB". A new option (DIAGNOSTICS) should appear at the bottom of the screen. Select this option and you will be given a list of cheat options.

ADVANCED KOMBAT TECHNIQUES:

A Away	HK	High Kick
D Aown	HP	High Punch
T Towards	LK	Low Kick
U Up	LP	Low Punch
B		Block

Lui Kang

Double Forearm HP (when closest to opponenet)
 Standard Fireball T, T - HP (can be done in air)
 Crouching Fireball T, T - LP
 Flying Kick T, T - HK
 Bicycle Kick hold LK (5 seconds) then release
 Fatality Techniques D - T - A, A - HK
 Lui Kang will transform into a dragon and bite the victim in half leaving

the legs standing. Stand close.

Kung Lao

Headbutt HP (closest To Opponent)
 Ground Teleport D, U
 Hat Throw A - T - LP (the hat can also be moved in the air
 by moving the joystick up and down)
 Whirlwind Spin U, U - LK (hold block) (rapidly tap LK to maintain
 spin)
 Fatality Techniques T, T, T, T, - LK (hold block)
 Kung Loa removes his razor hat slices the victim down the centre. Stand
 within leg sweep range.

Johnny Cage

Stomach Jab HP (closest to opponent)
 Drop Kick preform a HK or LK (closest to opponent)
 Low Green Bolt preform a High Circle Towards your player - LP
 High Green Bolt High Circle Away - HP
 Shadow Leap A - D - A - HP
 Shadow Kick A - T - LK
 Ball Breaker LP + B
 Fatality Techniques D, D - T, T - LP

Reptile

Acid Split two T - HP
 Force Ball two A - HP + LP
 Invisibility B + two U - D + HP
 Fatality Techniques two A - D - LP
 Reptile shoots his tongue towards the victim's head, bringing it back and
 eats it. You should stand about a jump's lenght away.

Sub Zero

Iceball Quarter Circle Towards - LP
 Ground Freeze Quarter Circle Away - LK
 Slide A + LP + B + LK
 Fatality Techniques ?

Shang Tsung

Flaming Skulls A, A - HP (one skull) A, A - T, T - High Ounch
 (two skulls) A, A - T, T - HP (three skulls)
 Morph To Lui Kang A, A - T, T - B
 Morph To Kung Lao A - D - A - HK
 Morph To Johnny Cage A, A - D - HP
 Morph To Reptile B + U - D + HP
 Morph To Sub-zero T - D - T - HP
 Morph To Kitana tap B three times
 Morph To Jax D - T - A - HK
 Morph To Mileena hold HP (3 seconds) then release
 Morph To Baraka two D - LK
 Morph To Scorpion B + U - U
 Morph To Raiden D - A - T - LK
 Fatality Techniques ?
 Shang Tsung transforms into mist and enter his opponents body which in
 turns explodes.

Kitana

Fan Swipe A + HP

Fan Throw T, T - HP + LP (can be done in air)
 Fan Lift A, A, A - HP
 Air Attack Half Circle Away - HP
 Fatality Techniques ?
 Drives the spinning razor sharp fan into the stomach of the unfortunate opponent!

Jax

Overhead Hammer HP (closest to opponent)
 Ground Smash hold LK (3 seconds) then release
 Grab T, T - LP
 Quadruple Slam throw the opponent (repeatedly tap HP for up to four slams)
 Energy Wave Half Circle Away - HK
 Fatality Techniques hold LP - B, A, A, A then release
 Jax claps the victims head with his hands crushing the skull into little pieces, stand close.

Mileena

Throwing Sais hold HP (3 seconds) then release
 Teleport Kick T, A - LK
 Fatality Techniques T - A - T - LP
 Mileena repeatedly stabs the victim, lifting them up as... Blood sprays everywhere. Stand close.

Baraka

Blade Swipe A + HP
 Blade Fury A, A, A - LP
 Blue Bolt Quarter Circle Away - HP
 Fatality Technique 1 A, A, A, A - HP (hold block)
 Baraka extends his blades from his arms, then decapitates the victim with one swipe. Stand close.
 Fatality Technique 2 A - T - D - T - LP
 Baraka stabs the victim and lifts them up, then they... slowly slide down the blade. Stand close.

Raiden

Body Launch A, A - T
 Lightning Bolt Quarter Circle Towards - LP
 Teleport D - U
 Electrocution hold HP (5 seconds) and release (close to opponent)
 Fatality Techniques ?

Scorpion

Spear A, A - LP
 Teleport Punch Quarter Circle Away - HP
 Leg Grab Half Circle Away - LK
 Air Throw Block (both you and you opponent must be in mid air at the time)
 Fatality Techniques U, U - HP (hold block).
 Scorpion removes his mask and breathes fire at the feet of.. the victim, which then twitches and explodes. Stand a couple of steps out of the sweep.

1.57 motorhead

During play press <F1> to pause the game and type "BOMBER". Now press <F1> again to unpause the game. The following keys will now be available for use:

```
<ESC>   Skip to the next level
<RETURN> Fill weapon power
<*> (keypad) kill all guys on the screen
```

1.58 mouthman

On the title screen hold down <RIGHT MOUSE>, <LEFT MOUSE>, <FIRE> and push the Joystick Left for 5 seconds until the title screen comes back. Select the empty space from the menu to enter the level editor.

1.59 move'em

Level Codes:

```
 1 IHKKSDDCC   2 NHFSTJLL   3 IJGGFDSDG  4 AKJSWEZE   5 ADDSFWWW
 6 UTRQKLKK    7 LPAPWIEW   8 ZTTRDGFSS  9 LKLSDGET  10 PLPLPWZZ
11 LKSFDRREE   12 DARSEZZE  13 IUEGDGHS  14 LHSVXVCD  15 LKJHJEZT
16 IIIIEUWDD  17 LLKASHBC  18 CCDFFEJF  19 JJASDTES  20 LIEZGXCY
21 LNGGSIIW   22 OKDPWEOO  23 LASZEWQZ  24 MBCWZTED  25 LKASHHEE
26 LKVXXSAE   27 QWUICBVE  28 MNMNCBXW  29 ULNBUWEU  30 WNXVQZUE
31 HUETTWEW   32 PPOEUUCH  33 LJWQZECB  34 MBXCWICS  35 LASGFHEZ
36 LKDIUIWE   37 LKAZUWUE  38 SDNCEUZF  39 LKIIFGDW  40 BCNVDFWE
41 CXEIUWXS   42 AJDHXVWW  43 IRWEHCBS  44 MCSUZEUI  45 MCNWIVBD
46 MCLSOEIW   47 LLDFIOED  48 PEIRNFDN  49 PCEGXNBC  50 GRISWOLD
```

1.60 mr. blobby

Enter "DEBUG" for the password for technical information. Enter "EXIT" for something.

Level Codes:

```
 01 AABA   16 HAPR   31 GOBT   46 FVCN
 02 BABE   17 AACB   32 HBPS   47 GOCU
 03 CCAH   18 BBBF   33 AADC   48 HCPT
 04 DAKD   19 CCBI   34 BCBG   49 AAED
 05 EMEA   20 DBLD   35 CCCJ   50 BDBH
 06 FLAF   21 ENEB   36 DCMD   51 CCDK
 07 GGAK   22 FMBF   37 EOEC   52 DDND
 08 HAHJ   23 GGBL   38 FNCF   53 EPED
 09 AIJA   24 HBHK   39 GGCM   54 FODF
 10 BAJM   25 AIKB   40 HCHL   55 GGDN
 11 CKAP   26 BBJN   41 AILC   56 HDHM
 12 DASL   27 CKBQ   42 BCJO   57 AIMD
 13 EUMA   28 DBTL   43 CKCR   58 BDJP
 14 FTAN   29 EVMB   44 DCUL   59 CKDS
 15 GOAS   30 FUBN   45 EWMC   60 DDVL
```

1.61 mr. nutz - ocean

On the map screen type "DONTPANIC" and use the following keys while on the map screen:

```
<A> gives you all power ups
<Q> adds stars to you
<W> subtracts stars from you
<F5>  adds lives to your stock
<F6>  subtracts lives from your stock
<F7>  add gems to your stock
<F8>  subtract gems from your stock
<F9>  add bombs to your stock
<F10> subtract bombs from your stock
<F1>-<F4> jump to corresponding level
<1>-<7>  warp around the current world
```

Use the following keys during the platform sections:

```
<F1>  turns you in to the fire ball
<F2>  gives you a shield
<F3>  gives you a shield
```

On level one, when you come to the first teleporter, keep going right, until you find the the first ladder. Go up to it and get a blue flag - it has loads of gems, lives and hit points, so you can keep going until you have thousands of stars and 99 lives.

Pause the game and slowly type any of the following:

```
"COOL JUMP NUT" for infinite lives
"SORCERER"  for invincibility
"OCEANSOFT" to activate the following keys
  <F9>  for bombs
  <F10> for diamonds
  <SPACE> to skip levels
```

On the Inca level, when you see a fish (he's behind the first brick you blow up), talk to him and select: 'Bubble Bubble? 'How do you know that?' Are you an enchanted prince?' and accept his offer. You can now have infinite trips to the warp zone even without gems!

1.62 mr. tomato

On the title screen type "INFINITE DREAMS" for invincibility.

1.63 The Munsters

On the screen where it says press space to start, type "STRATS" and press <RETURN>. You will now be invincible.

NOTE: The life meter will still appear to decrease.

1.64 myst

General tips

Most devices on the island are there for a purpose. If you see a switch, flip it. If you see a button, press it. Take note of what happens. Did something change on the screen? Did you hear anything? Usually this triggers an event somewhere else on the island.

Several devices require a combination of symbols, letters, or numbers to be entered in. If you have not discovered the combination, don't waste time guessing. Find the combinations first.

Maps to each Age can be found in the library. You may want to copy them down in your Myst journal before transporting. You can hold only one red or blue page at a time. Clicking on a new page will cause the page you are holding to return to its original location. Similarly, only one red or blue page can be returned to Myst at a time. You may have to revisit various Ages to get additional pages.

It is impossible to get permanently trapped; there is always a way out. Remember to save your game. You may want to use multiple saves, especially towards the end, as there is no telling what might happen.

Either Sirrus or Achenar will give you the key to the vault behind the fireplace. If not, you need to return more pages to them.

Discovering Myst

Find the note from Atrus and go to the chamber by the dock. Use the dimensional imager to discover what marker switches look like. Travel around the island and count the number of marker switches (this should be eight). Enter that number into the dimensional imager to receive the message from Atrus. You may listen to the message as often as you like.

Exploring the library

Red and blue Books. Place the pages in the books to receive messages. Select the book again to replay messages.

Paintings. The left painting opens a secret passageway to the observatory tower. The right painting opens the door to the outside.

Bookcase. Most of the books have been destroyed apart for a few which are still legible. Each book describes a different age which the author has created. Write down any information that you feel will be valuable later on.

Island Map. This controls the observatory tower rotation. The marker switches allow the island structures to become visible on the map.

Observatory tower. The access keys to each Age can be found here. Click on the observatory icon until the rotation line turns red. The red line will lock onto structures that contain transport books to different Ages.

Observatory tower

Click on the bookcase picture to open a secret passageway to the tower. Inside you will find two ladders marked by book and key icons. Climb the book ladder to view the structure that contains the transport book. Climb the key ladder to find the access key for that Age.

>From Myst to the Selenitic Age

The access key is a voltage number. To open the spaceship, the proper voltage must be generated by the power station. The voltage required is 59 volts.

Inside the power station is a panel that controls ten generators. Click on each one and mark down the voltage that is generated. By pressing the right combination of buttons, the voltages will add up to the target voltage. If too much power is generated, one of two circuit breakers will trip, causing the right gauge to fall to zero. You must then go outside to check which breaker tower has the thrown switch. There is a tower just outside the power station, and one close to the ship. The switch will be down if the breaker is thrown. Push the switch up to reset. The power station generators to start (from the top down) are: left row, one and three; right row: three and four or one, two, four, and five.

Go inside the spaceship and play the keyboard notes according to the sequence found in the Selenitic Age book. Listen to each tone and match it with the tuner sliders on the opposite end of the ship. Select the animation to be transported to the Selenitic Age. Following are the keys to play on the spaceship keyboard, simply follow the numbers for the correct sequence (W -- white key, B -- black key):

W B W B W B W W B W B W W B W B W B W W B W B W W

Selenitic Age

You will first discover an elevator. To gain access, you must enter the proper combination of sounds into the activation panel.

There are five transmission antennas and one receiving station on the island. At each antenna you will hear distinct sounds. The red buttons activate microphones that will transmit these sounds to the receiving station. Take note of the symbols that illuminate at each station. You may come across a red or blue page. Click on the page to pick it up, but remember, only one page can be brought back to Myst at a time.

The receiving station degrees rotation are: Water, 153.4; Fire, 130.3; Clock, 55.6; Tones, 15.0; Wind, 212.2.

After all five antennas have been activated, go through the wind tunnel to the receiving station. Here, you must aim each camera at the transmission antennas. When done, press the sum button. This will give you the proper order of sounds to enter into the elevator activation panel. The elevator sound sequence is: Tones, Water, Wind, Fire, Clock.

Take the elevator to the MazeRunner vehicle and get in. The speaker panel sounds indicate which direction to take. Combinations of sounds indicate in-between directions (Northeast, for example).

If you get lost, the backtrack button will move you back towards the correct path. MazeRunner controls are North (bell sound or ting), West (bird sound or chirp), East (air brake sound or sproing), South (bell or clunk). The MazeRunner path is N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE.

At the end of the tunnel is a book that will transport you back to the Myst library. Once inside, place the red or blue page into its corresponding book and listen to the message.

>From Myst to the Stoneship Age

The access keys are dates which must be entered into the Planetarium Star Plotter. Turn out the lights, enter the dates, and copy down the constellation formations. Go to the library, look up the constellations in the Stoneship book, and find the symbols associated with each constellation. The dates are October 11th 1984, 10:04 am; January 17th 1207, 5:46 am; November 23rd 9791, 6:57 pm.

Now go to the fountain just outside the library.

Click on the marker pillars that display the constellation symbols you have found. (They are green when on and red when off.) Pillar switches: Leaf, Snake, Insect. The ship model will rise in the fountain, as will the ship at the dock. Inside the ship at the dock is a book that will transport you to the Stoneship Age.

Stoneship Age

At the umbrella crow's nest are three buttons that pump water from different areas on the island or ship. Left pumps out the book room, middle pumps out the Stoneship tunnels and right pumps out the lighthouse.

Pump water out of the lighthouse. You will find a key bolted to the floor and a chest down below. Drain the water from the chest and close the spigot. Pump water back into the lighthouse. The chest will now be floating close enough to the key to open. Inside the chest is another key which will unlock the trap door to the lighthouse tower.

Once inside, you will find a generator with a battery pack. Crank the generator until the light bar indicates full (red). This will give you ten minutes to explore the island or ship.

Take the elevated wooden path to the telescope and look around. You will see a flashing beacon (but only if the generator is fired up). Take note of the compass degree of the beacon.

Pump water out of the Stoneship tunnels.

Look for the red and blue pages in each of the brothers' rooms. (You may also find a half page.)

Hidden in the tunnels is a secret passageway that leads to a giant compass. The compass activates the lights in the ship's aft. Push the button that corresponds to the degree angle of the flashing beacon. Press the button at 135; (twelfth button clockwise from the North). If you press the wrong one, the lights will go out, and you will have to recharge the generator again.

Pump water from the ship's aft. Downstairs is a book that will transport you back to Myst.

>From Myst to the Mechanical Age

Go to the clock tower on the opposite end of island from the library. Use the wheels to set the time to the observatory clue. The large wheel advances the minutes hand, the small wheel advances the hour hand. Set the clock to 2:40.

Once inside the clock tower, use the levers to set the combination to the observatory clue (set the combination to 2-2-1). Pull and release the left lever to rotate the bottom two gears. If you pull and hold the lever down, both gears will turn once, but only the middle gear will continue to turn. The right lever operates the same way for the top two gears. On the far right is a lever that resets the puzzle.

When completed, go to the giant gears near the dock. Inside the gear is the book that will transport you to the Mechanical Age.

Mechanical Age

You will first discover a metal platform. To gain access, you must enter the proper combination of symbols into its activation panel. First symbol -- horseshoe; second symbol -- triangle rectangle triangle; third symbol -- circle over three triangles; fourth symbol -- half circle.

The centre of this island is a mechanical fortress which can rotate on its axis. To get to the other islands, you must rotate the fortress using the controls inside. Practice with the fortress rotation simulator in Achenar's room to get your timing right.

In-between the two brothers' rooms is a passageway. Press the red button to lower the staircase to get to the elevator control panel. Use the handle to align the circles until there is an opening (circles will turn red). Go back up and raise the staircase. Enter the elevator and press the up button. When the door opens, press the middle button and step outside.

Use the controls to rotate the fortress. Go outside and search the islands for ← clues that will help you get back to Myst. Remember to bring back a red or blue ← page. Look carefully by each throne.

>From Myst to the Channelwood Age

Go to the cabin on the island. Enter the combination (724) into the safe as found ← in the observatory clue. Use the matches to light the pilot on the furnace. ← Position your cursor in the middle of the wheel (until it turns clockwise green ←) and click to crank up the furnace. This powers the tree elevator and will ← bring it to above ground level. Wait until you can no longer hear the elevator ← moving upward. Now turn the furnace off (counter-clockwise red) until the fire ← goes out. Quickly go outside and turn back towards the cabin. Move to the right ← of the cabin between the two large trees. You will see a giant tree with an ← elevator moving downward. When the elevator reaches ground level, click to move ← inside. Wait for the elevator to take you to the Channelwood transport book.

Channelwood Age

Here you must channel water to power up various devices on the island. Go inside the windmill to the water tank. Click on the nozzle to open the pipe (counter-clockwise) and head back towards the trees. You should now hear water flowing through the pipe.

There is a junction box at the first fork that controls the flow of water; the yellow dots indicate direction. Channel water to the elevator on the right. Step inside, close the door, and move up to the second floor.

Here, you must search for a red lever that opens the door to the wooden staircase. A map to this level can be found in the Channelwood book in the Library. Once open, the elevator from the first to second level is no longer needed, so you can use that water to power another device.

Channel water to the elevator at the top of the stairs, and take the elevator to the third level. Look for the red and blue pages. (You may also find a half page.)

Travel back to the water level and channel water to the motor on the far left. This will activate a water bridge. Cross the bridge and head to the right. To power the elevator found here, you must complete the section of missing pipe. Turn the crank to extend the pipe. Go back and channel water through this pipe to the elevator. This will bring you to a book that will take you back to Myst.

>From Myst to Dunny

Place your last page in the red or blue book and listen to the message. If you have placed enough pages into either book, you will be instructed to enter the correct pattern into the fireplace vault.

To access the last Myst book page in the vault, turn on all marker switches then turn off the one on the dock.

Access to the last blue and red pages and the Dunny book:
enter the pattern on page 158 of the green book on the far right of the book shelf in the library.

1.65 myth - system 3

Pause the game and type "SNUFFLECAKE" for infinite lives.

1.66 myth cd³² - system 3

Hold down the two top buttons and the blue button, turn on the CD³² and release them when the red screen appears. Start the game and infinite lives are yours.

1.67 narc

When the game starts go right until the first dustbin appears. Kneel down in front of it and keep shooting. When it turns blue the cheat mode will be on and you will have infinite lives. You may have to walk into the dustbin after it turns blue.

1.68 narco police

Type the following codes (press return after each one you type):

```
"NOENEMIG",
"NOENEMIS"  Makes all enemies disappear
"COMENZAR"  Makes all enemies reappear
"ABRIR"     Opens all doors
"BLAST"     Set off smart bombs
"MUNICON"   More ammunition
"ETAPAUNO"  Moves you one level or zone
"NOAMETZ*"  No machine guns
             (Replace the * with a number to go to that level)
"NOCAMZ*"   No Cameras
             (Replace the * with a number to go to that zone)
"CONGRA"    Complete the game
```

Here are a few more: "ETAPADOS", "LISTADOS", and "CUADRICU".

1.69 naughty ones aga

On the title screen, type "JOSHUA" for infinite lives. During play press , <SPACE>, or <RETURN> to skip to the next level. Do not try to skip the last level or the game will crash. This cheat may also work on the standard version.

1.70 navy moves

The access code for part 2 is "786169"

PART 1: Move back slightly when you encounter a mine. They're much less sensitive from the rear. Avoid jetski bullets by jumping or ducking. When approaching sharks, move the up and down nut left and right. Octopi and sea monsters are easily thwarted by holding down fire until both missiles are ignited and then releasing. Struggle to dock with a submarine? Put a mini-sub in the gap between the tailfin and the hull, face the left of the screen and move upwards slowly, the computer takes over the docking procedure for you.

PART 2: The code is 948411.

Arrows indicate the direction of the lifts. Kill white marines and flamethrower troops to get more ammo. Stand over the body and search thoroughly. To get the code of an official, you must shoot him with a gun, not a flamethrower. To enter computer codes, stand by a terminal, push up and you'll be asked for a code. Two of the codes are: transmit message: 1st or 2nd transmission official open door: 1st or 2nd machine official to open the reactor door, use the terminal next to the reactor. The computer confirms the bomb

is planted. Go out, use the same terminal you used to open the door and transmit the following: "OABERYAMD". Now type "END" at the ready prompt and run like hell to the conning tower.

1.71 navy seals

Enter your name as "PSBOYS" in the highscores. (Or type it on title screen?) Now in game press <H> to pause and <ESC> to skip levels. Also type the word "WOZZI" in the highscores and you will get infinite credits.

1.72 nebula

3 places - AMUN, KNEPH, SERAPIS
Examine shelf -> decoder & instructions.

Find these items & places yourself

In Kneph: Examine skeleton -> key; Get plumice -> rope
Underground rooms in Amun: Unlock box with key; Push button
Avalanche: Light dynamite with match to clear avalanche
Lava : Drop block of ice on lava to freeze it
Ledge above pool: Drop ladder & climb ladder to reach ledge above pool
Plants: Dig plants with spade before u get them
Animals: Throw net to catch whooper & tongi; Climb banana tree -> banana;
Give banana to chimp; Get chimp
Ore: Tie rope to monument & climb rope for aurum & ferrum; Open meat tin with can opener; Give meat to primitive man -> argentum; Get man

1.73 nebulus - tower topler

Type "HELLOIAMJMP" very slowly on the title screen. This gives you unlimited Pogos, and you can go to each of the eight unfinished towers by hitting a function key. (<F1> to <F8>)
You can do the same with the second group by accepting the second mission before typing in the password.

1.74 nebulus 2

Level Codes:

Tower 5 ICEHOUSE
Tower 9 LANDANDLOVE
Tower 13 GREENTREES

If you can't collect enough weapons, type in "HOUSEBLUES" on the 'up' towers, or

"BLUESHOUSE" on the 'down' towers.

On the title screen, type "HELLOIAMJMP" for infinite lives. Also, pressing <F1>-<F8> you can access any of the towers.

1.75 necris dome

Type in "SPRAY SUIT" to use the Thermo-plas suit.

1.76 necronom

On the title screen, Enter "CHEAT" for the password and press <FIRE>. Now start the game and use the following keys:

```
<F1>  speed increase
<F2>  faster bullets
<F3>  better weapon
<F8>  extra lives
<F9>  level skip
<1>-<7> Weapon select
```

1.77 neuromancer

When you first begin, sell all your body parts. You can get along just fine without them for now, and it gives you enough to get a half way decent deck. You will eventually need to buy them back before you start entering cyber-space, or you will be killed easily.

1.78 neuronics

Level Codes:

```
02 CIBCLM 26 QUTFFN 50 SCBLEB 74 FTUVLW 98 PTLGPG
03 HVLATI 27 EISYWQ 51 UDHHIU 75 NZWCGP 99 GKJBHH
04 TMBFHS 28 BJDDYQ 52 SGZPVV 76 LAYZVL      100 HKARSZ
05 XTOAEL 29 USENIE 53 ORHMIY 77 WWRUZW      101 JZGIRY
06 ZYORZY 30 AOIYSW 54 OGOUTW 78 CHXDUF      102 IPPRHB
07 TXGFWT 31 BVOIMJ 55 ALAFAJ 79 CVBKPY      103 MNZBEL
08 YRYQTX 32 HPIWGV 56 PLQOJF 80 JOVDBM
09 CCJEYT 33 SGKSOP 57 LWTAYS 81 VFPWZA
10 FFNZBE 34 CVQHAZ 58 GLNMZF 82 VOQWQV
11 WOQXOS 35 CTLKAL 59 YODAOA 83 RGULOI
12 AZMFED 36 RILWTK 60 XRPXYB 84 JLLEAH
13 AQXXZZ 37 PVQMRS 61 KCSGKQ 85 HEEIBJ
14 UQJNQF 38 JAQKRQ 62 QXDYMM 86 JHYVUQ
15 VAJDKH 39 YAEMVC 63 EIADJJ 87 ONNWFJ
16 MSILEK 40 DCGUSW 64 GTJFGS 88 ZGLUCJ
17 ZAGFNG 41 QQMVMC 65 UJEQPP 89 MJYENJ
```

18 IVCNKN 42 NVZRPQ 66 UYMHGZ 90 HVZBFP
19 EAZXGR 43 JLRNCV 67 XJXVDJ 91 XGJEOP
20 YFSNRB 44 OBLNKW 68 CKHNQJ 92 MBYRIE
21 UYUURP 45 HEMMAA 69 DGKYXQ 93 RJWZMG
22 UPVMER 46 AUAGQD 70 WTTNRL 94 PXSRSX
23 ACYNPG 47 KFHMAE 71 FBRRRN 95 ECDCTR
24 DUAGDK 48 UYGYMG 72 IHGUSG 96 NBAHTD
25 TSTIHH 49 QUICHN 73 BDYJPB 97 IGEHQY

1.79 never ending story 2

Level Codes:

- 1 PHZANLO
- 2 QCFDQGB

1.80 never mind

At the main screen type "328GTS". A message, "cheat now on steve", will appear. Now you can skip to the next level at any time by pressing <RIGHT MOUSE>.

Level Codes:

0 MMRHM 1 AMMRHA 2 HMMRHH 3 VMMRHV
4 PMMRHP 5 GMMRHG 6 IMMRHI 7 RMMRHR
8 MAMRHW 9 AAMRHN 10 HAMRHZ 11 VAMRHT
12 HHMWHH 13 GAMRHQ 14 IAMRHB 15 RAMRHF
16 MHWWHM 17 AHMWAHA 18 HHMWHJ 19 VHMWHV
20 PHMWHP 21 GHMWHG 22 IHMWHI 23 RHMWHR
24 MVMWHW 25 AVMWHN

1.81 new york warriors

Stay all the way to the right on level 4 to reach the subway without much trouble.

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

- <F1>-<F8> Jump to the corresponding level
- <T> Activate flame thower
- <G> Activate grenade launcher
- <H> Activate the homing missile
- <F> Activate the spread fire
- <S> Activate normal missiles
- <F10> Toggle invincibility
- <F9> Add guys

1.82 new zealand story

Before playing (or Pause game and press <M>), type in "MOTHERFUCKENKIWIBASTARD". With each key you press you will hear the sound of the laser gun being fired, and at the end you will hear the sound of the earthquake. Now start the game as normal and your lives will read 9+. You now have infinite lives and pressing <HELP> advances you a level.

In other game versions type in "FLUFFY KIWIS" for the same effect.

Hold <SHIFT> and type "PHILLIP" on the title screen for mega firepower.

To access the cheat mode just press "TRY CHEATING" (including the space) keys together while on the title screen. The border should turn grey and when you start the game you have infinite kiwi's and the ability to skip levels by pressing <CURSOR LEFT>.

The town names are:

AUCKLAND, ROTORUA, WAITOMO CAVES, STRAIT COOK, and MT COOK.

There are level warps on each level except the last two to be activated by firing arrows at certain areas of the screen. Here are most of them:

Level	Warp Location	Takes to Level
1-1	On the left hand side of the top ledge opposite Kiwi. Jump and fire left (if you have bombs you must get as far left as possible).	1-4 Where there are 2 Extend Life Pills
1-2	Shoot the baddies and collect the blue E on the floor to the right. Now hop back to the point you started at and stand on the the last two blocks on the left side of the second floor. Shoot towards the left wall while doing tiny hops, and the warp will appear.	1-2 Where there are 2 Extend Life Pills
1-3	From the starting position there are 12 ledges and a wall to the right. Go to the other side of the wall and fire to the left towards the second ledge from the bottom. Ship required.	2-1 near the end of the round
1-4	If you take the warp at 1-1 it takes you to level 1-4, where the Extend Life Pills are. Fire left.	2-1
2-1	Above your kiwi friend is a small tunnel which takes you to some stair-like ledges leading to a small cavern where there are two fruits. Fire at the fruit on the right. Ship needed to reach tunnel.	3-4
2-2	Find a balloon and float up to where the bears on balloons emerge. Stand to the right of the green left-pointing arrow and shoot the bears balloons away. Repeat this until the warp appears.	2-2 just jump to save the kiwi
2-2	There is a ledge with a green arrow	2-2 takes you halfway

- | | | |
|-----|-------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|
| | pointing right. Jump up into the water. | through the level |
| 2-3 | Follow the first water you come to. At the end are two ledges with spikes below. Stand on one ledge and fire at the other. | 2-3 takes you halfway through the level |
| 2-4 | Just before you rescue the kiwi stand on top of the steps and shoot towards the right wall for the warp to appear. | 3-1 takes you past some deadly bullets (and the octoous) |
| 4-1 | Above the Extend Life Pills is a tunnel. Fire above the 2nd letter from the right. You must be on a duck ship for it to work. | 4-2 |
| 4-4 | Below the kiwi to the left are some spikes. Stand on the left hand side of Fire while doing tiny jumps (fire right) | 5-1 |

When you reach the ice whale, move to the right-hand side of the spikes, avoid the crystals, and wait until he picks you up. Once inside the whale, you can start shooting, but avoid the ice drops.

Meeting the rock monster without bombs makes him difficult to pass. So collect bombs, go to the highest platform and shoot him. Kill it by either dodging the bullets and hitting it when the doors open, or by fireballs.

The last boss you encounter is the balloon seal. He cant be killed, by blows to the body, so you must hit the balloon. Be careful for the balloon seal is armed with a cannon and shoots cannon balls at Tiki.

1.83 nick faldo's championship golf

The tricky control system can be best mastered by following these tips. Don't concentrate too hard on wrist snap, - concentrate on the double click more (Wrist snap only adds 10% more power). Get used to less difficult clubs first, such as the three wood with it's larger strike bar.

Type in "MAJORTOM" on the title screen and you get a bonus nine hole course located on the barren planet Mars.

To get a hole in one everytime, choose to play as an amateur, then start the game. When you putt, the {A MULLIGAN} option will appear. Click on {OLD} and your shots should decrease by one. Repeat until you are on stroke one, and put the ball in.

1.84 nicky boom

Level Codes: (press <SPACE> in title screen to enter them)

- 2 MEDIT
- 3 KRATTY
- 4 MIRTES
- 5 ARRAY (ARRAX)

6 JANIR
7 TRINOS
8 SIXAN (SAXAN)

For infinite lives type "TRONIX" as your password and use the following keys during play: ("TINNY" may also do something)

 Skips to next level
<F1> Gives you a shield
<F2> Gives you ten bombs
<F3> Gives you ten keys
<F4> Gives you ten mega bombs

1.85 nicky boom 2

Level Codes: (press <SPACE> in title screen to enter them)

2 DRACO 6 PALET
3 ATIKH 7 MIURA
4 FIRAM 8 SLORY
5 LURNA

For infinite lives type "DRINN" as your password and use the following key during play:

<BACKSPACE> Skips to next level
<F1> Gives you a shield
<F2> Gives you nine firecrackers
<F3> Gives you nine keys
<F4> Gives you nine ultra sound whistles

1.86 night breed - action

Pause the game and type "RISEN FROM THE DEAD" for unlimited lives. Click on the pass key and make the shape below, now when you click on the START you will have infinite energy.

1.87 night shift

Level Code
02 Cherry, Banana, Banana, Lemon.
03 Banana, Cherry, Pineapple, Plum.
04 Pineapple, Lemon, Pineapple, Pineapple.
05 Pineapple, Pineapple, Lemon, Cherry.
06 Cherry, Plum, Plum, Pineapple.
07 Cherry, Pineapple, Lemon, Banana.
08 Pineapple, Banana, Pineapple, Cherry.
09 Pineapple, Lemon, Lemon, Cherry.
10 Lemon, Banana, Plum, Plum.
11 Banana, Pineapple, Cherry, Plum.
12 Cherry, Plum, Banana, Plum.

13 Plum, Cherry, Banana, Pineapple.

Type "ET" or "EP" on highscores to activate cheat mode for infinites.

In the highscores enter your name as "MPICKLE". Restart the game and you will be able to access the next level(s) no matter how poor you did.

Having got the BEAST running, the best place to stay is the paint control area with the three dials and flush chain. Moving up and down, try to position the scroll so that you can see both the colour in the paint trough AND the toy moulds in use. This way you can make sure that you've mixed the right colour for the right toy.

If you're not careful, a couple of toys can be painted incorrectly when the moulds change. With good timing, you need never waste one. If your BEAST is set up correctly, the first part of a toy to go in for painting should always be the body. When you see the moulds being changed, run to the required paint dial (or flush chain, if necessary) and wait.

You should see the last head from the 'old' toy being pushed out of the mould and enter the bin on the right of the screen. Then the first body of the 'new' toy should be thrown into the left bin. As the 'old' toy's head drops down the paint spray jets, quickly make all the paint changes needed. By the time the jets react, the toy head should have passed through and been painted the correct color, while the jets are now ready to spray the new color on the new body.

Lemmings and lawyers are a pain. Keep jumping and they won't get you. In the later levels, the lemmings start meddling with the BEAST, unscrewing bolts and flushing the paint trough. Leave flytraps beneath the area at risk to deal with that problem.

1.88 ninja mission

While playing, on entering a room, push the joystick in the direction of the enemy and hold the fire button. This will freeze them, making them a lot easier to beat up.

1.89 ninja rabbits

On the difficulty select screen, press <*> on the keypad and then press <C>. The screen will flash to let you now it worked. This will give you infinite lives.

1.90 ninja spirit

Try:

- 1) In-game pause with <F9> and press <LEFT SHIFT> press <F9> to unpause and you will find that the collision detection has been turned off.
 - 2) Press <F9> to pause the game and then press all the lettered keys at the
-

same time. The game will restart and you will be invincible and have infinite time.

3) Pause the game, and press <CAPS LOCK>, then <CTRL>, then <SHIFT>, restart the game, with infinite lives and no collision detection.

Type "NO HUNS AT HAMPDEN AND NO SKOL AT IBROX", then press keys <0> - <9> to select that level.

1.91 ninja warriors

Press the <CAPS LOCK> and type in one of the following cheat codes, don't forget to include the spaces! Press <CAPS LOCK> again to turn it off and activate the cheat mode:

"A SMALL STEP FOR A MAN" jumping baddies jump off screen
"CHEDDAS" or "CHEDDAR" infinite credits
"GENESIS OF DALEKS" photo-negative screen mode.
"KYLIE" flip screen upside down
"MAY THE FORCE BE WITH YOU" infinite energy
"MONTY PYTHON" enemies walk on backwards
"OPEN THE POD BAY DOORS HAL" infinite shurikens
"SKIPPY" enemies bounce
"SNOW WHITE" ninjas become dwarves
"STEVE AUSTIN" <S> toggles slow motion on/off
"THE TERMINATOR" body parts explode when you die
"WARP FACTOR ONE, MR SULU" or (after <CAPS LOCK> press <1>-<6> for level)
"WARP FACTOR ONE,MR SULU" or
"WARP FACTOR ONE MR SULU" skips levels

1.92 nitro

Enter your name as "MAJ" and you will be awarded 5000 fuel points and 50 coins.

Just type "NITRO" to skip to the next level.

1.93 no second prize - thalion

On the main option screen, type "HUMAN ATE ALIEN". A color cycling bar will appear at the top of the screen letting you know it worked. This will give access to all tracks and the use of the following keys during play:

<F1> Restart race
<F3> Toggle collision detection on/off
<F5> Do a 180 deg turn

1.94 north and south

An easy way to kill off enemy armies is to, in battle mode, bring your infantry to the bottom of the screen, move backwards to get them into retreat formation, then move forward to the enemy. You will see that the enemy cannot get quite as far down the screen as you and so they are stuck trying to move downwards. Now you can just advance and shoot them all down with minimal losses. This will only work when playing the computer of course. It may be harder to win if your human opponent has read this hint as well!

1.95 nova 9

There are several cheats in this game. Press these three keys together:

<CTRL>, <ALT> and

<HELP> Shield recharge & Damage fix

<RETURN> Adds Lasers & Rockets

<CURSOR UP> Level skip

1.96 nu

On the title screen, type "JOSHUA" and a message will appear {GREETING PROFESSOR FALCON....}. You will now be blessed with infinite lives.

1.97 nuclear submarine

1 do ur own inventory management. max of 5 objs.

2 parser is very particular of what u type in.

eg. "tv" cannot be used instead of "T.V."

u. look bunk -> rkey. open locker -> mariner's book. read book twice.

n.n.n.n.n.n.d. push button in device controlling reactor.

n.n.d. get salt. u.n.w. wake crew.

n.d.s -> dinner. n.u. put dinner in stove. cook dinner. s. eat dinner.

e.e. lift weights. w.n. open hatch & door.

u -> wrench. d.d -> tool kit. u.s.d -> decoder. u.s.s.

put decoder in radio. s.u.s.s.s.s.s.w.d.

fix train. n.u. open hatch. u -> wkey. d.e.s. open door.

d -> radio manual. u.n.n.n.n.n.d.n. read manual. fix radio.

use radio. remember the combination. n.w.

open safe using the EXACT combination (case & space sensitive) -> tape.

e.n.w. put tape in player. watch T.V. e.n.e. open locker -> AR outfit.

w.s.s.s.s.u.s.s.s.s.s.w. push button on ballast. e.n.n.

open door. wear outfit. d. look reactor. s -> bkey. n.u.n.n.d.n.n.n.n.n.

open locker -> uniform. wear uniform. s.s.s.s.s.u -> microphone.

d. in main control room. say "surface". u.n.u. open hatch. n.

1.98 oil imperium - reline

1. When you sell all your oil in the beginning you get a lot of money.
2. When the prices are low, save the game and start it again.

1.99 ollies follies

To skip levels, wait until the game is running and type in one of the following codes:

```
05 FRANK 09 FANDA 15 NORBI 19 ZOOM
```

1.100 one step beyond - pushover 2

Level Codes:

```
01 48474 26 44215 51 40001 076 27720
02 39943 27 26705 52 56488 077 04473
03 22881 28 05384 53 30953 078 32193
04 62824 29 32089 54 31905 079 36666
05 20169 30 37473 55 52858 080 03323
06 17457 31 04026 56 09227 081 43312
07 37626 32 41499 57 62085 082 17765
08 55083 33 45525 58 05776 083 61077
09 27173 34 21488 59 02325 084 13306
10 16720 35 01477 60 08101 085 08847
11 43892 36 22965 61 10426 086 22153
12 60613 37 24442 62 18527 087 31000
13 38970 38 47407 63 28953 088 53153
14 34047 39 06313 64 47480 089 18617
15 07481 40 53720 65 10897 090 06234
16 41528 41 60033 66 58377 091 24851
17 49009 42 48217 67 03738 092 31085
18 25001 43 42714 68 62115 093 55936
19 08474 44 25395 69 00317 094 21485
20 33475 45 02573 70 62432 095 11885
21 41949 46 27968 71 62749 096 33370
22 09888 47 30541 72 59645 097 45255
23 51837 48 08509 73 56858 098 13089
24 61725 49 23514 74 50967 099 58344
25 48026 50 16487 75 42289 100 58344
```

1.101 oops up

Level Codes:

```
01 PO01 21 G8LD 41 XPE5 61 OOT8 81 SA3A
02 DK51 22 P49X 42 UP9F 62 TI27 82 S4A9
03 30FJ 23 A0A5 43 AQ1Q 63 W3RE 83 LA8D
04 FL59 24 39VS 44 S046 64 9O5W 84 MUE0
```

05 Q058	25 XPE4	45 VE96	65 TRP2	85 ER7E
06 FA20	26 FE5C	46 X94B	66 6GI3	86 NEPT
07 5F6J	27 CXE5	47 E114	67 REWQ	87 W8GA
08 CKD4	28 32H4	48 D824	68 IPOU	88 PI31
09 NF05	29 PD30	49 84D5	69 HGF6	89 2I10
10 D04G	30 10F4	50 S04L	70 FUK0	90 A234
11 40V8	31 D947	51 FOR0	71 30RT	91 X3Q1
12 FDL0	32 FD4G	52 2FF7	72 JUEE	92 NEC1
13 V03D	33 DK48	53 R4KG	73 MIRO	93 GUF7
14 49F8	34 206G	54 39GH	74 GULU	94 A3K9
15 WAQD	35 DK39	55 PW04	75 JUG8	95 C5J0
16 X038	36 DGLO	56 OEP5	76 R2T7	96 JH90
17 UU09	37 DO49	57 R4G6	77 TUP8	97 JUBI
18 40FJ	38 6P05	58 MF03	78 KOP9	98 V069
19 X03C	39 FO49	59 OW75	79 BIWI	99 T800
20 DK49	40 4G7H	60 MC90	80 EB01	100 4799

1.102 operation lemmings

To pick a level from which you can start from type "CYB Computers" in the high score table.

Swearing at the high score table brings up a few messages as well.

1.103 operation thunderbolt

Enter name as "WIGAN NINJA" for infinite lives in the highscores. Now hit <F2> or <F7> for level-skip. Type SPECCY MODE on the highscores (need 50,000 points) to bring on twice the number of enemies.

Enter your name on hi score table as "EDOM TAEHC" ("CHEAT MODE" spelled backwards) for infinite lives

Usually you have to shoot equipment boxes to get the laser sight, but press <F8> and <FIRE> at the same time on the title screen and you will start a 1 player game with laser sight. For 2 players press <F2> instead of <F8> on the title screen.

Hit the following keys in sequence to have the laser sight throughout the game:

<F8>, <F7>, <F6>, <F5>, <F4>, <F3>, <F8>, <F1>, <F1>, <F1> (one player game)

<F8>, <F7>, <F6>, <F5>, <F4>, <F3>, <F8>, <F2>, <F2>, <F2> (two player game)

1.104 operation wolf

At the end of a level between when you kill the last bastard and the time the appears, rolling the mouse down causes damage to decrease.

Pause the game with <F1> and aim your gun while paused, then unpaue.

1.105 ork

Stand by a computer and pull down and press <FIRE>. Now point the cursor in all four corners of the options screen, the cheat mode will now be active. Now exit the screen and press any of the following:

- <A> for Ammunition
- <F> for Fuel
- <H> for Help or top up Health
- <RETURN> to Take off or land whenever necessary
- <E> replenish energy.

1.106 oscar aga

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

1.107 osiris

Level Codes:

02 HIPPO 27 STARS 52 ALIGATOR 77 CLAIRE
03 SAHARA 28 KAFTAN 53 ABBIS 78 BRIDGE
04 OSIRIS 29 STARTREK 54 AMDUAT 79 MIDSLIDE
05 PIXLERS 30 OUTSIDE 55 THINIS 80 MINARET
06 INCREDIBLE 31 SINAI 56 WRONGWAY 81 HANDSUP
07 TRISTAR 32 PHARAO 57 ZAGAZIG 82 INTIME
08 AHMOSE 33 BUDDIE 58 SLIPPERY 83 FALLOUT
09 ARENA 34 TRYAWAY 59 ICEHOUSE 84 ISIS
10 ATAPAN 35 BOMBTREE 60 BLIZZARD 85 BATTLE
11 MOSHEE 36 GURU 61 CELINE 86 CAVES
12 BLOCKADE 37 CROCODIL 62 CHESED 87 KOMOMBO
13 OASE 38 MOVEUP 63 CHEOPS 88 CANYON
14 KAIRO 39 CLEANUP 64 TSHADOR 89 CHEPHREN
15 NIL 40 MEKKA 65 TAURUS 90 MANETHO
16 TRAP 41 ISLAM 66 THEBEN 91 ECHNATON
17 RHODOS 42 NOFRETETE 67 SOL 92 DJOSER
18 HALEF 43 FAROUT 68 DAMANHUR 93 NUBIEN
19 STRANGER 44 MINES 69 GRAVE 94 BADARI
20 ENTRY 45 TROUBLE 70 HURRICAN 95 SABBATH
21 ABUSIR 46 DELTA 71 KLEOPATRA 96 GAZA
22 BASAR 47 KUWAIT 72 MENES 97 BLOCKOUT
23 HORUS 48 NAPATA 73 SPHINX 98 UNAS
24 ENEMIES 49 RA 74 OMAR 99 MULLAH
25 CHOKMAH 50 SAKKARA 75 HOROS
26 OLISQUEST 51 SYSIPHUS 76 DOWNWIND

1.108 out to lunch

Enter "FEEDME" for the password. Cheat activated should flash near the bottom of the screen. You will now be presented with a selection menu. You can play any level and all the secret levels.

Level Codes:

- 2 TZATZIKI
- 3 PLANTAIN
- 4 FAJITAS
- 5 WONTON
- 6 CHOUX

1.109 outrun

While playing, type in "RED BARCHETTA" (This cheat may only work with the European version) or "STARION" and use the following keys:

- <T> Increase time by 10 seconds (after 100 seconds time looks garbled)
- <G> advance a stage
- <S> Skip Level
- Restart current level (and get bonus points)
- <X> Quit
- <D> Save screen in Degas format
- <Q> Program info

1.110 outrun europa - us gold

Pause the game with <CTRL> and type "ORINJ". Press <HELP> to skip levels and press <CURSUR UP> to add time.

1.111 outzone

Level Codes:

- 08 SOUTHSIDE 15 R MATTHEWS 22 Z
- 02 CHARLEY 09 HUELSBECK 16 TEXAS 23 DRACULA
- 03 BREWSTER 10 BFIDEL 17 J BURNS 24 POLEDOURIS
- 04 RV W RAMA 11 BITMAP BRO 18 SILVESTRI 25 STARDUST
- 05 THE ABYSS 12 M BIEHN 19 T HOLLAND 26 SOON
- 06 JCAMERON 13 FACTORY 20 CAULDRON2 27 HORROR
- 07 LBRITISH 14 J HIPPEL 21 MOORCOCK 28 TALES

1.112 over the net

First, choose a one set game, play the sea-cup and enter one team or two human players.

When it's your turn to serve, move the non-serving player up to the top of the court close to the net.

This will force one of the computer players to follow him.

Now do a jump serve (push up and fire), then hit the ball to the other computer player by pushing right then down. The ball should drop between him and the net and he should miss the ball. Hopefully this plan should work. I don't know if it works with the other teams like Coco, Freaks etc but it works with the Rollers and the Golden Boys."

1.113 overkill aga

Enter "NZL" for your initials on the high score table. When you restart the game you'll find you have infinite lives.

1.114 overlander

- * When cruising the highway don't stop shooting.
- * Always choose the highest paid mission.
- * Buy fuel carefully - only enough for that level.
- * After level 1 you MUST buy a leanburner.
- * Try to stay in the middle of the road and travel fast - travelling slowly only burns more fuel.
- * Fire bombs are more useful than smart bombs when you learn how to use them.
- * Bulletproofing is necessary after level 2.
- * When travelling through the barriers the best speed is 90-120mph.

Level 1:

1. Select counterfeit money.
2. Fuel up to 14 notches on the fuel guage.
3. Get turbo, 4 battering rams and two flare bombs.
4. After the first bikes slow down or the gunners will kill you.
5. Destroy trucks from as far away as possible.
6. Slow to 100-150 mph to negotioate barriers.
7. If you stay in the middle lane when you come to the wrecks you wont die.

Level 2:

1. Select kidnapped official.
2. Fuel up to half full.
3. Buy leanburner, a few bullet proofs, rams, and flare bombs.
4. After first bikes there's a nasty surprise in the valley below.

Level 3: DARKLANDS

1. Select plutonium.
2. Fuel up to half full (if you have leanburner - if you don't then fill up to the max.
3. Buy rams, bullet proofing, flare bombs and lives if you need them.
4. The toughest part of the course is early on, so don't be afraid to let loose with the flare bombs.

Level 4: THE GUTTER RUN

1. Select illegal chemicals. fill up to max level.
 2. Buy maximum rams, bullet proofs and as many lives as you can afford and flare and smart bomb depending on your bank balance.
-

3. The barriers are every where on this level and you will need to be at 90 - 100 mph to avoid them all. Try to save your rams for later in the level.
4. The alleys in 4 are real mean. Smartbombs and bullet proofing are your best chances of survival.

Level 5: GRAVEYARD

1. Choose the president. Fill up to maximum fuel.
2. Buy everything \$40,000 up front plus whatever you had from the last level should be enough, lives should be on the top of your shopping list followed by rams, proofing, brakes, armour and weapons - don't bother with the wheelblades!
3. Do the same as for the last level. Because your car's at maximum everything, this level shouldn't prove too difficult.

1.115 oxyd magnum

Level Codes:

```
01 12315524 11 44590444 21 30124217 31 62087948 41 76588783
02 98242163 12 35787325 22 70220598 32 64526776 42 85245124
03 89693796 13 68099940 23 65870799 33 58468944 43 52876649
04 12343596 14 88815926 24 20527223 34 14213476 44 50310209
05 93255867 15 13236967 25 06002006 35 76231232 45 57899374
06 07659199 16 24629215 26 94254906 36 27333386 46 13834195
07 96549204 17 49344163 27 86510660 37 18604278 47 96169827
08 31222519 18 11076228 28 86993842 38 03298891 48 89062821
09 63343665 19 65670965 29 98493601 39 99454196 49 99490654
10 40222617 20 22763196 30 04496947 40 41961156
```

1.116 p-47 thunderbolt

Type your name in as "ZEBEDEE" on the high score table.

- <F1> Skips Level and
- <F2> Renews Lives

1.117 p.p. hammer

If you press <1> on the keyboard - you will instantly obtain any item that you want.

Level Codes:

```
01 NO PASSY 02 TCJHHTCE 03 ABGHBSUE 04 DWWGDJTD
05 WVJFUICC 06 SUGFWHUC 07 ASWERFTB 08 ERTDTEHA
09 AJFCGDVA 10 THCDIBIW 11 AGSDCAHW 12 EFIADWCV
13 BDBBVUJU 14 UCVBATEU 15 BGVRSDT 16 FADWTRVS
17 AVUAGIFS 18 TURSIBHR 19 BTDSGAR 20 FRARFESJ
21 BJJUWDCI 22 UIGUBCUI 23 BGWTSATH 24 FFTHTWHG
25 REFHSVVG 26 RCCHFTJF 27 CBSHHSIF 28 CAIIBRDE
29 JVBJDIRD 30 JUVJUHFH 31 CTICAGDC 32 CRBDRERB
```

33 RJUDTDFB 34 RIGWGCEA 35 CHDWIBWA 36 CFTVBWFW
37 SERFEVAV 38 SDDFVUWU 39 DBAEASRU 40 DAJDRRBT
41 RWGDTJTT 42 RUWDGHSS 43 DTTDJGGS 44 DSFIDFVR
45 SJCJFDJJ 46 SISJWCIJ 47 DHIGBBDI 48 DFBHRWRH
49 TEVHJVFH 50 ADHVSUEG 51 ECESFTWG 52 AAURHRGF
53 SWRUBJBE 54 WVDUDIAE 55 ETATVGSD 56 ASJWAFBC
57 TRCWREAC 58 AIWVTCSB 59 EHIWGBCB 60 AGGAIUAU
61 UEWBCVSW 62 BDTBEVGW 63 FCFCVTUV

TO USE THIS CODES YOU MUST USE THE NAME "TRITON", BECAUSE THE PASSWORD CALCULATIONS IS BASED ON THE NAME!

1.118 pacific islands

On the filling screen simply pop up a file and instead of your name type in "Let me cheat!" (making sure you include the capital and exclamation mark). Now instead of pressing <RETURN>, hit the Reset button. The number next to the losses column will now be 1, and this shows you are in the cheat mode. Now type your name in and you can get into the game as normal. When you reach the map screen where you choose which battle area to attack, you are now able to get to any of the squares on the map simply by holding down <RIGHT MOUSE> while clicking on any square. In this cheat mode there are two major facilities. If you press <LEFT AMIGA> and <W> during a scenario you will automatically win the battle. And if you go to the map screen during the game, and select a destination using the mouse, then pressing <LEFT AMIGA> followed by the number of the unit you are playing (1, 2, 3 or 4), that unit will instantly go to the destination marked.

1.119 pacland

During play hold down <S>, <I>, <U>, and press <RIGHT ALT>. There should be a slight pause and the ghosts will reset to the starting position. This will give you infinite lives.

When the title screen appears, type "AVALON". It should flash indicating you now have unlimited lives! If that doesn't work, try the following:

Start a 2 player game. Make it as far as you can with player 1. With player 2, you must be able to make it as far as the fairy to collect your boots. Now that you have gotten your boots, you are going backwards to where you started. Push the THIRD cactus on the way back, and a yellow pacman will appear. Get it, now kill player 2. Continue playing with player 1. Every time player 1 dies, get the yellow pacman with player 2 and kill player 2 immediately. As long as you keep getting the yellow pacman with player 2, player 1 will never die.

Hints:

Level 1 Run to the third fire hydrant, and when you get there, jump over it and push it to the left. This will give you a blue hat that will make you invulnerable to the little ghosts that fall from planes.

Level 2 Run to the third cactus, and push it to the left. You will now be invulnerable for the entire level!

Level 3 After getting your magic boots, push the third cactus on the way back for a free life.

- Jump on the roof of ghost's car to escape
- Only use powerpills when ghosts are in range, or else it is wasted
- When you reach the breaktime sign, jump when you are about 1 inch away for a bonus (depending how high you are when the level ends)

1.120 pandora

Complete Solution:

- 1: Wait a few moments for amy to appear.
- 2: Take ID Amy and find the Second Officer. Pick up the Lazer Rifle from the table next to him.
- 3: Put Lazer Rifle into backpack-don't use it yet.
- 4: Find the Engineer, take his ID and the Sonic Driver.
- 5: Find the Lt Commander, take his ID and carry it.
- 6: Find the Commander, take his ID and carry it. Also take the Code Blue and Code Scarlet.
- 7: Find the Captain, take his SDI disk and leave the ID Lt. Commander.
- 8: Shoot the Ice Lord with the Lazer Rifle.
- 9: Carry the ID Engineer to go through the force field.
- 10: Find the AWOL officer and take his ID.
- 11: Carry the Sonic Driver and head for the Robomechanic.
- 12: Swap the Sonic Driver for the Code Ochre.
- 13: Carry the SDI Disk and go to the SDI computer.
- 14: Give the SDI computer these items in the following order: SDI Disk, Code Scarlet, Code Ochre and Code Blue.
- 15: Carry the Engineer's ID and exit the Engineering Section. Then swith to ID AWOL.
- 16: Go the transporter and enter along the arrow.
- 17: That's all folks.

1.121 pang

On the map screen, type in "WHAT A NICE CHEAT". The picture should then turn purple and allow you to travel to any location.

1.122 panza kick boxing

The best moves to use are upper cut, round house, low leg kick. The low leg kick is useful for keeping your opponent out of range and on target for a round house followed by an upper cut. The double backfist is also very powerful and often provides a knockout punch.

If you are losing a fight, and don't have much chance of recovery, then press <ESC> so that your stats remain intact.

Efficient boxer:

A 34
B 5
C 17
D 11
E 8
F 32
G 4
H 33
I 1
J 55
K 10
L 25
M 16

1.123 paperboy

A hundred points are scored for the successful delivery of a paper into a mailbox or on a doormat.

Fifty points are scored for picking up a bundle of news-papers - this also resets the number of papers you have to eight.

Bonus points are awarded for breaking windows, lamps and gravestones and for knocking the lids off dustbins.

Go for as many broken windows as possible, as these will build up your bonus total which is added to your points total at the start of the target course.

Don't throw away your papers recklessly - make sure that you have enough left for the deliveries before the next bundle pick-up.

Don't ride over drains or manhole covers as these will cause you to crash.

Don't bump into anything that moves, as this will cause you to fall off your bike - some hazards may be stopped in their tracks by hitting them with a paper.

If you deliver a paper to every house with a mailbox (subscriber), you will score a perfect delivery and will be awarded an extra subscriber on the following day.

Don't hit the man in front of houses with mailboxes, otherwise you will lose their subscription on the next day.

If you fail to deliver a paper to a subscriber's house, then he will cancel his subscription and will not be available on the following days.

THE TARGET COURSE:

250 points are scored for hitting a target.

On the target course, ride flat out - do not slow down. Use your papers to hit only the targets - not points are scored for breaking the orange blocks with your papers.

Riding your bike over the ramps will replenish your supply of papers.

If you complete the course in time, the remaining time will be converted into bonus points and added to your points total.

1.124 paradox - 5th dimension

Enter one of the following for the password:

"ENDINGTIME" game ending

"AVOIDING FATE" 100 lives

Level Codes:

001 START 026 CLEVER 051 REVERSE 076 YUK
002 SPHERE 027 TSC 052 SLIME 077 THINAIR
003 CIRCLE 028 TERRIBALL 053 BEND 078 SLOPP
004 TURKEY 029 GRID 054 BACKSWAP 079 FOZZY
005 ROUND 030 BIGGEST 055 COMPASS 080 HA!
006 LOGICAL 031 KEYPUR 056 OTHERSIDE 081 HYPNO
007 TIME 032 FAKES 057 BALLARIX 082 SHEEP
008 ELECTRIC 033 TRICKI 058 INVIS 083 ROTATE
009 FRIED 034 TIME OUT 059 SCORE 084 KING
010 ILLUSION 035 ONOFF 060 BALLIE 085 EYEYE
011 QUAD 036 LIGHTS 061 POKE 086 HORRID
012 MARBALL 037 SWAPPERS 062 IRON 087 ZIPP
013 BALLSA 038 WOTHE 063 CAREBALL 088 ABACUS
014 ENIGMA 039 GRIDLOCK 064 SPHERIC 089 CUBE
015 CHIPS 040 JELLY 065 LOGICAL 2 090 SNOOKY
016 SOLVE 041 GUTS 066 LLAB 091 FLUSH
017 PUZZLE 042 FALSE 067 CHEEK 092 FANTASY
018 FRY 043 FLICK 068 BALLS 093 EDGE
019 BALLMAN 044 TOMB 069 BLACK 094 VOODOO
020 CHEATABALL 045 JUMPER 070 ORDER 095 DARKLORD
021 CLUE 046 MEETBALLS 071 SAD 096 ZAPP
022 ONEWAY 047 MULTI 072 AIRBALL 097 GRIZZ
023 MANIAC 048 RADIUS 073 POTTY 098 HEAT
024 MOVABALL 049 KEYHOLE 074 JOCKY 099 FUSION
025 BALLANTICS 050 JOHNYBALL 075 GOON 100 ANGEL

1.125 paradroid 90

On the title screen hit <F3> to bring up an options menu

The extra ship is the Pirate Mothership. To reach it, collect the Grafgold Key hidden on every ship. (The Grafgold Keys are usually found under crates and so on. Collecting a key keeps the Pirates at bay for a further three minutes. A 5000 point bonus is given for completing a ship with Grafgold key.) Complete the final ship with every Grafgold Key to be beamed aboard the Pirate Mothership for a fight to the death.

1.126 parasol stars

When you are in Ocean World on the fourth level, paralyse all the nasties and get the purple heart in the top left corner (if there is one). Get all three green fruits, and you will be transported to the last world.

On level 3, world 3 kill all the nasties who are in the box. Some green pepper-like things should appear and if you collect them all you'll be transported to the hidden world.

The cheat mode is activated by typing "CYNIX" or "A WORD" during the game. You can then use the following keys:

```
<M>  get all three stars
<T>  end the stage
<G>  kill all the badies on the screen
<1> - <7> skip to that stage
<C>  extra credit
<F1>-<F10> skip to that level
<D>  die
<B>  skip to bonus screen
<X>  skip to extra level
<L>  extra lives
```

Start a one-player game and plug in the mouse into player two's socket. Press <RIGHT MOUSE> to clear a level. (Try using a Sega Genesis controller with three buttons to play the game using this cheat method.)

1.127 pawn

After completing the game, once you have examined the listing type in "DEBUG". You will see the ">" prompt change to "]", and you will now be invincible, able to wander anywhere in the game without being hurt. Try typing in "DEBUG" at the beginning of the game for the same effect.

1.128 pegasus

On the title screen press <P> and enter "FRUITBAT" for the password. On the main titlescreen when press fire is flash use the <CURSOR LEFT> and <CURSOR RIGHT> to select the starting level. During play use any of the following keys:

```
<F1> Add extra lives
<F2> Select power-up (press <SPACE> to activate)
<F3> Add extra shots to special weapon
<F5> Advance levels
<F7> Shield
```

Enter "CATFOOD" for the password for greets.

Level Codes:
10 JUPITER

11 SCREECH
20 CHRISTMAS
21 DRAGONFLY
30 COSMOLOGY
31 BEEBOP
40 PENTAGON
41 CELESTIAL
50 COATHANGER

1.129 pengo ii

Enter "CHEETAAH" for your password and use <HELP> to skip levels.
Enter "ULTIMATE" to view the ending.

Level Codes:

0 POSTCARD	4 REPLOMAN	8 BULLROAR
1 U2U2U2U2	5 RIVERGOD	9 XENOCIDE
2 SILENCIO	6 GAUSSIAN	
3 NEURONET	7 BJORK4U2	

1.130 perhelion

The Spells Table

Symbol Count Table:

01	09	17	25	33
02	10	18	26	34
03	11	19	27	35
04	12	20	28	36
05	13	21	29	37
06	14	22	30	38
07	15	23	31	39
08	16	24	32	40

Spell Data

1	17,18
2	18,31,32
3	03,08,13,31
4	24,32
5	26,30,36
6	04,10,25,40
7	09,28
8	23,29,35
9	01,02,04,40
10	26,30
11	14,20,33
12	11,21,25,40
13	31,40
14	10,26,34
15	08,19,36,38
16	10,22

17 15,19,26
18 10,16,22,28
19 07,14
20 15,37,38
21 03,04,24,39
22 17,19
23 19,23,35
24 11,28,37,38
25 20,32
26 13,17,28
27 02,05,24,33
28 07,36
29 19,28,36
30 01,05,06,18
31 11,18
32 10,28,35
33 01,29,32
34 32,34,36
35 04,05,12,15
36 15,36
37 09,33,38
38 21,30,33
39 28,33,40
40 16,17,21,27

1.131 persian gulf inferno

Blowing the locked doors: press <SPACE> and stand back.

Every picture in this game is an IFF ILBM. You can change them using a painting program.

Game controls:

Joystick movement and shooting
Function keys weapon change (if you got them)
<SPACE> blowing the doors (when locked)

Symbols:

u up
d down
l left
r right
od open door

Go to the stairs, u, l to the lift, u (by lift) to 5th floor, r to door, od, r, od, back to lift, u to 7th floor, r, od, back to lift, d to 4th floor, l to the end of corridor, upstairs to the top floor, l, od, back to stairs, downstairs to the lowest floor, r, od, l to the end of corridor, od, back to stairs upstairs to higher floor, l to stairs, upstairs to the higher floor, l, od, back to stairs, upstairs to 7th floor, l to the stairs, downstairs to 4th floor l, od, r to stairs, upstairs to 9th floor, r to the end of corridor, od, back to stairs, upstairs to 10th floor, l, od, back to stairs, downstairs to 6th fl, l to the second lift, u to 12th floor, l, od, back to lift, u to 16th floor, r to lift, u to 18th floor, l to the end of corridor, downstairs to 17th floor,

r, od, cut the green wire.

1.132 personal nightmare

The safe can be opened by reading the date on the painting.

FIRST SOME RULES FOR THE GAME

- 1 When you leave a room, just close any door you've opened
- 2 OBJECTS signed with <POLICE> must be delivered to police at least at the 4th day.
Its better to do it rightaway when you find the things
- 3 Opponents who are there only for information I didn't mention because the list would be too long

THE FIRST DAY.

FIRST WAIT TILL jimmy leave the PUB. Do follow him.
JIMMY is lay down on the street.
When you 've examined him.You find in ROOM a key.
A FILM and a PLATE WITH A NUMBER.Take it all with you.
Go back to the pub and wait till MR.ROBERTS leaves.
Examine COAT and take KEY.
Now go to REGISTRY OFFICE.READ PAINTING on the wall.
Open the safe with DIAL 1815.
Take PAPERS and close SAFE.
In the ROOM you find a CERTIFICATE <POLICE>.
Now go to IVY COTTAGE.In the kitchen go WEST to the PHOTOLAB.
Here LOOK under TABLE and find a PHOTOMAGAZINE.
Click this one in INVENTORY and a VOUCHER will be to seen.
VOUCHER=BORG/BEWYS/BON/VRYKAART Maar dat wisten jullie al ?.
Put MAGAZINE back.SOUTH of the kitchen there is a TOOLBOX.
You find in ROOM a SLEDGEHAMMER,SECATEURS,MUZZLE,and with
LOOK BEHIND PAINT PODS an OILSTONE.
Now go to the CHURCH.enter the OFFICE and open desk by
HIT DESK WITH HAMMER.
Take the KEY.And now go to the CHURCHYARD.
At the STATUE where the FAMILY-VAULT is go down type..
LOOK IN WEEDS (its near the big statue)
and GET GARLIC.Go now to the PRESBYTERY(pastorie).
On the floor HIT WALL WITH HAMMER 3X!The built in woman you see
now CUT FINGERS WITH SECATEURS to get fingers of here.
Now you can take PRAYER BOOK.And READ PRAYER BOOK.And put it back.
Back in the livingroom examine CHAIR and take WOOL.
Go to the first floor and just enter the BOXROOM.
Here LOOK IN BOOKS.And find in ROOM the book TREASURE ISLAND.
Click on it and the SAVINGS BOOK you see.TAKE IT with you.
Go now to the CHURCHYARD again and go down into the FAMILY-VAULT.
Here you find a COFFIN . What else do you expect to find in a family-vault?
And here lives the vampire MICHAEL WILLIAMS (we kill him later!)
OPEN the door behind the coffin.UPSTAIRS and DROP SHOES.
You are now in HONEYSUCKLE COTTAGE !
Enter the left room and type EXAMINE ALICE,GET KEY,LOOK UNDER BED.
Get out and take on your shoes again and DROPP LADDER.
GO UP THE LADDER.
Open the doors to the GARRET.GET JUG.

And FILL JUG WITH WATER and POUR WATER
over SUIT
The WITCH is dead?
Free the woman by UNLOCK JUDY.First go now to MANOR HOUSE.
Here from 23.00 hours HIT DOG WITH STAKE.When the beast gets closer
just kill it with RETURN.
Now enter the house and jump over the hole in the ground by
SWING OVER HOLE.Upstairs and get into the room.
EXAMINE the coat of the BODY.TAKE the BOTTLE.
And get back to the PUB.
Go to your room and PUT into the WARDROPE the next things..
BRASS KEY,STAKE,SHINEY KEY,YALE KEY,VICARAGE KEY,MUZZLE,SECATEURS,
CERTIFICATE,BRIEFCASE and LEI.
Go to the PUB again.TAKE BUGLE and go to the kitchen.
IMMEDIATLY type PUB PLUG IN SINK,Otherwise you can get a knife
into your BRAINS.IF YOU HAVE NO BRAINS IT DOESN'T MATTER.
LOOK IN WASHING MACHINE.Herein you find JEANS.
GET KEY.
Get back to your room and BUGLE IN WARDROBE and get some SLEEP.
AINT THAT MUCH DOING ON ONLY ONE DAY??

THE SECOND DAY.

First we EXAMINE the room in the PUB.
And than we (YOU) go to JONES'ROOM.
Its the room nextdoors.
GET MIRROR.
ROOM.
Click PILLOW and GET DIARY.UNLOCK DIARY.
<POLICE>.
Find the policeman (he is probably near the postoffice)
And GIVE DIARY TO POLICEMAN.
Now go to the GARAGE and wait for MR.MASON opens the doors.
LOOK IN BIN.
And here you find the SECOND PLATE WITH A NUMBER !!
<POLICE>
Your first way is to go now to the POSTOFFICE.
Hand the SAVINGS BOOK over to the POSTMISTRESS.And BUY STAMP.
Than LOOK IN DISPLAY STAND and take an ENVELOPE.
Put stamp on envelope and PUT FILM and VOUCHER INTO it.
And outside warp it into the POSTBOX.
Now you go to the FAMILY-VAULT to kill the vampire.
The MIRROR MUST be in your INVENTORY!!
In the family-vault you've to wait till the COFFIN LID opens.
Now go W-W-W-W and wait till the vampire reaches just at your nose.
And type REFLECT LIGHT WITH MIRROR and
COUNT DRACULA AINT NOMORE ALIVE.
Go to the street somewhere and wait till the clock hits
0:00 hours
Go back to the PUBand wait on the FRONTDOOR.
Now MR.MASON has to come and wants to OVERRIDE us (YOU!).
Immediatly when the car arrives go to the N-E.
Do this as long as the CAR HITS THE TREE.Get into the car
and OPEN GLOVE BOX and TAKE KEY.Now back to your room and
GET BUGLE and go to SLEEP.PHUUUUUH ANOTHER DAY.

THE THIRD DAY.

The third day starts with a SUPPRISE.
TONYS TINNSOLDIERS wants to SHOOT you!
As they arrive in the picture just type SOUND BUGLE
and they FUCKOFF.Infront of your door you'll find a POPGUN
and TONY'S CATS in ROOM.Get the gun and DROPP the WOOL.
Type SHOOT POPGUN and TAKEOFF CORK.
Put away POPGUN and CLEANBOTTLE.Get the shortest way to the CHURCH.
Go rightaway INFRONT of the ANGLE and PRAY.
The angle gets to cry and type PUT TEARS IN BOTTLE.Close the
bottle by PUT CORK IN BOTTLE.
Get out and go to the GARAGE.
Here you've to go to the DESK and LOOK OLD PAPERS.
GET BILL.
<POLICE>
Get back to desk and LOOK IN BENCH and GET SPANNER.
Get behind to the car and PUSH RED BUTTON
to ACTIVATE the HYDRAULIC-LIFT.
Get under the car and CLEAN SUMP NUT and TURN SUMP NUT to open it.
Now PUT OILSTONE IN OIL and GET OILSTONE for oiling the stone.
Now get your ass to ROSE COTTAGE and find a ROBE in
the BEDROOM-WARDROPE.
CLICK on the FRUITS in the livingroom.And now a NOTE appears.
<POLICE>
Get your bloody ASS together and go to the PUB again.
Wait till it is 18:00 hours and SLEEP.
!%!^#@!!ANOTHER BLOODY DAY ALIVE !!

THE LAST DAY.

Get down at the bar and WAIT as long as the bar openes.
Now you get a kind of PHOTOBOOK from MRS.JONES
GET PHOTOS and give'm to the POLICEMAN.
CONTROL NOW FOR ALL THE OPPONENTS TO BE AT THE POLICE.
Only don't take the CERTIFICATE.
Back to the PUB to INVENTORY SUIT, SHOES, RAINCOAT, OILSTONE,
SLEDGEHAMMER, ROBE, BOTTLE, MUZZLE and...
REMOVE HANDLE FROM MUZZLE.And put back muzzle into WARDROBE.
Go to the MANOR HOUSE and WAIT till 23:00 heures.
Go to the front of the house and go WEST to the
MAUSOLEUM.
HIT MAUSOLEUM WITH HAMMER to ENTER.
Now GET AXE, PUT HANDLE ON AXE, SHARP AXE WITH OILSTONE.
WEAR ROBE.
MOVE COFFIN and get down.Go to the door and wait.
Short after 12:00 hours arrive TWO ACOLYTES out of the room.
CLICK on the door when they have gone.
When arrived at the other room immediately
HIT ACOLYTE WITH AXE.
When the message come "YOU REALIZE THAT THE CHIEF
ACOLYTE IS YOUR FATHER"
Kick on the RETURN KEY.
Now you stand infront of the DEVIL HIMSELF!
Do fast HIT DEVIL WITH BOTTLE.
And now you think all place is clean ? DON'T YOU THINK?
WELL I (M W B) DID IT AGAIN.

1.133 peter beardsley's international soccer

Continual tapping of <FIRE> while in possession of the ball prevents other players from tackling you.

1.134 pga tour golf

Before you tee off on the first hole click <FIRE> for the tournament statistics. Look through all of these and then play the game as usual and you'll find that your opponents have dropped quite a few shots. Do this on each hole, and by the end of the game the computer players will be quite a way behind you.

1.135 phantasia iii

When you go to deposit some gold and asked how much type 9999999. This is turned into a deposit of 27009. Do not deposit any more or your account will go back to nothing.

1.136 pharaohs curse

Type "SPHINX" to start on level 2 or type "RAIDER" for level 3.

1.137 photon storm

Pause the game and type "YOUR-MIND-IS-MY-ASHTRAY" for invincibility. Were the <-> (minus signs) are on the main keyboard.

1.138 pinball fantasies

After you loaded a pinball table and it scrolls up and down you can enter these codes (WITH spaces, no Return required)
Enter these cheats before you select the number of players:

```
"FAIR PLAY"    Disables all previously entered cheats
"EARTHQUAKE"   You may 'tilt' the table as you like
"EXTRA BALLS"  Gives you 5 balls instead of 3
"DIGITAL ILLUSIONS" The ball cannot leave the table
                (You can only leave the game by pressing
                <P> for pause and <ESC> to quit the table)
"VACUUM CLEANER" Clears the highscore list
"HIGHLANDER"   Makes your ball heavier
"TECH STUFF"   Technical stuff
"THE SILENTS"  Message
```

```
"ULF"      Message
"OLOF"     Message
"MARKUS"   Message
"ANDREAS"  Message
"BARRY"    Message
"FREDRIK"  Message
"CREW"     Message
```

1.139 pinball magic

When the exit to the next level opens, you can press <F4> to go to the next level.

1.140 pipe dream

Level Codes:

```
5 HAHA
9 GRIN
13 REAP
17 SEED
21 GROW
25 TALL
29 YALI
```

1.141 pipeline

Level Codes:

```
FOLD
EYES
EGGS
TEAR
PEAS
DUCT
PODS
```

1.142 pipemania

Level Codes:

```
? HAHA
4 GRIP or GRIN
8 TICK
12 DOCK or DUCK
16 OOZE
20 BLOB
24 BALL
28 WILD
```

For a 4000 point bonus, you need to get the flooze to cross itself FIVE times. But remember not to get too cocky, and wait until the end of the pipe to do this.

There is also a secret bonus of 50,000 points if you completely fill the screen with pipes.

1.143 pirates

When fighting against unbelievable odds don't panic. Choose the long-sword. Keep using the slash-high attack to cause the most damage. You may get down to only one man left, but you can still defeat the enemy captain. After you win, select Send A Prize Crew so you will have enough people to sail your ship.

Don't attack a nation your home country is allied with, it will upset both of them.

Don't wed till you've got all your promotions, your opportunities will be much better. Make conversation with all the Governor's daughters, however, they might gather important information for you from the Governor's mansion.

1.144 pitfighter

Start the game as normal, and while playing, hold down <LEFT SHIFT> and type in "LOBSTERS". Now you can use the following keys for various effects:

<1> to <0> Jump to selected level (on keypad ?)
<C> Jump to championship level
<G> Jump to grudge match
<L> or <E> Jump to elimination match

1.145 The Plague

First make your score end in a three (by shooting the bubbles). Then hit <P> to pause the game, then hit <ESC>, then click "No" when asked if you want to play again. This takes you to the title screen with the drooling barbarian. Now type the following "KOM JE ILLEGAAL DOOR DE PLAAG DAN GRIJPT DE JUNGLE COMMAND JE IN DE KRAAG", then hit <RETURN>. Border should turn green. Hit <FIRE> to return to game. Now you have infinite lives. You must do all this on Level 1 before you are killed even once.

1.146 planetfall

The third in Infocom's wonderful series of Science Fiction Adventures is Planetfall. You will be delighted by the humor of the game. It is always charming you somehow. The game features several logical puzzles that can be solved with no greater magic than common sense. The point of the game: You begin on the spaceship Feinstein. You are lowly cleaning help scrubbing the deck, when all of the sudden the ship explodes--and by an accident of fate you happen to be standing near the escape pod right at the moment. You jettison from the Feinstein and land on a nearby planet with a strange mystery. It seems to have been recently abandoned for no reason. Survival is point one. You'll need food and rest. Repair many of the broken machines that you find. And then figure out why everyone is missing. Let's get started. Deck Nine - All you have to do is keep waiting until the explosion - stay here - you'll be entertained (randomly) by the Ambassador from Blow' K-bibben-Gordo. After the ship explodes immediately go Port. Get in the Webbing. Wait -- until the Pod lands and the Emergency Kit appears. Get out of Webbing. Take kit. Open Door. Go up. Keep going up until you get to Courtyard. Drop the brush and your ID. (You won't be needing the brush or the ID - they are excess baggage.) Go north to the Plain Hall, then go NE. Go east until you get to the corridor Junction. Then continue south until you get to the Machine Shop. Go west to the Tool Room, take Laser (but drop the old battery) take the pliers and the flask and the Metal Bar. Then go back to the Machine Shop and put the flask under the spout. Then go north to the Corridor Junction. Then go east till you get to Booth 2. In Booth 2 drop the Laser and the pliers. Then go west to the elevator lobby and push both buttons. Then go west till you get to the Corridor Junction. (If you're hungry, open the kit and enjoy a treat of goo.) From the Corridor Junction, go south then go east. Take the box. Then go back to the Booth 2. Drop the box. Then go back to the Corridor Junction. Now go north to the Administration Corridor, go north and south between the South Administration Corridor and the Adminstration Corridor until you see the glint of light (random). Then search the crevice in the Administration Corridor South. Hold the bar near the key (it's a magnet) and bingo...you got it. (If you don't get the key the game can't even begin.) Now drop the bar once you have the key. (If the bar comes in contact with any of the cards you'll find that they get scrambled--something you will regret.) Now go to the Mess Corridor. Unlock the padlock with the key. Drop the padlock and the key and open the door. Drop everything except your uniform. Take the ladder and go back to the Administration Corridor. Drop the ladder. Open the ladder. Put ladder over the rift. Then go north over the ladder. Then go west into the offices. Open the drawers in the desks and take the kitchen card, the shuttle card, and the upper elevator card. By this time you should be getting tired. It's important that you find a place to sleep that is safe. Go back to the Dorm Area and get in bed. When you wake up you'll be bright and chipper for tomorrow.

Get out of bed and take your things. Go to the Mess Corridor. Go south into the Mess Hall. Take the canteen and open it up. Slide the kitchen card through the slot and go south. Put the canteen under the spout and push the button. Take the canteen. You've now

found an unlimited source of food. Just make sure that you keep your canteen filled and you'll be O.K. Go back inside the Mess Hall and drop the Kitchen access card. Now go back to the Machine Room. From the Machine Room, go east to the Robot Room. Search the robot. Then turn it on. Go to the elevator lobby. Go south inside the lower elevator and drop the lower card and the shuttle card. Then go to the upper elevator. By this time your valuable friend Floyd should be bugging you for attention and loving. Eat when you are hungry...it's better to eat from your canteen than the kit. You might want to save the goo in the kit for emergencies. Just go back to the kitchen and refill your canteen when you need to. But don't forget to drop the kitchen card in the Mess Hall. Go to the Upper Elevator. Slide the upper card through the slot. Push the up button. Wait. When the elevator door opens go south then go northeast to the Comm Room. Pay attention to the color of the flashing light. This will be the same color koulant that you'll have to get in the Machine Room. Go back to the elevator, activate the elevator and go downstairs to the Machine Room. Fill the flask. Push the same color button as the flashing light in the Comm Room, then take the flask. Go back to the Comm Room and empty the flask in the hole. Pay attention to the new color light. Take the flask back downstairs to the Machine Room and push the new colored light koulant code. Take the filled flask back upstairs and empty the flask in the hole again. Do this one more time (there are three lights in all). This will fix the Comm Room. You can drop the flask since you won't be needing it any more. Now go back downstairs to the elevator lobby. Don't forget to drop the upper card in the upper elevator. Eat if you have to, but try to only eat from the canteen. If the canteen needs to be filled, do it now. Go to the lower elevator. Slide the lower card through the slot. Then push the down button. Wait. Drop the lower card and take the shuttle access card. When the elevator stops get out by going north. Then go east. Go south and then go east. Slide the shuttle card through the slot. Push the lever up. Do it again. Wait until the display says 60. Then push the lever down. Again. Wait until the shuttle slides into the station. Go west and drop the shuttle card. Go north, then go east. Go east again. At the fork go southeast to the Project Corridor West. Go east to the Project Corridor. Then go south to the Projcon Office. Go east to the Computer Room. Take the output and read the output. (By the way make sure that Floyd joins you in the Computer Room.) With Floyd go south. Then go north until the Project Corridor east. Then go east to the Main Lab. From the Lab go south. Search the lab uniform pocket and take the card and the paper and the battery. The paper has the clue for opening up the combination lock in the Rec Corridor (a puzzle that you'll never need). Go back to the Project Corridor East. Then go north to the Library Lobby. Play with the machine if you want. It's very good for clues about the whys of the story, and a lot of fun to translate. But time is of the essence. Go east to Booth 3. Slide the card through the slot and push the beige button. Zap!!! You find yourself back in Booth 2. Take a look around; everything you put inside the Booth is waiting for you. Slide the card through the slot again and this time push the tan button. Wheeeeeee! Now you and your supplies are back in Booth 3. Take the pliers and the bedistor. Go west. Then go north. Then go north again to the Course Control. Open the

cube. Remove the fused bedistor with the pliers. Drop the fused bedistor and the pliers. Take the good bedistor and put it in the cube. Close the cube.

Go to Systems Corridor West. Go down into the Repair Room. Make certain that Floyd is with you here. If he's not, just wait and he'll turn up. When Floyd shows, tell him to go north. When he comes back, tell Floyd to take the Fromitz. Go back to the Systems Corridor. Then go north to the Planetary Defense. Open the panel. Take the second board. Put the shiny Fromitz in the socket. Close panel. You have now completed the middle portion of the game. Eat when you have to. Now go to the Main Lab. Open the Bio-Lock, go southeast then go east. Make sure that Floyd is with you. He'll volunteer for an important mission; let him. Open the door, close the door, wait, open the door, close the door. Floyd will be out of commission. Take the card and sing your song about the legend of Starcross. Go back to Booth 3. By now it's late in the day and time for rest. Once in Booth 3, slide the teleportation card through the slot and push the beige button. If you still have time before you rest, go ahead and fill your canteen in the kitchen, then go to sleep in the dorm area. By now you're starting to feel pretty sick. If you didn't get a chance last night to fill your canteen, you'd better do that now. Head down to the Booth 2. Do your teleportation routine. Drop the teleport card, and make certain that you have the miniaturization card. Take the laser with the new battery. Go to the miniaturization booth. Slide the card through the slot then -- type 384 (that was the number from the computer output). Please do a game save at this point because you won't be able to waste any moves after this. You have shrunk down to the size of a chip. At Station 384 go east to the Strip near the station. Then go north to the Strip near the relay. Look inside the relay. Make sure that your laser is set to 1. Fire the laser at the speck. Keep on doing that until the speck is no more. Once that's done, turn the dial on the laser to 6. Now head back south. Oh no! A killer microbe. Fire the laser at the microbe. Keep firing until you find yourself holding a HOT laser. Once the laser is HOT, throw the laser over the side. The microbe will follow the laser and vanish to its death. Now head back to the Booth. From the Auxiliary Booth go north to the Lab Office. Do another game save at this point (this will be your last chance to take a rest). Search the desk, then take and wear the gas mask. Push the red button. Open the door. Go west into the Bio Lab. Open the lab door. Go west to the Bio-lock west. Open the Bio-lock and go west into the Main Lab. Run back to the Projcon office. Go south into the Cryo-elevator. Push the Button. Whewww!! Just wait a little bit and now all will come clear.

1.147 platoon

Type in "HAMBURGER" at the title screen. The word 'Cheat' will appear below the credits. Press <FIRE>, then <F5> when the jungle screen comes up. Your man is now invulnerable to the attacks of the little Commie @#!!\$&*s.

From here

<F1> starts you where you are,

<F2> puts you at the location of the explosives,
 <F3> takes you to the bridges that you have to blow up,
 <F4> takes you straight to the village where the entrance to the tunnels is hidden in one of the huts.
 From here on the cheat no longer works, the game runs as normal and you can die but it certainly gets you further along the track.

If you type "-HILL" or " - HILL" (where the hyphen is the minus on the keypad) after you have typed "HAMBURGER" when the credit screen re-appears the words {MEGA CHEAT} will appear when the credits scroll. You get additinally to above:

<F5> immunity from everything

1.148 player manager

- 1) Buy a few young, cheap players and keep them in the squad for a whole season. Next year, their price will have increased and you should have no trouble selling them for a huge profit.
- 2) Only buy players with very high agility ratings, as this effects all their other attributes. If agility is high (about 200), expect the player to become an excellent footballer, given a season or two.
- 4) Remove 8 or 9 players from your team, then after 2 or 3 big defeats you will receive sponsorship.

1.149 plundered hearts

get up: inventory: look under bed: take coffer: examine coffer: x smelling salts: read tag: x banknote: look: {Andy Crulley arrives}: hit andy with coffer (2x): wait: {Nicholas Jamison}: read missive: yes: wait: {... TWO DAYS LATER ...}: get up: inventory: wait: {Cookie, deaf but capable}: wait: wait: look: examine window: open curtain: wait: {Jamison returns, gives you brooch}: {Rodney will stay with me, if men go to help captain}: take coffer: open coffer: take invitation: read invitation: {Lafond, governer of St: Sinistra}: n: d: n: {notice the fuse!}: x cage {gap of 6 inches}: n: take bottle [1pts]: {hear Crulley and his plan}: take mirror: s: look: inventory {notice the canvas hatch}: s: u: open door: enter bed: take clothes [1pts] {breeches and shirt}: n: s: x window: {ladder!}: throw coffer through window [1pts]: undress: wear breeches: wear shirt: grab ladder: s: grab ladder: u (4x): [1pts]: n: n: n: x winch: read lever: pull lever up [1pts]: enter shack {Cookie says sth: about signal + crows nest}: take dagger: out: s: look: x barrels: open canvas: x frock: {..."often tearing"; will happen later if you don't do it yourself, which is a good hint!}: cut frock: put rag in water: d: throw rag at fuse [1pts]: u: s: enter cask: cut line [1pts]: take slab of pork: wait (3x): get out of cask: w: {Helena Louise to the east}: n: e: move bamboo slat: tell jamison about crulley: wait: yes: wait: w: w: n: e: wait: take garter: w: s: ne: u: undress: take gown: wear gown [1pts]: n: e: d: s: show invitation

to butler [1pts]: s: wait: {library;passage?}: wait: {signal men from upstairs window....}: wait: {call me Nicholas.....}: wait: open door: s: n: yes: {Lafond}: wait: examine ring: {Butler will summon you! [1pts]}: e: n: n: take hat: x books: take treatise of power [1pts]: x globe: press st sinistra [1pts]: n: close portrait: d: e: e: take horn and key [1pts]: w: s: open door: e: w: close door: n: w: s: x bottle: read label: put laudanum on pork: give pork to crocodile: wait (2x) [1pts]: s: w: unlock door with key: open door: n [1pts]: wait: {meet at beach}: s: e: n: n: u: open portrait: s: close portrait {Jamison caught....}: u: w: s: wait: {butler shows you!}: n: e: e: open door: n [1pts]: {blue goblet for your....}: drink wine: fill blue goblet: put laudanum in blue: {notice spices....}: put mirror in beam {HL signals back [1pts]}: wait: {question: green goblet mine?}: yes: {he switches them, so you get the green, good one!}: drink wine: {butler drinks blue and will regret it!}: wait (3x): [1pts]: {thump-phoosh}: take spices: blow spices at Lafond: [1 pts]: s: n: take all: s: w: d: Cookie, follow me: e: n: take hat: take treatise of power: push st sinistra: n: d: s: s: take rapier: fight crulley with rapier (2x): [1pts]: close trapdoor: give smelling salts to jamison [1pts]: unlock chains with brooch [1pts]: n: n: u: s: s: w: u: e: s: untie rope: take rope {1 move before: ...Nicholas cannot move}: go down with rope [1pts]: take all: s: s: s: take stone: x stone: yes: take pistol: load pistol: [1pts]: wait: shoot crulley [1pts]

1.150 pod

On the title screen, type "BIGCOUNTRY" and then a level number.

EXAMPLE:

Type "BIGCOUNTRY45", then press <F1> (1 player) or <F2> (2 players). You will start on level 45.

1.151 poing

On the title screen, hold <LEFT SHIFT> and press <[> to enter the editor.

1.152 police quest 2

Your business card, which you need for your locker combination, is in your wallet.

1.153 police quest 3

Day One

Problem: Where's my desk? What do I do there?

Enter the sergeant's office and walk to the desk against the right wall. Look in the In Basket on your desk. Read the note.

Problem: What do I do in the briefing room?

Walk into the room and talk to Officer Morales. Go to the front of the room and get the clipboard hanging on the left side of the podium. Conduct the briefing. Go to your office and conduct an interview with Morales after the briefing.

Problem: What should I do during the interview with Officer Morales?

After Morales is seated, talk to her. Continue talking with her until she walks out. Select Sustained on the form.

Problem: What should I do in the locker room?

Find your locker. It is in the middle of the middle row. Open it. Take the nightstick, the flashlight, and the notebook.

Problem: Where else can I go on the first floor?

Just down the hall from the locker room is a supply closet. Open it and take some batteries and flares for later.

Problem: I can't seem to do anything on the third floor!

You will need a computer ID request form. Go back to your office and look in your In Basket. You will find a computer ID request form. Present the requisition form to the head technician, and will give you an access card for the computer on your desk. Click the hand icon on the card to pick it up.

Problem: When do I get to leave the station?

After you receive your computer access card from the Electronics Systems Control office go back to your desk and try out your machine. Explore the station. After a while you'll be paged. Use the phone on your desk to respond to dispatch. Get in the black and white and hit the road!

Problem: How do I operate the patrol car?

Click the hand icon on the driver's door to get in the car. Click the walk icon on your door to exit the car. You'll be able to exit your car only when you have a genuine need to be somewhere. You can accelerate, decelerate, and turn your car by clicking on the small, moving car appearing on your screen. Don't take the corners too fast and obey the traffic laws! Turn on your flashing lights and siren only when you are going to pull somebody over or you are rushing to the scene of a crime.

Problem: Where is Aspen Falls? What do I do there?

Drive along River until you see the Aspen Falls sign. Stop your car and exit. After talking to the concerned female citizen with the child in her arms, go one screen right to the river. Here you'll find a man acting strangely. Click the hand icon on him. He will throw your badge in the river and then dive in himself. While he's swimming search his clothes, find his keys, and throw them in the river. Just before he attacks you, select the nightstick, and click it on him. While he's on the ground, cuff him. Search him when you take him back to the car. Put him in the passenger seat and take him to jail. The jail is located back at the

police station.

Problem: How do I book the prisoner?

Lock your gun in the gun locker after you arrive outside the jail. Enter the jail and walk to the booking window. Take the nut's knife and put it into the property drawer. Hand the jailer the nut's driver's license. Click the hand icon on the sally port door and enter the correct section number to complete the booking.

Problem: How do I complete my shift on Day 1?

Since you have been assigned traffic duty, it is time to patrol the freeway (41). The first stop is a problem with Morales.

Traffic Duty

Problem: How should I handle Officer Morales?

Talk to Officer Morales then the violator. Talk to Officer Morales again. This time, a decision dialog box will appear on your screen. Select the Signature box. Talk to the violator one last time, then get in your car and drive away. Continue patrolling the freeway.

Problem: Who should I pull over on the freeway?

You should pull over anyone violating the law. Perhaps a speeder, someone driving under the influence, someone driving dangerously slow. Be observant out there. Click the eye icon on any suspect vehicles. You'll get a description and more importantly you'll get the license plate number. Click the hand icon on the computer screen, select Plate ID and enter the license number in order to identify the vehicle and driver. There is one speeder who is one of Lytton's finest working undercover. Don't pull him over. Tip: look for exempt plates.

Problem: Help! I keep getting run over trying to get out of my car!

Try clicking the walk icon on the passenger door of the suspect's car. This way Sonny won't walk out into traffic. Click the talk icon on the driver's side of the car. Sonny will walk around the front of the car and look into traffic before approaching the suspect.

Problem: How do I write a ticket?

When you first pull over a suspect, the time will display in the upper left corner of the screen. Write this time down. After you get the suspect's driver's license, click it on your car's computer screen. Select Form 900. Now enter the time you wrote down and the violation number of his offense from your game documentation. Click the hand icon on the ticket and license, then give them to the suspect.

Problem: How do I handle a drunk driver?

Talk to the drunk driver a couple of times. Administer the field sobriety test by moving the finger on the screen first to the extreme right then to the extreme left a couple of times. Search the drunk by using the hand icon. Select the handcuffs from your inventory and use them on the suspect. Put the suspect in your car by clicking the hand icon on your passenger door. Drive to the jail. After you reach the booking room remove the handcuffs. Administer a breath test using the breath machine. Click the hand icon on the property drawer and the drunk will empty his pockets. Charge him with the appropriate offense code from your game documentation.

Problem: How do I handle the low rider?

The low rider is blocking traffic. Try getting his attention by driving one car length behind him in the slow lane with your lights and siren on. Eventually you will get his attention and he'll pull over.

Problem: What do I do at the Oak Tree Mall?

Look at Marie. Take the gold chain from her hand, then ride with her to the hospital. When you return to the scene, talk to the reporter. He'll give you his business card. Put some batteries in your flashlight, turn it on, and look under the driver's side of Marie's car. Get the bronze star. Drive home, it's been a rough day.

Day Two

Problem: What should I do at the beginning of Day Two?

Get up and get dressed. Take the music box from the top shelf of your closet. Drive to the station.

Problem: What should I do at the station on day two?

Enter the Homicide office. You'll be working here now. Write down the two case numbers the captain gives you. Select the computer and insert your computer access card. Select the Homicide directory, then select Serial #. Enter the serial number from the back of the bronze star. You will get a case number. Select Review Case and enter this case number. View the case file. Enter the two case numbers the captain gave you. View these case files and note the time and location of each stabbing.

Problem: What else should I do at the station?

Talk to the officer reading the paper. He will give you a hint on what to do next. Call the reporter you spoke with last night. His business card is in your inventory. Book the bronze star and the gold chain as evidence for case #199144 in the evidence booking room beside the jail entrance.

Problem: I'm visiting Marie in the hospital, what should I do?

Get Marie's room number from the head nurse. Buy a rose from the florist. Give Marie the rose and the music box from home. Kiss her then leave the hospital.

Day Three

Problem: What should I do at the beginning of Day Three?

When you arrive at the homicide office, look in your in basket on your desk and read the note. Drive to the location indicated on the note.

Problem: What do I do at the abandoned warehouse?

Walk up the stairs over to the pile of papers behind the shopping cart. Identify yourself by selecting your wallet from inventory and clicking it on the person lying there. You've found the witness the note was referring to.

Problem: How can I talk convince the bag lady to cooperate with me?

Secure her cart with your handcuffs and she will return to the station with you.

Problem: How can the bag lady help me?

Talk to her. Take the lunch from the desk behind you in the homicide office and give it to her. Use your computer and select TOOLS. Select Drawing Composite. Keep working with the drawing program until the bag

lady tells you that each feature looks okay. Now select Search. The computer will come up with some characters. She will give you a positive identification. Turn off your computer and talk to her once again, She will ask to go back. Return her to the warehouse. Don't forget your handcuffs.

Day Four

Problem: What should I do at the beginning of Day Four?

Go to the station and enter your office. Look in the In Basket on your desk and read the subpoena. Take the elevator to the Electronics Systems Control office and take the tracking device from the head technician's desk drawer. Go to the ground floor and take the calibration chart from the glove compartment of the black and white patrol car. Drive the unmarked car to the courthouse.

Problem: I keep losing the court case!

Click the talk icon on the attorneys to answer questions. Be sure you have the calibration chart from the black and white patrol car. Give the calibration chart to the prosecuting attorney when he asks for it. Make sure that you entered the correct time when you gave Juan the ticket.

Problem: Morales went is making a phone call. What should I do?

When officer Morales leaves to make a phone call, take the key from her purse. Have Zak make a copy of the key. Pay Zak for his work. Return the key to her purse before she gets back in the car with you.

Problem: What do I do at the alley murder scene?

Morales will take some photos. Open the trunk of the unmarked car, then open the case. Take the toothpicks, the scraper, and the envelopes. Look at the body in the dumpster. Get the victim's driver's license from his pocket. Click the notebook on the driver's license. Click the toothpick on the victim's fingernails. Open the victim's shirt and look at the pentagram. Click the notebook on the pentagram. Walk to the left rear of the abandoned vehicle and click the eye icon on it. Get a paint sample by clicking the scraper on the car. Walk to the trunk of the unmarked car and return the scraper, the toothpicks, and any unused envelopes. Drive back to the station.

Problem: I've returned to the station. How do I proceed?

Walk into the homicide office and look in the In Basket on your desk. Read the note. Turn on the computer on your desk. Click on Homicide and select New File. Book your evidence in the evidence booking room under the new case number you just created. Drive to the hospital.

Problem: What should I do at the hospital?

Look at the doctor's chart at the foot of Marie's bed. Now look at the IV bottle. Notice the difference between the amount the doctor prescribed and the actual amount in the IV bottle. Press the call button above Marie's head. Talk to the nurse and the doctor. Return to your home.

Day Five

Problem: What should I do at the beginning of Day Five?

Go into the homicide office and read the memo on the bulletin board. Use your computer. Select Evidence Analysis and make note of the description of the possible suspect vehicle. Call dispatch from your phone and request

they broadcast a b.o.l (be on lookout) for the suspect vehicle. Use your computer again. This time select Tools, then City Map. Enter the locations of the three murders and Marie's attempted murder. Connect the locations and you will see an incomplete pentagram. If you have not charted the points correctly, try again until the program tells you you see the incomplete pentagram. Connect the fifth point between eighth and ninth streets on Palm. This will be the location of the next possible murder. Go to the psychologist's office across the hall from the briefing room.

Problem: What should I do in the psychologist's office?
Pick up the file on his desk and read it.

Problem: OK.. I've looked at the file, now what?
Go to the ground floor and enter your car. Respond to the "Old Nugget Saloon".

Problem: I need help at the Old Nugget!
Get the scraper and envelopes from the trunk of the unmarked car. Walk to the vehicle in front of the Old Nugget. Click the eye icon on the left rear side of the car. Plant the tracking device on the car. Click the scraper on the car to get a paint sample. Enter the saloon. When a second pool player enters, click the eye icon, then select your gun from inventory. When the suspect flees, follow him in your car using the tracker.

Problem: What should I do at the car crash?
Open the car trunk and get the flares. Put the flares on the freeway. Look at the overturned vehicle. Take the keys from the ignition. Open the trunk of the suspect vehicle and note how many cocaine packets there are. Click the hand icon on the cocaine packets. After the coroner arrives, return to the station.

Problem: I've returned to the station. What do I do now?
While Officer Morales is booking evidence go to the homicide office. Use your copy of Morales' key to get into her desk. Look in her drawer and note her locker combination. Close and lock her drawer. Take the elevator to the garage and book your evidence in the evidence booking room under either case 199145 or 199144.

Problem: I'm with Marie at the hospital again. What should I do?
Kiss her. Return home.

Day Six

Problem: What should I do at the beginning of Day Six?
Go to the Homicide office and talk to Morales. After she walks out of the room, take the elevator to the first floor and walk into the men's locker room. Create a diversion by putting a roll of toilet paper in the toilet. When you see water running onto the floor walk out of the locker room. Talk to the janitor. While he's busy in the men's locker room go into the women's locker room. Find and open Officer Morales' locker. Click your notebook on her locker and return to the Homicide office. Talk to the captain about your discovery. Wait for your partner to return.

Problem: What do I do at the coroner's office?
Get the manilla envelope and open it. Read the tags on the bodies. When the coroner arrives he will give you a news clipping. Take note of

Rocklin's last known address. Go back to your car. After you receive the call, respond to the hospital.

Problem: What should I do at the hospital?

Give the locket from the coroner's office to Marie. Leave the hospital and get back in your car. After receiving the call, respond to the address given to you by dispatch.

Problem: What am I supposed to do at the burning house?

Get the scraper and some envelopes from the trunk of the your unmarked car. When the fire chief gives his okay, enter the house. Pick up the photograph laying on the floor partially covered with debris. Look at the photo and note the following: a) The address partially covered by one of the subjects. b) The "palm" tree (street name). c) The subject in uniform. Enter the altar room. Use the scraper and envelope to get a sample of blood and hair. Return to your car and drive to the mall.

Problem: I'm at the mall and I don't know what to do!

Enter the Army recruiting office. Wait until the recruiter finishes his spiel then show your wallet to him. Show him the photo of Michael and Jessie Bains. After the recruiter prints out the file remove it from the printer and read it. Return to the car and drive to the police station.

Problem: I've returned to the station. What do I do?

Talk to the psychologist. Show him Michael Bains' military record. After hearing Michael Bains' psychological profile return to the unmarked car.

Problem: I'm at the crack house but I can't get them to cooperate.

You will need a search warrant.

Problem: How do I get a search warrant?

Talk to the court reporter. Take the news clipping out of your inventory and show it to the court reporter. Talk to the judge. Show the judge the photo of Michael and Jessie Bains. Show her the news clipping. The judge will give you a search warrant. Return to the crack house.

Problem: I tried to serve the warrant but nobody is answering.

You won't be able to serve the warrant, yet. You need to bring in a team to help you. Return to the station. At the station, go to the evidence booking room and book the photo, the sample of blood and hair, the news clipping, the cult book, and the cult ring. Then go to the courthouse. Talk to the judge in the judge's chambers, and she will grant your request for help. Return to the crack house.

Problem: I'm back at the crack house. How do I proceed?

Exit your car and draw your weapon. To draw your weapon, select the gun from inventory and click it on Sonny. Walk to the left side of the crack house door. Click the Talk icon on the ram. After the door is broken down, enter the house.

Problem: What do I do inside the crack house?

When you enter the house, a suspect will fire at you. Place the cross hairs on the suspect and immediately return fire. A second suspect will appear and surrender. Walk behind him and cuff him. After the backup officer walks the suspect out of the house, lift up the cushion on the sofa and take the TV remote control. Click the control icon on the TV and push button 8.

Problem: I've discovered a secret room! What do I do?

Walk through the fireplace with your gun drawn. A dangerous third suspect is waiting for you behind the barrels down here. As soon as you spot him, place the cross hairs on him and fire immediately. Congratulations! You've broken Lytton's drug cult ring!

1.154 pool of radiance

Once you find any item you can make as many copies of it as you want.

- 1 Create a dummy character.
- 2 Load a saved game and transfer all the good items to the dummy.
- 3 Remove the dummy character from the party.
- 4 Load the dummy character back in.
- 5 Transfer the items to other members.
- 6 Drop the dummy character from the party.
- 7 Repeat steps 4-6 as many times as needed.

This also works for Curse of the Azure Bonds and Champions of Krynn.

Press <ALT> and <X> or <ALT>-<A> when the enemy is about to make his move, then a message will appear and you will win the fight.

Level Codes:

	Easy	Medium	Hard
1	LQLGMT	XRSEHK	OSOMAS
2	KNIGHT	WYVERN	9TROUT
3	JUNGLE	VULCAN	8OASIS
4	IXYUSI	UICDRH	7GNATS
5	HARASH	TEMPLE	6BROWN
6	GOOGLE	SAVIOR	5GUNGA
7	FRIEND	RHUDIA	4NINER
8	EFREET	QUOHOG	3MASAI
9	DRAGON	POOLRD	2IOLDD
10	COPPER	OPTAWA	1GKKRY
11	BEWARE	NOTNOW	ZOMBIE
12	AXEIAI	MLSSXS	YUFSTA
13	OSOMAS	LQLGMT	XRSEHK
14	9TROUT	KNUGHT	WYVERN
15	8OASIS	JUNGLE	VULCAN
16	7GNATS	IXYUSI	UICDRH
17	6BROWN	HARASH	TEMPLE
18	5GUNGA	GOOGLE	SAVIOR
19	4NINER	FRIEND	RHUDIA
20	3MASAI	EFREET	QUOHOG
21	2IOLCD	DRAGON	POOLRD
22	1GKKRY	COPPER	OPTAWA
23	ZOMBIE	BEWARE	NOTNOW
24	YUFSTA	AXEIAI	MLSSXS
25	XRSEHK	OSOMAS	LQLGMT
26	WYVERN	9TROUT	KNIGHT
27	VULCAN	8OASIS	JUNGLE
28	UICDRH	7GNATS	IXYUSI
29	TEMPLE	6BROWN	HARASH
30	SAVIOR	5GUNGA	GOOGLE
31	RHUDIA	4NINER	FRIEND

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32 GUOHOG      3MASAI      EFREET
33 POOLRD      2IOLCD      DRAGON
34 OPTAWA      1GKKRY      COPPER
35 NOTNOW      ZOMBIE      BEWARE
36 MLSSXS      YUFSTA      AXEIAX

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1.155 popeye 2

Level Codes:

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2 SUBURBAN
3 SOOTY
4 DUCKULA

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1.156 populous

On the title screen, type "KILLUSPAL" to warp to level 999.

Fill the landscape with the maximum of 200 people to force one of the three hidden monsters to appear.

First load the conquest game as usual, and click on the game setup icon. Then select custom game and go to game options, changing anything you like. Finally click on evil, then two players, and then cancel. The enemy will now be unable to alter the landscape, preventing him from making any progress.

Level Codes:

```

0 GENESIS      1 HURTOUTORD      2 JOSAMAR      3 TIMUSLUG      4 CALDIEHILL
5 SCOQUEMET    6 SWAUER          7 KILLPEING    8 EOAOZORD      9 BURWILCON
10 MORINGILL   11 NIMIHILL       12 BILCEMET    13 RINGMPED     14 WEAVHIPHAM
15 ALPOUTOND   16 BADACON        17 IMMUSILL    18 HOBDIETORY   19 BUGQUEEND
20 SHADTED     21 CORPEHAM       22 BINOZOND    23 SADWILLOW    24 LOWINGICK
25 QAZITORY    26 VERYMEEND      27 MINMPME     28 HAMHIPOLD    29 FUTOUTBOY
30 SUZALOW     31 DOUUSICK       32 SHIDIEHOLE  33 HURTLOPLAS   34 JOSTME
35 TIMPEOLD    36 CALOZBOY       37 SCOWILDOR   38 SWAINGPAL    39 KILLOHOLE
40 EOAMELAS    41 BURMPAL        42 MORHIPPIIL  43 NIMOUTJOB    44 BILADOR
45 RINGGBPAL   46 WEAVINPERT    47 ALPLOPOUT   48 BADTAL       49 IMMPEPIL
50 HOBOZJOB    51 BUGWILLIN      52 SHADOGODON 53 COROPERT    54 BINMEOUT
55 SADMPT      56 LOWHIPBAR      57 QAZOUTER    58 VERYELIN     59 MINGBDON
60 HAMINMAR    61 FUTLOPLUG      62 SUZTT       63 DOUPEBAR     64 SHIOZER
65 HURTIKEING  66 JOSOGOORD      67 TIMOMAR     68 CALMELUG     69 SCOMPHILL
70 SWAHIPMET   71 KILLQAZED      72 EOAEING     73 BURGBORD     74 MORINCON
75 NIMLOPILL   76 BILTHILL       77 RINGOXMET   78 WEAVEAED     79 ALPIKEHAM
80 BADOGOOND   81 IMMOCON        82 HOBMEILL    83 BUGMPTORY    84 SHADKOPEND
85 CORQAZME    86 BINEHAM        87 SADGBOND    88 LOWINLOW     89 QAZLOPICK
90 VERYYTORY   91 MINOXEND       92 HAMEAME     93 FUTIKEOLD    94 SUZOGOBOY
95 DOUOLOW     96 SHIMEICK       97 HURTDIHOLE  98 JOSKOPLAS   99 TIMQAZAL
100 CALEOLD    101 SCOGBBOY      102 SWAINDOR   103 KILLSODPAL  104 EOAYHOLE
105 BUROXLAS   106 MOREAAL       107 NIMIKEPIL  108 BILOGOJOB   109 RINGUDOR
110 WEAVDEPAL  111 ALPDIPERT     112 BADKOPOUT  113 IMMQAZT     114 HOBEPIL
115 BUGGBJOB   116 SHADASLIN     117 CORSODDON  118 BINYPERT    119 SADOXOUT

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120 LOWEAT 121 QAZIKEBAR 122 VERYQUEER 123 MINULIN 124 HAMDEDON
125 FUTDIMAR 126 SUZKOPLUG 127 DOUQAZHILL 128 SHIEBAR 129 HURTCEER
130 JOSASING 131 TIMSODORD 132 CALYMAR 133 SCOXLUG 134 SWAEAHILL
135 KILLDIEMET 136 EOQUEED 137 BURUING 138 MORDEORD 139 NIMDICON
140 BILKOPILL 141 RINGINGTORY 142 WEAVIMET 143 ALPCEED 144 BADASHAM
145 IMMSODOND 146 HOBYCON 147 BUGOXILL 148 SHADUSTORY 149 CORDIEEND
150 BINQUEME 151 SADUHAM 152 LOWDEOND 153 QAZDILOW 154 VERYWILICK
155 MININGHOLE 156 HAMIEND 157 FUTCEME 158 SUZASOLD 159 DOUSODBOY
160 SHIYLOW 161 HURTAICK 162 JOSUSHOLE 163 TIMDIELAS 164 CALQUEAL
165 SCOUOLD 166 SWADEBOY 167 KILLOZDOR 168 EOAWILPAL 169 BURINGPERT
170 MORILAS 171 NIMCEAL 172 BILASPIL 173 RINGHIPJOB 174 WEAVOUTLIN
175 ALPAPAL 176 BADUSPERT 177 IMMIDIEOUT 178 HOBQUET 179 BUGUPIL
180 SHADPEJOB 181 COROZLIN 182 BINWILDON 183 SADINGMAR 184 LOWIOUT
185 QAZCET 186 VERYMPBAR 187 MINHIPER 188 HAMOUTING 189 FUTADON
190 SUZUSMAR 191 DOUDIELUG 192 SHIQUEHILL 193 HURTTBAR 194 JOSPEER
195 TIMOZING 196 CALWILORD 197 SCOINGCON 198 SWAILUG 199 KILLMEHILL
200 EOAMPMET 201 BURHIPED 202 MOROUTHAM 203 NIMAORD 204 BILUSCON
205 RINGINILL 206 WEAVLOPTORY 207 ALPTMET 208 BADPEED 209 IMMOZHAM
210 HOBWILOND 211 BUGINGLOW 212 SHADOILL 213 CORMETORY 214 BINMPEND
215 SADHIPME 216 LOWOUTOLD 217 QAZAOND 218 VERYGBLOW 219 MININICK
220 HAMLOPHOLE 221 FUTTEND 222 SUZPEME 223 DOUOZOLD 224 SHIWILBOY
225 HURTOGODOR 226 JOSOICK 227 TIMMEHOLE 228 CALMPLAS 229 SCOHIPAL
230 SWAOUTPIL 231 KILLEBOY 232 EOAGBDOR 233 BURINPAL 234 MORLOPPERT
235 NIMTLAS 236 BILPEAL 237 RINGEAPIL 238 WEAVIKEJOB 239 ALPOGOLIN
240 BADOPAL 241 IMMEMPET 242 HOBMPOUT 243 BUGHIPT 244 SHADQAZBAR
245 COREJOB 246 BINGBLIN 247 SADINDON 248 LOWLOPMAR 249 QAZTOUT
250 VERYOXT 251 MINEABAR 252 HAMIKEER 253 FUTOGOING 254 SUZODON
255 DOUMEMAR 256 SHIMPLUG 257 HURTKOPHILL 258 JOSQAZMET 259 TIMEER
260 CALGBING 261 SCOINORD 262 SWALOPCON 263 KILLYLUG 264 EOAOXHILL
265 BUREAMET 266 MORIKEED 267 NIMOGOAM 268 BILOORD 269 RINGDECON
270 WEAVDIILL 271 ALPKOPTORY 272 BADQAZEND 273 IMMEED 274 HOBGBHAM
275 BUGINOND 276 SHADSODLOW 277 CORYILL 278 BINOXTORY 279 SADEAEND
280 LOWIKEME 281 QAZOGOOLD 282 VERYUOND 283 MINDELOW 284 HAMDICK
285 FUTKOPHOLE 286 SUZQAZLAS 287 DOUEME 288 SHIGBOLD 289 HURTASBOY
290 JOSSODDOR 291 TIMYICK 292 CALOXHOLE 293 SCOELAS 294 SWAIKEAL
295 KILLQUEPIL 296 EOAUBOY 297 BURDEDOR 298 MORDIPAL 299 NIMKOPPERT
300 BILQAZOUT 301 RINGIAL 302 WEAVCEPIL 303 ALPASJOB 304 BADSODLIN
305 IMMYPAL 306 HOBOXPERT 307 BUGEAOUT 308 SHADDIET 309 CORQUEBAR
310 BINUJOB 311 SADDLIN 312 LOWDIDON 313 QAZKOPMAR 314 VERYINGLUG
315 MINIT 316 HAMCEBAR 317 FUTASER 318 SUZSODING 319 DOUYDON
320 SHIOXMAR 321 HURTUSLUG 322 JOSDIEHILL 323 TIMQUEMET 324 CALUER
325 SCODEING 326 SWADIORD 327 KILLWILCON 328 EOANGILL 329 BURIHILL
330 MORCEMET 331 NIMASED 332 BILSODHAM 333 RINGOUTOND 334 WEAVACON
335 ALPUSILL 336 BADDIETORY 337 IMMQUEEND 338 HOBUED 339 BUGDEHAM
340 SHADOZOND 341 CORWILLOW 342 BININGICK 343 SADITORY 344 LOWCEEND
345 QAZASME 346 VERYHIPOLD 347 MINOUTBOY 348 HAMALOW 349 FUTUSICK
350 SUZDIEHOLE 351 DOUQUELAS 352 SHIUME 353 HURTPEOLD 354 JOSOZBOY
355 TIMWILDOR 356 CALINGPAL 357 SCOIHOLE 358 SWACELAS 359 KILLMPAL
360 EOAHIPPIL 361 BUROUTJOB 362 MORADOR 363 NIMUSPAL 364 BILDIEPERT
365 RINGLOPOUT 366 WEAVTAL 367 ALPPEPIL 368 BADOZJOB 369 IMMILLIN
370 HOBINGDON 371 BUGIPERT 372 SHADMEOUT 373 CORMPT 374 BINHIPBAR
375 SADOUTER 376 LOWALIN 377 QAZUSDON 378 VERYINMAR 379 MINLOPLUG
380 HAMTT 381 FUTPEBAR 382 SUZOZER 383 DOUWILING 384 SHIINGORD
385 HURTOMAR 386 JOSMELUG 387 TIMMPHILL 388 CALHIPMET 389 SCOOUTED
390 SWAAING 391 KILLGBORD 392 EOAINCON 393 BURLOPILL 394 MORTHILL
395 NIMPOMET 396 BILOZED 397 RINGIKEHAM 398 WEAVOGOOND 399 ALPOCON
400 BADMEILL 401 IMMPTORY 402 HOBHIPEND 403 BUGOUTME 404 SHADEHAM

405 CORGBOND 406 BININLOW 407 SADLOPICK 408 LOWTTORY 409 QAZPEEND
 410 VERYEAME 411 MINIKEOLD 412 HAMOGOBOY 413 FUTOLOW 414 SUZMEICK
 415 DOUMPHOLE 416 SHIHIPLAS 417 HURTQAZAL 418 JOSEOLD 419 TIMGBBOY
 420 CALINDOR 421 SCOLOPPAL 422 SWATHOLE 423 KILLOXLAS 424 EOAEAL
 425 BURIKEPIL 426 MOROGOJOB 427 NIMODOR 428 BILMEPAL 429 RINGDIPERT
 430 WEAVKOPOUT 431 ALPQAZT 432 BADEPIL 433 IMMGBJOB 434 HOBINLIN
 435 BUGLOPDON 436 SHADYPERT 437 COROXOUT 438 BINEAT 439 SADIKEBAR
 440 LOWOGOER 441 QAZOLIN 442 VERYDEDON 443 MINDIMAR 444 HAMKOPLUG
 445 FUTQAZHILL 446 SUZEBAR 447 DOUGBER 448 SHIINING 449 HURTSODORD
 450 JOSYMAR 451 TIMOXLUG 452 CALEAHILL 453 SCOIKEMET 454 SWAOGOED
 455 KILLUING 456 EOADEORD 457 BURDICON 458 MORKOPILL 459 NIMQAZTORY
 460 BILEMET 461 RINGCEED 462 WEAVASHAM 463 ALPSODOND 464 BADCYCON
 465 IMMOXILL 466 HOBEATORY 467 BUGIKEEND 468 SHADQUEME 469 CORUHAM
 470 BINDEOND 471 SADDILOW 472 LOWKOPICK 473 QAZQAZHOLE 474 VERYIEND
 475 MINCEME 476 HAMASOLD 477 FUTSODBOY 478 SUZYLOW 479 DOUOXICK
 480 SHIEAHOLE 481 HURTDIELAS 482 JOSQUEAL 483 TIMUOLD 484 CALDEBOY
 485 SCODIDOR 486 SWAKOPPAL 487 KILLINGPERT 488 EOAILAS 489 BURCEAL
 490 MORASPIL 491 NIMSODJOB 492 BILYDOR 493 RINGAPAL 494 WEAVUSPERT
 0 SHISODING (Gleich GENESIS)

Clicking on "New Game" at start of conquest mode and entering one of the names standing below the weapons in the codebook brings you 16 new worlds.

800 SHIOGOAL
 801 HURTUOLD
 802 JOSDEBOY
 803 TIMDIDOR
 804 CALKOPPAL
 805 SCOQAZPERT
 806 SWAELAS
 807 KILLCEAL
 808 EOASPIL
 809 BURSODJOB
 810 MORYDOR
 811 NIMOXPAL
 812 BILEAPERT
 813 RINGDIEOUT
 814 WEAVQUET
 815 ALPUPIL

1.157 populous ii

Type "ADKITAKDVGZLRGWZ" at password prompt. This should give you maximum everything. It may be "ADKIUCMCZNDIFINL", "ADKIUCKBZNZEFIWX", or "ADKITDMEVQDPXWTN".

To activate lightning, hold down <LEFT MOUSE>, press <1> on the keyboard, and release <LEFT MOUSE>. Now the lightning remains and your mana won't decrease.

Also, try typing in "MUSIC" as a special code for different music and click on the writing that goes round the game area for special effects.

Level Codes:

0 DOEGAC 1 AAWOAK 2 LONEAG 3 ACMEAB 4 OMJIAD 5 AKSUAF

6 OOAC 7 AGIAC 8 OPOPAK 9 AMLYAG 10 UMHEAB 11 EMDOAD
 12 UBTUAF 13 HEAK 14 UGSIAC 15 LEUMAK 16 QUDDAG 17 ETLEAB
 18 TUMOAD 19 NENGAF 20 NGAF 21 ITTIAC 22 MMUNAK 23 SIGHAG
 24 VEPEAB 25 TIHOAD 26 UXCCAF 27 IMAT 28 DDISAC 29 WIUPAK
 30 GHTHAG 31 SOERAB 32 LDOMAD 33 MOMNAF 34 ABAL 35 HOINAC
 36 ADUHAK 37 OWAAAT 38 AFEGAB 39 WOOOAD 40 ATNEAF 41 UXEM
 42 ALJIAC 43 UNQUAK 44 MEACAT 45 UPITAB 46 FEOPAD 47 UHUXAF
 48 PEHE 49 SUSOAC 50 ERTUAK 51 TTADAT 52 EGSIAB 53 CCUXAD
 54 IIDDAF 55 MNFE 56 PIMOAC 57 NETTAK 58 ISAFAT 59 LYPIAB
 60 INUNAD 61 LLLLAF 62 JIPE 63 THLOAC 64 DOCCAK 65 AAATAT
 66 LOISAB 67 ACUPAD 68 OMTHAF 69 AKER 70 OOOMAC 71 AGMNAK
 72 OPAMAT 73 AMINAB 74 UMGAD 75 EMAAG 76 UBNE 77 HEOOAC
 78 UGVEAK 79 LEEMAT 80 QUWIAB 81 ETQUAD 82 TUABAG 83 NEIT
 84 NGWOAC 85 ITUXAK 86 MMMEAT 87 SISOAB 88 VESUAD 89 TIADAG
 90 UXII 91 IMUXAC 92 DDLYAK 93 WIFEAT 94 GHDOAB 95 SOTTAD
 96 LDAKAG 97 MOPI 98 ABUNAC 99 HOLLAK 100 ADPEAT 101 OWLOAB
 102 AFCCAD 103 WOAGAG 104 ATIS 105 UXUBAC 106 ALTHAK 107 UNETAT
 108 MEOMAB 109 UPMAD 110 FEAMAG 111 UHIM 112 PEUGAC 113 SULDAK
 114 ERNEAT 115 TTOWAB 116 EGVEAD 117 CCALAG 118 IIWI 119 MNUHAC
 120 PIABAF 121 NEEGAT 122 ISWOAB 123 LYNEAD 124 INMEAG 125 LLJI
 126 JISUAC 127 THACAF 128 DOIAT 129 AAUXAB 130 LOLYAD 131 ACFEAG
 132 OMDO 133 AKTTAC 134 OOKAF 135 AGPIAT 136 OPUMAB 137 AMLLAD
 138 UMLEAG 139 EMLO 140 UBNGAC 141 HEAGAF 142 UGTIAT 143 LEUBAB
 144 QUQHAD 145 ETETAG 146 TUHO 147 NEMMAC 148 NGATAF 149 ITIMAT
 150 MMUPAB 151 SILDAD 152 VEERAG 153 TIOW 154 UXMNAC 155 IMALAF
 156 DDINAT 157 WIUHAB 158 GHAAK 159 SOEGAG 160 LDOO 161 MONEAC
 162 ABMEAF 163 HOJIAT 164 ADSUAB 165 OWACAK 166 AFIIAG 167 WOOP
 168 ATLYAC 169 UXHEAF 170 ALDOAT 171 UNTUAB 172 MEAKAK 173 UPSIAG
 174 FEUM 175 UHDDAC 176 PELEAF 177 SUMOAT 178 ERNGAB 179 TTAFAK
 180 EGTIAG 181 CCUN 182 IIGHAC 183 MNPEAF 184 PIHOAT 185 NECCAB
 186 ISATAK 187 LYISAG 188 INUP 189 LLTHAC 190 JIERAF 191 THOMAT
 192 DOMNAB 193 AAALAK 194 LOINAG 195 ACUH 196 OMAAAD 197 AKEGAF
 198 OOOOAT 199 AGNEAB 200 OPEMAK 201 AMJIAG 202 UMQU 203 EMACAD
 204 UBITAF 205 HEOPAT 206 UGUXAB 207 LEHEAK 208 QUSOAG 209 ETTU
 210 TUADAD 211 NESIAF 212 NGUXAT 213 ITDDAB 214 MMFEAK 215 SIMOAG
 216 VETT 217 TIAFAD 218 UXPIAF 219 IMUNAT 220 DLLLAB 221 WIPEAK
 222 GHLOAG 223 SOCC 224 LDAGAD 225 MOISAF 226 ABUPAT 227 HOTHAB
 228 ADERAK 229 OWOMAG 230 AFMN 231 WOAMAD 232 ATINAF 233 UXUGAT
 234 ALAAC 235 UNNEAK 236 MEOOAG 237 UPVE 238 FEEMAD 239 UHWIAF
 240 PEQUAT 241 SUABAC 242 ERITAK 243 TTWOAG 244 EGUX 245 CCMEAD
 246 IISOAF 247 MNSUAT 248 PIADAC 249 NEIIAK 250 ISUXAG 251 LYLY
 252 INFED 253 LLDOAF 254 JITTAT 255 THAKAC 256 DOPIAK 257 AAUNAG
 258 LOLL 259 ACPEAD 260 OMLOAF 261 AKCCAT 262 OOAGAC 263 AGISAK
 264 OPUBAG 265 AMTH 266 UMETAD 267 EMOMAF 268 UBMMAT 269 HEAMAC
 270 UGIMAK 271 LEUGAG 272 QULD 273 ETNEAD 274 TUOWAF 275 NEVEAT
 276 NGALAC 277 ITWIAK 278 MMUHAG 279 SIABAB 280 VEEGAD 281 TIWOAF
 282 UXNEAT 283 IMMEAC 284 DDJIAK 285 WISUAG 286 GHACAB 287 SOIIAD
 288 LDOPAF 289 MOLYAT 290 ABFEAC 291 HODOAK 292 ADTTAG 293 OWAKAB
 294 AFPIAD 295 WOUMAF 296 ATLLAT 297 UZLEAC 298 ALLOAK 299 UNNGAG
 300 MEAGAB 301 UPTIAD 302 FEUBAF 303 UHGAT 304 PEETAC 305 SUHOAK
 306 ERMAG 307 TTATAB 308 EGIMAD 309 CCUPAF 310 IILDAT 311 MNERAC
 312 PIOWAK 313 NEMNAG 314 ISALAB 315 LYINAD 316 INUHAF 317 LL
 318 JIEGAC 319 THOAK 320 DONEAG 321 AAMEAB 322 LOJIAD 323 ACSUAF
 324 OMAC 325 AKIIAC 326 OOPAK 327 AGLYAG 328 OPHEAB 329 AMDOAD
 330 UMTUAF 331 EMAK 332 UBSIAC 333 HEUMAK 334 UGDDAG 335 LELEAB
 336 QUMOAD 337 ETNGAF 338 TUAF 339 NETIAC 340 NGUNAK 341 ITGHAG
 342 MMPEAB 343 SIHOAD 344 VECCAF 345 TIAT 346 UXISAC 347 IMUPAK

348 DDTHAG 349 WIERAB 350 GHOMAD 351 SOMNAF 352 LDAM 353 MOINAC
354 ABUHAK 355 HOAAAT 356 ADEGAB 357 OWOOAD 358 AFNEAF 359 WOEM
360 ATJIAC 361 UXQUAK 362 ALACAT 363 UNITAB 364 MEOPAD 365 UPUXAF
366 FEHE 367 UHSOAC 368 PETUAK 369 SUADAT 370 ERSIAB 371 TTUXAD
372 EGDDEF 373 CCFE 374 IIMOAC 375 MNNTAK 376 PIAFAT 377 NEPIAD
378 ISUNAD 379 LYLLAF 380 INPE 381 LLLOAC 382 JICCAK 383 THAGAT
384 DOISAB 385 AAUPAD 386 LOTHAF 387 ACER 388 OMOMAC 389 AKMNAK
390 OAMAT 391 AGINAB 392 OPUGAD 393 AMAAAG 394 UMNE 395 EMOOAC
396 UBVEAK 397 HEEMAT 398 UGWIAB 399 LEQUAD 400 QUABAG 401 ETIT
402 TUWOAC 403 NEUXAK 404 NGMEAT 405 ITSOAB 406 MMSUAD 407 SIADAG
408 VEII 409 TIUXAC 410 UXLAK 411 IMFEAT 412 DDDOAB 413 WITTAD
414 GHAKAG 415 SOPI 416 LDUMAC 417 MOLLAK 418 ABPEAT 419 HOLOAB
420 ADCCAD 421 OWAGAG 422 AFIS 423 WOUBAK 424 ATTHAK 425 UXETAT
426 ALOMAB 427 UNMMAD 428 MEAMAG 429 UPIM 430 FEUGAC 431 UHLDAK
432 PENEAT 433 SUOWAB 434 ERVEAD 435 TTALAG 436 EGWI 437 CCUHAC
438 IIABAF 439 MNEGAT 440 PIWOAB 441 NENEAD 442 ISMEAG 443 LYJI
444 INSUAC 445 LLACAF 446 JIIIIAT 447 THOPAB 448 DOLYAD 449 AAFEAG
450 LODO 451 ACTTAC 452 OMAKAF 453 AKPIAT 454 OUMAB 455 AGLLAD
456 OPLEAG 457 AMLO 458 UMNAG 459 EMAGAF 460 UBTIAT 461 HEUBAB
462 LEETAG 463 LEETAG 464 QUHO 465 ETMMAC 466 TUATAF 467 NEIMAT
468 NGUPAB 469 ITLAD 470 MMERAG 471 SIOW 472 VEMNAC 473 TIALAF
474 UXINAT 475 IMUHAB 476 DDAAAK 477 WIEGAG 478 GHOO 479 SONEAC
480 LDEMAF 481 MOJIAT 482 ABSUAB 483 HOACAK 484 ADIIAG 485 OWOP
486 AFLYAC 487 WOHEAF 488 ATDOAT 489 UXTUAB 490 ALAKAK 491 UNSIAG
492 MEUM 493 UPDDAC 494 FELEAF 495 UHMOAT 496 PENGAB 497 SUAFK
498 ERTIAG 499 TTUN 500 EGGHAC 501 CCPEAF 502 IIHOAT 503 MNCCAB
504 PIATAK 505 NEISAG 506 ISUP 507 LYTHAC 508 INERAF 509 LLOMAT
510 JIMNAB 511 THAMAK 512 DOINAG 513 AAUH 514 LOAAD 515 ACEGAF
516 OMOOAT 517 AKNEAB 518 OEMAK 519 AGJIAG 520 OPQU 521 AMACAD
522 UMITAF 523 EMOPAT 524 UBUXAB 525 HEHEAK 526 UGSOAG 527 LETU
528 QUADAD 529 ETSIAF 530 TUUXAT 531 NEDDAB 532 NGFEAK 533 ITMOAG
534 MMTT 535 SIAFAD 536 VEBIAF 537 TIUNAT 538 UXLLAB 539 IMPEAK
540 DDLOAG 541 WICC 542 GHAGAD 543 SOISAF 544 LDUBAT 545 MOTHAB
546 ABERAK 547 HOOMAG 548 ADMN 549 OWAMAD 550 AFINAF 551 WOUGAT
552 ATAAAC 553 UXNEAK 554 ALOOAG 555 UNVE 556 MEEMAD 557 UPWIAF
558 FEQUAT 559 UHABAC 560 PEITAK 561 SUWOAG 562 ERUX 563 TTMEAD
564 EGSOAF 565 CCSUAT 566 IIADAC 567 MNIIAK 568 PIUXAG 569 NELY
570 ISFEAD 571 LYDOAF 572 INTTAT 573 LLAKAC 574 JIPIAK 575 THUMAG
576 DOLL 577 AAPEAD 578 LOLOAF 579 ACCCAT 580 OMAGAC 581 AKISAK
582 OUBAG 583 AGTH 584 OPETAD 585 AMOMAF 586 UMMMAT 587 EMAMAC
588 UBIMAK 589 HEUGAG 590 UGLD 591 LENEAD 592 QUOWAF 593 ETVEAT
594 TUALAC 595 NEWIAK 596 NGUHAG 597 ITABAB 598 MMEGAD 599 SIWOAF
600 VENEAT 601 TIMEAC 602 UXJIAK 603 IMSUAG 604 DDACAB 605 WIIIIAD
606 GHOPAF 607 SOLYAT 608 LDHEAC 609 MODOAK 610 ABTTAG 611 HOAKAB
612 ADPIAD 613 OWUMAF 614 AFLLAT 615 WOLEAC 616 ATLOAK 617 UXNGAG
618 ALAGAB 619 UNTIAD 620 MEUBAF 621 UPGHAT 622 FEETAC 623 UHHOAK
624 PEMMAG 625 SUATAB 626 ERIMAD 627 TTUPAF 628 EGLDAT 629 CCERAC
630 IIOWAK 631 MNMAG 632 PIALAB 633 NEINAD 634 ISUHAF 635 LY
636 INEGAC 637 LLOAK 638 JINEAG 639 THEMAB 640 DOJIAD 641 AASUAF
642 LOAC 643 ACIIAC 644 OMOPAK 645 AKLYAG 646 OOHEAB 647 AGDOAD
648 OPTUAF 649 AMAK 650 UMSIAC 651 EMUMAK 652 UBDDAG 653 HELEAB
654 UGMOAD 655 LENGAF 656 QUAF 657 ETTIAC 658 TUUNAK 659 NEGHAG
660 NGPEAB 661 ITHOAD 662 MMCCAF 663 SIAT 664 VEISAC 665 TIUPAK
666 UXTHAG 667 IMERAB 668 DDOMAD 669 WIMNAF 670 GHAM 671 SOINAC
672 LDUGAK 673 MOAAAT 674 ABEGAB 675 HOOOAD 676 ADNEAF 677 OWEM
678 AFJIAC 679 WOQUAK 680 ATACAT 681 UXITAB 682 ALOPAD 683 UNUXAF
684 MEHE 685 UPSOAC 686 FETUAK 687 UHADAT 688 PESIAB 689 SUUXAD

690 ERDDAF 691 TTFE 692 EGMOAC 693 CCTTAK 694 IIAFAT 695 MNPIAB
 696 PIUNAD 697 NELLAF 698 ISPE 699 LYLOAC 700 INCCAK 701 LLAGAT
 702 JIISAB 703 THUBAD 704 DOTRAF 705 AAER 706 LOOMAC 707 ACMNAK
 708 OMAMAT 709 AKINAB 710 OUGAD 711 AGAAAD 712 OPNE 713 AMOOAC
 714 UMVEAK 715 EMEMAT 716 UBWIAB 717 HEQUAD 718 UGABAG 719 LEIT
 720 QUWOAC 721 ETUXAK 722 TUMEAT 723 NESOAB 724 NGSUAD 725 ITADAG
 726 MII 727 SIUXAC 728 VELYAK 729 TIFEAT 730 UXDOAB 731 IMTTAD
 732 DDAKAG 733 WIPI 734 GHUMAC 735 SOLLAK 736 LDLEAT 737 MOLOAB
 738 ABCCAD 739 HOAGAG 740 ADIS 741 OWUBAC 742 AFTHAK 743 WOETAT
 744 ATOMAB 745 UXMMAD 746 ALAMAG 747 UNIM 748 MEUGAC 749 UPLDAK
 750 FENEAT 751 UHOWAB 752 PEVEAD 753 SUALAG 754 ERWI 755 TTUHAC
 756 EGABAF 757 CCEGAT 758 IIWOAB 759 MNNEAD 760 PIMEAG 761 NEJI
 762 ISSUAC 763 LYACAF 764 INIIAT 765 LLOPAB 766 JILYAD 767 THHEAG
 768 DODO 769 AATTAC 770 LOAKAF 771 ACPIAT 772 OMUMAB 773 AKLLAD
 774 OOLEAG 775 AGLO 776 OPNGAC 777 AMAGAF 778 UMTIAT 779 EMUBAB
 780 UBGHAD 781 HEETAG 782 UGHO 783 LEMMAC 784 QUATAF 785 ETIMAT
 786 TUUPAB 787 NELDAD 788 NGERAG 789 ITOW 790 MMMNAC 791 SIALAF
 792 VEINAT 793 TIUHAB 794 UXAAAK 795 IMEGAG 796 DDOO 797 WINEAC
 798 GHEMAF 799 SOJIAT 800 LDQUAB 801 MOACAK 802 ABIIAG 803 HOOP
 804 ADLYAC 805 OWHEAF 806 AFDOAT 807 WOTUAB 808 ATAKAK 809 UXSIAG
 810 ALUM 811 UNDDAC 812 MELEAF 813 UPMOAT 814 FENGAB 815 UHAFK
 816 PETIAG 817 SUUN 818 ERGHAC 819 TTPEAF 820 EGHOAT 821 CCCAB
 822 IIATAK 823 MNISAG 824 PIUP 825 NETHAC 826 ISERAF 827 LYOMAT
 828 INMNAB 829 LLAMAK 830 JIINAG 831 THUG 832 DOAAAD 833 AAEGAF
 834 LOOAT 835 ACNEAB 836 OMEMAK 837 AKJIAG 838 OOQU 839 AGACAD
 840 OPITAF 841 AMOPAT 842 UMUXAB 843 EMHEAK 844 UBSOAG 845 HETU
 846 UGADAD 847 LESIAF 848 QUUXAT 849 ETDDAB 850 TUFEAK 851 NEMOAG
 852 NGTT 853 ITAFAD 854 MMP IAF 855 SIUNAT 856 VELLAB 857 TIPEAK
 858 UXLOAG 859 IMCC 860 DDAGAD 861 WIISAF 862 GHUBAT 863 SOTHAB
 864 LDETAK 865 MOOMAG 866 ABMN 867 HOAMAD 868 ADINAF 869 OWUGAT
 870 AFAAAC 871 WONEAK 872 ATOOAG 873 UXVE 874 ALEMAD 875 UNWIAF
 876 MEQUAT 877 UPABAC 878 FEITAK 879 UHWOAG 880 PEUX 881 SUMEAD
 882 ERSOAF 883 TTSUAT 884 EGADAC 885 CCIIAK 886 IIUXAG 887 MNLY
 888 PIFEAD 889 NEDOAF 890 ISTTAT 891 LYAKAC 892 INPIAK 893 LLUMAG
 894 JILL 895 THLEAD 896 DOLOAF 897 AACCAT 898 LOAGAC 899 ACISAK
 900 OMUBAG 901 AKTH 902 OETAD 903 AGOMAF 904 OPMAT 905 AMAMAC
 906 UMIMAK 907 EMUGAG 908 UBLD 909 HENEAD 910 UGOWAF 911 LEVEAT
 912 QUALAC 913 ETWIAK 914 TUUHAG 915 NEABAB 916 NGEAD 917 ITWOAF
 918 MMNEAT 919 SIMEAC 920 VEJIAK 921 TISUAG 922 UXACAB 923 IMIAD
 924 DDOPAF 925 WILYAT 926 GHHEAC 927 SODOAK 928 LDTUAG 929 MOAKAB
 930 ABPIAD 931 HOUMAF 932 ADLLAT 933 OWLEAC 934 AFLOAK 935 WONGAG
 936 ATAGAB 937 UXTIAD 938 ALUBAF 939 UNGHAT 940 MEETAC 941 UPHOAK
 942 FEMMAG 943 UHATAB 944 PEIMAD 945 SUUPAF 946 ERLDAT 947 TTERAC
 948 EGOWAK 949 CCMNAG 950 IIALAB 951 MNINAD 952 PIUHAF 953 NE
 954 ISEGAC 955 LYOOAK 956 INNEAG 957 LLEMAB 958 JIJIAD 959 THQUAF
 960 DOAC 961 AAIAC 962 LOOPAK 963 ACLYAG 964 OMHEAB 965 AKDOAD
 966 OOTUAF 967 AGAK 968 OPSIAC 969 AMUMAK 970 UMDDAG 971 EMLEAB
 972 UBMOAD 973 HENGAF 974 UGAF 975 LETIAC 976 QUUNAK 977 ETGHAG
 978 TUPEAB 979 NEHOAD 980 NGCCAF 981 ITAT 982 MMISAC 983 SIUPAK
 984 VETHAG 985 TIERAB 986 UXOMAD 987 IMMNAF 988 DDAM 989 WIINAC
 990 GHUGAK 991 SOAAAT 992 LDNEAB 993 MOO OAD 994 ABNEAF 995 HOEM
 996 ADJIAC 997 OWQUAK 998 AFACAT 999 WOITAB

The "CHALLENGE GAMES"

0 VERDANT 15 WINDS 29 ELECTRIC
 2 WALLS 16 WAVE 30 ILLUSION

3 FIRE 17 WALL 31 ESCAPE
 4 BASALT 18 FUSE 32 SABOTEUR
 5 PAPAL 19 MIGRATE 33 RITES
 6 HEAT 20 HURDLE 34 GUARDS
 7 OBVIOUS 21 SEIGE 35 EXTINGT
 8 BULLFROG 22 SFICE 36 PATHWAY
 9 SURROUND 23 CONU 37 RUNNER
 10 RANGER 24 MUSHY 38 TWIN
 11 MAGNET 25 GAUNTLET 39 ORCHARD
 12 SURFIN' 26 UWORLD 40 ROCKY
 13 DIAGS 27 SPLINTER 41 FRYING
 14 BANDITS 28 CELTIC

1.158 The Power

Hold down any of the following key combinations during play.

<CTRL>, Background scroll stops
 <LEFT SHIFT>, <RIGHT SHIFT>, <T> Time stops
 <LEFT ALT>, <RIGHT ALT>, <H> All hearts collected
 <LEFT AMIGA>, <RIGHT AMIGA>, <S> Skip levels

Level codes:

2 LEVEL2 3 VISUAL 4 COWBOY 5 URGENT
 6 OOPSUP 7 TOPTEN 8 D14DH7 9 ASDFGH
 10 SOLONG 11 SURFIN 12 RACKET 13 BULLIT
 14 QRAZZY 15 36F6FR 16 UNLINK 17 PIXXEL
 18 EUROPE 19 NEWTON 20 FREEZE 21 LAUNCH
 22 M7MS49 23 GALVAN 24 KLOWWM 25 INDIGO
 26 JINGLE 27 JOGGER 28 INSIDE 29 5P25PS
 30 KNIGHT 31 HINOON 32 NOBODY 33 GOODIE
 34 QQZAYB 35 ELTRIC 36 187293 37 QROVVY
 38 DOUBLE 39 ROLLER 40 CLOSET 41 SLOWLY
 42 BISNEZ 43 124816 44 TARGET 45 ANZING
 46 VOHDOH 47 Z97531 48 WOODIS 49 Y2X3W5
 50 XUQZOX

1.159 powerdrift

Select any course except D and win all the races (you must win them to get a gold medal - finishing in the top 3 is NOT good enough!). Collect all the gold medals and you enter a bonus round on a secret course with you in control of the F-14 Tomcat from Afterburner! (With no collision detection) Do the same thing on course D and collect all the gold medals and this time you will be in control of the Super Hang-On bike!

1.160 powerdrive cd³² - us gold

Level Codes:

5 CLJBUCXFQBBCLG2XXMHX

6 BUPBOFFFQBBDDWWYQXMHM
7 BQDUJB2VQBBFLNCHXMHR

1.161 powerdrome

Here are some tips on the various tracks:

Oval:

The secret with this track is to use as much afterburner as possible, but without blowing up your engines. Keep your eye on the temperature gauge. This track is fairly wide, so switch the centering field OFF and pick up speed. Go around as fast as you can.

Antacorp:

A difficult track. Turn the centering field up to four or five, which will put you in the middle of the course. When you go through the underground chicane, hold down <RIGHT SHIFT>. This will take you through the vertical scanner without slowing down; then straighten.

Clortek:

Shortly after the start line, you will encounter a trench. Don't waste your time flying through it; just go over it. When you reach the pressure gate, which is around half way, don't slow down. If you're going to crash into it then slow down. Hopefully this won't occur, but in this instance it's no use fighting the consequences. When you come out of the exit, switch the afterburners on. Go for speed on this next stretch.

Otyaka:

It's main section's underground, very dark and at first quite difficult. The track careers from left to right so turn the centering on at around level five. Once you emerge into the open, you'll come across a nasty right hand hairpin, so hold down the centering key again. This section takes some practice.

Banzal:

So named because it really is the hardest track. Crank the centering up as much as possible but reduce it down to six if feasible and necessary. You'll encounter the same kind of underground dip as on the Otyaka course, so use the same tactics.

Apocalypt:

This section has an alarmingly tight hairpin situated three corners from the start. Take it using centring mode. While underground you will go through a loop de loop. You get through this using gentle movements of the mouse, with centring set around six. This should see you right.

Estoria:

Back into sunny climes and a fairly wide track. Bomb around the course with a low centring setting or none at all.

General:

As you've probably noticed, the centring field is a pretty useful gizmo in this game. Specifically introduced to the Amiga version, the centring field should make Powerdrome accessible to beginners.

1.162 powermonger

In winter, take a lone captain to the north of the map. Leave him there, but keep an eye on him, because apparently he starts shearing a sheep. And then, apparently, he eats it.

Instruct your captain to invent something, pause the game, put the game speed up to full, and wait a couple of minutes. Now unpause the game, the captain will have kept inventing during the pause!

When you wish to invent in double quick time, click Invent and when your men leave, click on it again. This often makes a catapult immediately. This cheat works only once on each island.

1.163 powerplay

Remove disc B from the drive and replace it with a blank disc. You should now be asked the same question every time.

1.164 predator

If your energy gets on the low side, simply press <F10> to restore it.

1.165 predator 2

Pause the game with <P> and type in "YOU'RE ONE UGLY MOTHER". Now restart the game and you should have unlimited lives and bullets and can skip levels by pressing <l> on the main keyboard. If this doesn't work, try typing it "YOUR ...".

1.166 prehistorik

After killing the strange turtle-like creature on the first level, you should come to a screen with two carnivorous fish bouncing up and down in the water, as well as four banks. Do not jump over the first well! Jump inside it and you will fall down into a secret room.

Later on in the first level, look out for a ladder near some water which leads up to a platform and an egg. Climb the ladder, take the egg, then go to the left, into the water, and you will find a submarine secret room.

There is also a way to find some hidden extra food. Go to the third screen of level three and jump forward hitting empty space. The hidden food should now appear.

1.167 premier manager

Dial any of the following on the phone:

753423 Gives you an amazing goalie
781560 Sets everything to 99 and gives you \$20 million
250967 Sets tackling (TK) to 99
000123 Sets passing (PS) to 99
220769 Sets shooting (SH) to 99

1.168 premier manager 2

Go to the phone and dial:

781560 You will be presented with a fruit machine
896610 You won't lose at the fruit machine.
000123 You will lose.

089869 to get the club secretary. When you click on her leg or boobs she screams. If your directors (supporters) confidence and managerial rating are at 100 percent she goes instead.

1.169 premier manager 3

Dial "400040" and your players will have a higher fitness rate and better moral.

Dial "343343" for extra money.

1.170 premiere

On the title screen (the one where it says "Press Fire to roll cameras") type "SPARKPLUGS" to obtain infinite lives. The word cheat will flash to let you know that the cheat works. When you start the game you should be able to skip levels by pressing </> on the numeric keypad or <SPACE>. Use F-Keys for effects.

How to defeat the end-of-level guard that looks like a bulldog: Watch his hand, and when he has moved his finger three times it means he will reach for his gun - so shoot as quickly as possible. Next time he will fire at you after moving his fingers five times, and finally four times. By anticipating all of his quick-draws in this way, you should always manage to kill him.

1.171 primal rage aga - time warner

On the main option screen, type "GETITON" and a new option will appear.

1.172 prince of persia

While playing:

<SHIFT> + <K> kill guard
<SHIFT> + <+> add time
<SHIFT> + <W> levitate when falling
<SHIFT> + <T> for full strength
<SHIFT> + <L> next level

1.173 pro power boat simulator - codemasters

During play press <P> to pause the game and type "ZIGGY". Now press <P> again and the cheat will be active. This will infinite lives. Press <HELP> to skip levels.

1.174 pro tennis tour

Climbing the world tennis rankings!

Play the first set; when the score screen appears, press <FIRE>, then <ESC>. The screen will then declare "Game, Set and Match" to your opponent. Even so, you'll find your ranking has just dropped from 64 to around 54. Repeat the process until you find an opponent you can beat!

1.175 project x

If you fly into the first end of level baddie when its jaws opens up, avoiding its fire and being careful not to touch it, you will be presented with a version of Space Invaders. Complete one wave and you will be given three extra lives and be thrown back into the fray.

When you die, pilot your flashing ship down below the score at the bottom of the screen to have a free tunnel of aliens.

When you get to the guardian, stay at the very top right of the screen. It can never reach you, and you can kill it with homingmissiles without moving.

1.176 project x - revised edition - team 17

During play hold down <RIGHT MOUSE>, press <ESC>, and quickly press <RETURN> to skip levels. Do not let up on <RIGHT MOUSE> until you have pressed both keys.

1.177 projectyle

Use your scanner to pick up off-screen freeze capsules. In your own zone, hang around the goal mouth until someone takes a shot. This should give you a chance to get the ball straight into the tunnel in the shortest possible time, while decreasing the risk of conceding goals.

1.178 prophecy i - the viking child

Here are the codes to help you get through the game:

DENIS or IMAGITEC The Forest
 THE BLIZ or JOJO SRN The Bridge
 SHARKMAN or GUSTAVUS The Labyrinth
 NYMHARSW or NINJASDL The Desert

Enter any of the following for your name on the highscore table:

"DENIS(E) SYKES" Reduces amount of damage done by half
 "BLOWN OUT" a message
 "THE BRUNDLE FISH" ?
 "NELSON MANDELA" a message
 "I AM HUNG UP" a message

1.179 psyborg

Level codes:

	ANACREON	KRYPTON	TERMINUS	TRANTOR	KALGAN	ZORGON	SOL
1	N/A	1 7564	1 0722	1 6619	1 0413	1 4640	1 3610
2	1610	2 5027	2 4464	2 7672	2 9411	2 4412	2 2349
3	1510	3 5269	3 9802	3 6765	3 6855	3 2436	3 3482
4	1704	4 7235	4 9972	4 0218	4 9591	4 8883	4 2613
	5 4794	5 2972	5 9336	5 4269	5 5564	5 7292	
	6 5804	6 3704	6 1902	6 2022			
		7 4970	7 4425				

1.180 pub trivia simulator - codemasters

On the title screen, type "KYLIE". The screen will flip upside down letting you know it worked. This will give you £1.00 instead of £0.10 at the start of the game.

1.181 puffy's aga

While playing, press all the Function keys from <F1> to <F7> individually for extra keys, help points and a warp to the next level.

Press <F5> and <F6> together and you will be advanced to level 7. Press to go to level 8 press it again to go to level 9.

Also, if you have 2 goms, you can call up a map of the level by pressing <F6> and/or <F7>.

1.182 puggsy

Level Codes:

```
THE COVE  RED WOODS REDWOOD KEEP
777 726 503 377 726 743 376 726 742
137 125 743 137 135 347 135 135 347
066 172 404 066 172 404 066 152 404
```

```
STARFALL LAKE SPLINTER TOWN DARKBLADE FOREST
376 326 746 757 306 356 747 306 356
325 135 347 224 125 747 220 125 747
026 172 004 026 172 000 026 172 200
```

```
DIAMOND MINES DARKSKULL CAST. DIAMOND MINES
747 226 376 347 226 776 247 246 576
120 125 707 121 035 707 031 225 707
026 572 200 326 552 200 326 552 200
```

The following code allows you to have free access to all of the other levels of the game: 301 267 676 250 243 717 337 520 412

1.183 pushover

Level Codes:

```
1 00512 11 07168 21 15878 31 08206 41 31246
2 01536 12 05122 22 14854 32 24590 42 32270
3 01024 13 05634 23 14342 33 25103 43 31758
4 03072 14 04610 24 10246 34 26126 44 29726
5 03584 15 04098 25 10758 35 25614 45 30238
6 02560 16 12290 26 11782 36 27662 46 29214
7 02048 17 12820 27 11270 37 28174 47 28702
8 06144 18 13856 28 09222 38 27150 48 20510
9 06656 19 13314 29 09734 39 26638 49 21022
10 07680 20 15362 30 08718 40 30734 50 22046

51 21534 61 17982 71 18559 81 29439 91 28159
52 23582 62 16958 72 22655 82 30463 92 26111
53 24094 63 16510 73 23167 83 29951 93 26623
54 23070 64 16511 74 24191 84 31999 94 25599
55 22558 65 17023 75 23679 85 32511 95 25087
56 18494 66 18047 76 21631 86 31487 96 08703
```

```
57 19006 67 17535 77 22143 87 30975 97 09215
58 20030 68 19583 78 21247 88 26879 98 10239
59 19518 69 20095 79 20735 89 27647 99 09727
60 17470 70 19071 80 28927 90 28671 100 44543
```

```
?? 11775
```

1.184 putty - silly putty

In the highscores after the games is over (you don't need a high score), type "HEADLIKEAHOLE" and press the <ENTER> on the keypad. Use now <F1>-<F10> to skip levels. This also gives you infinite lives. Hold <SHIFT> or <CTRL> and press the function keys to access the other levels.

1.185 putty squad

Level Codes:

```
CAPRI GAIA PREY CHRIS ARABIA MELON
GONDOLA KATE SPICE CHERRY NICKEL BURGER
ORGAN DREAMER BAZGIBB JET RHUBARD ARIES
FODDER TIMB BUTLER SENNA
```

(may be RHUBARB)

1.186 puzznic

When playing the game, press <SPACE> to bring up the retry screen, but don't release <SPACE>. All the time that it is held down the game will be paused and you can work out what to do without having to rush.

Level Codes:

```
48 ICHI NICH
49 IGAN BARO
50 PASS WORD
51 MINA SAMA
52 NO.O KAGE
53 DE.N ANTO
54 KASH IAGA
55 RIMA SITA
56 THAN KYOU
57 MAID OOKA
58 IAGE ITAD
59 AKIM ASHI
60 TEAR IGAT
```

1.187 quadralien

Level Codes:

2 170961

3 010655

4 610169

Tips: Once in the core, you can't quit. So choose droids with good lasers, Jack and Spud for example. The Quadralien mother is made up of 4 separate pieces grouped together and surrounded by Earthling boxes. The mother can only be destroyed by blowing up each box from a different direction. From the starting point there are three exits: north, east, and west. Go east and destroy the first box, return to the starting point, and go north to destroy the second box. You will now have both droids to blow the remaining boxes. Go west through the one-way force field, and get the other. Don't forget to keep recharging.

1.188 questron 2

General hints:

While playing Wizards Squares, I find that the ball usually lands on Red or Blue.

If you have low hit points, watch out for Slasher Boars. Also, steer clear of swamps and mountains, as they contain the toughest of monsters (Hurlers, Ice Urchins, Spikers, etc.). Grub Snufflers are the best monster to meet because they have a much greater profit ratio. (hit points against gold carried)

The game is finished in the realm of sorcerers, in the Dungeon of Despair. You must have about 10,000 hit points and many spells to finish it. An absolute necessity is the "Scroll of Scalna", which can be found in the other dungeon in the realm. The Scroll is a magical map, and it automatically maps your path.

Watch out in the dungeons, and constantly check ahead of you with the "Xamine" command at the bottom of the list of commands, as bear traps or spikes whip up and destroy your amour, or do up to 4000 hit points damage.

Some weapons are better than others for killing certain monsters. Here is a table indicating what weapon is best against some of the different monsters.

Tanglers	Dagger
Wave Slappers	Rapier
Spincers	Rapier
Mutant Carps	Cudgel
Slasher Boars	Spear
Ramdarts	Bow and Arrow
Giant Cockroach	Fauchard
Spiker	Staff

Make sure that you have plenty of food before descending into any dungeons or tombs, as you may get lost and run out of food. This

will cause you to starve to death

Some magic items can help you in your quest - If you Use the wand of power, you gain 200 hit points, and if you Use the moonstone amulet, you gain 100 food.

Partial Solution:

Start outside Folman

Redstone Castle

Go hall of visions - use gold key to get in

Speak - GO UP LEVEL

Lyton

Gamble - get about 400 gold

Seacrest

Buy hatchet - weaponry shop

Sell dagger - weaponry shop

Buy hit points

Gamble - get as much gold as possible

Octapoint

Buy ring mail - armour shop

Sell rawhide - armour shop

Buy rope and hooks - travel shop

Buy as many spells as possible - spell shop

Outside Lyton

Fight to get gold from monsters

Lyton

Gamble - get as much gold as possible

Buy hit points

Octapoint

Buy as many spells as possible - spell shop

(you should have at least 30 magic missiles and 30 fireballs)

Rivercrest Cathedral

Loot chest (not the one next to the priest)

Kill the first two guards to attack you

Go into tomb

Get moonstone amulet

Get brass key from Morle

Exit tomb

Octapoint

Buy spells - as many as possible

Rivercrest Cathedral

Outside - fight monsters to get gold

OPTIONAL - Gamble at Lyton to get more gold

Buy bread of life - Rivercrest cathedral

Redstone Castle

Raid Redstone - steal all treasure, kill all guards

(to raid Redstone you must have at least 150 food, the moonstone amulet, and total hit points [hit points + bread of life] of about 600)

(After raiding Restone, your items should be as follows:

Gold Key, Iron Key, Brass Key, Copper Key, Emerald Key, Unicorn Horn, Book of Magic, Moonstone Amulet, Rope and Hooks)

Octapoint

Buy spells - as many as possible

Rivercrest Cathedral

Go into tomb - must have at least 250 food and total hit points of about 500

Go to emerald door - use emerald key to get past

Get wand of power
Exit tomb
Redstone Castle
Go hall of visions
Speak - GO UP LEVEL
Get Magical Orb
Seacrest
Buy staff - weaponry shop
Sell hatchet - weaponry shop
Octapoint
Buy bar mail - armour shop
Sell ring mail - armour shop
Buy sonic whine spells - spell shop - as many as you can afford
Buy food
Rivercrest Cathedral
Go to Morle the Magician in the tomb
Speak to him and accept his offer

YOU WILL THEN BE TELEPORTED TO THE REALM OF SORCERERS!!!

1.189 quiks the thunder rabbit

Enter "SUCOLOKU" for the password. Start the game and you will be invincible.

Level Codes:

- 2 SILIRONE
- 3 FUNETOC
- 4 URODECOLE

1.190 qwak

During a one player game when you die and have no more credits, press <LEFT MOUSE> to restart the game on the level you last died on.

1.191 r-type

Enter your name as "SUMITA." (with full stop) into the high score table for infinite lives.

Load the game; when you get the "insert disk 2 and press space" prompt, press <HELP> and type "ME", then press the up arrow (on numeric keypad ?)
Now insert disk 2 and press space. While playing the game:
<F5> makes impervious to collisions
<F6> makes impervious to enemy fire
<F7> infinite credits
<F8> put the orb in the control of a second player with a stick plugged in the mouse port

1.192 r-type 2

While playing, press <P> to pause the game, hold down <LEFT MOUSE> and press <F1>, then release both. The screen will turn green, then press <P> to unpause the game. You are now invincible.

1.193 raider

Level Codes: SHOT DYKE HIGH LINK PEAR KILN BAND

1.194 railroad tycoon

While playing, hold down <SHIFT> and <Y> for lots of money. Stop at about 32 million.

To increase your cash balance by \$500,000, enter the <F1> screen. Hold down <SHIFT> and <4> to produce a dollar sign. You'll immediately inherit lots of money. Apparently this only works from the main continent screen.

1.195 rainbow islands

At the title screen featuring the colour-cycling rainbow, the following codes may be typed in.

SJBLRJSR	Slow enemies down
BLRBJSBJ	awards permanent fast shoes
RJSBJSBR	awards permanent double rainbows
SSLLRRS	awards permanent fast rainbows
BJBJBJRS	Hint 1
LJLSLBLS	Hint 2
LBSJRLJL	Continue after Island Five
RRLBBS	All hidden food becomes money
RRRSBSJ	Does both of the previous two
SRBJSLSB	Gives you a 100 Million Points Counter

When you have typed in the code, click up a credit and an icon should appear in the bottom left hand corner of the start screen. This bonus is now operative throughout the game, but you will have to re-enter the code after all credits are used.

Collecting the seven different-colored gems gives you an extra life and a 100,000 Bonus Gem once the Boss is defeated. But collecting all of the gems in the correct order of color (from left to right on the gem counter) not only awards you the life and Bonus Gem, it also grants you access to a magical secret room. When you reach the end of the level, a silver door appears. You don't have to fight the Boss.

Even more useful is how to create any color gem. The screen is split into

several invisible vertical stripes of color. When a gem falls, its color is determined by the 'color' of the area into which it fell. Now all you have to do is gauge carefully where the dead enemy will fall to create the gem color of your choice.

On the fifth island you'll find a box in the secret room which you should collect. There's also a gate with a '7' on it, leading to island 7.

For infinite lives, choose three credits, hold down 'QWERTY' keys and press your joystick button. When the game loads you should have infinite lives.

1.196 rajd przez polske - avalon

At anytime, type any of the following:

```
"AKADEMIKRULEZ"   Auto pilot/drive
"WODKAITANCE"    Disables collision with other cars
"PATRYCJA"       Continue after time runs out
"KOCHAMPATRYCJE" Continue after time runs out
```

1.197 rally championships

Find a car you want, but cant afford. Now, leave the game. Find the name of the car you want and .txt, so if you wanted an Escort, you would find Escort.txt. Now use a text editor and find a number (at the beginning). It should look something like 00000012345. Now, replace the places where the 12345 # is and put 0s in there place. Now just leave a trailing 1. Now the car will cost all of \$10. This is not only a way to get the car you want, but makes it cheaper to just buy a new car each time instead of refueling/fixing dammage.

1.198 rally cross challenge

On the fifth track, drive around until you reach the wooden level crossing. Turn the car 90 degrees and drive down the track at full speed, until you reach the end. The race will end giving you 28 race points. When the game starts, follow the railroad tracks and the screen will go blank. Now you will find yourself with 24 tokens.

1.199 rambo ii

Stage 2: When you are back in camp again, walk to the bottom left.

There is a black shed here. Throw knives at it from the bottom and the POWs will be released. Now go back to your helicopter.

Stage 3: Have another joystick in port 1 and pull it back while pushing the other one forward. This makes your chopper fly faster. A word of warning - don't let go!

1.200 rambo iii

Type in "RENEGADE" on the high score table, then, while playing, presing <1>, <2> or <3> will take you to the appropriate level.

And now for some tips:

- 1) When inside the 2nd building, wear your IR goggles.
- 2) Don't walk in front of soldiers, since it will trigger an alarm and about 8 soldiers will jump you!
- 3) If you enter a dark room, use the glow tube.
- 4) Never use a gun without a silencer.
- 5) Turn off the electric door with switch located several rooms away.
- 6) The mine detector won't work without the generator.
- 7) The IR goggles won't work without a battery.
- 8) Watch out for IR beams, since they also trigger alarms.

Here's a list of items you can find: arrows, silencer, first aid kit, IR goggles, glow tube, battery, key, mine, detector (in 2 pieces), pistol, ammo, rubber gloves (you never know when you can be expected to perform major surgery!!!)

1.201 rampage

If you're on the last building and a cloud of dust appears under it punch in any direction and keep your finger on the fire button until the next screen is displayed, whereupon you will be able to climb up an invisible building which is in the same place as the last building on the previous screen.

1.202 rbi baseball 2

If you stand in the very top corner when batting it is possible to hit the ball out of the stadium.

When your opponent reaches third base, hold the joystick left, hold down <SHIFT> and press <FIRE>, and he will be hit out.

When the computer is pitching, press <P> to go to the substitution screen where you can change the computers pitcher for an inferior one.

1.203 rebellion - fun factory

On the title screen, type "I AM GOD HERE." and the screen should flash green. Now press <FIRE> and you will be presented with a cheat menu.

During play press:

- <F1> skip level
- <F2> ten rockets

1.204 rectangle - turtle byte

Level Codes:

	A	B	C
01	898070	898071	912789
02	534662	350807	497786
03	478656	717464	450208
04	817674	738646	395054
05	790657	232620	430397
06	728636	126108	775057
07	690809	270848	769547
08	161118	286341	746061
09	118675	627935	599396
10	577554	815362	271963

1.205 red planet

- 1 Find all visible items yourself.
- 2 Beam up/down in the transporter.
- 3 To read martian, use your decoder to DECODE it.

hare krishna - shoot.
 priest - give salami, then shoot.
 canal - swim.
 worm - shoot. dig sand with spade.
 rat - feed it poison.
 bird - drop blaster. throw net.
 ridge - climb.
 orb - break with sledge hammer. examine trumpet (x=272829)
 tree - tie rope to hook, throw hook. climb rope. fix sunship with gear.
 maze - decode writing on slabs for direction.
 underground drain - pump drain. break glass with sledge hammer. push statue.
 rift - jump.
 cliff - examine cliff (y=x+1810). fly sunship.
 mountain door - open with 27,46,39. get uranium by lighting fuse of
 dynamite. transport all ore but gold by sunship. for gold, throw it from
 the summit & pick it up from the base of the cliff.
 1st-aid kit - cut tape with scalpel.
 Radiation area in space-ship - unlock door with glowing key in the foot
 locker. eat anti radiation pill & fill power cell with uranium.
 Push red button at the computer.

1.206 rescue

Level Codes:

06	Berge	11	Laser	16	Super
02	Level	07	Hoehle	12	Regen
03	Game	08	Runde	13	Power
04	Nebel	09	Land	14	Jumpman
05	Chopper	10	Schuss	15	Wasser

1.207 resolution 101

Press <SHIFT> and <A> to go to level 2, <SHIFT> and for level 3 etc.

1.208 return of the jedi

Enter your name as "DARTH VADER" on the high score table, then while playing pressing <F2> will advance you a level.

1.209 return to atlantis

If you fail a mission (ie. the mission is terminated and you have not recieved a "reward" screen) DO NOT return to base or you will lose all the health points spent on the current assignment. Re-boot your computer and play the assignment again, so you will be able to keep those precious experience points each time you re-play the assignment.

1.210 return to genesis

Type "WASP.ASM" on the title screen and then press <F5> for invincibility.

1.211 reunion

A BEGINNING FOR AN IDEAL PARTY

You have to pledge a first person for each job, in exception of the inventor Thomas Dempsey, the man you see at the center. Pass in the screen Research and begin the projects "Mining Robots" and "Satellite". Place 6 mines and 5 derricks.

- The more mines and derricks you have, the more you will win money.
- Each planet can contain 9 mines max. and 1 mining robot per mine, but as many derricks staying in the place.

When you begin a new construction, verify if there is enough electricity, if, not, build a second nuclear center. The invention of the mining robot finished, buy 7 others and place it in the mines. Buy 3 satellites and dispatched one of them on the moon Apollo and you will learn that she contains Raenium.

- More important ores in the game are: Detoxin, Enorgon and Texon.

Dispatch an other satellite on Amnesty 2. The destruction of this satellite unlatches the research of a new launch average. Go back to the screen research et you will see the project V.O.S. Then, launch the research.

- The most inventions are unlatched by an exterior event.

You will receive soon a message advertising you the discover of the mining station. Build news derricks and increase duties to "difficult".

- For residents, answer their claims as soon as possible.

If everything is all right, you will be in 2927. Discovering of the transport vessel and of the settlement. Buy a transport vessel with 3 V.O.S. and a mining station. Define then a transport group to transfer the lunar ore to the Earth. You have now something to launch satellites. Equip this engine with the 3 V.O.S. together with the 3 satellites. Go for Zeus. Unfold one satellite to the moons Ithaca and Penelope. Go then to Klatoo and launch one satellite to the moon Barada.

- Dispatch satellites when you discover a system of a planet.

Use a new constructor, Nelly Brady and dispatch him to the university to study mathematics and physics. Planet Jade found, dispatch your vessel to her and Morguls won't be allowed to attack. You will find the translator.

November 2927: new Earth

You will have to build 2 new habitations, a hospital and 1 or 2 bonded warehouses. Let pass time until next year to accumulate a maximum of money. Continue to go up and down between the Earth and the moon. A first message from Jade is translated. Accord them your trust et dispatch your expert to Jade, he will come back with plans of a great commercial vessel. Establish a settlement with mines and derricks to Penelope to extract on it Raenium and Texan.

- Limit the number of settlement according to planets having ores interesting you.

Planet Jade takes contact with you again to give you back an unknown object. Develop your settlement to Penelope, dispatch mining robots with the help of the commercial group. On March 2928, you receive a S.O.S. message of Planet Jade. The residents give you plans of the war vessel equiped by lasers in exchange of your help. Don't help them because they will be destructed later. Dispatch a group of transport to the planet Jade, you will find there a sub-spatial transmitter in ruins. You can now create a military group.

SOME ADVIES FOR THE REST OF THE GAME.

Destruction of the Morguls base (3rd stellar system).
 The plan of tanks will be given to you by Kaals (Phoenix system).
 A navy made with 500 vessels is necessary to destroy troops from Earth.

INFORMATION ABOUT PLANETS

SYSTEM	PLANET	MOON	SORT	ORE	ALIENS
amnesty	new earth		habitable	D,E,K,L	no
amnesty	new earth	apollo	habitable	R,T	no
amnesty	zeus		habitable	no	no
amnesty	zeus	penelope	habitable	R,T	no
amnesty	zeus	syren	habitable	no	no
amnesty	zeus	kyclops	inexploitable,	useless	no
amnesty	zeus	odysseus	inexploitable,	useless	no
amnesty	zeus	ithaca	exploitable,	workable	E,K,R,T
amnesty	amnesty 1		inexploitable,	useless	no
amnesty	amnesty 1	ranger	inexploitable,	useless	no
amnesty	amnesty 1	explorer	inexploitable,	useless	no

amnesty	amnesty	1	venyera	inexploitable, useless	no	no
amnesty	amnesty	2		exploitable, workable	K,L,R,T	no
amnesty	amnesty	2	vostok	habitable	no	no
amnesty	amnesty	2	mariner	inexploitable, useless	no	no
amnesty	amnesty	2	mir	habitable	D,E,K,L,R	no
amnesty	amnesty	2	arianne	inexploitable, useless	no	no
amnesty	amnesty	3		inexploitable, useless	no	no
amnesty	amnesty	3	east	inexploitable, useless	no	no
amnesty	amnesty	3	west	inexploitable, useless	no	no
amnesty	klaatoo			inexploitable, useless	no	no
amnesty	klaatoo		barada	exploitable, workable	E,T	no
amnesty	klaatoo		nikto	inexploitable, useless	no	no
amnesty	jade			habitable	D,E,K,L,T	allies
amnesty	jade		wright	habitable	no	no
amnesty	jade		russel	habitable	D,E,R,T	no
amnesty	jade		gallilei	exploitable, workable	E,K,T	no
amnesty	jade		amstrong	inexploitable, useless	no	no
amnesty	jade		aldrin	inexploitable, useless	no	no
amnesty	jade		hartmann	habitable	no	no
amnesty	jade		einstein	inexploitable, useless	no	no
amnesty	jade		kepler	habitable	K,L,R,T	no
phoenix	phoenix	1		exploitable, workable	E,K,L,R,T	no
phoenix	phoenix	2		habitable	E,K,L,R,T	no
phoenix	phoenix	3		habitable	D,E,K,L,R,T	ennemis
phoenix	phoenix	3	moon 1	inexploitable, useless	no	no
phoenix	phoenix	3	moon 2	inexploitable, useless	no	allies
phoenix	phoenix	4		inexploitable, useless	no	no
phoenix	phoenix	4	moon 1	habitable	D,L,T	no
phoenix	phoenix	4	moon 2	inexploitable, useless	no	no
phoenix	phoenix	4	moon 3	inexploitable, useless	no	no
phoenix	phoenix	4	moon 4	inexploitable, useless	no	no
mirach	mirach	2		habitable	no	no
mirach	mirach	2	moon 1	inexploitable, useless	no	no
mirach	mirach	2	moon 2	inexploitable, useless	no	no
mirach	mirach	3		habitable	no	ennemis
mirach	mirach	3	moon 1	inexploitable, useless	no	no
mirach	mirach	3	moon 2	inexploitable, useless	no	no
antares	antares	1		inexploitable, useless	no	no
antares	antares	2		habitable	D,E,K,L,R,T	no
antares	antares	2	moon 1	habitable	no	no
antares	antares	2	moon 2	exploitable, workable	L	no
antares	antares	2	moon 3	inexploitable, useless	no	no
antares	antares	3		habitable	D,E,K,L,R	no
antares	antares	3	moon 1	inexploitable, useless	no	no
orionis	orionis	1		inexploitable, useless	no	no
orionis	orionis	1	moon 1	exploitable, workable	E,K,L,R,T	no
orionis	orionis	1	moon 2	habitable	no	ennemis
orionis	orionis	2		habitable	D,E,T	ennemis
orionis	orionis	2	moon 1	habitable	no	no
orionis	orionis	2	moon 2	inexploitable, useless	no	no
orionis	orionis	2	moon 3	exploitable, workable	E,K,R	no
orionis	orionis	2	moon 4	habitable	no	no
orionis	orionis	3		habitable	D,E,K,L,R,T	no
orionis	orionis	3	moon 1	inexploitable, useless	no	no
orionis	orionis	3	moon 2	inexploitable, useless	no	no
orionis	orionis	3	moon 3	inexploitable, useless	no	no
lyrae	lyrae	1		inexploitable, useless	no	no

lyrae	lyrae	2	habitable	D,T	no	
lyrae	lyrae	2	moon 1	inexploitable,	useless	no no
lyrae	lyrae	3	habitable	D,E,K,L,R,T	no	
lyrae	lyrae	3	moon 1	habitable	no	ennemis
lyrae	lyrae	3	moon 2	inexploitable,	useless	no no
lyrae	lyrae	3	moon 3	exploitable,	workable	E,R no
lyrae	lyrae	3	moon 4	habitable	no	no
lyrae	lyrae	4	habitable	D,E,K	no	
lyrae	lyrae	4	moon 1	inexploitable,	useless	no no
lyrae	lyrae	4	moon 2	inexploitable,	useless	no no
lyrae	lyrae	5	habitable	no	ennemis	
lyrae	lyrae	5	moon 1	exploitable	E,T	no
lyrae	lyrae	5	moon 2	inexploitable,	useless	no no
lyrae	lyrae	5	moon 3	habitable	D,E,K,L,R	no
lyrae	lyrae	5	moon 4	inexploitable,	useless	no no
lyrae	lyrae	5	moon 5	inexploitable,	useless	no no
lyrae	lyrae	5	moon 6	exploitable,	workable	E,K no
lyrae	lyrae	5	moon 7	habitable	no	ennemis
lyrae	lyrae	6	inexploitable,	useless	no	no
rygel	rygel	1	exploitable,	workable	E,K,R,T	no
rygel	rygel	2	habitable	no	allies	
solaire	mars			ennemis		
solaire	terre			ennemis		

1.212 revelation

Level Codes:

- 10 Sirens
- 20 Loader
- 30 Player
- 40 Result
- 50 Dollar
- 60 Change
- 70 Finger

1.213 revenge of defender

During play press <SPACE> to view the options screen. Move down to the VIEW GAME SCREEN option and push the JOYSTICK LEFT and hit <FIRE>. The game screen should appear. Center the joystick and press <FIRE> again. The option screen should now reappear. Move down to the SOUND ON/OFF option and push the JOYSTICK RIGHT and hit <FIRE>. Now go back up to the VIEW GAME SCREEN option and push the JOYSTICK RIGHT, while holding the joystick in this direction hold down <RIGHT MOUSE> and press <LEFT MOUSE>. The option screen should change to cheat mode. Now go to resume game and press <FIRE>. You now have unlimited shields and can select any level on the options menu. If it doesn't work repeat the whole thing over (start by resuming the game and pressing <SPACE> to go back to the options screen.

1.214 revenge of the mutant camels

Level Codes:

- 1 SIETCH TABR
- 2 OLLANTAYAMBO
- 3 RAVEADELICA
- 4 NEWCASTLE EMLYN
- 5 DROMEDARIA ZOOPHILIA
- 6 THIS IS BASINGSTOKE
- 7 OCCAM II
- 8 SMOKE ME A KIPPER
- 9 RASPBERRY INFUNDIBULUM
- 10 GOATS GOATS AND MORE GOATS

1.215 rick dangerous

Enter your name as "POOKY" in the high score table and you will be able to continue from the highest level you managed to get to. It is of no use until you can pass level 1.

1.216 rick dangerous 2

Enter your name as "POOKY" in the high score table and you will be able to choose whether you want to play short or long levels.

Simply type "Burn in Hell" on the title screen for unlimited lives.

1.217 rings of medusa

After entering your name, type "DESOXYRIBONUKLEINSAEURE", then press <HELP>. This will give you a cheat menu.

1.218 rings of medusa ii - return of medusa

If you select the selection menu (middle-under) twice, the name {Till Bubeck} will appear. Click on the "I" with <BOTH MOUSE> while holding down <HELP>. A cheat menu will appear.

1.219 rings of zon

On the games options screen press <LEFT AMIGA> to activate cheat mode, then in the game use <F9> and <F10> to cheat.

1.220 rise of the robot

Play the military droid and lose. Then set the options to the following:

```
Difficulty Hard
Timer off
7 bouts
Cinematics On
Shadows On
Screen Shake On
```

Now select two players, and on the handicap screen push left so that the red bar moves about quarter into the player one side and back again about six times until the screen flashes. After this has happened, cycle through the opponents and after the sentry droid, there she'll be. Player two can now play as her, with special moves being; down, towards, up, for a mutation, or; down, back, and up, quickly, to melt and reform.

1.221 risky woods

Type "RIP" in the start picture and use any of the following keys during play:

```
<F1> for more lives
<F2> for more money
<F3> to skip level
```

1.222 road blasters

When on the starting line, type "LAVILLASTRANGIATO", then:

```
<X> Spins Car
<S> Next Stage
<P> or <F> Refuel
<G> End Game

<1> Mount UZ Cannon
<2> Cruise Missiles
<3> Electro Shields
<4> Nitro Injectors
<0> Remove all Weapons
```

1.223 road rash

On the track select screen, press <F3> for the password screen and enter "11111 02881 RNLKC 5FJ7K". Start the race and then press <F10> to abort. When the screen with the repair costs comes up, press <FIRE> to see the ending. The game will restart at level 1 and you will still have the diablo 1000.

```

00000 00J00 102VS 21JUD   PANDA 600
00000 00J01 113BT 22KDP   BANZAI 750
00000 00R00 013VS 32RV4   BANZAI 750
00000 00S20 117H5 33UV1   KAMIKAZE 750
00000 01421 109G5 448VN   SHURIKEN 1000
00000 01420 019G5 457VO   FERRUCI 850
00000 01S91 00EGJ 567HM   PANDA 750
00000 01S90 10EGJ 576IK   DIABLO 1000

00000 01000 MTPN8 4NPBI   millions of $, level 4
00000 REDCO QNGM5 172SU   millions of $, level 1, Diablo 1000
00001 04310 MSOPC 17PFM   $7,815,000

```

1.224 roadkill cd³²

Level Codes:

```

0      LQPONTQNJ0
1      LQPONRHCNM
2      LQPONUPQCK
3      LQPONTMBCH

```

Badland MegaSmash HQPOOOCENT

Some others: LQPONSSFRP LQPONTCONF HQPOOTCMJM PQPOPGSPRT

1.225 roadwar 2000

When you visit certain cities, special options are given to you. For example, in the sequel to Roadwar 2000, Roadwar Europa, if you visit Bordeaux in France, you are given the opportunity to allow your men to indulge in a little wine quaffing, and if you do they get into a drunken brawl. The cities and choices in Roadwar 2000 are:

Anaheim / Santa Ana / Garden Grove

There is an amusement park here - If you allow your men to have a go on the rides, morale is improved.

Dallas / Fort Worth

Here you can get some fuel additives.

Detroit

Huge power-ups for your vehicles.

Houston

The space research centre is here! You can get some food additives here.

Las Vegas

You can allow your men to gamble. I'm not sure what this does, though!

Minneapolis / St. Paul

The home of the Mayo Clinic. You can get a doctor here.

Napa / Vallejo / Fairfield

Wine country! If you allow your men to indulge some wander off in a state of drunkenness. Lose some men!

New Orleans

The Mardi Gras is in town! If you allow your men to join in with the celebrations morale is improved.

New York

The home of the U.N. - get a politician.

Pittsburgh

Huge power-ups for your vehicles.

San Jose / Mtn. View

You can visit SSI headquarters! Here your game will be altered by an SSI official and you will gain many things (Power ups for your vehicles, doctor, politician, drill sergeant.)

These may not be all of the special cities, though. Explore and find out.

1.226 robbery

As soon as you die or when you know your going to press and hold <LEFT MOUSE> and then press <RIGHT MOUSE>. The level should reset without taking a life.

1.227 robin hood

Here are some cheats. To use them, hold down the <ALT> key and type them in:

370 Outlaw stag hunting

371 Outlaw Robin Hood

372 Outlaw Merry Men

373 Put a price on Robin's head

441 Cycle through the seasons

213 Move to island near Little John

214 Move to spring near Wizard

659 Make Merry men join up

103 Make Marion fall in love with Robin

166 Maximum heroism

167 Minimum heroism

666 Start a church service

828 Legalise Robin Hood

1.228 robin hood - legend quest - codemasters

Enter "PUGWASH" for your name on the high score table. This will give you infinite lives and health.

1.229 robin smith's cricket

To bowl out the computer everytime, simply move the bowler to the far left or the far right of the wicket, set the strength meter to full and the spin meter to around halfway.

1.230 robocop

While playing, pause the game and type in "BEST KEPT SECRET" for infinite shields.

Pause the game and hold down <SHIFT>. Type "ALEX MURPHY" and you can now recharge your energy by holding down <LEFT MOUSE>.

1.231 robocop 2

On the title screen type in "SERIALINTERFACE". Then while playing:
<F9> will replenish lost energy and
<F10> will skip the main levels.

Once loaded press <F3> to access the high-score table and type in "BAMBOOZULEM" followed by <HELP>. You should have infinite energy.

When you're in the shooting gallery don't move the joystick and you will have 1186 targets.

1.232 robocop 3

Hold down <RIGHT SHIFT> and type "THE DIDDY MEN" of "THE DIDDY MEN". Now press <ESC> to get onto the next level. This must be retyped at the start of each section.

During the jet-pack round push <RIGHT SHIFT> and type "MY FRIEND BILL" to activate the cheat mode. If you do it right, you will get to see a limmerick.

1.233 rock 'n' roll

This cheat will allow you to start on any level. Start the game but enter your name as "RAINBOW ARTS". Twelve noughts will then be shown.

To warp to any level, enter the following:

Level number, XX, followed by four digits that when added together equal the level number, XX, and then the level number reversed.

Examples: To play level 6, Enter -> 06 XX 1113 XX 60
To play level 12, Enter -> 12 XX 3333 XX 21
12 = Level number, XX, 3+3+3+3 =12 etc.

Then, while playing:

- <F3> gives you an extra pick axe
- <F4> gives you an extra speed up
- <F5> supplies you with some spikes
- <F6> supplies you with some armour
- <F7> supplies you with an extra bomb
- <F8> gives you an extra parachute
- <F9> increases the map depth
- <F10> takes you to the next level
- <1>-<4> have various effects.

Type "COUNTRY" and a music-menu will appear.

Type "MAGIC MAP" and when you use the Eye the map comes in depth 34.

Find the special hole on level 1. It's surrounded by 3 left pointing arrows. Fall down the hole, and press <LEFT MOUSE>. You are now warped to level 33 (one after the last)!

1.234 rock star ate my hamster

Simply type the word "COLBOPS" and now press

- <F7> for extra 100,000 pounds
- <F8> to make your band play as well as it possibly can
- <F9> to produce maximum crowds at your gigs

1.235 rocket ranger

Tips:

Rescue the professor as this slows down the nazis, they can't use him to increase their efficiency. You will waste valuable time unless you rescue him from the Zeppelin while he is over the Atlantic

Shooting the gunner in the Gondola is tricky, the best method being shoot below the gunner and move left and right until you are on target. Gradually move up until you hit the Gondola. When you hit it there is a flash, stop firing and after a few seconds you'll be inside the Gondola.

Find the supply of Lunarium before the Fort Knox supply runs out, so infiltrate the Nazi base which receives Lunarium from the moon. It is in South America or Africa, once infiltrated, your agent there will carry on sending you Lunarium throughout the game. You will have to storm the Nazi base first.

NOTE: Possibly don't waste time rescuing the professor, as you will be always too late. Instead use the agents to find rocket factories, and uranium depots.

Complete Solution:

* Starting the Game

When you have loaded the game and you are greeted with the option menu, go straight to the War Room. Now move two of your agents to South America, and place the other three agents in Africa. Forget about flashy Joe on Germany, move them straight to these areas, then exit. Now takeoff. Forget the fuel depot. Enter 23 into your tank to get you to the Atlantic.

* The Zeppelin

On the first screen, the Zeppelin will move from left to right across the screen. You can not hit it with your gun, but you can destroy the torpedoes that are fired at you. Once ten torpedoes have been fired, regardless of whether you have hit them all or not, you go automatically onto the next screen.

On the second screen, the zeppelin is much closer. Here you have to aim at the gondola just below the main airsack. Torpedoes are also fired at you. Try to dodge them; do not bother about destroying them unless they get in the way. The main objective here is to shoot the gondola. If you successfully hit it, a green flash will appear. Do not fire anymore, and you will go onto the next screen. If you accidentally shoot the airsack on the zepp, then it blows up and you have failed this bit. But do not worry, as you have not lost the game. See the 'Barnstoff's Captured' section in this solution for more details.

On the third screen, you will now be in the zeppelin gondola, where Jane and the Prof are. After she says something to you, on the FIRST time you successfully rescue them, you reply like this:

"Loosen up Dollface"
"I like your style"
"I oughtta teach you"
"I took the scenic route"
"Can you use some help?"

Once this has been entered, you automatically fly back to Fort Dix, with Jane and the Prof. Later in the game, the Nazi's capture Jane and the Prof again from the USA, in which you have to attack the Zeppelin again, it happens three times in all. The second time you successfully get into the Gondola your replies are:

"I'm glad to see you too"
"I just want to help you"
"Can you use some help?"

The third time, your replies are :-

"I'd be happy to leave"
"I just want to help you"
"Can you use some help?"

These replies ALWAYS work successfully if you enter them in the correct order, unlike some suggestions that I have seen in magazines concerning this game !!

* The War Room

You should return here after you have returned from the first zeppelin raid. Your agents should be flashing so read the reports. Your first objective is to find the Nazi Bases. The next objective is to find the 5 Rocket parts, organise resistance in the west, and knock Nazi efficiency down a bit.

The Temple base is nearly always in SOUTH AMERICA, whereas the DESERT BASE is nearly always in AFRICA. Try these places for both bases:

South America: Venezuela, Columbia, etc

Africa: Middle-East, Kenya, East Africa, Egypt, etc.

Once a base is found, organise resistance and fly to it straight away. When you go for a fly, try to visit more than one country if possible. ie, attack a Rocket Factory, then go to a base. Once resistance is organized, Lunarium comes flooding in.

It is also useful having a bash at a Zeppelin Factory, or a fighter base, or a brain washing plant just to slow the Zeppelins down. Once the two bases are found etc, you must locate the 5 parts of the Rocket. It is also useful to try and get Canada, and all of South America turned brown, which means resistance organized, as it gives you extra time for locating rocket parts, as the zeppelins take longer to occupy a country with resistance organized in it.

Try to keep two agents in the left side of the world, leaving three agents to investigate the right part. If you have less than three agents left, and you are still locating the two bases, FORGET IT - start again! Once you have all 5 parts, and enough Lunarium, you can construct your rocket and fly to the moon.

* Barnstoffs Captured

If you blow up the zeppelin (silly bod!) then they are first taken to Germany in a sub, when you get back to Fort Dix, you get a message saying that they are going to get exterminated, and it suggests you fly to Germany. Well I strongly advise you not too. I have completed the game by ignoring this message, it is up to you, but I advise you don't. If you forget about it, you later get another message saying they have been taken to the desert base (one of the Lunarium ones you are trying to find!). If you ignore it again, they just get sent to the moon unharmed.

If you want to fly to Germany, when you get the message about Jane and the Prof, then you get the Shoot Planes screen.

If you kill them (easy as there are only eight!) you land in Germany, where you get immediately captured, you then get interrogated, and you answer as the zeppelin screen. I never got this right. I once told him that "Hitler eats Babies" in which I escaped to another country, but I did not free Jane and the Prof.

If you are unsuccessful, then when you get the next message about them being taken to the Desert Base, fly to it (that is if you have found it!) and you get captured again, with the same screen as Germany! Which is why I ignored it as I could never get the answers right! As I mentioned before, it is not necessary to go through this bit.

If you fly to Germany when Jane and the Prof are not there, and successfully shoot the planes down, then when you land you get a message saying well done, and Nazi efficiency has gone down by 5%.

* Nazi Efficiency

This is where you can knock down the percentage in the top right hand screen, to slow the Zeppelin down. You do this by your agents reporting about a brainwashing plant, or looting of art treasure, zeppelin factory. If you fly to the country, then all it is, is the plane shoot, and once this is done you get a suitable message saying efficiency down by 10%. It is only worth doing this in the early stages of the game, as the plane shoot gets much harder later on.

* ME 109's

On this screen you are soaring above the clouds, ME 109's attack in formations, the best way I have found is to stay at the bottom and pick them off. This screen, in my opinion, is the hardest screen of the game, except for perhaps the moon shoot out. Once you have been hit three times, then kaput. You'd better have enough Lunarium to get home!

* Takeoff

Make sure you have loaded up with enough Lunarium - a heavy load is harder to take off of course, but if you press the button, in time to his legs being directly underneath his body, you should manage it. Watch out for the lame seagull, and also watch out for the UFO which appears from time to time on the screen where you soar up through the sky.

* The Ack-Ack Screen

This is the attack on the Desert Base. It is at night, and ack-ack batteries come at you from the top of the screen. If you fire your gun a bit before the batteries, you will destroy them. Once you have hit ten you have done it! You can only take three hits from Flak! Very easy.

* The Temple Shootout

This is also very, very easy. This places you in front of a temple, where you have to knock out machine guns positioned at the windows. Pull down on the joystick and the bullets miss you, you have three seconds before the machine gun opens up, so rush to the window and fire slightly above it, and KABOOM! If you get hit three times then you have failed. Once you destroy all guns, the door opens and you have done it!

* The Punch Up

When you fly to a rocket factory, upon landing you have to bash the pulp out of a guard. There are four moves and two ducks, the ducks are useless. The first three guards are dead easy, the last two can be sorted out if you keep the joystick pressed up, and press the firebutton when his face is uncovered, knock his bar down, and BLAM, you did it!

* The Moonbase

Once you have the final rocket part and 500 units of Lunarium, assemble your rocket, load the Lunarium and blast off!

You will then find yourself in the Mine. You have to shoot the women zombie slaves from the platforms in similiar fashion to the Temple shoot out. To hit them stay down until the girls cease firing, then move over and shoot them. Be quick as they will escape on ropes and return. Repeat the process carefully, for those on the right. Don't forget that your vision becomes impaired due to the effects of the Lunarium, so

hurry. If you have succeeded, the world is saved! If you are too slow, then Nazi's are in the Whitehouse!

1.236 rodland

Begin play and pause the action. Press the <HELP> key exactly five times (no more, no less). Unpause to resume play and the cheat mode will be active. You will have infinite lives and you can advance to the next scene when you press <SPACE>. Hopefully you should see a tiny love heart at the top of the score and status panel that will show that the cheat is active.

1.237 rolling ronny

To fly and avoid nasties try:

Enter "RONNY" as your name in highscores.
Enter "CHEAT" as your name in highscores.
Enter "TRACTOR" as your name in highscores.
Hit <C> during game play.
Enter "MICHAEL" at the end of game, when you die.

Try pressing <F9> to get energy back.

1.238 rolling thunder

As soon as the digitized laugh has played, type "JIMBBBY" and a message saying the cheat mode is on will appear. You now have infinite lives and can skip levels by pressing <L> or <I>.

1.239 rome ad92

Hold down the <ALT> key and type any of the following numbers:

overall codes:

888 Abort game and return to dos
998 Freeze for screenshots

HERCULANEUM:

764 Starts thunder and lightning
826 Starts volcano exploding
293 Give host money
119 Give host toga
275 Force ship to dock
472 Win level
518 Test stabbed anim
337 Test allover anim (dies under lava)

ROME 1:

682 Win level

792 Add to hector's cash
092 Pretends hector successfully came from here
442 Evening
443 Night
624 Start a dice game
635 Start a play
426 Start a slave auction
857 Emperor's speech
608 Buy a slave girl
719 Buy a slave
702 Start games
299 Put hector inside palace
239 Test thrown to the lions
314 Test games interleave
012 Test play rehearsals
083 Test herald anim
283 Test stabbed anim
522 Test dice anim

BRITAIN:

232 Rainfall
233 Fine
234 Night
235 Day
868 Monitor sentinels' strategies
490 Win level
661 Enable map blips for enemy and friend
260 Test lose anim

ROME 2:

362 Win level
102 Start registration of candidates
103 Auto register hector as candidate
114 Buy a slave
305 Start games
436 Start election (Hector as candidate)
437 Start election (Hector isn't candidate)
410 Pretend you've borrowed money
792 Add to hectors cash
442 Evening
443 Night
551 Own a slave girl
340 Test lose anim
314 Test games interleave
083 Test herald anim
283 Test stabbed anim
522 Test dice anim
662 Test lose game anim (despond)

EGYPT:

691 Enable map blips for sentinals
661 Monitor sentinals strategies
809 Win level
236 Test lose anim

ROME 3:

624 Win level
403 Night
434 Buy a slave
305 Start games
210 Start games

792 Add to Hector's cash
796 Test winning crowd scene (min alive)
457 Test winning crowd scene (min dead)
211 Test games interleave (different from previous levels)
633 Test lose game anim

1.240 rotor

Level Codes:

1 GAG
2 LIP
3 FLY (SLY)
4 MEN
5 AWE
6 TNT

Also, "PIT" allows access to the battle simulator.

1.241 rotox

At any time, type "AARDVARK" and hit <RETURN> for infinite credits.

1.242 rubicon

While playing, pause the game with <SPACE> and type "THE REAPER". (with or without space) You now have infinite lives. Now press:

<F1> - <F7> select weapons
<F10> recharge weapons
Pause + <L> skip levels

1.243 ruff 'n' tumble - renegade

Enter any of the following for the password:

6581 Level 2
3178 Level 3
8392 Level 4
7339 the game ending
6717 Infinite lives

1.244 ruff and ready

During play, hold down <HELP> and press <LEFT MOUSE>. A secret screen will appear. While still on the secret screen press <LEFT AMIGA> 5 times and then press <SPACE> to go back to the game. If you hold <HELP> and press <LEFT MOUSE> again, you will notice that the secret screen now shows that the cheat mode is on. You will now be invincible.

1.245 ruffian

Level Codes: Cheats:

Mushroom	Manylife
Cornwall	Timeless
Aerofoil	Firemore
Charcoal	Censored
Injector	Spacebar
Loophole	Cheatoff
Weighted	
Hatstand	
Almighty	
Stumbled	
Underlay	
Astatine	
Disktest	
Headland	
Prudence	
Shoeshop	
Lothario	

1.246 The Running Man

Enter your name as "DdIiSsKk" on the high score table, and you should now have infinite energy.

On Hiscore type "CHEAT" to fly, also press <C> during play for same effect.

Alternatively, here is a complete solution:

Level 1

Right just make your way rightwards kicking the dog occasionally until you spot the crevasse, now, you need to run up to the first ice platform from the floor, and when you are a couple of paces from it, jump, and keep jumping until you are over the crevasse. Once you've done this, the only trouble you'll have is the 'stalker' and a dog. Oh and also once you have killed the 'stalker', the place fills with gas. What you do is this, run right, and kick the 'stalker', when he comes by, the only way he can harm you is by whacking his exploding pucks at you, or whacking you with his stick (whatever you call it, and he doesn't do this very often!) If he comes up behind you, run towards him and kick him, then continue right. It is important that you get as far right as you can, so that when you have killed the 'stalker', you don't get killed by the gas as you are running to the exit.

Level 2

Make your way to the right, when the dog comes give it a boot. Eventually you will come to the brick, pick this up and run with it until you come to the pipe. Now chuck the brick, pick up the pipe, run with pipe to right. You will then find the brick again. Put down the pipe, pick up the brick, and chuck it again, pick up the pipe and continue running right. Repeat this process of chucking the brick, putting down

the pipe, pickup the brick, chuck the brick, pickup the pipe, continue right. Eventually you will get to a much needed medical pack. Collect this, then collect the brick and crawl through the metal tube that's ahead, when through, chuck the brick. Go back through the metal pipe, and pick up the pipe, then go back through the metal pipe again, with the pipe in your hand. Keep running to the right, kick the dog if necessary, chuck the brick when you find it. The 'stalker' will appear, chuck the brick at him, bash him with the pipe, after you have hit him, crawl, as he can't get you if you duck and crawl, then hit him again, don't forget to kick the dog, as the dog can get you when you crawl/duck. Once killed, run for the exit (no gas this time!)

Level 3

Run to the medical pack and collect it, kick the dog when it comes. Keep running until you find the 'stalker'. Don't try hitting him, because if you do, you'll get electricuted. Your objective now is to get past the 'stalker'. If he raises his hand and fires, duck and crawl past him. If he lowers his hand and fires, just run and jump past him. Keep going to the right until you come to the brick. When the 'stalker' comes at you in his battle car, jump at it in the way it's coming at you. This way it won't knock you over. When you have found the brick collect it, throw at the 'stalker', then run or crawl towards it again, collect it and throw it at the 'stalker' again. Keep doing this until he is dead, and run for the exit.

Level 4

Run to the right, kick the dog until you come to the 'stalker'. When you find him, keep moving about until he flys into the air (using his flame thrower as a jet pack). Now keep running about in both directions, and when he comes near punch or kick him, watch out for the flames though - duck. (quack!). When he is a dead duck, go to the exit.

Level 5

Very simple really: keep going to the right, bashing the dogs and biffing the guards, and spiffo, you have reached the exit and finished.
