

CheatCollectionE.02

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE.02		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

CheatCollectionE.02

1.1 Cheat Collection

Cheat Collection English Version 1.28 (22.02.1998) Part 3

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

E

E-Motion
Cheat

E-Swat
Cheat

Eco
Cheat

Eco Phantom
Cheat

Edd the Duck
Cheat

Edd the Duck 2
Cheat

Elf
Cheat

Eliminator
Cheat|Codes

Elite
Cheat

Elvira - Mistress of the Dark

Cheat

Emerald Isle
Cheat

Empire Soccer
Cheat

Empire Strikes Back
Cheat

Enchanted Castle
Solve

Enchanted Lands
Cheat

Enchanter
Solve

Enduro Racer
Cheat

Enlightenment - Druid II
Cheat

Epic
Cheat | Codes

Escape from Tharkan
Cheat

Escape from the Planet of the Robot Monsters
Cheat

Espana '92
Cheat

Evil Garden
Cheat

Executive Leader Board
Cheat

Exile
Hint

Exolon
Cheat

Extase
Cheat

Extreme Violence
Cheat

Eye of the Beholder

Cheat|Hint

Eye of the Beholder 2
Cheat|Hint

Eyes of Horus
Cheat

F

F-117 Stealth Fighter
Cheat

F-15 Strike Eagle II
Cheat

F-16 Combat Pilot
Cheat

F-16 Falcon
Cheat

F-17 Challenge
Cheat

F-19 Stealth Fighter
Cheat

F-29 Retaliator
Cheat

F-A-18 Interceptor - Electronic Arts
Cheat

F1 World Championship Edition
Cheat

Faery Tale Adventure
Cheat|Hint

Fantasy World Dizzy
Cheat

Fantastic Voyage
Cheat

Fantasy Manager
Cheat

Fantasy World Dizzy
Cheat

Fast Lane
Cheat

Fears
Cheat|Codes

Federation of Free Traders
Cheat|Hint

Federation Quest
Codes

Fernandez must die
Cheat

Fiendish Freddy's big top o' fun
Hint

FIFA International Soccer CD\$^3\$\$^2\$
Cheat

Fighter Bomber
Cheat

Fighting Soccer
Cheat

Fighting Spirits - Neo
Cheat

Final Blow Boxing
Cheat

Final Fight
Cheat

Final Mission
Cheat

Fire and Brimstone
Cheat

Fire and Ice
Cheat

Fire Force
Cheat

First Samurai
Cheat

Fish
Solve

Flaschbier
Cheat

Flashback - Out of this World II
Cheat|Solve|Codes

Flimbo's Quest
Cheat

Flink CD\$^3\$\$^2\$
Cheat|Hint

Flood
Cheat|Codes

Fly Harder
Cheat|Codes

Fly Harder CD\$^3\$\$^2\$
Cheat|Codes

Flying Shark
Cheat

Football Director 2
Cheat

Footman
Cheat

Forest Dumb
Cheat|Codes

Forest Dumb Forever - Avalon
Cheat|Codes

Forgotten Worlds
Cheat

Formula One Grand Prix
Cheat|Hint

Foundation Waste
Cheat

Frankenstein
Cheat

Frontier - Elite 2
Hint

Frontier CD\$^3\$\$^2\$ - Game Tek
Hint

Fruit Salad
Cheat

Full Contact - Team 17
Cheat

Fury of the Furies CD\$^3\$\$^2\$
Cheat

Fusion
Cheat

Future Shock - AmigaFun
Cheat

Future Wars
Cheat | Solve

Fuzzball
Cheat

G

Gadgets - Lost In Time
Codes

Gainforce
Cheat

Galactoid
Cheat

Galaga '92
Cheat

Galaga '94
Cheat

Galaxy '93
Cheat | Solve

Galaxy Force 2
Cheat

Game Over 2
Codes

Gamma Zone
Cheat | Codes

Ganymed
Cheat

Garfield
Solve

Gateway
Solve

Gauntlet
Cheat

Gauntlet II
Cheat

Gazza 2
Cheat

Gem-X
Cheat | Codes

Gemini Wing
Cheat | Codes

Genghis Khan
Cheat

Ghost Battle
Cheat

Ghostbusters 2
Cheat

Ghosts 'n' Goblins
Cheat

Ghouls 'n' Ghosts
Cheat

Giganoid
Cheat

Global Effect
Cheat

Global Gladiators
Cheat

Globdule
Cheat | Codes

Globulous
Cheat | Codes | Hint

Gloom
Cheat

Gnome Ranger
Solve

Goal
Cheat

Gobliiins
Codes

Godfather, The
Cheat

Gods
Cheat | Codes | Hint

Gold Rush
Solve

Golden Axe
Cheat

Goldrunner
 Cheat

Goldrunner II
 Cheat

Gonks
 Codes

Graham Gooch's World Class Cricket
 Cheat

Grand Monster Slam
 Cheat

Gravity Force
 Cheat|Codes

Gravity Force II
 Cheat

Great Archeological Race, The
 Solve

Great Giana Sisters, The
 Cheat

Gremlins 1 and 2
 Cheat

Guild of Thieves - Magnetic Scrolls
 Solve

Gulp
 Codes

Gunboat
 Cheat

Guy Spy
 Cheat

1.2 e-motion

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

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

1.3 e-swat

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

1.4 eco

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

1.5 eco phantom

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

<5> to refill life meter and

<7> to refill weapon meter.

1.6 edd the duck

Press <LEFT MOUSE> to skip levels.

On the title screen, type "IANWANTSTOCHEAT" and now press the <.> on the main keyboard. During play use the following keys:

<HELP> advance levels

<N> Invincibility on

<Y> Invincibility off

1.7 edd the duck 2

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

1.8 elf

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

<W> get to the Wolf potion

<H> get to the Hardman potion

1.9 eliminator

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

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

There is a bug on level five!

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

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

1.10 elite

For the older version:

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

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

Bytes marked with star "*" are stated different on different sources.

Byte No Value Effect

```
-----
12 00-FF Create a new galaxy
13 00-FF Create a new galaxy
18 FF Loads of credits
1F 46 7 light years fuel
20 01 Escape capsule.
23 02 Large cargo bay
24 01 E.C.M. System
26 01 Pulse laser
28* 01 Beam laser (may be Galactic hyperdrive)
2C 01 Escape pod
2F 01 Energy Bomb
31* 0C Naval Energy Unit (may be E.C.M. System Jammer)
32 01 Docking computer
34 03 Galactic hyperdrive
```


36 01 Mining laser
38 01 Military laser
3C 01 E.C.M. System Jammer - <L> toggles on/off
3F 01 Cloaking device - <Y> toggles on/off
40 01 Loads of food
47 01 Loads of textiles
49 01 Loads of radioactives
4C 01 Loads of slaves
50 01 Loads of wine
54 01 Loads of narcotics
5C 01 Loads of computers
63 01 Loads of machinery
67 01 Loads of alloys
69 01 Loads of firearms
6C 01 Loads of furs
72 01 Loads of minerals
75 01 Loads of gold
79 01 Loads of platinum
83 01 Loads of gem stones
84 01 Loads of alien items
88 01 refugees from Super Nova
8C 01 Important Thargoid document
91* 00 Clean legal status (may be 97 -> 01)
97 00-08 Harmless - Elite ranking
98 FF Loads of combat points

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

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

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

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

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

1.11 elvira - mistress of the dark

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

1.12 emerald isle

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

1.13 empire soccer

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

1.14 empire strikes back

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

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

1.15 enchanted castle

You started in a medieval castle without any knowledge about it. You are to escape the castle. There are three missions you might also want to do to complete the wholestory of this beautiful text adventure game.

Walkthrough:

East One of the torch is not firmly attached. Get it. This would be your only light source

West Great Hall. There is a magic word written here. Some other areas would bring you back to here whenever this magic word is spoken.

There are also other magic words. To distinguish it, we would refer this as return magic word.

Up,Up There is a painting here.

Try to get it. Whoops, it reveals a secret passage to the west
West Prison cell

There is nothing much here except for three doors. Only one of them appears to be safe. Remember it, because you would go to this part. You are trapped. But don't worry, you have the return magic word. so... You are back to Great Hall

Try to explore the castle. If your torch is blown out, return to Great Hall, and east where you can light it again. If you come to a place where there is a sign "Abandon Ye..." on the west door then north, south, and west would allow you to pass the west door. If you are ready then:

1. Passing the Bengal tiger
Go to music room, get oboe, go to wine-cellar room, wash oboe, back to menagerie, play oboe. You put him on sleep
 2. Clearing the vines in greenhouse
Go to rotunda, west, west, west. There is a block with blood dripping on it. It is mentioned that there are doors to eastern. So there are actually three doors. Go to south east to torture chamber. Get secateur. Go to green house. Cut vines
 3. Passing the dragon
From green house, north, east, enter crypt. There is a candle here. If your torch is unlighted, light it. Now, the southern wall has three doors. Choose the one which appears to be safe (remember). Don't forget to adjust the orientation. Inside, there is an armor. Get it.
There is also a magic word to save your game here.
Return to Great Hall. Go to rotunda, southwest, south. See the candles? Blow them. The fireplace to the west open. West, West, Get sword,
Go to the hall of dragons. Wear armor. Kill dragons
 4. To get to other part of castle
Go to theatre, west, north, north. Sit on a strange chair. You are transported to other room.
 5. Looking for keys?
Go to gazebo, get ladder. Transport to the other part of castle. Go to cruciform, north. Drop ladder, climb up ladder and you would find a statue there. Get statue but don't break it. Down, south, and west. You are standing on balcony above the terrace. Throw statue. Smash!
Return to Great Hall, Go to terrace. Get a set of keys.
 6. Passing basilisk
Go to lord bedroom. Open closet. Now, a basilisk is hiding there.
Run, You would be safe if you don't run to the room where you come in or you don't run to a dead end. To get rid of it, from lord bedroom, north, north (cruciform), east. There is a magic word that whenever is spoken somewhere else, everything there would be disappeared. So south, and say the magic word.
 7. Fetching the Star of diamond
Bring the set of keys with you. Go to lord chamber, south, down until you come to the nursery room, west. Notice the furnace? unlock it, open it, and you can get the Star
 8. Exploring rooms behind hall of dragon
Go to catacomb east of it. Southeast. Northeast. Keep trying to go to northeast until you found a bridge. Cross it. You would find a chained troll. If you have the keys with you, unlock it. He would steal the keys from you. Unless you have had the star of diamond, you won't need them anymore. East, north, west on the edge of a pit. Down. You entered a Zimbu house (This one too is just like the basilisk will be after you). So grab the book fast. Up, south, south, cross the bridge and burn it. There the Zimbu can't swim
-

9. Rescue the princess from ugliest witch
Bring the book, go to chapel. Get the cross (witch is afraid of).
Transport to other room. Go to library. Place book and the bookshelf
slide over revealing a downward passage. down, down. Northwest, get
the flask. Southeast, northeast, get the wand. Southwest, down.
There is a frog there. From infamous story, kiss the frog and the
frog become a princess. Get princess and she would follow you unless
you said the return magic word.
10. More rooms to explore
Go to theatre, west to a den. There is a crack on a floor. If you pour
the liquid, you would find that there is a room below. So wave the wand.
Down, down, get box which apparently is a triggered timebomb. Save your
game here. Go to basilisk closet, down to nursery room, south, throw
box, north. Wait until it explodes (Take a lot of time). south, northeast,
west to the fountain of champagne. Fill flask. East (Tearoom), up, south,
Get the bell.
11. More magic word
Go to rotunda, west, west, south to the talking skull. This time, it
gives a very useful advice. The place it mention is the well. Go there.
(south of garden). Pour champagne. You amused something there. Return
to the Great Hall, go to hall of dragon, go to catacomb east of it,
northeast to a river. Fill flask with mineral water. Back to the well
and pour the water. Listen the magic word carefully
12. Passing the Bengal tiger again
With wand, go to kitchen, south, and wave it. Presto! delicious food
appears. Get it. Go to menagerie. Feed tiger
13. Opening your way out
Get the secateur. Transport to other part of castle. A large mirror is
standing there. Break it. It allows you to go south, south where you
find a windlass. This one is used to raise and lower the drawbridge below.
The windlass is stuck however, so cut the rope. Snap! the drawbridge
fall down. you are not done yet, need to raise the locked portcullis.
Back to Great Hall, bring the bell with you, go to menagerie, northeast
to the room of three. Ring the bell three times. A unicorn would let you
to take a golden key from it. Go to the entrance, unlock portcullis and
say the magic word from the well.
14. Last thing
You have the star diamond and the princess now. You also has opened the
gate. The last thing is to demolish the castle. Now, go to reception room
where there is a chandelier is swaying around. Light chandelier. Go to
stable, burn hay. Oops, you drop your torch. Don't attempt of getting it.
Instead, run east, east, south, west, south, south to finish this
incredible game

1.16 enchanted lands

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

1.17 enchanter

From the Fork in the road:

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

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

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

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

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

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

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

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

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

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

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

- You've got the KULCAD spell!

Get Scroll
Say "Turtle, stay"
D, W, N, N, N, N
Follow tracks
Reach in Hole
Read Frayed Scroll
N
Memorize FWEEP
FWEEP the gate
N
Get Scroll
Read Crumpled Scroll
S, W, W, W, W, W, U
Memorize FWEEP

FWEEP the Egg
KREBF Shredded Scroll
Get Scroll
D
Memorize VAXUM
E

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

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

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

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

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

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

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

S, W, S, S, E, E

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

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

The End!

1.18 enduro racer

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

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

1.19 enlightenment - druid ii

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

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

1.20 epic

Level Codes:

- 1 AURIGA
 - 2 CEPHEUS
 - 3 APUS
 - 4 MUSCA
 - 5 PYXIS
 - 6 CETUS
 - 7 FORNAX
-

8 CAELUM
9 CORVUS

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

Also <ENTER> (on numeric keyboard) has a few uses, refuel, repair shields and boost weapons. Press Joystick down for this.

1.21 escape from tharkan

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

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

1.22 escape from the planet of the robot monsters

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

1.23 espana '92

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

1.24 evil garden

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

1.25 executive leader board

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

1.26 exile

Keyboard mapping:

Control of the hero:

<Q> Fly left
<W> Fly right
<P> Ascend
<L> Descend
<TAB> Change direction (very useful in critical situations)
<CTRL> Turn horizontal (I don't know what this is for)

Object control:

<,> Take object (arm gun, carry grenades or flasks...)
<M> Drop object
<.> Throw object

If you drop or throw a grenade, it will get live and explodes within a few seconds.

Weapon control:

<O> Aim at destination
<K> Aim at destination
<I> Center destination
<SPACE> Fire gun
<F1>-<F5> Select weapon

Others:

<CURSOR> Move view
<T> Teleport home
<HELP> Reset Game

General hints:

- Unlock the doors of your spacecraft with the red buttons and leave it.
- Play around with objects (try getting the gun and the grenades).
- Try killing the nervous birds (you will need the experience).
- Bomb away barriers (perhaps doors) with grenades.
- Remember: Everything that happens to you will happen to every object in the game.

Everything will be teleported by the Transporter (even the explosions)

- Extinguish Fire with Water (I will not tell more)
- Try dropping down grenades in chasms if there are many missile bases down there.

1.27 exolon

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

1.28 extase

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

1.29 extreme violence

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

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

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

1.30 eye of the beholder

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

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

Load "EOBDATA.SAV" (Disk 2) into a HEX-Editor.

Start 11 times later than the first letter of your first character's name with typing HEX "72" 14 times then 2 times "FF". Now do this with all characters and save.

Now your characters should have stats of 114, and about 120 hit points.

Special Quests

=====

Level 1 (Kobold)

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

Level 2 (Zombie)

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

Level 3 (Kuotoa)

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

Level 4 (Spider)

Pull the chain just north of the entrance first.

Level 5 (Dwarf)

Put six food rations in the shelf marked pantry.

Level 6 (Kenku)

Put all ten kenku eggs in the room marked next.

Level 7 (Drow)

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

Level 8 (Hell Hound)

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

Level 9 (Displacer Beasts)

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

Level 10 (Mantis)

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

Level 11 (Mind Flayers)

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

Level 12 (Xanathar)

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

1.31 eye of the beholder 2

1) Load the game as normal and select "Create New Party". When the empty boxes appear, click on the top left box, then select race, class, alignment and portrait. Now go to the Modify box and boost all the statistics in this order: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma and Hit Points. Now you can click on Strength and

boost it to maximum, regardless of limitation put on the race or class of the character, so from now on, for example, you can have a super-hard wizard with a strength of 18/99.

2) At the character generation screen, always increase all stats that you can (that includes Hit Points) to as high as they will go.

3) If you want a Mage, Cleric or Paladin to use a two handed weapon as well as magic, then do the following. Put the weapon down on the ground, and their spellbook or magic symbol in their second hand. Click <RIGHT MOUSE> on this for a list of spells to appear. Pick up the two handed weapon and place it in the characters primary hand. As the list of spells is still up, they can now cast spells and use a two handed weapon at the same time. You will have to repeat this process after using the compass etc.

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

1.32 eyes of horus

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

1.33 f-117 stealth fighter

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

1.34 f-15 strike eagle ii

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

1.35 f-16 combat pilot

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

1.36 f-16 falcon

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

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

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

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

Switch to tracking mode & rotate to side view.

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

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

1.37 f-17 challenge

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

1.38 f-19 stealth fighter

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

1.39 f-29 retaliator

Enter your name as "THE DIDY MEN" (with spaces, no <RETURN>) on the enrollment screen. Click on the Colonel icon and press <RETURN>. Select the battle area as normal and select mission control. Accept a mission (without selecting one) then go back and select a mission. Now start the game and play as normal. When it comes time to land simply press <ENTER> on the numeric keypad and the plane will land automatically.

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

1. When you get killed on a mission, instead of restarting the game, wait until the 'Service Terminated' screen appears and reset your computer.

- Reload the game and your pilot should be intact.
2. Set up your mission as normal but do not enter the weapons selection screen. Now when you start your mission you will have unlimited Thunderbolt missiles. Fire away!

1.40 f-a-18 interceptor - electronic arts

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

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

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

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

1.41 f1 world championship edition

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

1.42 faery tale adventure

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

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

The keys to use for different buildings are:

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

When you find the turtle, jump on it and start slashing with your weapon. The turtle will not be harmed but your bravery will rise.

The best weapon in the game is the sword.

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

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

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

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

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

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

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

1.43 fantasy world dizzy

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

1.44 fantastic voyage

On the title screen, press <FIRE> to start the game. When you are asked to enter disk two, enter the second disk. After you insert the 2nd disk the

drive light should go on for a second and then off. Now quickly press and hold <LEFT MOUSE> and <RIGHT MOUSE>, <FIRE> and <SPACE>. Hold them until the drive light goes out again. You should now be at the control room screen. Press <FIRE> to start and you will now start with 99 lives.

1.45 fantasy manager

In one player mode against all the other computer players take the lead then press enter and it will go onto the next game, crediting you with the win.

1.46 unnamed.1

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

1.47 fast lane

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

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

1.48 fears

Level Code description:

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

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

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

Example:

LevelCode F8F856A5

 ___/___/

 \ ___ means 99 weapon of type 1 and 28 of type 2

 _____ means access to level 2 with gun and 0 lives left

Part two of the code means:

get weapon type 1 (gun and machinegun) in binary mode (99) : 1100011

get weapon type 2 (Rockets) in binary mode (28) : 0011100

Put them together : first comes 01, then first number of type 2, then first number of type 1, then second number of type 2 ... (always take 7 bit

numbers) and you will get 01 -- 01 01 10 10 10 01 01 - This in hexadecimal 56A5 (see above).

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

Part one of the code means:

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

F8F8 into binary: 1111 1000 1111 1000 with the meaning

```

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

```

Checksum: Set the two x so, that the first 8 numbers added are even and the second 8 also, or the first 8 are odd and the second 8 also.

I hope this is right!

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

1111 are 0 lives : 0 binary is 0000 | 111 is level 1 : 1(-1) is 000

1101 are 2 lives : 2 binary is 0010 | 100 is level 4 : 4(-1) is 011

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

```

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

```

1.49 federation of free traders

Load the game. Enter the net. Type "HELP", and get yourself an ID number. Logoff the net. Press the <BACKSPACE> at the bay doors. Blast off into space, and find a spaceship for you to trade with and get his ID number. Enter the net, logon, and press <T> and <RETURN>.

You should be now in communication mode with the alien. Say hello, have a chat, keep pressing a key or whatever until he offers you some goods, such as Hypermint for example. At the prompt, straight after he has offered you something to buy, enter "1" and press <RETURN>. He will say something like no chance, or sign off. Logoff.

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

Do same as above but enter a higher number, say "20000" when you want to

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

The top routine, is only to be used in buying, as it is no good trying to buy something, when it is set at 200000?
Likewise, the bottom routine is only used for selling, as you are a bit stupid if you try to sell your wares for 1 credit!

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

To complete the missions:

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

1.50 federation quest

Level Codes:

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

1.51 fernandez must die

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

1.52 fiendish freddy's big top o' fun

PHENOMENAL FEATS OF DIVING DARING (HIGH DIVING):

If you don't want to be flat and miss the water with a splat just keep the autofire on all the way down. Just push in the direction you want and Fiendish Fred won't bother you with his fan at all. Use the overhead picture in the

bottom left hand corner and just keep the cross in the middle. Then you just do the same for all four boards you jump from and Freddy won't make a bit of difference to your score (if you want a good score, land in the water and keep moving from left to right as fast as possible).

GENUINE JUGGLING GENIUS (JUGGLING):

If on the first level you don't drop anything then Fiendish Freddy won't lob your death warrant to you in a shape of a bomb or a nuclear missile. If you drop something and a bomb comes on just push up and fire and Fiendish Freddy will be shaken. On the next round a baby will join in the fun as it needs to be juggles alongside the balls, all you need to do is get it in the pram. Drop five items and you will have a very sore neck.

BREATHTAKING BRAVADO FROM HAZARDOUS HEIGHTS (TRAPEZE):

Looks easy but it can be very hard if you make a bodge of it early on in the swing. If you want to keep going swing left to right all the time. Be quick otherwise Fiendish will snip you to your doom.

Leave the swing an extra turn if you're not sure but don't chicken out too many times as time is against you. Leave the swing for about four seconds before you let go at the beginning. Hoops are no problem: just wait until you see the rope on the other side and then just pretend they weren't there. Make sure you are swinging upwards when you press fire to let go otherwise you die.

TENSE TRAVEL TECHNIQUES ON TIGHTROPE (TIGHTROPE WALKING):

Make sure you're moving fast otherwise a cannon will make mincemeat out of you. On the second level start moving out as soon as the screen appears. If you don't, Freddy will punch you out of the tent, he's that quick! You need to press fire once in the second level to block the razor blade he throws at you. In the last level you must need to move across as normal and press fire when Fiendish Freddy uses the razor blades again. Timing is all important on the third level. Look at the top left-hand corner and use that view to guide you.

DEADLY AND DANGEROUS DAGGERS OF DEATH (KNIFE THROWING):

Picture the circle as a clock with an hour hand only, as soon as you see the screen, just move to the outside of the circle and press fire when the balloons reach the nine til half past nine position. The knife should hit the balloon at the six o'clock position. The rest is easy, just do that and you will complete the level easily.

COMBUSTIBLE CANNONS OF COLOSSAL COURAGE (HUMAN CANNON BALL):

For the Human Cannon Ball event all you have to do is count how many handfulls your curvy assistant puts into the cannon, look it up on the diagram and move the platform (the crash mat) along to the relevant position and press fire.

Then all you have to do is leave the number of moves the diagram tells you to (how many positions the cannon has to fall through) and then press fire to send your Human Cannon Ball on his way.

1 Hand Full		*												Leave 3
2 Hand Fulls				*										Leave 3
3 Hand Fulls					*									Leave 3 * - Crash Mat
4 Hand Fulls						*								Leave 4
5 Hand Fulls							*							Leave 5

^
Start

1.53 fifa international soccer cd³²

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

```

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

```

1.54 fighter bomber

Enter your pilots name as "BUCKAROO", and 'Oooooh Nooooo its a Buckaroo' should appear at the bottom of the screen. Now you can try all of the 16 missions. As an added bonus your plane comes complete with a few extras. For a start you can fly on the ground! And you can hit <D> any time during the flight to be taken to your next target!

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

1.55 fighting soccer

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

1.56 fighting spirits - neo

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

```

"CHEATER "   end of game sequence (put <SPACE> at the end!)
"VIDEO GIRL" Super Fighting Spirits
"SD POWER"   ?

```

Super Fighting Spirits will give you two more characters to choose from.

If you go to the credit screen and wait for a while a secret screen will appear. This will give you the secret moves to the two hidden characters and a hint on a different way to activate Super Fighting Spirits mode.

To activate the Super Fighting Spirits mode described on the secret screen, select options and highlight exit. Now push the joystick to the right till the screen flashes and you will be in Super mode.

1.57 final blow boxing

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

1.58 final fight

When the game starts up: when the picture of the guy watching TV appears, wait until "not so fast Mike, turn on your TV" appears at the bottom of the screen and press <HELP> (five times?) as soon as it does. You now are invulnerable to hits and kicks and press <+> to make all mad gear members disappear and pressing <1> to <0> will skip you through the stages of the game.

Pause the game and type "SHERRIF FATMAN" for infinite lives.

1.59 final mission

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

1.60 fire and brimstone

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

1.61 fire and ice

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

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

1.62 fire force

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

1.63 first samurai

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

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

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

1.64 fish

Complete Solution:

Part 1

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

Part 2

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

Part 3

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

1.65 flaschbier

On the title screen, hold down <RIGHT MOUSE>, <LEFT MOUSE>, <SPACE>. The game will start the 1st level and at the bottom of the screen the message

TRAINER ACTIVE will appear. Push up on the joystick to select level and press <FIRE> to try the level.

1.66 flashback - out of this world ii

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

The level codes are:

French release:

1	2	3	4	5	6	7
EASY	BACK LOUP	CINE GOOD	SPIZ BIOS	HALL		
NORMAL	PLAY TOIT	ZAPP LYNX	SCSI GARY	PONT		
DIFFICULT	CLOP CARA	CALE FONT	HASH FIBO	TIPS		

English release:

1	2	3	4	5	6	7
EASY	WIND SPIN	KAVA HIRO	TEST GOLD	WALL		
NORMAL	FIRE BURN	EGGS GURT	CHIP TREE	BOLD		
DIFFICULT	MINE YOUR	NEST LINE	LISA MARY	MICE		

Solution:

LEVEL 1

From Start, Pick Up The HOLOCUBE Located 1 Screen Below
 Move To Right And Dispose Of The First OGRE
 Go Left And Pick Up The Rock And The 10 CREDITS
 Move Right, Let The Door Slide Open And Incinerate The Second Ogre
 Pick Up PILE
 Go Down (Making Sure You Don't Plunge And Die)
 Then Move Right Avoiding The Force Field And Curent Running Through Ground
 Recharge Shield And PILE
 Move All The Way Left And Place PILE Into Console (This Opens The Bridge)
 Once You Cross, Take The LIFT Up And Go Left
 Throw Rock At Sensor So That The LIFT Stays Down
 Pick Up TELEPORTER And The 2 Rocks
 Take The Bottom LIFT Down
 You Must Now Go Back Right (CAUTION: There Is A Deep Drop Down, Avoid It)
 CLIMB Down, Then Again CLIMB Down, Jump Down To The 2 Ogres And Hopefully
 They Will Kill Each Other, If Not Dispose Of The Remaining One
 Go Right And Disable The Force Field
 Pick Up Rock
 Kill Another Ogre
 Pick Up 100 CREDITS
 Pick Up KEY
 Pick Up 100 CREDITS
 To The Right You'll Face Another Ogre (Make Sure To Have Your GUN Ready)
 Pick Up 500 CREDITS
 Go All The Way Left (CAUTION)
 Insert KEY Into Console (This Opens A Door)
 Now You Must Go Back Over The Bridge Again All The Way To The Right Where
 You Recharged All Those Items
 On Top Go Left, Kill Ogre, Go Up And Play With The Sensors Until You Get

To The Top
Go Right And Talk To The Injured Traveler
Give Him The Teleporter And Pick Up I.D. Card
Now Go Back All The Way Left Over The Bridge (CAUTION)
Go All The Way Left, Down And And Pass The I.D. Card Through The Console
CLIMB Down (CAUTION, LOOOOOONG Drop)
There's 2 More Ogres Here
CLIMB Down And See If They Obliterate Each Other, If Not Dispose Of The
Remaining One
There Is A Sensor On The Right And If You Try To Walk It Sets Of A Laser
Beam... Duck Down And ROLL Into The Next Screen
There Is An Old Hermit On The Right Who Will Sell You The Anti-G Belt For
Your CREDITS

LEVEL 2

Go All The Way Right And Climb Down To Bring Up The LIFT
From Middle Platform, Run And Jump To Get On Top
There You'll Find 2 COPS, Which Will Shoot You So You Must Dispose Of Them
After That, Talk To IAN And Activate The Chair
You'll See A Long Animation After Which You Must Talk To Ian Again
He'll Open The Door
Go Through And CLIMB Down To Kill The Ogre On The Bottom
Pick Up FUSIBLE And Return Up To Insert It Into The Console
Again Activate The Console To Bring Down The Lift
Take The Lift Up Snd Go Left
You Must Talk To MAN, After Which You Must Open The Door, Bring Up The
Lift And Go Down To The Train
Activate Map To Get Familiar With The Subway System
Take The Train To The BAR (AMERICA)
Talk To The BARMAN, Go All The Way Right And Talk To FAUSSAIRE
Go Back To The Train And Take It To The COUNCIL (AFRICA)
Talk To Each Moron And Give Your I.D. Card To The GOUVERNEUR
He'll Give You Working Papers
Take The Train To The JOB CENTER (EUROPA)
Talk To MAN And Insert The WORKING PAPERS To Accpet Misison 1

You May Also Review What The Mission Is About
Take The Ttrain Tto ASIA And Collect A PACKET From WOMAN
Take This PACKET To AFRICA And Give It To MAN
Here He Will Pay You
Take Train To JOB CENTER And Accept Mission 2

SAVE Here

You May Also Recharge Your Shield
Take Train To RESTRICTED AREA 2 (AFRICA)
Pick Up V.I.P
Go All The Way Right
Shoot OGRE
Pick Up And Insert KEY Into Console
Go Left And Kill OGRE
Go Left Again And Dispose Of The 2 Floating Balls
On The Top Platform Collect KEY
Go Right And Insert KEY To Open Door
Get V.I.P. And Proceed Down
Here He Will Pay You And Teleport You To The Mission Room
Recharge

SAVE Here
Insert Working Papers To Accept Mission 3
Take Train To The BAR (AMERICA)
Talk To Customer
Go Down To Talk To COP
Go Back Behind Bar And Shoot OGRE
Then Talk To MAN And Go Back Down To Shoot The COP
He'll Leave A KEY
Pick It Up And Go Back Behind BAR To Open Floor Trap
Jump In

SAVE Here
Go Right And Shoot The 2 TERMINATORS
You'll Get Paid And Teleported Back To Mission Room
Recharge

SAVE Here
Insert WORKING PAPERS To Accept Mission 4
Now This Level Is Not Tough But It's FAST
Step Into Teleporter
RUN To The Right, Open Floor Trap And RUN All The Way Left
Take LIFT Down, Run Right, And Jump On Tp Platform To Activate LIFT
Take LIFT Down And Go Right
In The Right Place, Insert The Correct Card
You'll Get Paid And Teleported To Mission Room
Recharge

SAVE Here
Insert WORKING PAPERS To Accept Mission 5
This Level Is Not That Easy, Make Sure You Take Your Time And Be Patient
Proceed To RESTRICTED AREA 3 (EUROPA, Same Station)

SAVE Here
Shoot OGRE And Go Down
Shoot Second OGRE And Get KEY
Go Down And Shoot Third OGRE
Go Left And Insert KEY
Go Left, Pick Up The ROCK And Throw It
Shoot OGRE
RUN Left And Jump Down To Shoot Another OGRE
Go To Top Platform And Activate Sensor To Open Door
CLIMB Down And ROLL Right
Pick Up KEY And The CREDITS
Go Back Left, Down, Right, And Down
Dispose Of The COP, Open The Door And Incinerate The Flying Ball
Here You'll Get Paid And Teleported Back To Mission Room
Recharge

SAVE Here
Go To The BAR (AMERICA) And Talk To FAUSSAIRE
Give Him CREDITS And Collect I.D.
Proceed To The DEATH TOWER And Give I.D. To MAN
Go In And Fond Yourself In The NEXT LEVEL...

LEVEL 3
8:
Go Right And Kill TERMINATOR

Open Door, Go Back Right, And Recharge
Go Left, Kill TERMINATOR, And Proceed Left
open door and lift UP

7:

Jump Up And Proceed Left
Open Floor Trap, Go Left, And Kill TERMINATOR
Activate Doors And Kill TERMINATOR
Go Left And Kill TERMINATOR
Go Left, CLIMB Up, Go Left And Kill TERMINATOR And The 2 Floating Balls
Proceed Left And SAVE Here
Go Left And Take LIFT Up

6:

Go Right And Open Door
ROLL Left, CLIMB Up And Go Left
Watch Out For Trap Door And Recharge
Go Left And Kill TERMINATORS
Proceed Left And Watch Out For Floor Mines
Take LIFT Up

5:

ROLL Left And Kill TERMINATOR
CLIMB Up, ROLL Right And SAVE Here
Go Left, CLIMB Down
From Center Platform Run Left And Jump Up To Proceed Left
Jump Over Pits And Continue Left
Take LIFT Up

4:

Go Right, Release TERMINATOR, And Kill Him
Open Door And Go Right
Recharge And Kill TERMINATOR
On Bottom Platform Go Right And Open Door
On Middle Platform Go Right And Open Floor Trap
On Bottom Platform Go Right And Take LIFT Up

3:

Kill TERMINATOR And Go Right
Kill Middle Floating Ball, Kill TERMINATOR, And SAVE Here
Kill Remaining 3 Balls And Take LIFT Up

2:

Kill TERMINATOR, Open Door, And Kill The Other TERMINATOR
Take LIFT Up

1:

Kill TERMINATOR
You'll See And Animation Of A TV Studio
You'll Receive Money And Launch On A Space Crusade To The Next LEVEL...

LEVEL 4

Talk To HOMME And Give Him I.D. Card
Go Left, Kill Cop, And Go Left
Here Kill Socond Cop (Use The FORCE FIELD, It Really Works)
Go Down, Kill Cop And Floating Ball
From Middle Platform Go Right And Recharge

Go Right And Kill Cop
Proceed Right And Dispose Of All The Cops That Show Their Face
Go Back Left And Recharge If Necessary
Go Right And Inside
Kill 2 Cops And Floating Ball
Move Right And Call Taxi

SAVE Here
Climb To Top Platform
Run And Jump All The Way Right And Crack The Crystal
Proceed Inside And Right
Here Dispose Of The TERMINATOR, Take LIFT Up, Crack Crystal, And Get Key
Go All The Way Right, Jump To Middle Platform, Right Again And Recharge
Step Left And Incinerate The Robot (CAUTION: He Explodes)
Activate Console, Go Right, Open Door With Key, And LIFT Down

SAVE Here
Climb Up And The Wall Will Slide Away
Take LIFT Down And Go Up
On The Right Kill TERMINATOR, Pick Up Key, And Proceed Left
Get Rid Of The 2 Floating Balls And Climb Up
Move Right And Activate Console So That The Wall Slides Out Of The Way
Then Left And Climb Down
Go Right And Deactivate The Force Field
Proceed Down, Open Door, And Recharge
Take The LIFT Up And Go Right
There Are 2 Floor Traps That I Couldn't Figure Out
They Might Be Useful To Recharge And To SAVE, But I Didn't Bother
Go Right And LIFT Down
On Left Run And Jump To Top Platform So You Can Open Door
Go Right, Pick Up Key, LIFT Up, Open Door And Step Inside
Kill Floating Ball, Jump Mine, And Run Like HELL - A Force Field Will
Follow You
Dispose Of The Floating Ball And Proceed Right To The Next LEVEL...

Level 5
TERMINATOR Will Open The Door, However You Can't Kill Him Since You Don't
Have The GUN
Run Right And Pick Up The Gun
Kill TERMINATOR And Pick Up Key

SAVE Here, Go Right, And Open Both Doors
Proceed Up (CAUTION: Force Fields All Over) And Left
Go Down To Recharge
Dispose Of The Bottom TERMINATOR And Pick Up Both TELEPORT Parts
Kill Upper TERMINATOR, RUN And JUMP To Right Screen Avoiding Force Fields
Open Door And Throw Teleport Receiver
Teleport Here
Kill Floating Ball And Pick Up Teleport Receiver
Jump Down And Dispose Of SLIME CREATURE
Go Right And Kill Second SLIME
Proceed Left

SAVE Here
Go Left And Fall Into Pit
Kill The Floating Ball In The Next Pit And Proceed Left
CLIMB Down And Enter The Teleport Beam For The Next LEVEL...

LEVEL 6

Go Right And Kill The Slime
Open Door, Recharge, Go Back Left And Take The LIFT Down
Go Down, Kill Slime, Pick Up Rock, And Go Left
Throw Rock At The Sensor To Open Door And Go Left
Activate Switchg To Open Floor
On Bottom Platform Shoot The Door, Operate Switch And Dispose Of The Slime
Collect Atomic Charge And Proceed Left
Check Out The Journal
Go Down, Open Floor, And Proceed Down
Recharge And Kill Slime
Throw Teleport Receiver Into The Pit And Teleport Down
Kill Slime And Go Down

SAVE here

Kill Mutant Dog And Proceed Left
Open Door And Kill Slime
Go Right, Pick Up KEY, And Step Right Into The Teleporter
Go Right And Up
Take The LIFT Up, Go Right, And Place The KEY... Next LEVEL...

LEVEL 7

Jump Up And Take LIFT Up
Be Ready To Kill The Slime And Then Collect The 2 Exposive Mice
Proceed Up
Run And Jump To Avoid The Falling Bombs
Throw The Teleport Receiver To The Left And Take The LIFT Up
Activate Switch So That The LIFT Goes Back Down
Move All The Way Left And Recharge
Go Right And Get The Teleporter Ready
Jump Into The Pit With The Slime And Activate Switch
Then Immediately Teleport
Be Ready To Kill The Slime At The Bottom
Pick Up The Teleport Receiver
Move Right, Pick Up KEY, And Open Door
Take LIFT Up

SAVE Here

ROLL Right Avoiding The Force Fields
LIFT Down And Insert KEY
Using LIFT, Blow Up The Floor Mines
Throw Teleport Receiver Into The Pit And Teleport Down
At The Bottom Kill Slime
Then Carefully Timing Dispose Of The Organic GUTS Inside The Half-Sphere
Pick Up Teleport Receiver

Follow These Instructions Carefully:

STEP TO THE RIGHT OF THE FLOOR PIT
JUMP LEFT (KEEP THE BUTTON DEPRESSED) TO HANG FROM THE FLOOR
MOVE JOYSTIC DOWN AND YOU SHOULD FALL DOWN AND HANG FROM THE BOTTOM
ONCE YOU JUMP ALL THE WAY DOWN PROCEED...

Move Right And Leave The Teleport Receiver
Go All The Way Left And Recharge
Take LIFT Down

SAVE Here

Move Right And Shoot 2 Slimes

you Must Dispose Of The GUTS Hanging Down From The Ceiling

To Do That, Shoot Them From The Left Side, Then From The Right

Repeat Until No More Slime-BAGS Come Out

Go Left

Take LIFT Up And Recharge

Take LIFT Back Down

SAVE Here

Go Back Right

Take LIFT Up And Go Right

Pick Up Mouse And Kill Slime

Pick Up KEY, Open Door, And Go Back To Recharge

Also SAVE If Necessary (RECOMMENDED!)

Return To The Door And Take LIFT Down

Go Right And Dispose Of The 2 Slimes (You Might Want To Use The Exploding Mice Here)

Go Right And ROLL Through The Force Field

Leave Atomic Charge And Hit The Switch

Teleport Back

Go Right And Take Lift Up

1.67 flimbo's quest

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

1.68 flink cd³²

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

SPELLS:

QUICKGROW leaf, feather, silver ring

SPIRIT BOMB feather, gold ring, leaf

LIGHTNING two diamond rings, feather

DUST DEVIL leaf, silver ring, feather

DEMON gold ring, mirror, necklace

SHRINK mirror, necklace, amulet

GHOST skull, tooth, magic root

PLATFORM feather, tiger eye, feather

1.69 flood

Level Codes:

1	FROG	8	GRIP	15	FOUR	22	REED	29	LOOP	36	BRIL
2	YEAR	9	TRAP	16	GRIT	23	LIME	30	SING	37	EGGS

3	QUIF	10	THUD	17	ZING	24	QUID	31	JOUX	38	HENS
4	LONG	11	FRAK	18	JING	25	WING	32	PINK	39	HAIL
5	WORD	12	VINE	19	LIDO	26	FLEE	33	GOGO	40	SOAP
6	FRED	13	JUMP	20	POOL	27	GIGA	34	LETS	41	FOAM
7	WINE	14	NILL	21	HATE	28	HEAD	35	QUAD	42	MEEK

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

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

```

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

```

1.70 fly harder

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

Level Codes:

```

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

```

1.71 fly harder cd³²

Level Codes:

```

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

```

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

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

1.72 flying shark

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

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

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

1.73 football director 2

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

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

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

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

```
1514 NEXT
NW=150+INT(RND*200)
NW=INT(NW/AP)
NV=200+INT(RND*300)
NV=INT(NV/AP)
AI=5000000pound sign+INT(RND*(500000pound sign/AP))
NF=(5000+INT(RND*3000))/AP
NP=INT(NP+NA+NF)
GOTO 332

2547 GOSUB 2548
IF RA=9 AND AI>300000pound sign OR AI>1500000pound sign THEN ]2547
GOTO 2548
]2547: RA=INT(AI/5000)
PRINT TAB(5);
PA5
PRINT "DIRECTORS WITHDRAW";
PA1  "
PRINT TAB(30);
MONEY INT(RA)
PRINT TAB(38);"- "
JR=JR-RA
```

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

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

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

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

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

On the menu selection, hold down <CTRL> and <C> to interupt the program. Now enter "AI=AI+500000" and press <RETURN>. Now type "CONT" and press <RETURN>. This adds 500,000 credits to your current amount.

1.74 footman

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

1.75 forest dumb

Enter "0947" for the password for invincibility.

Level Codes:

- 1 0123
- 2 4791
- 3 5628
- 4 9111
- 5 0997

1.76 forest dumb forever - avalon

Enter "2400" for the password for invincibility.

Level Codes:

- 1 0556
 - 2 2424
 - 3 7531
-

1.77 forgotten worlds

On the title screen, type in "ARC" (hold down <SHIFT>) and press <HELP>. The screen will then flash telling you the cheat mode is active. You can now press any of the following whilst playing:

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

1.78 formula one grand prix

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

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

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

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

1.79 foundation waste

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

1.80 frankenstein

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

1.81 frontier - elite 2

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

Dongles and Other Strange Beasts

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

Ships In System Maps

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

Planet Selection

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

Autopilot

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

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

Docking

Docking your ship in a space station without causing damage can become a quite complicated task for large ships. You have to remember that your forward view from a ship like the Panther Clipper is not centered in the ship but instead you look out of your forward window that may be high above the center axis of your ship. As a result you have to aim not at the middle of the docking bay of a station but at a point somewhere in the upper half of the back wall of the dock. One nicely working trick is to use the outside view to look at your ship from a point in front of it and align your ship such that you look at it from within the station and it keeps well clear of the dock walls. In a station you may keep your landing gear up to keep your ship as small as possible.

Initial Trading

As a beginner you will want to make fast cash to be able to buy a better ship that brings you to all the wonders of the universe. You can earn your money with trading. As a beginner you should choose a trading route where there is no risk of being attacked by pirates. Sol and Barnard are two

such systems. You can carry luxury goods from Sol to Barnard and robots back. Sell all of your initial equipment you don't need, to make room for merchandise. You won't need missiles, laser or your scanner. As soon as you have left Merlin (on Ross 154) you can sell your atmospheric shielding too at the next starport, if you avoid planets with atmosphere in the future. On the route between Sol and Barnard this will pose no problem, because there are enough space stations in either system. Be sure to check the bulletin board when you bring robots to Sol. Very often you can get a better price there than on the stock market.

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

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

Crew Members

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

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

Passengers

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

Charity

If you give money to charity, you will get a better reputation and people will trust you more. This means that you can get 10% more money for deliveries, get all or part of the money in advance and more people will want to work for you (?). Your reputation will also grow if you succeed with passenger transports without receiving too much damage to your ship. Therefore giving away your money is not really necessary if your reputation is not too bad for passengers to accept you carrying them.

Dumping Radioactives

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

You can have loads of fun if you try a few highly illegal dumping

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

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

Countryside Landing

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

Mining

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

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

Fuel Scoop from a Gas Giant

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

Fighting

There seem to exist a lot of misunderstandings with respect to fighting. The first one is, that your movement vector has to point to your enemy to move towards him. This is not true. Your movement vector is shown as the vector of your movement with respect to the currently selected reference mass. This is totally insignificant for a fight, because there only the relative velocities of the fighting ships count. This also means, that you don't have to decelerate for a fight. Your attacker will have a similar velocity vector as you or he wouldn't stay in your vicinity for long.

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

What does count is your velocity relative to the attacking ships. You cannot measure it directly, but you can select an attacking ship and watch

the distance change to get an estimate of your velocity. This is the only velocity information that helps you to maneuver during a fight.

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

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

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

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

Military Missions

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

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

have you worked in the past? Are you really trustworthy? See, you know the reason!

Assassination

- * Always save the game before accepting a contract.
 - * Don't arrive in your target system too early. If the police has enough time to investigate, the victim will be warned. This makes it very difficult to finish a contract in systems like 61 Cygni [-1, 1] or Omicron Eridani [2, 0] where you have to travel 40 AU or more to the next station. Don't even think about a mission for Alpha Centauri [0, 0] or Cegreth [-1, -3]. Such missions can only be accomplished if you cheat. For details see the Autopilot Break below. It seems to be ok. to arrive at the target system about one week before contract time.
 - * Don't wait too long in front of the target station or port, the victim may get frightened and refuse to start. 15 minutes before contract time seems ok.
- There seems to be a way to force victims out of a station if they refuse to start. If you attack the station, the launch bay must be cleared for the police vipers. If your victim is in the station, he/she will be in the launch bay and get forced to start as soon as you attack the station.
- * Don't wait directly in front of the station, the victim may run into you.
 - * Don't wait directly above a star port. If the launch bay doesn't close after your start, your victim cannot start.
 - * You should never try to watch the take off of your victim in accelerated time. In most cases your victim will sneak past you while you are dreaming your time away and be gone before you even know it.
 - * Don't attack too close to a star port or station, the victim may try to land again.
 - * If you have to attack near a star port, don't use missiles too early. If you do, your victim might try to evade the missile and crash in the process. If your victim kills himself, you failed.
 - * You can use missiles to prevent the victim from hyperjumping while you attack. If you fire a missile before you use your lasers, the local authorities will charge you only 600 credits for illegal weapon usage. Otherwise you will get fined 10,000 credits for piracy and murder. One very nice attack method based on this trick is to wait at some planet far from your destination until you can spot your victim on the system map. As soon as it appears, target it and fire a missile. This is already sufficient to prevent your victim from hyperjumping and you can approach now and do what you came for.
 - * If the victim hyperjumps, use a cloud analyzer and simply follow. Select the arrival cloud and wait until the victim arrives or you can be sure it made a misjump. If you are not fast enough to overtake your victim on the direct route, you can always use a wormhole route that is nearly always faster. A drawback of the wormhole route is, that your entry point of the target system may be far away from the entry point of your victim.
 - * If you are too far from your victim when he or she starts, use the system map and watch for a ship mark on the map that belongs to your victim. Select it and proceed as usual. You can verify your selection via communication. Don't call, just verify the registration number.
 - * If you have more than one assassination on your list, collect the money for the first one before you try the next. Your employer seems to actively look for you to pay you and spreads rumors of your profession in the process. This obviously warns other victims.
-

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

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

Reconnaissance Missions

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

- * Use autopilot and maximum time acceleration until you arrive in the "vicinity of the planet".
- * Use time acceleration 3-4 and 50,000 km/h to fly to 7000-8000 km distance.
- * Orbit the planet and lock on the target when it is at the horizon.
- * Save the game.
- * Aim a little below the horizon and descend to 1000-3000 m.

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

- * Continue towards your target with 10,000 km/h and time acceleration 2 until your distance is down to 200 km.
- * Decelerate to 5,000 km/h and switch off time acceleration.
- * From a distance of 80 km downwards you can take pictures. I usually fly between the towers or a small distance above. After you have taken the pictures, accelerate with full power and make your escape.
- * After having taken my pictures I often pick a few interesting enemies and practice my fighting skills before jumping out of the system.

A few times I managed to rough land between the buildings of a target station. The stations don't seem to have a starport, but only a hangar out of which the interceptors start. It is interesting to watch them materialize in front of this hangar (and crash shortly afterwards).

Reconnaissance missions to imperial stations are most difficult, because you are attacked by Imperial Couriers with 20 MW lasers. For my Asp with up to 10 shields this means that you are history with only one direct hit. If you fly very low between the buildings of a target station you must be extremely careful, not to be rammed by an enemy ship that suddenly

appears directly in front of you.

Bombing Missions

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

Ratings

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

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

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

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

Sling shot

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

Sightseeing

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

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

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

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

Other Galaxies

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

Thargoids

A lot of oldtimers from the era of the original Elite game still remember the menace of the Thargoids and miss them in Frontier. Nobody has seen a Thargoid in Frontier yet but in an interview David Braben shall have told that there is a single Thargoid ship in a system far out in the galaxy. I personally think this is only a trick to keep us playing Frontier until add-ons appear. But who knows?

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

Enemies One At a Time

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

Perfect Autopilot

Your autopilot always succeeds if you use maximum time acceleration.

Planet Landing Without Fuel

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

Zero Time Shooting from Gun Turrets

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

Missile Fire While Docked

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

Certain Missile Hit

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

Selling Ship With Passenger

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

Engine Upgrade for Imp Courier or Imp Trader

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

Autopilot Break

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

Crash Avoidance

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

This is not really a bug but more or less a consequence of the implementation of time acceleration. Collisions are detected if your ship collides with an object at a given time frame of the simulation. When you accelerate time these time frames are farther apart and so are your

positions in space if you are moving. If your position at one time frame is above a planet and at the next time frame on the other side of the planet Frontier will not detect the collision that should have happened in between.

Fast Ascent to ELITE

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

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

Negotiations With The Police

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

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

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

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

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

* In some systems (mostly large systems with more than one sun, e. g. Cegreeth [-1, -3]) the reference mass selection is broken and will not switch to the nearest planet or station. In some cases it is sufficient to avoid the autopilot and fly by hand. In some systems even this does not work (because of discretization problems if the reference mass is

too far away?) and the target will jump around wildly. Sometimes it helps not to use maximum time acceleration or fly by hand. If this does not help either:

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

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

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

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

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

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

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

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

but they stay in the mission list.

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

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

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

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

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

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

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

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

* The autorefuel system may magically empty your internal tanks if you try to fill them by hand. I had this effect in a Panther Clipper once even without the autorefuel system.

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

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

* Do not leave a system with mining gear left behind. The game will crash.

This seems to be a problem that appears only in the PC version. As in the missile fire bug on the Panther this is a bug in the EMS handling that hits you whenever you hyperjump.

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

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

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

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

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

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

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

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

* Missiles that are fired from a Panther Clipper crash immediately without hitting anything except the own ship. This makes many bombing missions impossible to accomplish with a Panther. The bug only appears after hyperspace jumps (EMS access on the PC) and you can avoid it if you dock at a station or land at a starport before you try to fire a missile. You can shorten the extra time you need for this if you use the Autopilot Break to reach the point of your intermediate landing as early as possible. This makes bombing missions to systems with spaceports possible but still leaves a lot of impossible cases.

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

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

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

* If you select system info for an unexplored system, you get the info for

the last selected explored system.

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

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

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

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

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

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

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

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

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

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

* Another effect in a similar situation produced damage reports for all my thrusters that kept reappearing at each entry of the repair screen even after repair. Save and restore of the game didn't help. I had to return to a saved game from before the fight.

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

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

* You can get game crashes during a fight. A few times I got strange beeps

from the speaker in my PC that got lower and lower until the game froze. The exact situation was a fight where I was receiving damage by an enemy laser when he was hit by my front laser simultaneously.

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

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

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

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

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

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

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

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

* Released mouse keys sometimes keep autorepeating.

* The joystick cannot be calibrated and is way too imprecise (even with a high quality joystick) on a 40MHz 386 PC.

* If the system map would follow the events outside, you could watch your progress in the map without having to switch repeatedly between main view and map.

* It should be possible to center the system map relative to a displayed ship.

* There should be a possibility to fast zoom out of the system map just enough to make your ship or the next planet visible.

* It would be nice to have a stack of autopilot targets: select your flight target, push it and select a target for a fight, return to your

flight target...

* If you don't use the autopilot, it is very difficult to land on planets with high gravity, because you have no easy way to estimate your current position relative to the planet without deselecting your target. It would be nice to have a switchable height meter that gives you readings all the time (not only from 50.000 m downwards) in addition to your information about the target distance. Also some velocity information like rate of descent and velocity with respect to the planet surface would be extremely helpful. Why not switch to a HUD that contains this information in the near of a planet, if your autopilot is not activated?

Flight Physics

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

A Equations for Free Fall

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

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

B Navigation Equations

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

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

This fastest mode of flight is used to accelerate up to the turning point velocity at the distance d_2 , turn the ship and decelerate until the target is reached.

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

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

The time t_d is always a lower bound for the really used time because the autopilot doesn't use the engines at full power all the time. I approximated the real time consumption of autopilot flight with a least mean square fit of data from 20 undisturbed flights with a Cobra MK III.

Measuring the distance in astronomical units [AU] and the acceleration in units of earth gravitational acceleration [g], I got for the time [d]:

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

C Hyperdrives and Jump Ranges

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

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

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

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

Wormhole Theory

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

A ship can jump very large distances due to a modulo effect in the hyperspace continuum with a base of $W_{\text{sect}} = 81.62$ sector lengths (655.36 lj). One can use this behavior to find jump paths that are much shorter in time and fuel consumption than the straight distance. This also allows you to use a smaller hyperdrive and leaves more room for fuel and cargo. The optimal jump points for a journey between two systems with one intermediate stop are found on the intersections of circles around the two endpoints of the journey. On such a circle lie the systems that can be reached from the center of the circle with a minimum amount of fuel and time. A system at the intersection of such circles can be reached easily from the centers of both circles, making it an ideal intermediate jump point. The circles have multiples of the wormhole distance (655.36 lj) as radii. To make the calculations simple we assume at first, that the "thickness" of a sector can be neglected and that two jumps with equal distance shall be made, resulting in circles with equal radius. The coordinates of the ideal intermediate jump points can now be found on a line that perpendicular bisects the segment between the two endpoints of your journey, at the points of intersection of the circles around the endpoints.

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

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

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

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

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

or

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

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

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

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

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

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

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

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

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

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

or

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

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

Keyboard Reference (German Keyboard)

```

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

```

```

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

```

```

|_____flight_control_____|
turn down     : A
turn up       : Y

```

```

turn starboard      : .
turn port           : ,
accelerate          : CR
decelerate          : RIGHT SHIFT
hyperjump           : H
force misjump       : ALT + F8 in flight menu

```

```

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

```

```

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

```

```

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

```

```

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

```

```

|_____misc_____|
unload/pick up MB4 : D

```

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

Game Tables

A Ships

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

Type	Hull	Cap	Re	Mn	Cr	Gn	Ms	Drive	FS	Cl	Pr	k
Adder	15	40	8.0	18.1	1	1	0	1	:	3.63/14.54/32.72	y	2 73
Anaconda	150	650	3.0	6.0	8	2	8	4	:	4/6.25/9/12.25	y	6 1,060
Asp	30	120	7.0	22.2	2	2	1	2	:	5.33/12/21.33	y	3 187

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

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

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

B Lasers and Shields

A shield works like an extra hull that can take up to 16 tons damage before your real hull is damaged. It regenerates at a few percent per second and does this faster if you use an Energy Booster (approximately 3% per second). The regeneration rate is independent of the number of shields you have and the state of your shields. The strength of your shielding is proportional to the number of your shields, so 10 shields can take 160 tons damage before your hull is damaged. A pulse laser can inflict 12.5 tons of damage per MW power. This means that one shield can absorb one hit of an 1 MW pulse laser and will degrade to 22% in the process. A directly following second hit would reduce your shield to 0% and cause nine tons of damage to your hull. This shows that the damage a shield can absorb is proportional to its state, which means that one shield can take e.g. eight

tons of damage at 50% reducing it to 0% without causing damage to your hull.

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

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

C Equipment

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

Equipment	Weight	Equipment	Weight
XB13 Dummy Mine	1 t	XB74 Proximity Mine	1 t
Energy Bomb	4 t	KL760 Homing Missile	1 t
LV111 Smart Missile	1 t	NN500 Navy Missile	1 t
30 MW Mining Laser	10 t	1 MW Pulse Laser	1 t
5 MW Pulse Laser	3 t	1 MW Beam Laser	5 t
4 MW Beam Laser	20 t	20 MW Beam Laser	75 t
100 MW Beam Laser	200 t	Laser Cooling Booster	1 t
Small Plasma Accel.	500 t	Large Plasma Accel.	900 t
ECM	2 t	Naval ECM	2 t
Cargo Bay Life Support	1 t	Extra Passenger Cabin	5 t
Auto Pilot	1 t	Auto Refueller	1 t
Scanner	1 t	Radar Mapper	1 t
Hyper-Space Cloud Anal.	1 t	Shield Generator	4 t
Energy Booster	5 t	Escape Capsule	5 t
Atmospheric Shielding	1 t	Hull Auto Repair	40 t
Fuel Scoop	6 t	Cargo Scoop Converter	2 t
MB4 Mining Machine	30 t	Interplanetary Drive	4 t
Hyperdrive Class 1	10 t	Hyperdrive Class 2	25 t
Hyperdrive Class 3	45 t	Hyperdrive Class 4	80 t
Hyperdrive Class 5	150 t	Hyperdrive Class 6	250 t
Hyperdrive Class 7	400 t	Hyperdrive Class 8	600 t
Military Drive Class 1	6 t	Military Drive Class 2	12 t
Military Drive Class 3	24 t	Military Drive Class 4	? t
Fighter Launcher	? t		

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

No one has ever seen a Class 4 Military Drive or a Fighter Launcher but

there are rumors that they exist in the game somewhere.

D Merchandise

Just for reference, here the list of merchandise:

Merchandise

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

E Ranks

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

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

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

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

Different kinds of military missions are bound to your rank. In the federation you carry unimportant stuff until you get promoted to Sergeant; then the first secret messages may be carried by you. You will get your first military assassination mission as Sgt-Major. After your promotion to Major you will get additional reconnaissance missions and a Colonel may execute bombing missions. The empire handles equivalent ranks the same

way. You seem to get no new type of mission when you advance further in rank although there are many rumors that you get new missions to destroy enemy ships at Commodore/Marquis level.

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

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

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

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

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

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

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

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

F Combat Rating

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

German	_English_	_Points_	_Kills_
Harmlos	Harmless	0	0
Meistens Harmlos	Mostly Harmless	1,024	4
Schwach	Poor	2,048	8
Unterdurchschnittlich	Below Average	4,096	16
Durchschnittlich	Average	8,192	32

Überdurchschnittlich	Above Average	16,384	64
Kompetent	Competent	32,768	128
Gefährlich	Dangerous	256,000	1,000
Tödlich	Deadly	768,000	3,000
ELITE	ELITE	1,536,000	6,000

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

G Legal Status

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

<u>_German_____</u>	<u>_English_</u>	<u>_____Fine_</u>
W. Weste	Clean	0
Straff'll.	Offender	1
Krimin.	Criminal	5,500
Outlaw	Outlaw	20,000
Fluechtig	Fugitive	100,000

System Info

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

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

A Settlements and Tourist Attractions Far Out

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

System	Coord	Politics	Comments
Aaqu	[771, -1302]	indep corp	
Ackargre	[-4310, -1999]	indep anarchy	
Ackarol	[-2000, -879]	indep corp	
_Alcyone	[32, 32]	uninhabited	
Aliafa	[-2107, -1017]	indep corp	
_Antares	[-39, -34]	uninhabited	no planets
Anvequ	[360, -5]	indep corp	
Arfaess	[1020, 0]	indep corp	

Arwabe	[-766, -766]	indep corp	
_Atlas	[32, 32]	uninhabited	
Ayessand	[-1022, -1022]	indep corp	
Aysool	[-1495, -1574]	indep anarchy	
Ayurda	[-666, 117]	indep anarchy	
Becaness	[772, -1303]	indep corp	
Becanol	[-1509, -35]	indep corp	
Beenbe	[-2757, -35]	indep anarchy	
Beenla	[254, 0]	indep corp	
_Beta Lyrae	[-146, 85]	uninhabited	contact binary star
_Betelgeuse	[59, 14]	uninhabited	supergiant
Betiess	[-2344, -35]	indep anarchy	
Daaya	[937, 789]	indep anarchy	
Edaso	[-1790, -1790]	indep corp	
Edcelia	[-2107, 503]	indep corp	
Edenve	[254, 0]	indep corp	
_Electra	[32, 32]	uninhabited	
Enangre	[-1225, -922]	indep corp	
Enlabe	[-1792, -1792]	indep corp	
Enquze	[-1674, -1498]	indep corp	
Esswaze	[-1790, -1790]	indep corp	
Exvefa	[-2000, -194]	indep corp	
Faarfa	[-509, -770]	indep corp	
Fainin	[771, -1302]	indep corp	
Famiay	[-2107, -63]	indep corp	
Greurqu	[772, -1303]	indep corp	
_Hadar	[-6, -40]	uninhabited	supergiant
Hoessce	[-5180, -2000]	indep corp	
Ioandqu	[772, -1303]	indep corp	
Ioceay	[-1509, -35]	indep corp	
Ioquex	[772, -1303]	indep corp	
Iozeio	[-376, -426]	indep corp	
Lahola	[1022, -4]	indep corp	
Lasolia	[-2000, -1566]	indep corp	
_Maia	[32, 32]	uninhabited	
_Merope	[32, 32]	uninhabited	
Micanex	[-739, -539]	indep anarchy	
Miphimi	[-2102, -1745]	indep corp	
Oletphi	[-2331, -35]	indep corp	
Phiolbe	[-2187, -35]	indep anarchy	
_Pleione	[32, 32]	uninhabited	
_Polaris	[0, 76]	uninhabited	supergiant
Qumia	[-2107, 503]	indep corp	
_Rigel	[92, 6]	unexplored	supergiant
Solaqu	[-2107, -1017]	indep corp	
_Spica	[-4, -17]	uninhabited	no planets
_Taygete	[32, 32]	uninhabited	
Tiafa	[-748, -863]	indep corp	
Urbela	[-719, -6]	indep corp	
Urceve	[-1814, -1745]	indep corp	
Urloed	[-2000, -879]	indep corp	
Ururur	[-1814, -1745]	indep corp	
Vewela	[-1790, -1790]	indep corp	
Wafaa	[-666, 117]	indep anarchy	

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

System	Coord	AU	Politics	Comments
1o4774	[-1, 1]	9.02	indep corp	
AC+79o3888	[0, 2]	8.97	indep corp	
Aandti	[0,-5]	8.58	indep corp	no starport
Achenar	[1,-4]	57.78	imp capital	luxury goods export, computer import, radioactives illegal, Honest John Thatcher's ok, avoid Ulrich's Warehouse
Ackcanphi	[-4,-4]		indep	disputed
Ackdati	[0,-5]	19.74	imperial	
Ackexa	[-3, 3]		indep corp	
Acklave	[2,-2]	18.30	indep anarchy	no starport
Ackwada	[-5,-3]		indep corp	
Ackzece	[1,-5]	10.30	imperial	
Aenze	[3,-6]	8.68	indep anarchy	
_Alcor	[0, 5]		indep corp	no planets
_Aldebaran	[6, 4]		uninhabited	no planets
_Alioth	[0, 4]	23.63	indep democracy	disputed system
_Altair	[-2, 1]	10.87	fed democracy	robot import
_Alpha Centauri	[0, 0]	990.00	fed colony	
Anacka	[4,-4]	9.21	indep corp	no starport
Anacketh	[0,-5]	13.79	imperial	
Anave	[3, 0]	7.70	indep anarchy	
Anayeth	[-1,-4]		imp colony	
Andceeth	[-5, 2]		indep	disputed
Andcefa	[2,-3]	11.15	imp colony	
Andinol	[3,-6]	4.15	indep anarchy	no starport
Andwafa	[-2, 3]		indep corp	
Anlaol	[1,-6]	11.19	imperial	
Anlave	[0, 3]	10.57	fed democracy	
Anphiex	[2,-2]	10.98	indep corp	
Arayess	[4,-7]		indep dict	under federal interdict
_Arcturus	[-2, 0]	12.02	fed democracy	
Arexack	[-1,-5]		indep corp	
Aveed	[3, 0]	12.73	indep corp	
Ayarlia	[3, 1]	6.94	indep corp	
Ayethiti	[-3,-1]		indep democracy	
Ayfati	[1,-5]	9.69	imperial	
Aymiay	[1, 4]	6.17	fed democracy	
Aymifa	[2,-5]	10.81	imperial	
Aymigre	[2,-3]	9.32	indep anarchy	no starport
Ayqugre	[4,-5]	11.02	indep anarchy	no starport
Ayurso	[4, 0]	9.09	indep civil war	exorbitant prices for robots and luxury goods
BD 946	[-1, 2]		indep corp	
_Barnard	[-1, 0]	11.08	fed colony	robot export, luxury goods import, Haynes and Son Inc., Merchant Darke's ok
Becanin	[3, 0]	7.71	indep corp	
Bedaho	[-4,-2]	7.74	fed democracy	
Befaqu	[-2, 8]		indep dict	under federal interdict

Behoqu [2,-4] 9.34 imperial contract targets may crash on
start from Manchester City

Besaex [3, 0] indep corp

_Beta Hydri [0,-2] 10.69 fed democracy

Beuress [0,-5] 10.62 indep anarchy

Beurqu [3,-5] 10.60 indep anarchy no starport

Bewaack [0,-5] 10.92 indep anarchy no starport

CD-37o15492 [0, 0] 10.52 indep corp

CD-44o11909 [-1,-1] 11.20 indep anarchy

CD-46o11540 [-1,-1] 10.94 indep corp

CD-49o13515 [-1,-1] 8.65 indep corp

Canayce [2,-6] 421.41 indep anarchy

Candaess [2,-4] 238.55 imperial

Caninve [3,-2] 9.48 indep anarchy no starport

_Canopus [6,-6] indep anarchy supergiant

_Capella [4, 4] indep corp

Ceessze [3,-4] 10.15 indep anarchy

Cegreeth [-1,-3] 220.00 imp colony reference selection fixed on
Cegreeth D, discretization
problems

Cemiess [-2,-2] imperial negative black market prices
for gem stones and precious
metals, Richard's Exchange,
Patrick's Exchange, Judd's
Trading ok

Cetilia [4,-5] 17.10 indep anarchy

_Cygni, 61 [-1, 1] 48.62 fed democracy single starport, often busy

Daceess [2,-5] 17.01 indep anarchy no starport

Dainay [2, 3] 10.49 indep corp

Dainfa [3,-6] 10.72 indep corp

_Delta Pavonis [-1,-2] 10.59 fed democracy many political contracts

Diso [-3,-6] indep democracy

Edethex [3,-3] 8.35 fed democracy

Edlave [3,-2] 15.64 indep anarchy no starport

Edliaze [2,-2] 10.01 indep corp

Enaness [-5, 1] indep communist

Encea [-2, 2] 10.73 indep corp

Enquze [4,-3] 10.79 indep corp

_Epsilon Eridani [1, 0] 11.07 indep corp

_Epsilon Indi [-1,-1] 10.63 fed democracy

Eridani, 82 [1,-1] 9.02 indep corp

Essaa [1,-5] 10.37 imperial

Essethlia [4,-2] indep corp

Essliagre [2,-4] 11.33 indep anarchy no starport

_Eta Cassiopeia [0, 2] 10.09 fed base bring your own military fuel

Ethgrece [2,-5] 9.23 indep corp

Exbeur [-3, 4] 10.31 fed colony no military fuel

Exhoed [2, 4] 9.90 indep dict

Exioce [-1,-3] 10.54 imperial

Exiool [2,-4] 10.79 imperial

Exlagre [-5, 3] indep corp

Extila [-4,-1] indep feudal

Facece [0,-4] 9.59 imp base luxury goods, medicine
export, many military
missions

Famiso [3,-4] 7.59 indep corp

Faphive [3,-4] 8.73 indep anarchy no starport

Fawaol [2,-3] 15.84 imp colony
 _Fomalhaut [-1,0] 14.11 fed democracy radioactives illegal,
 Austin's Exchange,
 Shepherd's Merchandise ok,
 avoid O'Hanlon's Goods
 Emporium.
 Greayqu [3,-2] 272.33 indep anarchy no starport
 Gretiay [3, 2] indep no population
 Groombridge 34 [0, 1] 135.23 indep corp
 Hobegre [2,-6] 111.44 indep anarchy no starport
 Hocancan [1,-3] 14.38 indep anarchy no starport
 Hoethcan [3,-5] 614.74 indep anarchy no starport
 Inedol [3,-5] 5.81 indep anarchy no starport
 Inena [3,-6] 9.22 indep dict
 Intiol [2,-4] 380.41 indep anarchy no starport
 Ioarqu [2,-3] 530 indep anarchy no starport
 Iohoay [3, 0] 8.46 indep corp interesting contracts
 Ioioqu [4,-5] 11.21 indep anarchy no starport
 Ioliaa [2,-6] 10.06 indep corp
 Ioququ [3,-4] 10.93 imperial
 Iozegre [3,-2] 634.68 indep anarchy no starport
 LP 658-2 [2, 0] 10.14 indep anarchy
 Lacaille 8760 [-1, 0] indep corp
 Lacaille 9352 [-1, 0] indep corp
 Lacancan [3,-6] indep anarchy no starport
 Laedgre [2,-2] 9.14 indep anarchy
 Laedla [-4, 1] imp colony
 Laesscan [4,-3] 74.92 indep anarchy no starport
 Laiogre [4,-4] 8.13 indep anarchy
 Lalande 21185 [0, 0] 9.94 indep corp
 Lalande 25372 [0, 0] 10.48 indep corp
 Lave [-3,-6] indep dict
 Liabeze [2,-4] 10.77 imperial
 Liaedin [4, 3] indep disputed
 Liaququ [2,-2] 10.07 indep democracy
 Luyten [-1, 0] indep corp
 Luyten 97-12 [1,-2] 11.14 indep corp
 Luyten 205-128 [-1,-2] 7.88 indep corp
 Luyten 674-15 [2,-1] 10.68 indep corp
 Luyten 789-6 [-1, 0] indep corp
 Maanens, van [0, 1] 9.49 indep dict isolationistic religious
 enclave, permit required
 Miandze [3,-5] 547.58 indep anarchy no starport
 Micanex [3,-4] 92.42 indep anarchy no starport
 Miolgre [2,-5] 8.52 imperial
 Miolze [2,-3] 9.25 indep corp
 _Mizar [0, 5] indep corp no planets
 Olaygre [4,-3] 7.63 indep anarchy
 Olcanze [1,-3] imperial
 Ollaex [2,-3] 11.19 indep corp no starport
 Oltiqu [-1, 4] 11.76 fed democracy
 _Omicron Eridani [2, 0] 43.38 indep corp
 Ophiuchi, 36 [-1,-1] 78.84 indep corp
 Ophiuchi, 70 [-2, 0] indep corp
 _Phekda [2, 5] 13.61 indep anarchy
 Phiagre [1,-3] 241.90 indep corp
 Quexce [-2,-2] 9.45 indep corp

Quince [-1,-5] imperial
 Quphieth [-3, 0] indep feudal
 Ququve [1, 4] fed democracy
 _Regulus [5,-1] indep corp no starport
 Riedquat [-3,-6] indep anarchy
 Ross 128 [0, 0] 10.71 fed colony prison colony, permit needed,
 Donaldson's Warehouse ok
 Ross 154 [-1, 0] 10.65 fed colony single starport, often busy,
 Merchant Nakamichi's ok
 Ross 986 [2, 1] 9.96 fed democracy
 _Sigma Draconis [-1, 2] indep corp
 _Sirius [1, 0] 20.18 indep corp
 Sodaack [1,-6] 12.34 indep anarchy no starport
 Sohoa [0,-4] 10.71 imperial
 _Sol [0, 0] 9.47 fed capital luxury goods export, robot
 import, good ship selection at Moon, radioactives illegal, Haynes
 Merchandise, Greenhill's Warehouse, Brennans Holdings, Honest
 John Coate's, Baker's Trading Company, Merchant London's Honest
 John Loma's ok, avoid Honest John Brennan, Merchant Gomez's,
 Thatcher's Merchandise, Macmillan's Goods Emporium, Shehan's Exchange
 Sophilia [3,-1] 10.38 indep corp
 _Tau Ceti [0, 0] 10.04 fed democracy many military missions,
 Gilmour Orbiter is a good
 base for a federal military
 career
 Tiacan [3,-4] 6.48 imperial overpopulated
 Tiancan [4,-5] 11.95 indep anarchy no starport
 Tiaycan [3, 0] 10.83 indep anarchy
 Tiessgre [3,-3] 306.07 indep anarchy
 Tiliala [-4,-1] fed democracy
 Tivecan [2,-3] 248.84 indep anarchy no starport
 Urfaa [5, 7] uninhabited station
 Urlaay [3,-2] 10.82 indep corp robot export for Zeaex
 Urquay [4,-5] 6.85 indep anarchy no starport
 Veareth [0,-5] 21.02 imperial no starport
 Vecanlia [0,-5] 11.31 indep anarchy no starport
 _Vega [-3, 2] 10.40 fed democracy
 Vequess [0,-4] 8.88 imperial
 WX Ursa Majoris [1, 1] uninhabited no planets
 Waarze [4,-4] 133.73 indep anarchy
 Waayol [4,-5] 9.77 fed democracy
 Waceol [3,-4] 162.38 indep anarchy no starport
 Waessol [2,-3] 305.88 indep anarchy no starport
 Wainze [3,-2] 9.90 indep corp
 Waolex [4,-4] 549.67 indep anarchy
 Wolf 359 [0, 0] 11.35 indep corp
 Wolf 630 [-2,-1] 170.00 fed democracy radioactives illegal
 YZ Canis Minoris [2, 0] 8.79 indep communist permit required
 Zeaex [3,-2] 10.29 indep disputed robot import, lots of trouble
 Zeancan [2,-2] 9.68 indep anarchy
 Zeanlia [2, 2] 34.99 indep corp
 Zearla [-5, 1] indep feudal
 Zeceand [6,10] uninhabited starport
 Zeessze [0, 3] 9.20 fed democracy
 Zeessze [1,-6] 9.02 indep anarchy
 Zelada [1, 4] indep anarchy

Wormhole Routes

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

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

From	Coord	To	Coord	Via	Coord
1o4774	[-0.65, 1.25]	Delta Pavonis	[-0.90, -1.70]	Exaycan	[80.80, -7.25]
1o4774	[-0.65, 1.25]	Eta Cassiopeia	[0.00, 2.50]	Anlaso	[-72.80, 39.60]
1o4774	[-0.65, 1.25]	Maanens, van	[-0.05, 1.10]	Anexess	[19.65, 80.40]
1o4774	[-0.65, 1.25]	Sol	[0.00, 0.20]	Exquar	[-70.10, -42.05]
1o4774	[-0.65, 1.25]	Tau Ceti	[0.30, 0.40]	Milaze	[-54.95, -59.90]
AC+79o3888	[0.15, 1.80]	Eta Cassiopeia	[0.00, 2.50]	Aressan	[80.15, 19.30]
AC+79o3888	[0.15, 1.80]	Zeanlia	[1.60, 1.95]	Inarin	[8.80, -79.60]
Aandti	[-0.10, -4.75]	Tau Ceti	[0.30, 0.40]	Dalaar	[81.60, -8.05]
Achenar	[0.95, -4.15]	Barnard	[-0.75, 0.10]	Inarho	[76.00, 28.20]
Achenar	[0.95, -4.15]	Eta Cassiopeia	[0.00, 2.50]	Zetiso	[81.35, 10.80]
Achenar	[0.95, -4.15]	Facece	[0.30, -4.05]	Ayvequ	[-11.65, -85.10]
Achenar	[0.95, -4.15]	Sol	[0.00, 0.20]	Ceioho	[80.45, 15.20]
Achenar	[0.95, -4.15]	Tau Ceti	[0.30, 0.40]	Vecanwa	[81.45, 9.90]
Ackdati	[0.40, -5.15]	Sol	[0.00, 0.20]	Esshocan	[-81.25, -9.20]
Ackdati	[0.40, -5.15]	Tau Ceti	[0.30, 0.40]	Zeandar	[-81.35, -3.80]
Acklave	[1.80, -2.50]	Tau Ceti	[0.30, 0.40]	Anmiay	[73.80, 36.15]
Ackzece	[1.30, -5.20]	Tau Ceti	[0.30, 0.40]	Olethan	[-79.50, -17.75]
Aenze	[2.95, -5.85]	Tau Ceti	[0.30, 0.40]	Greanda	[-73.35, -35.10]
Alioth	[-0.50, 4.40]	Anlave	[-0.20, 2.80]	Ethveur	[80.55, 18.60]
Alioth	[-0.50, 4.40]	Aymiay	[0.90, 4.25]	Grececan	[9.15, 85.80]
Alioth	[-0.50, 4.40]	Dainay	[1.60, 2.95]	Etheneth	[-45.85, -63.65]
Alioth	[-0.50, 4.40]	Eta Cassiopeia	[0.00, 2.50]	Migreur	[-79.30, -17.40]
Alioth	[-0.50, 4.40]	Exhoed	[1.95, 4.00]	Phicanve	[14.25, 85.00]
Alioth	[-0.50, 4.40]	Oltiqu	[-1.50, 3.95]	Arsoa	[-34.30, 78.80]
Alioth	[-0.50, 4.40]	Phekda	[1.50, 5.00]	Enphiphi	[23.80, -74.20]
Alioth	[-0.50, 4.40]	Sol	[0.00, 0.20]	Andesswa	[81.85, 12.00]
Altair	[-2.00, 0.65]	Andwafa	[-1.90, 3.05]	Ackgrean	[-83.75, 5.30]
Altair	[-2.00, 0.65]	Arcturus	[-1.50, -0.50]	Arquho	[73.25, 32.70]
Altair	[-2.00, 0.65]	CD-46011540	[-1.20, -1.30]	Ackena	[-77.30, -31.35]
Altair	[-2.00, 0.65]	Cygni, 61	[-0.90, 1.20]	Tiioess	[35.25, -72.35]
Altair	[-2.00, 0.65]	Delta Pavonis	[-0.90, -1.70]	Iozeti	[-75.50, -35.15]
Altair	[-2.00, 0.65]	Epsilon Indi	[-0.50, -0.65]	Daayho	[52.40, 61.65]
Altair	[-2.00, 0.65]	Eta Cassiopeia	[0.00, 2.50]	Miarfa	[54.75, -58.30]
Altair	[-2.00, 0.65]	Lalande 25372	[-0.45, -0.25]	Aydami	[39.60, 70.95]
Altair	[-2.00, 0.65]	Liabeze	[1.60, -4.20]	Ceandphi	[-65.90, -50.60]
Altair	[-2.00, 0.65]	Luyten 97-12	[0.90, -1.95]	Soedar	[-55.00, -61.65]
Altair	[-2.00, 0.65]	Ophiuchi, 36	[-1.80, -1.15]	Greliave	[-83.25, -9.30]
Altair	[-2.00, 0.65]	Ophiuchi, 70	[-2.05, 0.00]	Beurcan	[79.65, -5.30]
Altair	[-2.00, 0.65]	Otiqu	[-1.50, 3.95]	Quceve	[79.20, -9.80]
Altair	[-2.00, 0.65]	Ross 154	[-1.10, -0.30]	Hoenvé	[-61.00, -55.85]
Altair	[-2.00, 0.65]	Sol	[0.00, 0.20]	Fasove	[-18.70, -79.40]
Altair	[-2.00, 0.65]	Tau Ceti	[0.30, 0.40]	Phiwaze	[-9.80, -80.70]
Altair	[-2.00, 0.65]	Tiancan	[4.35, -5.15]	Anququ	[-53.75, -62.70]
Altair	[-2.00, 0.65]	Vega	[-2.60, 1.80]	Soanden	[70.20, 39.05]
Altair	[-2.00, 0.65]	Wolf 630	[-2.20, -0.75]	Grecaneth	[78.70, -11.95]

Anacka [3.75,-3.70] Tau Ceti [0.30, 0.40] Faqua [64.55,51.10]
 Anacketh [0.05,-5.00] Tau Ceti [0.30, 0.40] Besoso [-81.45,1.85]
 Andcefa [1.55,-3.15] Sol [0.00, 0.20] Zephila [74.80,33.30]
 Andcefa [1.55,-3.15] Tau Ceti [0.30, 0.40] Cemiho [77.90,25.95]
 Andinol [2.90,-6.50] Tau Ceti [0.30, 0.40] Cemiho [77.90,25.95]
 Anlaol [1.40,-6.00] Eta Cassiopeia[0.00, 2.50] Greence [-80.10,-15.05]
 Anlaol [1.40,-6.00] Ross 128 [0.30,-0.40] Exedze [81.05,12.85]
 Anlaol [1.40,-6.00] Sol [0.00, 0.20] Ceioho [80.45,15.20]
 Anlaol [1.40,-6.00] Tau Ceti [0.30, 0.40] Weethwa [81.45,10.80]
 Anphiex [1.60,-1.65] Sol [0.00, 0.20] Waayan [62.65,52.65]
 Arcturus [-1.50,-0.50] Barnard [-0.75, 0.10] Ethaso [50.15,-63.85]
 Arcturus [-1.50,-0.50] BD 946 [-0.70, 1.65] Zeexce [-77.75,29.20]
 Arcturus [-1.50,-0.50] Delta Pavonis [-0.90,-1.70] Anbeda [72.60,34.40]
 Arcturus [-1.50,-0.50] Epsilon Indi [-0.50,-0.65] Tiesswa [-13.15,-81.53]
 Arcturus [-1.50,-0.50] Ophiuchi, 70 [-2.05, 0.00] Esseuve [-56.65,-60.85]
 Arcturus [-1.50,-0.50] Sol [0.00, 0.20] Zecanmi [33.60,-74.40]
 Arcturus [-1.50,-0.50] Tau Ceti [0.30, 0.40] Anayce [-37.60,72.85]
 Arcturus [-1.50,-0.50] Vega [-2.60, 1.80] Faenex [-75.70,-34.70]
 Arcturus [-1.50,-0.50] Wolf 630 [-2.20,-0.75] Tiexex [-29.40,76.45]
 Ayarlia [3.15, 0.65] Sol [0.00, 0.20] Tiayho [12.50,-80.70]
 Ayarlia [3.15, 0.65] Sophilia [3.20,-1.35] Grewalia [-78.60,-2.65]
 Ayfati [1.35,-5.30] Tau Ceti [0.30, 0.40] Exedze [81.05,12.85]
 Aymia [0.90, 4.25] Eta Cassiopeia[0.00, 2.50] Ayaen [73.20,-34.00]
 Aymifa [1.55,-5.20] Sol [0.00, 0.20] Uracka [79.25,19.80]
 Aymifa [1.55,-5.20] Tau Ceti [0.30, 0.40] Essandeth[-78.85,-20.00]
 Aymigre [2.10,-2.85] Tau Ceti [0.30, 0.40] Ackackar [72.60,38.50]
 Ayurso [3.80,-0.50] Tau Ceti [0.30, 0.40] Waackio [23.80,78.75]
 Barnard [-0.75, 0.10] Eta Cassiopeia[0.00, 2.50] Aylaeth [77.85,-22.75]
 Barnard [-0.75, 0.10] Fomalhaut [-1.15,-0.10] Arethwa [35.15,-73.40]
 Barnard [-0.75, 0.10] Ross 154 [-1.10,-0.30] Ethiool [-62.40,53.95]
 Barnard [-0.75, 0.10] Sol [0.00, 0.20] Hoessho [11.05,-80.85]
 Barnard [-0.75, 0.10] Tau Ceti [0.30, 0.40] Ackphied [21.60,-78.70]
 Barnard [-0.75, 0.10] Wolf 359 [0.40,-0.15] Liagreli[-17.80,-79.90]
 Bedaho [-4.20,-1.50] Sol [0.00, 0.20] Edphibe [-33.20,75.00]
 Bedaho [-4.20,-1.50] Wolf 630 [-2.20,-0.75] Beessbe [-31.65,75.40]
 Behoqu [2.10,-4.40] Eta Cassiopeia[0.00, 2.50] Tiliada [79.65,22.20]
 Behoqu [2.10,-4.40] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Behoqu [2.10,-4.40] Tau Ceti [0.30, 0.40] Veingre [-75.10,-31.30]
 Beta Hydri [-0.10,-1.80] Luyten 674-15 [2.10,-1.00] Ackdawa [-27.20,75.30]
 Beta Hydri [-0.10,-1.80] Tau Ceti [0.30, 0.40] Phigreay [80.60,-15.05]
 Beta Hydri [-0.10,-1.80] Wolf 630 [-2.20,-0.75] Sophimi [35.45,72.15]
 Beta Lyrae [-146.20,85.20] Sol [0.00, 0.20] Vewaay [-143.40,-78.40]
 Betelgeuse [58.85,13.75] Sol [0.00, 0.20] Aredcan [12.10,81.15]
 Beuress [-0.35,-5.40] Tau Ceti [0.30, 0.40] Hoinqu [81.10,-12.10]
 Beurqu [2.90,-5.00] Tau Ceti [0.30, 0.40] Phiveay [75.40,32.70]
 Bewaack [-0.50,-5.15] Tau Ceti [0.30, 0.40] Liaethlia[-80.95,8.90]
 CD-37o15492 [-0.30,-0.20] Lalande 21185 [0.35, 0.30] Labeex [50.15,-64.65]
 CD-37o15492 [-0.30,-0.20] Ross 128 [0.30,-0.40] Greurmi [-25.10,-78.10]
 CD-37o15492 [-0.30,-0.20] Sol [0.00, 0.20] Zeurce [65.40,-49.15]
 CD-46o11540 [-1.20,-1.30] Sol [0.00, 0.20] Sodabe [63.15,-51.75]
 Canayce [2.30,-6.30] Sol [0.00, 0.20] Ququfa [78.50,23.85]
 Canayce [2.30,-6.30] Tau Ceti [0.30, 0.40] Edacka [-77.00,-26.25]
 Candaess [2.05,-4.25] Eta Cassiopeia[0.00, 2.50] Tiliada [79.65,22.20]
 Candaess [2.05,-4.25] Liabeze [1.60,-4.20] Hoyaze [10.25,77.20]
 Candaess [2.05,-4.25] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Candaess [2.05,-4.25] Tau Ceti [0.30, 0.40] Beackwe [-75.20,-31.15]
 Candaess [2.05,-4.25] Tau Ceti [0.30, 0.40] Veingre [-75.10,-31.30]

Caninve [2.50,-2.30] Tau Ceti [0.30, 0.40] Grewaho [-61.80,-52.70]
 Ceessze [3.30,-3.65] Tau Ceti [0.30, 0.40] Hoessar [-63.95,-50.15]
 Cemiess [-1.50,-2.50] Phekda [1.50, 5.00] Exdain [-75.80,31.70]
 Cemiess [-1.50,-2.50] Sol [0.00, 0.20] Uressmi [70.10,-41.90]
 Cetilia [4.15,-4.90] Sol [0.00, 0.20] Dalaqu [65.35,49.20]
 Cetilia [4.15,-4.90] Tau Ceti [0.30, 0.40] Tizeay [68.20,45.85]
 Cygni, 61 [-0.90, 1.20] Epsilon Indi [-0.50,-0.65] Zecephi [79.15,17.50]
 Cygni, 61 [-0.90, 1.20] Ross 154 [-1.10,-0.30] Andolda [-82.10,10.75]
 Cygni, 61 [-0.90, 1.20] Sol [0.00, 0.20] Laackho [-61.20,-54.05]
 Cygni, 61 [-0.90, 1.20] Tau Ceti [0.30, 0.40] Philaso [45.30,68.65]
 Daceess [2.15,-4.55] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Daceess [2.15,-4.55] Tau Ceti [0.30, 0.40] Essessze [77.90,26.10]
 Dainay [1.60, 2.95] Exhoed [1.95, 4.00] Inayphi [-75.90,29.30]
 Dainay [1.60, 2.95] Phekda [1.50, 5.00] Veethphi [-80.35,0.25]
 Dainay [1.60, 2.95] Ross 986 [1.85, 1.35] Olcanen [81.50,14.70]
 Dainay [1.60, 2.95] Sol [0.00, 0.20] Edzemi [71.40,-39.85]
 Dainfa [3.15,-6.45] Tau Ceti [0.30, 0.40] Inbeex [77.35,27.85]
 Delta Pavonis[-0.90,-1.70] Epsilon Indi [-0.50,-0.65] Andzeand [75.75,-30.45]
 Delta Pavonis[-0.90,-1.70] Exioce [-0.60,-2.90] Bequan [78.70,17.75]
 Delta Pavonis[-0.90,-1.70] Luyten 205-128[-1.25,-1.80] Mizece [21.25,-80.30]
 Delta Pavonis[-0.90,-1.70] Quexce [-1.60,-1.80] Bedaqu [-13.40,79.20]
 Delta Pavonis[-0.90,-1.70] Ross 128 [0.30,-0.40] Haethda [59.90,-56.60]
 Delta Pavonis[-0.90,-1.70] Ross 986 [1.85, 1.35] Inphiur [61.25,-55.00]
 Delta Pavonis[-0.90,-1.70] Sol [0.00, 0.20] Tiinay [-75.20,32.45]
 Edethex [3.25,-2.95] Sol [0.00, 0.20] Tisophi [-55.35,-60.10]
 Edethex [3.25,-2.95] Tau Ceti [0.30, 0.40] Begreho [-59.65,-55.30]
 Edlave [2.95,-1.95] Sol [0.00, 0.20] Latifa [-46.65,-66.95]
 Edlave [2.95,-1.95] Tau Ceti [0.30, 0.40] Laessay [55.85,60.35]
 Encea [-1.90, 2.05] Eta Cassiopeia[0.00, 2.50] Inolack [-20.05,81.90]
 Enquze [4.45,-2.80] Tau Ceti [0.30, 0.40] Candalia [102.25,128.05]
 Epsilon Eridani[0.90,0.30] Luyten 97-12 [0.90,-1.95] Urgrebe [82.60,-0.60]
 Epsilon Eridani[0.90,0.30] Ross 128 [0.30,-0.40] Arethur [62.80,-53.30]
 Epsilon Eridani[0.90,0.30] YZ Canis Minoris [2.25,0.05] Olwada [16.70,80.70]
 Epsilon Eridani[0.90,0.30] Zeanlia [1.60, 1.95] Iozebe [76.55,-30.70]
 Epsilon Indi [-0.50,-0.65] Quexce [-1.60,-1.80] Iophice [-60.25,55.40]
 Epsilon Indi [-0.50,-0.65] Sol [0.00, 0.20] Uressmi [70.10,-41.90]
 Eridani, 82 [1.10,-0.70] Ross 154 [-1.10,-0.30] Edbeeth [15.10,79.95]
 Eridani, 82 [1.10,-0.70] Sirius [1.05,-0.15] Laayqu [82.40,6.85]
 Essaa [0.95,-4.90] Tau Ceti [0.30, 0.40] Ayliaur [81.80,7.35]
 Essliagre [2.40,-3.75] Sol [0.00, 0.20] Greolar [70.95,40.80]
 Essliagre [2.40,-3.75] Tau Ceti [0.30, 0.40] Canvefa [-71.30,-39.10]
 Eta Cassiopeia[0.00, 2.50] Fomalhaut [-1.15,-0.10] Enaed [74.40,-31.65]
 Eta Cassiopeia[0.00, 2.50] Ioioku [3.85,-4.60] Ethcanphi[-70.00,-39.65]
 Eta Cassiopeia[0.00, 2.50] Lalande 25372 [-0.45,-0.25] Cearce [80.40,-11.95]
 Eta Cassiopeia[0.00, 2.50] Liabeze [1.60,-4.20] Essandeth[-78.85,-20.00]
 Eta Cassiopeia[0.00, 2.50] Liaququ [2.35,-2.40] Arayess [74.80,35.40]
 Eta Cassiopeia[0.00, 2.50] Miolze [2.20,-2.65] Aressfa [-74.10,-32.20]
 Eta Cassiopeia[0.00, 2.50] Oltiqu [-1.50, 3.95] Inenda [56.10,62.00]
 Eta Cassiopeia[0.00, 2.50] Ross 986 [1.85, 1.35] Liafaze [-42.10,-67.75]
 Eta Cassiopeia[0.00, 2.50] Sol [0.00, 0.20] Faenol [-81.85,0.85]
 Eta Cassiopeia[0.00, 2.50] Tau Ceti [0.30, 0.40] Exedze [81.05,12.85]
 Ethgrece [1.95,-4.75] Tau Ceti [0.30, 0.40] Hoceed [78.90,22.80]
 Exbephi [-1224.85,-852.90] Tau Ceti [0.30, 0.40] Aeda [-801.40,-154.55]
 Exbeur [-3.40, 3.85] Vega [-2.60, 1.80] Beinfa [-79.20,-26.75]
 Exiool [1.95,-3.75] Sol [0.00, 0.20] Micanack [74.35,34.25]
 Exiool [1.95,-3.75] Tau Ceti [0.30, 0.40] Arvephi [-74.80,-32.05]
 Exiool [1.95,-3.75] Vega [-2.60, 1.80] Laphiess [62.40,51.35]

Facece [0.30,-4.05] Sohoa [0.30,-3.65] Andliafa [82.05,-3.60]
 Facece [0.30,-4.05] Sol [0.00, 0.20] Phiedur [82.30,3.75]
 Facece [0.30,-4.05] Tau Ceti [0.30, 0.40] Laarar [-81.35,-1.80]
 Facece [0.30,-4.05] Vequess [-0.40,-4.15] Lafacan [-11.80,76.85]
 Famiso [3.35,-4.25] Tau Ceti [0.30, 0.40] Entiar [70.05,43.20]
 Faphiwe [2.50,-4.30] Tau Ceti [0.30, 0.40] Phiveay [75.40,32.70]
 Fawaol [2.45,-2.65] Sol [0.00, 0.20] Betila [63.25,52.05]
 Fawaol [2.45,-2.65] Tau Ceti [0.30, 0.40] Vequcan [-65.65,-48.00]
 Fomalhaut [-1.15,-0.10] Luyten 205-128[-1.25,-1.80] Lasocan [-82.80,3.80]
 Fomalhaut [-1.15,-0.10] Ross 154 [-1.10,-0.30] Lacanfa [78.20,19.80]
 Fomalhaut [-1.15,-0.10] Sol [0.00, 0.20] Ensoda [-21.25,79.20]
 Greayqu [3.15,-2.35] Tau Ceti [0.30, 0.40] Enqugre [-54.85,-59.90]
 Gretiay [3.15, 1.70] Tau Ceti [0.30, 0.40] Aexar [-32.55,75.65]
 Hobegre [2.45,-5.55] Tau Ceti [0.30, 0.40] Qulaur [78.15,25.35]
 Hocancan [1.50,-3.00] Intiol [1.90,-4.00] Zedaar [-74.20,-33.8]
 Hocancan [1.50,-3.00] Sol [0.00, 0.20] Zephila [74.80,33.30]
 Hocancan [1.50,-3.00] Tau Ceti [0.30, 0.40] Cemiho [77.90,25.95]
 Hoethcan [3.50,-4.90] Sol [0.00, 0.20] Zelati [68.95,44.10]
 Hoethcan [3.50,-4.90] Tau Ceti [0.30, 0.40] Hoquso [141.65,82.45]
 Inedol [3.20,-4.60] Tau Ceti [0.30, 0.40] Ayquar [72.35,39.20]
 Inena [3.40,-6.45] Tau Ceti [0.30, 0.40] Zemive [-72.70,-36.60]
 Intiol [1.90,-4.00] LP 658-2 [2.35, 0.25] Behoar [83.55,-9.45]
 Intiol [1.90,-4.00] Sol [0.00, 0.20] Laandlia [75.40,31.80]
 Intiol [1.90,-4.00] Tau Ceti [0.30, 0.40] Essesse [77.90,26.10]
 Ioarqu [1.90,-2.80] Tau Ceti [0.30, 0.40] Arcear [-71.85,-38.15]
 Ioioqu [3.85,-4.60] Sol [0.00, 0.20] Arioand [-62.30,-52.85]
 Ioliaa [1.55,-6.20] Tau Ceti [0.30, 0.40] Exedze [81.05,12.85]
 Ioququ [2.80,-3.60] Tau Ceti [0.30, 0.40] Zeayur [70.80,41.70]
 Iozegre [3.15,-2.30] Tau Ceti [0.30, 0.40] Phiedda [-54.35,-60.35]
 LP 658-2 [2.35, 0.25] Sol [0.00, 0.20] Edbear [3.15,-81.60]
 Lacancan [3.40,-6.05] Tau Ceti [0.30, 0.40] Phiveay [75.40,32.70]
 Laedgre [2.00,-2.10] Tau Ceti [0.30, 0.40] Canveol [68.90,44.90]
 Laesscan [3.85,-2.60] Tau Ceti [0.30, 0.40] Anessur[-103.30,-125.95]
 Laiogre [4.35,-4.30] Tau Ceti [0.30, 0.40] Begreho [-59.65,-55.30]
 Lalande 21185 [0.35, 0.30] Ross 128 [0.30,-0.40] Miurar [81.95,-5.15]
 Lalande 21185 [0.35, 0.30] Tau Ceti [0.30, 0.40] Auray [73.20,37.40]
 Lalande 25372 [-0.45,-0.25] Tau Ceti [0.30, 0.40] Falaa [-53.60,61.90]
 Liabeze [1.60,-4.20] Sol [0.00, 0.20] Ededeth [77.60,25.90]
 Liabeze [1.60,-4.20] Tau Ceti [0.30, 0.40] Ioioack [-77.80,-23.90]
 Liaququ [2.35,-2.40] Sol [0.00, 0.20] Phiayand [-59.40,-55.90]
 Liaququ [2.35,-2.40] Tau Ceti [0.30, 0.40] Olveve [-65.10,-48.75]
 Luyten 97-12 [0.90,-1.95] Ross 128 [0.30,-0.40] Laceti [76.90,28.10]
 Luyten 97-12 [0.90,-1.95] Sol [0.00, 0.20] Beanfa [-74.70,-32.90]
 Luyten 97-12 [0.90,-1.95] Tau Ceti [0.30, 0.40] Argreed [-78.65,-20.80]
 Luyten 674-15 [2.10,-1.00] Maanens, van [-0.05, 1.10] Miolfa [-56.20,-58.40]
 Luyten 674-15 [2.10,-1.00] Sol [0.00, 0.20] Edexed [-39.60,-71.35]
 Luyten 674-15 [2.10,-1.00] Sophilia [3.20,-1.35] Enhove [-21.35,-79.35]
 Luyten 674-15 [2.10,-1.00] YZ Canis Minoris [2.25,0.05] Ceioeth [83.25,-12.10]
 Miandze [2.60,-5.35] Sol [0.00, 0.20] Ioayess [-72.75,-37.05]
 Miandze [2.60,-5.35] Tau Ceti [0.30, 0.40] Inbeex [77.35,27.85]
 Micanex [2.75,-4.30] Sol [0.00, 0.20] Zequess [71.05,40.70]
 Miolgre [2.10,-4.65] Tau Ceti [0.30, 0.40] Qulaur [78.15,25.35]
 Miolze [2.20,-2.65] Tau Ceti [0.30, 0.40] Arlada [70.50,42.45]
 Olaygre [3.95,-3.50] Tau Ceti [0.30, 0.40] Inquol [62.15,53.95]
 Ollaex [1.95,-2.95] Tau Ceti [0.30, 0.40] Urayda [74.60,34.50]
 Ophiuchi, 36 [-1.80,-1.15] Sol [0.00, 0.20] Enbeay [-50.15,64.85]
 Phekda [1.50, 5.00] Sol [0.00, 0.20] Esszeand [78.70,-22.10]

Phiagre	[0.85,-2.65]	Tau Ceti	[0.30, 0.40]	Tisoess	[-79.95,-15.35]
Ross 128	[0.30,-0.40]	Omicron Eridani	[1.50, 0.45]	Mienio	[47.95,-66.90]
Ross 128	[0.30,-0.40]	Sol	[0.00, 0.20]	Hoarti	[73.40,36.45]
Ross 128	[0.30,-0.40]	Tau Ceti	[0.30, 0.40]	Eddafa	[82.20,-0.25]
Ross 154	[-1.10,-0.30]	Sol	[0.00, 0.20]	Zecanmi	[33.60,-74.40]
Ross 154	[-1.10,-0.30]	Tau Ceti	[0.30, 0.40]	Anayce	[-37.60,72.85]
Ross 986	[1.85, 1.35]	Sol	[0.00, 0.20]	Waave	[43.75,-68.90]
Ross 986	[1.85, 1.35]	Tau Ceti	[0.30, 0.40]	Hoolti	[-41.80,70.50]
Sirius	[1.05,-0.15]	Sol	[0.00, 0.20]	Cecanlia	[-25.00,-77.75]
Sodaack	[1.30,-5.60]	Tau Ceti	[0.30, 0.40]	Waethwa	[81.45,10.80]
Sohoa	[0.30,-3.65]	Sol	[0.00, 0.20]	Exedce	[81.70,4.50]
Sohoa	[0.30,-3.65]	Tau Ceti	[0.30, 0.40]	Hovea	[82.00,-1.65]
Sohoa	[0.30,-3.65]	Vequess	[-0.40,-4.15]	Liaandex	[46.85,-70.85]
Sol	[0.00, 0.20]	Sophilia	[3.20,-1.35]	Ceessess	[-33.90,-74.25]
Sol	[0.00, 0.20]	Tau Ceti	[0.30, 0.40]	Edbeur	[-68.05,45.40]
Sol	[0.00, 0.20]	Tivecan	[2.30,-3.45]	Canedand	[-67.85,-45.55]
Sol	[0.00, 0.20]	Vequess	[-0.40,-4.15]	Iocanwa	[81.15,-9.75]
Sol	[0.00, 0.20]	Waolex	[3.60,-4.35]	Arioay	[65.95,48.45]
Sol	[0.00, 0.20]	Wolf 630	[-2.20,-0.75]	Zeliaur	[31.25,-75.35]
Sol	[0.00, 0.20]	Zeancan	[1.55,-2.00]	Bemiio	[-66.35,-47.60]
Tau Ceti	[0.30, 0.40]	Tiacan	[2.85,-3.50]	Ackgreho	[-66.85,-46.30]
Tau Ceti	[0.30, 0.40]	Tiancan	[4.35,-5.15]	Ollaan	[68.40,45.75]
Tau Ceti	[0.30, 0.40]	Tiessgre	[2.70,-3.45]	Zeayur	[70.80,41.75]
Tau Ceti	[0.30, 0.40]	Tivecan	[2.30,-3.45]	Anmiay	[73.80,36.15]
Tau Ceti	[0.30, 0.40]	Urlaay	[3.15,-2.35]	Enqugre	[-54.85,-59.90]
Tau Ceti	[0.30, 0.40]	Urquay	[4.30,-5.10]	Zesoand	[-63.75,-50.40]
Tau Ceti	[0.30, 0.40]	Veareth	[0.00,-4.65]	Arquho	[81.70,-6.70]
Tau Ceti	[0.30, 0.40]	Vecanlia	[0.00,-5.00]	Arquho	[81.70,-6.70]
Tau Ceti	[0.30, 0.40]	Vequess	[-0.40,-4.15]	Laceti	[80.65,-14.45]
Tau Ceti	[0.30, 0.40]	Waarze	[3.85,-4.35]	Enengre	[-63.65,-50.70]
Tau Ceti	[0.30, 0.40]	Waayol	[3.95,-5.15]	Arlada	[70.50,42.45]
Tau Ceti	[0.30, 0.40]	Waceol	[2.75,-3.55]	Canquar	[70.85,41.65]
Tau Ceti	[0.30, 0.40]	Waessol	[1.70,-3.35]	Zeceeth	[77.65,27.20]
Tau Ceti	[0.30, 0.40]	Wainze	[3.45,-1.70]	Hoexho	[47.40,67.30]
Tau Ceti	[0.30, 0.40]	Zeaex	[3.35,-1.70]	Quayho	[48.05,66.70]
Tau Ceti	[0.30, 0.40]	Zeessze	[-0.30, 2.75]	Phitiay	[-79.20,-18.65]
Tau Ceti	[0.30, 0.40]	Zeessze	[0.75,-5.70]	Veexio	[-162.35,-14.60]

1.82 frontier cd³² - game tek

For more cargo buy at least one ton of rubbish and go to a system where you won't be caught for dumping it. Then go to the cargo screen and click a bit below the rubbish box. You should notice that the remaining cargo has gone up but the ammount of rubbish has stayed the same. Keep doing this and soon you'll have enough cargo space to get a large plasma accelator. If you do this in a small ship, eventually you'll be able to buy a class 7 hyperdrive and jump a long way across the galaxy with somewhere around 50 tons of fuel.

1.83 fruit salad

Enter "FRUIT" for your name on the high score table. A screen should appear to let you telling you the cheat is activated. This will give you

50 lives and let you advance levels by pushing <LEFT MOUSE>.

1.84 full contact - team 17

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

In one player mode, type "MARTYN" to make your opponent gives up and dies.

1.85 fury of the furries cd³²

On the title screen hold down the BLUE, YELLOW and GREEN buttons and then rotate the D-pad ANTI-CLOCKWISE seven times (starting at 12 O'Clock). The map screen will appear containing a red cross in the middle. Move the cross to whatever level you want and press the RED button.

1.86 fusion

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

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

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

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

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

1.87 future shock - amigafun

Press <SPACE> to pause the games and type any of the following:

```
"SPHINX"  infinite lives
"SKIPLEVEL" skip to next level
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1.88 future wars

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

Solution:

Room 1: Go to bucket and take bucket. Go to left side of scaffold and examine it. Operate Red button. Go to Window and Operate window.

Room 2: Go to waste paper basket. Take plastic bag. Take little flag on floor. Go to cupboard and operate cupboard. Take canister of insecticide. Go to sink and use bucket of water on sink. Go to north door and use full bucket on door. Go to carpet near east door, operate carpet to find key. Go to east door and operate door.

Room 3: Go to second cupboard on the bottom. Use key on cupboard and find typewriter. Examine typewriter and find code. Go to desk and operate drawer. Take piece of paper. Examine map then examine smaller map to find small hole. Use little flag on little hole. Enter secret passage.

Room 4: Examine Keypad. QUICKLY... Operate 4. Operate 0. Operate 3. Operate 1. Operate 5.

Room 5: Go to machine. Use sheet of paper on opening. Find control panel on machine. Operate green button then operate red button. Take document that comes out. Move QUICKLY to center of transporter.

PART 2

Room 1: Go to mosquitoes CAREFULLY then use insecticide on them. Go to left side of screen and find a glint of light. Examine glint of light and get pendant. Go off left side of screen.

Room 2: LAKE - Go to tree on the far left and search to find a rope. Use rope on tree branch. Take tunic and take slacks. Go off west side of screen.

Room 3: CASTLE - Go behind castle to the west.

Room 4: FOREST - Go to old tree and operate tree. Examine ground and get coin. Go back out east.

Room 5: CASTLE - Go to inn and operate door.

Room 6: Use silver coin on innkeeper and listen. Exit.

Room 7: CASTLE - Go to guard and use pendant on guard. Listen to King and then take lance from guard. Go back behind castle.

Room 8: FOREST - Go to tree. Stand under branch and use lance on Monk's clothes.

Room 9: LAKE - Go close to lake and use plastic bag on lake. Go QUICKLY off the west screen then to the south.

Room 10: Go to wolf and stop when it lowers its head. Use full bag on wolf. Go to door and operate it.

Room 11: MONASTERY - Always walk clockwise. Always stay close to the walls. Go to far right room and operate door.

Room 12: Go to father superior until he speaks. Exit.

Room 13: Go to door on left and operate door. Go to cup and take cup. Exit.

Room 14: Go top middle door and operate door. Go to barrel and use cup on barrel. Exit.

Room 15: Go back to Father Superior's room and operate door. Go to Father Superior and examine him. Get remote control. Use remote control on piece of furniture. Get magnetic card. Exit.

Room 16: Go back to wine room and operate door. Climb up ladder and use remote control on barrels.

Room 17: LAB - Go to glass case. Examine case. Find and take gas capsule. Go to console and use magnetic card.

PART 3

Room 1: Go to bottom right side of screen and examine rubble. Get blowtorch. Exit screen to the right.

Room 2: Locate white dot on rubble and examine. Take fuses. Go to center of the screen. Operate rubble to find manhole. Operate manhole cover and descend.

Room 3: Go east, Go east again. Locate gas tap on wall. Use blowtorch on tap. Go west, Go west again. Go east, east, east. Use blowtorch on creature.

Room 4: Approach door. Use lance on video camera. Enter.

Room 5: Go to newspaper machine. Examine coin return slot and find coin. Use coin in money slot. Examine coin return slot and find coin. Use coin in money slot. Take newspaper. Wait for subway. Enter subway car.

Room 6: Go south downstairs. Find fuse box. Use fuses on fuses. Go back upstairs. Wait for stewardess to put on makeup. RUN up

the entry ramp.

Room 7: PRISON - Use key on air-duct. Use gas capsules on air-duct. QUICKLY use newspaper on air-duct. Exit room to the right.

PART 4

Room 1: Exit screen to the left.

Room 2: BATTLE SCENE - Follow instructions to kill the Crughons. Examine Lo'Ann. Examine Lo'Ann again and take the box of pills. Examine Lo'Ann again and take the necklace. Use necklace on Lo'Ann.

Room 3: Go to the dead Crughon. Examine the Crughon. Take the magnetic card. Go in the shuttle

Room 4: COCKPIT - Insert magnetic card into the reader. Go to case and activate it. Put clothes over the camera. Go next to case and click the case. Activate the case.

Room 5: LANDING BAY - Stand next to door on the right. Use pills when the Crughons are visible through door. Leave cockpit, careful not to touch the Crughons. Go to the box on the far left foreground of the screen. Activate box.

Room 6: Storage room - Leave by back door.

Room 7: MAZE - Find your way to the computer room which has a back door.

Room 8: COMPUTER ROOM - Use magnetic card on the console.

Room 9: MAZE - Find your way to the warehouse. The door is surrounded by arrows. Exit through the door.

1.89 fuzzball

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

1.90 gadgets - lost in time

Level Codes:

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

The Green Zone B777J2JBG5
Home Again C555HG491

1.91 gainforce

During play dock your ship (The place where your ship is at the start of each level) and type any of the following:

"VBITIME" ?
"ILOVENICOLEW" Skips to next level
"HENDRIX" Refills shield

1.92 galactoid

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

1.93 galaga '92

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

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

1.94 galaga '94

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

1.95 galaxy '93

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

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

1.96 galaxy force 2

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

1.97 game over 2

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

1.98 gamma zone

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

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

Level Codes:

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

1.99 ganymed

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

1.100 garfield

Complete Solution:

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

mouse and leave the sewer.

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

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

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

1.101 gateway

PART 1: GATEWAY PROSPECTOR

1 THE DEBIT CARD AND THE PV COMMSET.

a) Where is the debit card?

You'll find the debit card on the desk in your quarters. TAKE DEBIT CARD to add it to your inventory.

b) How do I get my messages?

To use the PV commset, PUT DEBIT CARD IN PV COMMSET while you are in your quarters. When PV commset comes up on the screen, select option 1. Read through all your messages.

2 THE DATAMAN.

a) How do I get the dataman?

While you are in your quarters, OPEN DESK DRAWER and then TAKE BOOK. If you then READ BOOK, you will see a note from your proctor telling you to exchange this book for the dataman in the Corporation offices. Go to the offices, and GIVE THE BOOK TO RECEPTIONIST. She will take the hardcover book and give you the dataman. To use dataman, simply TURN ON DATAMAN.

3 SHIP HANDLING CLASS.

a) Where and when is the class held?

Ship handling class is held in room T20 at 15:00. Room T20 is on level Tanya, just west of corridor T6. Take the dropshaft from level Dog by going to corridor D4 and then DWON to level Tanya.

b) Where do I get a blue badge?

You will be given a blue badge if you attend shipp handling class.

4 THOM SELDRIDGE.

a) When and Where am I supposed to meet Thom Seldridge?

You should meet Thom at the Blue Hell bar at 20:00.

b) What is Thom waiting for after he tells me about Gateway?

After Thom tells you about Gateway and begins to look at you expectantly, BUY THOM A DRINK. He will then tell you about the Orion program, give you a corporation memo, and tell you where to meet Terri Neilson (in the Blue Hell Bar at 22:00). BUY THOM A DRINK again when he

finishes talking about the Orion Program and he will introduce you to Nubar Kamalian.

5 NUBAR KAMALIAN, THE TRIVIA GAME, AND THE SILVER MEDALLION.

- a) Where do I find Nubar?
Thom will introduce you to Nubar if you have been friendly and plied him with a couple of drinks.
- b) How do I get the silver medallion?
BUY NUBAR A DRINK after he sits down and asks you for one. Listen to him talk. Eventually he will challenge you to a game. He will get a score of 7 points. PLAY GAME when he is done. If you get a score higher than 7, he will give you his medallion.
- c) What are the answers to the question in the Old Earth Trivia Game?

Question History & Art & Science & Games

Number Geography Ent. Nature

1	3	4	3	1
2	2	2	2	2
3	4	4	4	4
4	2	1	1	4
5	4	1	4	1
6	1	2	3	4
7	2	3	2	2
8	4	4	4	3
9	1	1	3	2
10	4	3	4	4

6 THE FIRST MEETING WITH TERRI NELSON.

- a) Where do I find Terri Nelson?
Per your talk with Thom you learned when Terri shows up at the bar. Show up at the same time.
- b) How do I get Terri to sponsor me for the Orion program?
She will tell you if you ASK TERRI ABOUT ORION PROGRAM or GIVE TERRI MEMO.

7 THE FIRST MISSIONS.

- a) How do I get on a mission?
You can go on a mission the day after you get your badge. The procedure is simple. Go to the Hangar Entrance on level Tanya and GIVE BADGE TO AGENT. If you have a valid badge, he will sign you up for a mission, escort you to the dock, and program you set course. When he leaves, go UP to enter the ship, CLOSE THE HATCH, and SIT to access the control panel.
- b) What am I looking for the first time I go on a mission?
Use the course codes to explore the destinations available. When you find yourself in orbit around a planet, you have found what you are looking for.
- c) What is the significance of the Black Hole, Fragments, Red Giant, Ardromeda, and Nebula missions?
These missions are 'strike' missions. You don't even have the opportunity to leave your ship. You need to ship out again once you get back from one of these missions. There are no puzzles to solve on these missions.

8 SIGMA DAYAN 7.

- a) How do I get into the cave opening on the cliff?
Go WEST from below the cave entrance to the base of the cliff, then WEST again to the rockslide. CLIMB ROCKSLIDE to reach the top of the butte.

- b) How do I solve the 'Moving Portal' puzzle in the entry chamber?
Once in the Entry Chamber, note where the portal appeared last:

IF THE PORTAL YOU NEED TO GO
APPEARED TO THE: TO THE:

Northeast EAST
East WEST
West NW
Northwest NORTH
North NE

You'll anticipate where the portal will appear and sail through just in time. After a crawl through a passageway, you will be in the Ovoid Room. TAKE THE BOX you see there. This box (and evidence of two trips out) is what you need to qualify for the Orion Program.

9 GETTING THE GREEN BADGE.

- a) I've gone on 2 missions and brought back an artifact. How do I get my green badge?

Once you have gone on two missions and brought back the artifact from Sigma Dayan 7, you have fulfilled the requirements that Terri outlined for the Orion Program (see 6A. and 6B.). You need to give Terri a call on the PV commset using the phone number that is on the cocktail napkin she gave you during the first meeting. Go to Your Quarters, INSERT DEBIT CARD IN SLOT, and select meu option (6), Place Call. Dial the number that you read off of the cocktail napkin, if Terri isn't in, call back an hour or two later. If Terri is in and you have met the requirements, then she will agree to meet you in the Blue Hell and give you your green badge. Note: If you have met the requirements for a green badge but you never talked to Terri before you shipped out, then meet her in the bar at 22:00 and ask her about the Orion Program.

10 THE MAINTENANCE KEY.

- a) What do I do with the machine in Central Park?
PULL THE RED LEVER on the machine in Central Park. A man will show up a few turns later. He has a key that will allow you to open vents in the armory, your quarters, and conference rooms on level Tanya.
- b) How do I get the maintenance key from the old man?
The man will hand you the key right after he shows up. DROP MAINTENANCE KEY IN HYDROPONICS TRAY to hide it. You can pick it up after he has left.
- c) What is important about the old man's speech?
The most important clue the man gives you is that Perry shows up on level Babe every night at midnight and then disappears.

11 THE MAGAZINE.

- a) How do I get the magazine?
You can get the magazine from the receptionist in the Corporation offices by giving her the rose that you find in Central Park.

12 THE TUNING FORK.

- a) Where is the tuning fork?
The tuning fork is on display in the Gateway museum.
- b) How do I get the tuning fork out of the museum without being arrested?
You need the medallion you got from Nubar. Go to the museum. If you examine the device, you will see a circular depression on its upper surface. PUT MEDALLION IN DEPRESSION and the device will hum. TAKE

TUNING FORK FROM PEDASTAL and PUT TUNING FORK INSIDE DEVICE. A hologram of the tuning fork will appear above the medallion. TAKE HOLOGRAM. PUT HOLOGRAM ON PEDASTAL. The hologram will spoof the alarm system. You can now TAKE TUNING FORK FROM DEVICE and leave the museum with the fork in hand.

13 THE GUN.

a) Where is the gun?

The gun is sitting atop a storage cabinet in the Armory.

b) How do I get the gun out of the armory?

You need the maintenance key. Go to the armory and TAKE THE GUN. STAND ON CABINET. OPEN VENT WITH MAINTENANCE KEY. PRESS BUTTON. This will summon the robot. PUT GUM IN SPIDER ROBOT CONTAINER. Go to another room with a vent. The robot will reappear with the gun. TAKE GUN.

14 PERRY AND THE SECRET ROOM.

a) Where and when does Perry appear?

The maintenance man will tell you that Perry appears on level Babe at midnight. He also tells you that he had a crate dragged into the corridor that Perry uses so the old man can spy on Perry.

b) How do I spy on him?

Go up to corridor B4 before midnight. HIDE IN CRATE. WAIT while Perry shows up and then disappears into wall.

c) How do I get into the secret room?

Perry will drop a slit of paper when he is fumbling around. EXIT CRATE and TAKE SLIP OF PAPER. READ SLIP OF PAPER. You will see a 5 digit code. HIT TUNING FORK. Enter code. A portal will appear.

d) What do I do in the secret room?

You don't need to come back to the secret room until much later in the game.

15 THE GREEN BADGE BRIEFING.

a) Where and when are the special Orion Program debriefings?

The Orion Program briefings are held everyday at 09:00.

b) How do I get into the briefing?

You need to have a green badge to participate in briefing.

16 THE METAL CYLINDER ON ALEPH 4.

a) How do I stop the Mutzer creatures from kicking me out of the clearing (So I can spy on them)?

HIDE BEHIND BOULDER or go WEST from clearing. WAIT while Mutzers file into the clearing and perform their ritual.

b) How do I get the metal cylinder from Chief Mutzer?

TAKE THE SALAMANDER from the lake shore. WAIT until you here the 2nd wailing sound. Then go to Mutzer village. ENTER BIG HUT and then go DOWN to hide under the hut. WAIT until the Mutzer chief returns to the hut, and climbs into the tank. Then: UP. DROP SALAMANDER IN TANK. WAIT. Go back DOWN to hide and WAIT until Mutzer wakes up. and runs off. Once they have left, return to the lake shore. You will see the metal cylinder next to the pile of rocks. TAKE CYLINDER.

17 GETTING INTO THE DOME ON ALEPH 4.

a) How do I get into the dome?

Go to the base of the dome. PUT METAL CYLINDER IN DOME SLOT. Then take the test.

QUESTION	DESCRIPTION	ANSWER
----------	-------------	--------

- 1 Triangles & circles 4
- 2 Starts with a pentagon 4
- 3 Lots of intersecting lines 3
- 4 Mirror images 2
- 5 Circles within circles 5

18 THE PRIMARY COLOR PUZZLE INSIDE THE DOME ON ALPEH 4.

- a) How can I take the Heechee device that is inside the dome?
TAKE ALL FANS. CLIMB PLATFORM. PUT BLUE FAN IN RED SLOT. PUT YELLOW FAN IN BLUE SLOT. PUT RED FAN IN YELLOW SLOT.

PART 2: OTHER WORLDS

19 THE BEACH VR AND THE PEDROZA CLUB MEMBERSHIP PIN.

- a) Where is the Pedroza Lounge?
The lounge is behind the oak door in the casino.
- b) How do I get into the Pedroza Lounge to meet the person who sent me the cryptic message?
You need to gold Pedroza Club membership pin. The VR in the VR terminal is a member, and will offer you his membership if you find a bug in his beach Virtual Reality program.
- c) How do I get into the Beach VR?
Go to the VR terminal. LIE ON COUCH. PUT ON COLLAR. SET SWITCH TO BEACH. PRESS POWER BUTTON.
- d) How do I break the Beach Virtual Reality?
The key to breaking it is to overload it by creating an infinite number of Banana Daiquiris. Get him drunk. TAKE DRINK. GIVE DRINK TO BARTENDER. AGAIN. AGAIN. AGAIN. Once he is slumped over and singing to himself, TAKE DRINK and PUT DRINK IN SCANNER.

20 LEONARD WORDEN'S SPECIAL BRIEFING.

- a) I met the big shot in the tanning room - Now how do I get into the special briefing?
Go to the Corporation offices. Make sure you are holding your green badge.

21 THE METAL DESK ON AURIGAE 6.

- a) How do I repair the metal disk?
Replace the cracked prism in the tray with the clear prism you get from the Residence.
- b) What do I do with the disk once I've repaired it?
STEP ON DISK.

22 GETTING THE BLACK PYRAMID FROM THE RESIDENCE ON AURIGAE 6.

- a) How do I get the black pyramid from behind the panel in the residence?
Go to the Temple court from the city center after transporting over from the landing pad. CATCH BEETLE. Then go back to the landing pad and take the clear prism and bright cube. Go to the residence and PUT THE CLEAR PRISM IN DIAMOND TRAY, then PUT BRIGHT CUBE IN SOCKET. PUT BEETLE IN OVAL TRAY and then TAKE PYRAMID.
- b) Why do I need the black pyramid?
The black pyramid is the key to deactivating the force field in the temple court.

23 THE TEMPLE COURT AND THE OCTAGONAL ROOM MAZE ON AURIGAE 6.

- a) How do I deactivate the force field in the Temple Court?
You need to navigate through the octagonal room maze and put the black pyramid on the stand.

- b) How do I get through the maze?
The solution path is as follows: SE, EAST, NW, SOUTH, WEST, SE, NORTH.
- c) What do I do once I've reached the middle of the maze?
PUT PYRAMID ON STAND to deactivate the force field.
- 24 ACTIVATING THE AURIGAE 6 SHIELD GENERATOR.
- a) How do I activate the shield generator now that the force field is down?
While in temple court, TURN KNOB, PULL LEVER, and then PRESS BUTTON.
- 25 THE SPIDER AND THE ANEMONES OF KADUNA 3.
- a) How do I kill the spider?
When it first appears, SHOOT SPIDER WITH GUN. SHOOT SPIDER again to finish him off, then go WEST to break the grip shoots.
- b) How do I get through the anemones?
Reclaim the gun from spider. Wade into the ichor from the spiders mortal wound. This will protect you.
- 26 THE SWAMP CREATURE ON KADUNA 3.
- a) How do I get past the swamp?
THROW WORM INTO SWAMP. You can walk across the carcass of the beast to get accross.
- 27 THE PLAZE AND THE SNAKE OF KADUNA 3.
- a) How do I get past the snake?
You need to get the pod from thepod tree near your ship. TAKE POD and head EAST until you get to the spikeball field. DROP THE POD. TAKE RAT. Go EAST, then GIVE RAT TO SNAKE.
- 28 THE PUFFERSLUG IN THE TOWER ON KADUNA 3.
- a) How do I get past the pufferslug?
Back in the spikeball field there is a spick stuck to into one of the trees. Get spike, then STAB PUFFERSLUG WITH SPIKE.
- 29 ACTIVATING THE KADUNA 3 SHIELD GENERATOR.
- a) How do I activate the Kaduna 3 Shield generator?
TURN KNOB, PULL LEVER, and then PRESS BUTTON.
- 30 THE BOWL AND THE BERRIES ON DORMA 5.
- a) What is the first thing I should do on Dorma 5?
TAKE THE BRANCH AND VINE while on Dark Forest. Then WAIT and watch the beasts movements.
- b) How do I get past the beast?
When the beast enters the cave on the southeastern side, you can go EAST, and then NORTH.
- c) How do I fix the bowl?
You need the small stone you find on the Northen shore. PUT SMALL STONE IN BOWL to plug the hole.
- d) What should I do with the bowl once I have fixed it?
You need to fit it with berries and leave it in the tunnel Antechamber to distract the beast. You can find the berries on the Northwestern shore.
- e) How do I get the crystal shard?
Fill bowl with berries and then go to the tunnel Antechamber when the beast is in the cave. DROP BOWL. Return to dark forest, wait for beast to go into tunnel, and go in cave. HIT SHARD WITH BRANCH, then TAKE SHARD.
- 31 TAMING THE BEAST ON DORMA 5.
-

- a) How do I tame the beast?
By using the crystal shard. Make sure you WASH SHARD in pond. If you TETHER BEAST WITH VINE, he will follow you around.
- 32 REPLACING THE BOULDER IN THE DIKE ON DORMA 5.
- a) How do I get the beast to put the boulder back in the dike?
Lead beast to dike. THROW CRYSTAL IN POND to break its hold on beast. He will then pick up the boulder and throw it at you. Go EAST into the pond while boulder is in the air. It will plug the dike.
- 33 ACTIVATING THE DORMA 5 SHIELD GENERATOR.
- a) How do I activate the shield generator?
TURN KNOB, PULL LEVER, and then PRESS BUTTON.
- 34 GETTING THE BECKER'S HOUSE ON NEMIRA 3.
- a) Where is the Becker's house?
Becker's house is accross the rope bridge from the pinnacles. To get to the pinnacles from the mountain plateau, head NE to the halfway point, NW to the mountain trailhead, NORTH to the meadow, NORTH to the cliff trailhead, and finally NE.
- b) How do I get accross the rope bridge?
If you still have the pistol, you can shoot it. If not, you can blow the whistle that's hanging on the cactus at the crash site.
- c) What are these cairns for?
He put them in various places to remind him of the proper trails to reach specific mountain sites.
- 35 MOVING BECKER'S PER DINOSAUR ON NEMIRA 3.
- a) How do I get the gopheria off the control panel?
If you have the pistol, you can shoot it. If not, you can ASK BECKER ABOUT THE GOPHERIA. If you ASK BECKER ABOUT THE JUBIFRUIT LEAVES he will tell you he grows them in his garden. Find Becker's garden, and PICK LEAVES. Return to Becker's house, and FEED LEAVES TO THE GOPHERIA.
- b) How do I keep the gopheria from getting back on the control panel?
While he's eating, MOVE THE SMALL MAT TO THE FLOOR, and the animal returns it to its new position.
- c) How do I get past the small mattress on the control panel?
Move it to the floor.
- 36 REPLACING THE MISSING FOCAL LENS ON NEMIRA 3.
- a) Where is the focal lens?
It is the glassy object visible accross the chasm from the meadow, just north of the Mountain Trailhead.
- b) How do I get the lens from accross the Chasm?
Take the axe to the meadow and CHOP DOWN TREE WITH THE AXE. The fallen tree spans a distance accross the chasm. Walk EAST to recover the lens.
- c) Where can I find an axe?
In Becker's tree house, up the rope ladder from his garden.
- d) Where can I find some rope?
On the trail beside the rope bridge, at the Pinnacles.
- e) What do I do with the focal lens?
You need to replace the lens in the lens housing underneath the control panel in Becker's house. PUT LENS IN HOUSING or PUT LENS UNDER PANEL to install it.
- 37 FINDING THE MISSING ACTUATOR CELL OM NEMIRA 3.
- a) Where is the actuator cell?
-

- Buried behind a grave that Becker once dug.
- b) What do I need to dismantle the field actuator?
A grommet wrench, a flange defuser, an actuator discharger, and some actuator clippers.
 - c) Where is the grommet wrench?
Inside the maintenance crib at the crash site.
 - d) Where is the flange defuser?
Inside the maintenance crib at the crash site.
 - e) Where is the actuator discharger?
In the drawer in Becker's tree house.
 - f) Where is the actuator calipers?
In the drawer in Becker's tree house.
 - g) Where is the shovel?
In the garden
 - h) Where is the canterlope grave?
At the river trailhead although you'll need to read Becker's personal log to find out about it first.
 - i) What do I do with the actuator cell?
The Actuator cell needs to be installed in the lens housing in Becker's house. PUT CELL IN HOUSING to replace it.
- 38 DISMANTLING THE FIELD ACTUATOR ON NEMIRA 3.
- a) How do I remove the grommets?
REMOVE GROMMETS WITH WRENCH.
 - b) How do I remove the cylinder cap?
UNSCREW THE CYLINDER CAP.
 - c) How do I remove the flange connector?
REMOVE FLANGE CONNECTOR WITH FLANGE DEFUSER.
- 39 REPLACING THE MISSING LENS COVER ON NEMIRA 3.
- a) Where is the missing lens cover?
Becker's got it. ASK BECKER ABOUT LENS COVER, ASK BECKER ABOUT THE ORE, or ASK BECKER ABOUT ABANDONED MINE, he'll offer a trade.
 - b) Where can I find some vermcaaculite ore?
In a vein of rock beneath the surface of the River Overlook, southwest from the River Trailhead.
 - c) Where is the pickaxe?
In Becker's abandonedmineshaft.
 - d) What do I do with the ore?
GIVE ORE TO BECKER and he'll trade you for the lens cover.
 - e) How do I get Becker to give me the lens cover?
After you give him the ore, he says he's got to test it. Go to the garden, and he'll give you the lens cover.
 - f) What do I do with the lens cover?
The lens cover needs to be installed in the lens housing in Becker's house.
- 40 THE RAFT TRIP ON NEMIRA 3.
- a) What do I do with the raft?
You need to ride the raft with Becker.
 - b) I agreed to help Becker with his cane. Now what do I do?
If you've agreed to help Becker, ASK BECKER ABOUT THE RAFT and he'll tell you need a pail and a tiller to begin the voyage.
 - c) Where is the tiller?
At the river trailhead, just south of the garden.
 - d) Where is the pail?
In Becker's garden.
-

- e) How do I begin the river voyage?
You need to have the metal pail, and Becker needs to have the tiller. GIVE TILLER TO BECKER. Go to the River Shore and GET ON RAFT. TELL BECKER TO GET ON RAFT. You're ready yo go. LAUNCH THE RAFT and you're on your way.
- f) How do I survive the river voyage?
Listen to Captain Becker and BAIL each and every turn until the raft trip is over.
- 41 HINTS ABOUT ROLF BECKER.
- a) What do I do with the magazine?
Give him the magazine, and he'll make you a happier guy.
- b) What do I do with the wooden stand?
ASK BECKER ABOUT WOODEN STAND for a surprise.
- c) What do I do with the personal log?
You might try reading it while Becker is napping.
- d) What do I do with the field notebook?
You can learn about all the wonders on Nemiran in Becker's book.
- e) Does it matter whether I am nice to Becker?
Yes. He may not return with you if you are not nice.
- f) How do I get Becker to come back to Gateway with me?
Be nice to him and do what he says.

PART 3: ENDGAME

- 42 THE STARCHART.
- a) Where can I find the silver sphere that Worden told me about in the briefing after all the shield generators were activated?
You'll find it behind the panel in the secret room after all 4 of the shield generators are turned on.
- b) What do I do with the sphere once I've got it?
Take it down to the Corporation Offices after you get out of the briefing with Leonard Worden.
- 43 DEEP PSYCH.
- a) How do I get into the Deep Psych virtual reality?
You need to go from the meeting to the VR Terminal, where you will get a password. Once you have the password, LIE ON COUCH. PUT ON COLLAR. SET SWITCH TO DEEP PSYCH. TYPE {password}. PRESS BUTTON.
- b) How do I get past the Deep Psych test?
JUMP OVER CHASM so that you are on the same side as demon. WAIT. Contine WAIT until the demon is clawing on door. LIFT DEMON. Together you will sail through the door and aviod plunging into the chasm.
- 44 THE HEECHEE SATELLITE.
- a) How do I activate the cloaking system once I'm in the Heechee satellite?
PRESS BUTTON.
- b) What do I do with the ring in the compartment?
PUT ON RING.
- c) There are sparks on the surface globe. What do I do now?
TOUCH THE GLOBE.
- d) I'm in the travel pod at the satellite. What next?
PRESS PEDAL.
- e) I've docked with the watchtower. What do I do with the orb?
TOUCH ORB.

45 THE BALLROOM.

- a) Why do things keep changing?
This is a clue that you are in virtual reality.
- b) Why do I keep winning?
The directive of the VR you are in is to keep you winning.
- c) How do I escape the environment?
You must find a way to lose. Go to the wheel of fortune booth. If you bet more than one number, you will lose one of your bets.
- 46 THE DEMON GAUNTLENT AND THE EMPTY CHAMBER.
- a) What is this hell environment?
It is another virtual reality generated by the assassin.
- b) How do I get across the Demon Gauntlet?
Take the sword from the Hydra Lair. Go to the Demon Gauntlet and cross. When you hit with the net, CUT NET WITH SWORD. CUT NET WITH SWORD again. TAKE THE SACK that the demon throws you. TAKE THE NET.
- c) How do I make the invisible demon on the empty chamber visible?
PUT ASH IN THE SACK. Go to the empty chamber. WAIT. Continue to WAIT until you hear a scuffle on the stalagmite shelf. THROW ASH ON SHELF. He will become visible.
- d) How do I get the ring?
THROW THE NET ON THE DEMON. TAKE RING.
- 47 ESCAPING FROM HELL.
- a) What do I do in the mirror room?
WAIT until one of the statues starts moving. Note the name of the one that does. PUT SACK ON {name of statue}.
- b) How do I escape this environment?
After the statue in fills the sack with dust, TAKE SACK and return to the Hydra Lair. THROW DUST ON HYDRA.
- 48 THE FINAL STEP.
- a) How do I solve this puzzle?
Once you have slept and gotten your message, you know that you are in another Assassin virtual reality. The puzzle is to figure out how to get the Deep Psych password so you can unleash the virus program. The answer is to use the UV light in the Tanning Room to read the VR manual. TAKE THE MANUAL from the VR Terminal, then go to the Tanning Room. READ THE MANUAL in the Tanning Room. Note the day of the month on the status line, and remember the password on the corresponding line in the manual. Return to the VR Terminal. LIE ON COUCH. PUT ON COLLAR. TYPE {password}. And - Hold your breath here - PRESS BUTTON.

1.102 gauntlet

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

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

1.103 gauntlet ii

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

Or do this:

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

To avoid tricky levels, pause the game and wait for three minutes. Press <FIRE> and all the walls turn to exits. This happens anyway, but if you pause the game, you don't lose energy and won't get attacked while waiting.

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

1.104 gazza 2

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

1.105 gem-x

Level codes:

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

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

1.106 gemini wing

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

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

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

1.107 genghis khan

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

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

1.108 ghost battle

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

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

1.109 ghostbusters 2

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

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

1.110 ghosts 'n' goblins

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

1.111 ghouls 'n' ghosts

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

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

1.112 giganoid

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

1.113 global effect

Type "PLENTY MORE WHERE THAT CAME FROM". Go with the 'Snooze Button' in CLI. In the Pull-up-menu 'GLOBAL EFFECT' you can now select 'Zzzz' and all your trouble is over.

1.114 global gladiators

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

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

Now press <P> to complete the level.

To skip a level enter the following sequence with the joystick:

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

Now press <P> to complete the level.

1.115 globdule

During play hold down <CTRL>, <LEFT SHIFT>, <LEFT ALT>, and <RIGHT ALT>.

Now use the following keys:

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

<=> (speed up)

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

Level Codes:

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

1.116 globulous

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

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

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

Here are a few codes you might like to try:

Level 06 - IVEs8AZ?
Level 11 - dynlelcJ
Level 16 - KUPjGBLf
Cheat - Zvmo!EG

1.117 gloom

On disk 2 of Gloom in the dir 'misc' there is a file named 'script'. Use XFD or Crunchmania to decompress this file. Now load the file into a text editor and you will be able to edit the script to start at any level. Now save the script and recrunch it with Crunchmania.

1.118 gnome ranger

Part 1 (Animal)

From the starting point just outside the Centaur's shop first Knock on the Door. Enter the shop and do things such as Examine All until the Centaur (Cap) asks you to deliver a letter for him. Take the letter and then when

asked by the Centaur, take the Shovel. Now you may GO TO or RUN TO any of the important locations. There is no particular order in which to do things, and many of the items you will find are of no real use. A random element exists here and some things will require perseverance to achieve. This is one solution.

Move around until you see the Eagle above you. Examine Eagle and then WAIT until it lands and carries you off to its nest. HIT CHICKS to be rewarded by the Eagle. Go to just outside the gate at the entrance to the Witch's Cottage. DO NOT ENTER! It is a one-way gate! Ring the Bell that the Eagle gave you and wait until the Eagle lands. Say (for example) EAGLE< GO TO PEG AND TAKE IT THEN FIND ME AND DROP PEG. The Eagle should then go into the cottage garden and free the Dog from its kennel. The Dog will now come through the garden gate. Follow the dog until it meets the Swarm Of Dogs. They will reward you with a whistle for freeing their friend. The Llama will give you a flower. There is a hank of hair in the brambles. There is a coin in the mud beside the puddle. There is a nugget and a yellow fungus in the middle of the marsh. If you take the nugget and fungus a mist will suddenly come down and you will be unable to move. To find a way out either drop everything you are holding OR wait for someone to come past and FOLLOW them. You could for example summon the Dogs and send them somewhere and then follow them.

Go to the Forest in the Northeast of the land and WAIT. After a while a nymph will appear and wait to be given something pretty. If you have the Flower from the Llama or the Necklace from the Centaur then give one to the nymph. (To get things from the Centaur in addition to the Shovel you will need to trade other items on a two-for-one basis).

Once the nymph has been befriended you can give her commands. One of the first should be to go to the Rock under which is a Bridle. If you drop all you are carrying and lift the rock, you can tell the nymph to get the Bridle. Pick everything up again and go with the nymph to a position just West of the Waterfall where you can see the Rainbow. Give the Shovel to the nymph and tell her to go East and then Dig. Wait for a while and then go East. You will now find a Crock of Gold and a Leprechaun. Take the Crock of Gold and give it to the Leprechaun who will now offer to help you in future. He will tell you how to summon him when you are in need. Bear in mind that the ONLY way to complete the first part of Gnome Ranger is to defeat the Witch by destroying her source of power, her Magic Wand. In fact only the Leprechaun is strong enough to break the Wand.

Blow your Whistle and when the Swarm of Dogs arrives say, DOGS, FIND UNICORN. Then tell the nymph to follow the Dogs and then follow the Dogs yourself. Once the Dogs track down the Unicorn and the nymph sees the Unicorn you will be rewarded again, this time by the Unicorn. He will give you a set of pipes with which to summon him if you need his help.

Now open the envelope the Centaur gave you, read the letter and go back into the shop. You will be thrown out but that is no problem, it is the game points that we after here.

It is now time to go through the gate into the cottage garden. Go round to the back door and summon the Unicorn by blowing the pipes. When he arrives tell him to break the door. Go South into the cottage and snap your fingers to summon the Leprechaun. When he arrives wait for the Witch to also turn up and quickly tell the Leprechaun to break the Wand. Be quick or

the Witch will turn one of you into stone.

At this point you should have scored 300 out of 300 and will be offered the opportunity of moving on to part 2.

Part 2 (Vegetable)

Start by taking the tea leaf. Then go to the kitchen and from there into the library. Read the books to get several clues as to what to do and how to do it. Go back to the kitchen and take the seed and the bulb. Go back to the garden and plant the seed. The seed will grow at once and become the greenslave. It needs to be animated, brought to life. To make the animate potion take the elder berry, thistle flower, rowan berry and mint leaf and take them to the kitchen. put them into the pot one at a time in the order given above to produce the antidote potion which will automatically be added to your inventory. Return to the garden and put the potion onto the greenslave. Plant the bulb in the garden and the blue telelily and the white telelily will appear. Climb the trees to get to the treehouse. The treehouse and the greenslave can be given instructions in the same way as the dogs and the nymph etc in part 1.

Take the telelilies and the compost heap. Go northeast and drop the compost heap. You will need to take the compost heap at times and drop it on rocky ground in various places to enable the treehouse to move. Send the treehouse and greenslave to the cave and then follow them. When you, the treehouse and the greenslave are all outside the cave give the blue telelily to the greenslave then enter:- treehouse, hold cave wait 5. Then enter:- greenslave, find stinkwort shoot and put it in blue telelily. Then wait until the stinkwort shoot and the greenslave appear. If you experiment with the telelilies you will find that anything put into the blue one will reappear from the white one. Also note that once a potion has been used the ingredients that have been used up will grow again in the garden. They must be picked again because each potion will need at least some, if not all, of the same ingredients again. So get what you need from the garden and go back to the kitchen and make the weedkiller potion by putting into the pot in this order:- thistle flower, elder berry, mint leaf and rowan berry. Now with the telelilies and the weedkiller being carried and with greenslave following go to the hedge. Wear the weedkiller to go east past the hedge. Drop the blue telelily into the pond and put the white one on the skinny beanstalk. Wait until it explodes then go up. Examine the fern plant and take the fern shoot. The only way to pass the hedge from this side is to enter:- greenslave, push rock, push rock, push rock. Then enter:- push rock, push rock. (This way both you and greenslave will be pushing the rock at the same time). The rock will then roll down onto the hedge and make a path through it. Back to the garden again and then the kitchen to make the next potion, the antidote to the poison of the air plant. Make it in this order:- stinkwort shoot, mint leaf, fern shoot, elder berry. It helps to know where the treehouse and the greenslave are at all times. (It generally helps to send them back to the garden when they have finished a task and pick them up from there when needed). Now go to the garden and send the treehouse to the air plant. Drink the antidote potion and follow the treehouse. At the air plant examine it to find the air flower and tell the treehouse to take the air flower and give it to you. You may need to leave the location while the treehouse gets the air flower as it is scared of animals.

Get some more ingredients and go back to the kitchen to make the fertilizer potion. The method is:- mint leaf, rowan berry, elder berry, air flower. Back to the garden and put the fertilizer on the tea bush. Take the tea leaf and the other ingredients needed and back to the kitchen.

Now make a pot of tea using:- tea leaf, rowan berry, mint leaf, thistle flower. When the tea is made, the old man reappears and you drink tea with him.

You should now have 600 points and be ready for the third part.

Part 3 (Mineral)

Start first on the cloud 9 area. Find the yeti and by talking to him in the usual manner, ask him to lead you to the diamond. Follow him carefully. Take the diamond and the cloudstuff you find near it. Use the cloudstuff to line the yetis snowshoes.

Now go to the penguin. The mother penguin is looking for a baby sitter. Take the egg and the mother penguin will become your friend. Find the icebridge and move south onto it. The icebridge will collapse and you will find yourself on an icefloe. When the icefloe sails past the mother penguin say:- penguin, push me west. The will then arrive at the iceberg. Take the sapphire and enter:- penguins, push me east. Now you will be back on the coast.

Go to the caves and find the fireking. After that go the prison cell and open it. Go inside and put the icechild in the sack so that the fireguard cannot see that you are freeing the child. Now go out and south to the land of the icepeople. When the icequeen offers to help you, get her, the icejester and the icepeople to follow you and go to the icefall. You cannot get out of the caves due to a flooded series of tunnels. Water is constantly coming into the caves but cannot get out quickly enough because there is an obstruction, a log, in the outlet pipe. You have to temporarily stop the water coming in so that you can enter the tunnels as the water level drops and remove the obstruction. A dam can be built if the icefall is pushed into the water. HOWEVER! Each player move causes the water level to increase by 1 level. Each push of the icefall builds the dam level up above the water level by 1. If the water level reaches the top of the dam it will break. If the water level reaches 10 the pressure becomes too great and the dam breaks anyway. Help is needed here to build the dam and help is needed to remove the log from the outlet. the idea is to get the icequeen and the icepeople to help you by repeatedly pushing the icefall into the water while you send the icejester down to remove the log from the outlet.

This, or something like it, should work with the icequeen, icejester and icepeople all together with you at the icefall. Enter:-

```
ICEQUEEN, WAIT 5 THEN PUSH ICEFALL, PUSH ICEFALL
ICEPEOPLE, WAIT 2 THEN PUSH ICEFALL, PUSH ICEFALL, PUSH ICEFALL
ICEJESTER, FIND DEBRIS AND TAKE LOG
PUSH ICEFALL
```

Try to keep the dam somewhere between 1 and 3 feet above the water level. Do this by either pushing the icefall or waiting. Eventually the dam should

break but a cheer should go up as the water level rapidly drops showing that the log has been removed. Now follow the icequeen until she shakes hands with the fireking. Now get the icequeen to follow you again.

Run to the treetrunk and enter:- ICEQUEEN, WAIT 12 THEN PUSH TREESTRUNK. Now run to the garden where the gnome requires a gemstone to let you enter the garden. Give him any of your gemstones and you will be thrown into the garden. You will find your gemstone on the ground along with the emerald and the ruby. Drop everything and pick up the ruby and put it in the sack. Put the other three gemstones (diamond, sapphire and emerald) into the sack as well and pick up the sack. If you timed it right, round about now the treestrunk should come sailing into view along the river. STAND ON TREESTRUNK to escape from the garden. The gnome will not you leave through the gate if you are holding anything you found in the garden. The treestrunk will sail past the iceberg area and when you see a suitable bit of land you should:- get of the log.

You should be carrying the 4 gemstones and the sack. Return to the gate at the beginning of the game. Put the gemstones in the sockets one at a time and then go north. If all is well then you will be in Gnomebridge on the road to Gnettlefield.

This is the end of the adventure and you should have 1000 points.

1.119 goal

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

1.120 goblins

Level Codes:

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

or

10 LQPBSJS	11 HNWVEKZ	12 FTQITLA	13 DCPJOMD	14 EWDENNH	15 TCNGTOU
16 TCVQRPM	17 IQDNKQO	18 KKKNSRA	19 MEMEISG	20 MLEURTF	21 KEUDEUJ
22 SOLEDVT					

1.121 The Godfather

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

1.122 gods

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

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

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

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

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

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

1.123 gold rush

Complete Solution:

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

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

Leave the bank

Go to the stagecoach ticket office

Buy a ticket

This will take you there BY WAGON!!!

Go to the graveyard

Proceed to the second grave and look at your parents graves

Drop the flowers there

Go to your bosses office

Go upstairs and look at the clippings

Go down stairs and quit your job

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

Watch Out for the horse!

Show that man your ticket and get on the wagon

Now you are going to Cali!!!

The stage coach will take you to a ferry

The ferry will take you to New York

From here you will go to Mississippi Valley

Here you go and talk to a group of men

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

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

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

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

Go left down

Talk to the man there and ask to buy mature oxen

Go back to your camp and talk to captain again

He will give you another assignment

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

Go right

Go up and look at the grass

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

Once it says it is drying out, go

Talk to your captain and you will leave from there

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

- It will give you general info about them

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

You will be shown outside your wagon

Quickly tie the chains

Untie the oxen

They will go down the hill then return back up

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

Look in barrel and drink the water

Look inside the wagon and eat the meat

Be sure to go right from here and catch your men

You will soon be at Fort Sutter

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

Once in here you must find the supply shop

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

Don't leave sutters for yet!

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

He will ask you a few quetions

The Answers are:

Yes

Yes

Last name: Wilson

First name: Jerrod
Brothers name: Jake

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

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

The End!!!

1.124 golden axe

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

1.125 goldrunner

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

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

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

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

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

1.126 goldrunner ii

On the high score table, type "EASYMODE".
<F8> to exit cheat mode
<F9> to skip levels
<F10> for invincibility

1.127 gonks

Label Codes:

05 ZUBE	20 ZIPO	35 FIZZ
10 BUZZ	25 WIZZ	
15 FUZZ	30 ZIMA	

1.128 graham gooch's world class cricket

When batting, to get a lot of runs press <P> when the fielder picks up the ball to pause the game. The fielder will be frozen, but your batsmen won't. Simply waggle the joystick and your batters will run. You can now chalk up a high score. When you've had enough simply press <P> again to unpause the game. You can also press <SPACE> twice while your bowler is running to start your bowl again.

1.129 grand monster slam

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

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

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

NOTE: Only one can be active at a time.

1.130 gravity force

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

Level Codes:

5 AGNUS	10 PARSEC
15 CRYSTAL	20 REACTOR

25 VISION 30 ORBIT
 35 PALACE 40 ALIEN
 45 FALCON

1.131 gravity force ii

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

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

or

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

1.132 The Great Archeological Race

simple, straightforward & nice game. try typing coke, pot, etc....
 do ur own inventory management ie. put items into suitcase or bucket.
 just do "put all in suitcase. put all in bucket" whenever u see
 "u have got ur hands full."

MUSEUM

your office: x desk. answer phone. open drawer. get report. x report. n,e,e
 curator's office: give report. w,s
 toilet: open cabinet. get bottle. n,w,w,s
 lounge: open fridge. get plastic container containing a salad. x vase.
 get flower. n,n,d. give flower to marie. kiss marie. w. get in car.
 wait/look until u reach the airport.

AIRPORT

n, get suitcase. open suitcase. It conatins an electric blanket. u.
 a fanatic will give u a brochure. read it.
 show ticket to get past security. go north all the way.
 get the matchbook in the ashtray. s, e, give ticket, e.

BRAZIL

Centre: x paper. e,n,ne
 Shed: get shovel. sw,s,e.
 Forest: e,e,e,se,e,se,e,s. Cross. look under canvas tarp. search corpse.
 x corpse. there's a cobra in the forest. n,e.
 Cave: e,n,e. dig dirt wall with shovel. x boulder. x indentations.
 ne,ne,n. search pile for mold. n. dig sand with shovel. open manhole.
 don't go down yet. somewhere down there is a room with poison gas. n.
 Maze: n,nw,e,e,nw,w,n,n,se,n,nw,sw,s,sw. Tomb. open coffin. get skeleton &
 crown. reverse direction to get out & back to main cave.
 Cave: nw,n,n,n,n. put blanket on the cube on the pedestal. turn it on.
 when cube melts, get pedestal & gold bar. s,s,s.
 everything drops into the crevice. s. x stump.
 you'll need a hose from the rubber factory to climb down.
 se,w,s,w,w,nw,nw,w,w,w,w,w,w,s.
 Rubber Factory, Machine Room: x machine. x screen. you need rubber & a

program disk. e.
 Office: get catalog & box of diskettes. ask jose about mail. w,s.
 Store Room: open crate. get rubber bands. n.
 Machine Room: x catalog. x disks. put the black disk in machine slot.
 put rubber bands in compartment. x screen. not enough rubber. n,w,s.
 Glade: get bucket of latex. n,e,s.
 Machine Room: put latex in compartment. there is a hidden orange button.
 just type push button. get the hose. goto stump at cave.
 Cave: tie hose to stump. d. retrieve all items by going everywhere.
 there is a temple here somewhere (se,e).
 Temple: get idol & candle. idol is traingular. u. get hose. se.
 Cave: put idol in triangular boulder indentation. n,u,u.
 Mountain Top: smell. remember the brochure. pray. get medallion. d,d,s.
 Cave: put medallion in hexagonal indentation. l more to go.
 time to get the gas mask. goto rubber factory machine room.
 Machine: put hose in compartment. put blue disk in slot. push button. get
 mask. n,e,e,e,e,ne,ne.
 TreeHouse: the stolen mailbag is in this tree house. Save game here!!!!
 u. open trunk. get mailbag. d. keep hitting the thief with shovel.
 if u die, just restore & retry untill it works out. the thief drops
 a ruby. get it. return mail to jose. he will give you an antique watch.
 go to manhole in Cave.
 Cave: get match in matchbook. light match. light candle. wear mask. d.
 n,n. search student. n. take off mask. read thesis.
 pour ClogGone in cesspool. d. get coin. It is octagonal. u. wear mask.
 return to boulder. remember to remove mask once you get out of the hole.
 put coin in octagonal indentation. s.

actually to solve the game, you only need to open the boulder.
 so things you really need are: report, match, shovel, latex, rubber bands,
 black & blue disks, hose, mask, candle, idol, medallion, coin.

1.133 The Great Giana Sisters

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

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

1.134 gremlins 1 and 2

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

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

1.135 guild of thieves - magnetic scrolls

Part 1:

You don't want to get wet, so don't just recklessly head off West. See that rope? The rope is about two meters long, right? Well your legs AIN'T, so PULL ROPE and then WEST and you'll save the bath for Saturday night.

Let's take a moment to see what provisions we have. You're carrying a Swag Bag (look up Swag in your Oxford Dictionary). OPEN BAG THEN LOOK IN IT will show you that you have the indispensable tool of all Adventurers, The Lamp! LOOK IN POCKET and you will find that you also have a plastic card which might come in handy later. Meagre pickings, but we've started with less!

WEST again will take you to an area where you'll spot an old man struggling along with a trunk. Remembering your lessons from ZORK III, you'd better HELP MAN. In fact, if you don't, you'll never get into the castle and you'll fail miserably! You and the old man will end up at the castle where the gatekeeper will lower the drawbridge for the old man, who will disappear inside with the trunk, never to be seen again. As a matter of interest, before helping him, you might ask him about the trunk, the castle and the baron.

With the castle invitingly open, you can go NORTH where you'll be met by the gatekeeper who will deposit you in the Entrance Hall. Along the way, he will tell you about his favourite hobby, Rat Racing, and promise to let you know when the race is about to begin.

A couple of notes here. The rat race is variable and will take place sometime in the next 20-60 moves. You have to be either downstairs or in the corridor upstairs in order to hear him shout at you. If you miss his warning, the race will take place without you and you will not be able to win any money (which you need desperately.)

Okay, we're alone now, so let's start exploring. Go WEST into the Lounge and the only interesting thing you'll see is a bucket. LOOK IN BUCKET and TAKE COAL that you'll find there. BREAK COAL and you'll discover a fossil. Not the most exciting thing in the world, but we'll keep it anyway. Now SOUTH to the Gallery. Here we'll discover three paintings, each important in its own way. EXAMINE PAINTINGS and TAKE OIL PAINTING since it's described as a classic and is, no doubt, valuable. The watercolour depicts an interesting scene -- keep it in mind for future reference especially the words. The gaudy painting doesn't look like it belongs here. If you move it, you'll discover a safe here; but since you are not, and never will be, a safe-cracker, leave it alone. It's not important.

SOUTH again will take you into the Drawing Room. The red leather settee is obviously out of place, and if you EXAMINE SETTEE you'll find a cushion. OPEN CUSHION THEN LOOK IN IT and you'll find a Note. (Remember, this is a British creation, a Note is money, not something you read!) TAKE NOTE then go NORTH twice and EAST to the Entrance Hall. This is a good, central location to dump stuff. Unfortunately, there is no Legless Horse in this game, and the swag bag is definitely NOT bottomless. Going EAST will take you to the Dining Hall where you'll see a Bear in a cage. Also in the cage is a Platinum Chalice, and there's no question that THIS is a treasure! Unfortunately the cage is locked, and the bear looks testy anyway so leave it for now.

SOUTH again will take you to the Kitchen. The cupboard looks inviting, so OPEN CUPBOARD AND LOOK IN IT and you'll find some rat poison and a jam jar.

TAKE ALL FROM CUPBOARD and head SOUTH again to the Servant's Quarters. OPEN CABINET THEN LOOK IN IT and you'll find a key. TAKE KEY then SOUTH again to the gatekeeper's Bedroom. If you LOOK UNDER BED you'll find a tub. OPEN TUB THEN LOOK IN IT and you'll find a Maggot. Yeechhh! But it must be useful, so TAKE TUB.

About this time you should hear the gatekeeper shout that the rat race will start soon. Go NORTH three times and WEST to the Entrance Hall. DROP ALL BUT NOTE AND SWAG BAG. (You don't want the gatekeeper to know you're a thief, do you?) Besides, if you try to pass the gatekeeper with any treasures, the results will be fatal! Now SOUTH to the Courtyard. The gatekeeper will begin setting up for the race, so WAIT. He will then ask you if you'd like to bet and give you the odds. This MIGHT be a variable, but every time I played, the Grey rat had the longest odds. In any event bet on the rat with the longest odds (you need lots of money!). So BET ON GREY RAT WITH NOTE. You'll be treated to an exciting description of the first race at Santa Courtyard; but never fear, your rat will win.

The gatekeeper will give you a VERY dubious looking cheque (check to you Americans), but it's all you'll get so settle for it. He will then depart, leaving a birdcage behind. Leave it for now.

Time to explore some other areas and get some background on what's going on here. Go SOUTH (don't ever spend more than one move at the Gatehouse unless you are talking to the gatekeeper. He will escort you back to the Drawing Room if you do. SOUTH and WEST twice to the Cave Entrance. Now GET LAMP AND LIGHT IT, it gets pretty dark in these caves.

WEST again will take you to the Junction Chamber, from which all roads lead. We'll try SOUTHEAST first. Here at the fork in the road you'll find an iron gate to the southeast. OPEN GATE THEN SOUTHEAST and you'll see a grave digger plying his trade. Ignore him, he's pretty morose. EXAMINE YEW TREE and you'll spot some berries. You might get hungry later so GET BERRIES then NORTHWEST. Now SOUTH to the Undertaker's Parlour. It's locked up tight (no, the key won't work here) but that shouldn't stop a Thief. BREAK WINDOW and SOUTH and you're in! There's a casket here, which is useless. You'll notice the counter has a flap in it, so LIFT FLAP and SOUTH. The only thing of interest here is the Till. You'll find a button, so PUSH BUTTON THEN LOOK IN TILL and you'll find a coin! GET COIN then NORTH twice and WEST.

Here's the "Ba k of Ker vn a." If you READ NOTICE you'll find that the bank is closed due to no business. Don't bother trying to break in. You can't. We'll get it open another way. The bank is closed because the Thieves, who used to deposit all their loot here, have gone away, and there's no business. Maybe you can fix this. You'll also find a night deposit safe here. What we are going to do is deposit all our treasures in the Bank in the hopes that it will reopen.

Part 2:

Okay, now that you know what to do with your treasures, let's get down to some serious hunting. From the Bank go EAST, NORTH, NORTHWEST to the Junction. To the southwest you'll see some very large, substantial looking iron bars blocking your way. Just for kicks, try BREAK BARS. Aha! Just as you thought, the old Polystyrene-Bars-That-Look-Like-Iron trick! Now SOUTHWEST and you'll find a skeleton. EXAMINE SKELETON and you'll find it has one of its finger bones resting on a chest. Just to be safe, let's GET FINGER AND CHEST. Then OPEN CHEST AND LOOK IN IT and you'll find a heart. (Where ELSE would you expect

a heart to be, but in a chest? Isn't British humour wonderful?)

Now go SOUTH and you'll find yourself up to your knees in a stream. Follow it WEST to the Top of the waterfall. There's a rope ladder here and if you EXAMINE LADDER you'll find it's tied in a tight ball. UNTIE LADDER and the ladder will unroll. Don't bother going down -- there's nothing you can do down there now.

Go EAST, NORTH, NORTHEAST then EAST four times then SOUTH to the Wheat field. You'll see a windmill operating in the distance. If you try to talk to the Miller he won't hear you because of the windmill. So SHOUT HELLO and the Miller will answer. Then SHOUT STOP WINDMILL and he'll shut it down.

Now SOUTH and sit down to talk with the Miller. He'll give you a piece of gum which you should keep for future reference. If you ASK MILLER ABOUT LUTE that he's playing with, he'll tell you that the salesman told him it was magic. You can ask him about a few things you're interested in, and eventually he'll tell you he's tired of the Lute and wants to sell it. BUY LUTE WITH CHEQUE (careful of the spelling) and you'll be the proud owner of a magical (?) instrument.

Lutes are VERY delicate, so PUT LUTE IN BAG and NORTH. Whooooops! It's a good thing you protected the Lute, you clumsy oaf! Now WEST, NORTH four times. As you go through the courtyard, you'll probably see a description of fish jumping. Keep that in mind. In the Entrance Hall GET LUTE and DROP LUTE, BERRIES, CHEST AND GUM. Now let's check out the upstairs.

UP and WEST will take you into the Library. EXAMINE DESK will show you a paperback and a box. READ PAPERBACK and you'll discover that your instincts were right: the fossil IS valuable. EXAMINE BOX and you'll find the outlines of a heart, spade, diamond and club. Now OPEN BOX and inside you'll find three cards and a joker. This is VERY IMPORTANT. Pay attention to which suit is NOT represented in the box (it's a variable); this will save your life later. You can DROP BOX because you won't need it anymore. Now you can READ BOOK. You will get a variety of interesting topics, all of them variable. Among them you should find one that tells you that rats can't swim, another that tells you how to make a fishing pole out of a piece of wood, thread and needle or pin. Many of the books will give hints as to things to come in the game while others are useless.

When you're tired of reading, go EAST (ignore the bathroom to the North of here), EAST and NORTH to the Billiard Room. GET CUE and then EXAMINE BILLIARD TABLE. You'll see three balls of different descriptions on the table. Now HIT (colour) BALL WITH CUE. This may or may not be a variable (it was always the Red ball in my game), but one of the balls will refuse to go in a straight line. GET RED BALL (or whatever) AND OPEN IT and you'll find a diamond! DROP BALL but keep the cue -- it's a multi-purpose tool!

Now EAST into the Music Room and you'll see an interesting stool. OPEN STOOL THEN LOOK IN IT and you'll find a plastic bag. GET PLASTIC BAG THEN EXAMINE IT and you'll find a valuable original manuscript! Now SOUTH twice to the Spare Bedroom. There's a wealth of important stuff here. First LOOK IN BED and you'll find a Sewing Box. GET BOX THEN OPEN IT and you'll see some cotton with a needle. Now LOOK UNDER BED and you'll find a china pot. GET POT. Now OPEN WARDROBE THEN LOOK IN IT and you'll see a designer dress. TAKE DRESS. This throws a lot of people off the track. The china pot and designer dress are BOTH treasures, even though they don't look like much.

We've looted this room pretty good so go NORTH, WEST twice and SOUTH twice to

the Main Bedroom. There is a strange looking painting over the bed, so GET PAINTING THEN DROP IT. It's not valuable, but you'll see a hole in the wall. Looking through the hole will show you a light a LONG way off, so I wouldn't enter the hole if I were you. You need a way to get across the chasm to the light. There's a mirror on the cabinet, so GET MIRROR and then OPEN CABINET AND LOOK IN IT. You'll see a plaque there; and if you READ PLAQUE, you'll find two buttons and the information that this is a folding bed. Being a very ingenious kind of thief, you know immediately what to do, right?

SIT ON BED. Now you can't reach the buttons from here, but remember the cue? PUSH TOP BUTTON WITH CUE and Wheeee! You're in the Secret Laboratory. If you LOOK IN CAULDRON you'll find a sachet. EXAMINE SACHET and you'll find that you better not open it until you're ready to use it. Since you have no idea what it's good for, better leave it for now. There's only one other significant thing here: the diary. READ DIARY and you'll have an idea what the sachet is for, but you still will have to figure out the other ingredients. The word "distasteful" gives you some ideas, though, huh?

There's nothing else to be done here right now so go WEST and you'll find yourself magically back in the Main Bedroom. Now North twice and DOWN. GET THE PAINTING AND FOSSIL, then EAST, SOUTH and EAST again to the Gloomy Passage. OPEN DOOR and NORTH and you'll be at the top of a flight of stairs. The cellar below is infested with rats; but no matter how hard you try, you can't get the rat poison where it will do any good. On the south wall is a drainage system consisting of a stopcock and pipe. Remembering what the book said about rats and swimming, OPEN STOPCOCK and you'll hear water gurgling down the pipe. But we want the water in the cellar so GET PIPE and the cellar will start to flood.

WAIT one turn for the cellar to become half flooded then CLOSE STOPCOCK. Now you can safely go DOWN and EXAMINE RACK. You'll find two bottles there. GET ALL FROM RACK and you'll end up with a red bottle and a Champagne bottle. EXAMINE CHAMPAGNE BOTTLE and you'll find the instructions "Shake me, say 'Hooray' and I will explode." Something you'll probably want to remember later. OPEN RED BOTTLE THEN LOOK IN IT and you'll find some wine and a ruby! GET RUBY THEN DROP BOTTLE. (I suppose you can drink the wine if you really WANT to.)

Now UP and SOUTH twice to the Junk Room. You'll see a cube here. It doesn't look very impressive, but GET CUBE and then MOVE JUNK and you'll find another exit. Go SOUTH and you're outside the castle By The Moat. There is another of those Night Deposit Safes here. It's time to see if we can't help the local economy (and ourselves). OPEN SAFE then put the ruby, diamond, dress, plastic bag, fossil, painting and pot in the safe (you won't be able to put them all in at the same time) then CLOSE SAFE.

Now NORTH twice, EAST, NORTH twice and EAST. You've been working hard so it's time for a little recreation now.

Part 3:

If you were lucky in the Library, you read a book that mentioned how to make a fishing pole out of a piece of wood, thread and pin. If not, this is something you just have to figure out yourself. The fish jumping in the moat in the courtyard is about the only other hint you have about fish. You're going to have to deal with the bear in the cage somehow, and although there IS some honey available, as far as I can tell there's no way to get it, and it wouldn't accomplish the purpose. A bear's OTHER favourite food is fish!

GET COTTON and then FIX COTTON TO CUE. The syntax is a little tricky here, and if you don't get it right, the parser doesn't understand what you want to do. Also, DON'T remove the needle from the cotton...I could NEVER find a way to put it back! Now all you need is bait, so GET MAGGOT THEN PUT IT ON NEEDLE and you're all set! Go SOUTH to the Courtyard and FISH IN MOAT. You will very quickly catch a fish, and the fact that it's dead doesn't matter. (Dead mackerel maybe?) Anyway, go NORTH, GET COTTON FROM CUE, DROP CUE AND COTTON. Then GET POISON AND PUT POISON ON FISH. Now go EAST to the Dining Room and UNLOCK CAGE WITH KEY and then GIVE FISH TO BEAR. The fish will work wonders and then you can OPEN CAGE, GET CHALICE, CLOSE CAGE. (I don't know if the bear will ever wake up, but I don't believe in taking chances!

Now SOUTH, EAST, SOUTH, SOUTH and OPEN SAFE, PUT CHALICE IN SAFE, CLOSE SAFE. Then NORTH, NORTH, WEST, NORTH, WEST. GET JAM JAR and go NORTH once more. There is a stable door here. EXAMINE DOOR and you'll see a horseshoe. Let's RUB HORSESHOE for good luck. You see a golden glow, but nothing much else happens. Well, maybe something good will happen later. Now EAST to the stable. Simply OPEN JAR and a fly will enter the jar and get stuck. This will come in handy later. WEST, SOUTH will take you back to the entrance hall. We'll need a few supplies for our trip so DROP ALL then GET LAMP, CHAMPAGNE BOTTLE, COIN, FINGER, MIRROR, CUBE, LUTE, JAR AND GUM. Now SOUTH, GET CAGE and SOUTH AGAIN, WEST twice and NORTHWEST, SOUTHWEST. There's a gem stuck in the wax in the ceiling, but it's really pretty simple to get. Just REFLECT BEAM AT WAX WITH MIRROR and the gem will fall. CATCH GEM and you can DROP MIRROR. Now NORTHEAST and SOUTHEAST to the Junction.

We're going to take a little unnecessary side trip here, just so you can see what is going on. Go SOUTHEAST, SOUTH, WEST and you're in front of the bank. READ NOTICE and you'll see that it says "Closed due to lack of business." Now OPEN SAFE, PUT GEM IN SAFE and CLOSE SAFE. Now WAIT one turn and you'll see a little man come out and change the notice. If you READ NOTICE, you'll see that it now says "Closed due to not much business." It might be fun later to save up all your treasures and bring them here and deposit them one at a time, and see how long it takes the little man to drop from exhaustion! Now EAST, NORTH, NORTHWEST to the Junction.

If you're not interested in watching the scenery just described, you can bypass that and go directly to the Zoo and put the gem in the safe there. From the Junction go NORTHEAST and you'll be at the entrance to the Zoo. There's a toll gate here and you'll have to PUT COIN IN SLOT to get in. There is also a Night Deposit Safe here in which you can put the gem if you still have it.

Now EAST, SOUTH and WEST will take you to the Insect House. Some vandals have been at work here, but read the plaque which will tell you that the snake (what's a snake cage doing in an insect house?) who escaped likes cold climates. GET SNAKESKIN (you might want to make a wallet later) and then head EAST.

Oops! You seem to have a snake corset! Not to worry. Remember that sign at the T-Junction which mentioned a Jungle? Jungles are HOT! So go NORTH twice and then WEST and the snake will expire from heat stroke. Now you're faced with a yucky spider, but if you DROP JAR, a sticky situation will be to your benefit.

Go EAST back to the T-Junction. There's an Aviary to the East but we'll forget it for now. SOUTH, WEST, and SOUTHWEST will take us back to the Junction.

We're going to investigate another area now so go EAST twice, SOUTH twice, WEST and SOUTH again and you're at the Antechamber to the Temple. There's another of those Night Safes here, a good sign that there might be treasure around!

SOUTH again takes you into the temple. Whatever you do, DON'T touch the statue yet. Instead EXAMINE ALTAR and you'll find an Incense Burner. GET BURNER and you're ready to investigate the other exits. There is nothing at the Northeast exit so ignore it. Go SOUTHWEST, UP and EAST and you'll find an organ. EXAMINE ORGAN then GET ALL KEYS FROM ORGAN. Now WEST, DOWN, NORTHEAST and SOUTH. You'll see a beehive here. EXAMINE HIVE and you'll find that it's closed and there are some gloves on it. You can open the hive and there is honey inside, but I know of no way in the world to get it, and it isn't needed. But the gloves might help so GET GLOVES then NORTH, SOUTHEAST and UP. There's an ivory rhinoceros here, and ivory is valuable, so GET RHINOCEROS then DOWN, NORTHWEST and NORTHWEST again. Then DOWN to an exit with "WOBNIAR" above it. If you're very observant, you'll notice that that spells rainbow backwards. Better SAVE the game here, one false step and you're a goner!

Those of us who have played HOLLYWOOD HIJINX will NEVER forget the order of the colours of the rainbow. For those of you who didn't, they are Violet, Indigo, Blue, Green, Yellow, Orange, Red. You must pass through the following room by stepping on these colours in order. Assuming it is NOT a variable (it was the same in every game I played) you should be able to get through by using this sequence: SOUTHEAST (Black), SOUTHEAST (Violet), NORTH (Indigo), EAST (Blue), EAST (Green), SOUTHEAST (Yellow), SOUTH (Orange), SOUTHWEST (Red), EAST (White).

SOUTHEAST will take you to the Crypt Room. The sarcophagus is locked, and what better to open it with than a skeleton bone? So, UNLOCK SARCOPHAGUS WITH FINGER then OPEN SARCOPHAGUS. There's a skull in there, and if you EXAMINE SKULL, you'll find an eye in the skull. TAKE SKULL THEN DROP FINGER. There's nothing else of interest here so go EAST into the Shrine. There's a statuette here, and although the description is pretty vague, it is valuable, so TAKE STATUETTE. Now there's a black door behind a black drape...so what do you suppose would unlock it? Right! UNLOCK DOOR WITH EBONY KEY. Now OPEN DOOR, DROP EBONY KEY and go EAST. Nothing here but a pamphlet, so READ PAMPHLET and you'll get some valuable information about walking on coals.

We're done here so go WEST, WEST, and NORTHWEST to the white square. Follow the rainbow colours to get out (not the reverse of the way you got it!). From the white square: NORTHWEST, NORTH, NORTHWEST, EAST, SOUTHWEST, SOUTHWEST, NORTHWEST, NORTH should put you on the black square. Now NORTHWEST, UP, SOUTHEAST and NORTH to the Antechamber.

OPEN SAFE then PUT BURNER, STATUETTE AND RHINOCEROS IN SAFE, then CLOSE SAFE and some more of your valuables have been deposited. Now we're ready to tackle that statue. Go SOUTH into the temple. Just for safety sake PUT LUTE IN SWAG BAG and then GET STATUE.

Now you know why I told you not to touch that statue! Don't panic, though, just WAIT one turn. Now DROP STATUE (or you'll drown) and NORTH three times which will put you on a sandy beach. GET BROOCH which is in plain sight and then investigate those lumps in the sand. DIG IN SAND and you'll find some wetsuit boots. GET BOOTS. Now go DOWN to the Thin Shaft. If you try to enter this shaft without the right equipment, you'll slip and die, so WEAR BOOTS THEN DOWN and you'll make it okay. Now go SOUTH. You see that rope? Well, you can't

possibly climb it unless you WEAR GLOVES. Now UP and GET PICK then DOWN and WEST. Looks like these minerals might be valuable so GET MINERALS WITH PICK. You can now DROP PICK, GLOVES AND BOOTS and GET STONE. Now EAST and then SOUTH.

Does this look familiar? Sure it does: It's the rope ladder you let down earlier; good thing, too! So UP, EAST, NORTH and NORTHEAST and you're back in the cave at the good old Junction!

Part 4:

Now we know what those succulents were for so back to the Zoo! NORTHEAST, to the Safe. OPEN SAFE THEN PUT BROOCH AND STONE IN SAFE, then CLOSE SAFE. Now EAST and then SOUTH and we'll try that other key. UNLOCK DOOR WITH IVORY KEY then DROP KEY THEN OPEN DOOR. Now EAST into the Office. There's lots of stuff here, but ignore it all except the spade. OPEN DRAWER THEN LOOK IN IT and you'll find a key and a magazine. GET KEY AND SPADE THEN READ MAGAZINE and you'll learn the feeding habits of the Macaw. Now OPEN DOOR and NORTHEAST to the White Corridor. Then UNLOCK DOOR WITH KEY, OPEN DOOR, DROP KEY, then go NORTHWEST and CLOSE DOOR. There's a noisy little Mynah bird here who can be of great help to you. OPEN CAGE, GET MYNAH, PUT MYNAH IN CAGE then CLOSE CAGE. Now you can OPEN DOOR and go SOUTHEAST, SOUTHWEST, WEST, NORTH twice. If you get tired of hearing the Mynah squawk, you can teach it to talk by saying MYNAH, HELLO, or whatever you want it to say. This will be crucial later.

Now go WEST and GET SUCCULENTS. Then SHAKE PALM TREE and you'll be rewarded with some Macaw food. GET COCONUT. (Don't shake the tree again, or it will be fatal!). Now EAST twice to the Aviary. There's the bird you want, and he'll tell you that he'll trade some information for food. BREAK COCONUT WITH SPADE THEN DROP SPADE and then GIVE COCONUT TO MACAW and you'll be rewarded with the ingredients for the Baron's secret formula.

Now we're ready to deal with those coals so go WEST, SOUTH, WEST, SOUTHWEST to the Junction and NORTHWEST twice. Now RUB SUCCULENTS ON FEET then go UP. You made it! DROP SUCCULENTS here and go UP again. There's nothing of interest in the Boathouse so just go SOUTHEAST to the Yellow Room. You probably should save the game here in case you mess up the next part.

The secret to this puzzle is really simple if you explore all the rooms and draw a map. If you look at the map, you'll see that the five rooms are laid out in the same pattern as the spots on the face of a die. Dice are a very important part of the game from here on. (Which is probably why they included that die in the package.)

GET YELLOW DIE then go SOUTHEAST. There are rooms with a die in each of the four corners of this White Room. Get the three other die and come back here. Okay...now if you examine the slots in the opaque case, you'll see that they are coloured Red, Green, Blue, and Yellow, the same as the dice. The dice you have all have one spot on each face. They need to have a five on each face (the pattern of the rooms). So start with the Red Die and ROLL DIE. Wow! That horseshoe was lucky, after all! Okay, tell Lady Luck FIVE. Then PUT RED DIE IN RED SLOT. Do the same with the other three and the case will no longer be locked! Now GET PLASTIC DIE. Now I think it's time to start building the Baron's secret recipe.

From the White Room go NORTHWEST twice then DOWN. Now RUB SUCCULENTS ON FEET (check to make sure you haven't GOT the succulents...you need them here, but should be able to use them without picking them up.) Now DOWN, SOUTHEAST twice

and you're back at the junction.

Now go EAST twice, NORTH twice. At the Entrance Hall make sure you have the cue, berries, heart, eye, cube and snakeskin. Now UP then SOUTH twice. The bed which shot you into the Secret Lab is still up against the wall, so PUSH BOTTOM BUTTON and the bed will return. Now SIT ON BED then PUSH TOP BUTTON WITH CUE. In the lab, GET SACHET and then, remembering what the Macaw told you, PUT HEART, EYE, SKIN, BERRIES IN CAULDRON. The diary said something about symmetrical objects, so PUT CUBE IN CAULDRON. Now OPEN SACHET and the contents will turn into powder. PUT POWDER IN CAULDRON and when you LOOK IN CAULDRON, you'll see an anticube (which isn't there). GET ANTICUBE (don't ask ME...I just work here!).

Now WEST, then NORTH, NORTH, DOWN. We're about to start the endgame, so let's check our provisions. You should have nothing but the LAMP, LUTE, GUM, CAGE, CHAMPAGNE BOTTLE, DIE, and ANTICUBE.

Back to the cave by going SOUTH three times, WEST three times, then SOUTHEAST, SOUTH, and WEST. The notice at the bank should now say "Closed due to not quite enough business." Well, you can solve that. There's one last treasure you haven't noticed yet. EXAMINE LUTE and you'll find a silver plectrum on it. OPEN SAFE then PUT PLECTRUM IN SAFE and CLOSE SAFE. Now WAIT one turn and the little man should come out and change the notice to read "Bank open all hours, please enter."

There are a few preparations you have to make before you're ready to tackle the bank. First GET CARD FROM POCKET then PUT DIE AND ANTICUBE IN POCKET. Now, we're gong to teach the bird a new word. Say MYNAH, HOORAY. You may have to repeat it before the bird says it. Now CHEW GUM and you're ready to enter the bank.

OPEN DOOR THEN SOUTH and you will find a couple of queues. Experienced adventurers will have learned long ago not to try to get in the short line, so ENTER FURTHER QUEUE and you will immediately be at the teller's window. SHOW CARD TO TELLER and you will be whisked into the Bank Manager's office. He will begin explaining to you that he can't let you have any of your valuables, because the bank would be out of business. The timing is pretty critical here so pay attention. As soon as you are in his office DROP CAGE AND BOTTLE. Then WAIT one turn, then SHAKE BOTTLE. At this point he should escort you out of the office. You may have to WAIT a turn after shaking the bottle, but as soon as you are outside his office and he has locked the door behind him, PUT GUM IN KEYHOLE. It is important that you do this while the Bank Manager is outside his office, so that he can't get back in.

If you've done everything right, you should hear the Mynah say "hooray" and there will be an explosion. Everyone will panic and leave you alone in the bank. You will notice that the roof has been blown off; this is your big chance.

It's time for music so PLAY LUTE AND SING URFANORE PENDRA. You will be floating in the air having dropped everything you were carrying. Now go SOUTH and when you land you will be in the Bank Manager's office, and about to begin a very clever and perplexing puzzle.

Go EAST into the bank vault. You will notice three exits besides the one you came in. Remember that I said dice were very important in this game? Well, the exits in the rooms from here on, are equivalent to spots on a die. You must

roll a number on the die that does NOT contain a spot corresponding to one of the exits in the room you are in. In other words, you must use an exit that does NOT appear on the die after you roll it. (You may have to read that several times to catch on to what I mean.) To make it more complicated, each time you use an exit, the number you rolled will disappear from the die. You must make your moves so that when you reach the final room (which is ALWAYS reached by rolling a FOUR) ALL the numbers will have disappeared off the die. It stands to reason that as you get closer to your goal it's going to take longer to get a number...rolling the final four may take 30 or more rolls! Luckily, you rubbed the horseshoe and have Lady Luck on your side to make things easier.

Okay, here we go. The room you're in has three exits. ROLL DIE and ask for a TWO. Then go DOWN (See, the centre exit was not represented on the die). Now the room you are in will have the same number of exits, in the same position, as the number you previously rolled, in this case there will be two exits, NW and SE. This time ROLL DIE and ask for a ONE. Go NORTHWEST. Now ROLL DIE and ask for SIX and go DOWN. Now roll a FIVE and go WEST. Now roll a FOUR and go DOWN.

Aha! Here are all the treasures you deposited! But wait! There's more! EXAMINE THE PILLAR and you will discover that there is a weighing machine on it with a cube which appears to be VERY valuable. The weighing machine is delicately balanced so that if you disturb the weight, you will die. If you EXAMINE CUBE you will see that it is about the same size as the one in your package. Notice they didn't say IDENTICAL. It doesn't have any spots...and any spots on the die you have would change its weight; THAT'S why you had to end up with a blank die.

The solution is really very simple. First PUT DIE AND ANTICUBE ON SCALE. The anticube EXACTLY CANCELS the weight of the die, so it's as if you didn't put anything on there at all! Now GET CUBE AND ANTICUBE. Voila! You have another treasure!

Now GET ALL and, since you dropped your lamp, GET WHITE. (Yup, it works!) You're still not quite out of the woods yet, though. The pillar has four signs on it pointing to four directions and naming the four playing card suits. If you chose the wrong direction, you're mincemeat. Remember the box you found in the Library? There was one suit missing, having been replaced by the Joker. I hope you remember what it was...because that is the ONLY safe exit! Find the direction on the signpost and then go that way.

Well THIS looks vaguely familiar! It's the White Die room. You have only one task remaining now so go NORTHWEST, NORTHWEST, DOWN. Remember when I told you you wouldn't need the succulents anymore? I lied! RUB SUCCULENTS ON FEET then DOWN, SOUTHEAST, SOUTHEAST, then EAST four times to the Jetty. Now PULL ROPE and then EAST again and you will get your reward!

1.136 gulp

Level Codes:

02 WILLOW 07 SCALES 12 PENCIL 17 AMORPH 22 RIPLEY
03 BROOKS 08 SALMON 13 SKATES 18 GALAXY 23 HUGGER
04 KARLOF 09 PIRATE 14 VISION 19 ALARMS 24 NATION
05 BMOVIE 10 SEAGUL 15 GNOMES 20 PHOTON 25 T-2000

06 JEKYL 11 WWORLD 16 PUPPET 21 LASERS 26 ENDTHE

1.137 gunboat

Enter "TJL" for your codename.

1.138 guy spy

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

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