

## **Cheats! V2.1**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Cheats! V2.1		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		June 7, 2025	

<b>REVISION HISTORY</b>
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# Chapter 1

# Cheats! V2.1

## 1.1 Main Menu

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                                Cheats! V2.1
                                By James (Smeg-Head) Quarterman

```

```

Read Me      A      B      C
              D      E      F
Credits      G

```

## 1.2 A

```

A-Train
Aaargh!
Abandoned Places
Ace The Space Case
Action Fighter
Addams Family (The)
Afterburner
After The War
Agony
Airball
Alfred Chicken
Alien Breed
Alien Breed 2
Alien Breed '92
Aliens
Alien$^3$
Amazing Spiderman (The)
Amiganoid
Amnios

```

Anarchy  
Another World  
A.P.B.  
Apidya  
Apocalypse  
Apprentice  
Aquatic Games  
Aquaventura  
Arabian Knights  
Arcade Pool  
Archer Macleans Pool  
Archipelagos  
Arkanoid  
Arkanoid II - Revenge Of Doh  
Armalyte  
Armour-Geddon  
Army Moves  
Assassin  
Assassin - Special Edition  
Astro Marine Corp  
Athletics  
Atomic Robo Kid  
Atomino  
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Awesome  
Axel's Magic Hammer  
Aztec Tomb

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Baal  
Baby Joe  
Back To The Future II  
Back To The Future III  
Banshee  
Barbarian  
Barbarian II  
Bards Tale  
Bards Tale II - The Destiny Knight  
Bards Tale III - The Thief Of Fate  
Base Jumpers  
Batman The Movie  
Battle Command  
Battle Isle  
Battle Isle Scenario Disk One  
Battle Isle '93  
Battle Squadron  
BC Kid  
Beach Volleyball  
Beast Busters  
Beavers  
Beneath A Steel Sky  
Benefactor

Better Dead Than Alien  
Beverly Hills Cop  
Beyond The Gates  
Beyond Zork  
Big Run  
Bill's Tomato Game  
Bio Challenge  
Birds Of Prey  
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Blood Money  
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Blues Brothers (The)  
Bob's Bad Day  
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Bombuzal  
Bonecruncher  
Booty  
Brainball  
Brat  
Brides Of Dracula  
Brutal Paws Of Fury  
Brutal Sports Football  
BSS Jame Seymour  
Bubba 'N' Stix  
Bubble Bobble  
Builder Land  
Bull Dog  
Bump 'N' Burn  
Bump 'N' Burn - CD\$^3\$\$^2\$

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Cannon Fodder  
Cannon Fodder 2  
Capone  
Captain Blood  
Captain Dynamo  
Captain Planet  
Captive  
Captive 2 - Liberation - CD\$^3\$\$^2\$  
Cardiaxx  
Carl Lewis Challenge (The)  
Carrier Command  
Car-Vup  
Castle Master  
Castle Of Terror  
Celtic Legends  
Chamber Of The Sci-Mutant Priestess  
Championship Manager '93

Championship Manager '94  
Chaos Engine (The)  
Chaos Strikes Back - Dungeon Master II  
Chariots Of Wrath  
Charlie Chimp  
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Chase HQ  
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Chips Challenge  
Christmas Lemmings  
Chrome  
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Clown 'O Mania  
Clue (The) - CD\$^3\$\$^2\$  
Continental Circus  
Cool Croc Twins (The)  
Cool Spot  
Cosmic Pirate  
Cover Girl Poker  
Crackdown  
Crazy Cars 2  
Creatures  
Cricket  
Crime Does Not Pay  
Cruise For A Corpse  
Crystal Kingdom Dizzy  
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Dragon Spirit  
Dragon Wars  
Drakkhen  
Driller  
Drivin' Force  
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Enchanted Land  
Enlightenment  
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Escape From The Planet Of The Robot Monsters  
Espana '92  
Eswat  
Exolon  
Extreme Violence  
Eye Of Horus

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F-19 Stealth Fighter  
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F/A-18 Interceptor  
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Falcon  
Fantasy World Dizzy  
Fascination  
Fast Lane  
Fernandez Must Die  
Fighter Bomber  
Final Blow  
Final Fight  
Fire And Ice  
Fire Force  
First Samurai  
Flames Of Freedom  
Flashback  
Flink  
Flood  
Fly Harder  
Flying Shark  
Football Glory  
Footman  
Forgotten Worlds  
Frankenstein  
Full Contact  
Fusion  
Future Wars  
Fuzzball

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Gauntlet II  
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Genghis Khan  
Ghostbusters II  
Ghosts 'N' Goblins  
Ghouls 'N' Ghosts  
Giganoid

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Globdule  
Globulous  
Goal!  
Gobliiins  
Gobliins 2  
Godfather (The)  
Gods  
Golden Axe  
Golden Path  
Goldrunner  
Graham Gooch Cricket  
Grand Prix  
Gravity Force  
Gravity Force 2  
Great Giana Sisters  
Gremlins  
Gremlins II  
Guild Of The Thieves  
Gunship 2000  
Guy Spy

## 1.9 Read Me

Cheats! V2.1

Compiled By:  
James (Smeg-Head) Quarterman

WELCOME:

Welcome to "Cheats! V2.1"!

This disk has OVER 2525 cheats and tips for OVER 800 Games!

The disk was compiled using an Amiga 500 (½Mb Chip Ram & ½Mb Fast Ram), an Amiga 600HD (2Mb Chip Ram), an Amiga Action Replay MK III, an A570 CD Drive, CDPD, CDPD IV, Diskmaster 2, MicroEMACS V1.3, PPGuide, and lots of hard work.

MUSIC:

The music is called 'Gone For Good'.

It was produced by Dr Awesome from The Crusaders.

If you wish to contact Dr Awesome, write to the following address:

Kroken 9,  
2010 Strommen,  
Norway.

---

To stop the music press BOTH mouse buttons together.

#### HISTORY:

- V1.0 It was produced in ASCII. It had cheats for over 500 games. Used PPMore to display the cheats.
- V1.1 Added lots more cheats and added an intro picture and music. This version was never released.
- V2.0 New look, by using PPGuide to display the cheats, and separated the cheats into three sections. Added lots more cheats, plus cheats for the Amiga CD<sup>32</sup>.
- V2.1 This version. Added new music for users with 1½Mb or more of Ram, added an intro picture, and used a new method of loading the cheats.

#### MY NAME:

If you are wondering why I have got 'Smeg-Head' between my first name and my surname, I will explain...

Last year (1994) I bought a Red Dwarf T-shirt. On the front was the Red Dwarf logo and underneath this were the words in big white capital letters "Smeg Head". On the back was written "Better Smeg Than Dead!". When I first wore the T-shirt my Mum and my Sister called me a 'Smeg Head'. Now whenever I wear this T-shirt they call me this. (They don't mean it though, I think.)

#### MY ADDRESS:

If you wish to contact me for any reason e.g. bug found, comments etc. (NO SWAPPING) write to the following address:

51 Lent Green Lane,  
Burnham,  
Slough,  
Berkshire.  
SL1 7AS

ENGLAND

Please state what Amiga model and what version of 'Cheats!' you have for my reference only.

## 1.10 Credits

Compiled, edited and tested by James (Smeg-Head) Quarterman.

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Music by Dr Awesome from The Crusaders.

Hello to everybody at...

17-Bit Software, Active Software, Bus Stop PD, Cynostic PD, Easy PD, Five Star, Magnetic Fields, PD Soft, Seasoft Computing, Underground PD, Virus Free PD, and everybody who works at or owns a PD library.

A special hello to Stephen from Childwall Valley, Liverpool.

See, I told you I would send you a copy of this new version as soon as it was finished. Sorry for the wait.

Thank-You to...

My Mum, My Dad and My Sister - for their moral support.

## 1.11 Index

There are over 800 games featured!

You don't expect me to list them all, do you?

## 1.12 Help

If a cheat doesn't work try typing in what you have to type, but in CAPITALS, or lower-case, or a MiXtUrE Of bOtH.  
Or try typing it somewhere else in the game.

## 1.13 A-Train

(Cheat)

In the main game, type in 'CHEATERCHEATERWIMP' (with no spaces) to be awarded \$50,000,000!

## 1.14 Abandoned Places

(Cheat)

To increase your characters' experience, attack and kill any single or group of monsters, then when it/they begin to visibly fade away, cast any Hold Monster spell (such as Dream or Hold Everything) that you have. The creature/s will cease dimming and just sit there waiting for

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you to attack with your fighters or cast Attack spells (including Fire Area) to rake in the experience, all with no worry of the monster going anywhere until the spell wears off. This can be verified by noting the experience line in the character sheet whilst attacking the faded creature. If you are quick enough you can re-freeze the monster, else go and find another to repeat the trick on.

## 1.15 Ace The Space Case

Level codes:

Level 2 - AW8780KO  
Level 3 - ML9809KP  
Level 4 - MH7810YL

## 1.16 Aaargh!

(Tip)

At the start of each screen you'll find various buildings. Blow fire over them, and then hit them. This will make them fall down a lot faster. When you burn or knock down a house, you get an egg. To beat the other monsters in a fight for an egg, don't jump around and breathe fire, just hold your ground and punch forward. After three or four falls, your foe will stay down. Keep eating, even if it doesn't show any increase on screen, your health will rocket.

## 1.17 Action Fighter

(Cheat)

First you must get a high score then type in 'ZBACKDOOR' instead of your name. You can now start the next game with infinite lives & energy.

## 1.18 Addams Family (The)

Here are the level codes:

Level 2 - 91R18  
Level 3 - R1R1G  
Level 4 - R99K&  
Level 5 - V919B  
Level 6 - VGR12  
Level 7 - BGKKX  
Level 8 - BLJ12

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Here are various codes for starting points:

&1Y1M - 3 Hearts  
V1S14 - Pugsley  
V919B - Fester

(Cheat)

To get four free lives each time your game has ended, walk past the "CONTINUE DOOR" to the left and there's a room where you can collect them! Go up immediately into the hall of rooms, walk left until you are under the door above you, and push UP. You are now in a secret room. Collect the stuff in that room, then walk up to the door and push UP - there you will find a massive amount of treasures, 1-ups, and other goodies!

## 1.19 Afterburner

(Cheat)

While playing, type 'TOGETHER IN ELECTRIC DREAMS', or pause the game, then type 'THUNDERBLADE' and unpause the game. Then, try the following:

< - Go down a level  
> - Go up a level  
G - More Missiles  
T - Less Missiles  
N - Extra Lives  
S - To play samples with key <L>

(Tip)

Fly to the top of the screen to avoid missiles. Slow down on levels 8 and 17 to avoid rocks. Go full speed to dodge infra-red missiles.

## 1.20 After The War

(Cheat)

To become invulnerable, press the following three keys simultaneously;

On Level 1 -> ALT, 1, B  
On Level 2 -> ALT, 1, M

The password for Level 2 is 101069.

## 1.21 Agony

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(Cheat)

Type 'FANTASY' then hit any of the following keys during play to activate a variety of cheats:

<F1> Puts a sword underneath your owl.

<F2> Puts a sword above your owl.

<F3> Increases the size of your bullets.

Press <F4> three times to gain an extra life.

This final cheat can be repeated time and time again.

## 1.22 Airball

(Hint)

The spellbook is in the room with the candle. You have to pick up and remove the blocks to get it. Take the spellbook back to the start screen and drop it in the top left corner and follow the instructions to get the ingredients to complete the game.

## 1.23 Alfred Chicken

(Cheat)

On the title screen, type 'HELPMARK' for a level selection screen. Press <1> - <9> or <A> - <B> to select the level you want.

(Tip#1)

On level one, you must find a secret room with a telephone inside it - jump up and down the far right hand wall near the bottom of the screen and hold right on the joystick to get into the secret corridor. Once you've got the telephone, lots of cookies appear. Jump into those to get even more bonus points, then go back to the main screen. You can now, using the fire button (Blue button on CD\$^3\$\$^2\$) shoot the snails and they will turn to cookies. Collect the cookies for bonus points. Proceed around the level until you are at the top left hand side. Fly up and headbutt the top left hand corner and a tunnel will become visible. Now go to the top right hand side of the level and shoot the corner, a block will appear. Jump onto this block and jump again into the unknown above it. You should now be able to walk across the top of the screen (you can't see yourself but the screen moves). The next bit takes some practice, what you need to do is get to the top of the screen on the springs before the chainsaw gets you. Ignore any goodies (unless you are extremely clever) as the time is very tight. Persevere and you will get to another tunnel, go in and you will have found the level warp screen.

(Tip#2)

On level three don't be afraid to jump onto some spikes, because some

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turn into springs, bounce on these and headbutt the air and sometimes a secret tunnel with a block under it will appear. Jump on to the block and go into the tunnel, you will find lots of goodies.

## 1.24 Alien Breed

(Cheat)

To activate the cheat modes, simply log on to the Intex computer on Deck Two and type in the following for the relevant effects:

I CANT BE ARSED TO PLAY THE FIRST LEVELS	- Skip to level Three.
IS IT TRUE THAT ALIENS SUPPORT MAN UTD	- Makes the aliens weaker.
PISSED AS A FART	- Special comedy drunken mode!
THE IRAQIS MADE THE WEAPONS	- Makes the player's weapon
rather crap.	
SALMAN RUSHDIE PLAYS ALIEN BREED	- Makes the player invisible.
BEWARE ALIENS SPADGE HAS DROPPED ONE	- Makes aliens run away from the
player.	
PITBULLS ON THE LOOSE	- Makes the aliens extra nasty.
ALIENS ARE FAGGOTS	- Gives the player infinite
health.	
PUFFNUTS MODE	- Makes the aliens slow.
BEN JOHNSON TRAINED THESE ALIENS	- Makes the aliens fast.
I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS	- to go to level five.

For extra laughs, try typing in 'GAMESX', 'FULL CONTACT', 'LEEDS', 'SPADGE', 'GALLUP', 'LIVERPOOL', 'NEWCASTLE BROWN', 'LEEDS UNITED', 'AMIGA COMPUTING', 'MARTYN BROWN', 'CHEAT' for various comedy messages.

(Tip)

The best method of disposing of the end-of-level guardians is to stay at the very bottom of the screen and continuously shoot at the nasties. The guardians will almost touch you at times, but if you stay firmly at the bottom, they won't harm you.

## 1.25 Alien Breed 2

Level Codes:

Level 01 (Landing Pad one)	- 098654
Level 01 (Landing Pad two)	- 736353
Level 01 (Landing Pad three)	- 243433
Level 01 (Landing Pad four)	- 378829
Level 01 (Landing Pad five)	- 000000
Level 02 (Civilian Zone one)	- 353828
Level 03 (Civilian Zone two)	- 108383
Level 04 (Civilian Zone three)	- 370101
Level 05 (Civilian Zone four)	- 982822

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Level 06	(Security Passage)	- 847464
Level 07	(Science Zone one)	- 737373
Level 08	(Science Zone two)	- 928112
Level 09	(Science Zone three)	- 287364
Level 10	(Science Zone four)	- 193831
Level 11	(Security Passage)	- 090921
Level 12	(Military Zone one)	- 309383
Level 13	(Military Zone two)	- 101211
Level 14	(Military Zone three)	- 103992
Level 15	(Military Zone four)	- 998112
Level 16	(Planet Surface)	- 125332
Level 17	(Underground)	- 091233

Cheat codes:

000000	- Start with ten lives
098654	- Start with ten lives
243	- 50,000 credits at start
243433	- Skip levels by pressing the <N> button during play
278829	- Unknown
378829	- 50 keys at start
433	- 50,000 credits at start
736363	- 50,000 credits at start

## 1.26 Alien Breed '92

(Cheat#1)

Type 'I WANT FISH' (including spaces), into any Intex system and then press the following keys during play for the following effects:

<F1>	- Death for player one
<F2>	- Death for player two
<F3>	- Extra keys for player one
<F4>	- Makes player one lose a life
<F5>	- Makes player two lose a life
<F6>	- Destroys level
<F7>	- Skips to next level
<F8>	- Walk through walls

(Cheat#2-#18)

Go into any Intex system and type one of the following:

WON THE POOLS	
BANK RAID	
KEY TO THE CITY	- Lots of keys for you
MR YALE OR WHAT	
JUST CALL ME MOGGY	
WHY NOT CALL ME MOGGY AS WELL	
STEVIE WONDER	- Everything goes black
KNACKERED JOYSTICK	- Reverses joystick controls
ALIENS LIKE MICHAEL BOLTON	- Aliens run around at superfast speeds
JANUARY SALE NOW ON	

---

ALIENS ARE BENDERS  
ST EMULATOR - An excellent ST version of the game  
PC EMULATOR  
I JUST LOVE THAT TEAM 17 SOFTWARE  
SALMAN RUSHDIE PLAYS ALIEN BREED - Turns you invisible  
THE IRAQIS MADE THE WEAPONS - Stops your gun from working  
ELVIS MODE - The game dies on you  
ST USER

#### Level Codes:

XXDFA - Level 2  
RTHAA - Level 4  
LAEEA - Level 6  
UYTTA - Level 8  
PPEAB - Level 10  
PPPEAB - Level 10 with 5 million credits

#### (Tip#1)

Using codes to help finish the game doesn't always work - some things are required from earlier levels. Collect everything (especially money).

#### (Tip#2)

You don't need to go through any doors that lead to the first-deck lift.

#### (Tip#3)

Conserve your keys. Use them for accessing the landing bays first, then go for bonuses behind other locked doors. Blast open the doors near the lower bay, and shoot as few aliens as possible.

#### (Tip#4)

Once you've run out of keys, you should have almost all the money available on the first level. Go to the computer and buy the following items:

1. A portable map
2. Two key packs, or three if your aim is good - on level 10 you'll need all the ammo you can get.

## 1.27 Aliens

#### Codes:

APC Rescue - 272H  
Oproom Defense - 1106D  
Airduct Maze - 2361F  
Newt Rescue - 7140E  
Queens Battle - 7163H

---

## 1.28 Alien<sup>3</sup>

(Cheat)

To skip levels, go to the Options Screen, select Hard Level and six credits, then start. When you want to skip levels press <SPACE> and <N> simultaneously.

## 1.29 Amazing Spiderman (The)

(Cheat)

On the high score table type 'GENERIC'. When you next press the <HELP> key during play you'll be rewarded with full energy.

## 1.30 Amiganoid

Level codes:

```
01 - AF      10 - HOUSE  19 - BOUNCE
02 - HELLO   11 - FUN?   20 - FELLOW
03 - SIDE    12 - ROCKET  21 - CBM
04 - BLOB    13 - ANGLE   22 - DISK
05 - ACIEED  14 - OLLE    23 - LABBY
06 - CHESS   15 - GNU     24 - DICE
07 - CAR     16 - CROSS   25 - LAST
08 - ARROW   17 - HOLE
09 - LUCK    18 - CUBE
```

## 1.31 Amnios

Level codes:

```
02. FRDSNSMNGR
03. PLFRMNLQSN
04. LSNBRGNSLQ
05. LKMCTKSCDF
06. STBNLMRCHL
07. RCHLMCLTHS
08. THBSTSTFTT
09. THTHJJRSNN
10. MLFNDBTFLL
11. BTMNDHRCH
```

## 1.32 Anarchy

---

The level codes are:

5400, 0101, 3901, 2602, 9902, 4303, 9003, 6904, 3305, 9305, 3406, 0407,  
6407, 2008, 7408, 4709, 3810, 0511, 6811, 3212, 0213, 8213, 5014, 1015,  
8215, 5116, 0117, 7017, 5518, 2819, 9919, 7320, 2521, 0622, 3722, 1223,  
4523, 4124, 1825, 1926, 9726, 5927, 0528

## 1.33 Another World

Level codes:

Section 01 - EDJI or ED3I  
Section 02 - HICI  
Section 03 - FLLD  
Section 04 - EDIL or LIBC  
Section 05 - FADK or CCAL  
Section 06 - LDCI or EDIL  
Section 07 - ICAH or FADK  
Section 08 - LDIJ or KCIJ or KCI3  
Section 09 - LALD or ICAH  
Section 10 - KJIA or FIEI  
Section 11 - LFEK or LALD  
Section 12 - FLAK or LFEK or LFEX

(Solution)

\*\*\* LEVEL ONE \*\*\*

When you get out of the water, go left to notice a hanging vine which you'll need later. Go right past the water, kill the three deadly creatures before they can sting you, and watch out for more falling from the ceiling. Go right again and kick the next set of creatures. Go right until you encounter the huge black monster, and run away from it, heading left to the vine. Without hesitating, take a running jump at the vine to save yourself. Jump off again and run right, back to where you first encountered it. You'll be saved, and then stunned.

\*\*\* LEVEL TWO \*\*\*

You'll wake up in a cage with a friendly alien. Rock the cage left and right until it falls down, then pick up the gun. Run right, covering your new friend by shooting the guards. Create shields to protect him as he opens the door. Follow him through to the lift and go to the bottom level. Shoot out the flashing light at the end and go up to the next level. Use a large blast from the gun to take out the door, run, and jump up. Wait for the alien before you open the door and walk in.

\*\*\* LEVEL THREE \*\*\*

In the tunnels go left, drop, right, drop, right, drop, left, drop, right, drop and you're out.

\*\*\* LEVEL FOUR \*\*\*

---

Left through the door and recharge your gun. Go right and blast your way through the three doors. Run right to the exit. Kill the guard and walk to the end of the broken bridge. Leap onto the lower right ledge, blast through the wall and go through.

\*\*\* LEVEL FIVE \*\*\*

Go right, down the first shaft, right again, and then down onto the huge rock. Jump right, walk right again and jump the spike pit. Walk to the next screen and wait for the rock to hit the floor before running to the small spike while avoiding the flying creature. When two rocks hit the floor at the same time, run across the screen. Do this again on the next screen. When you come across the tentacles, either shoot them or dodge them. Keep going right, dealing with the tentacles and jumping the snapping traps. Continue to the end and blast the wall.

\*\*\* LEVEL SIX \*\*\*

Backtrack to the screen with the falling rocks. Walk up the slope and shoot the flying creature. Walk on the next screen and watch. Take a running jump onto the stalactite, climb to the top and jump to the next one. Do this all the way until you reach the huge rock.

\*\*\* LEVEL SEVEN \*\*\*

Walk left off the rock, turn and blast the base. Walk up the slope, go right and jump over two pits on one screen and another on the next. Walk right, blast the wall to let out the water and run left, jumping over the pits again. Go right, blast the wall, go past the steps and across the dry waterfall.

\*\*\* LEVEL EIGHT \*\*\*

Observe the trapped alien. Go left over the waterfall and through the door. Go down the steps, right and kill the guard. Go back up and shoot at the chain to release the alien. Go down the steps again and run right as far as you can. Kick the guard and run to pick up the gun. Kill the guard and run right ignoring the others.

\*\*\* LEVEL NINE \*\*\*

Dive in the water and swim to the other side. Climb out and look around. Swim down to the hole in the wall, left, and go up the second shaft for air. Swim down to the bottom of the shaft, go right, get out for air and shoot the power line. Reverse back to the pool surface, stopping for air on the way.

\*\*\* LEVEL TEN \*\*\*

Go left and shoot the guard. Go right and up the stairs, kill the guard on the left. Jump right and blast through two doors. Take out the last one, create a shield, jump the fireballs and kill the guard. Go right, blast the door, right and then jump up to recharge your gun. Go right and watch the reflection in the ball. Shoot when the guard is directly underneath. Go left to the stairs, down, down and right to the pool, swim across and climb out. Go right.

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\*\*\* LEVEL ELEVEN \*\*\*

Jump down the opening and head right. Blast the door, run to the end of the corridor and put up shields until the alien pulls you through the ceiling hatch. Stay on the left of the opening until the rocks fall, then follow him into the tank. Push the top left green button to escape, although you can have fun with the other buttons first if you wish.

\*\*\* LEVEL TWELVE \*\*\*

Exit from the pod and head right. Kill the guards, run right. Jump the bridge and you'll be rescued by a guard. Crawl to the right of the screen while they fight. The guard will win, so pull the lever when he walks towards you and you'll kill him with the laser. Pull the second lever and crawl into the circle of light and you'll have escaped from Another World.

## 1.34 A.P.B.

(Cheat#1)

If you hold down the button while driving, the siren will sound, and the other cars will move out of the way. Now you can drive at full speed without crashing.

(Cheat#2)

Type 'ALF' into the high-score table for infinite demerits.

(Cheat#3)

Pressing UP and FIRE when starting the game will allow you to begin on any day from one to sixteen.

## 1.35 Apidya

(Cheat#1)

Type the following onto the title screen:

MISSHONEYBEE - To start at level two  
DEPUTYOFLOVE - To start at level three  
MISSHONEYBEE - To start at level four  
SNEAKPREVIEW - To start at level five  
SHOWCREDITS - End sequence.

Press <RETURN> after each entry.

(Cheat#2)

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Also try holding the <HELP> and <DELETE> keys to slow the game down.

## 1.36 Apocalypse

(Solution)

\*\*\* LEVEL ONE \*\*\*

Firstly you'll want to rid yourself of the Howitzer - fly immediately left and let it have it with a rocket or some fire. You can't crash into the platform or the gun itself, but it will take some shooting at. Next fly right and fire-bomb the radio operator's hut. (Firebombing a hut instantly kills everybody inside - and you don't want to let these guys out as they're armed with rocket launchers.) Rescue the POWs from the hut next door and to the left of what's left of the Howitzer, and head back to HQ. (You can shoot your own men whilst they enter the tent, so don't.) The remains of the level is now a doddle. Blow open all the huts if you like (one at a time because enemy soldiers will start to kill any lose POWs) but you may as well just collect the remaining men from the first, second, fourth, fifth and eighth huts along. Don't get too close whilst firing at a hut or you'll get caught in the explosion.

\*\*\* LEVEL TWO \*\*\*

The hardest levels by far - don't let any body out until you've cleared the area of danger. (If you play carefully there's no need to let any enemy out at all.) Fly right to give you room to take out the enemy chopper, then slowly left along the line of the trees spreading bullets to nip the first two gun turrets in the bud and return to HQ. Fly to the bottom of the play area and head left full pelt firing bullets into the ground - this should scupper the tank as you pass. (Firing a rocket or homer on the way will make absolutely sure.) Fly up to bump off the third and fourth towers and return to where you just took out the tank. Position your chopper in the middle of the screen and zoom left over the water and past the second tank firing into the ground as you go. Turn around and you should have no problem killing the tank. (It will be firing in the wrong direction and less likely to hit you.) Shoot the hut to the left of the waterfall and choplift the four POWs back home (from now on you should return all POWs as soon as you find them), but beware of the tank that has appeared on the Hospital tent H-Pad. Fly around the waterfall to take out tower numbers five and six (the latter is very close to the former, but lower down) then approach the land to the left of the waterfall spreading bullets to take out the gunner before he gets you, but not the hut. Get turret seven (it's higher up than the others so far) then let the POWs out of the hut - they split into two groups, and it will take four flights to get them back to safety. Avoid scrolling too far left when picking up the left group or you'll get shot, and prepare to spray the rocket-launching baddies that have appeared as you approach HQ with bullets and flames. Fly vertically up the tower you last destroyed spraying bullets to take out the next three towers along. (They are very close, and at different heights.) Spray bullets and rockets and seekers to take out the gunners below, shoot the next tower and fly back to take out the tank from the other side. Let the POWs out

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of the hut, blowing up the hut on the ground nearest to HQ on your way back to get your remaining men to appear from the hut to the left. (But don't blow this up, or enemy soldiers will come out as well and start killing your people.)

\*\*\* LEVEL THREE \*\*\*

Hold down FIRE and fly slowly letting bullets off along the height of the trees to take out the gunners, crates and boxes until you reach the ship (where there are two choppers waiting for you). Take out as much of the ship as possible - the gun turrets don't fire at you (so don't worry), and you can't crash into the ship. If you fly slowly along the deck of the ship you should be able to take out the rocket-launching enemies and the tank before they even appear on screen. Now fly back over the boat. The scientists, along with numerous baddies, should have appeared. The secret here is to lure everybody towards your chopper. Fly towards them, but not over (this prevents the enemy having any chance of launching rockets at you) and when they start walking towards you, fly back and land on the edge of the ship. By carefully flying back and fourth (but not over) coupled with selective firing you should be able to lure all the baddies into your spray of bullets, and all the scientists aboard. You'll need to make two trips to get everybody home and dry - providing you fly full pelt you'll avoid any rockets launched at you.

\*\*\* LEVEL FOUR \*\*\*

Fly right to give you room to take out the two enemy choppers with seekers, and you may as well blow up the huts whilst you're there. It's easier to take out baddies on this level before they appear on screen. Fly left and down slightly from HQ and spray the enemy soldiers with bullets or fire-bombs, but don't scroll right over the platform. Circle back underneath instead and slowly left in order to machine gun or rocket the jeep, soldiers and hut on the second platform before they're even in view. Again, circle back under the platform firing to take out the next jeep and hut. Fly along, shoot the other hut and prepare for a third jeep. Two more huts and plenty more soldiers lie to your left, along with seven gunners hiding in the trees. Shoot along the line of trees and prepare for three choppers. It might be wise to go back and hang around HQ for some more seekers, or you could try flying right to the top of the screen and letting them have it with rockets, fire and bullets. There are two more gunners to the left. Now all that remains is to take out the tank at the bottom, blow up the door, and head back to HQ.

\*\*\* LEVEL FIVE \*\*\*

Don't crash into the walls or ceiling for starters. Just fly along letting everything you see have it. And with the amount of credits you should have built up by now, victory should be imminent.

## 1.37 Apprentice

(Cheat)

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Press <TAB> and then type one of the following passwords:

DRUID  
WIZARDS  
SPELLS  
FAERIE  
ARCANE

## 1.38 Aquatic Games

(Tips & Cheats)

### \*\*\* 100M Splash \*\*\*

Run along the top of the water, then jump over the pelican. He will fly off, then come and carry you over half of the course. If you knock all three toucans off, two pelicans will carry you in turn. In one-player mode, don't start running, just let the penguin kick you until you fall in the water. This will give you a 10,000 point bonus and reset your time.

### \*\*\* Juggling \*\*\*

Rotate the joystick madly to juggle all five balls.

### \*\*\* Shell-Shooting \*\*\*

Go to the right, then jump on the jelly limpet. You will go through the roof, where there is a king limpet, bonuses and limpet mines.

### \*\*\* Bouncy Castle \*\*\*

A forward or backward somersault followed by a twist will give you a spring box. Use this to gain greater height. Do a twist at the top of your jump to go through the roof for bonuses.

### \*\*\* Hop, Skip & Jump \*\*\*

Make the final jump and keep wagging the joystick while in the air for greater distance.

### \*\*\* Unicycle \*\*\*

Rotate the joystick slowly and steadily instead of manically.

### \*\*\* Feeding Time \*\*\*

If butterfly hits fish, you will get a 1,000 point bonus. Time throwing sweets to the fish so that you trap butterfly between fish for a bonus.

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\*\*\* Kipper Watching \*\*\*

Leave the clock and let it ring for a large bonus.

## 1.39 Aquaventura

(Cheat)

On the options screen, hold down <Ctrl> and <F10> then press fire to start. You can now skip levels by pressing <L> and skip to the tunnel section by pressing <T>.

## 1.40 Arabian Knights

(Cheat)

Type in 'SIMEON' on the title screen to activate <TAB> as a level-skipper. Also, keep the left <A (AMIGA)> button pressed for invincibility, and pressing <P> for slow motion.

(Solution)

\*\*\* LEVEL ONE \*\*\*

To get through the magic pot maze, you'll need to find the Maze Djinni which is in the guard's quarters, and guarded by a bit of a brute. Rather than risk going up against him, number the pots from left to right and take pot four, then three, then finally two, and then work your way up past the guards and into the top pot. When you're falling down the long tunnel, push over to the right and you'll find a secret room through the wall full of goodies.

\*\*\* LEVEL TWO \*\*\*

Run right until just before the second tree, then jump into the trees to your left. You'll find a secret area with plenty of coins. If you then fall through the second bridge you'll find a chest containing an extra life (To get back up again, push down on the box on top of the spikes, and it'll shoot you up in the air.) When you get to the turtle he'll burrow a way through the hill for you and you'll arrive at the three wells. The first of these just fires you into the air, leaving you open to attack from birds. The second takes you to loads of energy potions and coins, and the last one takes you to Granny's house who'll give you a thimble. Collect the tears of the whining bear, water the big daisy, climb up into the trees, collect the spool of thread and exchange it with Granny for a magic carpet. Jump in the box lodged in the tree tops and prepare to take out the baddy. Use any energy potions you have, collect the hidden coins from the left wall, and bat his boulders back at him.

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## \*\*\* LEVEL THREE \*\*\*

Either turn the skies into your own personal kill-zone, or wave cheerfully at the funny men in balloons but rest assured, you will get to the end of it.

## \*\*\* LEVEL FOUR \*\*\*

There are two separate routes through the ship - you have to decide which you'll take when you get to the first Quadipus. Either you can go down the rope and battle along the Eel route to get loads of points, or you can cruise past the Quadipus for an easier life. If you fancy the first, go down the stairs, collect the fishbones, go through the false wall on the right and use the buttons to get the columns out of the way. Hop in the cooking pot and you'll wind up next to a large perforated platform studded at either end. When you stand on the platform, it'll start moving in all sorts of directions - you need to keep up with it, otherwise you'll end up on the spikes. The easier way is to jump past the eels when they have reached either at the top or bottom of their ropes. Time your exit with the cannon shots, jump up and to the left of the cannon and collect the extra life. Both routes now join into one. Hit the first button you come to to avoid the bomb, the second at the top left of the room to remove the column, and exit through the false wall. Another pot brings you to the Crab Cook, who tells you he wants five fish, available through each of the five doors. In the final room, climb onto the small moving platform and flick the switches so that the column is up. Drop down the lefthand side and jump onto the giant plug.

## \*\*\* LEVEL FIVE \*\*\*

You cannot attack under water. Look out especially for the Skull which looks like the bonus skulls, but doesn't spin round. To avoid getting horribly lost in the pipes, jump into the first and then swim up and around to the left, where you'll find a chest with diving boots in them. These are heavy enough to stop you bobbing up to the surface, and also pretty essential later on in the level. To the right of the chest are a further two pipes, the bottom pipe leading to all manners of smashing bonus thingies, the top pipe to a rather nastey ball and chain which you should avoid then take the pipe to the right and re-enter the pipe you came out of to avoid being shot from one pipe to the next. If you can stop yourself in the middle of the pipe area, pick up the bonuses and the extra life. Avoid the ball and chain, leave the chest hidden in the hole (it's a trap), dodge the swimming enemies and skulls and then negotiate the spikes.

## \*\*\* LEVEL SIX \*\*\*

Head for the pipes. There's a secret room up near the spikes. The Guardian uses bubbles to force you into the spiky roof, but avoid falling into the water. Every time the Guardian starts to shake he's about to attack, so get out of the way. The mine-cart race is all about speed, and even though you can collect jewels, remember that the most important thing is to finish. You can do this in the other cart (or even without any cart at all) and if you manage to finish without any wheels left you'll score a huge bonus when you get to the Customs Desk. Instead of bouncing off the bumpers, slow down before you get to them and drop

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straight down the ramp. Also, if you slow down too much going uphill, hop the cart upwards rather than going back for a longer runup. Late in the race, just before the second wall of ice, there's a short cut, which you'll take if you manage to avoid the magnet. Should you miss this route, get over to the bottom right of the map and jump out of the cart and onto the arrow, which will fire you upwards. If you can find the Super Speed key, however, you'll have no problems winning.

\*\*\* LEVEL SEVEN \*\*\*

Downwards and onwards to the Diamond Mines, which only has a few secret rooms, but has lots of short-cuts. The large hole after the conveyor belts isn't one of these, however - it's merely a fairly obvious lure to tempt you onto the hideously long and nasty spikes beyond. To get up the long tunnel, you've got to hack at some of the ice blocks to carve a way to the top. This route's a bit longer than simply going along the tunnel on the right, but also a tad more profitable in the jewel stakes. Although the buzz-saws look intimidating, they follow a set path. This means that if you watch them they'll repeat their movements, making it pretty easy to dodge past and get into the secret rooms. There's another secret room at the top of the secret hills, and another on the edge of the cliff where the guard is. Past the danger sign and the block of spiky ice is the tunnel leading to the Fire Guardian. There's a final secret room by the spikes on the left of the tunnel. As you fall down, pull to the left and you'll find that you can walk through the fake spikes. To complete this level, you've not only got to snuff out the Fire Guardian, but also indulge in a bit of infanticide. Yup, his son's with him, and the obvious way to croak the pair of them is to douse them in water. Fortunately for you (and rather stupidly for the Fire family) they live just below some water pipes. You've got to prime each valve with a few hits so that every time one of the Guardians is below one, a single strike will put the dampeners on them.

\*\*\* LEVEL EIGHT \*\*\*

You're back on that magic carpet thing again, but this time you'll find the end blocked by the nasty flying demon that stole the Princess. The demon's carrying the Vizier's magic Orb which gives him his strength, but whenever you hit it, his powers are drained. The demon's got three sequential attacks, and the first one's a swoop. He'll follow a clockwise path around you, so just stay in the centre of the screen. Next, he uses the Orb and fires three energy bolts, finally attacking with a direct swoop. Leave your evasive manoeuvres until the last minute, as if they're too early, he'll come after you. Once you've blasted him out of the sky, you can enter the Vizier's fortress.

\*\*\* LEVEL NINE \*\*\*

This is one of those darn slippery slidey ice worlds, so the item that you really need are the crampons to stop you from slipping about so much. To get through each of the doors you have to melt the ice covering them, so you need to find one of the blowtorches dotted around. Go through the doorway at the end of the first straight, avoid the icicles, the bomb and the snowman, and then duck under the spikes by taking a run-up and then sliding under. Carry on down the corridor and you'll see a bomb in front of three doors. Through the first of these you'll find another blowtorch and a hidden section containing an extra life. Through the

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second door there's a lift going up. In the first room on the left is the projectile sword (which you need for later on in the level), but avoid the flying snowballs. The next room up is for bonus points. Smashing the ice blocks in the room frees the snowman, but if you time it right, you can get away. The last room leads through lots of balls and chains to the next blowtorch, and on the way you can get an extra life and a chest containing a Speed-up bonus. Whatever you do, don't ride the lift any higher than this. The final door leads to four holes covered by breakable ice blocks, which is what you need the projectile sword for. Each of these four holes takes a slightly different route, but they all join up just before the final encounter with Vizier.

From left to right, the first hole is guarded by bombs, but if you go up to and then jump clear they'll blast a path for you. The first door takes you back (so don't bother with it) but further on is a room with falling platforms. You can avoid the bombs by jumping along the line, eventually meeting up with the path from hole two. Through the second hole is a corridor in which a bomb walks along a platform above your head. Wait until it reaches the ice blocks before setting it off. The next room meets up with hole one. Drop into the pipes with the eyes to sping up and bash down the wall on the right to get to another secret room. The wall above and to the left of the two faces is fake, and inside is a special object. Continue along and you'll eventually arrive at the hole which leads to Vizier. In the room off the third hole you'll find a speed-up bonus which you need to get under the long row of spikes. Make sure you remove the crampons before attempting this though, or alternatively stand up four spikes along and you'll be able to get to a secret area containing more goodies. Stand on the marble column and leap off at the last moment, then head off to the right. You arrive at the entrance to the last section. Hole four is probably the easiest, and certainly the most fun. Simply hit the spring and duck, and you'll be shot back and forth, pushed up into other spings and finally arrive in another room. Carrying along from this you end up with the hole three route. There's also a secret place in the room with the ice and sping. Hack the wall away on the left side opposite the spring, then go over and hit the spring, then duck to slide under the wall. A spring on the other side lets you back out again, or you can climb the collapsing platforms to get a shield bonus. You can also jump through the ceiling on the right to get to the entrance to the last encounter.

### \*\*\* LEVEL TEN \*\*\*

The Vizier uses the powers of all of the four elements in the order: Wind, Water, Earth, then Fire. First he tries to blow you into the spikes that come out of the wall behind you. Simply jump against the force of the wind to stop yourself being impaled. Next, spikes come out of the roof and bubbles force you up onto them. For the Earth attack, he'll stand in the centre while blocks fly out of the walls at you. You've got to keep moving since they appear in line with you, and then just when you think you've survived, they start dropping from the roof. Finally, he'll stand in the middle of some spikes lobbing fire at you but if you avoid it, the spikes will disappear, and all of a sudden, he's not that hard after all.

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## 1.41 Arcade Pool

(Cheat)

If you're playing Speed Pool, pot all the balls apart from the last one. Line it up so that on your next shot you'll finish the game off. Select Save, then New to start with the one ball left and the clock reset to zero.

## 1.42 Archer Macleans Pool

(Cheat#1)

On the eight-ball games, when staring defeat in the face, wait for the computer to miss the last ball before the black, then pot it for him. Apparently the computer will be unable to pot anything further, despite being awarded a foul.

(Cheat#2)

Go into trick-shot mode, then type in the code 'V12F'. You should hear a double-click if you've entered it correctly. Now go into the DEMO menu and you should see a new menu. Select the players for a demonstration mode and make the computer play itself. The scores will be logged to disk automatically, so you can leave the game playing itself. This way you can find out the actual abilities of each player, and find out just how good they are at playing pool!

## 1.43 Archipelagos

(Cheat)

Finish the first two Archipelagos and hit <RETURN> to select another. Type '8421' and hit <RETURN> twice. Now you can go wherever you want. It may be possible just to boot game then hit <RETURN> and enter '8421' to activate cheat. Enter '1' to '999' followed by <RETURN> key.

## 1.44 Arkanoid

(Cheat#1)

Press <F3> or <F4> instead of <F1> or <F2> for an extra thirty three levels.

(Cheat#2)

Start the game as usual, and while playing the game, you can access the cheat mode by doing the following.

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Pause the game with the <Space Bar>. Now type 'DSIMAGIC' (do not hit <Return>) and press <Space> to unpause the game.

A yellow capsule, 'DS' will fall. Catch it. Now the following keys will make the following capsules fall at any time.

<B> - Break	(Opens gates and awards bonus points)
<C> - Catch	(Holds ball)
<D> - Disruption	(Split into 3 balls)
<E> - Expand	(Makes vaus larger)
<L> - Laser	(Gives you a laser used with mouse button)
<P> - Extra Player	(Self Explanatory)
<S> - Slow	(Slows down ball)

In addition, pressing <F> will send you to the last level to fight DOH. Be sure to give yourself lots of lives first.

You can skip any level by using <ENTER> on the keypad.

## 1.45 Armour-Geddon

(Cheat#1)

When in HQ, access the message screen. Move the arrow so that it points to the first letter of the message highlighted in yellow. Now hold down <Esc> and press the <LEFT MOUSE BUTTON>. The words 'You Wouldn't Let It Lie!' should appear, indicating that the cheat is active. The cheat makes your craft invincible and gives you unlimited firepower and fuel. You can't actually complete the game with the cheat mode on, so you'll have to turn it off at some point, in the same way.

(Cheat#2)

Armour-Geddon also sports a natty Object Editor Thang (which allows every item to be viewed), entered by moving the arrow to the top left-hand corner of the secondary title screen, holding down the left-hand <SHIFT> key and pressing the left-hand mouse button again.

(Cheat#3)

Typing 'ALF' on the highscore table might do something too.

(Tips)

\*\*\* THE WEAPONS \*\*\*

ROCKETS: These are virtually useless on tanks as they have to be fired into the air.

LASERS: Fine for taking out heavy vehicles, but not much use on buildings. Note that it takes rockets, missiles or bombs to destroy Power Nodes.

MISSILES: If you feel the need to launch missiles whilst being attacked, do not use flares as well - there's a good chance your missiles will go after your flares instead. When an enemy missile is heading in your

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direction, you can either drop flares to attract the missile (do so in either a straight line or in as shallow a turn as possible), take advantage of the missile's small fuel supply (about twenty five seconds' worth) and the fact that it can't turn very sharply (by flying straight towards the missile then veering off very quickly), or use any mountains in the vicinity as cover (and the missiles should hit the mountains instead).

\*\*\* CRAFT \*\*\*

HOVERCRAFT: Don't bother.

HELICOPTER: This has a good range, but is not particularly useful for taking out other helicopters. Your best bet when confronted by a chopper is to approach it face on, remain still as it closes in for the kill, wait for it to drop down and let it have it.

FIGHTER: Your best choice, though it does have a tendency to stall.

BOMBER: If you want to take out teleports and the like you'll really need the cloaking device. (It does use up a lot of fuel though). And bear in mind that if you try to carry more than one teleport at a time the Bomber will become very difficult to fly.

THE TANK: With this the best way to take out choppers is to drive backwards and keep firing.

## 1.46 Arkanoid II - Revenge Of Doh

(Cheat#1)

On the high score screen, type 'DEBBIE S' for unlimited lives.

(Cheat#2)

When you die, wait until the title screen appears. Press <CAPS LOCK>, then type 'DALEY-88'. You will then continue on the same level you died on.

(Cheat#3)

On the title page, type 'ROBOCOPPETER' for continuous mode.

(Cheat#4)

When you die, wait until the title screen appears. Press <CAPS LOCK>, then type 'MAGENTA'. Now when playing, hit <S> to skip levels.

(Cheat#5)

Press <Caps Lock> and type in 'PETERJOHNSONWANTSHEAT' on the title screen to skip levels using the <S> key.

(Cheat#6)

Hold down the LEFT mouse button while loading for an interesting

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commercial break.

(Cheat#7)

Type 'DALEY88' whilst playing for infinite lives.

## 1.47 Armalyte

(Cheat)

Pause the game by pressing <P>. Now type in 'DELTA 3' to turn off most (but not all) collision detection.

## 1.48 Army Moves

(Cheat#1)

On level one hold down <ALT>, <I> & <D> for invincibility. On level two hold down <ALT>, <I> & <J>.

(Cheat#2)

Type 'KARENBROADHURST' on the title screen to remove collision detection.

The code for Part one is '101069'.

## 1.49 Assassin

(Cheat#1)

Enter your name on the highscore table as 'MIDAN'. The game will tell you that you are a 'FAT LITTLE GIT', and you will be able to restart on the level you died on as opposed to having to go back to the start.

Also, try these:

ALIEN BREED  
ASSASSIN  
BODY BLOWS  
PROJECT X  
PSIONIC SYSTEMS  
SUPERFROG  
THE ONE AND ONLY

(Cheat#2)

On mission one run right until you reach the first tree. Climb up the left side of this tree until you can go no further. Now hold down the LEFT <SHIFT> key and type 'NICEVIEWFROMUPHEREMATE'. The screen will now

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flash indicating that the cheat mode is active. During this the game will have automatically paused so you will need to press <P> to unpause it. This will allow you to press any of the following keys during play:

- <C> - Continue
- <E> - Skip to the end of level
- <S> - Extra time
- <W> - Extra weapons
- <1> - <6> - Level select

## 1.50 Assassin - Special Edition

(Tips)

1. Always choose the manual power-up mode for your boomerangs. For best results, power up your boomerang with length first. Get about three of these, then a few Power-ups, then a few Wides, then an Extra, then Speed. It's important to be able to hit baddies from a distance before they can get to you.
2. If you already know where the end of the level is, scout around a bit first and see what else you can find before taking on the guardian. Another plus-point is that it's good for your reconnaissance bonus.
3. When firing, simply keep your finger pressing down on the Fire button - continuous tapping doesn't fire any faster.
4. After throwing a boomerang, jump over or duck under it as it comes back you score double points for hitting enemies on the rebound.
5. NEVER jump into voids. If you're unsure, pull down to go into view mode and scan the surrounding area you can still fire while in this mode.

(Cheat#1)

To activate the cheat mode, start the game, pause and type 'ANOTHERCHEATMODE'. This screen flashes, indicating the trainer mode is active. This gives infinite energy, the <N> key skips levels, <W> gives full special weapons, <D> kill you and <E> skips you to the guardian.

(Cheat#2)

On the High Score table try typing these for a variety of interesting effects:

PSIONIC SYSTEMS  
ASSASSIN  
SUPERFROG  
BODY BLOWS  
THE ONE AND ONLY  
ALIEN BREED  
PROJECT X.

## 1.51 Astro Marine Corp

(Cheat)

Press the <F6> key, and type in any of the following level codes:

Zone 2: NOSTROMO  
Zone 4: DISCOVERY  
Zone 6: ENTERPRISE  
Zone 8: DAGOBAB  
Zone 10: REPLICANT  
Zone 12: KRULL  
Zone 14: METROPOLIS

## 1.52 Athletics

(Cheat)

Rather than wagging your joystick, plug the mouse into the joystick port and move the mouse round and round on the mouse mat, and your player will run at full speed.

## 1.53 Atomic Robo Kid

(Cheat)

While still on the title screen type in 'TUESDAY 14TH' (with the space) and when you press fire to start the game you will be presented with an options screen that will allow you to obtain infinite lives, etc.

## 1.54 Atomino

Passwords:

Section 10: ACID or IDYLL  
Section 20: ARROW or TAURUS  
Section 30: EMISSION or NEPTUNE  
Section 40: LAVA or PHOTON  
Section 50: CAVE or PLANKTON  
Section 60: ELIXIR or INFERNAL  
Section 70: BONE or FOSSIL  
Section 80: WOOD or POISON  
Section 90: SOUP  
Section 100: SULPHATE

## 1.55 Atomix

(Cheat)

Press the <HELP> key and type in 'TIME' to freeze the clock. If this does not work then go to the password screen & type in 'TIME' there.

## 1.56 Atom Smasher

(Cheat)

To activate the cheat mode type 'CATHERINE ZETA JONES' (including spaces) on the menu screen, you'll hear 'Ready'. Start the game then whilst in the game, <S> skips levels, <L> toggles infinite lives on & off, and <I> toggles invincibility on & off.

The access code for the level editor is 'ZANDALEE'.

## 1.57 ATR - CD<sup>32</sup>

(Cheat)

In order to play the later tracks in two-player mode you first have to reach them in a single-player game. Then lose a race and enter your name as ATR. Now go back to a two-player battle and you can select any of the hidden tracks.

## 1.58 Awesome

(Cheat)

On the energy swap screen, move the pointer over the shield and press <FIRE> and the numeric <+> key. You can now press the function keys to get the various weapons and other effects.

## 1.59 Axel's Magic Hammer

(Cheat)

Press the function keys in reverse order (<F10> - <F1>). Now press a number during play to skip to that level.

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## 1.60 Aztec Tomb

(Cheat)

Steer the boat towards the cliffs, and when the cliffs are on the screen, type 'JUMP OVERBOARD'.

## 1.61 Baal

(Cheat#1)

During the load push the right button for infinite lives as the screen blanks.

In the second cavern there is a force field that seems impossible to get rid of. To get the time machine chunk beyond it, simply fall off the right side of the phone booth platform above.

(Cheat#2)

Get a high score over 1,000 points then quit game by holding joystick button and hitting the escape key.

You will be taken to the high score table. Type 'LOVEBUNDLE' and hit <return>.

On the screen will show "PASSWORD ACCEPTED. TEST MODE ACTIVATED. TO DEACTIVATED JUST TWICE HIT RETURN."

## 1.62 Baby Joe

Level codes:

Level two - YOUPI

Level three - GLOUP

Level four - MUMMY

## 1.63 Back To The Future II

(Cheat#1)

Pause the action at any time and type 'THE ONLY NEAT THING TO DO' (include spaces). The game will reset, indicating the cheat mode is active. Now you have infinite lives.

(Cheat#2)

Hold down <SHIFT> and type 'BACK TO THE FUTURE PART 2' for an extra life during play.

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## 1.64 Back to The Future III

(Cheat)

Type in the code for infinite lives on that level story:

- 1 - ROTTEN CHEAT
- 2 - LOUSY CHEAT
- 3 - LOW DOWN CHEAT

## 1.65 Banshee

A1200 Version:

(Cheat)

Type 'FLEV17' on the title screen and press <RETURN> for infinite lives, or at the same stage type 'I AM EXQUISITELY EVIL', and again hit the <RETURN> key. This alters the names on the high score table in comedy fashion, and allows you to kill polar bears and such.

CD\$^3\$\$^2\$ Version:

(Cheat#1)

Enter your name as 'MARY WHITEHOUSE' on the high score table to 'kill the polar bear' mode.

(Cheat#2)

Enter your name as 'KANNIJADE KREW' to become invincible, and level skip with the two buttons on the top of the joypad.

## 1.66 Barbarian

(Cheat)

During the game, type '04-08-59' (or it could be '04 08 59'. The screen should turn grey. If so, you are now invulnerable and have unlimited lives.

(Tip)

To kill the final Wizard, you must have a shield. When his shot comes at you, use the defense icon, and it will fly back at him.

## 1.67 Barbarian II

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(Cheat)

Hold down <HELP>, <M> and <E> simultaneously to replace your lost energy.

## 1.68 Bards Tale

(Tip#1)

Load your party, go to the statistics screen for the first player. Pool all of the party's gold to the first player, then remove him from the party, and then load him back in. Then pool the gold to another player. Repeat this for each player.

(Tip#2)

If you're tired of waiting for morning to come, enter and exit the guild.

(Tip#3)

Turn off the computer without saving the game and every player will have the gold of the entire party before. Repeat if wanted.

## 1.69 Bards Tale II - The Destiny Knight

(Tip#1)

If you're tired of waiting for morning to come, enter and exit the guild.

(Tip#2)

Find a band of illusionists and kill off the front line, have your caster conjure DISRUPT ILLUSION, you will keep disbelieving and gaining experience.

## 1.70 Bards Tale III - The Thief Of Fate

(Tip)

You will need a wineskin or canteen to get past Valerian's tower. Learn the Gill spell from the fisherman then go to the lake behind his hut, go to the lake to get the Crystal Palace, then find the room with the Elixir of Life in it. Put water on the acorn from the tower, then a tree will grow lifting the stone slab and provide you with a means of getting the Nightlance.

(Cheat)

For a bit of fun, tell the guard at the Mad Gods temple: HAMBURGER.

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## 1.71 Base Jumpers

Combination Of Letter Bonuses:

CODE	MESSAGE	POINTS	CODE	MESSAGE	POINTS
AAA	Triple A		22 DAM	No swearing	16
AAF	Programmer bonus	1,000,000	DAT	Cool type bonus	5,000
ABE	Residential bonus	1,202	DAZ	Agh! Danny Baker	-1,000,000
ACT	Alas, poor Yorick	25	DEN	Dirty dude	-5,000
ALE	Have a drink	5,003	DIM	Stupid bonus	500
ANT	Little bonus	99	DOG	Woof	5,124
ART	Artistic bonus	5	EAT	Food bonus	10,000
ASF	Graphics bonus	999,999	ELF	Fantasy bonus	20,000
BAA	Negative	-10,000	ELM	Plant trees	50,000
BAD	Very bad	-20,000	ERM	Undecided bonus	1,000
BBC	Repeat bonus	6	FAD	Bounce boppers	1,206
BET	End level bets	1,000	FAX	Yuppie bonus	18
BOB	Bob effect	17	FBI	Feds	1,000
BOM	Kaboom	3	FED	FBI bonus	1,000
BOO	Gotcha	9	FLU	Feel sick	-40,000
BUM	No swearing	16	FLY	Airborne combat	10,000
CAD	Bad chap	-5,000	FOK	No swearing	16
CAP	Cap time	1,203	FRY	Food bonus	10,000
CMT	Country music	-10,000	FUK	No swearing	16
CND	Drop the bomb	8	GEM	Jewelled bonus	10,000
HAT	Hat time	1,201	OOK	Plant more trees	500,000
HEN	Lay an egg	11	PAM	Reverse map	19
HEX	7FFFF bonus	32,767	PAZ	Just like that	1,204
ILL	Not well	-20,000	PEN	Writing bonus	5,000
INK	Colour bonus	5,000	PIN	Points! (Eh?)	23
ITV	Advertising bonus	7	POO	No swearing	16
JAB	Pointy bonus	23	QVC	Agh! TV Shopping	-20,000
JAM	Sandwich bonus	2,002	RAD	Very rad	20,107
JET	Play Jet Strike	20	REV	Reverse view	19
KEV	Good at football	500,000	ROM	Chips	4
LAW	Legal bonus	20,000	SAS	Air service	21
LCD	Cheat screen time	24	SKY	Sky High	10,000
MAX	All highest	14	STY	Piggies	14
MIN	All lowest	15	SUN	Shiny bones	1,000
NAM	Flash back	3	TAD	Small bonus	99
NIL	No bonus!	0	TAX	Tax bill	-20,000
NON	Negative	-10,000	TIC	Toc	1,000
OAK	Plant more trees	20,000	TIE	All equal	14
OFF	Oops sorry	9	TOP	Top hat	1,202
OIL	Slick bonus	50,000	UGH	Caveman bonus	1,000
VIP	Important bonus	20,000	YAK	Hairy cow bonus	5,000
WAD	Loads money	30,000	YES	Positive	10,000
WAX	Dummy	-20,000	YUP	Positive	20,000
WAY	Out	10,000	ZAP	Ouch	23
WET	Stormy Weather	13	ZZZ	Wake up dopey	9
XXX	Expletive deleted	1,000			

(Cheat#1)

Type 'WIBBLE' on the options screen for infinite lives.

(Cheat#2)

On the options screen type 'FLIBBLE' so that when you press <HELP> and type 'WIN' you will skip levels.

## 1.72 Batman The Movie

(Cheat)

As soon as Batman and the Joker appear press <J> and <A> simultaneously and then <M> as many times as you can. If this cheat doesn't work, reboot and try again. If the cheat does work, Batman and the Joker will turn upside down, and when you press FIRE the Batman logos stay yellow. Now whilst playing the game, press <F10> to skip levels.

## 1.73 Battle Command

(Cheat)

Type 'CASTOR' during a game to make both players invulnerable. The background will flash green to confirm that the cheat has been activated. You can also press <F1> to <F5> for different power settings and <F6> to <F10> to cycle through the weapons.

## 1.74 Battle Isle

Level codes:

One Player Conflicts

Two Player Conflicts

Level one - CONRA

Level one - FIRST

Level two - PHASE

Level two - GHOST

Level three - EXOTY

Level three - GAMMA

Level four - MOUNT

Level four - HARSS

Level five - FIGHT

Level five - EAGLE

Level six - RUSTY

Level six - METAN

Level seven - FIFTH

Level seven - FOTON

Level eight - VESUV

Level eight - POLAR

Level nine - MAGIC

Level nine - TIGER

Level ten - SPACE

Level ten - SNAKE

Level eleven - VALEY

Level eleven - ZENIT

Level twelve - TESTY

Level twelve - DONN

Level thirteen - TERRA

Level thirteen - VESTA

Level fourteen - SLAVE

Level fourteen - OXXID

Level fifteen - NEVER

Level fifteen - DEMON

Level sixteen - RIVER      Level sixteen - GIANT

(Tip#1)

Make sure that you always send in your strongest units to fight first - they'll last longer, do better, and will gain you experience. Your first aim should always be to destroy the enemy robots.

(Tip#2)

If you are on a map with lots of different depots, concentrate your efforts on the strongest - you want to make sure that you get it firmly in your hands before spreading your efforts elsewhere. If two enemy robots stand in front of a depot, leave your opponent with the building. Then, on the next turn, you can simply conquer the depot, avoiding all unnecessary fighting.

(Tip#3)

If your opponent has a construction plant, concentrate on putting your troops in the fields around it so that your opponent can't easily bring his armies anywhere near. If he has a plane, leave a strong force defending your HQ - the speed of his plane-assisted movement will mean that he'll take it in no time at all otherwise.

## 1.75 Battle Isle Scenario Disk One

Level codes:

01 - BLOCK	13 - SOUND
02 - WATCH	14 - TWEAK
03 - LAGUN	15 - NIPON
04 - BIRMA	16 - FLAIR
05 - SERPT	17 - ARROW
06 - RAMBO	18 - KORSO
07 - YUKON	19 - NOUTH
08 - POINT	20 - FJORD
09 - FROGS	21 - DONOR
10 - ITALY	22 - LEYES
11 - LINES	23 - JUMPY
12 - VARUS	24 - WERFT

Two Player:

1 - CLOCK	5 - PEARL
2 - LOSAG	6 - MIRROR
3 - BOMBS	7 - ROMEL
4 - COMET	8 - MAGMA

(Cheat)

Go to the Player option before the game starts and then press fire on the

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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'll have yours. Because the game usually gives the computer more units, you'll gain this advantage.

## 1.76 Battle Isle '93

Level Codes:

Player One:

01 - LUMIT	13 - FINXT
02 - LUNAR	14 - EBENE
03 - LUTOF	15 - EBSYL
04 - SONIX	16 - EBONY
05 - SOWYN	17 - EBTAR
06 - SOSOO	18 - KARST
07 - SONAF	19 - KANTO
08 - RACHE	20 - KAROT
09 - RAMPE	21 - KAISR
10 - RANGG	22 - SYBIL
11 - FILMO	23 - SFINX
12 - FIEST	24 - SYNOM

Player Two:

1 - LUDOS	5 - FISCH
2 - SONNE	6 - EBTON
3 - SOTEX	7 - KABEL
4 - RASEN	8 - SYTAX

## 1.77 Battle Squadron

(Cheat)

On the title page, type 'ELECTRONIC' for a list of options.  
During the game, 'CASTOR' makes your ship invulnerable.  
Use <F1>-<F6> to effect the range of shot power.  
Use <F7>-<F10> to choose your weapon.

## 1.78 Battle Valley

(Cheat)

Type 'ROGER MELLIE THE MAN OF TELE' activates infinite lives cheat.

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## 1.79 BC Kid

(Tip)

Jump up and turn on the autofire on your joystick, and you'll glide through the air while spinning madly. This should help you dodge all those horrible dinosaurs and volcanoes.

(Cheat)

Action Replay Poke:

I have put this cheat here instead of with the 'AR' cheats. This is because there is more to it than the rest.

1. Type M1558
2. Now change the first two pairs of figures to '4E 71'.
3. Press <RETURN> followed by <Esc>.
4. Now press <X> then <RETURN>. This will return you to the game but with infinite lives.

## 1.80 Beach Volleyball

(Cheat)

Type 'DADDYBRACEY' to activate the level skip option.  
The screen should flash.  
Press <F1> to skip levels.

## 1.81 Beast Busters

(Cheat)

Pause the game and use the mouse to target a zombie. Now unpause the game, shoot the zombie and pause the game. Repeat as before.

## 1.82 Beavers

(Cheat#1)

While playing the game, type 'BIGGIGBIB', or is it 'BIGBIGBIG' or may be 'BIGBIGBIGB' and the following keys will now be active:

- <F1> to skip back a level
- <F2> to skip a level.
- <Space> bar to jaunt Jethro anywhere in the level.

(Cheat#2)

---

Hold the joystick button down to move more quickly.

(Tip)

On Level 1, to avoid being punched by the extending boxing gloves, jump forward as though you are going to leap over them. In mid-air, though, turn and land back where you jumped from as they rise. Now when it falls back, you have stacks of time to jump over it before it punches again.

On Level 2 avoid all the green nasties. None of these can be killed with Jethro's tail, so jump over them every time. Also, in the bottom right of the playing area, you'll find a long line of stars. Don't miss them!

Level 3 is short and sweet. The only real problem is the rock men that hide in front of walls. When walking past walls, look very closely for any unusual bumps!

On Level 4 you'll need to find the three different switches dotted about the level before you can leave. The hat can be found at the bottom-left corner of the level and the exit is located in the top-right corner, so there's a fair bit of travelling involved.

Level 5 is a very long level, but try to take your time. Some of the ledges are quite tricky, and if you try to rush through them you'll simply fall off and die. The exit is underwater, so you'll need to go swimming for some distance before you find it.

The doors at the end of Level 6 do not take you to the exit as they should. Before they'll work correctly, you'll need to run to the extreme right of the level where you'll find a switch. Jump on this and the doors will work properly.

The bear on Level 7 is a real demon to beat, so don't try to kill it with your tail. Instead, wait until the acorns are thrown at you and then leap into the air spinning to knock them back at him. Take great care to avoid the flying rocks at the same time.

On Level 8, the message is quite clear. Use the clouds to your advantage.

Level 9 requires similar tactics to Level 1. Keep moving about so you don't get caught by the scroll.

You need to be very careful with the snowmen on Level 10. Spin into them to break them up and then trick the resulting bad guy into falling off the ledges. The hat for this level can be found in the top left corner of the map and the exit is in the top left, so keep going upwards!

Level 11 involves those ever useful clouds once more. The hat is hidden in the top right corner, so you'll need to use the clouds as stepping stones. Once you have the hat, you'll find the exit immediately below.

Finally, level 12 shouldn't cause too much of a problem. The only risk involved is when taking blind jumps off platforms. The trick here is to follow the line of stars leading down, as they will usually lead to another platform. Not always, but usually!

## 1.83 Beneath A Steel Sky

Codes For CD\$^3\$^2\$ Version:

Code | Locations

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```
-----+-----  
709124 | Overman connected with LINC.  
192837 | The mutt's nuts.  
543691 | Must be the power supply to something.  
810354 | But it's not working.  
754267 | This could be the most stupid thing I've ever done.  
180283 | Dog biscuits.  
986254 | A secret tunnel, eh?  
280870 | A subway! Like those built by giant rabbits.  
648912 | Yes! I killed that android. What now Joey, old friend?  
409626 | The end is near.
```

(Solution)

You start at the head of a set of stairs and overhear a security man having a conversation with old Hobbins the maintenance man. Listen to what's being said and walk over to the left. Pull off the rung on the far left and use it to open the door on the right. This creates enough noise to attract the unwelcome attention of the security guard. Before he has time to reach you, walk over to the door on the right and force it open with the rung. The next sequence of events pretty much gets taken care of for you. Go back down the stairs and through the exit to the right. You'll see a pile of old junk. Stick your circuit board into this pile. Miraculously, one of the pieces in the pile comes alive - Joey the smartass wise-cracking Droid. Have a chat. Now stand on the lift. This sets off an alarm that alerts Hobbins. As soon as he comes through to see what all the noise is about, go through the exit to the right. The next bit is time crucial. Quickly locate and open the cupboard. Grab the spanner inside the cupboard (as you're going to need it later). Go back to the room with the lift. Inspect the transporter droid, then talk to Hobbins. As soon as you've wangled some useful info about the droid, get Joey to fix it. The transporter droid will now go about its business. Wait for it to come back. It will load a drum on the lift. When this happens, jump down the hole. After a small wait, Joey will follow you. Ask him to open the door. No sooner is the door opened than you are confronted by Reich. Miraculously, he will be killed by sparks shooting from the furnace. Search his corpse and pocket his possessions.

From here, go right and right again. At this location there should be an exit into another building. This is the factory. Chat with the woman there - her name is Anna. Wait until a big fat greaser of a bloke comes along. This guy is Lamb, a self-promoted supermarket manager type. Tell him you're security and take the exit to the right. This is another part of the factory. Take the spanner you nicked from Hobbins and put it into the exposed cogs in the machine. The machine stops working almost immediately. If you put the cursor back over the cogs, it should now read "damaged cogs". Take the spanner back out and head left. Locate the droid at the furthest left of the factory. Use the spanner and then ask Joey if he wants a new shell. You're now in possession of a cooler looking, less embarrassing to be with droid. Try walking through the top left door that leads to the storeroom. You will be refused entry. Ask Joey to check out the storeroom. When he comes back, ask him to disable the fuse box he reports being there. As soon as he gets back, walk into the storeroom yourself. Push the gangway over and pick up the piece of putty you'll find underneath it. Show this Putty to Joey, he'll tell you that it's plastic explosive.

Time to leave the factory. Go along the walkway until you reach the building at the far left. This is the steamroom. Once inside, use the

spanner on both of the buttons on the boiler. Ask Joey to press the button on the left and simultaneously press the button on the right. The old man will complain and leave. When he does, pull the switch on the dash on the left. Remove the lightbulb and put the plastic explosive in the socket. Pull the switch again. A door on the bottom of the panel should open and reveal two more switches. Pull the one on the right down. Leave the steam room and go into the lift near the factory. You'll need to use Reich's ID card to do this. Once out of the lift, walk to the left and then go through the doorway on the top right. Use Reich's card on the left slot and enter the room. Pick up the pillow on the bed and pocket the magazine. Travel to the right, past the lift you came out of, until you happen across Travelco. Cover all conversational options and he will eventually swap a tour for the magazine. Go back to Reich's apartment and wait until Lamb arrives. Chat with him. When he mentions going away, hand him the ticket. Head back to the factory via the lift and have another yap with Lamb. He takes you on a tour of the factory but leaves abruptly. After he's left, talk to Anita again. When she asks for your ID card, hand her Reich's. Chat with her exhaustively.

Now leave the factory and jack in to the LINC terminal. Select two, one, one and then two. Jack off and wait for Lamb. Chat with him again and wait for him to authorise your entry to his flat, but before going down grab the cable to the right of the screen (you'll need to get Joey to cut it). Travel down in the lift, pick up the cable then head for Lamb's pad. Use Reich's card in the slot. Use the machine on the right to feed the cat. Pick up the video and pocket it. Leave the area now and travel along the walkway to the far left and enter the building marked 'Burke's Bio Surgery'. Chat with the hologram. Get Joey to persuade the hologram to let you through the door on the left. Go through and chat with Burke. Offer him your (er) testicles and he'll give you a Schreibmann Port. Again, exhaust all of the conversational possibilities available. Leave the surgery and travel to the far right and enter the building next to Travelco. Examine the statue, then have another of those exhaustive chats with the man behind the desk. Enquire about a Special Policy and tell him that Burke sent you. When he leaves, ask Joey to weld the anchor off of the statue. Pick up the anchor and go back to the top level again. Head for the steam room and go through the door to the right. Make a grappling hook. Walk up the stairs and out the door. Throw the hook at the shield on the opposite building. Swing over and crash through the window. You'll find yourself in a dark room. Go through the door to the right. This room reveals a strange kind of seat thing - the LINC interface. Use Reich's card in the slot next to the interface and then sit down.

You've now been transported into LINC-space. Pick up the ball you find and head for the exit on the right. As soon as you enter the next room, check out your inventory. You'll notice that it's completely different from the normal one. Use the OPEN program on the carpet bag that you find in this room. Pick up both items, you're going to need them later on. Use DECOMPRESS with the compressed data and DECRYPT with the documents. Take the exit to the right. The next bit is tricky, so pay attention. Use one of the PASSWORD programs with the floor then walk to the right. Lay down the other PASSWORD program. Strictly following the next sequence; left, pick up the PASSWORD, go up, put down PASSWORD, right, down, pick up PASSWORD, go up, put down PASSWORD, left, pick up PASSWORD, up, right, down, right, down, put down PASSWORD, up, up and exit. As soon as you're through pick up the bust and the book. DECRYPT the two documents in your inventory, DISCONNECT, go over to the LINC machine next to the lift and use Reich's card.

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Select option four. Enter the required security number and select one. Read all the documents and digest the information at your leisure. Once read, select zero, then two, then two again. You have now given yourself forty eight hours worth of special security clearance. Exit the system.

Use Reich's card in the slot next to the lift. You'll see that you now pass the body scan with flying colours. Enter the lift. This drops you off in the Security Station. Walk over to the lift on the left and use it. Exit this lift and make your way to the next lift on the left. (You've been here before when visiting Reich's apartment.) Reich's card can now access this lift. You will find yourself at the bottom of the city. Hang around a bit until a fat woman with a dog appears. Chat with her; be nice. Go left until you spot a doorman. Have a chat with him. The main piece of information you'll find out is that you need a sponsor to gain access to the club. Seek out the fat woman (Mrs Piermont) again and ask her to sponsor you. Now walk as far right as you can until you come upon a screen with a young boy and a gardener. Press the button by the door on the right. You'll find yourself inside Mrs Piermont's apartment. Have another chat with her. As soon as she makes her phone call, put the video cassette you have into the VCR. As soon as the dog starts barking at the screen, nip round to his food bowl and steal the biscuits. Leave the apartment and head for the bottom left exit. Examine the double wooden doors of the next location. Use Reich's card to open them and pick up the secateurs that you find. Head right and then go through the top left exit and make your way to the screen with the lift. Put the dog biscuits on the plank and wait.

As soon as Mrs Piermont's dog comes along, wait for it to jump on the plank. When it does, pull the rope. In the ensuing confusion sneak into the cathedral while the guard's distracted. Go through the top left exit and open all the lockers. Leave and make your way back to the top level via the lifts. Then enter the factory and make your way to the location where you last saw Anita alive. Put on the RAD suit that you'll find in the middle locker. Go right and access the control panel. Select two to open the door. Enter the reactor room. To the right of the reactor you will find Anita's card on the floor. Pocket it and exit the room. Close the door from the control panel. Go left and change back into your coat. Leave the factory and head back to the LINC-space interface via the Security Station's lift. Walk through the exit to the right. Call down your inventory and use the BLIND program on the eyeball. Quickly walk through the upper exit while the eyeball is still blind. Continue in the up direction. Use the PLAYBACK program with the well and engage the hologram in conversation. Go through the upper right exit and once again use the BLIND program on the eyeball there. While it is blind, pick up the tuning fork. Disconnect from LINC-Space. Leave the security building and make your way down to the bottom floor; ie where you first met Mrs Piermont. Traipse along to the location on the furthest left and have a chat with the gardener. Now, head off right until you come across the club. Enter it. If there is a band playing, leave and go and do something until they stop. As soon as they've vacated the area, go over to the juke box and activate it. The manager, Colston, will get up from his chair. Quickly walk over to his table and steal the glass. Examine the metal plate next to the door, at the rear of the club. And leave.

Head for Burke's Boi-Surgery via the lift. Give Burke the glass. Head for the club again. Once there, use the metal plate. The door should open into the wine cellar. Use the metal bar on the packing

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case. Move the lid over onto the top of the box. Stand on this makeshift platform and cut the grill with the secateurs. Crawl through the narrow passage it exposes. Go right and then through the top right passage. Once again, go right. To be on the safe side, save the game at this point. Do not walk past the hole until you have located the light socket. Put the light bulb in the socket. Exit to the right and save the game again. Go right again and immediately click on the exit on the bottom right. If you don't, you'll be crushed to death. Look above the vein on the wall. There's some plaster there. Loosen it off with your metal bar. Then loosen the brickwork with the bar until a brick falls out. Pick the brick up. Use the bar again and puncture the vein; near the bottom. Once punctured, hit the end of the bar with the brick. A droid will appear from the door on the right. Quickly pick up the bar and take the exit through the door. Have a peek through the grill. Take the upper left exit. Once again, save the game. Go over to the control unit and select two to reduce the temperature. Walk onto the iris and yank the iron bar. Walk off immediately and exit the room. Go right and right again. Put Joey's circuit board into the medical droid that's hanging about there. Tell him to check out the tank room. Wait for him to come back and chat with him about everything. Tell him to open the tank in the nutrient room. Await his return. As soon as he gets back take the upper left exit, the upper right exit and yet another upper right exit. Use Reich's card with the terminal there; select two then one. Exit and go left. Watch the sequence and then take Joey's circuit board out of the droid. Pocket Gallagher's Linc ID card. Go back into the room on the top right. Access the Linc-Space interface using Gallagher's card. Take the exit to the right, BLIND the eye and quickly go up. Use the DIVINE WRATH prog on the crusader. Disconnect, then use Anita's card in the interface slot to re-access Linc-Space. Go right, BLIND the eye, go up and then right. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect and go to the left. Take the bottom right, pick up the tongs to the right of the glass tank and use them to freeze the tissue that you pick up with them. Exit right, open the middle cabinet and slot in Joey's circuit board. Access the console and select two, zero and three. Chat with Joey. Retrieve his board from the cabinet. Now for some synchronisation trickery. Go to the door on the right and ask Joey to place his hand on one of the plates. As he does so, place your hand on the other plate. The door will open. Go right and right again. Use the cable with the pipe support. Climb down the ladder. Use the tongs with the orifice and save your game. Right click on the cable to swing into the room. After the unfolding scene, quickly tell Joey to sit in the chair.

## 1.84 Benefactor

Level codes:

Underworld:    Tombs Of Egypt:    The Treetop Rescue:

Level 1 - 3213J2HPQL	Level 1 - Q2J2R33DQH	Level 1 - MKCNLLHSQQ
Level 2 - 64JM4SL4Q5	Level 2 - 3NQL3QSNKS	Level 2 - MBQTH3JM1B
Level 3 - 3BQPH3J31B	Level 3 - 1PQHNWPGMV	Level 3 - MXQTJ4KND3
Level 4 - 1N11DNDDGQ	Level 4 - 1PQHTWN2QT	Level 4 - MWQTNN4RLL
Level 5 - 3F13JFHPQM	Level 5 - QFJ2TJGBQG	Level 5 - MGQTTNNQQK

Level 6 - QFJ2PJKFQK    Level 6 - 54HHDR2214    Level 6 - 23QMXQJFQJ  
 Level 7 - 1KQ234Q234    Level 7 - M51MD2C4FG    Level 7 - 2RQH32R3JF  
 Level 8 - 14QHNVPGM5    Level 8 - MGQTPNR5Q4

Stones And Bones: Merry Winterland: The Techno Treat:

Level 1 - MNCN343T45    Level 1 - 66N4K4KLHL    Level 1 - MGQRNLT5Q4  
 Level 2 - 2PQLTWN3QT    Level 2 - 3KQJHLV4MQ    Level 2 - M3MSR4LRQN  
 Level 3 - MNQ5WVK4QP    Level 3 - 32QKPGRLQH    Level 3 - 2LQGCN421L  
 Level 4 - QMDBCNDBCND    Level 4 - QCNG53JCQ2    Level 4 - 2JQF2KSHGM  
 Level 5 - 6KFK2MFK2M    Level 5 - 6PN4KVLM3T    Level 5 - 2BQFKCWLQ3  
 Level 6 - 62DJKFJPQL    Level 6 - 6VDJ3G34NL    Level 6 - 5FNKRLMJQK  
 Level 7 - QMDBMNHFQR    Level 7 - QPLFR5K2QT    Level 7 - MNQNGN5RKR  
 Level 8 - QVNGHLHIBF    Level 8 - QDNG5JJCQF    Level 8 - 24QJLTRKM5  
 Level 9 - QJLFH43C2L    Level 9 - 2GQKGMK21G    Level 9 - 52NKTKKHQH  
 Level 10 - 3FQKLHVPQM    Level 10 - MQQRHFMND  
 Level 11 - 6LFKMNJ4QR

To Hell With Minniat:

Level 1 - MCQ4Q2Q4Q2Q  
 Level 2 - 2PQJJ5P33T

## 1.85 Better Dead Than Alien

(Cheats)

If you are about to be hit from an incoming alien shot, press <ESC> to pause the game, move your ship out of the way, and press <N> to resume.

On the title screens type 'ELV' or 'CHAMP' to enter the cheat mode. Pressing the following function keys provides all manner of amazing weaponry and bolt-on goodies with which to do over huge amounts of alien nasties....

F1 ..... SCATTERBOLTS  
 F2 ..... MULTIPLE FIRE  
 F3 ..... AUTO-REPEAT  
 F4 ..... ARMOR MISSILES  
 F5 ..... STUN  
 F6 ..... NEUTRON BOMB  
 F7 ..... CLONE SHIP  
 F8 ..... SHIELD  
 F9 ..... SKIP LEVEL  
 F10 .... EXTRA POWER BARS

Here's the complete set of codes.

LEVEL	PASSWORD	COMMENT
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001	ELEKTRA	PRACTICE
002	SYZYG	A DODDLE

003	DRAMBUIE	VERY EASY
004	PLUG	EASY
005	SOPRANO	QUITE EASY
006	MAYONNAISE	AVERAGE
007	FAUCET	SOME EFFORT
008	POTATO	MUCH EFFORT
009	WOOMERA	GREAT EFFORT
010	NARCISSUS	TOTAL EFFORT
011	DEBUTANTE	HARD!
012	FIRKIN	REAL HARD
013	ACOUSTIC	VERY HARD
014	TRIPTYCH	LUDICROUS
015	JABBERWOCKY	ABSURD
016	WHIMSICAL	POSSIBLE?
017	CORNUCOPIA	DO THIS ONE!
018	PUNJABI	OK, NOW THIS
019	TIDDLY POM	STILL HERE?!
020	KEWPIE DOLL	BRILLIANT!
021	SEPULCHRE	IMPOSSIBLE..
022	EUPHEMISM	..OR WAS IT?
023	GRAMMARIAN	THE END.
024	CROSSWORD	THE END II
025	QUARANTINE	THAT'S IT.

## 1.86 Beverly Hills Cop

(Cheat)

Click past the high-score screen and onto select difficulty page.  
Now type in 'MELLIE' and you will be able to access all the games.

## 1.87 Beyond The Gates

(Cheat)

Entering 'THE END OF TIME DRAWS NEAR' will call up a full character editor that allows you to change your stats and add any item to your inventory.

## 1.88 Beyond Zork

To cure the pterodactyl, set the dial on the monkey grinder's organ to ear. Close the lid and turn the handle. Remove the arrow then rub the spenseweed on the wound. The scroll on the chest will take you to the Implementors. A transportation spell will get you out of the cellar. To help the minx, erase the footprints when you hear the hunter approaching. To slay the undead warrior you will need some holy water. Then simply throw vial at warrior. When you have the rabbit's foot, rub it for luck.

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## 1.89 Big Run

(Cheat)

Pause the game, move the joystick LEFT, RIGHT, DOWN, UP, UP, LEFT, DOWN and RIGHT (centring the joystick each time), the screen will flicker and infinite credits will be yours.

## 1.90 Bill's Tomato Game

Level Codes:

World 1	World 2	World 3	World 4	World 5
Level	Level	Level	Level	Level

1	BEGIN	1	TAIGGEN	1	BIGGAT	1	SLOONNON	1	BOUVOM
2	CLOAKON	2	PLOUMUG	2	SAISSIT	2	PIOMER	2	DREDDUN
3	TOITTAR	3	PLADDAT	3	CLEEGOM	3	GOOTTOG	3	NAIGGON
4	MOINON	4	GEELLET	4	DROUTTER	4	GLOUTTAN	4	WINNUN
5	BIOKAL	5	TOACKIN	5	SLOGGET	5	POLLAN	5	GAPPIT
6	MIENNAN	6	VOODDOM	6	BIELLIN	6	WOOSSOM	6	GLOIVUG
7	PLEEGGUN	7	BEAPET	7	PLIEMON	7	SONNER	7	MOLLAT
8	ZAIKET	8	CLYVIT	8	CLOIFIT	8	WYNAL	8	SLAIVAN
9	ZOIFCKEN	9	SIMAL	9	FLEPUG	9	SLYSSAR	9	PLEAPPIT
10	SALLAR	10	BOOKUG	10	BYMAN	10	DROAMEL	10	WOIDDAR

World 6	World 7	World 8	World 9	World 10
Level	Level	Level	Level	Level

1	TETTOL	1	NYMIT	1	FLUVON	1	DRAIBBEN	1	GAILLIT
2	GOUCKAT	2	PLIOFOL	2	FLUGGAR	2	GLIAKIN	2	CLOUGEL
3	VOUPET	3	DREDDIN	3	NOUPPEL	3	SIAMOL	3	FLICKOG
4	CLOAVUN	4	PLIPAR	4	VEAKAR	4	NEKOL	4	PLOTTIN
5	PASSUN	5	GEGIT	5	SLEDDON	5	CLIGAT	5	MUSSET
6	MOOVAL	6	FLAIVIT	6	SLOIPOL	6	VUSSEN	6	ZOALLON
7	FLIONNOG	7	FLAGGOG	7	TOOLLEL	7	PIBBEL	7	GOAMOM
8	CLANUN	8	DRINNOL	8	MYPER	8	SLEAKUN	8	SOADDET
9	PLUMIN	9	POIGOL	9	BUMET	9	NUPPON	9	GLIOFAR
10	FLEASSAN	10	GLUTTAT	10	GLEEGGAN	10	WOGGEL	10	VEEFER

(Tip)

To kill the end of game guardian, wait until he has jumped, then jump onto his head while he is crouching.

(Cheat#1)

To skip levels press the <Help> key.

(Cheat#2))

### Action Replay Poke:

I have put this cheat here instead of with the 'AR' cheats. This is because there is more to it than the rest.

1. Type MC07C.
2. A list of numbers should appear. Change the first four pairs of numbers (from left to right) to 4E 71 4E 71.
3. Now press <RETURN> then <Esc>.
4. Now press <X> then <RETURN>. This will return you to the game with infinite attempts.

## 1.91 Bio Challenge

(Cheat)

Pause the game by pressing <Esc> and press <G>. You will be transported straight to the end-of-level guardian.

## 1.92 Birds Of Prey

(Tip)

When creating a new pilot, start the pilot on the opposite side from which you want to fight on. Select any mission and any plane (although Border/Sea Patrol and General Dynamics F-111 or Sukhoi Su24 Fencer are recommended), load up with ground attack weapons, taxi out of the hangar and cannon down your own airbase. Continue taxiing around blasting the air control tower, radar, aircraft shelter and hangar (but don't start shooting until you've left the hangar or the doors will close and seal you in, and don't get within half a mile of any or you'll get caught in the explosion). Take off (bombing the runway on your way), cruise around and blow up any friendly ground targets you can find. You will be labelled a traitor and assigned a new home base on the side you actually want to fight, so head for this base when your fuel/ammo runs low. You can then proceed as normal, only your side will have a huge head start. The war can be shortened to a fifth of its normal length through this method, and you can also land on any enemy runway during the mission and blow it up from the ground rather than zooming all over the place trying to line up good aerial shots. But don't blow a hole runway before you try it. And beware of aircraft taking off while you try to land.

## 1.93 Black Crypt

(Cheat)

Play the game as normal (and collect as many items as possible). Save the game as 'Game A' and without moving, put all the items on the floor. Then save the game again, but as 'Game B'. Now quit the game and run a program

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such as Disk Master. Look at the saved game files. Delete character B, and rename character A to B. Now reload the game and play Game B.

## 1.94 Blade Warrior

(Solution)

Gather enough ingredients to make the Heal and Water spells, visit the West Wizard, trade the ingredients for the Travelle spell and then again for the Amulet of the Moon. Make the Travelle spell, get the key from near the Swamp Wizard's tower, go to Ginti's Amulet, collect the key, kill the skeleton guards and grab the Amulet. Visit the Swamp Wizard, trade the Amulet for a tablet fragment, collect the silver ring from the South Wizard level (killing the skeleton guards and grabbing the ring as you go), visit the South Wizard, trade the ingredients for a Stone Flute, go to the northeast top corner of the map and get the Veritas leaf. Visit the Pine Wizard, trade the ingredients for another Stone Flute, the Veritas leaf for the Name and the 'Air' ingredients with the West Wizard for the Smoke and Earthe spells. At the top of the map, locate the bee hive, cast the Smoke spell, attack the hive, collect the crystal, go to the West Wizard, trade the ring for a tablet fragment, either Flute for the Helmet and the Talisman of the Moon for the stone tablet with the North Wizard, the Name for a tablet fragment and the Helmet for the Travelle spell with the East Wizard. (You already have this but the Wizard must already have the Helmet for the next trade to work.) Caste Earthe repeatedly to kill the flying banshee on the East Wizard's. Take the Banshee Wail (you need to cast Earthe six times to do this), go to the Palace Wizard and trade the Wail for a tablet fragment. Take the path leading to the Sorcerer's tower, locate the Swamp Fish Sparkle and trade it for a tablet fragment with the Pine Wizard. Go to the South Wizard and trade the Crystal for a tablet fragment, visit the Sorcerer and he will charge your sword. Now all you have to do is to find and kill Murk.

## 1.95 Blood Money

(Cheat)

Pause the game then press the <HELP> key for infinite lives.

## 1.96 Bloodnet

Here is a list of things you must do to complete the game:

### 1 TACKETT'S LAB

- a) Get implant plans.
- b) Get 4Mb chip and place it in your decking unit.

### 2 HOUSTON MATRIX ROVERS

- a) Get a patch cord.
-

b) Talk to Larry Owen.

### 3 ABYSS

- a) Talk to Rymma Fizz.
- b) Choose four characters to join your crew.

### 4 METROPOLITAN MUSEUM OF ART

- a) Talk to Montgomery Taylor. (He will give you an invitation to the Hellfire club if you answer 'No' to his first question.)

### 5 CENTRAL PARK

- a) Talk to Kimba West
- b) Talk to Sander Tomalin. (You have to talk to him twice in order to give him the implant plans. He will give you a lockpick databasem smaria soulbox and a 4Mb Chip. Put the soulbox into your decking unit.)
- c) Talk to Mother Mary on the second Central Park screen.

### 6 CAFE VOLTAIRE

- a) Talk to Oscar Nandez (second screen).
- b) Talk to Lenora Major.

### 7 C-SPACE

- a) Go to 'medium' well.

### 8 KAFKA CONSPIRACY

- a) Talk to Coover Tristan.

### 9 ELECTRIC ANARCHY

- a) Talk to Phree Tought.
- b) Talk to Nai Hillstick.
- c) Talk to Chuck.
- d) Talk to Phracktle K. Oss.
- e) Talk to Auntie Matter.
- f) Talk to Garrick Fizz. (Have him join you.)

### 10 AUTONOMY DOGS

- a) Talk to Wild Child.
- b) Talk to Sabaccatus St Aubens.

### 11 HARD METALS

- a) Talk to Tempered Steele.

### 12 ST PATRICK'S

- a) Talk to Mother Mary.
- b) Talk to Brother Complicitus. (You will need to speak to them both twice and compare the conversations.)

### 13 HELLFIRE CLUB

- a) Talk to George Yatchisin.
- b) Talk to Renfield.

### 14 HARDARM TACKTICK

- a) Buy lockpick casing and diagnostic unit.
- b) Assemble electronic lockpicks.

### 15 TRANSTECHNICALS

- a) Security
-

- i) Kill Chief Daryl Paine.
    - ii) Get TT cloak chip from Paine.
    - iii) Search area. (Pick up all items.)
  - b) Emily Esaki
    - i) Search area.
    - ii) Get pin.
  - c) Bill Dougan
    - i) Talk to Bill Dougan.
  - d) Nanotech
    - i) Search area. (Pick up all items.)
    - ii) Use electronic lockpicks on locked storeroom door.
    - iii) Search storeroom. (Pick up all items.)
  - 16 LAZLO GREEN  
(Examine crackdown lists to open.)
    - a) Search area.
    - b) Pick up gas mask.
  - 17 ELECTRIC ANARCHY
    - a) Talk to Phree Thought.
    - b) Give her a dragon soul box. (Say 'Yes' when she asks.)
    - c) She will give you a sonama vapor.
  - 18 ICON PIRATES
    - a) Put the gas mask on a character.
    - b) Use sonomavapor with that character.
    - c) Search area.
    - d) Get the holocam and both cans of holofilm.
  - 19 DOOM PILOTS
    - a) Talk to Ghost Walker.
  - 20 MADAM MESCAL
    - a) Buy instipigment.
    - b) Use instipigment on yourself.
  - 21 CLOISTERS
    - a) Sabastan's room
      - i) Get beads.
    - b) Weapons room
      - i) Solve mirror puzzle. (Just film yourself with the holocam then playback the recording while near the mirror.)
      - ii) Search area. (Get ALL soulblades and stakes.)
  - 22 CAFE VOLTAIRE
    - a) Place beads next to Cyril Thorpe.
  - 23 C-SPACE
    - a) Go to 'Medium' well.
    - b) Talk to Cyril Thorpe.
  - 24 CLOISTERS
    - a) Sabastan's room. Talk to Sabastan. (He will bless the blades.)
  - 25 C-SPACE
    - a) Go to FATS.
    - b) Talk to Melissa Van Helsing.
-

## 26 LE PHOOD

- a) Talk to Melissa Van Helsing. (Have her join you.)

## 27 HELFIRE CLUB

- a) Talk to Alexander Tennant.

## 28 VAN HELSING'S APARTMENT.

- a) Kill all Vampires.
- b) Enter the Second Room.
- c) Search Area.
- d) Pick up signal scrambler.

## 29 GRANT'S TOMB

- a) Kill everyone.
- b) Get green pendant.
- c) Free Alexander Tennent.

## 30 ELECTRIC ANARCHY

- a) Have Chuck join you.
- b) Disassemble green pendant.
- c) Put emerald looker chip into decking unit.

## 31 C-SPACE

- a) Go to FATS.
- b) Talk to Tackett Cybervision.
- c) Go to 'Kansas' well.
- d) Talk to Sally. (She will give you the real incubus.)

## 32 ST PATRICK'S

- a) Dismiss Chuck.
- b) Talk to Mother Mary. (Have her join you.)

## 33 TRANSTECH (1122)

- a) Kill everyone. (Shoot the incubator to kil Van Hesling.)
- b) Talk to Dr John Harker.

## 34 C-SPACE

- a) Enter 'Elizabeth' well.

## 35 AND THAT'S IT

- a) Fight dracular Images. (Six in total.)
- b) Fight and kill the real Dracula.

## 1.97 Blues Brothers (The)

(Cheat)

On the character selection screen, type in 'HOULQ', press a number between one and six (to chose your starting level) and top it off with a tap on the <SPACE> bar.

If the above doesn't work try typing 'WALLOO'.

(Tip)

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When finishing a level, get to the second of the two flags and you'll carry your record collection onto the next level.

## 1.98 Bobs Bad Day

Here is a selection of level codes:

01 - ZAABCZOD	26 - TDPGGWPH	51 - NDPLKWOL	76 - HEAQOVNP
02 - ZBFBCYPD	27 - TDPGGWOH	52 - NEALKVNL	77 - GDPQOWQP
03 - ZBFBCYOD	28 - TEAGGVNH	53 - MDPLKWOL	78 - GEAQOVPP
04 - ZCKBCXND	29 - SDPGGWQH	54 - MEALKVPL	79 - GEAQPVOQ
05 - YBFBCYOD	30 - SEAGGUPH	55 - MEALLVOM	80 - GFFQPUNQ
06 - YCKCCXPD	31 - SEAHHVOI	56 - MFFMLUNM	81 - FCKRPXQO
07 - YCKCDXOE	32 - SFFHHUNI	57 - LDPMLWQM	82 - FDP RPWPQ
08 - YDPCDWNE	33 - RBFHHYQI	58 - LEAMLVPM	83 - FDP RPWOQ
09 - XBFCDYQE	34 - RCKHHPIXI	59 - LEAMLVOM	84 - FEARPVNQ
10 - XCKCKZPE	35 - RCKHHXOI	60 - LFFMLUNM	85 - EDPRQWQR
11 - XCKDDXOE	36 - RDPIHWNI	61 - KEANMVON	86 - EEASQVPR
12 - XDPDDWNE	37 - OCKIIXQJ	62 - KFFNMUPN	87 - EEASQVOR
13 - WCXKEDXQF	38 - QDPIIWPJ	63 - KFFNMUON	88 - EFFSQUNR
14 - WDPDEWPF	39 - QDPIIWOJ	64 - KGKNMINN	89 - DDPSQWOR
15 - WDPDEWOF	40 - QEAIIVNJ	65 - JBFNMYQN	90 - DEASQPVR
16 - WEAEENVF	41 - PCKJIXQJ	66 - JCKOMXPN	91 - DEATRVOS
17 - VBFEEYQF	42 - PDPJIIWPJ	67 - JCKONXOO	92 - DFFTRUNS
18 - VCXEEXPF	43 - PDPJJWOK	68 - JDPONWNO	93 - CEATRVQS
19 - VCKEFXOG	44 - PEAJJVNK	69 - ICKONXQO	94 - CFFTRUPS
20 - VDPEFWNG	45 - ODPJJWQK	70 - IDPONWPO	95 - CFFTRUOS
21 - UCKFFXOG	46 - OEAKJVPK	71 - IDPPNWO	96 - CGKURTNS
22 - UDOFFWPG	47 - OEAKJVOK	72 - IEAPNVNO	97 - BCKUSXQT
23 - UDPFFWOG	48 - OFFKJUNK	73 - HCKPOXQP	98 - BDPUSWPT
24 - UEAFFVNG	49 - NCKKKXOI	74 - HDPPOWPP	99 - BDPUSWOT
25 - TCKFGXQH	50 - NDPKKWPL	75 - HDPPOWOP	100 - BEAUSVNT

## 1.99 Body Blows

(Cheat)

Go to the Options menu. Push joystick 1 left and joystick 2 right and hold for ten seconds to activate the Cheat mode.

Or try holding joystick one down for five seconds, and the secret menu will appear.

If you have older version of the game (without the cheat, added features & speed) and you wish to have it updated, send DISK 1 ONLY back to Team 17 at the following address:

Marwood House,  
Garden Street,  
Wakefield,

West Yorkshire.

WF1 1DX

Including £2.50 to cover postage and packing.

#### (CHARACTER GUIDE)

**DAN:** Dan is a character to be wary of. He has the same moves and the same strengths and weaknesses as Nick, with the one exception that his Special is activated slightly faster. When Dan is close and jumps up or over you, immediately counter with an Uppercut – this is deadly and will knock him off his feet, giving you time to think about your next move. The best way to finish off Dan is to jump in and make it a real street brawl – attack as much and as quick as possible and Dan just won't be able to cope.

**DUG:** Don't be daunted by big boy Dug's size, he's a real weed of a man and the easiest of the Body Blows' characters to beat. Start off with a couple of Flying Kicks to get him backed up into a corner, then follow up with a combination of Mid Kicks and Low Kicks. Eventually Dug should topple over so jump back. Then, as soon as he gets up again, jump in with a Flying Kick and follow up with another combination of Kicks until he falls over again. Follow this routine until you've won.

**JUNIOR:** Junior looks tough, and for once looks aren't deceiving – he's a right sod. The secret to beating him is all-out attacks with a hint of caution thrown in for good measure. Jump in, strike him with a few attacking moves then jump back out again. Be quick with your attacks and don't stay too close to him for too long – if you do, his 'Blitz' will soon sort you out. Repeat this and you'll beat him in no time.

**YIT-U:** Although just about the fastest character in the game, Yit-U is actually fairly easy to beat if you fight him defensively. In other words, block all his attacks and only go on the offensive when Yit-U uses his power speed. If you stick to a combination of Mid-Kicks and Sliding Kicks you should find you have little to worry about.

**KOSSAK:** Right, the first four characters should have got you warmed up – now you just need a bit of patience. Whatever you do don't rush in because you'll only get hurt. Instead, wait for Kossak to come to you. Then, when he gets in close, fire off combination after combination of fast attacking moves.

If Kossak's right next to you and starts his 'Driller Killer' move immediately counter with a Mid-Punch followed by a combination of Mid- and Low Kicks. If, on the other hand, Kossak uses the 'Driller Killer' while at the opposite end of the screen to you then counter with your special – wait until his waistband touches the floor then hold down FIRE; when he reappears your energy blast will hit him full force and he'll not be able to block in time!

**LORAY:** Loray is a difficult opponent mainly due to his awesome special, the 'Buddha Flame'. The only way to beat him is by using Sliding Kick underneath or a Flying Kick over the top of the 'Buddha Flame', followed quickly by a combination of two or three attacking moves when in close then backing off quickly before the next flame blast. By repeating this sequence of manoeuvres you should eventually defeat him. Be warned that

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it takes a while to master and get the timing right, but persevere and victory will be yours.

MARIA: This luscious lovely is another reasonably weak character, and only marginally harder to beat than Dug. In fact, the same attack techniques for Dug work just as well on Maria. One piece of advice though – if you're at the opposite end of the screen when Maria goes into her 'Flamenco Fury' counter-attack by activating your own special, i.e. hold down FIRE.

NINJA: The biggest threat posed by Ninja comes from his sword, so aerial attacks are the best offensive moves. If the Ninja launches into his 'Death Roll' block the attack and counter with a Mid-Kick followed straight away with a Roundhouse Kick. You'll find that this technique works around 75% of the time.

MIKE: Mike should be treated in the same way as Junior, but with a little more caution as Mike, despite his tight-fitting suit, is a bit faster. When you jump in, unleash a combination of moves then block until he performs one of his 'Wind' specials. Quickly repeat the combination and jump out of there to give yourself time to re-assess the situation.

## 1.100 Body Blows V2

(Cheat)

Go to the Options menu. Push the joystick down for 7 seconds to activate the Cheat mode menu.

## 1.101 Body Blows - Galactic

(Cheat)

On the high score table type in 'MEANTEAM'.

## 1.102 Body Blows - Ultimate

(Cheat)

CD\$^3\$^2\$ & A1200 Versions:

Enter one of the following words on the high score table and they will produce the relevant effect:

MEANTEAM – Unlimited continues

HARDCORE – Invincibility

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## 1.103 Bombuzal

Passwords:

LEVEL	CODE	LEVEL	CODE
8	ROSS	136	BIKE
16	RATT	144	BIRD
24	LISA	152	TAPE
32	DAVE	160	VASE
40	IRON	168	PILL
48	LEAD	176	SPOT
56	WEED	184	PALM
64	RING	192	LOCK
72	GIRL	200	SAFE
80	GOLD	208	WORM
88	OPAL	216	NOSE
96	SONG	224	EYES
104	FIRE	232	HAIR
112	LAMP	240	SIGN
120	TREE	248	MYTH
128	SINK		

## 1.104 Bonecruncher

Level codes:

01 - GOLEMSTENCH  
05 - SEARAB  
06 - WEB OF DEATH  
09 - UNDERGROUND  
10 - DEATHCHAMBER  
11 - GOLEMSCAVE  
12 - HORNSLUT  
13 - SLIMEHOLE  
14 - BLOODSMELL  
15 - BONEPOWDER  
16 - NIGHTMARE  
17 - MONSTERBREED  
18 - THUNDERSTORM  
19 - CREEPYCAVE  
20 - LIQUIDATION  
22 - STRATA GEM

## 1.105 Booty

Hold down the keys <K>, <E>, <V>, <I>, and <N>.

## 1.106 Brainball

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Level codes:

01 - No Code! 14 - FRANKLIN 27 - LOGOGO 40 - HARDWARE  
02 - WELLDONE 15 - PJOTRE 28 - SQUARES 41 - HOOLIGAN  
03 - PPHAMMER 16 - HUI LUIS 29 - SPEEDIE 42 - LEVEL 42  
04 - FORTUNE 17 - ESCAPE 30 - SERPENT 43 - OWLPARTY  
05 - READY 18 - CONTROL 31 - FLIPPER 44 - FREESHOT  
06 - STEADY 19 - SPACE 32 - COFFEE 45 - BIERZELT  
07 - NO GO 20 - AMIGAFUN 33 - DOENER 46 - LAADAADI  
08 - JOYSTICK 21 - LAMBADA 34 - NO COKE 47 - LAADAADA  
09 - RUTODFGP 22 - ERTERZUT 35 - SMOKIE 48 - NOWAYMAN  
10 - DENISE 23 - LEVEL23 36 - ALLSTAR 49 - RUSHRUSH  
11 - BIGANGUS 24 - BIGDREAM 37 - SOTFWARE 50 - THE END  
12 - CHIPCHIP 25 - CINEMAXX 38 - COMPUTER  
13 - HATTHATT 26 - SMARTIES 39 - DISKFULL

## 1.107 Brat

Level codes:

Level 01 - BISHIAMO or BISHIGMO  
Level 02 - MIHEMOTO  
Level 03 - SASUTOZO  
Level 04 - SUMATZEE  
Level 05 - NOKITAGO  
Level 06 - ITSANONO  
Level 07 - MOZIMATO  
Level 08 - HOZITOMO  
Level 09 - MOKITEMO  
Level 10 - ZUMOHATO  
Level 11 - CHANASTU  
Level 12 - NAGAITSU

(Tips)

Keep your attention at least three steps ahead. Make full use of the Stop and Reverse scrolls and Stop Brat icons. Always try to collect any milk bottle - to activate the bottles after a fall, click the flashing bottles in the panel before the countdown ends. Don't waste bridges. If your inventory is full and you reach an essential item, drop surplus supplies in front of you so that you can pick them up again as you go on. Use the rubber to get the money back on misplaced arrows and scroll icons. Weights are extremely useful for toggling trapdoors or switches. And the green hovering bridges can only be walked onto when they are not moving, although you can step off a moving bridge.

\*\*\* TOYTOWN \*\*\*

Mice like cheese, but once the mouse has finished he'll be back on your track. Place lollipop poles on the road before the car reaches it. And on the final level, note that the spinning tops can be trapped by placing a piece of bridge and on blocking its exit with a weight.

\*\*\* PARK LAND \*\*\*

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A Stop scroll helps aid timing easier when jumping off the roundabouts. Drop meat to the sharks as soon as they appear on screen. Submarines will check all directions for possible targets before they fire multiple torpedoes, and make sure you have a parachute before letting Brat walk onto the blue parachute jump arrows.

\*\*\* MOON BASE \*\*\*

The circular homers must be blown up before they reach home and open their trapdoors. Homers only move if they can see their destination point on screen. Weights can block the laserbolt cannons. The multiple switches on the moon base have a double-switching order, in the sequence orange-red-green-blue (eg orange switches orange and red, red switches orange and red and green). And space slugs will eat your arrows - as they do turn and face the direction in which the arrow is pointing.

\*\*\* THE OBJECTS \*\*\*

CARS:                Use lollipop poles or dynamite.  
DUCKING BIRDS:       Stop before the bird and wait until he ducks his head  
                      three times - then go.  
MICE:                Use cheese.  
DOGS:                Use bones.  
SPINNING TOPS:       Block with weight.  
TOY SOLDIERS:        Use rag dolls.  
JACK IN THE BOX:     Place weight on top.  
ROCK PILES:          Use dynamite or grenades.  
LARGE ROCK PILES:    Match to cannon after aim set by pressure pad.  
DRAWBRIDGES:        Toggle with Brat or weight.  
TRAP DOORS:          Use pressure pads.  
SHARKS:              Use hams.  
MINES:               Use torpedoes.  
YACHTS:              Use torpedo.  
HOPPERS:             Use drawing pins.  
STINKBOMBS:          Use aerosols.  
MOLE:                Use the spade.  
MODEL PLANES:        Use firework rockets.  
GREEN ROBOTS:        Use grenades.  
RED ROBOTS:          Use the blue and yellow pass.  
FORCE FIELD GATES:   Use the appropriate coloured pass, placed on gate.  
AIRLOCKS:            Use pressure pads.  
GREEN HOPPY MONSTER: Use glue.  
GREEN SPACE ORBS:    Use springs.  
CANNON:              Block with weight.  
SPACE SLUG:          Eats arrows and follows their direction.  
SPACE MOLE:          Drop weight on head when mole comes out of the  
                      ground.  
DROPS:                You're going to need a parachute.  
COLOUR PADS:          These are coded. It's your job to make them all flash  
                      on.

## 1.108 Brides Of Dracula

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(Cheat)

When you're Dracula, go right from the first screen and turn the first two women into vampires, taking them back to their coffins. Then return to that screen again, walk between the lift and the second table and crouch down just past the skulls on the floor. A vampire should then appear ready to put into her coffin. Do this again and again to get all eleven vampires, and then polish of Helsing before he knows what's hit him.

## 1.109 Brutal Paws Of Fury

Here are the moves:

KEY:

01 = LEFT, RIGHT, LEFT, RIGHT  
 02 = DOWN, DOWN, DOWN, UP  
 03 = RIGHT, RIGHT, RIGHT, LEFT  
 04 = LEFT, LEFT, LEFT, RIGHT  
 05 = LEFT, RIGHT, DOWN, UP  
 06 = DOWN, LEFT, RIGHT, RIGHT&FIRE  
 07 = RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, LEFT  
 08 = FIRE, FIRE, FIRE, FIRE, FIRE, RIGHT  
 09 = RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, UP  
 10 = FIRE, FIRE, FIRE, FIRE, FIRE, DOWN  
 11 = LEFT then SWEEP DOWN dramatically in a quarter arc  
 12 = DOWN then SWEEP RIGHT dramatically in a quarter arc, FIRE  
 13 = RIGHT then SWEEP DOWN dramatically in a quarter arc  
 14 = DOWN then SWEEP LEFT dramatically in a quarter arc, LEFT  
 15 = LEFT/DOWN then SWEEP RIGHT dramatically in a quarter arc, RIGHT/DOWN  
 16 = RIGHT/DOWN then SWEEP LEFT dramatically in a quarter arc, LEFT/DOWN  
 17 = LEFT, RIGHT then SWEEP DOWN dramatically in a quarter arc  
 18 = RIGHT, LEFT then SWEEP DOWN dramatically in a quarter arc  
 19 = LEFT then SWEEP DOWN dramatically in a half arc  
 20 = RIGHT then SWEEP DOWN dramatically in a half arc  
 21 = LEFT, RIGHT then SWEEP DOWN dramatically in a half arc  
 22 = RIGHT, LEFT then SWEEP DOWN dramatically in a half arc, once at RIGHT press FIRE  
 23 = LEFT then SWEEP DOWN dramatically in a half arc, once at RIGHT press FIRE  
 24 = RIGHT then SWEEP DOWN dramatically in a half arc, once at LEFT press FIRE  
 25 = LEFT, DOWN, LEFT, RIGHT, UP or LEFT, DOWN, LEFT, UP, RIGHT?  
 26 = RIGHT, LEFT, DOWN, LEFT  
 27 = DOWN, RIGHT, DOWN, RIGHT  
 28 = LEFT, DOWN UP

\*\*\* KENDO \*\*\*

\*\*\* LEON \*\*\*

\*\*\* PANTHA \*\*\*

Hap-Ki-Do.....10	Lean Exp.....26	Summon Chi.....27
Ki Force.....06	Rage Inside.....27	Serpent's Kiss.....26
Five Rings.....24	Wild Side.....19	Gentle Path.....10
Spinball.....14	Chord.....20	Cloak Attack.....22

Cannonball.....18	Roar.....17	Power Drain.....21
Headbutt.....12	Swim.....12	Projectile.....15
Slam.....11	Bite.....04	Taunt.....01
Taunt.....01	Taunt.....01	

## \*\*\* KFB \*\*\*

Devil's Kiss.....05  
 Iron Fist.....03  
 Dance Of Death.....06  
 Scissors Kick.....02  
 Double Flash.....20  
 Flash Kick.....15  
 Hi-Flash.....11  
 Taunt.....01

## \*\*\* FOXY \*\*\*

Penjat Silat.....09  
 Call Of The Lotus..28  
 Kuntae Kata.....27  
 Rollover.....12  
 Spin.....15  
 Whiplash.....13  
 Taunt.....01

## \*\*\* DALI LLAMA \*\*\*

Mind.....26  
 Apocalypse.....23  
 Headbutt.....12  
 Smoke.....17  
 Taunt.....01

## \*\*\* CROC \*\*\*

Empty Hand.....25  
 Swallow.....17  
 Escrima.....06  
 Triple Tail.....19  
 Torpedo.....09  
 Tail Whip.....13  
 Taunt.....01

## \*\*\* TAI \*\*\*

Way Of The Crane...07  
 Fist Of The North..06  
 Divine Wind.....24  
 Fire Run.....21  
 Fire Kick.....12  
 Fire Punch.....11  
 Taunt.....01

## \*\*\* RHAI \*\*\*

Berserk.....24  
 Lightning.....08  
 Tsumai.....07  
 Batter.....23  
 Face Pull.....17  
 Frenzy.....18  
 KO Punch.....12  
 Taunt.....01

## \*\*\* IVAN THE BEAR \*\*\*

Rage Of The World.....05  
 Jab Al Nar.....04  
 Strength Of The North..21  
 Earthquake.....02  
 Big Belly.....18  
 Taunt.....01

## 1.110 Brutal Sports Football

(Tip)

## \*\*\* BONUSES \*\*\*

RABBITS: Charge towards the goal in a zig-zag fashion and run it in.  
 WALKING BALLS: Run into the goal mouth and wait for the ball to follow.  
 ICE CUBES: Use when the opposition is nearing your goal or when near the centre line. They are also useful if you want to give another player a good kicking.  
 TORTOISE: Boot the ball away instantly!  
 LIGHTNING: Use this only when you're not in possession.  
 BUBBLE: Charge!  
 BOMBS: Run to the goal mouth and tap fire, but be careful if you have the Rabbit, because you can run into your own bombs. And never (ever) hit a

man with Bombs on. It isn't nice.

### \*\*\* PLAY TACTICS \*\*\*

At the start of a match, run your uppermost player over to punch his opposite. When the screen re-centres itself, dive on the centre forward, stomp on his legs and the ball should be yours.

### \*\*\* SCORING \*\*\*

When facing a trickier computer opponent, kill off his goalie and kick the ball from halfway between the centre and the line to its right and the ball should land cleanly in the goal. When a chum is brought in, locate a sword, take it to his corner, wait for a suitable player to arrive and hack the man down - keep this up for long enough and you wipe out the entire team! Dragons are an easy opponent (boot the ball down the pitch and punch anyone who gets in the way), Rhinos are slightly harder (play for goals) and Goats can be a real problem (defence - in the form of hitting and stomping on as many of the opposition as possible - is the key).

### \*\*\* PASSWORDS \*\*\*

First League, Assassins Vs. Berserkers:

ZXXXVF2!Y

22QBNSMNP

Top League, last game of season with a ten point lead (so you don't even have to win), Vs. Berserkers:

HCZB203MQ

YNTYMKRRR

MESSIAH--

## 1.111 BSS Jane Seymour

Level codes:

- 01 - NO CODE!
- 02 - SLUMBER
- 03 - INTEREST
- 04 - BULKHEAD
- 05 - SHOWROOM
- 06 - MUSHBASH
- 10 - VICTORY
- 12 - FRENZY
- 14 - CROWED
- 16 - VOLTAGE
- 18 - PRIMATE
- 20 - TRIUMPH

## 1.112 Bubba `N' Stix

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Here are the level codes:

Level 2 - T1QKPF?CMG  
Level 3 - PXMYGFFW7D  
Level 4 - 913XPD1LZ5  
Level 5 - 12!FX?5RJ

If the above codes don't work, try these:

Level 2 - 3YPNXPH56P  
Level 3 - PTVW27JRLY  
Level 4 - GZLZWRJ7D3  
Level 5 - LR95GIJK45

Or try these:

Level 2 - VXWPXJJ668  
Level 3 - KY57DJSYNN  
Level 4 - X65YX36T5Y  
Level 5 - 1JDP6NWL19

## 1.113 Bubble Bobble

(Hint)

If you can get to boards 10, 20, 30 & 40 without dying a door will appear to take you to a secret level. On boards 7 & 22 wait a few seconds until the umbrella falls and grab it, you will warp ahead 6 levels.

(Cheat)

Press <F1> to advance 1 screen  
Press <F2> to advance six screens  
Press <F3> to advance eleven screens

## 1.114 Builder Land

Here are the level codes:

LEVEL	CODE
ONE	BUILD
TWO	YOTTHA
THREE	BEARBY
FOUR	OCTOPY
FIVE	DIABLO
SIX	GOTIUS

## 1.115 Bull Dog

(Cheat)

Enter your name as 'C' on the high-score table for infinite lives.

## 1.116 Bump 'N' Burn

(Cheat)

On startup, exit the Options screen and when the Burning Rubber logo appears, quickly type in 'ZXR7507'. The screen should flash, and after the first race you'll have £9999.

If the above doesn't work try 'ZXR750R'.

You can also type 'HOUSEY' for some music.

## 1.117 Bump 'N' Burn - CD<sup>32</sup>

(Cheat)

Race of all four races of Race Track and Volcano, and finish second. You will now play on a hidden track.

## 1.118 Cabal

(Cheat)

Type 'SCHLIKA' during a game. The border will flash, and you now have infinite lives and can skip levels by pressing <F2>.

When you pause the game, you still can move the crosshair around. This makes it easier to kill your targets.

## 1.119 Campaign 2

(Tips)

\*\*\* GENERAL TIPPERY \*\*\*

Adopt a sensible order of battle. Depending on the enemy, you will need to advance in line astern (to avoid detection) or line abreast (to attack or defend across a broad front). Use dumps to ensure that your forces are always well provisioned. If they run out of fuel, they will stop and dig in. This is all right when the enemy are looking for you, but not vice versa. Running out of ammunition is more serious since

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they will only be able to conduct very limited operations. Running out of food is the most serious shortage, since when this happens all of the affected troops will surrender immediately. Ensure that your forces are each provided with artillery, aviation and air-defence sections, since these can play a decisive role in battles. Both automatic and manual battles can use these supplementary forces to good effect, so don't neglect them.

\*\*\* BATTLES \*\*\*

**HELICOPTERS:** Helicopters are enormously powerful when used skillfully, but it is difficult to both fly and fight. The best answer is to have a two player team, one flying, and the other firing missiles or using the gun automatically, selecting targets using the cross-hair. A stable platform is necessary when using the weapons, so try to avoid high speed manoeuvres while aiming your missile to keep the missile locked on.

**TANKS:** The auto gunner is pretty accurate, but doesn't take speed into account because it just aims at the current position rather than where the target will be when the shell hits. Your skill in shooting will be better than the automatic system when you can anticipate the target's position. It is therefore sensible to drive across the enemy's field of view rather than directly towards or away since your move will not be anticipated. Try to avoid staying still as this leads to near certain death. With the modern fullystabilized turrets, it is possible to 'jink' (ie zigzag) whilst aiming at the target, but this demands practice especially if one player is both the driver and the gunner.

**APCS:** The older APCs (M113, FV432, BTR-70, ect) have only a machine gun for local defence. This is no use except against infantry in the open so, as soon as an enemy is spotted, disembark your infantry. They will be armed with a selection of weapons, hopefully including an antitank missile. It is important to disembark your infantry in good time, since the individual soldiers will only select targets and shoot when they are standing still. When using the new MICVs (M2 Bradley, BMP, ect) don't forget to use the guided missiles - these are very effective, but require attention to guide them in flight. As soon as an enemy vehicle spots an APC with infantry it will open fire with its machine guns. But the risk associated with disembarking your soldiers is probably outweighed by the enemies lack of shooting skills.

**AIR DEFENCE:** Successful air-defence can make all the difference. Some vehicles (Strela 1 & 10, Rapier, ect.) have anti-aircraft missiles which can home onto their target automatically. Use these vehicles to provide effective air-defence. With practice, they can be very useful. They will fire automatically but can be targeted faster than this. Since each missile will home in on its selected target the vehicle can fire multiple missiles against multiple targets simultaneously by locking on, firing and then repeating the procedure until all targets have been accounted for. The automatic gunner should be used for gun-based air-defence vehicles (such as ZSU-57-2, ZSU-23-4, M163 Vulcan) unless you are very skilful. The automatic systems are good at staying with the target, unless it gets too close or far away, whereupon it will lose it.

**ARTILLERY:** Don't forget that the artillery shells don't land for about thirty seconds post targeting and will be scattered across a fairly large area, so you must keep your forces well away from the intended target zone to avoid them coming under friendly fire.

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## 1.120 Cannon Fodder

(Cheat#1)

At the start of the game, or on completion of a mission, go into the "Save game" option and enter 'Jools' as a filename. Your section leader will become a four star General and very hard to beat. When he eventually does get killed, use the cheat again and again. If this does not work try using the name 'Joolsrip'.

(Cheat#2)

The CD\$^3\$^2\$ version has a similar cheat. Using a mouse in the front port, click the "LOAD" icon then hold down BOTH mouse buttons for a few seconds and release. A screen will appear with a "Hard-Man" option and level select. Move the curser up and down or left and right to change level. Press RIGHT mouse button or the BLUE button on the joypad to switch on & off the "Hard-Man" option.

NOTE. The levels are not mission numbers but phase numbers; e.g. Mission 2 phase 2 is phase number 3.

(Tip#1)

In Choppas, land on the enemy to kill them.

(Tip#2)

In missions in which you have control of a lot of troopers seperate the lowest ranking trooper from the rest and give him all the weapons, make sure the rest are safe, then attempt the mission with the one trooper. If the trooper dies just press <Esc>. This saves a lot of troopers later.

(Tip#3)

Troopers are able to throw grenades quite along way and over walls, trees and buildings. Use this to your advantage to protect against Biggunz & Jeeps. To throw a grenade a long way, simply position the pointer further than needed.

(Tip#4)

Buildings can be destroyed even if you can't see them.

(Tip#5)

Learn to control Jeeps and Skidooz early on (how to skid them). In later levels you may need good control to hit ramps at correct angles otherwise you can blow up if you hit walls. This is also useful to get away from shells, rockets and grenades.

(Tip#6)

An effective way of destroying snipers is to just run straight towards them and shoot your guns. Don't waste grenades on them unless it is

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necessary.

(Tip#7)

On mission eight, phase three of four (Deliverance) go to the bottom right corner and look behind a small bush. There are FIFTY rocket launchers!

(Tip#8)

If you still need help buy 'The Official Cannon Fodder Playing Guide'. It was written by reknowned world Cannon Fodder expert Cameron Winstanley, packed with hints, tips and a complete solution.

It costs £9.95  
ISBN 1-85981-024-1

## 1.121 Cannon Fodder 2

(Solution)

\*\*\* MISSION 21 \*\*\*

Phase One

It's back to Chicago for this mission. Weave your way through the back streets towards the bottom left of the map where you'll find your tank has been parked. Get in, and start killing.

Phase Two

Bomb the door and head up. Keep off the road and shoot the launcher. Then cross the motorway, shoot the launcher and go over to the hostages. Head down to the building and lob a grenade over to take out the door to the far side. Holding down BOTH mouse buttons will lob a grenade further than usual. Send one guy back to the middle then down, rocket the launcher and shoot everyone. Take the hostages home and use your final rocket on the turret in the top right corner.

Phase Three

Go to the right hand side of the road and wait for the next civilian jeep to go past before heading down the road. Dodge behind the first building after the canal, and make your way quietly down to your chopper.

Phase Four

This is one of the toughest levels in the game. Shooth both launchers as soon as the level begins, then focus your attention on the soldiers below. Send one man with all the weapons to prevent the blithering baboons on auto from doing themselves some serious damage, then shoot the remaining launchers. After what may seem like an eternity, the enemy will chuck grenades at you, handily blowing up the doors for you in the process. Let everybody else eat lead before bringing the other guys round to activate the pads.

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## \*\*\* MISSION 22 \*\*\*

## Phase One

Run right, shoot everyone, then collect the rockets at the end and use them to blow up the door to the top left. Run around to take out the rest of the enemy.

## Phase Two

Split the bottom two members of your squad along below the quicksand to the rockets to the far right, and back along to take out the doors. Then do the same with your guys at the top.

## Phase Three

There are three lines of exceedingly nasty enemies to take out here. The best way to do this is to walk towards them, then hastily double back on yourself. Keep a watchful eye out for the launcher in the top right corner, and steer clear of any flying grenades.

## Phase Four

Blast your way over to the grenades to the left, then head back along the top to the door on the right.

## Phase Five

Dash over to the chopper, then quickly take care of the enemy and any heatseekers that you may have picked up. You should now be able to complete the level at your leisure with minimal effort.

## \*\*\* MISSION 23 \*\*\*

## Phase One

Kill the immediate enemy, then head down left. Bomb the hut, get into the jeep and drive up and left. Bomb both of the huts, drive to the bottom right and bomb the one here also. Get all but one of your troops out of the car, and send the one in the jeep to the top right, over the bridge, and leap out before the launcher has a chance to write off your vehicle. Destroying the building on the island ought to finish things off pretty much for good.

## Phase Two

Cross the bridge and head up. Shoot the launcher and bomb the small huts. Cautiously creep one guy along the cliff edge to the turret (watching out for the electric fence), blow up the large hut below and then the hut and turret above. Send another guy to commandeer the jeep, and drive over everyone. Get the turret to blow itself up, and before you know it you'll have finished this mission.

## \*\*\* MISSION 26 \*\*\*

## Phase One

Shoot everyone before they touch shore, chucking in a couple of grenades to speed up the process if you want.

#### Phase Two

Get in the jeep and cross the bridge, use the launcher to take out the hut, then get out and run over to the chopper, bombing the hut while on the move. Head right, land on the launcher then transfer to the tank. Blast your way out of the compound and take out the remaining huts and the turrets along the edge of the bridge.

#### Phase Three

Get in the jeep and drive down and right. Take the chopper, and the rest should prove little problem.

#### Phase Four

Simple this one, with only a few pointers to remember. You need the turret near the water on the right to destroy the bullet-proof hut. And you might as well use the jeep for extra speed. Forget the tank - it's utterly useless.

#### Phase Five

Head up to the far shore, ignore the extra weapons and run left switching to rockets on the move. If the chopper hassles you, press <Esc> and try again. When you reach the end, rocket the turret above then cross to the chopper. You need at least two men when you get there, so providing that you've done that, get the enemy chopper to chase you and with a bit of luck it'll take out all of the enemy turrets and huts for you. After a while it is likely to lose interest and hover around in the top right corner. At this point, kidnap the leader and send one guy over to crash into him.

#### Phase Six

This is the last level of the game. This level requires you to shoot one man. He doesn't move, he doesn't fire, and he is standing right next to you.

## 1.122 Capone

To find a special bonus, go to the front of the Post Office. Shoot the ball at the top of the flag pole, and your score will raise. If you shoot it again, you'll see a screen of programmers. Shoot it again and you'll be invincible, standing in the bank. At the end of that round, you will start at the beginning with warp speed.

## 1.123 Captain Blood

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(Tip)

Using the alien icons, ask CODE GG 1. The alien will then give you the coordinates of another alien called GG. Go to the specified planet and you can get the coordinates for all the other aliens around by asking CODE INFORMATION HELP

## 1.124 Captain Dynamo

(Cheat)

Enter your name as 'PURPLE RAIN' on the high score table for infinite lives, and use the <-> and <+> keys to go back and forth through the levels.

## 1.125 Captain Planet

(Tip#1)

On the Heart level, after climbing the trees and killing the beasties, you will be ready to enter the Eco-Copter. Next to the Eco-Copter, you will see a tunnel going down to where you just came from. Go down the tunnel and manoeuvre your way to the bottom (avoiding the trees on the way). You will then find a bird. Land on its back and you will gain 5000 points and an extra life.

(Tip#2)

On the fifth level, first of all you have to get rid of all the toxic cans. When you get to the Eco-Copter, follow the slope (where the boulders have been rolled) until you find some pit-ponies. Take them up to where you came out and drop them into the field. This should get you much closer to the end of the level.

(Cheat#1)

Load the game as normal. On the level selection screen and type in 'GO PLANET' (including the space). When the game starts, press <F10> and <RETURN> simultaneously to get back to the selection page, where you should now be able to select any level.

Or try this:

(Cheat#2)

Get a copy of Captive. Insert it during the level select screen and press <FIRE>, then when you get a 'DISK ERROR' message, insert the correct disk and the cheat mode will be active.

Or even try this:

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(Cheat#3)

Enter your name on the High-Score chart as 'CAAA' and try pressing <Esc> during play.

(Cheat#4)

Enter your name on the High-Score chart as 'BBBB' and you should be able to start with infinite continues.

## 1.126 Captive

Combos for baes in Mission 2:

Masgot - TR, BL, TL, BR  
Traphet - TL, BL, TR, BR  
Phoopel - TL, TR, BL, BR  
Sodcket - BL, BR, TL, TR  
Zaitet - TL, BR, TR, BL  
Quelosod - TL, TR, BL, BR  
Saldet - BL, TL, TR, BR  
Mieusia - TL, BL, TR, BR  
Pasdet - TL, TR, BL, BR  
Leatod - BR, TR, TL, BL

(Tips)

1. Be sure to explore the whole base.
2. Pick up all sacks of gold because after you destroy an enemy you'll need them. Pick up and write down all messages so that you can sell them in the shops.
3. While romping around the depths of Captive your droids gain experience points. These can be traded in to raise your other attributes. To start with concentrate on increasing your brawling skills only.
4. On the first base you are going to need the use of Optics, so make sure you know how.
5. To reveal where the next base is you have to find the professor and kill him. You will then be given the password to enter the computer which will give you the planet probe; do not leave the base without one.
6. Once in possession of the planet probe you can go and destroy the generators. To do this get the explosives and throw them at the top of the generators, then run back to the green door, using the same combination as before, and then hop into your ship and take off. You can only leave when the generators have been destroyed and not before.

(Cheat)

How to clock up 18,666 credits...

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When you land go and pick up the message from Ratt, on Butre, then return to the Swan, and then land again. There will be another message from Ratt, pick that up as well. Repeat this process 88 times and put all the messages in the backpacks. When these are full carry them in the hands and one on the cursor, then enter into the base and find a shop. You can then sell the messages and get all that money.

### 1.127 Captive 2 - Liberation - CD<sup>32</sup>

(Tip)

If you hang on to the Data Crystal after completing the first mission, you can use it to find the other captives on all the other missions without having to hunt around for clues.

### 1.128 Cardiaxx

(Cheat#1)

Pause and type 'RACHEL' followed by <SHIFT> and <G> to stop the clock.

(Cheat#2)

If that doesn't work, try entering 'CAROLILY' for infinite energy.

NOTE. This last one might make the game crash by about level three, though, so be warned.

### 1.129 Carl Lewis Challenge (The)

(Cheat)

Win the 100 meters by grabbing a couple of willing helpers and select the speed control method. Get one helper to waggle the joystick and one to tap the keyboard at speed. While they do this move the mouse backwards and forwards frantically and you should finish the race in about six seconds.

### 1.130 Carrier Command

(Cheat#1)

Pause the game and type 'THE BEST IS YET TO BE'.  
The game restarts automatically, and displays "Cheat Mode Activated" in the message panel.  
Now, press the plus key on the numeric keypad.

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The mantas and walruses will be invulnerable except to crashing (low altitude). Or try surrendering and press the <+> and <-> keys to cycle through all the objects in the game.

(Cheat#2)

When paused, pressing <+> and <-> on the numeric keypad toggles Manta invincibility: the flying craft are no longer vulnerable to aerial attack, although collision with large objects is still fatal. Once a course has been programmed for the carrier, Mantas or Walruses, engage autopilot and click on pause. To avoid slogging around in real time, you will find that pressing 3 on the keypad and unpausing again takes the corresponding craft directly to its destination. Likewise, pausing and pressing 2 replaces lost shielding, while tapping 1 refuels the craft in question. 9 shows the current difficulty level, 7 speeds up the game and 6 brings up the programmers' test palette!

(Cheat#3)

A lot in this excellent simulation. PAUSE the game and type 'GROW OLD ALONG WITH ME' then press <+> on the numeric keypad for your mantas and walruses to become shielded. Press <-> to disable.

(Cheat#4)

Try pressing <Ctrl> and <M> on the main screen for some interesting effects.

(Hint)

Try always to cut off the path to the homebase (top right island) of the enemy ship. It might get stuck without fuel and so buys you lot of time to conquer a lot of islands.

(Tips)

\*\*\* GENERAL TIPPERY \*\*\*

Make the first island captured Factory islands, the next two Resource and the next four Defence. The high number of Defence islands is to protect your home island - if this falls it's Game Over. Keep advancing towards the enemy base islands. Once this is captured the enemy supply line is destroyed, effectively immobilising the enemy carrier.

\*\*\* FUEL AND SUPPLY PRIORITIES \*\*\*

These should be set as soon as possible as supplies run low very quickly. Carrier fuel should be high priority, with Manta and Walrus fuel on medium. High priorities in supplies should be Mantas, Walruses, ACCBs,  
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