

CheatCollectionE.03

COLLABORATORS

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|---------------|---------------------------------------|-----------------|------------------|
| | <i>TITLE :</i> CheatCollectionE.03 | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | August 26, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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Chapter 1

CheatCollectionE.03

1.1 Cheat Collection

Cheat Collection English Version 1.29 (22.02.1998) Part 4

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

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

H

Hacker
Cheat

Hacker 2
Cheat

Hades Nebula
Cheat

Hagar the Horrible
Cheat|Codes

Hammerfist
Cheat

Hard Drivin' 1 and 2
Cheat

Hardball - Accolade
Hint

Hare Raising Havoc - Disney Software
Cheat|Solve

Harlequin
Cheat|Hint

Hate

Cheat

Hawkeye
Cheat

Heimdall - Core
Cheat

Heimdall 2 - Core
Cheat

Heimdall 2 CD\$^3\$\$^2\$ - Core
Cheat

Hell Raisers
Cheat

Helter Skelter
Cheat|Codes

Hero's Quest
Cheat|Hint

Heroes of the Lance - SSI
Cheat|Hint

Hillsfar
Cheat

Hired Guns
Cheat

Historyline 1914-1918
Codes|Hint

Hitchhiker's Guide to the Galaxy
Solve

Hoi
Cheat

Hollywood Poker Pro
Cheat

Hong Kong Phooey
Cheat

Hook
Cheat|Solve

Horror Zombies from the Crypt
Cheat|Codes

Hostages
Solve

Hudson Hawk

Cheat

Human Race

Codes

Humans

Codes

Humans - The Jurassic Levels

Codes

Hunt for Red October

Cheat

Hunter

Hint

Hybris

Cheat

Hydra

Cheat

I

Ice Runner

Cheat

Ikari Warriors

Cheat

Immortal, The

Codes|Hint

Impact

Cheat|Codes

Impossamole

Cheat

Impossible Mission 2025

Codes

Impossible Mission 2025 AGA

Cheat|Codes

Incredible Crash Dummies

Cheat

Indiana Jones III - Actiongame

Cheat

Indiana Jones III - Indiana Jones and the Last Crusade

Solve

Indiana Jones IV - Actiongame

Cheat

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

Indianapolis 500
Hint

Indy Heat
Cheat

Infestation
Cheat

Insanity Flight
Cheat

Interchange
Codes

Interlock
Cheat

International Athletics
Cheat

International Ice Hockey
Cheat

International Karate + - Chop 'n' Drop
Cheat

Interphase
Cheat

Invaders II - Mental Image
Cheat

Ishar 3
Cheat

Isle of Lost Souls
Solve

It came from the Desert
Hint

Ivanhoe
Cheat

J

Jaguar XJ220
Cheat

James Pond - Underwater Agent
Cheat

James Pond 2 - Robocod
Cheat|Hint

James Pond 2 AGA - Robocod 1200
Cheat

James Pond 3 AGA - Operation Starfish
Cheat

Jet Strike
Codes

Jim Power
Cheat

Jimmy White's Whirlwind Snooker
Cheat

Jimmy's Fantastic Journey - Lionheart
Cheat

Jinxter
Solve

Joan of Arc
Solve

John Madden's American Football
Cheat|Codes

Judge Dredd
Cheat

Jug
Cheat

Jumping Jackson
Codes

Jungle Strike
Codes

Jungle Strike AGA
Codes

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

Jupiter Probe
Cheat

Jurassic Park
Codes

Jurassic Park AGA
Codes

K

K240

Cheat

Kaiser
Cheat

Karate Kid II
Cheat

Katakis
Cheat

Keef the Thief
Cheat

KGB - Virgin
Solve

Kick Off
Cheat

Kick Off 2
Cheat

Kid Chaos
Cheat|Codes

Kid Gloves
Cheat

Kid Gloves 2
Cheat

Killing Cloud, The
Cheat|Codes

Killing Game Show, The
Cheat

Killing Machine, The - Atlantis
Cheat

King Solomons Mines
Hint

Kingpin Bowling - LSD
Cheat

Kings of the Beach
Cheat|Codes

Kings Quest 3
Cheat|Hint

Kings Quest 4
Solve

Kings Quest 5

Solve

Kiro's Quest
Cheat|Codes

Klax
Cheat

Knighmare
Cheat

Knights of the Sky
Cheat

Kristal
Hint

Krusty's Super Funhouse
Cheat|Codes

Krypton Egg
Cheat

Kult
Solve|Hint

Kwix
Codes

L

L.E.D. Storm - US Gold
Cheat

Labyrinth of Time
Solve

Laser Squad
Cheat

Last Action Hero
Cheat

Last Battle
Cheat

Last Duel
Cheat

Last Ninja
Hint

Last Ninja 2 - System 3
Hint

Last Ninja 3
Cheat|Solve|Codes|Hint

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

Lazarus
Cheat

Leander
Cheat|Codes

Leather Goddesses of Phobos
Solve

Leatherneck
Cheat

Legend of Faerghail
Cheat|Hint

Legend of Lothian
Solve

Legend of the Lost
Cheat|Codes

Legend of the Sword
Solve|Hint

Legend of Valour
Cheat

Legends - Manyk
Codes

Leisure Suit Larry
Cheat|Solve

Leisure Suit Larry 3
Solve

Leisure Suit Larry 6
Solve

Lemmings
Cheat|Codes

Lemmings - Christmas 1994
Codes

Lemmings - Holiday 1993
Codes

Lemmings 2 - The Tribes
Cheat

Lemmings II - Oh No More Lemmings
Codes

Leonardo
 Cheat|Codes

Lethal Weapon
 Cheat|Codes|Hint

Lethal Xcess
 Cheat

Lettrix - Software 2000
 Codes

Liberation
 Cheat|Hint

Liberation CD\$^3\$\$^2\$ - Mindscape
 Cheat

Licence to Kill
 Cheat|Hint

Light Corridor
 Codes|Hint

Line of Fire
 Cheat

Lionheart
 Cheat

Little Puff
 Cheat

Locomotion
 Codes

Logical
 Cheat|Codes

Lollypop
 Cheat

Lombard R.A.C. Rally
 Hint

Loopz
 Codes

Lord of the Rings
 Hint

Lords of the Rising Sun
 Solve

Lords of Time
 Hint

Lost In Time
Codes

Lost on Parrot Island
Cheat

Lost Patrol
Cheat|Hint

Lost Vikings, The
Solve|Codes

Lotus Esprit Turbo Challenge
Cheat

Lotus Esprit Turbo Challenge 2
Cheat|Codes

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

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

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

Lupo Alberto
Cheat

Lure of the Temptress
Solve

Lurking Horror, The
Solve

1.2 hacker

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

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

They might have to be lower case.

1.3 hacker 2

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

"COVER" jumps to the win page

"TITLE" displays the title page

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

or these?

```
"COVER H2SC"  win page
"TITLE H2SC"  title
"DEMO H2SC"  speed up game and skip checks
```

1.4 hades nebula

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

1.5 hagar the horrible

Level Codes:

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

(Remember Y-Z exchange in some countries)

1.6 hammerfist

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

1.7 hard drivin' 1 and 2

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

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

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

1.8 hardball - accolade

Various hints:

- * Allstars are better than champs,
- * Only steal if you actually hit the ball,
- * Try to get a lot of runs early, as the computer team improves towards the end,
- * Bunting rarely works,
- * Halfway through the match, swap Laws for Wells and Wratten for Harris.
- * The best pitchers are Oliver, Perez, Leary, Cook. The others will only be successful for a short while,
- * Never pitch fastballs to the center as they will usually result in home runs,
- * Change pitchers after a few innings, because as they get tired, their accuracy and speed get worse.

1.9 hare raising havoc - disney software

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

Solution:

Living Room

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

Kitchen

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

Bathroom

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

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

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

Backyard

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

Street Scene

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

Construction Scene

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

Milk sequence.

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

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

1.10 harlequin

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

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

1.11 hate

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

1.12 hawkeye

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

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

1.13 heimdall - core

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

1.14 heimdall 2 - core

Place the following runes in the spell block and activate them as normal:

```
+-----+-----+
| /      | | \ /  |
| /      | | \ /  |
| (      | | |  |
| \      | | / \  |
| \      | | / \  |
+-----+-----+
```

Your party should now be invincible, while still able to build up their stats.

In Loki's shrine use the empty bottle on the front to rise to a rune, Urgha uses the rune spell to get invulnerability.

1.15 heimdall 2 cd³² - core

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

1.16 hell raisers

Enter "RIGGED " for your name on the high score table. Don't forget the two space at the end of the word. This will give you infinite lives.

1.17 helter skelter

For tons of lives, follow these instructions: Set up a two player game. Player 1 must get an extra life. Now both players should lose all their lives. Player 2 will return with 99 lives, and when he loses one life, Player 1 will have 99 lives too.

Level Codes:

```
11 SPIN
21 FLIP
31 BALL
41 GOAL
51 LEFT
61 TWIN
71 PLAY
```

To enter the password press <F1> or <F2> (one or two players) select control by pressing <FIRE> and then you will be asked for a password.

During play, type "NAMRON". You should now appear on the next level and will have access to the following keys on keypad! :

<-> skip to previous level
<ENTER> skip to next level

1.18 hero's quest

Loads of money:

Simply get your men to complete the first mission then enter them in the last. As soon as they appear, get one of them to search and collect the money if there's any there. Then simply leave via the staircase with the money. Keep this up until you've got enough money to buy the necessary equipment. As for the artifacts that you can get during the game, well the same sort of thing can be done to acquire these. Enter the mission, find the artifact and then get out. Now just go back to the same mission and get someone else to pick up the the artifact in your question. This way each of your characters have the top of the range weapons and armour.

Save you game frequently. Don't just overwrite an existing save, either: give each save a different name to keep your options open.

In the early part of the game it pays to practice to improve any of your abilities such as climbing (climb rocks, tree, walls...) anything to get your points higher.

Practice throwing rocks at anything, but if you have bought some daggers from the shop use the target south of the town for practice so that you can get them back!

To improve your fighting skills, Goblins can always be found in their camp and are not too difficult to kill. Each time you enter their camp you will be attacked by one more Goblin than on your previous visit. Goblin-killing can also be quite profitable, because searching a body usually results in finding some silver.

Staying alive is helped considerably if you can afford to buy Healing Potions and Vigor Potions from the Healer. You can buy them from Zara in the town, but they are more expensive.

*** Making Money

Fairly easy ways of getting money early in the adventure include collecting Magic Mushrooms from the Fairy Ring and collecting flowers from Erana's Peace to sell to the Healer. She will buy three lots of these, so PICK three times to save on journeys.

You can earn five silvers for cleaning out the stables in the Castle, BUT be careful not to start too late in the afternoon. If it is sunset before you get back into town you could be in trouble.

Simply get your men to complete the first mission then enter them in the last. As soon as they appear, get one of them to search and collect the money if there's any there. Then simply leave via the staircase with the

money. Keep this up until you've got enough money to buy the necessary equipment. As for the artifacts that you can get during the game, well the same sort of thing can be done to acquire these. Enter the mission, find the artifact and then get out. Now just go back to the same mission and get someone else to pick up the the artifact in your question. This way each of your characters have the top of the range weapons and armour.

*** Sleep Safe

In town there's no problem if you can afford to pay the Inn-keeper for a bed, but outside town there are only three safe places to get your essential kip. Erana's Peace is safe and you also get all your Health, Vigor, Magic Points, etc renewed. By the Dryad's tree is safe, if you can get to it.

Finally the hermit 'Enry will put you up for a price of 1 Food, though unless you can climb you won't be able to get up to his cave.

*** Thief's Guild

Contrary to what Bruno by the town gate may tell you, find the Thief's Guild by going up to the Goon in the Tavern and saying "Schweinhund". In the Guild you can 'fence' any property you have stolen after picking the locks to the Sheriff's house and the Old Lady's House.

*** Help With The Quests

If you can climb, or if you have Magic with the Fetch spell, you can find the Gold Ring lost by the Healer in the nest in the tree outside her house.

When you have built up your abilities and can defeat the Ogre, enter the cave of the Bear. He will let you pass if you give him food. You can then enter the cave of the kobold. He is very difficult to kill, but if you throw about 80 rocks at him you will succeed. Remember, before you enter the Bear's cave PICK UP ROCKS. Repeat this until you can carry no more. You will almost certainly run out of rocks during your fight, but just come out again and get some more before returning to THROW ROCK AT KOBOLD. When he dies, pick up the key that he had been wearing, then SEARCH THE CAVE. You will find a chest that contains money. Return to the Bear and use the kobold's key on a manacle on the Bear's leg. Stand by for a surprise!

Another quest which requires great fighting ability before attempting starts with a visit to the Dryad. After getting a Spirea seed for the Dryad, you are given a list of ingredients to obtain and take to the Healer. She will then make a Dispel Potion for you. You must then go to the valley where the Archers are. Run to the logs and jump over. You then fight a series of Brigands with no chance to pause and restore your health by drinking any potions, so you must be fit before entering the valley. When you defeat the Brigands you come to a gate guarded by a Minotaur. Kill him, search him and kick the gate open.

You now enter the barracks. Go left round the blockades, then go across the right-hand plank over the chasm. Step over the trip-wire between

the barriers at the back of the room. This takes you to the Brigands' meeting room.

LOCK THE DOOR and go to the top right and GET CHAIR. As soon as the chair is in place, MOVE CANDELABRA. Three Brigands will now be behind the table, so move in front of the table opposite the right-hand chair.

Wait - the Brigands will now retrace their steps, and when the first of them comes to the left-hand end of the table type CLIMB ON TABLE USE ROPE. After the action, don't hang about!

Open the door at the back of the room and go out. This will take you to a very strange room (ME's room) which you will eventually have to leave via the left-hand door on the end wall

It's a lot of fun, but I suggest you save on entering and during this room. The next room is the Brigand Leader's room. THROW DISPEL POTION on the Leader and stand by for another surprise!

Another quest can be completed from this point if you have already opened the gate to Baba Yaga's hut. Take the healing potions from the Leader's desk and also the Mirror. Go to the hut and when Baba Yaga enters, HOLD UP MIRROR. Exit Baba Yaga!

The gate to Baba Yaga's hut is opened by the Skull in return for the Glowing Gem - I hope you haven't sold it - which in turn you get from the Frost Giant for a price of about 70 apples, which you get from the shop.

1.19 heroes of the lance - ssi

Use the "FIND TRAPS" spell a lot so that you can detect all falling rock traps, as these damage the party.

Arrange your party so that the first line consists of two strong warriors, raistlin and goldmoon. This allows you to use Raistlin's magic and the healing staff of goldmoon without too much hassle. Save tanis and river-wind for the later levels, where the bows come in handy.

When fighting gully dwarves, use Tasslehoff who is the same height as them. His sling stones will never miss. Avoid fighting hatchlings, they're not worth it. Just turn and run when you meet one; when you reach an inter-section move into a new path and wait a little. When you return, the hatchling will have gone.

KILLING BOZAKS: TWO METHODS:

- (1) Get raistlin to use a web, sleep or charm spell to stun it, then send a warrior to clobber it to death
- (2) Select Flint, who is a dwarf; 9 out of 10 times, the bozak's shots will go over his head; get close to enter melee combat, and use low thrusts to kill it.

SPECTRAL MINIONS: They're easy to kill, so use a warrior.

WRAITHS: A well-timed throw of an axe kills them every time. If you miss, use a sword and chest thrust movements. Don't let it get too close to you!

SPIDERS: Use low thrusts to keep them at bay. If they get through your guard, retreat until you can turn and fight again.

The blue and green potions restore health, red slows down monsters, and yellow give your characters extra confidence.

1.20 hillsfar

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

1.21 hired guns

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

"AMIGA" infinite energy and ammo

"APPLEGATE" open all doors

"CHRISTINA" Move to any area on the campaign map, and allows you to select the same team member more than once.

1.22 historyline 1914-1918

Level Codes:

1 Player: GERMAN

| | | | |
|----------|----------|----------|----------|
| 01 PULSE | 07 ORKAN | 13 GOTH | 19 COBRA |
| 02 CIVIL | 08 FRONT | 14 BALON | 20 ATLAS |
| 03 MOUSE | 09 RATIO | 15 PAUSE | 21 AMPER |
| 04 VENOM | 10 PARTS | 16 ELITE | 22 RHEIN |
| 05 NOISE | 11 PLANE | 17 INFRA | 23 CANDL |
| 06 RIGHT | 12 FLAME | 18 HILLS | 24 STERN |

1 Player: ALLIED

| | | | |
|----------|----------|----------|----------|
| 01 BATLE | 07 BUMMM | 13 SIGNS | 19 BLADE |
| 02 GOOSE | 08 LEVEL | 14 HOUSE | 20 ZORRO |
| 03 SPORT | 09 TOXIN | 15 SIGMA | 21 STONE |
| 04 BIMBO | 10 PRINC | 16 SEVEN | 22 MOSEL |
| 05 TEMPO | 11 CLEAN | 17 ZOMBI | 23 ORDER |
| 06 BARON | 12 XENON | 18 MOVES | 24 SODOM |

2 Players:

| | | | |
|----------|----------|----------|----------|
| 01 TRACK | 07 VIRUS | 13 GRAND | 19 SPELL |
| 02 HUSAR | 08 BISON | 14 ROYAL | 20 CAMEL |
| 03 BEAST | 09 DRUCK | 15 WATER | 21 FLAGS |
| 04 PLATE | 10 TROLL | 16 SKILL | 22 STORY |
| 05 LIGHT | 11 UBOOT | 17 SKULL | 23 SCOUT |
| 06 SCROL | 12 DROID | 18 AUDIO | 24 GREEN |

Playing Tips:

Also to make the game easier, go to the player options and press <FIRE> on the human option. Then move down and press <FIRE> on the computer option. Then, when the game starts, you'll have all the computer's units and he will have yours. Because the game usually gives the computer more units, you'll now gain this advantage, and so you should be able to beat him easily.

1.23 hitchhiker's guide to the galaxy

Part One

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

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

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

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

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

around! Ford appears by your side and is fumbling around with a strange looking device! The thing your Aunt gave you tumbles away, but the wind is blowing so hard you can't get it!

Ford drops the device and it lands at your feet. He seems to be trying to tell you something, but the wind carries his words away! Pick up the device and examine it. You see red and green lights and note that it's curiously shaped. It appears to be shaped like a hitchhiker's thumb! Quickly push the green button and everything goes....

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

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

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

Now, flip the switch on the glass case again. It will tell you how to open the case so that you can get the Sub-Atomic Plotter. Poetry? Ah well, worse things could happen. Write down which word of the poetry you'll have to type in because it changes from game to game; and if you type in the wrong word, you'll blow yourself to teensy little bits! Get your robe and the towel. Ford will get his satchel. Put your gown back on and put everything you're carrying into the Thing your Aunt gave you (yes, it came back...it will ALWAYS come back to you,

no matter how many times you try to lose it!) and put the Thing in your robe pocket. By now, you should be hearing warnings about hitchhikers coming over the intercom system. Just wait until the guards come for you.

Part Two

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

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

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

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

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

Eventually, you'll meet Marvin, the Paranoid Android. He'll depress the heck out of you, but there's nothing you can do about that. He wanders in and out,

but just ignore him for now. His use will be made known at the end of the game.

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

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

Part Three

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

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

Part Four

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

As you step to the Dais, a wildly cheering crowd greets you! Fools! Don't they realize you're not here to dedicated the Heart of Gold, but to steal it? Ha! Wait until Trillian shows up and starts the charade. As she grabs you around your neck, rifle-brandishing guards rush onto the scene! As calmly as you can, tell the guards to drop their rifles. Trillian may hiss nasty remarks about your ineptitude in your ear, but ignore her. Now then, to complete your plan, tell Trillian to shoot the rifles that the guards have dropped! The crowd, deeply impressed, cheers wildly! Don't take time to take any bows, though, just head east.

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

Part Five

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

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

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

Part Six

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

moved by your interest in his appearance that he becomes even more annoying (if that's possible!).

To add to your dismay, you see the hostess approaching you! She's been known to put people out of their misery with her small talk! Now she's insisting that you pick up your plate and glass. Better do so or she'll bore you to death! Say, who's THAT handsome fellow? Phil? Well, anyone's more interesting than Arthur right now, so close your purse and follow Phil. Arthur (the dear man), follows you. Phil, noticing your discomfort, takes you by the shoulder, says some unkind words for Arthur's benefit, and takes you away from the party. What an interesting form of transportation Phil has with him! As he guides you into its interior.

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

Part Seven

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

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

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

Part Eight

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

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

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

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

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

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

What better proof than the fact that you're carrying Tea and No Tea at the

same time!? Open the door. In your encounters with Marvin you have felt his waves of depression pouring over you whenever he enters the room. Well, right through this door is the absolute soul of his depression! Better drink something to calm you before you enter here, so drink the Real Tea! Your quest for Real Tea was not wasted. The tea is the most calming, wonderful substance you've ever tasted! Go port through the door.

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

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

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

1.24 hoi

On the level access screen, place the LVL mouse pointer in the far bottom right of the green quarter screen. The bottom L must be positioned in the corner with pixel perfect precision (two pixels on the pointer will be hanging over the edge to the right). Click <LEFT MOUSE>, then shift the LVL mouse pointer to the very top left of the screen (as far as you can physically move the mouse to the top left) and click again <LEFT MOUSE>. You should now have access to the first four levels and you can get 12 lives at any time by pressing <F4> during the game.

1.25 hollywood poker pro

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

1.26 hong kong phooey

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

1.27 hook

Go to the Bait and Tackle shop and pick up the mug next to the candle. Then keep doing 'pick up' in the space where the mug was and you'll get all the items you need to complete the game.

Solution:

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

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

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

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

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

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

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

Go to the round pond and have a chat with Tinkerbell about everything (you'll be amazed how much she knows about Bird's Angel Delight). Head for the slingshot and chat to Ace about everything (the tales of how molten

lava is formed will be the talk of any dinner party). Go to the workshop and pickup the arrow. Now head towards the jogging area and do a Jane Fonda. Use the exercise equipment three times to tone up that body. That's right, can you feel the muscles tightening?

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

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

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

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

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

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

1.28 horror zombies from the crypt

Level Codes:

- 2 WOLFMAN
- 3 HAMMER
- 4 LUGOSI
- 5 NOSFERATU
- 6 GARLIC
- 7 BOGEYEATER
- 8 CUSTODES

In addition, entering "BOGEYMAN" or "BOGEYEATER" will give you infinite lives.

To help ease up on the terror hold down the <M> and <.> keys for infinite lives. To skip levels type "CHEATMODE" during play and <F10> will then take you to the next level.

Enter " CUSTODES" for the password (don't forget the space before the word) to enable the level skip. Press <F10> to skip levels.

1.29 hostages

1st Stage:

Whenever possible hide behind walls, or in doorways if you are about to be spotted by a searchlight, as lying down or doing a roll isn't always effective.

2nd Stage:

When placing your men around the top of the building, put them all on the same side. The best side is the bottom one. Now press <F1> which will show you the side where your men are placed. Scan the top windows first for an empty room. You should see the men dangling from ropes, if not then you have got the wrong side fool! You should send your first man in on the top floor. If all the windows have silhouettes, the hostages are the one's with a slightly fatter silhouette at the window than the terrorist's silhouette. If you shoot a hostage at the window by mistake, you might as well start again. Don't forget there are only 3 hostages !!

When your first man has entered a window on the top floor, clean the top floor of all terrorists (in green, hostages are blue - they also don't move around much). When you have killed your first terrorist, position your gun where he once stood, so when you burst in on the next one, you don't have to mess about positioning your gun, but can shoot him straight away. When top floor is clear move your man to the top right room, (the one with only one door) and stand him in that room with his back to the door. That way, when you have a hostage you can take him to this safe room, and leave him, as any terrorists can't get in through the door because one of your men is protecting the door, but you can still get in and out.

Now bring another man in through the top floor, still leaving one man in the top right room protecting hostages you leave there. Now go forth and find them hostages! If there is a terrorist with a hostage behind him, DON'T shoot the terrorist as you will kill the hostage. Instead run straight into the room and straight at the hostage/terrorist, so you and them occupy the same space. Don't stop, keep holding forward and you should be on the other side of the room, as the hostage follows you but the terrorist doesn't. BUT, doing this you have to be very QUICK! Now take the hostage to the top floor, the top right room, where your first man is on guard. Walk into this room and back out again, the hostage will stay there. Now you are free to go and get another one.

Once all hostages have been successfully rescued, Game over !

1.30 hudson hawk

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

Type "SANITYCLAUSISCOMINGTOTOWN" for infinite lives.

1.31 human race

Level Codes:

| | | |
|-------------------|-------------------|-------------------|
| 01 DARWIN | 31 GALLOWS FIELD | 61 3 NEGATIVES |
| 02 DOOM | 32 PLAGUE PIT | 62 GIMME SHELTER |
| 03 SPYDER | 33 CANDLESTICKS | 63 BLOAT ON |
| 04 480 | 34 BROWN SUGAR | 64 STAGGER HOME |
| 05 BILLS | 35 BABBLE | 65 I LOVE ME |
| 06 BROKE AGAIN | 36 BLATHER | 66 WHO DYOU LOVE |
| 07 OUR SHELF | 37 TRADER | 67 AAAAAARGH |
| 08 NO SUPPORT | 38 SCSRY MAN | 68 SOS |
| 09 MR PARROT | 39 BOILED EGGS | 69 LUCIFERS CHILD |
| 10 7 MILE WALK | 40 NEED MORE | 70 PYTHON |
| 11 BLIZZARD | 41 TURBO NUTTER | 71 QUANTUM LEAP |
| 12 MINI EGGS | 42 ITD BE OKAY | 72 SISTER BLUE |
| 13 KEEF | 43 IF THE FIRST | 73 ARIES |
| 14 WORLDOFOUROWN | 44 LOT HADNT BEEN | 74 TUARUS |
| 15 ITS TOSH | 45 PUBLISHED | 75 FATEANDFORTUNE |
| 16 BESTEST BUDS | 46 POUCH | 76 DOES IT MATTER |
| 17 OO CHILDREN | 47 WHINGEING | 77 WHAT WE PUT |
| 18 BLUE STUFF | 48 SAD BOYS | 78 THIS IS IT |
| 19 LEOPARD | 49 CRAMP | 79 SEE YA |
| 20 ALAN B STARD | 50 GLUM | 80 FOREVER |
| 21 DANNEEE | 51 HASSLED | |
| 22 LOOWEEZ | 52 GOLD LABEL | |
| 23 KATIEWOOH | 53 POULTRY GOOSE | |
| 24 RADCLIFFE | 54 KATE4LOUISO | |
| 25 IDONTLIKEBRAWN | 55 DRAKEER | |
| 26 GRILL NGEDS | 56 SOURFACE | |
| 27 HOW MUCH | 57 LURCH | |
| 28 THE SLOBS | 58 ENDOSCOPY | |
| 29 MRS T | 59 JUST TAKE 5 | |
| 30 ALMANBURIE | 60 HAVE A BREAK | |

1.32 humans

Level Codes:

| | | |
|-------------------|------------------|------------------|
| 01 DARWIN | 31 RAVING BURK | 61 DAEMONSLATE |
| 02 ANDIE PANDY | 32 YOU GOT IT | 62 BIG RAB |
| 03 GET A LIFE | 33 SGNIMMEL | 63 MIAMI VICE |
| 04 CARLOS | 34 MINISTRY | 64 MARGARET M |
| 05 HOWIE | 35 MAD FREDDY | 65 A34732473 |
| 06 MOOBLE | 36 BIZARRE | 66 HELP ME |
| 07 CSL | 37 FREE SCOTLAND | 67 THE EXILES |
| 08 THE HUMBLE ONE | 38 APPLE JUICE | 68 EIGHTLANDS |
| 09 PIXIE | 39 PAYDAY | 69 WINE AND DINE |
| 10 MILESTONE | 40 BANANNA MOON | 70 NIN |
| 11 WAR WAR WAR | 41 BONUS | 71 TECHNOPHOBE |
| 12 J MCKINNON | 42 BOUNCING | 72 GETTING THERE |
| 13 UNLUCK | 43 NO MONEY | 73 TIME IS |

14 BLUE MONKEY 44 A S F 74 RUNNING OUT
15 RED DWARF 45 VISION 75 LORDS OF CHAOS
16 BAD TASTE 46 SISTERS 76 NOW ITS DONE
17 THE KITCHEN 47 FAST FASHION 77 IM OUT OF HERE
18 CJ 48 CARGO 78 HERES TO A
19 SORT IT OUT 49 RAB C NESBITT 79 BETTER LIFE
20 SMART 50 RANGERS 80 BYE BYE BYE
21 VILLA3BORO2 51 RAINBOW
22 EARLY MORNING 52 DOODY
23 BORO4LEEDS1 53 MIGHTY BAZ
24 EASY LIFE 54 TIRED
25 JIMS TIES 55 CONSOLIDATED
26 PARKVIEW 56 STAY HAPPY
27 NICENEASY 57 AMERICA
28 GREEN CARD 58 ANOTHER DAY
29 COOKIE 59 ISOLATION
30 MALCY MALC 60 PROMISED LAND

1.33 humans - the jurassic levels

01 WHEELS OF FIRE 31 YEAH CHEERS 61 ROCK A LITTLE
02 ROLLING DOWN 32 THANKS A LOT 62 MANCHESTER
03 THE ROAD 33 MONKEYS 63 CROWNOFTHORNS
04 SKIVE OFF 34 I'M CNACKED 64 KRISTI
05 DAY TRIP 35 NOODLES 65 LOSERS
06 GIRAFFES 36 AL PACINO 66 BROKE AGAIN
07 MAKE UP 37 DEEJI 67 ITS NOT MINE
08 FLYING AVENGER 38 MAFIA 68 PATHETIC CHAPS
09 WIBBLE 39 ROADHOUSE 69 SKINNY BALINKA
10 BILL AND BEN 40 SWF 70 CRACKERMAN
11 SPITFIRE 41 THATS NOT IN! 71 NOT GUILTY
12 DESERT ANGEL 42 CALORIES 72 SPOOKY HOUSE
13 NOONEKNOWSUS 43 MEANS NOTHING 73 BATTLESCARS
14 APRIL 1993 44 BODY ACHE 74 WEARENOTHERE
15 ALMONDBURY 45 JESUS JONES 75 CHRISTMASEVE
16 KATE 46 BIGBOYSDOCRY 76 KEELOVER
17 SNESSY 47 MOTORBIKING 77 WHAT A NIGHT
18 OLDHAM8BORO1 48 BUTCH AS 78 DOMINATION
19 FROG AND TOAD 49 SULKY 79 BONUSPLEASE
20 DANSPAM 50 SINGLES
21 SAVERRANCER 51 IWANNABEADORED
22 19ACOPY 52 LET OFF STEAM
23 M LOVE BONE 53 TOP BODIES
24 ASYLUM 54 WHOSESIDEAWASIT
25 WINOPUSKA 55 CASTLE HOWARD
26 ALICEINCHAINS 56 REBEL LEADERS
27 ABSOLUTELY 57 REALLY SMART
28 FABULOUS 58 HANSPLAYSWITH
29 ED AND PATS 59 1976 PORT
30 SWEETIES 60 SCREAMINGTREES

1.34 hunt for red october

If you are surrounded by the enemy ships then simply save the game. When you restore that game all the ships have disappeared.

1.35 hunter

Here are some co-ordinates for the locations of fuel, which you may well need to power whatever vehicle you are using:

```
006,145   008,124   063,039
084,245   101,134   110,106
120,155   134,068   143,030
145,051   168,107   176,249
224,123   242,077   249,109
250,237   251,100
```

Here are the co-ordinates (in order) for the places you need to visit while playing in adventure mode.

```
01 First man   163,080   10 Security pass  224,153
02 Old man    181,197   11 Computer      224,199
03 Second man 099,061   12 Prison       135,239
04 Professor  059,046   13 Saw          151,121
05 Master key 164,169   14 Green monk   085,174
06 Nuclear device 028,227  15 Animal       035,248
07 Disk       100,225   16 Hurt soldier  010,036
08 Third man  195,119   17 Scroll       091,173
09 Fuel       224,123   18 General      135,239
```

1.36 hybris

Load the game as usual and don't do anything until the high score screen appears. Type "COMMANDER" (not as your name) and then press <FIRE>. You should be invincible and can use following keys:

```
<F1> - <F6> = Other Six Levels of 'expansion' (you can still capture the
             capsules)
<F7>       = activate super-weapons (<F1> - <F6>)
<F8>       = Advance a level (There are three)
<F10>      = Turn cheat mode on/off (ship flickers) - infinite expansions
             and smart bombs
```

You cannot get a high score with the cheat mode on.

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

1.37 hydra

While playing type in "KILLKILLKILL". Now press:

<Q> to toggle the technical mumbo jumbo

<F> to refuel

<RETURN> to cycle through the weapons.

Pressing just about any other key will transport you to a different location.

1.38 ice runner

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

FUNNY Speeds up the enemy

MAGIC Infinite lives

GURKE Invincibility and infinite everything.

(Use <F9> to advance levels)

1.39 ikari warriors

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

1.40 The Immortal

Codes for higher levels are:

Level 2: befef810006f70

Level 3: cc5ee21000e10

Level 4: 465fa31001eb0

Level 5: b57f943000eb0

Level 6: 1bbeb53010a41

Level 7: 8ddfb62010ac1

Level 8: e011f730178c1

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

1.41 impact

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

Level Codes are:

```

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

```

1.42 impossamole

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

```

"COMMANDO"  No time limit for weapons
"HEINZ..." Three power bars
"ANNFRANK"  Low energy topped up
"LUMBAJAK"  Double length energy bar
"OOCHOUCH"  Walk on water without dying
"JUGGLERS"  Try it!

```

1.43 impossible mission 2025

```

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

```

1.44 impossible mission 2025 aga

Level Codes:

```

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

```

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

1.45 incredible crash dummies

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

1.46 indiana jones iii - actiongame

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

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

<L> advances you a level

<I> supplies you with an icon.

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

1.47 indiana jones iii - indiana jones and the last crusade

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.48 indiana jones iv - actiongame

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

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

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

Stars (*) mark alternative possibilities.

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

NEW YORK: Take the newspaper.

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

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

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

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

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

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

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

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

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

TEAM MODE

PART 2 (Algier, Monte Carlo)

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

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

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

Afterwards take the sunstone.

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

PART 3 (Desert)

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

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

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

PART 4 (Crete)

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

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

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

PART 5 (Submarine)

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

PART 6 (Atlantis)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

PART 7 (The inner cycle)

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

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

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

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

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

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

WITS MODE

PART 2 (Algier, Monte Carlo)

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

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

PART 3 (Desert)

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

Start truck.

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

PART 4 (Island Thera)

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

PART 5 (Submarine)

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

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

FISTS MODE

PART 2 (Algier, Monte Carlo)

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

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

PART 3 (Desert)

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

PART 4 (Crete)

RUINS: See team mode.

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

1.50 indianapolis 500

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

Car: Lona/Buick

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

Stagger: No difference

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

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

Pressure: All At 25

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

Levers on Dash: Both full forward

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

1.51 indy heat

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

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

1.52 infestation

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

1.53 insanity flight

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

1.54 interchange

Level Codes:

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

1.55 interlock

Level Codes:

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

1.56 international athletics

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

1.57 international ice hockey

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

1.58 international karate + - chop 'n' drop

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

Press:

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

Codes to type in while playing:

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

Typing FUCK and CUNT typed twice reset the game.

Other words that bring a message:

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

1.59 interphase

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

1.60 invaders ii - mental image

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

1.61 ishar 3

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

1.62 isle of lost souls

Adam atom
Adlai ad lie
Archie arch E
Ashby ash bee
Ashley ash lea (or Charlie below)
Barb barb
Belle bell
Bernie burned knee
Betty bet E
Bill beak
Billy police club
Blair blare
Blaise blaze
Bo bow
Bobby police officer
Bridgitte bridge it
Brooke brook
Buck dollar
Bunny rabbit
Carmen car men
Carol Christmas song
Charlie charred lea (or Ashley above)
Charlotte charred lot
Clifford cliff ford
Connie con E
Cy sigh
Daisy daze E
Dawn dawn
Dolly handtruck
Dusty dust E
Ernest urn nest
Frank frankfurter
Gabby gab E
Gail gale
Gaylord gay lord
Goldie gold E
Hardy hard E
Humphrey hum free
Jack lifting device
Jim gym
Jules jewels
Kermit cur mitt
Kitty poker pot
Knute newt
Lacey lace E
Leif leaf

Lorry truck
Lucille loo seal
Lucy loose E
Lulu two loos (or Toulouse below)
Matt pad
Melody tune
Mike microphone
Mikey my key
Nicholas nickel less
Noel no L
Pat of butter
Patty patty
Peg dowel
Penny cent
Pierre pea heir
Ricky lime rickey
Robin bird
Rod fishing pole
Sandford sand ford
Sherry nutty wine
Stu stew
Teddy koala
Tom cat
Ty tie
Toulouse two loos (or Lulu above)
Waldo wall dough
Wilbur will: burr
Wilhelm will: helm
Will will
William will: yam
Willie will: E
Wilma will: ma
Wilton will: ton
Winnie whinny
Wolfgang wolf gang
Woodrow row of piles

1.63 it came from the desert

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

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

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

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll

have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around for you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the M1 mine.

For those who are having trouble getting to the ants hideout, it is located about one screen due south of mine one. The best way to gain access to the tunnel is on the morning of day 11. Go to the airport and get the plane. Fly to mine one (southeast from the airport) and land on the road in front of mine one. Get out of your plane and walk to the center of the main building of mine one. Walk south about one and a half screens and the hole should open and a ant will crawl out. You must kill the ant and run to the hole before it closes. You will get about 4 or 5 chances to get in. Once you are in the hole you will automatically have the flame thrower and the timed dynamite charges. There are two levels of the ants chambers, a top level and a bottom level. You must make a map as to where you have checked. You can do this by putting the game on pause with <LEFT MOUSE>. This will keep the ants off you while you draw maps. Once you have made it to the bottom chamber repeat the map drawing till you find the queen ants chamber. You will need it to get out after you plant the charges. To plant the charges once in the queens chambers move close to the queens left side of her body. Once you walk around her left side the music will stop and a slow ticking will start. You will have to get back to the place you entered on the second level. If you get back before the bomb goes off you will win the game.

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

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

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

1.64 ivanhoe

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

<M>,<, > extra life

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

1.65 jaguar xj220

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

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

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

1.66 james pond - underwater agent

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

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

1.67 james pond 2 - robocod

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

<RETURN> Infinite shield(toggles)
<F6> / <F7> 50 Hz / 60 Hz (If you have a Big or Super Agnus)
<F9> / <F10> Toggle timing colours
<G> Goto saved position
<K> Suicide
<M> Map select
<S> Saves your current position in memory
<X> Level Exit
Only one of the following can be used on each individual level:
<C> Car
 Bathtub
<F> Wings

<P> Plane

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

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

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

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

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

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

Here are the locations of the secret rooms:

- There are two hidden worlds behind the main tower, another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor - avoiding the doors - then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room.
- Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!!
- Go to the same place after finishing the circus room (the last room

before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.

d) Do as above after the sweets level, but go to the left of the castle. Go on the snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down.

e) On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

f) Complete a level with does not feature a guardian and you will always find something new when you return to the castle "selection" screen. In one case you will find a whole sequence of lifts and things (see above) that lead to a door that you cannot normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.

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

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

1.68 james pond 2 aga - robocod 1200

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

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

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

1.69 james pond 3 aga - operation starfish

On the map screen, type any of the following:

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

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

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

1.70 jet strike

Level Codes:

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

1.71 jim power

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

1.72 jimmy white's whirlwind snooker

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

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

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

1.73 jimmy's fantastic journey - lionheart

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

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

1.74 jinxtter

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

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

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

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

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

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

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

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

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

Going north will take you back to the Conservatory. EXAMINE TABLE, and you'll

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

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

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

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

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

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

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

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

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

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

out and try to open the mailbox with your plastic key, it won't fit.

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

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

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

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

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

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

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

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

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

Go north, down, and northwest. WEAR AQUALUNG, then go north, and you'll find a hatch. OPEN HATCH and go down. You'll see a panel, so EXAMINE PANEL, then EXAMINE BUTTONS. Now PUSH LEFT BUTTON, then REMOVE AQUALUNG. EXAMINE DOOR, and TURN WHEEL THEN OPEN DOOR. Go east and down. EXAMINE DESK. On it, you see a

notecase. EXAMINE NOTECASE and TAKE COIN. OPEN DOOR then go east. You'll see a chandelier that appears to be concealing something, but it's too high for you to reach.

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

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

Let's visit the Bakery first. Go northwest and READ NOTICE. Now ASK FOR JOB, and the Baker will give you some instructions. Go down then east to the Larder. That flour sack looks promising. OPEN SACK then SIFT FLOUR WITH SIEVE. Another charm! Go west to the kitchen. EXAMINE TABLE and you'll see a baking tin with some dough in it. You don't want the baker to find out you stole the charm, so PUT CHARM IN TIN. OPEN OVEN, and PUT TIN IN OVEN THEN CLOSE OVEN. PUSH BUTTON and the bread will be done to perfection.

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

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

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

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

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

When the Postmistress shows up, SEND SADDLE TO STATION.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1.75 joan of arc

- Defence of the Wall

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

- Entry to Town

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

- Attack on the Wall

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

- Game Strategy

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

- Battle Tactics

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

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

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

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

- Ransom Demand Guidelines

| | |
|--------------------|-------------|
| Duke of Bedford | \$4,000,000 |
| Duke of Warwick | \$2,000,000 |
| Duke of Gloucester | \$2,000,000 |
| John Talbot | \$1,000,000 |

Count of Suffolk \$1,000,000
Cardinal of Winchester \$1,000,000
Captain Falstaff \$1,000,000

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

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

1.76 john madden's american football

Passwords:

0540300 Quarter final
0150361 Semi final
0550361 Super bowl final

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

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

1.77 judge dredd

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

1.78 jug

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

1.79 jumping jackson

Level Codes:

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

1.80 jungle strike

Level Codes:

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

1.81 jungle strike aga

Level Codes:

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

1.82 jungle strike cd³²

Level Codes:

Sub Attack RX6MJFYBLML
Training Ground 9SPY9XV76GC
Night Strike XNLGKXWNMZY
Puloso City VWNL4S6HDBT
Snow Fortress W7N4MJY3T6T
River Raid TNPf9XT7NHM
Mountains 7NS6MHPGCDY
Return Home N4JRTPZJFRH
Win Screen L6HGZXT7NH4

1.83 jupiter probe

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

1.84 jurassic park

Level Codes:

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

1.85 jurassic park aga

Level Codes:

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

02 and 03 may be switched

1.86 k240

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

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

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

1.87 kaiser

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

1.88 karate kid ii

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

1.89 katakis

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

1.90 keef the thief

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

1.91 kgb - virgin

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

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

Complete Solution:

CHAPTER 1

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

the switch, go right door, go right door, right, right, right, right, enter, up, knock door 6, answer: 3rd, 2nd, 3rd, 2nd, inside: 2nd, 3rd, 2nd, outside: drop heroin, use lockpick on door 8, go upper right door, use lightswitch, inspect drawer, get tapes, use it on VCR, inspect all and get everything you can (if people come in before you can do this, dont worry, you'll have enough time later to do it), say anything (you'll end in small closed room), inspect table, get bug, destroy it, wait (Rita will enter the room), tell her all 4 possibilities, answer: 3rd, 1st, 3rd, 1st, 1st, 3rd - Harry Greenberg will be pushed inside, answer him: 3rd, 2nd - Rita runs away, talk to him, listen to the door, show the bug to Harry, inspect the buzzer (above the door), answer 1st, 1st, decide to call Rita, answer: 4th, 1st, 1st, 1st, 2nd, 1st, 3rd fight Rita, answer 2nd, move Rita onto the couch, inspect drawer, get all, go upper right door, inspect all, get everything, go back, use camera on white paper, put paper into drawer (to the left), hide behind door 8, wait - Verto enters, fight him, inspect him, get all, use camera on blue paper, put blue paper on verto, go door 8, down, outside, right, right, right, right, right, right, examine all the photos - you should find 2 texts:

LNNRDU13MAOAAK

EIGAAG6PLDGPR.

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

CHAPTER 2

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

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

CHAPTER 3

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

CHAPTER 4

Go to Department 7, wait, wait, hail a cab, follow Agabekov's car, go door, answer 4th, 1st, say 2nd, 4th, 3rd, 4th, 1st, go to 4th door on the right, go door, wait, answer: 1st, 4th, 3rd, 5th, 1st, 2nd, 5th, 1st, 2nd, wait, go right door, talk to Tsibulenko 4th, 1st, 1st (he runs away), use button, go through the right door into the cabinet, wait (Tsibulenko begs you to open the door), wait, wait (10:17AM), talk to microphone, ask all the

questions you can (especially about Nurse Saneyeva and patients!), use the intercom, say 1st, 1st, use button, go left door, move the body through the left door, talk to Golubev: say "Saliva", move the body through the left door, go outside, go through the exit to your hotel, go through the exit to Gorki street, go door, say 2nd, talk Harry: say "'Memory's bible' or 'The book of death'", ask about "the Motherland", go door, go to Great Patriotic War street, enter, answer 2nd, wait for gallery woman to go around the corner, hide inside the closet, wait, use the lightswitch, go around the corner, inspect desk, get letter opener, inspect statue, get sword, use letter opener on the statue, go door, tell dazed man anything, answer 2nd, 1st, wait, wait, answer 2nd to uncle Vanya, when Yegor hits Vovlov, take the gun and shoot Vovlov...THE END!

1.92 kick off

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

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

1.93 kick off 2

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

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

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

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

1.94 kid chaos

Enter any of the following for your password:

ARCADEGAMES Sub game menu
HARDASNAILS Cheat menu
BMNEPGHITJJ ?

Level Codes:

2 LFEGOKOKQCK
3 MDORQAPKHOL
4 NRLQTAGASIM

5 OPTSQARBL0D

1.95 kid gloves

Pause the game with <F1> and type in "RHIANNON"

<F6> will take you to the shop

<F7> will put you onto the next level

<F8> nine keys and spells and \$10,000 cash

<F9> toggles immunity on/off.

Possible every-time type in cheat before using a key.

1.96 kid gloves 2

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

1.97 The Killing Cloud

Level Codes:

2 A66TRDEX or A66TG7EZ

3 2WWTR7EX or 2WWTQ7E3

4 Q44FRCE2 or QXX6G6EB

5 3XX8RCCM or 3336RWE3

6 XXX8VCCN

7 4338VCCN

8 W3Q8VCAM

9 63QTGDEX

10 CA2TG7EF

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

1.98 The Killing Game Show

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

1.99 The Killing Machine - Atlantis

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

1.100 king solomons mines

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

1.101 kingpin bowling - lsd

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

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

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

1.102 kings of the beach

Level Codes:

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

Other Codes:

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

1.103 kings quest 3

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

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

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

The King's Quest series of games uses the debug command and interpreter for the programmers (up to KQIII) KQIV doesn't have it because of the tremendous size of the game. Have some fun and press the <ALT> key then <D> then <RETURN> or <ENTER> (I think twice) then type in either "GET OBJECT" (and type in a random <#>) or "TP" for transport (and a random <#>) and see what happens. It works., and if you're tired looking for a certain object the "Get Object" function works great!

1.104 kings quest 4

PART ONE

START:

The game begins with an animated sequence to establish the plot. There is nothing for you to do but sit back and watch.

LAY OF THE LAND:

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

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

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

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

PUZZLES OF MAINLAND TAMIR:

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

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

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

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

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

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

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

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

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

Save the rest of this cave for later.

PART TWO

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

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

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

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

INSIDE THE WHALE:

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

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

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

Search among the screens until you spot the unicorn. Shoot the unicorn with one of the arrows. This will make him your friend. Put the bridle on the unicorn and RIDE the unicorn. The program will automatically take you to the Goon Airways Airport and return you to Lolotte. She'll send you on a second quest: Find the goose that lays the golden eggs.

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

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

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

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

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

INTERMISSION:

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

Return to the waterfall, become a frog, and go behind the waterfall. Get

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

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

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

Notice in the swamp that there are tufts of reeds, grass, whatever, stretched out before you, rather like skipping stones. JUMP to move from one to another. Do not swim, do not turn into a frog; just JUMP.

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

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

PART THREE

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

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

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

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

reveals that a key is tied to the rose which will let you leave the tower.

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

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

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

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

1.105 kings quest 5

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

TOWN: go into first shop (tailors)
 give tailor golden needle
 exit shop
 west
EDGE OF TOWN: west
BAKERY: west
INN: west
BEE'S TREE: north
ANT'S NEST: north
GYPSIES VAN: west
DESERT: west
 west
 west
 west
 west
 west
 west
OASIS BY TEMPLE: drink from oasis
 hide behind rocks by oasis
 wait!
 east
DESERT: south
 south
 south
DEAD MAN: take boot
 south
 south
OASIS #1: drink from oasis
 south
DESERT: west
 west
 west
 west
NOMAD'S CAMP: drink from water jug
 go into smaller tent
 go straight to back of tent, left, take staff, right to
 the centre of the tent, and down to exit the tent
 east
DESERT: north
 north
 north
OASIS #2: drink from oasis
 north
DESERT: north
 north
 east
 east
OASIS BY TEMPLE: drink from oasis
 north
OUTSIDE TEMPLE: operate staff on temple doors
 north (inside temple)
INSIDE TEMPLE: take large brass bottle by door
 take gold coin by bottle
 exit temple
OUTSIDE TEMPLE: south
OASIS BY TEMPLE: east
DESERT: east

east
east
east
east
east
east
east

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

ANT'S NEST: south

BEE'S TREE: east

INN: east

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

INN: north

GNOME'S HOME: north

WEEPING WILLOW: east

ENTRANCE TO FOREST: north

FORK: west

FOREST PATH #1: north
the witch will appear! (or should - it may be random)
give the brass lamp to the witch

ELVEN GLADE: east

OUTSIDE WITCH'S CASTLE: north

INSIDE WITCH'S CASTLE: open drawer and take the pouch inside
open chest and take the spinning wheel inside
take small key (it's in the lamp that's hanging
from the roof)
exit castle (south)

OUTSIDE WITCH'S CASTLE: east

TREE & DOOR: go around the back of the tree to the front, and walk up the
ramp to get to the door.
operate the brass key on the door
take the golden heart inside the tree
west

OUTSIDE WITCH'S CASTLE: west

ELVEN GLADE: operate honeycomb on yourself
open the pouch
take the gems that were inside the pouch
operate gems on honey on ground
...and again...
...and again...
follow the elf west

ELVEN CAVE: follow the elf west again into the cave

ENTRANCE TO THE FOREST: west

WEEPING WILLOW: give the golden heart to the tree
take the princesses harp
west

GYPSIES VAN: they're gone - take the tambourine
east

WEEPING WILLOW: south

GNOME'S HOME: give spinning wheel to the bigger gnome
south

INN: east

BAKERY: east
EDGE OF TOWN: east
TOWN: go into the third shop (cobblers)
 give old man your elven boots
 exit shop
 go into the second shop (toy shop)
 give man your marionette
 exit the shop
 west
EDGE OF TOWN: west
BAKERY: west
INN: enter the inn - WHACKO!
CELLAR: take the rope that you were tied up in
 operate hammer on the door
 open door
 north
STORE ROOM: open large cupboard
 take leg of lamb
 exit inn through left door
INN: north
GNOME'S HOME: east
FORK: east
SNAKES PATH: operate tambourine on snake
 east
ICY RIDGE: operate cloak on self
 north
ICY CLIFF: eat leg of lamb
 operate rope on the jutting out cliff to the right of the
 branch
 climb rope
ICY CREVASSE: click hand pointer on first stepping stone
 click hand pointer on third stepping stone
 click hand pointer on fifth stepping stone
 click hand pointer on sixth stepping stone
 click hand pointer on opposite ledge
 click walk pointer next to cedric
 east
ICY LEDGE: operate sled on eastern slope
 you will go east
ICY SLOPES: when you reach the bottom, go east
BIG BIRD: give bird your remaining half leg of lamb
 north
QUEENS CHAMBER: just when the wolves start to move towards you, play
 the harp
LAIR OF THE YETI: select pie from inventory
 north
OUTSIDE YETI'S CAVE: throw pie at Yeti's face
 north
INSIDE YETI'S CAVE: operate hammer on crystal directly to the north
 south
OUTSIDE YETI'S CAVE: west
LAIR OF THE YETI: click walk pointer on wolf
LAIR OF THE YETI: south
CHIMNEY: click walk pointer on geographical chimney at bottom of screen
BIRD'S NEST: take locket from next to you
 the Roc will take you to the beach
BEACH: take iron bar

north
BOAT: operate beeswax on boat
click hand pointer on boat
you will go east
SEA: east
east
east
south
BEACH: you will get captured by the Harpies!
HARPIES LAIR: play harp
take fish hook
west
SANDY PATH: pick up Cedric
west
BEACH: take shell
click the hand pointer on the boat
you will go out to sea again
SEA: west
west
west
west
BEACH & HOUSE: select shell from inventory
ring bell
operate shell on man
COVE: north (up stairs)
ORACLES: operate crystal on yourself
north
OUTSIDE CASTLE: north (not through door - round left side of castle)
operate iron bar on gate in ground
click hand pointer on hole
MAZE: (Note: Every new square you arrive in, click with the eye pointer
on the blackness outside the scene, and a compass will appear
telling you which direction you are facing. In this way, you
can navigate you way through the maze.)

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

- Should be back at the entrance!

south

east
east
north
east
north
east
north
north
west
west
north
DOOR: operate hairpin on door
open door
WIZARDS PANTRY: open cupboard on left-hand side of screen
get packet of dried peas
north
WIZARDS KITCHEN: give locket to girl
east

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

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

PRISON CELL: click Fish hook on mouse hole in north wall
you will be rescued by the Princess
MAZE: follow the princess - you will arrive at the door
DOOR: open door
WIZARDS PANTRY: north
WIZARDS KITCHEN: east
ORGAN ROOM: east

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

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

BOTTOM OF STAIRS: north (up stairs)
TOP OF STAIRS: west
Hopefully the full solution will be here soon. Watch this space!

1.106 kiro's quest

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

"KIRO" Start game with one extra life
"MORE" Gives you swirl shot
"FLIP" Play upside down

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

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

Level Codes:

05 JJIK
09 TRQD
13 YAFS
17 RTMI
21 DIXG
25 DWLD
29 EBQQ
33 MAIS
37 JHHN

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

1.107 klax

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

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

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

1.108 nightmare

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

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

1.109 knights of the sky

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

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

1.110 kristal

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

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

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

1.111 krusty's super funhouse

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

Level Codes:

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

1.112 krypton egg

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

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

1.113 kult

How to complete the five ordeals:

* The Twins - Object = Goblet

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

* In the Scorpion's Presence - Object = Fly

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

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

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

* De Profundis - Object = Rope

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

* The Noose - Object = None

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

* What to do after you have got the five Skulls

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

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

By going through the trapdoor you will enter the Threshold of Truth. Kill the priestess and put the egg in the opened mouth. Next off, take a look at the Lantern. Read the book, then use your Psi-Shift on the statuette to retrieve it on the left-hand side, near the ceiling.

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

Hints:

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

1.114 kwix

Level Codes:

```

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

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1.115 I.e.d. storm - us gold

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

Try also "AMIGA DAVID BROADHURST WANTS TO CHEAT".

1.116 labyrinth of time

BEGINNING

The game begins in the subway car and all you have in your inventory is a single quarter. Don't use this coin in anything other than to pay the phone at the end of the hall in the 50's Diner on the upper level. Got that? Good. When wandering around the various levels and areas of this game, click the eye icon on the various walls and lights etc., there are some very nice pics in this game.

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

tunnel. Nip into the sheriff's office and open the drawer on the desk, look in the drawer and take the brass key inside. Oh, and while you're here, pop into the saloon and grab the bottle of whiskey, you can take a drink from it periodically if you wish. Now head back to room 14 in the hotel when you are finished exploring. Open the wardrobe, look inside and take the journal and the card. The journal has an interesting story in it and will later reveal a clue when you have accomplished a couple of tasks, more on that later. The card is used to turn on the various teleporters in the game. For now we will head for a teleporter which is located at the end of the mirror maze.

MIRROR MAZE

Go to the doorway across from the elevator and walk inside, now go through the insanely laughing clowns mouth and follow the map below. When you get to Morgan in the centre of the maze, do not use your quarter in him unless you save your game first. If you put your quarter in before saving your game, he will tell you, "You will wish you had that coin back" and then you will have to start over as you can not finish the game without that quarter. So save your game first and then plunk in your quarter and watch the animation.

```

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

```

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

MUSEUM

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

Pulling the left lever will remove a bridge section from the mine and the one under the subway causing the subway car to be crushed but don't despair as it can be 'pumped up' with the bicycle pump which is found in a toolbox at the construction site on the upper level after you solve the slider puzzle. You have to crush the subway anyway to get an item you need. After the car has been crushed and you pump it up, check out the legs sticking out from under the subway car, it ain't Kansas anymore. Also as I

mention later in the solve, I have played two complete games and one time the subway was crushed and one time it was not. I'm assuming that pushing the left lever back up causes the subway car to be crushed as you replace the bridge section when you do this and it is sitting on top of the subway car. When you leave here make sure all levers are down.

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

CRETAN PALACE

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

```

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

```

Now on to the medieval maze.

MEDIEVAL MAZE

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

```

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

```

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

50's DINER

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

HEDGE MAZE

```

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

```

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

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

- Whatever will be will be, Doris Day
- It's all done with mirrors.
- If one could speak to the past, how would it answer.
- Some doors were never meant to be opened.
- Sometimes a closed door is greater than an open one.
- You will meet a tall dark stranger.
- The future is what the past has made it.
- If you cannot reach your goal, you must learn to build bridges.

- A blank piece of paper, is full of potential.
- Beep Beep - Harpo Marx
- Great power hides behind the thrones of Kings.
- Morgan the Magician says you should figure it out yourself.

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

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

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

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

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

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

SURREAL MAZE

Next you're going to need the shirt so return to the subway car and pump it up with the bicycle pump. Hm, I re-played this game as I wrote the solve to make sure it was correct and the subway car was not crushed. There was still some legs sticking out from under the subway car, but this time there was a different message when you looked at the legs. With the subway car crushed and pumped back up the message said "You don't seem to be in Kansas anymore". This time the message was "You wonder if Minos will get your little dog to". The only thing I can remember doing different in the museum was to leave all three levers pulled down. My original game I did not leave all three levers down, also if you pull the left lever down and then push it back up you will see the bridge section lying on the crushed subway. Though this could be what crushes the subway, by pushing the lever back up the bridge section does in the subway Hm. Once the subway car is restored go south to the locked door. The door can be opened by unscrewing the screw in the

latch with the screwdriver and then taking out the screw. Once you remove the screw you can open the door and enter the city streets. If you still have a quarter left you can buy a newspaper, but I never found a use for it. Nor did I ever find any keys for the doors on the street. Actually all you can do is walk down the street and attempt to cross the intersection. Whereupon you fall down to the bottom of a well. Now walk ahead and you will be in the main room in the Surreal maze. You will be facing the chair and the TV. Follow the directions below exactly and you will make it to the Ziggurat.

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

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

```

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

```

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

Now what do I do about the combination lock - how do I open it? Well, the combination to the lock can be found in the journal which you found in the wardrobe in the hotel on the middle level. However, the combination will only appear after you have cleaned the shirt and put the newspaper you printed under the note in the servant's room. The locked door will allow access to King Minos tomb. Now at this point when I read the journal it

turns out the number was wrong. The combination is the date for the last entry. In my game the date was 4/8/12, which is obviously wrong as the year does not follow the rest of the journal. The correct combination is 4/8/72, don't forget zeros in front of the 4 and 8. Open the door and enter King Minos tomb and wander down to the sarcophagus and open it and pick up the Cretan ornament. There is also a pith helmet that you can pick up but I never found any use for it. Hm, I wonder were this ornament goes, look familiar, no? You place the ornament in the door in the Cretan palace, once opened move the throne and take the other can of paint.

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

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

1.117 laser squad

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

1.118 last action hero

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

| | Normal | Boss |
|---------|--------|------|
| Level 1 | <F1> | <F2> |
| Level 2 | <F3> | <F4> |
| Level 3 | <F5> | <F6> |

Level 4 <F7> <F8>
Level 5 <F9> <F10>

<L> Advance to the next level
<D> Kill all opponents on the screen

1.119 last battle

Enter in the highscores the word "TORATORATORA" followed by a space character. Now you can easily end the game.

1.120 last duel

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

1.121 last ninja

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

1.122 last ninja 2 - system 3

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

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

To kill the Dragon throw a smoke bomb under him.

1.123 last ninja 3

Level codes:

1 SUSS
2 IMED
3 URTI
4 BASD
5 NOUS
6 RERO or REOO

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

To kill the Dragon throw a smoke bomb under him.

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

Level 1:

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

Level 2:

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

Level 3:

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

Level 4:

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

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

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

1.124 last ninja cd³²

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

1.125 lazarus

During play, type any of the following:

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

1.126 leander

Enter any of the following for the password:

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

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

1.127 leather goddesses of phobos

Part 1

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

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

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

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

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

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

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

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

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

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

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

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

floor and a wicker basket up on a shelf; but the basket is too high to reach.

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

Part 2

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Part 3

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

Oops! You're in the Mad Scientist's laboratory. It contains a cage. The cage contains two gorillas. The cage also contains a rubber hose. Quick! Throw the

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

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

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

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

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

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

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

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

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

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

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

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

Part 4

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

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

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

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

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

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

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

unceremoniously struck by a truck and, evidently, killed.

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

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

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

Part 5

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

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

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

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

If you carefully read your 3-D comic book which comes with LGOP, you will recall a bit in there about a transposition code. You say you forgot the code? Well, go back and reread it. In the meantime, I'll translate the strangely coded message. It says, "Your mission is to contact wife number nnn (the number

is inserted randomly) of the sultan/sultanness and get the secret map. Identify yourself to her by asking her to kiss your kneecaps."

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

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

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

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

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

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

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

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

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

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

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

Get the raft.

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

Stand on the black circle.

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

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

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

Zowie! You find yourself in a cramped space which, as it turns out, is right over your cell! You don't know that, of course, until the floor collapses and you find yourself tumbling through the resultant orifice into your cell. Hm, that's odd. There's a black circle here. Never noticed that before. (That's because it wasn't there before, Venusian Bird Brain!) As it turns out, this circle takes you to the main hall of the palace, but we don't want to go there this time. Exit the cell (south) and go up to the Observatory Roof. Stand on the circle and you're back in the Martian Desert (with one "s" this time). Go east to the frog.

Ah, yes, you remember that ugliest of ugly frogs? Now you have both the will and the means to kiss this total grossness. Put the clothespin on your nose. Rub the lip balm on your lips. Then, drop everything you're carrying and cover your ears with your hands. Close your eyes. At last! Kiss the frog!

Ooooh, another rapturous interlude with one of the opposite sex. It turns out you're not quite (humph!) satisfied, but at least "the one" leaves you with a small token of affection. It's a household blender. Take it. Put it in the sack. (You have been using the sack, haven't you?) If I reckon right, that's five out of eight. We're getting there!

Part 6

Leave the ruin and go east into the Dessert once more. Yes, the one with two "s's." Then meander southeast to the Oasis. Stand on the circle and return to Cleveland. No particular reason for another trip to Cleveland, really. You could have gone to the other ruin which has a black circle and gone directly to your cell. It's just that I sorta feel sorry for Cleveland. Nobody in his/her right mind would EVER go there twice, would they? On the other hand, nobody in his/her right mind would play computer games, either. Would they?

Anyway, you're back in Cleveland. Go northeast, then east (into the garden) and get yourself zapped back to the hallway near your cell. Go down into the basement and dump your extraneous jetsam, especially the clothespin. You'd look pretty silly going up against the Leather Goddesses wearing a clothespin on your nose, right?

After you've lightened your load, go up into your cell and stand on the black circle. You find yourself back in the Main Hall of the Palace. You might want to wipe off that gooey lip balm here. Exit the palace to the west and enter your barge. Push orange. Wait. Push it again. (You know the drill.)

Wait until your barge clangs up against Wattz-Upp Dock. You hear a gurgling noise to the west (it's the Oasis). Exit the barge. When you're standing on the dock, reach over and push orange. That's right, push it! So what if your barge goes shooting out into the canal without you. Trust me.

Go west to the Oasis, stand on the circle and, voila: Beautiful, downtown CLEVELAND! (I told you I felt sorry! Now I'm sorry I did this one more time. I mean, who needs Cleveland tha-ree times?) Oh, well, you're not here for long. Go back to the garden, the black circle and...the hallway near your cell. Go up to the Observatory Roof and stand on the circle.

A pause here for a comment or two. Make that a rebuttal. Yeah, I can hear all you wisenheimers out there knocking my route. And I freely admit there might be better ways to go, bypassing my revisits to dear, picturesque downtown Cleveland. Didn't I tell you there was no particular sequence you had to follow? C'mon, didn't I? You know it, fella. Hey, if you've got something against Cleveland, go ahead, write your own walkthru.

I digress. You're back in the desert. You've sent your barge down the canal, pilotless. What to do? Go west to Yet Another Ruin. Now go northwest. You've reached Hickory & Dickory Dock. What's this? A mouse! Show the picture (of the pussy cat) to the mouse. The poor thing is frozen with fear. Get the mouse. (Only two more goodies to go!) Now go south, back to Yet Another Ruin. Stand on the black circle.

Once more, you are in the basement below your cell. Got anything to drop? How about that torch? It went "phhttttt" long ago. Okay, let it go. Next stop, upstairs to your cell. Stand on the black circle. You arrive at the palace. Go east into the Oriental Garden and enter the well.

Well, well (a little humour there, folks) you're zapped from the Well Bottom right slap dab onto your barge. Where is it? Why, it's right here at the Icy Dock, 'way, 'way down at the southern terminus of the canal.

Okay, I'll bite. Why didn't you just take the scenic route aboard the barge all the way down the canal to here? It would have been restful and, well, scenic; not to mention saving a lot of aggravation, wouldn't it, boobie? Well, for one thing, you would have missed those neato trips to Cleveland. For another, you probably would have missed the mouse, too. Oh, and one other point: If you'd taken the barge route you would have died.

It seems there is this gigantic machine just before you get to the Icy Dock. It's some sort of Martian (Phobotian?) energy machine, and it used to supply power to the whole planet. It doesn't work quite like it used to, but it works just well enough to send a lethal ion beam out over the canal. If you try to

pass through it, say, on a barge, well, first you get a little headache. Then you get a truly humungous headache. Finally, after the humungous headache assumes gigantically unbearable proportions you, er, explode. And that's a fact.

Aren't you glad we went to Cleveland?

Okay, from the Icy Dock, exit the barge and go south. Oh, no, your faithful pal Trent/Tiffany slips on the ice and disappears into the frigid waters of the canal. No matter, go south, like I said. You are at the edge of the polar ice cap. Needless to say, it's cold. Go southeast.

Oh, good grief! Your passage forward is blocked by a whole waddling phalanx of penguins! One of them is carrying a sign. Read the sign. It suggests that you donate to the Penguin Relief Fund. Well, there's nothing for it but to give your coin (the Marsmid tenner) to the penguin.

The penguin thanks you graciously, and gives you your change, a one Marsmid coin. (You don't know it yet, but the little guy just did you a favour.) The penguins part to let you pass, so go southeast.

You arrive at a gypsy camp. About the only thing here is a single forlorn tent, pitched on the north side of the camp. You are greeted by two robots, a male and a female (they're gypsies, see). No sooner do they invite you in for tiffin than a meteorite swoops down and kills both robots dead. Oh, dear, from inside the tent you hear the wail of a baby crying, "Mummy."

Enter the tent. Sure enough, it's a gypsy robot baby. Get the baby and put it in your wicker basket. Oh, that's nice. The baby appreciates the warmth of the blanket and instantly goes to sleep. As for you, exit the tent and go south - to the South Pole, as a matter of fact.

What else would you expect to find at the South Pole? Righto! It's an Igloo! But the front door is locked. Gazing through the igloo window you are tantalized by the sight of a pair of cotton balls. Instantly, your brain cells focus, cutting through the fog of forgetfulness like lasers. You suddenly recall that cotton balls were on the list. How to get them?

Let's re-read that description of the igloo one more time. Yessir, I thought so. There's a sign over the door. It reads, "Martian Orphanages, Inc., South Polar Branch." Well, what do you suppose might be an appropriate action for someone carrying an orphan in a basket to take, standing like you are on the doorstep of an orphanage? Listen, if you can't figure this one out for yourself, you never, ever should try another text adventure game again. After all, you might have to get through the next one without a walkthru.

Hey, you're smahtah than I thought you were! You put the wicker basket on the doorstep. Then, you hide behind a snowdrift and wait. Sure enough, from inside the igloo emerges a matronly woman of immense proportions. She takes the basket and its contents into the igloo and closes the door. But she doesn't lock it.

Open the door, enter the igloo, get the cotton balls and scam. Retrace your steps north to the gypsy camp, northwest to the penguin park, then go west to the Allusion Room. As it turns out, the Allusion Room is nothing more or less than a black circle. Stand on it. You are whisked back to the Oasis. Well, I'll be a petrified penguin! Here's Trent/Tiffany, emerging alive and well. The saga of how he/she survived the fall into the icy waters is too bizarre to bear

repeating, so we'll move right along. Stand on the circle at the Oasis. Guess where we are now?

Part 7

Cleveland!!! This is really ridiculous, so let's beat feet. Get into that garden and onto the circle. You're back in the hallway so go on up one more time to the Observation Room (the one with the closet to the north). Go into the closet. It's too dark to see, but you can still stand on the circle. I'm sure you remember it takes you to the jungle. Leave the jungle by way of the circle on the clifftop. Go ahead, there won't be any flytraps, salesmen or mad scientists to stop you.

You are teleported for the last time to the Royal Docks. (Just a tad away is Mitre's castle, but you're not going there this time.) Instead, put your raft (the one you've been lugging along since you found it in the catacombs) into the water. Board the raft.

Here, you have to be alert. As you drift down the canal in your raft, you might be lulled into your customary state of not carefully reading the descriptions in the game. Do not permit this to occur. What you're looking for is a passage indicating that a dock is close enough for you to grab. Actually, you will pass several docks which are eminently grabbable. Grab them all just to be on the safe side. The one you want is Donald Dock.

When you've grabbed Donald Dock, exit the raft (you pull it onto the dock for safe-keeping). Go south to the Dunetop. From here, go east to the Canalview Mall. There appears to be just one shop in the mall worth visiting and it lies to the south. Go south. You are in the Exit Shop. The sign says, "Exits bought and sold." Buy an Exit.

Now, I told you the penguins did you a favour. If you had tried to buy the Exit with your ten Marsmid coin, the shopkeeper (one of the more lively gents in the story, by the way) would have refused you. It seems Exits cost just one Marsmid and he wouldn't dream of overcharging you nor can he make change. As things stand, he takes your one Marsmid coin and, sleepily, hands you a cardboard tube. It falls into the dust. Retrieve the tube, open it and you find your Exit. What's an Exit, for goodness sakes? It's a sort of collapsible black circle, that's what. Tuck it away and go north, then west, then north, back to Donald Dock.

Re-launch your raft, board it and drift. Once again, grab any dock you see. Eventually, you will come to Wattz-Upp Dock. Exit your raft, leave it and head to the Oasis. Stand on the circle.

Now really, gang! I'm sorry. But there was no other way. Just forget it's Cleveland, go to the garden and stand on the circle. I promise. We won't be coming back. Hey, you've got seven items out of eight. That ain't all bad. Isn't it worth just one more trip to Cleveland? Oh. Listen, you don't have to get nasty about this.

Once back in the hallway, go up to the closet in the Observation Room and stand on the circle. When you get to the jungle, go west. You're in the Spawning Ground. And there's just one circle left you've never used before. Stand on the circle.

You find yourself in the hold of a giant spaceship. There's a sword here. Oh,

Lord! A dark figure appears from the shadows of the hold and hurls a radium-powered grenade onto the floor! Your faithful friend Trent/Tiffany hurls him/her self on the thing, saving you and giving up his life...quite messily if I may say, in the process. No time to lose! Get the sword. Don't dally either. Go south.

You are in a stable where you find a magnificent white stallion. Actually, you are aboard the flagship of the LEATHER GODDESSES OF PHOBOS Main Attack Fleet. The stable you're in contains the Leather Goddesses' Main Attack Fleet Cavalry Mounts, of which the stallion is one. Mount the stallion and kick it in the flank. Go west.

The stallion dashes down a long east-west corridor in the ship, reaching with stallion-like speed the main hatch of the ship. Here you spy a white therma suit. Dismount, put on the suit and open the hatch. Go north.

You are in space. Floating near the battle cruiser you have just left is a small passenger spaceship. Near the small passenger spaceship is a sinister figure. He/she turns out to be Thorbast/Thorbala, who is further identified as the Chief Assassin of the LEATHER GODDESSES OF PHOBOS. 'Twas he, it appears, who hurled that grenade. Thorbast is busily engaged, strapping a beautiful, helpless young lady/man to the hull of the small passenger spaceship. Your move. Attack Thorbast with your sword.

For awhile, Thorbast will parry your thrusts, and it will be nip and tuck whether you get by this episode or not. While you're fighting for your dear life, you notice a perfectly dreadful bug-eyed monster, oozing its way toward Thorbast's helpless victim. The hideous monster reaches the woman/man and starts to remove her/his garments, one at a time. The helpless victim shrieks in terror.

Meanwhile, you keep attacking Thorbast. Eventually, in the furore of the action, he drops his sword. Ever the gallant, you retrieve the sword and give it back to your foe. Realizing you are truly the good guy, Thorbast knows now that he doesn't have a chance. So he saves us all a lot of trouble and impales himself upon his own sword. Farewell, Thorbast. Now it's the monster's turn.

Interestingly enough, the bug-eyed horror is getting down to the interesting part when you attack. He squawks once and flees, leaving his victim just barely clad and grateful as all get-out that you happened along. You release her/him and follow her/him into the cabin of the small spaceship. From the wall of the ship she/he plucks a photo and gives it to you. (It just happens to be a picture of Jean Harlow/Douglas Fairbanks, the very thing you've been looking for.) You are told that, written on the back, is the address of daddy, who will reward you handsomely if you ever visit Ganymede. With that, the lady/man exits to the east, closing the door with a flourish. Naturally, you follow.

Shocked to see you, the lady/man is nonetheless receptive to your advances. What follows is another one of those boring orgy type events which we'd just better skip for now. After all, we still have to deal with those Leather Goddesses before they launch their invasion fleet and all is lost. We have all the items Trent/Tiffany wanted. But golly! When last we saw Trent/Tiffany, he/she was splattered all over the hold of that LGOP battleship!

Exit the small passenger spaceship and go south twice. You will be back inside the LGOP battle cruiser. Walk (do not ride the stallion) east down the long east-west corridor. Well, I'll be a Thorbast's Thorax! Here's

Trent/Tiffany, following along behind, explaining how he/she got here! Keep walking until you reach the black circle. Stand on the circle.

You are back in the Oasis. This time, though, don't use the exit here. Instead, drop your own Exit. Stand on that.

You are in a boudoir, lying on a divan. Next to you, actually, is a figure you can barely make out in the shadows. You can't see who it is, but the heavy scent of leather is unmistakable. Go ahead. Touch the goddess. Oh, go on!

Yipes! You have violated the sanctity of the LEATHER GODDESSES OF PHOBOS private boudoir! For this transgression, you are summarily ejected through a trap door, down a long chute into the Plaza.

What follows is a hilarious description of the attack upon you and Trent/Tiffany by the entire armed minions of the LEATHER GODDESSES OF PHOBOS. It's worth the price of the game. While the attack goes on, all that remains is for you to hand to Trent/Tiffany each of the items you have procured at such great peril, one by one as you are instructed. Suffice to say, Trent/Tiffany puts them to good use, constructing the best doggoned Super-Duper Anti-LEATHER GODDESSES OF PHOBOS Attack Machine ever crafted on this or any other planet by a faithful companion.

Suffice also to say that the machine works and the minions of the LEATHER GODDESSES OF PHOBOS are routed. As for you, you're back in Upper Sandusky, Ohio, lying dazed in the roadside near a sleepy-looking gas station. From within emerge three uniformed attendants, cooing prettily (or booming manfully), "Are you all right?" The game has ended, and all you can do now is await patiently for the sequel. Coming soon from those smahties at Infocom: Gas Pump Girls Meet the Pulsating Inconvenience from Planet X.

1.128 leatherneck

Start the game and type "CUTHBERTNECK" or "CUTHBERT", then press <F3>. This will give all players protection from enemy fire, but not from your team-mates' bullets. To return to normal press <F3> once again.

1.129 legend of faerghail

Load in several of the players that come pre-rolled on the disk, and load an original of your own. Go sell all their equipment, have them withdraw all monies from the bank, and transfer to you. Create new characters and do the same as often as you need, and you'll have plenty of gold to properly outfit you stalwart band.

Here are the answers to some of the questions and riddles you'll be asked while you're rummaging around in the dungeons of Faerghil.

In the ELVEN PALACE

Q: Who is Findal's yougest uncle? A: SCAGNAR

Q: Who is Findal's father? A: FINDAIL

Q: Who is Findal's great parent? A:ALGANOR

In the DRAGONSERVANT'S TEMPLE

Q: What lies between myself and my opposite? A: AND

In the CASTLE

Q: What tries to go up, but stops short, has but one foot, and can not walk?
A: STAIRS

In the RUINS OF ANCIENT ORACLE

Q: The more it gets, the more it eats, and has it eaten all, it dies. What is it? A: FIRE

Q: I talk without soul, I hear without ears, I talk without mouth, and I'm born in air. What am I? A: ECHO

Q: Two little windows, they have no glass, they stand together like flowers in grass. Two little windows, they show us the world, they show us the stars, the forest, the field, the fold. What could they be? A: EYES

Elven Pyramid, Level 4: 12 children walk in the fore, and 12 children walk at the rear, but as I counted them all, there were only 12 children. In what formation did the children walk? A: CIRCLE

1.130 legend of lothian

Complete Solution:

Here are the locations of interest with their coordinates.

- 1 The ruins of Heslon 34\textdegree{}E, 12\textdegree{}S
- 2 Asraela (in lake) 19\textdegree{}E, 04\textdegree{}S
- 3 Rastun (mountains) 45\textdegree{}E, 07\textdegree{}N
- 4 Lothian castle 07\textdegree{}W, 18\textdegree{}N
- 5 Larkspur 56\textdegree{}W, 26\textdegree{}N
- 6 The mountain cave 57\textdegree{}W, 16\textdegree{}N
- 7 Forlorn castle 17\textdegree{}W, 13\textdegree{}S
- 8 Marlot 29\textdegree{}W, 28\textdegree{}S
- 9 Trubly (island) 59\textdegree{}W, 17\textdegree{}S
- 10 Shrine of Might 67\textdegree{}E, 19\textdegree{}N
- 11 Wenhea 62\textdegree{}E, 25\textdegree{}S
- 12 The evil castle 67\textdegree{}E, 10\textdegree{}S
- 13 The magic tree 67\textdegree{}E, 27\textdegree{}N
- 14 Shrine of Protection 17\textdegree{}W, 29\textdegree{}N

First, visit Larkspur. Take the rope from the girl in the extreme upper right corner. Then travel to the Lothian castle, where you should go along the central corridor leading to King Lothian, but go through the door that leads to the brig instead.

Talk to the prisoner standing right next to the bars, and he will give you a key. Leave the castle and go to Rastun, where you get a lantern from a man in the upper left corner area (in the mountains). Next go to Asraela, and take the axe in the hut.

Go to the Forlorn castle (enter with the key), and first go to the garden in the very center of the first floor. Take the rose. Now you could use the key to go into the dungeon (the treasure there is the Orb of Sight), but you need

only go to the second floor and take the compass from the man in the observatory. Use it to get to know coordinates.

Finally, talk to Lord Forlorn and say Yes. Leave the castle and go to Wenhea, where you must give the rose to the pretty girl. She will give you her mirror in return. Go to the ruins of Heslon (kill the Medusa with the mirror before entering), and grab the unicorn with the rope.

If your inventory seems full, go back to the Forlorn castle and say Yes to Lord Forlorn. This will take away the mirror. Otherwise just go to Marlot, where you should show your gemstone to the man selling ships (unless you've got 5000 gold to spare!), and he will give you a ship.

Enter the ship. There's no need to visit Trubly, but you should go to the mountain cave instead. Enter with the lantern and find the wizard. Talk to him and he will give you an amulet. Use it.

Then go to the magic tree, possibly visiting any shrines along the way. The chant for the Shrine of Protection is "SUKANG" and the one for the Shrine of Might is "JINSOM". You can now safely walk along the marsh, thanks to the amulet. Chop the tree with the axe, and go to the Forlorn castle one last time.

Give Lord Forlorn all he wants, and he will give you a horn. Go back to your ship and go to the evil castle, which you enter with the horn. Now take a good look at a map (or draw one of your own) and memorise the traps. They take away 1...7 health points a time if you set them off. To progress, you must set at least some traps off. NEVER SAVE A GAME WHEN YOU ARE ON A TRAP!

Find the stairs and descend. Now find the potion and get it, but don't drink it yet. Instead go to the evil sorcerer. Drink the potion (this will cure all your wounds) and talk to the sorcerer. Kill him and take the spellbook that is left.

Go back to your ship, sail to the Lothian castle and enter. Go to King Lothian and use the spellbook on him.

1.131 legend of the lost

Level Codes:

- 2 STONES
- 3 LADDER
- 4 ESCAPE
- 5 LAVA
- 6 FINALE

Type "EDLERx" for the password where x is the value 1-6.

1.132 legend of the sword

The worm can only be killed with spears, but it then blocks the tunnel. Leave it well alone! To enter the cell in the trolls cavern, get arrested by leaving the iron gates open. Search the trolls house thoroughly for the key to the gates. To take the boat, block the door of the house by the lake with the body of a humanoid.

INVENTORY
EXAMINE PACK
EXAMINE CAPTAIN

ASK CAPTAIN FOR MAP
EXAMINE IT AND PUT IT IN PACK
E
LOOK
READ SIGN
S
LOOK
EXAMINE ROCKS (Don't bother with the winkles as they make you ill!)
N
N
UP
E
LOOK
TAKE MANGO
W
W
OPEN GATES
CLIMB GATES AND OPEN THEM (5%)
W
EXAMINE DOOR
TAKE FUNGUS AND EXAMINE IT
DROP IT
IN
UP
EXAMINE SKELETON
TAKE KNIFE AND EXAMINE IT
EXAMINE WALL
UP
OPEN DOOR
BREAK DOOR
IN
EXAMINE TABLE
OPEN DRAWER
TAKE SCROLL AND READ IT
DROP SCROLL
LOOK THROUGH WINDOW
OUT
DOWN
DOWN
OUT
E
E
E
E
S
S
OPEN DOOR
IN
TAKE ALL (Calendar, Biscuits and Bone)
READ CALENDAR THEN DROP IT
OUT
GIVE BONE TO DOG
BREAK BONE
GIVE BONE TO DOG.

EXAMINE HOLE
TAKE PIPE

IN
LOOK
LIFT RUG
OPEN TRAPDOOR
DOWN
EXAMINE WALL
PUSH IT
S
S
DOWN
LOOK
TAKE GOLD COIN (Cornilius takes it!) (10%)
NW
DRINK WATER
SE
LOOK
FOLLOW FOOTPRINTS
REMOVE SNARE
TAKE IT
LOOK
TAKE BERRIES AND EXAMINE THEM (deadly nightshade!!)
DROP BERRIES
CLIMB TREE
NW
N
N
E
NE
E
E
EXAMINE RAFT
TAKE ROPE
EXAMINE MEN
ASK PAGAN FOR COIN
KICK PAGAN
TAKE COIN
W
S
SHOUT TO LEPRECHAUN
GIVE COIN TO LEPRECHAUN
GIVE PIPE TO LEPRECHAUN (15%)
EXAMINE BOTTLE
S
S
LOOK
PUT ALL IN PACK
CLIMB TREE
TAKE APPLES
DOWN
TAKE APPLES
SE
NW
W
W
ATTACK HUMANIDS WITH KNIFE
TAKE QUIVER AND BOW THEN GIVE THEM TO BELAR
TAKE AXE

E
S
S
YES (Don't give anything to Shukar!).

W
W
N (someone is coming!)
WAIT
ATTACK HUMANOIDS WITH AXE
GIVE AXE AND KNIFE TO PAGAN
TAKE SPEAR
SEARCH HUMANOID
TAKE TINDER
N
TAKE MELONS
N
TALK TO STAG
DROP SNARE
FOLLOW STAG
S
W
N (Stag is in the snare
gives help
Daville picks up bottle) (20%)
TAKE SNARE
NW
N
E
E
E
NE
N
SHAKE HANDS WITH HUNTER
GIVE SNARE TO HUNTER (he tells you to beware of Shukar and gives you
some nuts)
PUT NUTS IN PACK
S (Borgalius has taken the Hunter's ring)
SW
N
ASK DAVILLE FOR BOTTLE OF ANTIDOTE
DRINK ANTIDOTE
LOOK
S
DROP GREEN BOTTLE
W
W
SW
S
SE
E
CLIMB TREE ("Bragglesticks" is scratched into the trunk)
W
S
S
W
ASK PAGAN FOR KNIFE

KILL TURTLE WITH KNIFE
GIVE KNIFE TO PAGAN
PUT ALL IN PACK
ASK PAGAN FOR AXE
E
CHOP TREE WITH AXE
GIVE AXE TO PAGAN
TAKE WOOD
W
MAKE FIRE (Turtle eaten).

E
N
N
N
N
E
W
IN
SW
LOOK
OPEN TRAPDOOR
DOWN
LOOK
TAKE TORCH
TAKE TINDER FROM PACK
LIGHT TORCH
N
OPEN DOOR
KICK DOOR
OPEN DOOR
IN
EXAMINE BARREL
TAKE BOTTLE
EXAMINE BOTTLE OF WATER
EMPTY BOTTLE OF WATER
OUT
N
E
LOOK
TAKE KEY
UNLOCK DOOR WITH KEY
OPEN DOOR
IN
EXAMINE SKELETON
TAKE CLOTH
OUT
W
W (Daville picks up the brass key)
OPEN DOOR
IN
S
OPEN DOOR
IN
LOOK (don't take treasure!)
OUT
N

N
LOOK ("Portacotius" written on the door in white lettering)
UNLOCK DOOR WITH KEY (the bronze key won't fit...Daville opens it with
the brass key)
OPEN DOOR
IN
ASK BORGALIUS FOR RING
EXAMINE RING
WEAR RING
IN (you are transported to a junction) (25%).

S
HIDE
LOOK
N
W
CLIMB TREE
DOWN STAIRS
OPEN DOOR
ENTER
N
LOOK
NW (Daville picks up the blunt knife)
SE
LOOK IN HOLE (rat bites you!)
LOOK IN HOLE
TAKE PARCHMENT AND EXAMINE IT (symbol of spider
giant eye)
DROP IT
S
ENTER
UP
WAKE TROLL (The troll tells you about the key under the floorboards)
LIFT FLOORBOARD
TAKE KEY
DOWN STAIRS
ENTER
W
GIVE MELON AND SPEAR TO CORNILIUS
N
KICK TROLL
KICK TROLL
TAKE STRANGE BOTTLE AND OPEN IT
TAKE SHOVEL
S
W
UNLOCK GATES WITH SMALL KEY
DROP SMALL KEY
OPEN GATES
IN (30%)
W
DIG WITH SHOVEL
LIGHT TORCH
W
EXAMINE STATUE
EXAMINE WALL
EXAMINE HOLE

MOVE CHEST THEN OPEN IT
EXAMINE CHEST
TAKE GOLD KEY
EXAMINE BARREL
FILL LADLE WITH MEAD
DRINK MEAD
PUT ALL IN PACK EXCEPT BOTTLE, SWORD AND TORCH
FILL LEATHER BOTTLE WITH MEAD.

GIVE SHOVEL TO CORNILIUS
TAKE HOOK (ignore the rope
there is a scorpion underneath it!!)
E
E (you are now captured and taken to a cell)
WAIT
WAIT
WAIT
EXAMINE MAN (dead!)
SEARCH MAN
TAKE DISC
WAIT (for the troll)
TALK TO TROLL
SEARCH TROLL (don't bother with the earring)
OUT

S
W (the troll appears)
W
TAKE BOTTLE OF ANTITROLLS FROM PACK
THROW BOTTLE OF ANTITROLLS AT TROLLS
EXAMINE TABLE
PUT GOLD KEY IN PACK
TAKE QUIVER AND BOW AND GIVE THEM TO BELAR
TAKE AXE AND KNIFE AND GIVE THEM TO PAGAN
GIVE ALL TO CORNILIUS
TAKE SPEAR AND SWORD
TAKE SACK
DROP SACK
LOOK
EAT MANGO
SEARCH TROLL
PUT ALL IN PACK
TAKE HORN
UNTIE ROPE
E
SE
SE
S
IN
UP
DOWN TREE
SEARCH TROLL
TAKE POUCH AND EXAMINE IT
DROP IT.

SE
E
LOOK

TAKE CHERRIES
SE
DROP ALL
CLIMB TREE (clue to getting further South)
TAKE ALL
DOWN
LOOK UP
THROW SPEAR AT BATS
LOOK UP (Shubalooka)
SW
EAT NUTS, CHERRIES AND BISCUITS
SAY SHUBALOOKA (you are transported to a tunnel in the Forest)
SW
UP
NE (catgut)
SW
W
N
N
E
E
N
DOWN
N
LOOK
TAKE ROPE AND HOOK FROM PACK
DROP ALL EXCEPT ROPE AND HOOK
TIE ROPE TO HOOK
THROW ROPE AT CAVE
TAKE HELMET AND EXAMINE IT
WEAR HELMET
OUT
TAKE ALL
W
UP
E
E
TAKE GLASS
NE
NE
WAIT
HIDE
WAIT (you are captured and tied to a stake across the lake)
LOOK
TAKE GLASS WITH FEET
CUT ROPE WITH GLASS
DROP GLASS
ATTACK GUARD WITH HANDS
ATTACK GUARD WITH HANDS
TAKE GUARD (to put across door of shack)
ENTER TENT
TAKE QUIVER AND BOW.

OUT
GIVE QUIVER AND BOW TO BELAR
ENTER TENT
TAKE ALL

OUT
GIVE AXE AND KNIFE TO PAGAN
TAKE ALL EXCEPT GLASS
ENTER BOAT
EXAMINE BOAT
DROP ALL
TAKE PACK AND WEAR IT
TAKE ALL EXCEPT TEDDY BEAR
W
ASK CORNILIUS FOR CLOTH
PUT CLOTH IN HOLE
DROP CLOTH
PUT HORN AND DISK IN PACK
LOOK
TAKE BOTTLE
ASK BORGALIUS TO SWIM
S
NE
E
S
S
S
ASK CORNILIUS FOR GOLD COIN
SE
SHOW GOLD KEY AND GOLD COIN TO SPHERE (you are transported through the
sphere to a swamp) (45%)
DRINK BOTTLE OF FRUBA
DROP YELLOW BOTTLE
N
N (carcass)
W
ATTACK HYDRA WITH SWORD
EXAMINE HYDRA
TAKE SPECTACLES AND EXAMINE THEM
WEAR THEM
E
SW (you hear screams to the Southwest)
SW
DROP ALL
ASK PAGAN FOR KNIFE
CLIMB TREE
LOOK
READ MESSAGE
UP
EXAMINE EGG
EXAMINE NEST
TAKE FIGURINE AND EXAMINE IT (it depicts an evil wraith.....the
guardian of the bloodstone)
DROP FIGURINE
WAIT
WAIT
ATTACK MORAG WITH KNIFE
TAKE CANDLE AND EXAMINE IT.

DOWN
DOWN
GIVE CANDLE TO PAGAN

TAKE ALL
SE
N
NE
LOOK
NE
SAY MUSTAL
SHOUT MUSTAL
NE
READ SIGN
EXAMINE SKELETON
TAKE BOTTLE OF HOLY WATER
EXAMINE HORSE (harness)
PUSH WAGON NE
LOOK
EXAMINE DOOR
UNLOCK DOORS WITH KEY (key does not fit!)
PUSH WAGON NW
CLIMB IN WAGON
OPEN WINDOW (Belar helps)
OUT
PUSH WAGON SE
NW
THROW ROPE AT WINDOW (?)
TAKE HOOK
TIE ROPE TO HOOK
THROW ROPE AT WINDOW
UP (55%)
DROP ALL
ASK DAVILLE FOR BRASS KEY THEN DROP IT
ASK CORNILIUS FOR BRONZE KEY
DROP BRONZE KEY
TAKE ROPE AND GIVE IT TO CORNILIUS
TAKE SWORD, BOTTLE AND TORCH
NE
DOWN
SW
SW
NW
OPEN DOOR
ENTER
EXAMINE SKELETON
EXAMINE BUNKS
MOVE PILLOW
TAKE KEY
LOOK
OPEN TRAPDOOR
REMOVE TINDER FROM PACK
LIGHT TORCH
PUT BOTTLE AND KEY IN PACK
W
ASK BELAR FOR QUIVER AND BOW
SHOOT SPIDER WITH ARROW
GIVE QUIVER AND BOW TO BELAR.

EXAMINE WALL
BURN WEB

TAKE DIAMOND AND EXAMINE IT
E
UP
OUT
SE
NE
SE
NE
UNLOCK DOOR WITH TIN KEY
DROP TIN KEY
OPEN DOOR
ENTER
UP
LOOK
TAKE KEY
UNLOCK DOOR WITH KEY
CLEAN RUSTY KEY
UNLOCK DOOR WITH KEY
DROP IRON KEY
OPEN DOOR
ENTER
EXAMINE TABLE
OPEN DRAWER
TAKE LETTER AND READ IT
DROP IT
OUT
EXAMINE WALL
KICK WALL
TAKE RED CRYSTAL AND EXAMINE IT (make sure you are wearing the
helmet!)
DOWN
OUT
SW
EXAMINE SKELETON
SW
EXAMINE WALL
LOOK (don't touch it or you will be trapped!)
OPEN DOOR
SW
EXAMINE SKELETON
OUT
NE
SE
OPEN DOOR
ENTER
EXAMINE TABLE
ASK PAGAN FOR CANDLE
PUT CANDLE IN HOLDER
LIGHT CANDLE (strength increased)
READ MESSAGE
SE
SE
EXAMINE SKELETON
EXAMINE SKULL (with glasses
adventure)
TALK TO SKELETON
OPEN DOOR

ENTER
LOOK
LOOK BEHIND TAPESTRIES
EXAMINE NICHE
TAKE KEY
OUT.

NW
SW
SE
SE (tripwire
in cell and trapdoor closes!)
LIGHT TORCH
BLOW HORN
PUT ALL IN PACK
ASK CORNELIUS FOR ROPE
THROW ROPE
UP (Daville picks up the rope)
JUMP OVER WIRE
OPEN DOOR
ENTER
EXIT
JUMP OVER WIRE
NE
SW
NW
NW
SW
OPEN DOOR
NE
NW
NW
EXAMINE WALL
PUSH STONE
LIGHT TORCH (on stairway
ceiling shuddering!)
DROP ALL
JUMP
ASK CORNILIUS FOR SHOVEL
DIG WITH SHOVEL
TAKE ALL
DROP SHOVEL
DOWN
OPEN DOOR
ENTER (wraith)
TAKE BOTTLE OF HOLY WATER FROM PACK
THROW IT AT WRAITH
EXAMINE WALL
EXAMINE HOLE
EXAMINE COFFIN
EXAMINE SKELETON
TAKE KEY
BREAK SKULL
TAKE KEY
PUT ALL IN COFFIN
EXAMINE COMPARTMENT
TAKE RUBY

TAKE ALL EXCEPT KNIFE AND CLOAK
EXAMINE PEDESTAL
TAKE RUBY AND EXAMINE IT
EXAMINE PEDESTAL (key engraved on side)
OPEN DOOR
EXIT.

UP
TAKE SHOVEL
DIG WITH SHOVEL
DROP SHOVEL
SE
NE
NE
UP
SW
UNLOCK DOOR
DROP COPPER KEY
OPEN DOOR
ENTER
EXAMINE STATUE
EXAMINE HOLE
OPEN DOOR
ENTER (Pagan takes something)
EXAMINE PAGAN
ASK PAGAN FOR PIN
EXAMINE SHELF
TAKE CRUCIFIX
UNLOCK CHEST WITH PLATINUM KEY
DROP PLATINUM KEY
OPEN CHEST AND EXAMINE IT
TAKE WAND AND EXAMINE IT
FASTEN DIAMOND TO WAND
OUT
PUT PIN IN HOLE (Ogre with axe pulls away from wall)
TAKE PIN AND DROP IT
EXAMINE WALL
EXAMINE SLIT
PUT DISC IN SLIT
LOOK
SE
READ PLAQUE
EXAMINE VISAGE
PUT CRYSTAL IN VISAGE
STRIKE DOOR WITH WAND (you are transported to a valley).

W
BLOW HORN
DROP HORN
THROW LARGE RUBY IN FIRE (across lava)
N (Pagan calls upon demons of the Underworld to create a fire)
N
N
N (fire is an illusion!)
LOOK
EXAMINE PIT
JUMP OVER PIT

N
E
OPEN DOOR
ENTER
EXAMINE CHEST
OPEN CHEST
EXIT
W
N
EXAMINE WALL
LOWER FIRST LEVER
LOWER THIRD LEVER (Suzar leaves Pagan's body)
WAVE WAND (moat freezes)
TAKE PAGAN
EXAMINE HIM
ASK PAGAN FOR TEARDROP
EXAMINE IT
WARM TEARDROP
EXAMINE WOMAN
WAKE WOMAN (Crysella)
UNLOCK CHEST WITH GOLD KEY
DROP ALL EXCEPT WAND AND TEARDROP
TAKE SWORD AND SHIELD (the ring fuses with the sword)
EXAMINE MAGICAL SWORD ("Portacotius")
EXAMINE SHIELD
PUT WAND IN SHIELD
N (Suzar throws lightning bolt)
RAISE SHIELD
TAKE SHIELD
SIT (see crack.....Crysella finds hole)
EXAMINE HOLE
PUT SWORD IN HOLE
TAKE SHIELD
TAKE SWORD
TAKE SWORD
PUT WAND IN SHIELD
N
EXAMINE METAL
TOUCH METAL WITH SWORD.

1.133 legend of valour

Find some treasure and pick it up, then find a person. Throw the treasure at the person. Now he (or she) will drop a bag of money. And remember that the persons with the most money are often the women.

1.134 legends - manyk

PEOJNCPC Chinese world
MHNJOPNC English world
MKMJJCIB Egyptian world

MKLJKBLB spacial ship

1.135 leisure suit larry

Press <ALT> and <X> to bypass the proof of age questions. You can go to any location in the game by hitting <ALT> & <D> and entering (TP). It asks for a location number, so enter a number from 008 to 045.

This solve did't get all the points, but it finishes the game. my additions are in capitals.....(score 215 of 222)

The 1st step is to enter the bar, go to the bathroom and read the walls several times until you get the password. Then go to the sink and get the ring. you can (must!) use the toilet if you want. Go to the bar and buy a whiskey. Go to the drunk next to the bathroom wall and (kick him to wake him) give him the whiskey and he'll give you the remote control. Get the rose too. Go back into the bar and knock on the big door.. when he asks you for the password.. tell him "KEN SENT ME", then enter. Turn on the T.V. with the remote. Keep changing channels until you find a channel he likes.. he'll move from the stairs. Climb up and voila! The prostitute: Don't hop into bed with her until you get the rubber. You just need the candy on the bench. Get it. go out the window, and go to the fire-escape ladder. You'll fall into a dumpster. Search it and get the hammer. Exit the dumpster and go left. Call a cab at the street.

Now go to the casino and go through the lobby. Get the card in the ashtray. Now gamble a bit until you have about 250 dollars. Go outside. Sometime in the game when outside the casino, a guy in a barrel will come up and ask you to buy an apple. Buy it. Call the cab.. tell him to go to the store. enter the store and buy a rubber. Also get the (magazine and) cheap wine in the back. (never enter the cab with the wine.. the cabbie will get drunk and kill you) pay for the wine and exit.. Wait for the russian looking guy to come from the left. (Ignore the dog) When he comes, give him the wine.. not money. (Look at phone dial number, answer the questions) Once you have the knife go right and show the pass to the bouncer at the disco door. Go in and sit down at the table with the lady. Smile and give her the ring, the candy, and the rose. Ask her to dance. When you finish off with the dancing ask her to marry you. She'll ask you for \$100. Give it to her and meet her at the marriage chapel. It's east of the casino front. Enter and go up to the front. Type "MARRY", and you'll get married. Go up to the honeymoon suite. (fourth floor, door with the heart, push four). Knock, and enter. She'll be on the bed, and {NOT IN THE MOOD!?!} Turn on the radio and listen to it. You'll get a number to call to get the wine delivered that she wants. Go to the casino and get some taxi fare money. Go to the phone in front of the store, (answer the phone if it rings) call the number and have them deliver it to the {HONEYMOON SUITE}. If they say it probably won't show up, you screwed up on the typing. Go back to the casino and go to the suite. Be sure that you have the knife. Enter and pour the wine. Things will take they're course and you'll find yourself tied to the bed. (THE BITCH!) Use the knife and free yourself. Get the rope and leave. Go to the casino again and using some saving, use

the dollar and get about \$50. (go to cabaret. find a seat and sitdown. listen to act.) Once you have it, go to the bar and knock on the door again. Go up the stairs and screw her now that you have the rubber. Remove the rubber after you've used it. Go out the window and this time go to the right of the balcony. Tie the rope to yourself and tie it to the railing. Type "GO WINDOW" or (reach out) something so your hanging in front of the window on the right. Break the glass with the hammer. Get the pills. Pull on the rope and untie yourself. Go down the fire escape and call a cab again. Go to the casino and go to the eighth floor. Talk to the lady at the desk until the game tells you that you'll need some medicine or something. Give her the pills. She'll run off and leave the desk unguarded. Push the button and enter the open doors on the right. Enter and go up and right. When you're in the room with the bed, open the closet door. Enter it and type, "LOOK". Get the doll... (look at doll. inflate doll. look at doll. use doll.) then wait as you run after it. When you're near the hottub, (remove clothes) enter it. Look at the lady. smile, and give her the apple. Things will then run they're course, and voila!

1.136 leisure suit larry 3

Complete Solution:

Look through left binoculars
Look at the plaque
Go home
Go to work
Go home
Open mailbox
Get credit card
Goto beach
Look at girl
Talk to girl
Give credit card to girl
Get ginsu knife
Leave beach
Goto casino and sharpen knife on casino steps
Goto the wooded area right before your house
Get little piece of wood by the small grey tree and carve it with knife
Goto cave by Chip-n-Dales
Cut grass with knife and make grass skirt
Goto Cabana
Get soap by sink and drink water from sink
Enter cabana and read wall
Put on grass skirt
Goto beach and sell wood carving to girl
Got to cabana
Put on suit
Got to the showroom in the casino
Talk to man, show ticket and give man money
Watch the show
Walk around telephone and wait for girl
Look at girl
Talk to girl

When girl mentions farm, type in "Deed"
Go to lawyers office
Talk to receptionist about deed until he's not busy
Talk to lady lawyer
Type "Deed" until she's not busy
Leave building and re-enter building
Talk to receptionist about deed
Go to Chari Tarts door
Knock on door and give her deed
Dance
Explore island in showgirl outfit (optional for extra points)
Goto Cheri Tarts door and open it
Find clothes and put them on
Goto beach and get towel
Goto lawyers office
Divorce
Talk to lady about Divorce
Leave and re-enter building
Give money to man
Leave building
Goto cave by Chip-n-Dales
Enter cave
SAVE THE GAME!
Go to edge of cliff
Get flowers
Make lei
Exit cave
Go to the bar in the Casino
Sit down by the girl
Look at girl
Talk to girl
Give girl lei
say "divorce" to girl
get card
exit bar
Look at back of card - on the back are three businesses names. Get the
page numbers from each business. These numbers in order is the locker
combination you will need later.
At entrance of bar, look for the magic marker. If it's there, get it.
(Every time you enter the bar, look for it, and if it's there, grab it.)
Go to Fat City
Insert card in far door
Look at girl
Talk to girl
Say "workout" to girl
Exit room
Go to the door on the left
Insert card
Type in "find locker 69"
Face locker
Open locker
Put on sweats
Close locker
Go to the right door in the locker room
There are four exercises you must do here. Stand next to each piece
of exercise equipment and type in "workout".
When you have lost enough weight, leave workout

Go to locker 69
Open locker
Take off sweats
Take towel and soap
Close locker
Go to left door
Turn shower on
Use soap
Rinse off
Turn shower off
Go to locker 69
Open locker
Dry off
Use deodorant
Get dressed
Close locker
Go into the room where the woman was working out
Look at woman
Type "help girl with video"
Exit
Goto cave by Chip-n-Dales
Enter cave
SAVE THE GAME!
Go to edge of cliff
Get flowers
Make lei
Exit cave
Go to bar
Get magic marker (If you don't have it)
Give Patti the lei
type in "ask patti for date"
Go to comedy club
Get bottle of wine
Go to casino
Use elevator
Push 9
Pour wine
(This is where you turn into Patti!)
Get Panties
get nylons
Get Bra
Get dress
Get bottle
Enter elevator
Push 1
Go to bar
Get magic marker (If you don't have it)
Look at piano } You can do these two steps over and over again until
Get tips } you get tired of it - you keep getting lotsa' points
Go to cabana
Fill bottle with water from sink
Drink water from sink
Go to Chip-n-Dales (Optional for points)
Go past comedy club to cliff
SAVE THE GAME!
Enter the bamboo past the upper cliff
Go to first T-junction and take the right path

Follow path
Go left
When delirious and on your knees, drink water from bottle
SAVE THE GAME!
Type in "drink from stream"
Go up to rock
Climb tree
SAVE THE GAME!
Get coconuts
Climb down
Get marijuana
SAVE THE GAME!
smoke marijuana
Wait
RESTORE GAME
Make rope
Walk to edge of cliff by tree
Throw rope
Tie rope to tree
Rip dress
SAVE THE GAME!
Climb rope
Go up and Left
Stop
Take off bra
Put coconuts in bra
Walk until boar comes out (Don't let him get you!)
Throw bra
Walk to river
Go into river
Move log
Get on to the log
Now ride the tide, saving the game as often as possible. The riding
will take a while.
Get captured by nudists
When in cage type "use magic marker"
When in anti-gravity type "unplug cord"

Well done! You have finished Leisure Suit Larry 3!

1.137 leisure suit larry 6

GETTING STARTED

What's the basic idea behind this game? How do I play?
Help all the babes in the game. Find a babe. Talk to her. Find out what she needs, get it for her, and get ready for some gratitude. Not! Don't get frustrated. Helping one babe may allow you to eventually find the right babe for you.

How do I get started?

If you're in the front lobby at the beginning of the game, try talking to the front desk clerk to get your room key. Go up the stairs to your room, unlock your door and go inside. Look at the table. Try calling all the phone numbers on the cards on the table. Go to the bathroom. Use the sink. Look at the brown water. Call maintenance to send a plumber up to fix it.

How do I use the elevator or the ice machine next to my room?

Some things are not useful at the beginning of the game such as the elevator and ice machine. We're going to try hard to make you forget about certain things that you see early on, so keep your eyes peeled and remember to look at things later that you couldn't use at the start!

GAMMIE

What does Gammie want?

Gammie wants to use the Cellulite Machine. You'll have to fix it.

How do I repair the Cellulite machine's piston?

Go to the dining room. Walk into the kitchen. Put your hand in the garbage to find a can of lard. Take the lard and use it to lubricate the large piston on the left.

How do I repair the Cellulite machine's ripped vacuum hose?

Go to the Mud Bath and walk one screen to the right to reach the Weight Room. There is a wide rubber belt on the BunShaker machine. If the BunShaker machine is being used, talk to the body-builder, Thunderbird. Leave the room and return. The BunShaker should be vacant and you can take the belt. Use the belt on the hole in the vacuum hose of the Cellulite Machine.

How do I clean the Cellulite machine's filter?

Use a wrench on the filter tank bolt. Open the filter lid. Take the clogged filter and use it on the sink in the Kitchen to clean it. Put the filter back in the filter tank. Close the lid and tighten the bolt with the wrench.

Where can I find a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

I think the machine works, but I can't seem to tell Gammie. Why?

Give the machine a test run. Turn it on. Wait for the message that everything is okay. Once you see the message, shut the machine down and go talk to Gammie.

Where can I get an orange?

Go to the Dining Room. Click your hand on the salad bar to find an orange. Take the orange.

I need something to cool Gammie's forehead. What can I do?

Get a washcloth from the front of the maid's cart that appears every now and then outside your room. Click the washcloth on the pool. Go to the Kitchen. Open the refrigerator door. Put the wet cloth inside and close the fridge door. Leave the Kitchen. Return to the Kitchen and open the fridge. Use the take icon to pick up the cool cloth.

Where can I get some mineral water?

If Gammie asks for some mineral water, go to the hallway door east of the Blues Bar to find a room service tray. Take the mineral water off the tray.

After I helped Gammie, she took off! Why did I go through all this? Gammie left behind a lot of excess cellulite. This can be useful. Go to the beach and click your hand on the sand to find a whale oil lamp. Click the lamp on the drainage faucet in the center of the Cellulite Drainage room. Get a match in the Blues Bar and click your zipper on it to light it. Light the lamp, and you'll find you've created a Lamp of Knowledge. Pretty neat, huh?

Rose

Where is Rose?

Walk one screen left of the Front Desk. Open the hallway door to enter the Health Spa. Rose is in the High Colonic Treatment room through the door on the left.

What does Rose want?

Look around the High Colonic Treatment room. You'll see lots of flowers. Rose loves flowers. You need to get some more flowers for Rose. The only flowers you can take are in your room. If you don't have your room key, talk to the front desk girl to get it. Get the flowers from the vase in your room and give them to Rose. She'll give you an orchid for all your troubles.

Burgundy

Where is Burgundy?

Burgundy sometimes sings at the bar. If you go to the bar and Burgundy isn't on stage, try walking out of the bar for a little while and come back later.

How can I talk to Burgundy?

You need to unplug her microphone so she'll stop singing and listen to you. Put your hand on the microphone wire to unplug it.

Where can I find some beer?

The Spa will not serve alcohol, but you can find a place that has beer. Go to the Mud Baths and walk right. Walk through the Weight Room to enter the Aerobics Room. Use the empty spot to dance and end the class. Talk to the aerobics instructor and get her employee badge. Go back to the hall and walk east until you reach the gate to the employee's campground. Use the employee badge to open the gate. Enter the tent and take some beer for Burgundy.

The beer didn't help. Burgundy is singing again. What now?

She wants more beer! Go back to the employee's campground and get more for her. After she drinks the second six-pack, she'll meet you in the sauna.

Where can I get a towel to wear in the sauna?

You can get a towel in two different places. You can take a towel from the maid's cart that appears every now and then outside your room. You can also get one from Gary the Towel Attendant in the Health Spa. To get the towel from Gary, click your hand on the desk to sign in.

How do I put the towel on?

Go to the men's locker room. Open the last locker on the lower right. Click the towel on yourself to wear it. To change back into your leisure suit, open the locker and click the towel on yourself again.

Burgundy and Cav left without me. What do I do?

Burgundy left her silver bracelet in the sauna. Take it.

Shablee

Where can I find Shablee?

Shablee is in the Make-Up Classroom. The classroom is two screens left from the Front Desk. Go down the ramp. Shablee is the girl in the lower right of the screen.

What does Shablee want?

Shablee wants an evening gown.

Where can I find an evening gown?

Burgundy the Country Western Blues singer has a gown. If you've gone to the sauna with her, you can find the dress back-stage at the bar. Click your hand on the curtain to walk on stage. Walk south of the stage between the curtains to find the dress. Take the dress and give it to Shablee.

Shablee says she'll meet me later on the beach, but later never happens! You need to get a condom. Get your room key from the girl at the front desk and go upstairs to your room. Look at the cards on the table. Call the Turn Down service at 75 to order a surprise. Leave your room and go downstairs. When you return to your room, a condom will be left on your bed. Take the condom, and you'll meet Shablee on the beach.

I've met Shablee on the beach. What do I do now?

Put your hand on her and talk to her several times. When the moment is right, click the condom on her. When you've returned to your room, go back to the beach and get the champagne.

Charlotte

What does Charlotte want?

Charlotte wants some batteries.

How do I get batteries?

Go to the Blues Bar and get a match from the bowl at the left end of the bar. Go to the hallway. Talk to Art the Tram Driver to ride the tram east until it stops outside the employee's campground. Give the match to Art so he'll go smoke a cigar. After Art leaves, click your hand on the tram to open the rear hood. Use the wrench on the tram motor to disconnect some cables. After you close the hood, Art returns and will open the hood. Talk to Art to get his flashlight. Before Art asks you to return his flashlight, click your hand on the flashlight to remove the batteries.

Where can I get a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

How do I open the Electro-Shock door?

Go to the Make-Up Classroom and take the unused electrical cord on the floor. Go to the Mud Baths. Stand near the Electro-Shock door and click your hand on the electrical cord to strip one end bare. Use the cord on the electrical outlet to plug it in. Use the electrical cord on the electronic lock to open

the Electro-Shock door. After Charlotte zaps you, return to the Electro-Shock room and get the pearl earring that someone dropped.

Thunderbird

Where is Thunderbird?

Thunderbird is working out in the Weight Room. Go to the Mud Baths. Walk one more screen to the right.

What does Thunderbird want?

Thunderbird wants a pair of handcuffs.

Where can I find a pair of handcuffs?

Go to the Front Lobby. Walk one screen south to get an outside view of the Spa. Look at the gatehouse to get a close-up of Darryl the Gate Guard. He has a spare set of handcuffs on his belt.

How can I get the handcuffs?

You need to distract Darryl the Gate Guard. Go to the Mud Baths. Click your hand on the plants below the video camera to move them out of the way. Use a wrench on the video camera to aim it through the vent into the women's shower room. Go back to the gatehouse. Use the pick-up icon to take the handcuffs from Darryl's belt. Give the handcuffs to Thunderbird.

Where can I find a wrench?

You can get a wrench from the plumber. Go to your bathroom and run the water in the sink. If you see brown water, call maintenance at extension 76 to report your plumbing problems. If the water is clear, stuff a roll of toilet paper down the toilet. You can get some toilet paper from the front of the maid's cart that appears every now and then outside your room. When the plumber arrives, click the pick-up icon next to the plumber to get the wrench. Use the pick-up icon, not the hand icon. Take his file too, you might need it.

Which room is Thunderbird's?

Go to the Front Desk and walk three screens to the left. Open the middle door to find Thunderbird's room. Thunderbird will give you a dog collar. Click your hand icon on it to get a diamond.

Cav

Where can I find Cav?

Cav is the Aerobics Instructor in the Aerobics Classroom. Go to the Mud Baths. Walk to the right to enter the Weight Room. Open the door on the right to enter the Aerobics Classroom. You can also reach Aerobics Classroom from a door on the right leading from the Pool area.

How can I get a chance to talk to Cav?

Click your hand on the empty step to start dancing and disrupt the class. Cav the Aerobics Instructor will dismiss the class. You can now talk to her.

How can Cav help me?

Talk to her a few times, look at the employee badge on her shirt. Take the badge. The badge will allow you to get into the employee's campground.

I need a date so I can meet Cav in the Sauna. Who do I ask?

Ask Burgundy.

Where can I find a towel for the Sauna?

You can get a towel in two different places. You can take a towel from the maid's cart that appears every now and then outside your room. You can also get one from Gary the Towel Attendant in the Health Spa. To get the towel from Gary, click your hand on the desk to sign in.

How do I put the towel on?

Go to the men's locker room. Open the last locker on the lower right. Click the towel on yourself to wear it. To change back into your leisure suit, open the locker and click the towel on yourself again.

Merrily

Where is Merrily?

Merrily is floating next to the floating bar in the pool. You can't talk to her until you get close to her.

What does Merrily want?

Merrily wants unlimited access to the bungee/dive tower.

Where can I find a swimsuit for the pool?

Take some dental floss from the back of the maid's cart that appears every now and then outside your room. Go to the pool and wait for the pool bar to float near the edge of the pool. Look at the floating bar and take the sunglasses' case from the bar. Open the sunglasses' case and remove the sunglasses. Click your hand on it again to get the cloth. Use the dental floss on the cloth to make a swimsuit.

How do I put on my swimsuit?

Go to the pool. Click the swimsuit on yourself to wear it. You can't wear the swimsuit anywhere else. To put your clothes back on, click the swimsuit on yourself again.

Where do I get a flotation device?

The flotation device is on the far side of the pool near the middle of the screen. It is a brown deflated beaver pool float.

How do I inflate my flotation device?

Go to the kitchen. Click the beaver on the road coach's front tire to inflate it.

How do I use the flotation device?

Click your hand on the pool to swim in it. Click the beaver on yourself to ride it. Float over to the bar and talk to Merrily.

How do I order a drink at the pool bar?

Click your hand on the beaver's tail to slap it on the water. This will alert the underwater waitress that you want to order a drink.

Where can I get ID to order a drink?

Show your room key to the waitress.

How can I get Merrily a tower key?

Get some soap from the maid's cart that appears every now and then outside your room. Wear your swimsuit at the pool. Talk to the life guard to get the tower key. Use the tower key to climb the tower. Before you dive, click the tower key on the soap to make an impression. Dive into the pool, get out, put your

clothes on and walk to the front desk. Take a room key from the Quicki Checkout bin. Use the file on the new room key to make a copy of the tower key. You can get the file from the plumber if you have bathroom plumbing problems. Give the duplicate tower key to Merrily.

Finally, I'm on tower with Merrily. What do I do?
Click your hand and zipper icon several times on Merrily. Click your hand on yourself to remove your clothes, then click the zipper on her. You'll get Merrily's Words of Wisdom before you fall.

Shamara

Where is Shamara?
You can find Shamara in the Penthouse on the balcony.

How can I get to the Penthouse?
Go through the Dining Room to get to the Kitchen. Click your hand on the controls next to the dumbwaiter to open and enter the dumbwaiter. Click your hand on the lower red push-button outside the dumbwaiter to reach the Penthouse. Walk to the balcony and talk to Shamara.

What does Shamara want?
Shamara wants an orchid, a diamond, a pearl, a silver bracelet, a modern sculpture made from your melted gold medallion, some Words of Wisdom, a Burning Lamp of Knowledge, and some chilled champagne.

Where can I find all the stuff Shamara wants?
You can get an orchid from Rose, a diamond from Thunderbird, a pearl from Charlotte, a silver bracelet from Burgundy, Words of Wisdom from Merrily, and some champagne from Shablee. The champagne can be chilled with ice from the ice machine next to your room. The burning Lamp of Knowledge can be found on the beach. To make the burning Lamp of Knowledge, fill it with cellulite after you help Gammie and light it with a match from the bar. Light the match by clicking your zipper on it. The modern sculpture created by your melted gold medallion can be found after your encounter with Charlotte in the Electro-Shock room.

1.138 lemmings

Typing "FQUIGGLY" on the title screen should make your Lemmings suicide-proof.

Type in "IAMNOTGOOD" then press space if you can't complete a level.

These are the codes to various levels at various difficulty settings:

| | FUN TRICKY | TAXING | MAYHEM | 2 PLAYER | |
|----|------------|------------|------------|------------|------------|
| 01 | ----- | HBANLMFPDV | MFIBAJLNF | NHMFHFAKHV | ----- |
| 02 | IJHLDJBCCW | BINLMFJQDQ | FIBIJLMOFL | HMFHFINMHO | IJHLDIJCMX |
| 03 | NHLHDBADCR | BAJHLDIBEO | IBANLMFPFY | MFHFAJLNHX | NHLDIJADMU |
| 04 | HLHDBINECK | IJHLDIBCEX | BINLMFIQFR | FHFIJLMOHQ | HLDIJINEMN |
| 05 | LDHBAJLFCT | NHLDIBADEU | FAJHLDHBGT | HFANLMFPHN | LDIJAJLFMW |
| 06 | DHBIJLLGCM | HLDIBINEEN | IJHLDHFCEG | FINLMFHQHW | DIJIJLLGMP |
| 07 | HBANLLDHCH | LDIBAJLFEW | NHLDFADGJ | FAJHLDIBIW | IJANLLDHMM |
| 08 | BIMLLDHICS | DIBIJLLGEP | HLDFINEGS | IJHCDIFCIP | JINLLDIIMV |

```

09 BAJHMLHJCM IBANLLDHEM LDHFAJLFGJL NHLDFADIM JAJHMDIJMX
10 IJHMDHKBCK BINLLDIEV DHFIJLLGGU HLDIFINEIV IJHMDIJKMQ
11 NHMDHBALCK BAJHMDIJEX HFANLLDHGR LDIFAJLFIO NHMDIJALMN
12 HMDHBINMCT IJHMDIBKEQ FINLLDHIGK DIFIJLLGIX HMDIJINMMW
13 MDHBAJLNCM NHMDIBALEN FAJHMDHJGM IFANLLDHIV MDIJAJLNMP
14 DHB IJLMOCV HMDIBINMEW IJHMDHFKGV FINLLDIIIN DIJIJLMOMY
15 HBANLMDPCS MDIBA JLNEP NHMDHFALGS FAJHMDIJIP IJANLMDPMV
16 BINLMDHQCL DIBIJLMOEY HMDHFINMGL IJHMDIFKIY JINLMDIQMO
17 BAJHLFHBOO IBANLMDPEV MDHFAJLNGU NHMDIFALIV JAJHLFIBNR
18 IJHLFHB CDX BINLMDIQEO DHFIJLMOGN HMDIFINMIO IJHLFIJCNK
19 NHLFHBADDU BAJHLFIBFR HFANLMDPGK MDIFAJLNIX NHLFIJADNX
20 HLFHBINEDN IJHLFIBCFK FINLMDHQGT DIFIJLMOIQ HLFIJINENQ
21 HLFHBJLFDW NHLFIBADFX FAJHLFHBHW IFANLMDPIN
22 FHB IJLLGDP HLFIBINEFQ IJHLFHFCHP FINLMDIQIW
23 HBANLLFHDM LFIBA JLFFJ NHLFHFADHM FAJHLFIBJJ
24 BINLLFHIDV FIBIJLLGFS HLFHFINEHV IJHLFIFCJS
25 BAJHMFHJDX IBANLLFHFP LFHFAJLFO NHLFIFADJP
26 IJHMFHBKDQ BINLLFIIFY FHF IJLLGHX HLFIFINEJY
27 NHMFHBALDN BAJHMF IJKE HFANLLFHUU LFIFAJLJFR
28 HMFHBINMDW IJHMFIBKFT FINLLFHIHN FIFIJLLGJK
29 MFHBAJLNDP NHMFIBALFQ FAJHMFHJHP IFANLLFHJX
30 FHB IJLMODY HMFIBINMFJ IJHMFHFHXY FINLLFIIJQ

```

And the Xmas Lemmings...

```

Level 1 Merry Christmas, Mr. Lemming
Level 2 Christmas Bonus          KKHLLJCCCS
Level 3 Digging for Victory      NJNLJCCDCS
Level 4 AAAAAARRRRRRGGGGGGHHHHH!!!!!! HLDNCKOECU

```

The demo has *5* levels. The 4th is the Bomboozal level. You have to explode Lemmings in PRECISELY the right time and place, get them from the top of a maze to the bottom. Oh yeah, there are Fire Pits From Hell (TM), to get in the way. The 5th level. "If At First You Don't Succeed..." 3 column but only 2 forward "diggers". A BIG Chasm. And you have to save 99 Lemmings out of 100.

David Jones have made this game only SLIGHTY more playable. At least the levels get PROGRESSIVELY harder. Following are the codes for Levels 3-5 for the less dexterous of us.

```

Level 3 - LPVMXDGJIO
         4 - PVMXDOLKIX
         5 - VMXDGHTLIQ

```

1.139 lemmings - christmas 1994

Level Codes:

1 Player:

```

Frost Area Hail Area Flurry Area Blizzard Area
01 CAJRLDNBCG CAJRLFNBDJ CAJRLDOBEJ CAJRLFOBFM
02 IJRLDNCCCP IJRLFNCCDS IJRLDOCCES IJRLFOCCFF
03 NRLDNCADCM NRLFNCADDP NRLDOCADEP NRLFOCADFS
04 RLDNCINECF RLFNCINEDI RLDOCINEEI RLFOCINEFL

```

```

05 LDNCAJVFCO LFNCAJVFDR LDOCAJVFER LFOCAJVFFE
06 DNCIJVLGCH FNCCIJVLGDK DOCIJVLGEK FOCIJVLGFN
07 NCANVLDHCE NCANVLFHDH OCANVLDHEH OCANVLFHFK
08 CINVLDNICN CINVLFNIDQ CINVLDOIEQ CINVLFOIFD
09 CAJRMNDJCP CAJRMFNJDS CAJRMDOJES CAJRMFOJFF
10 IJRMNDCKCI IJRMFNCKDL IJRMDOCKEL IJRMFOCKFO
11 NRMDNCALCF NRMFNCALDI NRMDOCALEI NRMFOCALFL
12 RMDNCINMCO RMFNINMDR RMDOCINMER RMFOCINMFE
13 MDNCAJVNCH MFNCAJVNDK MDOCAJVNEK MFOCAJVNFN
14 DNCIJVMOCQ FNCCIJVMOED DOCIJVMOED FOCIJVMOFG
15 NCANVMDPCN NCANVMFPDQ OCANVMDPEQ OCANVMFPFD
16 CINVMDNQCG CINVMFNQDJ CINVMDOQEJ CINVMFOQFM

```

2 Player:

```

Frost Area Hail Area Flurry Area Blizzard Area
01 KAJRLDOB MJ KAJRLFBNM OAJRLDNBOO OAJRLFNBPR
02 IJRLDOKCMS IJRLFOKCNF IJRLDNOCOH IJRLFNOCPK
03 NRLDOKADMP NRLFOKADNS NRLDNOADOE NRLFNOADPH
04 RLDOKINEMI RLFOKINENL RLDNOINEON RLFNOINEPQ
05 LDOKAJVFM R LFOKAJVFNE LDNOAJVFOG LFNOAJVFPJ
06 DOKIJVLGMK FOKIJVLGNN DNOIJVLGOP FNOIJVLGPS
07 OKANVLDHMH OKANVLFHMK NOANVLDHOM NOANVLFHPP
08 KINVLDOIMQ KINVLFOIND OINVLDNIOF OINVLFNIP I
09 KAJRMDOJMS KAJRMFOJNF OAJRMNDJOH OAJRMFNJPK
10 IJRMDOCKML IJRMFOCKNO IJRM DNOKOQ IJRMFNOKPD
11 NRMDOKALMI NRMFOKALNL NRM DNOALON NRMFNOALPQ
12 RMDOKINMMR RMFOKINMNE RMDNOINMOG RMFNOINMPJ
13 MDOKAJVNMK MFOKAJVNNN MDNOAJVNOP MFNOAJVNP S
14 DOKIJVMOMD FOKIJVMONG DNOIJVMOOI FNOIJVMOPL
15 OKANVMDPMQ OKANVMFPND NOANVMDPOF NOANVMFPPI
16 KINVMDOQM J KINVMFOQNM OINVMDNQOO OINVMFNQPR

```

1.140 lemmings - holiday 1993

FLURRY LEVELS:

```

02 Floating lemming flurry IJLDNCCCN
03 Holiday lemmings OJNLHCEDCT
04 Lemming tracks in the snow HLDLCMNECT
05 Christmas south of the equator LDLCAJNFCK
06 Lemming snowfall LHCKKONGCN
07 Lemming snowjourn LCANNLDHCQ
08 Clouds of lemmings CINLLLHICL
09 A block from home CAJHMDLJCJ
10 Lemmings below zero MJHMDLCKCW
11 At me in a cave NJOLHCGLCN
12 Presents of mind JMDLCINMCK
13 Yo-yo-lem-lem MDLCAKLNCS
14 Marshmallow land DLCKJNMOCO
15 Head for the hills LCNMMDPCM
16 The long way around CKNOMDLQVC

```

BLIZZARD LEVELS:

```

01 Odogil lemmings CAJKNNHBDM
02 Lemmings up high KJKLFLCCDR
03 Check your hints KJLGNCADDO

```

```

04 Santus lemmingus      JLFLCKNEDW
05 It came upon a lemnigh clear  LFLCAJOFDO
06 A single lemming      FLCKJNLGDY
07 Break on through      LCANNLGHDU
08 Presents of mind 2     CMOONOHIDJ
09 Lemmings..The motion picture  CAJJMFNJDQ
10 The wrath of lem      KKHMFNCKDK
11 The search for lem     NKMFNCALDX
12 The voyage home       KMGLCKNMDR
13 The final frontier    MFLCCJMNDX
14 The undiscovered country  NJCMKNDGDM
15 The needs of many     LCANNMFPDM
16 The next lemeration    BDNNMONQDV

```

1. If a Builder hits a steepish slope he will stop building and turn around.
2. On the early levels practice using the lemmings special abilities. Try completing level one without Climbers and level two without Floaters.
3. On Blizzard level two, you will need to use the Digger/Builder method to block off the lemmings.
4. On Blizzard level 14 the exit is hidden under snow in the steel boxes in the bottom left corner! Use Miners and Bashers to get there.

1.141 lemmings 2 - the tribes

This cheat will allow you to select any level for any tribe. Go to each corner of the menu screen and press <LEFT MOUSE> (or <BOTH MOUSE>) each time until you hear a lemming faintly squeal "Let's Go". You should hear this at each point of pressing.. Now you can select any level on any tribe and have 60 lemmings on each, which means that you only have to complete the last level of each tribe to complete the game.

1.142 lemmings ii - oh no more lemmings

Two different sets of codes to Lemmings II are listed here because the codes differ from game to game.

```

          TAME  CRAZY      WILD      WICKED
-----
01 ----- TFLCAHVFBDBAHPUDIJCNUFIBAHTNDI
02 IHRDNCAD  FLCIHTTGBK  IHPUDIBKCG  FIBIHTUODR
03 LRTDLCADAO  HBALTTFHBS  LPUDIBALCD  IBALTUFPDO
04 PTDLCLLEAF  BILTTFHIBL  PUDIBILMCM  BILTUFIQDH
05 TDLCAHTFAO  BAHPUFHJBN  UDIBAHTNCF  FAHPTDHBEJ
06 DLCIHVTGAJ  IHPUFHBKBG  DIBIHTUOCO  IHPTDHFCEJ
07 LCAMTTDHAF  LPUFHBBALBD  IBALTUDPCL  LPTDHFADPE
08 CIMVVLHIAG  PUFHBILMBM  BILTUDIQCE  PTDHFILEEI
09 CAHRUDLJAR  UFHBAHTNBF  BAHPTFIBDH  TDHFAHTFER
10 IHRUDLCKAK  FHBHTUOBO  IHPTFIBCDQ  DHFIHTTGEK
11 LRUDLCALAH  HBALTUFPBL  LPTFIBADDN  HFALTTDHEH

```



```

12 RUDLCILMAQ BILTUFHQBE PTFIBILEDG FILTTDHIEQ
13 UDLCAHVNAJ BAHPTDIBCE TFIBAHTFDP FAHPUDHJES
14 DLCIHVUOAS IHPTDIBCCN FIBIHHTGDI IHPUDHFKEI
15 LCALVUDPAP LPTDIBADCK IBALTTFHDF LPUDHFALEI
16 CILTUDLQAG PTDIBILECD BILTTFIIDO PUDHFILMER
17 CAHRTFLBBL TDIBAHTFCM BAHPUFIJDQ UDHFAHTNEK
18 IHRTFLCCBE DIBIHHTGCF IHPUFIBKDJ DHFIHTUOED
19 LRTFLCADBR IBALTTDHCS LPUFIBALDG HFALTUDPEQ
20 RTFLCILEBK BILTTDIICL PUFIBILMDP FILTUDHQEJ
    
```

| | TAME | CRAZY | WILD | WICKED | HAVOC | 2 PLAYER |
|----|-------|------------|------------|-------------|-------------|------------|
| 01 | ----- | VNLCAIVFBO | CEIPWLMJCR | UNICAITNDS | GAHRVFLBFF | JAHPTDIBKE |
| 02 | | IIRVLNCCAO | FHBIHTTGBF | MHPWDMBKCO | FMBMHTWODL | IIRVNNFCFI |
| 03 | | MRVLLCADAJ | LBAMVNVHBD | MRWLMBALCE | IBCLVWNPDM | MPTNHGADFM |
| 04 | | RVLLCIMEAS | CIMVVNLBIB | RWLMBIMMCN | CIMVWNMQDJ | RVNLGIMEFN |
| 05 | | VLLCAIVFAL | CEIPWNLJBR | WLMBAIVNCG | GAIRVLLBEL | VNLGEITFFI |
| 06 | | LLCIIVVGAE | IIRWNLBKBH | LMBIIVWOCF | MIPVLLGCEG | NLGMITVGFR |
| 07 | | LCAMVVLHAR | MPWNLGCLBJ | MBAMVWLPCM | MRVLLFADEQ | LGAMVVNHFM |
| 08 | | CIMVVLLIAK | RWNLCIMMBO | BIMVWLMQCF | RVLLFIMEEJ | GMMTVNLIFH |
| 09 | | CAIRWLLJAM | WNLBAIVNBG | CAIRTNMBDH | VLLGAIVFED | GAIRWNLJFH |
| 10 | | IIRWLLCKAF | NLCMITWOBS | MHRVNMCCDF | LLGIIVVGEM | IIRWNLGKFQ |
| 11 | | MRWLLCALAS | LBAMVWNPBM | MRVNMBADDO | LGAMVVLHEJ | MRWNLFALFM |
| 12 | | RWLLCIMMAL | BKMVWNLQBH | RVNMCIMEDI | GIMVVLLIEJ | RWNLFIMMFF |
| 13 | | WLLCAIVNAE | BAIRVLMBCF | VNMCIVFDR | FAIRWLLJED | WNLFAIVNFO |
| 14 | | LLCIIVWOAN | MIPVLMCCCR | NMBIIVVDJ | IIRWLLFKEM | NLFIIVWOFH |
| 15 | | HBALTUDPAI | MRVLMCADCM | MBAMVVNHDG | MRWLLFALEJ | LFAMVWNPFE |
| 16 | | CIMVWLLQAD | RVLMCIMECF | CIMVVNMIDQ | RWLLGIMMED | GIMVUNLQFM |
| 17 | | CAIRVNLBBG | VLMBEHTFCO | BAHRWNIJDM | WLHFAITNEF | GAIRVLMBGO |
| 18 | | IIRVNLCCBP | LMCIIVVGCH | IIRWNLMBKDK | LHGIIITUDEN | IIRVLMFCGG |
| 19 | | MRVNLCADBM | MCAMVVLHCE | MRWNLMBALDH | LFELTWDPEK | LRVDMGADGL |
| 20 | | RVNLCIMEBF | CIMVVMICN | RWNMBIMMDQ | GIMVWLLQEL | RVLMFIMEGM |

1.143 leonardo

Enter "FREIBIERC" or "FREIBIERIC" as your password for unlimited lives. The screen will flash and tell you that you have discovered the secret of Leonardo. This gives you infinite lives.

Level Codes:

```

10 EMMENTALER
20 ALPHORN
30 MATTERHORN
?? IVANHOE
    
```

1.144 lethal weapon

During play press and hold <ALT> + <Y> + any of the following:

```

<0> - <9> Skip levels
<F1> - <F10> different missions
<D> Die
    
```

<I> Turns off sprite collision (Flash of Light)
<F> fly mode
<K> Increase ammunition
<L> Increase lives
<Z> Remove Game Sprites
<M> Remove Game Sprites And Platforms
<N> Return Game To Normal
<Q> Game over

If you jump onto the notice board next to the mission 1 entrance and push up, you'll be able to collect 4 extra lives.

On mission 3, jump along the 4th platform, jump up and keep pushing up and you'll climb the wall. When you reach the top, walk to the left and keep going until you reach the edge of the screen. There you will find 10 magnifying glasses, one gun, a round of bullets and an extra life.

Level Codes:

1 KUIRFR or ABSAOL
2 BEIFCF SSLOUL
3 RDRKBA BUIECR
4 LYLSUA LIRKRK

1.145 lethal xcess

In the options-menu, enter the word "COKE". When the screen flashed blue you are in the cheat mode.

<F1> Triangle
<F2> Drones
<F3> Alienwiper
<F4> Blaster
<F5> Laser
<F6> Formation
<F7> Seeker
<F8> Hunter
<F9> Shield
<F10> Invincibility
<V> Slow motion
<L> Add lives

Also on the title screen type any of the following:

"FAST" Increase ship speed
"AUTO" Engages autofire (Use <HELP> for rapid fire speed)
"TWIN" Gives you two ships onscreen
"EXIT" Resets computer
"QUIT" Resets computer
"DEMO" Starts game demo

1.146 lettrix - software 2000

Level Codes:

| | | |
|---------|---------|---------|
| 05 4489 | 15 6719 | 25 2245 |
| 10 2350 | 20 9521 | 30 1379 |

1.147 liberation

If you hang on to the data crystal after the first mission, you can use it to find other captives on the other missions without hunting for clues.

To duplicate any item as many times as you want do the following:

First find a power point and stand in front of it. Then select any item from a droid's backpack and drop it on to the floor so that the name of it appears in the text window. Now pick up the same object and return it to the droid's backpack and engage the poser point so the lightning bolts are touching you. Use the look right, look left command to move the view screen so that it is at an angle. Move the cursor to the bottom of the screen and hold down the right mouse button so that the cursor becomes a hand and left click, at which point an object should appear on the floor and you can drop as many objects as you wish. Look back to the normal view and when the power bolts stop you can pick up the objects that you dropped.

1.148 liberation cd³² - mindscape

On mission one, just before you rescue the first captive, save the game. Now, as soon as you have rescued him and moved on to mission 2, reload the game and rescue him again. Now, when you finish the level you'll be on level three. Redo this until you are on the level you desire.

1.149 licence to kill

Use <F8> as a levelskipper.

LEVEL 1:

If you can keep with the jeep and fire like mad, you should be able to destroy it before it begins to twist through the narrow road between buildings. Bullets fly all around so it's best to let Sanchez go (he got away in the film after all). Use the time to pick off the gun turrets and then accelerate to the end after the last bend (use the map).

1.150 light corridor

First a little hint: The green diamonds are essential as these award you with an extra life. Some of the red diamonds will allow control over two bats but this is more of a hinderence as the two bats prove confusing. Avoid the blue squares as they will shrink the size of your bat.

Level Codes:

| | | | | | | | | | |
|----|------|----|------|----|------|----|------|----|------|
| 01 | 0000 | 11 | 9305 | 21 | 3212 | 31 | 2819 | 41 | 1926 |
| 02 | 5400 | 12 | 3406 | 22 | 0213 | 32 | 9919 | 42 | 9726 |
| 03 | 0101 | 13 | 0407 | 23 | 8213 | 33 | 7320 | 43 | 5927 |
| 04 | 3901 | 14 | 6407 | 24 | 5014 | 34 | 2521 | 44 | 0528 |
| 05 | 2602 | 15 | 2008 | 25 | 1015 | 35 | 0622 | 45 | 7328 |
| 06 | 9902 | 16 | 7408 | 26 | 8215 | 36 | 3722 | 46 | 3929 |
| 07 | 4303 | 17 | 4709 | 27 | 5116 | 37 | 1223 | 47 | 3030 |
| 08 | 9003 | 18 | 3810 | 28 | 5116 | 38 | 4523 | 48 | 0531 |
| 09 | 6904 | 19 | 0511 | 29 | 7017 | 39 | 4124 | 49 | 8431 |
| 10 | 3305 | 20 | 6811 | 30 | 5518 | 40 | 1825 | 50 | 9932 |

1.151 line of fire

When on the joystick select screen, type in "OPERATION FERRET". This should give you infinite lives/energy, but if it doesn't work, try typing it with a full stop at the end. Also, now pressing <0> to <9> allows you to skip levels.

You could also try pressing the <HELP> key once the game has loaded for a secret message and now type in "WHAT A BUMMER" for infinite credits and the level skip.

1.152 lionheart

Pull down on the joystick then press <P> to pause the game while still in the crouched position. Next press and hold <CTRL> and <HELP>. This will give you infinite lives.

Use the following keys:

- <F1> - <F10> Level select
- <1> - <5> More level select
- <RETURN> Shake the ground
- <S> Plays sound
- <CURSOR UP> Sound minus 1
- <CURSOR DOWN> Sound plus 1
- <D> Die
- <HELP> Toggle one and two button joystick
- <M> Toggle sound
- <SPACE> Not really sure
- <CTRL> Invincibility and you can move the guy anywhere using the mouse. When you have him in the desired position press <CTRL> again to release him.
- <RIGHT MOUSE> acts as a pause

1.153 little puff

Type in "FAT DRAGON NINJA" then <CAPS LOCK> + <L> will skip levels.

1.154 locomotion

Level Codes:

B BOOT
 C CHOR
 D DORF
 E ENTE
 F FUSS
 G GIFT
 H HAND
 I IGLU
 J JAHR
 K KUSS
 L LAND

1.155 logical

Type "THE FINAL CUT" to enter the screen editor. If you type "ELO WANTS xx", and you type a number from 01 to 99 instead of "xx", you will then go to the selected level.

Level Codes:

| | | | |
|-------------------|-------------------|-------------------|-------------------|
| 01 WELCOME | 11 DONT PANIC | 21 BE HONEST | 31 BLUE VELVET |
| 02 THE OTHER SIDE | 12 COLORMANIA | 22 BLUE N VIOLET | 32 PARADISE I |
| 03 QUADRI QUADRA | 13 REFRESHMENT | 23 THREE PATH | 33 CLASSIC ART |
| 04 STONE ROAD | 14 FULL MOON | 24 DANGEROUS | 34 VENI VIDI VICI |
| 05 NICE COLORS | 15 RUNNING BALLS | 25 THE WANDERER | 35 WE LIKE IT |
| 06 MORE COLORS | 16 GREEN RIVER | 26 SECRET CHAMBER | 36 FOREVER HERE |
| 07 REAL FUN | 17 TWO ISLANDS | 27 FALCONS FLIGHT | 37 WONDERLAND |
| 08 PINK AND PINK | 18 MORE ISLANDS | 28 BLUE ANGEL | 38 THE SNARE |
| 09 GREEN PATH | 19 TIMES CHANGE | 29 FAR THUNDER | 39 CURE IT |
| 10 BAD DIRECTION | 20 OTHER THINGS | 30 A SIMPLE ONE | 40 SUN IS SHINING |
| 41 A RAINBOW | 51 LOGISTIC | 61 WILD AT HEART | 71 WALK IN CREAM |
| 42 ARROW ROAD | 52 TURNING COLORS | 62 THE DARK AGE | 72 TOUCH HER |
| 43 TURNING WHEELS | 53 PARAMOUNT | 63 DIMLIGHTS | 73 SHADOWLAND |
| 44 ACCELERATION | 54 THE LADDER | 64 THE FIFTIES | 74 JACK IN BAG |
| 45 THE PRESENT | 55 BACK N RED | 65 PICTURE OF HER | 75 VITAMIN C |
| 46 HE IS MISSING | 56 TREASURE ROOM | 66 GORDIAN KNOT | 76 STUNT BALL |
| 47 PICKNICK TIME | 57 DONT WANT THAT | 67 HIGH SPEED | 77 MIRRORLAND |
| 48 WHO IS CALLING | 58 THE FREE FALL | 68 ALEXANDRIA | 78 ACE QUEST |
| 49 ANCIENT ART | 59 CORRADO BEACH | 69 RUNNING TEAR | 79 BOA BOA BOA |
| 50 SHE IS GONE | 60 MORE POPCORN | 70 HER RAINBOW | 80 DA DA DA |
| 81 HAUNTED HOUSE | 91 SHE COMPARES | | |
| 82 THE SECRETS | 92 BIG MOUNTAINS | | |
| 83 SMILING JOKE | 93 TOMOTTOW | | |
| 84 CHILDREN GO | 94 TELEPORTER JAM | | |
| 85 IT IS ATLANTIS | 95 LEVER SUNLIGHT | | |
| 86 ON THE ROAD | 96 NEW EXODUS | | |
| 87 BLUE IS FIRST | 97 THE PEACEPIPE | | |
| 88 WOLF'S MOON | 98 FINAL SURPRISE | | |
| 89 WILD CHINA | 99 WHITE MIAMI | | |
| 90 ITS LOGICAL | | | |

1.156 lollypop

Enter "BIBBIB" for the password to play a hidden game.

During play, type "BRAINB" and press <RETURN>. The message
BRAIN BUG KEYCODES ENABLED
should appear. Now use the following keys:

```
<F2>    Toggles invincibility
<1>-<8>  Jump to the corresponding level
<9>     Jump to games ending
<1>-<9> keypad Warp to hidden rooms
<TAB>   Finish level
```

During play, type "MAMA" and press <RETURN>. The message
CHEAT KEYCODES ENABLED
should appear. Now use any of the keys above and enter any of the
following followed by <RETURN>:

```
"LIVES"   nine lives
"DIE"     Kill yourself
"SETCHK"  Set restart point
"SMARTS"  For five film
"ITEMS"   Gives you all items
"LEVEL"   Complete level
"GAME"    Jump to game ending
"EMONST"  Jump to end of level monster
"CREDIT"  Show credits
"VERS"    Show game version
"DEBUG"   Shows debug information
"LEVRON"  Turns on all levers
"ADJUST"  Enable/disable frame rate adjust
"ADDWGT"  Enable/disable extra-enemy weight
```

1.157 lombard r.a.c. rally

The complete questions and answers for the T.V. interview section
follow, (the questions are not listed in order, they show randomly):

1. What is curious about the Cadet GSI?
B: It has a second footbrake.
 2. Who won the 1980 Lombard R.A.C. Rally?
B: H. Toivonen & P. White.
 3. The Ypres Rally in Belgium is held over?
A: 24 hours.
 4. Which company provided the tyres for the 1988 Lombard R.A.C. Rally?
A: Pirelli.
 5. Where is Nuremburg 24 Rally held?
B: Germany.
 6. How long has Lombard sponsored the rally?
C: 14 years.
 7. Who won the 1977 Olympus Rally?
C: Ron Richardson.
 8. How many levels are the R.A.C. M.S.A. Rallies held over?
B: Five graded levels.
-

9. What is the nationality of the driver Kenith Erikson?
A: Swedish.
 10. Carne De Passage is?
C: A customs document.
 11. How many times has the Ford Escort won the Lombard R.A.C. Rally?
B: Eight.
 12. What is the overall length of the Ford Sierra RS Cosworth?
B: 4.46 metres.
 13. During what decade did the Lombard R.A.C. Rally not run?
A: 1940 - 1950.
 14. Who won the 17th New Zealand Rally?
C: Franz Whittingham.
 15. Which car won the first World Championship Rally for Group A cars?
C: Lancia.
 16. How much does a Peugeot 205 GTi weigh?
A: 880 kg.
 17. Franz Whittingham was the first Austrian to?
B: Win a World Rally.
 18. Which is the only Rally with more than one starting point?
A: Monte Carlo.
 19. The time spent between arrival control and the stage start is known as?
B: Dead time.
 20. Part of the 1987 Rally was run at Clumber Park. In which county is this park in?
B: Nottinghamshire.
 21. A B.M.W. group A car is available in kit form, it is?
A: M3.
 22. How many times has the Mini won the Rally?
A: 1.
 23. In what year was the Rally cancelled due to foot and mouth disease?
B: 1967.
 24. What is the R.A.C. British Motorsport's Yearbook known as?
A: The Blue Book.
 25. The Japanese Supra 3.0i had which problem in the 1987 Safari Rally?
A: Overheating.
 26. How many Marshalls are involved in the running of the Rally?
C: 15,000.
 27. Who was the 1987 Soviet Union national champion?
C: Ilmar Rossier.
 28. The Nissan 200sx made its first European Rally appearance in?
A: Greece.
 29. What is the Targa system?
B: A route timing system.
 30. Who won the seventh Malborough Rally of Argentina?
C: Mickey Biassion.
 31. Are two-way radios allowed between crews and service-crews?
A: Yes.
 32. What was the maximum number of starters allowed in the 1988 Lombard R.A.C. Rally?
B: 180.
 33. What is the alternative route defining system known as?
C: The Tulip Card.
 34. What is the engine size of the Ford RS Cosworth?
B: 1993cc.
-

35. What is the R.A.C. M.S.A. speed limit in road Rallys?
A: 30mph.
36. Which manufacturer won the 1987 R.A.C. Rally?
B: Lancia.
37. Who was the first driver to participate in 100 W.C.R. events?
A: Hannu Mikoia.
38. Lancia won the Monte Carlo Rally with Aereia in?
B: 1954.

1.158 loopz

Level Codes:

- 1 EASY
- 6 GRVY
- 11 TRBY
- 16 STNL
- 21 GZPN
- 26 PLGR
- 31 KRNC
- 36 BGDK
- 41 FRNK
- 46 ZSZS

1.159 lord of the rings

Explore the SHIRE (starting point) Completley. There are items in this area the you will need later in the game.

If the game tell you there is a chest in a room, use the SKILL picklock, to open it. PIPIN TOOK has this skill.

1.160 lords of the rising sun

Yoshitsune is more skilled at fighting than yoritomo, so at the start of the game make sure you have almost full strength and men before you try attacking anything. Your main objective now, because you are near maximum status, is to deal with your brother and to capture enemy castles. If you take over enemy castles, the enemy troops will have nowhere to recruit more men and all your brother's men and land is yours if he dies. Your next job is to try and secure the eastern half of the island. To do this, take over all the castles and destroy or recruit all the armies on that side of the island. Now concentrate on the rest of the island. In Edo try to leave a general with the least siege abilities as he probably won't need to siege castles anymore. Remember one general will do and if the general is at Edo, Nagoya will be easier to storm by boat. If you can send a general from Akita to Matsue via Aikawa you will have a good base from which you attack the western catles.

Once you have complete control over the main island then you should be able to wipe out the remaining four castles on the 2 smaller islands.

Don't go for these unless you have a very firm base otherwise you will have to trek all the way back should a range trooper take over the castle.

Yoritomo

A great politician and strategist but try to take Edo first because it's the only castle you won't have to lay siege to take. If you're lucky though, you may reach Toyama or Nigata before anyone else. The same rules apply to yoritomo as with yoshitsune: wait until you nearly have a full army before attacking. Be careful if you get into any fights, because you have a low battle skill and a smaller army with a higher skill can easily wipe you out. At the beginning of the game try to avoid taking risks and instead concentrate on improving your skills. If you ever fight your brother and survive long enough, chase him on horseback, because if you slay him things can change dramatically.

Overall...

Participate in battles as you tend to lose more men if you don't. Chasing the general on horseback often leads to early victory as you can wipe out armies in one battle instead of at the end of the game, and once you're confident it's possible to do it every time: but do not engage in the siege sequence, because losing can be costly. The most important factor in battle is strength and long journeys can weary your troops, so ensure they have plenty of rest before a battle. An army coming by sea will be tired but faster and more flexible, so meet them on the shore and the advantage will be with your men.

Whichever character you've chosen, try to isolate the rest of the island so you're more able to concentrate on attacking the enemy and won't have to worry about defensive manoeuvres and precautions: but watch out for the enemy trying to out-flank you. The islands will all be bitterly fought over, so ensure that your troops have confident strength before attacking. The islands are well worth going for though, because they are ideal resting places for a tired force and good generals can interchange their armies from island to mainland without meeting too many problems.

The key to early victory is to recruit many more armies than your enemy, thus trapping him in a spiders web and gradually wearing him down (of course he can always try the same tactic on you, so beware). It's important to have a strong hold on north and south Japan, as a rogue force can wreck havoc and open up flanks, causing all sorts of problems. If you're unsure of your force, avoid battles because he who fights and runs away really does live to fight another day. Ninja assassins may sound appealing, but only resort to them as a last resort and don't send them too hard a mission because they might turn back and recognise you as the enemy.

1.161 lords of time

After the shed go North east, West, Up, then North. Now tie the two short planks together and drop them. Cross the river, give the Narcissus the looking glass and he will give you the lodestone, then go

to the shed and type "GET KEYS WITH LODE". Shout to get the icicle. Drop something cold to get across the lake. For a winged gift, kneel and pray.

1.162 lost in time

Level Codes:

01-05 100001
06-10 274612
11-15 950271
16-20 856234
21-25 922012
26-30 254867
31-35 791134

1.163 lost on parrot island

On the title/option screen, type "NOTLOST" and a map screen will appear. Press <LEFT MOUSE> and you will appear at the life boat. Use the life boat to see the ending.

NOTE: You may have to type "NOTLOST" more than once. Has probably something to do with the fact the game was coded in AMOS.

1.164 lost patrol

Keeping up your men's strength and morale is vital. Giving your men 50 minutes' rest a night, or during the day when it's too dark to carry on, will slam your energy and morale levels to max. Even if you don't have much food, you don't have to worry, as your men will not eat it.

On reaching the first village (the first white cross on the map), search the area to find a hole in the ground where the villagers appear to be hiding. You then have two options: ENTER TUNNEL or USE GRENADES. Gomez is useful at this point, but if he is dead, go for the USE GRENADES option.

Start off questioning the villagers normally by asking them "Where VC?" Once you have an answer, start the hard questioning, or a village boy will get hold of a gun and shoot one of your men...

1.165 The Lost Vikings

Level Codes:

02 GRBT 11 VLCN 20 WKYY 29 HOPP
03 TLPT 12 OCLK 21 CMB0 30 TRDR
04 GRND 13 PHR0 22 BBLL 31 FNTM
05 LLM0 14 C1R0 23 TTRS 32 WRLR Possibly 17 to 23 are

06 FLOT 15 SPKS 24 JLLY 33 TRPD switched with 24-29
07 TRSS 16 JMNN 25 PLNG 34 TFFF
08 PRHS 17 SMRT 26 BTRY 35 FRGT
09 CVRN 18 V8TR 27 JNKR 36 4RN4
10 BBLS 19 NFL8 28 CBLT 37 MSTR

or 01 STRT 02 GR8T 12 QCKS

Levels World

1- 4 Spaceship
5-11 Caverns
12-17 Egypt
18-25 Machine
26-33 Wacky
34-36 Spaceship Revisited
37 Tomator

Solution:

1)

This level is the introductory level. This level introduced you to the capabilities of each character. First you will start out with Erik. Erik needs to jump across the electrical field, climb up the ladder and go right to the exit. Now switch to Olaf. Have Olaf Jump down the ledge. Make sure his shield is down so that it will block the laser fire. Now have Olaf descend the ladder, and go right to the exit. Now switch to Baleog. Have Baleog go through the striped door. On the other side of the striped door there will be an alien with 3 eyes. Have Baleog shoot an arrow at this alien to kill it. After he kills the alien, have him go down the ladder and right to the exit.

2)

Have Erik go get Tamator, check the hints, go right through the striped doors, and jump over alien (if needed). Then go all the way to the right to the elevator and wait. Switch to Baleog, have him go right through the striped door and up the first ladder. Have Baleog press the button to disable the laser shields to get Tamator and talk to Aftiek. Now have him go down the ladder, than right to the next ladder, then up the ladder, kill the alien with the arrow, press the button to disable the laser shields and get two bombs. After, go down the ladder and go right. Have Baleog kill the alien and go all the way to the right on the elevator with Erik. Switch to Olaf and have him go all the way to the right to join the other two on the elevator. Operate the elevator so that it goes down to the bottom. Now switch to Baleog and have him shoot an arrow to depress the button which disables the laser shields. Have Baleog go left to the computer and have him drop a bomb in front of the computer and run away to the right. The bomb will destroy the ship's computer. Go left to talk to Aftiek and get some food. Have him go back to the elevator and operate the elevator up to the level above them. Move all the characters left and down the ladder to the anti-gravity field. Have any character operate the switch to activate the field and move all the characters into the field. The characters will float up to top. Quickly, switch to Baleog so that he can destroy the alien at the top. Switch to Olaf with his shield down and go all the way to the left so that he blocks the laser fire for Baleog and Erik. Have the other two characters go left, down ladder but not all the way to the bottom. Switch to Olaf and have him go right and down the ladder and at the bottom face right to block the laser fire once again.

Now move other characters down the ladder, and go left and kill the alien with Baleog. Go down ladder and right to exit. Switch to Olaf and have him go left, down the ladder and right to the exit. Switch to Olaf and have him go to the left, down the ladder and right to join the two at the exit.

3)

Move all characters to elevator and go down. At the bottom switch to Erik and have him bash the wall to the right. Move all characters to the right. Switch to Baleog, have him shoot an arrow at the button to disable the laser shield. Once the shield is disabled, move all the characters right to the teleporter. Teleport all characters. Once teleported, switch to Olaf. Put his shield up and have him go right in order to glide down to the right to get the red key. Get into teleporter and teleport up to use the red key in the red keyhole. Once the door is opened, move all the characters left and up to the laser shield. Switch to Baleog so that he can shoot an arrow at the button to disable the shield. Once done, move all characters left to the wall and have Erik bash the wall so that the characters can go left to the elevator. Go down the elevator and at bottom operate Olaf. Put his shield up and stand next to the first platform. Operate Erik and have him jump on Olaf's shield and up the platforms to get the yellow key and the smart bomb. Once done have Erik go down to use the yellow key on the yellow keyhole. Switch to Olaf and put his shield down until he meets up with Robot. The strategy here is to have all three robots on the screen. Once all 3 robots are on the screen, switch to Erik and operate the smart bomb to destroy all 3 robots. Once all the robots are destroyed, move all the characters up the ladder and left to the exit.

4)

Operate Erik and have him jump over onto the left platform, move down the ladder, right, then jump over the spinning spikes and stop at the elevator. Have Erik go up the elevator and as it is going up, have him jump right onto the ledge so that he can press the button to disable laser shield up above. Switch to other two characters and have them go right, down ladder, at bottom, kill aliens, right, up ladder right and down the elevator. At bottom switch to Olaf, with shield down, move him right until he gets to the spinning spikes. Switch to Erik and have him jump over spinning spikes to the other side to get the yellow key. Once Erik has the yellow key have him jump left and up ladder. Move all characters up ladder and at top use Baleog to destroy alien.

Have Erik use yellow key in keyhole, and move all characters right to teleporter and teleport. Now they will be in front of an anti-gravity field. Move all characters right through 1st field and into the non-anti-gravity field. Use Baleog to destroy approaching robot. Have Olaf put his shield up and have Erik jump on Olaf's shield to get the gravity boots above. Have Erik use the anti-gravity boots to run through the anti-gravity field avoiding robots and to the other side to press the button which disables anti-gravity field. Move the other two characters right through the now disabled anti-gravity destroying the robots with Baleog on the way. Move all the characters to the vortex and they will be warped.

5)

Operate Erik to jump right to get red key and smart bomb. Switch to Olaf with shield down, and control both Olaf and Baleog up ladder & have Olaf block the shots and hits of this dinosaur and snail so that Baleog can

destroy them both with his arrows. Use Erik to go up ladder and right, jump over to ledge to get food. have Erik jump down and jump left over water to get yellow key. move all characters down and right until they get to a wall. Have Erik bash wall and use Baleog to destroy the snail on the other side with arrows. Move all characters right and down the ladder. Use Baleog to destroy snail at the bottom. Move characters left and use red key on red keyhole. Destroy monsters on the other side. Move characters left and use yellow key on yellow keyhole. Move characters until they reach the waterfalls. Use Baleog to shoot arrows at the buttons to lower the bridges at the waterfalls. Once past waterfalls, move the characters left to the exit.

6)

Move all characters right, destroying the snail on the way, until they get to a wall. Have Erik jump up to obtain the food and also have Erik bash the wall. Move all characters down and left, avoiding shooting fireballs. To obtain the red key, destroy any monsters you meet. Move left and use the red key on the red keyhole, this lowers the bridge. Move characters left across bridge, destroying monsters, until you reach a wall. Have Erik bash the wall and move characters all the way to the bottom. At the bottom, destroy the monsters to the right and use Erik to bash wall at right to destroy monsters and obtain food. Now move characters right until they reach rising bubbles and lava. At the lava you need to walk each character one at a time, into the bubbles so that the bubbles will carry them up. Olaf and Erik will jump off at the first level to the left and Baleog will jump off at the top to the right. Have Olaf go left until he gets to a wall. Use Erik to go left to bash the wall so that Olaf can go left, to obtain the yellow key. Have Olaf give Erik the yellow key so that Erik can go left and down the ladder and to the left and down the ladder and to the left will be a yellow keyhole. Use the yellow key in the yellow keyhole to open the door which contains the blue key. After Erik gets the blue key, Olaf and Erik need to go up the ladder and right to jump in the bubbles. At the top they need to go right to join Baleog. Erik and Olaf need to go down the first ladder. Where at the bottom he will use the blue key in the blue keyhole, which in turn will open a door. Erik and Olaf need to go right, down the ladder, right & bash the wall. When Erik bashes the wall have Olaf stand by the wall so that when the remaining wall falls, Olaf can catch it with his shield. Have Erik go right to obtain the smart bomb. Olaf & Erik needs to go up the ladder to join up with Baleog. Move all characters down to the ladder, go down ladder, kill monster with smart bomb, go right, up ladder and left to the exit.

7)

Have all characters go up the ladder on the right and at the top go right, killing all monsters that are encountered. To the right is a green lake full of slime with bubbles floating up. Each character, one at a time, needs to cross the slime lake by jumping the bubbles. Once on the other side, move characters up the ladder. Switch control to Olaf and have him put his shield up. Now switch to Erik and have him jump onto Olaf's shield so that he can jump up onto the ledge above to get the red key that is to the right. Have Erik jump down and use the red key on the red keyhole to open the door. move characters through the door, kill the monster, climb ladder, climb the next ladder, and the top go left, killing any monsters that you encounter. When you reach the end at the left side, go up the ladder. At the top go right, kill any monsters at the top, and the exit will be at the end.

8)

Control Olaf, with his shield down, go right until he is blocking the shooting fireballs. Switch to Erik and have him go right and bash the wall. Once the wall is bashed switch to Baleog and have him destroy the spinning blue dude. Once the blue dude is destroyed switch to Erik and have him go right to get the red key. Now move everyone up the ladder. At the top, switch control to Olaf, with his shield down, move him right so that he blocks the shooting fireballs. Switch to Erik and have him bash the wall. Use Baleog to kill the monster that comes out. Switch back to Erik and have him bash the rest of the wall to get the steak. move all characters up the ladder, go right to the lava. Control Erik to jump over the lava and have him use the red key on the red key hole, which in turn will empty out the lava. Move all characters down the lava hole, right, and down the ladder. At the bottom destroy the spinning blue dude, and go left. Have each character, one at a time, hop into the bubbles, to flat up to the top. At the top go left, avoid the falling fireballs, down the ladder, and left into this vortex.

9)

Move characters right and have Baleog shoot 4 arrows to the right to hit the coconuts that is on the tree across the way. This will knock down two coconuts. Have Baleog and Olaf jump off the tree to the right and also have Erik jump right also. Move all characters to the right until they reach the quicksand. Have Erik jump across climb second tree and get the red key, and then move him right. Have Olaf & Baleog climb trees, use Baleog to shoot coconuts down and jump right. Repeat process on second tree to get Olaf and Baleog all the way to the right. Have Erik use the red key on the red keyhole to open the door. Kill the armed Egyptian with Baleog. Move characters to the right, use Baleog to climb ladder and kill Egyptians at the top. Switch to Olaf, have him go up ladder, push the block down shaft, and block the shooting fireballs. Switch to Erik and have Erik go up the ladder, jump left at the right time to get the yellow key. Move all characters down the ladder, right, use yellow key on yellow keyhole and right to the Exit.

1.166 lotus esprit turbo challenge

On the options screen, enter player one's name as "FIELDS OF FIRE" and player two's name as "IN A BIG COUNTRY". This cheat will allow you to continue no matter how badly you perform. Alternatively, enter player one's name as "MONSTER" and player two's name as "SEVENTEEN" and you should now be able to get into a bonus game.
If not working try switching the texts between player one and two.

1.167 lotus esprit turbo challenge 2

Passwords:

"DUX" small sub-game
"TURPENTINE" shuts timer off at 10
"DEESIDE" qualify regardless of your effort

| Level Code | Name | Checkpoints |
|---------------|----------|-------------|
| 1 None | Forest | 5 |
| 2 "TWILIGHT" | Night | 7 |
| 3 "PEA SOUP" | Fog | 8 |
| 4 "THE SKIDS" | Snow | 6 |
| 5 "PEACHES" | Desert | 10 |
| 6 "LIVERPOOL" | Motorway | 8 |
| 7 "BAGLEY" | Marsh | 10 |
| 8 "E BOW" | Storm | 6 |

1.168 Lotus esprit turbo challenge 3 - the ultimate challenge

Type in "GAMESMAST" into the code box and you'll be able to play the special course designed for the program.

Type "BACKTOTHEFISH" for both players passwords and you will get no time outs.

Type "CU AMIGA" for the password for a bonus game. Here type "BIGCOUNTRY" and a number 1 to 99 to choose the starting level.

TIMED RACES:

| EASY LEVEL | MEDIUM LEVEL | HARD LEVEL |
|----------------------|----------------------|---------------------|
| RACE 1 PWRWVWHNM-30 | RACE 1 ANNSMQLPN-60 | RACE 1 IYVVNVEQR-35 |
| RACE 2 XMQIYSKAS-80 | RACE 2 VZVDOPHCY-50 | RACE 2 KAZZNIKAI-45 |
| RACE 3 UVQSNPBCM-70 | RACE 3 RTLMYJKHB-60 | RACE 3 FGQLJGDAF-65 |
| RACE 4 CWVBQPCAV-50 | RACE 4 ERRURV -67 | RACE 4 MFFSRPYDU-60 |
| RACE 5 SFXUXXXXP-60 | RACE 5 NSSSXXXXS-60 | RACE 5 PLQTZQDPE-80 |
| RACE 6 HSYWYSKCG-50 | RACE 6 WSVUQPCSJ-70 | RACE 6 ZKZGKJKKK-50 |
| RACE 7 IVVEMMKOZ-50 | RACE 7 OUNDEFACG-99 | RACE 7 TGGJGGTTT-63 |
| RACE 8 GXWDYPACV-68 | RACE 8 AFZYBQCJT-70 | |
| RACE 9 BZ ZF BAT-90 | RACE 9 JBOUKJHKA-99 | |
| RACE 10 LWNJWKACN-90 | RACE 10 DASICOTET-80 | |
| RACE 11 XDNUSEECE-85 | | |
| RACE 12 QDSCJVEBT-75 | | |
| RACE 13 SKGYXXXXK-57 | | |
| RACE 14 YKGJWVNAK-92 | | |
| RACE 15 WJMEGMEQH-60 | | |

CHAMPIONSHIP RACES:

| EASY LEVEL | MEDIUM LEVEL | HARD LEVEL |
|----------------------|----------------------|---------------------|
| RACE 1 CRRIPWBXX-28 | RACE 1 RLQYDVAKA-48 | RACE 1 PPRGGQFVL-52 |
| RACE 2 QPWMVQKCQ-34 | RACE 2 HDMOQFAKA-51 | RACE 2 JPIQKUHCE-65 |
| RACE 3 XGPGPZHHS-42 | RACE 3 WXQBQMDXD-88 | RACE 3 EIIBGGAFE-48 |
| RACE 4 FGWLSYCKM-51 | RACE 4 UDONAJHAL-47 | RACE 4 CIGIUQCLT-92 |
| RACE 5 PRRUMPUMV-68 | RACE 5 NKWCXXXXK-33 | RACE 5 KNHUPHHKE-64 |
| RACE 6 NANCXXXXZ-39 | RACE 6 AONGLQKTC-63 | RACE 6 VVOSHGSIS-86 |
| RACE 7 IPWONWOBP-65 | RACE 7 ZXJGHBKHF-70 | RACE 7 RGHSVBRET-89 |
| RACE 8 DPGTQKBHQ-42 | RACE 8 YDOERACTJ-86 | |
| RACE 9 IPMIJOBHQ-62 | RACE 9 GXQFSUMPP-45 | |
| RACE 10 MUJURWFHA-86 | RACE 10 TVQLSYUFU-89 | |

RACE 11 WMQHYMTVJ-85

1.169 lotus esprit turbo challenge cd³²

Enter player one's name in as "ANGEL DARK" and player two's name as "HARVEST HOME" for some help with the race.

If you get bored with racing, try entering player one's name as "MONSTER" and player two's name as "SEVENTEEN". Now you can play a vertically scrolling shoot'em up instead.

1.170 lunar cd³²

Level Codes:

Security Zone "MEBBHKSBAL"

Cooling Chamber "MFDCRHOCCS"

Energy Duct "WJRICDFEU"

Mystery Code "BYL ERAI" or "BYL ERIA" (makes the game easier to play)

1.171 lupo alberto

During play, type "SPECTRUM". The clock should turn to a heart to let you know it worked. Press <1> through <9> and <0> to select advanced levels.

1.172 lure of the temptress

PULL TORCH, and move closer to the door, so when the guard goes in, you leave immediately. When you leave..

CLOSE DOOR and then LOCK DOOR, so that asshole won't hurt you.

TALK TO PRISONER, and he'll ask you for water, go to GUARD ROOM,

GET KNIFE, GET BOTTLE, LOOK AT BARREL, USE TAP ON BOTTLE, USE KNIFE ON SACK

LOOK AT SACK, and then go right to TORTURE ROOM, you'll see the guy...

USE KNIFE ON LEATHER CORD, it's fixed to his feet... From now on he'll follow you wherever you go. Go back to THE OUTER CELL, and GIVE BOTTLE TO PRISONER, he'll tell you 'bout the way of escape.

TELL RATPOUCH TO PUSH BRICKS, when he leaves go after him...

You are now in the SEWER OUTLET.. <some village map will help ya>

Go to THE FORGE, GET TINDERBOX <on the floor>, TALK TO LUTHERN, leave and

go to SEVERED ARMS, TALK TO EILEAIN, leave and talk to MALLIN <the guy

in green clothes>, he'll give you METAL BAR, go with it to VILLAGE SHOP, and

GIVE IT TO EWAN, he'll give you some money and GEM. Go to MAGPIE TAVERN,

TALK TO MARKUS, BRIBE MARKUS, TALK TO MARKUS once again, then TALK TO MALLIN,

go to THE FORGE, TALK TO LUTHERN, go back to MAGPIE COURTYARD and TALK TO

GRUB, the guy lying on the ground. Ask him 'bout the BLACK GOAT. Now

TALK TO LUTHERN, <again, shhh>, go to SEVERED ARMS and TALK TO EILEAIN,

she'll give you the DIARY, EXAMIN DIARY, go back to MAGPIE TAWERN and

GIVE GEM TO NELLIE. She'll give you a FLASK. DRINK FLASK..

See blacksmith, GIVE FLASK TO LUTHERN, so he'll empty it for you. Nice going. Now go to MARKET PLACE, GIVE LOCKPICK TO RATPOUCH... And at this moment you should save the game, because you don't know what will happen next.. LOOK AT DOOR, you'll see a lock. TELL RATPOUCH TO USE LOCKPICK ON LOCK.

Now you're in the TAIDGH'S HOUSE...

LOOK AT APARATUS, USE OIL BURNER WITH TINDERBOX, USE FLASK ON TAP <it's on the very right side of the APARATUS>..

Go to MIDDLE STREET, and DRINK FLASK.. <Wow, what a cute bitch!>

Enter THE DOOR, and TALK TO SKORLS.. You'll set the girl free..

Now you can go and talk to anyone you want, there are many funny situations, so check'em out, you should talk to Skorls, Luthern, Gwyn, Eilaine, Ultar, Morkus, Gereint and Grub.. <BUT!! You can't go to the CASTLE WALL, coz you'll lose the magic..>

When you got bored, walk to CASTLE WALL, so you'll turn to DIERMOT again.

Now... TALK TO GOEWNIE, you can find her in APOTHECARY WORKSHOP.

Go to BLACKFRIARS ROW and LOOK AT NOTE. Find MALLIN and TALK TO him.

He'll give you a book, now go to MONKS LODGE and TALK TO TOBY. GIVE BOOK TO TOBY, he'll tell you how to fight SELENA.. Remeber the INGREDIENTS he'll

tell you. Now leave and go to APTH WORKSHOP. TALK TO GOEWIN, tell her it's for a dragon, but she won't have COWBANE, leave... And now you have two

ways to do it. You can go and find COWBANE yourself, or TELL RATPOUCH TO GO TO THE FORGE, AND THEN ASK CATRIONE FOR COWBANE, AND THEN GO TO SMITHY

STREET AND THEN GET COWBANE, FINISH. He'll be back so ASK RATPOUCH FOR COWBANE, now you got it, so GIVE COWBANE TO GOEWIN. TALK TO GOEWIN, so she'll

give you the potion. Now TALK TO GOEWIN again, leave and go to SEVERED ARMS, TALK TO ULTAR, go to WEREGATE, TALK TO GORGOYLES, go to APTH WORKSHOP and

TALK TO GOEWIN, she'll meet you at the gate.. TALK TO GOEWIN. Go inside and play around with the skulls, you can TELL her to PULL or PUSH skulls.

You'll get to the room with no skulls so save the game before you go ahead..

Now fight to that asshole, hope you beat him up... The trick is to point your mouse on DIERMOT and then.. You'll figure it out after few times..

Well, you'll see the monster.. USE POTION ON DRAGON, and then TALK TO DRAGON, commend him to help you, so you'll get an eye.. Now let him sleep, leave the caves...

TALK TO GOEWIN.. Go to THE FORGE and TALK TO LUTHERN, then TALK TO MELLIN, he'll tell you about the SKORL.. Go to the MARKET PLACE and when you see Skorl going to VILLAGE SHOP, LOOK THROUGH THE WINDOW, you'll hear the conversation, Skorl leaves then, TALK TO SKORL, he'll tell you about the barrel, go to VILLAGE SHOP, TALK TO EWAN...

So now, Skorl will take you to THE CASTLE..

LOOK AT CASK, the one in the left corner, so you'll see the BUNG.. Now go to THE KITCHEN, GET TONGS, LOOK AT CARCASS, GET FAT, now TALK TO MINNOW, tell

him you've come for Selena, TALK TO him once again, and ask him to tell

his master that someone is in the WINE CELLAR. As soon as he leaves, go to the left USE TONGS ON BUNG, and hide yourself in the very right corner of the

room. Skorl comes in and sees the wine... Now go left to THE GATE ROOM and USE FAT ON LEVER, TELL MINNOW TO OPERATE LEVER, while he does it, PULL WINCH.

The gate will open.. Now go back, and make sure to save the game <AGAIN>, because you may have some problems on the bridge.. After you pass him, head

to the left so you'll see Selena.. Now you can fuck her and have many kids..

1.173 The lurking Horror

The timing in the Lab and the Inner Lair is tricky, so it's a good idea to save before knocking on the Alchemy Dept. door and before opening the wooden door to the Inner Lair.

[USERNAME] is the 9-digit number underneath the bar code on your student ID contained in the game package, and [PASSWORD] is written in your student handbook (also contained in the game package).

```
type [USERNAME].
type [PASSWORD].
```

```
click box. click paper. read paper. click more. again. again.
again. d. d. take stone. z. z. get up. s. press down. w.
open microwave. open fridge. take coke and carton.
put carton into microwave. close microwave. press 4. press 0. again.
press start. z. z. z. open microwave. take carton. e. n. open carton.
trade food for key. give food to hacker. s. press down. s. press 1.
open panel. take flash. z. z. z. n. d. w. enter lift. turn on lift. e.
e. leave lift. take bar and gloves. wear gloves. enter lift. e.
turn on flash. move junk with lift. again. again. again. turn off lift.
leave lift. e. move cover with bar. d. n. d. take knife. u. s. u. w. w.
turn off flash. w. w. w. u. s. take container. e. z. z. z. z. e.
u. climb rope. open door. n. u. take plug. take paper. d. s. drop all.
take ladder. put ladder over edge. take all except plug and assignment.
d. d. e. break cabinet with bar. take axe. w. open container.
cut cord with axe. pour liquid onto floor. e. e. s. knock on door. z.
give paper to professor. s. z. z. cut line with knife. leave pentagram.
move bench. open door. d. turn on light. open door. u.
drop container and knife. n. turn off light. open door. n. n. n. d. se.
take boots. wear boots. u. u. unlock door with key. open door. w. u.
dig in dirt. take hand. d. throw stone at shape. e. d. s. take stone.
n. d. nw. u. s. s. s. s. turn on light. put hand in vat. take ring. z.
take hand. put ring on hand. d. n. u. w. w. u. take flask. d.
turn off light. w. drink coke. drop flask and axe and coke. w. w. d.
nw. unlock padlock with key. take padlock. se.
```

In the next sequence you *must* find the urchin; if he doesn't show up, try going back up the stairs into the Aero Lobby or Computer Center; he sometimes hangs out up there. When you meet him do this: show hand to urchin. take cutter.

then continue as below:

```
u. e. e.
```

```
take flask and axe. open door. d. turn on light. move brick with bar.
move old brick with bar. take chain. put chain around rod.
lock chain with padlock. open door. put bar in door. turn off light.
u. put chain on hook. take bar. u. press up. s. press 2.
z. z. z. n. d. d. open door. d. turn on flash. n. w. w.
turn valve with bar. z. z. turn valve with bar. turn valve. w. w. w.
w. d. cut wire with cutter. d. n. d. s. s. d. open flask.
pour liquid on curtain. drop flask and cutter. unlock door with key.
open door. s. open box. unplug coaxial cable. reach under water.
```

take line. cut line with axe. again. again. take line.
put line into socket. z. throw stone at thing. take stone.

quit.
