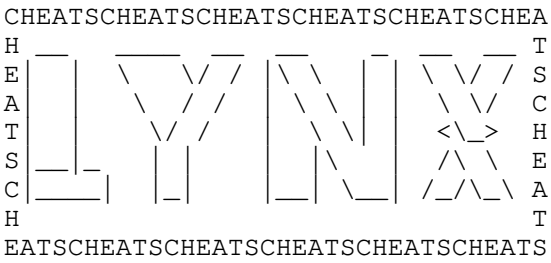


Here are all the cheats I have for the Lynx. Please e-mail any corrections, suggestions, more cheats, and whatever to: tazzzzz@eecs.umich.edu.
Last updated: January 27, 1993

-- New list maintainer information
-- Crystal Mines II level and bonus codes. Level skipper
-- Dracula the Undead solve
-- Shadow of the Beast solve
-- A.P.B. Cheat
-- Batman Invincibility
-- Toki Secret Screens
-- QIX level codes (mostly there, at least)

These are from the Lynx FAQ from rec.games.video on Usenet, Portable Addiction, Howard Chu, Jaime Villacorte, Dan Hollis, Jonathan Haas, Ken Small, Bobby Tribble, Peter Kaminski, Johanne Kaminski, Jocelito Carpio, Dionicio Lazo, Jason Bennett and probably a bunch of others. THANKS! Lotsa thanks to Robert Jung. Finally, thanks to Damian Gick who would probably still be keeping this list up to date if he hadn't lost his net access.

Kevin (Tazzzzz) Dangoor

A.P.B.

When your quota is met, hold down OPT 1 and OPT 2 when you touch the Officer Bob parking space. This will warp you to level 99. (The game will not end, just repeat level 99 with random quotas.) Hold down Option 1 and Option 2 while getting a donut to skip the level.

AWESOME GOLF

Entering LANDLORD as your name will make the OPT 2 button swing at the ball and when the ball is in the air OPT 2 will sink the ball!

BASKETBRAWL

Put in MJ?? to play with a partner, supposedly Jordan. Replace the ?? with any two numbers. Pause, hold down Option 1 and press Option 2. You can change the pause message to anything you want! (from Star*Lynx BBS)

Level codes

```
Level 1-1 AAAA    Level 3-3 IIII
Level 1-2 BBBB    Level 4-1 JJJJ
Level 1-3 CCCC    Level 4-2 KKKK
Level 2-1 DDDD    Level 4-3 LLLL
Level 2-2 EEEE    Level 5-1 MMMM
Level 2-3 FFFF    Level 5-2 NNNN
Level 3-1 GGGG    Level 5-3 OOOO
Level 3-2 HHHH
```

Taken from January 1993 EGM (Edward Mann). Someone at Atari is very imaginitive.

BATMAN RETURNS

From Video Games and Computer Entertainment, you can make Batman invincible with the following steps at the title screen (the one with the Batlogo): press up 8 times, down 12 times, left 15 times, right 19 times and option 1 27 times, press A or B to start the game. Once the action starts, press pause. The use option 1 to skip to the next level, option 2 to make Batman invincible! Falling can still kill you, however.

BILL AND TED'S EXCELLENT ADVENTURE

(Solve) : From Portable Addiction Electronic Magazine

First of all, collect all the notes you can get and find the gold nugget. Now go to the guarded building and give the nugget to the guard. Enter and find the man that tells you about the staff. Return to the telephone booth and travel to 15OO BC. Use the scare stone. Find all the notes you can get (remember to count by sixteens!). Enter the valley and find the paper note about the fake staff. Travel back in time and put the note at the pillar. Go to the South-East of Egypt and find the royal ankh (You must wade through shallow water). Travel to 15OO again and find the boat at the South-West part of Egypt. Use the royal ankh. Find your way thru the water (it's like an invisible maze). First go to the place where you found the ankh in 17OO BC. Enter the temple and find the secret passage which leads to the harp. Return to your boat and go to the pyramid. Go into the pyramid and open the door by walking over the red spots on the ground. Then, when past the wall/door, walk over the four other red spots and take the staff. Find the two keys and open the corresponding doors. To get rid of the two creatures guarding the room, just lure them out of there and then run away. When you return to the room they will be gone. To take the staff, use the harp. Return the staff to the man to get the flute. Use this flute in 17OO BC at the North-East to scare the animals over there. Then find all the notes that are hidden under the trees to find a phonebook-page. Travel to Rome.

First, enter the dungeon. Find all the notes and the two keys: Blue and black. Remember to visit Caesar at the north of the arena when you have enough notes. Outside the arena you must once again find notes. When you think you have all of them, go to the statue. Push the four pieces around the statue in place and the push the statue. Now do this again and then go stand in the middle yourself. After you get launched, find all the notes around the house, but don't enter it. When you got all the notes, walk into a roman to get kicked out of the garden. You are now outside. Go West, to where a roman is guarding the entrance of the city. Now go down and find your way through the forest. Somewhere in the forest there is the next page of the phonebook. You must collect all the notes in the forest and you must also find the little building. Enter it and find the way through the maze until you find an apple. Leave the building and go to the guard. Give him the apple and enter the city. If everything is right you now have 8O notes. Travel to Europe.

In Europe, enter the mansion. To avoid the furniture, stay on the green dots on the floor. This may take some practise! Find the white key and then find your way to the backyard. Use the black key to open the gate. Go to the North-West of the screen to find a red key. Use it to enter the small house nearby. Avoid dracula and take the magic wand next to his coffin. Return to the mansion and find the organ. Use the wand to shrink it down so you can carry it. Return to the phonebooth (The wand causes the furniture to stop). Travel back to Rome. Do the trick with the statue and this time enter the house while using the organ pipes. You can now safely walk thru the house to the backyard to take the lyre. Return the lyre to Ceasar and you will get another lyre. Enter the dungeon and use the lyre to scare away the lion that guards the white lock. Use the white key to open the lock and take the page of the phonebook.

Travel to Rome 7O BC and enter the dungeon. Use the black key and put it back where you found it (Bottom-right). Now travel to Texas. Collect all the notes you can get. Somewhere, hidden under a skull, there's a golden coin. Go to the station and buy a ticket. Walk to the train and use the ticket. Now use the train to find the remaining notes. You must also find the golden nugget, hidden under yet another skull. Travel back to Egypt and replace the golden nugget at the place where you first found it. Now travel to San Dimas 2691 AD! Yeah, most radical, dude!

Be careful on the step-stones as you can only jump from one to another if they are in the middle-position. Again find as many notes as you can and find the dynamite. Return to Texas. Use the dynamite to release Billy the Kid. Return to San Dimas. Go to the place where you usually get overwhelmed by enemies and use the harmonica. You can now safely enter the next part of San Dimas. Every time you pick up a note in this part, a block will disappear somewhere else, thus letting you reach other notes after which you will be rewarded with a golden key. Return to Europe.

Collect 16 notes. Use the golden key to enter the previously unaccessable house at the swamp. Here you will find a mandolin. You can use this to enter the previously locked part of San Dimas. The Grim Reaper welcomes you, and you're now ready to play his game. As the exact route isn't easy to explain in a solution like this, I'll just tell you what to do. The objective of this part is to collect yet another 16 notes. Sometimes it is necessary to shove blocks over the lava in such a way that you can go to other parts of the playing field. The princesses have got the last note. If you succeed in rescuing them you should have 144 notes by that time. To get back to the entrance of the playing field, go east from the place where your rescued the babes. The go south and walk clockwise (ie: south, west, north). When you are standing against the north wall, walk west to the corner and go counter-clockwise. Once in the northeast corner you must go west, south, west and north to the exit. You'll have to find the correct tiles to jump on all the way yourself. Now you must return to the phone booth. The Grim Reaper is guarding it, but when you play your guitar he suddenly realizes that he has LOST! Enter the booth and travel through time to finish the game!

BLUE LIGHTNING

The codes are:

1-AAAA 2-PLAN 3-ALFA 4-BELL 5-NINE 6-LOCK 7-HAND 8-FLEA 9-LIFE
You can land upside down on the Courier Run mission (LOCK).
For bonus points, hit your afterburniners as you enter the canyons on level BELL. The Gutsy Bonus will give you 30,000 points ("You've got guts!"). When you're in the canyons fire your afterburners for 65,000 poins (Lunatic Bonus) "You're crazy!!" The points are added when you land -- but if you do both, it will only display the Lunatic Bonus, but you get points for both. (A good place for the second bonus is right before you enter the second set of canyons)

CALIFORNIA GAMES

Although the manual says it's two player, up to 4 can be Comlynxed. It may take a few tries, but keep at it. (It's also a bit slow, but hey, it wasn't meant for 4 players.. :)
BMX: If you stay just a little (about one pixel) above the place where the grass meets the dirt there won't be anything in your way (Like those pesky bales of hay). You can crash the game by hitting the bale of hay on the bottom of the track just before the finish line. The game will freeze and the only thing you can do it turn it off. Tiny tid-bit: If you're going _really_ fast when you cross the finish line and jump just a little after crossing it, you will end up crashing into something you can't see way to the right.
SURFING: In the surfing game, you can ride the pelican. Run your last man into the bottom of the screen a few seconds before the timer runs out. The bird will fly across the screen until the timer runs out and you'll land on it! It's possible to do an UNREAL 360 (5 360's) for 1200 points (As opposed to 600 for a Quadruple 360)
FOOTBAG: If you spin right after jumping, you spin faster than normal. Thus, jump and hit the bag with your head, then spin away...
Also-- in the manual under Foot Bag it says: "Score an extra 50 points for hitting the seagull in the beak with the foot bag (but only in this game -- be kind to the birdies in the other events)."
[Thought that was pretty cute. :) d.g.]
HALF-PIPE: Hitting Option 2 while skating will show off the Lynx's awesome scaling capabilities.

CHECKERED FLAG

Course information:

RIDGEWAY	Odo	Side
SHANGHAI	0.3	Right
PORTFOLIO (w/picture)	0.7	Right
CYBERBALL	1.0	Left
ATARI CORP.	1.2	Right
[atari logo]	2.1	Left
ST (w/picture)	2.7	Left

Total lap distance: 2.9 miles

GRIZZLY FLATS	Odo	Side
ATARI CORP.	0.8	Right
SLIME WORLD	1.3	Left
SHANGHAI	3.2	Left
[atari logo]	3.7	Left

Total lap distance: 3.7 miles

SKULL VALLEY	Odo	Side
WARBIRDS	0.2	Right
RAMPAGE	0.9	Left
AWESOME GOLF	1.5	Left
PORTFOLIO (w/picture)	2.3	Right

Total lap distance: 2.7 miles

GREAT BEND	Odo	Side
SHANGHAI	0.5	Right
AWESOME GOLF	1.4	Left
SLIME WORLD	2.3	Right
ATARI CORP.	3.0	Left
RAMPAGE	3.5	Right

Total lap distance: 3.8 miles

PALM SPRINGS	Odo	Side
ATARI CORP.	1.0	Right
PORTFOLIO (w/picture)	1.2	Right
ST (w/picture)	2.0	Right
TT (w/picture)	2.4	Right
[atari logo]	3.3	Right

Total lap distance: 3.7 miles

DEATH VALLEY	Odo	Side
KLAX	0.2	Left
STUN RUNNER	0.6	Left
ST (w/picture)	0.8	Left
RAMPAGE	1.1	Left
CYBERBALL	1.4	Right
MS. PAC MAN	1.9	Right
[atari symbol]	2.7	Left
ATARI CORP.	2.8	Left
SHANGHAI	3.3	Right
PORTFOLIO (w/picture)	4.1	Left

Total lap distance: 4.2 miles

REED POINT	Odo	Side
LYNX (w/picture)	1.0	Right
CYBERBALL	2.2	Left

Total lap distance: 3.1 miles

LOGAN SPEED	Odo	Side
GEO DUEL	1.0	Right
MS PAC MAN	2.3	Left
STUN RUNNER	3.5	Left

Total lap distance: 4.7 miles

WOODLAND	Odo	Side
KLAX	0.2	Left
BASEBALL HEROES	0.6	Right

STUN RUNNER	1.0	Left
PORTFOLIO (w/picture)	1.2	Left
MS PAC MAN	1.4	Left

Total lap distance: 1.7 miles

EAGLE BEND	Odo	Side
KLAX	1.1	Right
CYBERBALL	1.8	Left
AWESOME GOLF	2.3	Right
TT (w/picture)	2.9	Right
[atari logo]	3.8	Right

Total lap distance: 4.0 miles

VICTORVILLE	Odo	Side
CYBERBALL	0.5	Right
SHANGHAI	1.3	Left
BASEBALL HEROES	1.8	Right
MS PACMAN	2.4	Left
KLAX	2.8	Left
GEO DUEL	3.7	Right
ATARI CORP.	3.9	Left

Total lap distance: 4.0 miles

PHOENIX	Odo	Side
STUN RUNNER	0.9	Left
RAMPAGE	1.1	Left
ST (w/picture)	1.6	Right
LYNX (w/picture)	2.2	Right
[atari logo]	2.5	Right
ST (w/picture)	2.7	Right
ATARI CORP.	3.0	Left
TT (w/picture)	3.1	Left
AWESOME GOLF	3.6	Right
SLIME WORLD	4.2	Right

Total lap distance: 4.4 miles

FARMINGTON	Odo	Side
WARBIRDS	0.9	Right
RAMPAGE	1.8	Right
LYNX (w/picture)	2.8	Left

Total lap distance: 2.8 miles

Transmission information:

Gear (7-speed)	Top Speed
1	29
2	55
3	83
4	107
5	148
6	179
7	219

Gear (4-speed)	Top Speed
1	49
2	106
3	172
4	219

MIAMI	Odo	Side
TT (w/picture)	0.3	Left
LYNX (w/picture)	0.6	Left
BASEBALL HEROES	1.0	Right
GEO DUEL	2.0	Right
AWESOME GOLF	2.5	Right
WARBIRDS	2.9	Left

Total lap distance: 3.1 miles

BLACK CANYON	Odo	Side
RAMPAGE	0.3	Right
ATARI CORP.	0.7	Right
BASEBALL HEROES	1.3	Right
CYBERBALL	2.2	Right

Total lap distance: 3.0 miles

MOUNTAIN VIEW	Odo	Side
LYNX (w/picture)	0.1	Right
TT (w/picture)	0.4	Right
GEO DUEL	0.8	Left
(atari logo)	1.6	Left
CYBERBALL	2.4	Left
ST (w/picture)	2.7	Right

Total lap distance: 3.2 miles

COLDWATER PASS	Odo	Side
WARBIRDS	0.4	Left
LYNX (w/picture)	1.0	Left
PORTFOLIO	1.4	Left
AWESOME GOLF	2.1	Right
SLIME WORLD	2.8	Right
TT (w/picture)	3.0	Right

Total lap distance: 3.2 miles

DARLINGTON	Odo	Side
BASEBALL HEROES	0.9	Left
MS PACMAN	1.9	Right
STUN RUNNER	3.1	Right
ST (w/picture)	3.6	Right

Total lap distance: 3.7 miles

CHIP'S CHALLENGE

#	Name	Code
1	LESSON 1	BDHP
2	LESSON 2	JXMJ
3	LESSON 3	ECBQ
4	LESSON 4	YMCJ
5	LESSON 5	TQKB
6	LESSON 6	WNLP
7	LESSON 7	FXQO
8	LESSON 8	NHAG
9	NUTS AND BOLTS	KCRE
10	BRUSHFIRE	VUUS
11	TRINITY	CNPE
12	HUNT	WVHI
13	SOUTH POLE	OCKS
14	TELEBLOCK	BTDY
15	ELEMENTARY	COZQ
16	CELLBLOCKED	SKKK
17	NICE DAY	AJMG
18	CASTLE MOAT	HMJL
19	DIGGER	MRHR
20	TOSSED SALAD	KGFP
21	ICEBERG	UGRW
22	FORCED ENTRY	WZIN
23	BLOBNET	HUVE
24	OORTO GELD	UNIZ
25	BLINK	PQGV
26	CHCHCHIPS	YVYJ
27	GO WITH THE FLOW	IGGZ
28	PING PONG	UJDD
29	ARCTIC FLOW	QGOL
30	MISH MESH	BQZP
31	KNOT	RYMS
32	SCAVENGER HUNT	PEFS
33	ON THE ROCKS	BQSN
34	CYPHER	NQFI
35	LEMMINGS	VDTM
36	LADDER	NXIS
37	SEEING STARS	VQNK
38	SAMPLER	BIFA
39	GLUT	ICXY
40	FLOORGASBORG	YWFH
41	I.C. YOU	GKWD
42	BEWARE OF BUG	LMFU
43	LOCK BLOCK	UJDP
44	REFRACTION	TXHL
45	MONSTER LAB	OVPZ
46	THREE DOORS	HDQJ
47	PIER SEVEN	LXPP
48	MUGGER SQUARE	JYSF
49	PROBLEMS	PPXJ
50	DIG DIRT	QBDH
51	I SLIDE	IGGJ
52	THE LAST LAUGH	PPHT
53	TRAFFIC COP	CGNX
54	GRAIL	ZMGC
55	POTPOURRI	SJES
56	DEEPFREEZE	FCJE
57	STRANGE MAZE	UBXU
58	LOOP AROUND	YBLT
59	HIDDEN DANGER	BLDM
60	SCOUNDREL	ZYVI
61	RINK	RMOW
62	SLO MO	TIGW
63	BLOCK FACTORY	GOHX
64	SPOOKS	IJPQ
65	AMSTERDAM	UPUN
66	VICTIM	ZIKZ
67	CHIPMINE	GGJA
68	EENY MINY MOE	RTDI
69	BOUNCE CITY	NLLY
70	NIGHTMARE	GCCG
71	CORRIDOR	LAJM
72	REVERSE ALLEY	EKFT
73	MORTON	QCCR
74	PLAYTIME	MKNH
75	STEAM	MJDV
76	FOUR PLEX	NMRH
77	INVINCIBLE CHAMPION	FHIC
78	FORCED SQUARE	GRMO
79	DRAWN + QUARTERED	JINU
80	VANISHING ACT	EVUG
81	WRITERS BLOCK	SCWF
82	SOCIALIST ACTION	LLIO
83	UP THE BLOCK	OVPJ
84	WARS	UVEO
85	TELENET	LEBX
86	SUICIDE	FLHH
87	CITY BLOCK	YJYS
88	SPIRALS	WZYV
89	BLOCK BUSTER	VCZO
90	PLAYHOUSE	OLLM
91	JUMPING SWARM	JPQJ
92	VORTEX	DTMI
93	ROAD SIGN	REKF
94	NOW YOU SEE IT	EWCS
95	FOUR SQUARE	BIFQ
96	PARANOIA	WVHY
97	METASTABLE TO CHAOS	IOCS
98	SHRINKING	TKWD
99	CATACOMBS	XUVU
100	COLONY	QJXR
101	APARTMENT	RPIR
102	ICEHOUSE	VDDU
103	MEMORY	PTAC
104	JAILER	KWNL
105	SHORT CIRCUIT	YNEG
106	KABLAM	NXYB
107	BALLS O FIRE	ECRE
108	BLOCK OUT	LIOC
109	TORTURECHAMBER	KZQR
110	CHILLER	XBAO
111	TIME LAPSE	KRQJ
112	FORTUNE FAVORS THE	NJLA
113	OPEN QUESTION	PTAS
114	DECEPTION	JWNL
115	OVERSEA DELIVERY	EGRW
116	BLOCK BUSTER II	HXMF
117	THE MARSH	FPZT
118	MISS DIRECTION	OSCW
119	SLIDE STEP	PHTY
120	ALPHABET SOUP	FLXP
121	PERFECT MATCH	BPYS
122	TOTALLY FAIR	SJUM
123	THE PRISONER	YKZE

124	FIRETRAP	TASX
125	MIXED NUTS	MYRT
126	BLOCK N ROLL	QRLD
127	SKELZIE	JMWZ
128	ALL FULL	FTLA
129	LOBSTER TRAP	HEAN
130	ICE CUBE	XHIZ
131	TOTALLY UNFAIR	FIRD
132	MIX UP	ZYFA
133	BLOBDANCE	TIGG
134	PAIN	XPPH
135	TRUST ME	LYWO
136	DOUBLEMAZE	LUZL
137	GOLDKEY	HPPX
138	PARTIAL POST	LUJT
139	YORKHOUSE	VLHH
140	ICEDEATH	SJUK
141	UNDERGROUND	MCJE
142	PENTAGRAM	UCRY
143	STRIPES?	OKOR
144	FIREFLIES	GVXQ
145	(Ending Sequence)	....
146	CAKE WALK	JHEN
147	FORCE FIELD	COZA
148	MIND BLOCK	RGSK
149	SPECIAL	DIGW
150	(Ending sequence)	....
***	Mandelbrot Generator	MAND

The code for level 146 was found on level 34 (Cypher). That level spells out: JHEN which is the password for level 146.

[On atari.archive.umich.edu in /atari/lynx is a PostScript file that has notes and a few maps for the levels. (ChipsChalngNotes.ps.Z)]

Mandelbrot Generator Instructions:

Thumb Joypad: Move the zoom in/out window

A: Zoom in

B: Zoom out

OPTION 1: Stop/start fractal generation

|| (PAUSE): Parameter menu, OPTION 2 picks which fractal set, OPTION 1 restarts the generation

OPTION 2: Toggles between three modes:

- stops generation
- animation through color cycling
- reverse color cycling

There is a limit on how far you can zoom. The "zoom-in" effect is a good example of the Lynx's ability to automatically scale bitmaps.

The Lynx Mandelbrot code does 48-bit fixed-point math using 8 bits of integer and 40 bits of fraction, via the hardware multiplier (16x16) and a lot of help from the 65C02. The comment line on it (the source) says it was written by Steve Landrum of Blue Lightning fame.

CRYSTAL MINES II

Atari Lynx Crystal Mines II Level Codes
(still missing 25 bonus levels)
Compiled by Johanne Kaminski <casper@tsoft.net>, January 1993

1-TSLA	2-UEPT	3-MTFQ	4-IRTR	5-ZCXP	6-DPRX	7-OIGT
8-YHYR	9-VYHK	10-ITCU	11-QCFK	12-BXNG	13-MOXA	14-IDWJ
15-RFVC	16-GHSI	17-SKHU	18-TRFN	19-LQRE	20-AURV	21-TYGU
22-FUIX	23-QFXV	24-XVXU	25-KYPO	26-HBTR	27-SFEB	28-HXRE
29-TRVJ	30-FQCS	31-ZOIH	32-LHJV	33-GVYU	34-EMTV	35-OHXY
36-GSTB	37-UXRC	38-PWYH	39-XQCE	40-PNGU	41-DZDI	42-PIPH
43-PKAV	44-TBUM	45-CXRI	46-QIPZ	47-HBJP	48-NXKU	49-IGPY
50-INUK	51-LPHD	52-NEBX	53-JVNL	54-CAQS	55-KEHL	56-EMSE
57-ZLAE	58-MSXV	59-JXTD	60-SOVS	61-GHGV	62-QVOZ	63-ZCEL
64-COYH	65-HJHT	66-DONQ	67-VBHF	68-JSMJ	69-HTRA	70-WBHD
71-MVJX	72-ANZI	73-EDLA	74-PCMN	75-YJKJ	76-RAIQ	77-ZRWH
78-ECMO	79-AOTP	80-SVWK	81-VRBD	82-SVYA	83-KRFH	84-CNQR
85-YNXR	86-CWQU	87-YXFJ	88-SRDW	89-PDSQ	90-QKOA	91-CKLQ
92-KHBA	93-MZKM	94-DYDO	95-IDIC	96-WVOM	97-NJCU	98-WUQR
99-BSZB	100-RERF	101-WNON	102-IVLC	103-PJOL	104-RGEI	105-WCEF
106-DSGY	107-PHUF	108-NCDS	109-KOMZ	110-LFXQ	111-WAET	112-YJNV
113-TAUJ	114-IMOZ	115-NBFD	116-ZAPR	117-BXFT	118-GEFA	119-QIKD
120-GMWJ	121-MKIH	122-ULEL	123-KBDW	124-QEFP	125-SFJX	126-LQXW
127-INMQ	128-NMAD	129-RHEM	130-YHVR	131-FSHF	132-EIKJ	133-CQCR
134-AIYA	135-SXOE	136-EKDR	137-DRVY	138-RGUM	139-FEDC	140-PRKL
141-ONKO	142-QXPL	143-JRXP	144-PADJ	145-KGLI	146-FDXR	147-BLKS

148-TJGB 149-QKBT 150-AUEC

Of the 31 bonus levels, I thus far have only these 6:

 0-ZERO (precedes level 1)
 3-DBFQ (get to through level 27)
 9-BIOH (get to through level 55)
10-BNRY (get to through level 59)
21-TMCB (get to through level ??)
23-PNZS (get to through level 119)

Thanks to Arun Welch <welch@cis.ohio-state.edu> for bonus level 0.

If you have codes for any of the other bonus levels (even just one!),
please send them to <kaminski@netcom.com> or <casper@tsoft.net>.
Thanks, and have fun!

Enter the password KIMI but don't press the A button to start the game. Instead hold down Option 1 and Option 2 buttons and press B. You will hear a sound like a machine gun and you'll see the first level (Down in the Dirt) appear on the screen. Press A to skip ahead to the next level or press B to move back through the list. When you see the level you want to play, press any direction on the control pad to start the game.

DRACULA THE UNDEAD

From: dab1@ukc.ac.uk
First, get the notebook from the chest of drawers. Go into the bedroom and get the tinder box from the table and the crucifix from the bed. Use the crucifix. Go to the dining room, get the oil from the table. Talk to Dracula, and immediately afterwards, use the notebook. Go to the antechamber, open the window and look out of it. Use the notebook. Climb out of the window and go to the next window on the right. This room should be the bedroom. Open the window and climb out of it. Make your way to the top right window (it should be a big window like the one you climbed out of initially). Examine the table, then use the notebook. Get the lantern, fill it with oil and light it with the tinderbox. Go through the door on the right into Dracula's money room. Get some money, get the box, then open the box. Use the iron key you find in it on the door. Go into the crypt. Turn the lantern so that it says "The lantern has been turned down". Go down, right. Get the twine. Go right, down, down. Get the crowbar, examine the coffin, use the notebook. Find your way back to Dracula's study. Climb out of the window, and go back to the top left hand window. Go to the south wing landing and use the crowbar on the door. Enter the sewing room. Wait to be returned to the bedroom and then use the notebook. Climb out of the window and go to the top left hand one. Go to the dining room, get the sugar from the table. Go back to Dracula's study and get the lantern. Light the lantern with the tinderbox and enter the catacombs again. Go down, right, right, down, down. Get the small brass key from the coffin. Return to the south hallway and use the small brass key to open the clock. Get the small key. Return to Dracula's study, examine the desk and then use the notebook. Get the hook from the drawer. Go to the money room and turn the lever on the bottom wall. Enter the library through the door which opens and examine the books. Examine the book you get, then tie the twine to the hook. Enter the catacombs and go down, right, up, up. Climb the ladder and then use the sugar on the horse. Get the spade and use it on the well. The fishing line on the well, then climb down the well. THE END.

ELECTROCOP

Here are the codes to all the doors and what they contain.

Level 1 D1 = 2473 -> Level 2
D2 = 9874 -> Level 2
D3 = 8743 -> Weapons

Level 2 D1 = 3287 -> Lvl 7 (Right)
Lvl 3 (Left)
D2 = 5409 -> Empty

Level 3 D1 = 9284 -> Level 4
D2 = 7210 -> Level 4
D3 = 3936 -> Smart Bomb
D4 = 7395 -> Plasma Cannon

Level 7 D1 = 6021 -> Level 4
D2 = 5824 -> Level 9

Level 8 D1 = 7698 -> Level 6

Level 9 D1 = 0170 -> Pla.Cannon
D2 = 1092 -> Empty
D3 = 7102 -> TriLaser
D4 = 4726 -> Empty
D5 = 1375 -> Level 11
D6 = 2857 -> Bi-Laser
D7 = 6998 -> Tri-Laser

D5 = 8294 D8 = 1798 -> Tri-Laser
D9 = 4321 -> Level 1

Level 4 D1 = 0394 -> Weapons
Level 10 Left Exit -> Level 11

Level 5 D1 = 8658 -> Weapons Middle Exit -> Level 9
D2 = 5462 -> Door 7 Right Exit -> Level 2
D3 = 9973 -> End of Game
D4 = 7642 -> Door 1 Level 11 D1 = 0293 -> Bi-Laser
D5 = 0912 -> Door 2 Left Exit -> Level 3
D6 = 0974 -> Door 3 Right Exit -> Level 12
D7 = 7865 -> Door 4
D8 = 4285 -> Door 5 Level 12 D1 = 2987 -> Pl.Cannon
Stingrays -> Level 10 D2 = 6473 -> Pl.Cannon
Open/Closing Doors -> Level 1

Level 6 D1 = 9722 -> Level 5
D2 = 8765 -> Level 12

To crash the game go to either level 5 or 9 and get as many programs hacking the door codes as possible. It may be best to set the code to the one over the actual code (See above) so the program won't find the code too soon.

Turn off your sound at title screen, now hold up and left on the joypad and keep tapping both A & B buttons until it says "LEVEL 1" instead of "NOW TELEPORING TO LEVEL 1".. Use joypad to choose level. (from Star*Lynx)

GATES OF ZENDOCON

There is a secret bonus level that contains pictures of the Lynx designers and programmers and all the bonus weapons. At the beginning of level TRYX turn on your shields and fly through the bottom of the floor. On the deviding portion where the tanks are on are sections that flicker red. Between the first square one and the next oval one is the spot. Then fly about one ship's height above the bottom through the posts and under the stalagtites. Enter the portal and there you go!

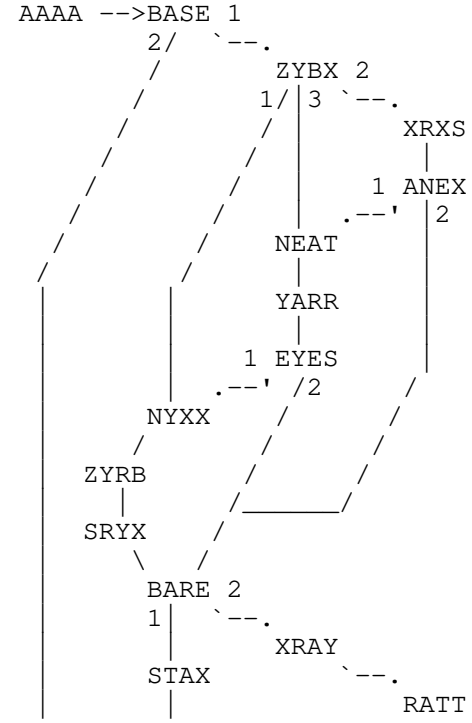
Also, one level worth mentioning is the level BROT. This has background pictures of the Mandelbrot set and the monsters behave in a way that is a lot like Conway's Game of Life (Making a geometrical pattern).

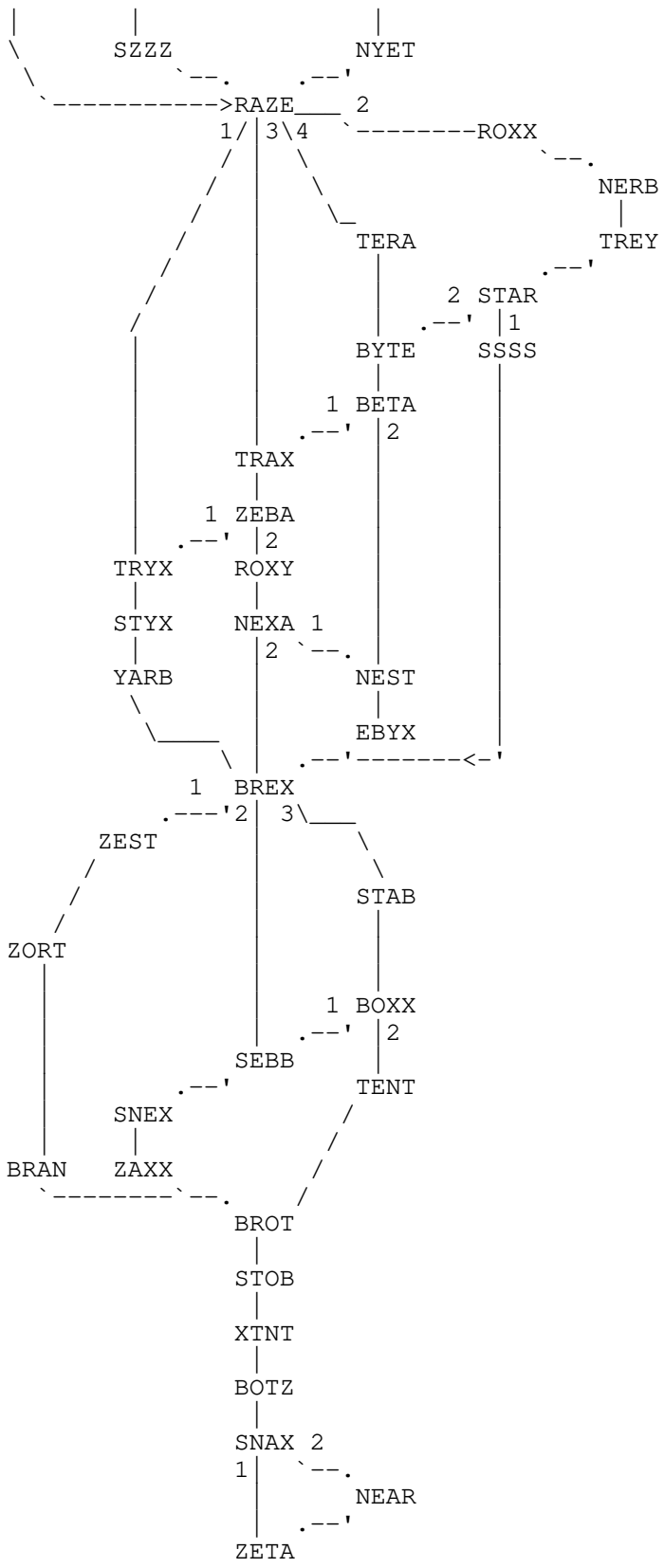
This map is a bit more informative than a sequential list of levels... Note that it's possible to go in a circle by way of the secret level. (TRYX -> Secret -> NERB -> ...) I keep on expecting to find similar paths thru TRAX and SNEX. Anyone find anything like that?

Gates of Zendocon -- Map by Howard Chu

Each level's gates are numbered left to right, top to bottom, as the terrain scrolls from left to right.

Start





-- Howard Chu @ University of Michigan

GAUNTLET

There are three endings to this game. (Not a cheat, but cool info...) Choose a character and start the game, but do not move your player. Each time you press OPT 1, you will jump ahead five levels.

KLAX

You can warp to level 56 by getting a "Big X" on level 11. You can also warp to level 51 by getting a "Big X" on level 6. Both of these give you bonuses of ~60,000 points.

MS. PAC-MAN

To get extra speed press press Pause, Option 1, A, and Option 1. A lighting bolt will appear, and unpause the game. Press 'B' to use it. To get five lives in reserve press Pause, Option 1, B, B, A, A, Option 1 (only once per game). Start game, pause and press option 1, B, B, B, Option 1, unpause. Now use option 1 to skip levels. Start game, at anytime pause, hold down option 1 hit A, B, A. Then release option 1 and hit option 1 the 2nd time. The Light Bolt will appear. Hit B to activate. (from Star*Lynx)

PAC-LAND

First get a high score. Put 330NE as the high score name. As long as that's the highest score, you'll get ten extra lives when you play.

QIX

QIX Codes
Codes found by: Patrick and John Hardie
Flushing, NY
Text File by: John Hardie 03/18/92
After level 255 you go back to level 0. There is no known code for level 1. [I don't think this file is right, but I don't have QIX to test it myself. If you think you can get this file to me in mail, please give it a shot! -- kd]

```
2- GFGHEF          3- GFGGEN          4- HAHEHF          5- HAHFNJ          6- HAHG
7- HFHCPI          8- HFHNGF          9- HFHMIJ          10- IAIKCJ  11- IAIL
12- IAIMAN  13- IFIIJE  14- IFILHJ  15- IFIKBJ  16- IFJF
17- IFJEHI  18- IFJHCM  19- IFJGIE  20- IFJBAI  21- IFJA
22- IFJDHJ  23- IFJCBJ  24- IFJNBE  25- IFJMHI  26- IFJP
27- IFJOBH  28- IFJJHJ  29- BFAIFP  30- IFJLDF  31- IFJK
32 - IFKFBJ 33- IFKEBF  34- IFKHHI  35- IFKGCM  36- IFKB
37- IFKAAI  38- IFKDCE  39- IFKCLG  40- FKNBJ          41- IFKM
42- IFKPIC  43-FKOBJ           44- IFKJKL  45- DFBID          46- IFKL
47- IFKKPF  48- IFLFLF  49- IFLEBJ  50- IFLHPE  51- IFLG
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52- IFLBBJ  53- IFLAPH  54- IFLDLF  55- IFLCBJ  56- IFLN
57- IFLMLF  58- IFLPBJ  59- IFLOPB  60- IFLJLF  61- BFCI
62- IFLLPA  63- IFLKLF  64- IFMFCM  65- IFMEIK  66- IFMH
67- IFMGKJ  68- IFMBIC  69- IFMACM  70- IFMDAF  71- IFMC
72- IFMNJA  73- IFMMJK  74-IFMPKJ         75- IFMOJA  76- IFMJ
77- DFHIMF  78- IFMLHO  79- IFMKEL  80- IFNFKJ  81- IFNE
82- IFNHJF  83- IFNGIM  84- IFNBCM  85- IFNAIK  86- IFND
87- IFNCKJ  88- IFNNIC  89- IFNMCM  90- IFNPHF  91- IFNO
92- IFNJJP  93- BFEIDF  94- IFNLFN  95- IFNKJP  96- IFOF
97- IFOEJJ  98- IFOHHF  99- IFOGPK  100- IFOBAM 101- IFOA
102- IFODHF 103- IFOCIG 104- IFONMJ 105- IFOMDI 106- IFOP
107- IFOOAM 108- IFOJJF 109- DFFIM  110- IFOLJD 111- IFOK
112- IFPFIK 113- IFPEAI 114- IFPHKJ 115- IFPGIC 116- IFPB
117- IFPAKL 118- IFPDIC 119- IFPCJF 120- IFPNIA 121- IFPM
122- IFPPKL 123- IFPOIC 124- IFPJAF 125- BFGIHA 126- IFPL
127- IFPKII 128- IFAFKF 129- IFAEOB 130- IFAHJJ 131- IFAG
132- IFABNL 133- IFAAAM 134- IFADKF 135- IFACHF 136- IFAN
137- IFAMCM 138- IFAPIK 139- IFAOAI 140- IKJ          141- DFLI
142- IFALGL 143- IFAKKL 144- IFBFIC 145- IFBECI 146- IFBH
147- IFBGIC 148- IFBBEM 149- IFBAID 150- IFBDFF 151- IFBC
152- IFBNCM 153- IFBMIA 154- IFBPAI 155- IFBOKL 156- IFBJ
157- BFIIJFB      159- IFBKCH 160- IFCFII 161- IFCE
162- IFCHOB 163- IFCGJJ 164- IFCBAF 165- IFCALI 166- IFCD
167- IFCCMF 168- IFCNHF 169- IFCMJJ 170- CPCH         171- IFCO
172- IFCJKF 173- DFJIFB 174- IFCLJJ 175- IFCKCM 176- F
177- IFDEAI 178- IFDHKJ 179- IFDGIC 180- IFDBCL 181- IFDA
182- IFDDIC 183- IFDCHL 184- IFDNPF 185- IFDMLF 186- IFDP
187- IFDOPF 188- IFDJL  189- BFKINM 190- IFDLJF 191- IFDK
192- IFEFKH 193- IFEEBL 194- IFEHPF 195- IFEGLF 196- IFEB
197- IFEAJI 198- IF           199- IFECAF 200- IFENHF 201- IFEM
202- IPCH         203- IFEOIJ 204- IFEJKF 205- BFNIHB 206- IFEL
207- IFEKCM 208- IFFFIK 209- IFFEAI 210- IFFHKJ 211- IFFG
212- IFFBCL 213- IFFAKL 214- IFFDIC 215- IFFCFL 216- IFFN
217- IFFMLF 218- IFFPJF 219- IFFOIC 220- IFFJCM 221- FFII
222- IFFLBI 223- IFFKPF 224- IFGFLF 225- IFGEAF 226- IFGH
227- IFGGCL 228- IFGBKI 229- IFGAIC 230- IFGDCM 231- IFGC
232- IFGNAI 233- IFGMCO 234- IFGPLG 235- IFGOAI 236- IFGJ
237- BFPICG 238- IFGLCH 239- IFGKIA 240- IFHFGJ 241- IFHE
242- IFHHIC 243- IFHGHF 244- IFHBIC 245- IFHACM 246- IFHD
247- IFHCAI 248- IFHNDA 249- IFHMLG 250- IFHPAF 251- IFHO
252- IFHJCM 253- BFOIBK 254- IFHLAI 255- IFHKDA O- BFBF
```

RAMPAGE

To play any of the 61 levels, pause and unpause the game on the selection screen before you choose your monster. At the newspaper screen, you can choose a level with the joypad while holding down Option 1. Here's a bonus: Activate the level select trick (Pause and unpause when choosing your monster). At the newspaper, hold down Option 1 and select Day 6. Press Pause twice. Hold down Option 1 and select Day 15. Press Pause twice. Hold down Option 1, Option 2, and the 'B' button simultaneously. The game will end, but there will be a "smiling programmer" instead of the winning monster.

===== Levels and City Names =====

1. BOISE
2. PORTLAND
3. SEATTLE
4. SACRAMENTO
5. OAKLAND
6. SAN FRANCISCO
7. LOS ANGELES
8. SAN BERNADINO
9. SAN DIEGO
10. LAS VEGAS
11. SALT LAKE CITY
12. PHOENIX
13. TUSCON
14. EL PASO
15. ALBUQUERQUE
16. DENVER
17. CHEYENNE
18. BUTTE
19. BISMARCK
20. SIOUX FALLS
21. OMAHA
22. LINCOLN

23. KANSAS CITY
24. WICHITA
25. OKLAHOMA CITY
26. DALLAS
27. HOUSTON
28. NEW ORLEANS
29. LITTLE ROCK
30. ST LOUIS
31. DES MOINES
32. MINNEAPOLIS
33. MILWAUKEE
34. CHICAGO
35. DETROIT
36. CELVELAND
37. DAYTON
38. CINCINNATI
39. INDIANAPOLIS
40. LOUSVILLE
41. MEMPHIS
42. NASHVILLE
43. JACKSON
44. BIRMINGHAM
45. ATLANTA
46. TAMPA
47. MIAMI
48. CHARLESTON
49. CHARLOTTE
50. RICHMOND
51. BALTIMORE
52. WASHINGTO D.C.
53. PHILADELPHIA
54. PITTSBURGH
55. BUFFALO
56. SYRACUSE
57. BOSTON
58. PROVIDENCE
59. NEWARK
60. NEW YORK CITY
61. SUNNYVALE

===== Headlines (XXXX... ON NTH DAY) =====

- GIANT MONSTER GOES ON RAMPAGE (level 1)
- ALL-OUT BATTLE...
- CITY-STOMPING...
- DEADLY DISASTER...
- FEROCIOUS RAMPAGE...
- INTENSE FIGHTING...
- MASS DEVASTATION...
- MONSTROUS MELEE...
- NATIONWIDE MAYHEM...
- PERILOUS POUNDING....
- TRAGIC ONSLAUGHT...

===== Captions =====

- AQUATIC STARLET WADES INTO DEEP TROUBLE...
- AVOID LIGHTNING IF YOU DON'T KNOW HOW TO CONDUCT YOURSELF
- CABBIES CRY "NO FARE!!"
- CITY HOWLING MAD, SAUSAGE SCAM EXPOSED
- DAIRY EXPLODES - UDDER CHAOS EVERYWHERE...
- DRINK THE FINAL POTION TO INDUCE YOUR BACKWARD MOTION
- EAT FOOD ITEMS TO INCREASE HEALTH...
- EVER-GROWING CONCERN OVER MEGA-VITAMIN...
- EX-MUTANT IS ARRESTED FOR STREAKING
- GET A BANG OUT OF LIFE -- PICK UP DYNAMITE
- GIANT APE THROWS MONKEY WRENCH INTO CITY WORKS
- GIANT WEREEOLF GOES SHOPPING...SACKS 5TH AVENUE...
- GUILTY LAB TECHNICIAN DISCOVERS CURE
- GYM SOCK THIEF THWARTED...SUSPECT BEING HELD (AT ARM'S LENGTH...)
- HAVE A FRIEND FOR DINNER...BURP
- HAVE YOU EVER BEEN THE "MONKEY-IN-THE-MIDDLE"???...OUCH!...
- HINT: FOOD BEHIND OPEN WINDOWS...
- HINT: WANT TO EAT WELL? PUNCH SLOWER...
- HOVERING HELICOPTERS HERALD HUMONGOUS HURT...
- IS THERE NO END TO THIS RAMPAGE?
- JOB OPENINGS IN NATIONAL GUARD
- KEEP THE SPRY LAB TECHNICIAN IN SUNNYVALE...OR ELSE!!
- LAB SCREW-UP WEARS OFFF...FILM AT 11...
- LAB TECHNICIAN SIGHTED IN SUNNYVALE...

- MEGA VITAMINS -- JUST SAY NO...!
- PLAY "TROLLEY HANDBALL" WITH YOUR FRIENDS
- POTIONS GIVE SPECIAL POWERS...
- PROPERTY VALUES AT ALL-TIME LOW...
- RADIOACTIVE LAKE CHANGES WOMAN'S SCALE
- REAL ESTATE PRICES PLUMMET...BUYERS BEWARE
- REAL LIFE JEKYLL AND HYDE STORY!!
- SHORTAGE OF PRIME OFFICE SPACE...MARKET COLLAPSES
- SOMETHING'S BREWING ON THE ROOF AT THE ARGLEBARF CHEMICAL COMPANY
- SPOUSE OF MUTANT FILES LEGAL ACTION
- TANK BUT NO TANKS...
- THERE ARE NO (BUY A LYNX) SUBLIMINAL (OR TWO) IN THIS GAME (BUY A LYNX)
- VIDEO PIRACY IN CITY HALL? MAYOR IN REEL TROUBLE...!
- YOU CAN LEAD YOU BUDDIES TO WATER, BUT YOU CAN'T MAKE THEM SWIM
- WARNING!: ELECTRICITY IS SHOCKING...
- WITNESS SHEDS NEW LIGHT ON FLUORESCENT BULB SCAM...

RAMPART

[I'm not sure exactly how to do this one, if someone knows, please mail me... --kd]

Clear two veteran levels and ??? and push the joypad left as if you were trying to select a different battlefield. The highlight will disappear and then you press A or B you will play on one of the two player levels.

During the cannon stage, if you click five times on a place where the cannon can't be built, you'll go on ahead to the firing stage. One strategy is to place the cannon over a boat you plan to target and click five times, so that when you start the firing stage the crosshairs will already be over he boat.

ROAD BLASTERS

Hit the first tree on either side of the road, hold down the B button on the first level. Or, drive slowly on the right side of the road. Inch forward to the first tree, and wait until it disappears, and press the B button. You can now use OPTION 1 and OPTION 2 to select your *next* level. You'll also get the pictures of the programmers. (You can also drive down the left or right side of the road holding the B button...) Deaccelerate from 204 down to around 188 or so and acelerate again until you get up to 205 MPH! (from Star*Lynx)

RYGAR

Floating shield trick: Throw the shield in front of you, then restart the game with Option 1 and Pause. When you restart the game, your shield will be floating in front of you. As soon as you fire, your shield returns to normal. (programming glitch?)

SCRAPYARD DOG

When you start the game, wait until your man appears and press PAUSE Now press right on the joypad and press the "B" button at the same time. You should see a message at the bottom othe screen that says "SHIELD AWARDED." Note: This works only once at the beginning of each level. Found by: Sky (John Hardie From Flushing, NY) Feb. 1992.

SHADOW OF THE BEAST

Keep in mind when you read this that Beast is an arcade game, thus just knowing how to do this may not be enough. Quick reflexes may be necessary. Also, my strategy is not perfect in places... if you know how to improve my technique (ie, you don't get hit as much) let me know (tazzzzz@eecs.umich.edu).

Outside. Start by running to the left. Watch for the bats that will fly down (I've only made it through here unscathed a couple times, normally I just run back to the right a little bit and duck when I hear the bats shriek). There are two different sets of bats, and each set of bats will attack in two different smaller groups. As soon as you get past the second set of bats, there are three metal traps in the ground. All you need to do is jump and land between the sets of "jaws". Enter the tree (there is nothing of value further to the left).

In the tree, part one. The small head at the bottom of the staircase will shoot at you when you get a certain distance from it (something you're bound to discover on your own!). Climb down the ladder and head to the left. The game progresses pretty linearly here. You've got a few platforms to jump and a few monsters to dispose of, but there's really only one way to go. When you get past the green guys with the swords (watch out for those spikes overhead!), climb up the ladder and head to the right (passing the next ladder which is heading up) until you come to the ladder that goes down. A bit more jumping on platforms and you'll come to a blue total health restoring potion. Things progress a bit more and you will encounter these golden flying things. When you are at this point, you will climb down a ladder and find a silvery (but with red center) circular device stuffed in a corner to the right (somewhat near a big skeleton lodged in the wall). This is a teleporter that will take you back a ways. Don't use it yet. Instead, head to the left, ignoring the ladder heading down.

Next, you will come to the weird eagle thing that is holding a blue crystal globe. Time his fire-breathing activities and get up close to him when he's not scorching the air in your vicinity. Ducking will avoid the fire. Then, when he's not breathing fire, punch the globe (it will flash each time you hit it). I counted eleven hits for it to be finished. You will then have the blue globe in your inventory (you'll get to use it soon enough). Head back to the right the way you came, and then take the ladder down.

You will climb down a jog in the ladders, and then head left instead of down. To the left, you will find an area with a key. I've found it easiest to jump off of the moving platform into that section and then getting onto the up-down moving platform without the resident blue guy seeing me. (Basically don't walk to the left at all after jumping off of that moving platform. Just hop straight onto the up-down platform). Now, head back to the right. If you need health, climb down that ladder that I told you not to climb down before and head to the left. All the way left is a blue complete health restoration potion.

I have a hint for this whole section. I found it much quicker to avoid catching all the ropes and jumping on all the platforms by simply falling off the ledges. The health potions were conveniently spaced so that I could easily survive these falls (watch out for spikes though!) and leave this area with full health. Climb back up the ladders and hop in the teleporter.

After teleporting, hit option 1 and select the blue globe. The blue globe gives you a nifty missile weapon. Head left and climb up the ladder. When you move to the right, a wall will rise sealing you from escape! There is a lone spike "bush" in the middle of this little battlefield. Stand with the Beast's right foot just about touching the left edge of the bush. When the monster rises up, duck. You should be below his shots. Note that before he rises up, he will fire one shot. Try to jump over them, but they don't do too much damage so don't worry too much. I comfortably get four shots in before I have to duck. It takes fifteen shots total (don't waste these shots, I've found them useful later). Hit option 1 and select "exit" in order to go back to regular punches. Off to the right, you enter the second half of the tree and a new save point!

In the tree, part two. As you run to the right, you will run past a machine with a lever, gears and a chain coming out of the top. Ignore that for the moment, and jump over the spikes. After you climb down the ladder, there will be some snakes coming out of the floor and spitting at you. Just run up to them and punch them after they spit. After the second and third snakes a bird thing will fly down and you will need to duck. Don't take the downward ladder after the snakes. Instead, pick up the gear and head back to the machine. Once there, hit option 1 and select the gear. Assuming you're standing close to the machine, the gear will go in place. Punch the lever and a platform will lower. Climb onto the platform and punch the lever again to go up. Go to the right and get the torch hanging from a support pole. Head left, beat up some green guys and flip the switch on the wall. Climb up the ladder you past when you went to flip the switch, and head left past the bouncing eyeballs (!?). When the dragon stops breathing fire, run, pick up the key and stand next to him and wait out his next attack. After that, run back to the right and past the eyeballs. If you need health, head to the right and pick up the blue potion. Otherwise, head back down the ladder and the "elevator". Go past the snakes again, and then head downward. Head right and punch the lever. Then turn back and cross the platform that had been extended across what used to be a gap. Punch the lever you find off to the left and then go back to the right and downard (gadzooks! They've got you running back and forth!). Run left after getting to the bottom of the ladder and use the moving platforms to take you further left. You will find a blue "glove" suspended in midair. If it's surrounded by electricity, you forgot to flip the switch in the hallway underneath those bouncing eyeballs. As you head back right past the ladder, a couple of those red batlike things will fly down. Try to hit them, because now is a good time to conserve health. You've got a ways to go before a refill. Continue on downward and avoid the obstacles (I have really got much to comment on here. Just practice your timing around the spikes and try not to get hit.) When you get to the ghosts, if you head right instead of down the ladder to the left you can avoid having to deal with these rocket engines that are mysteriously igniting. However, only avoid those engines if you have the health to take a fall into spikes (and you must also be confident of your ability to get rid of the dragon). Hit option 1 and select the yellow glove. You can't kill the dragon without it. If you watch the timing, you will notice that the spike will drop to the floor and the dragon will stop breathing fire. That is when you need to jump across. You can comfortably punch the dragon five times before you need to jump back across when the spike is down. It takes a total of thirty hits to blast this guy. Use the yellow key you picked up to leave the tree area through the well.

Topside once again. All right! So we're out of that hellhole of a tree. Well, there's still a bunch of ickyness to deal with up top. First, stand in front of the cannon. After the nifty little green dude lights the fuse (wait for it to be burning), punch the cannon. The little guy gets blast and leaves a handy gun behind. Now, head back to the right eliminating the baddies that you encounter. The columns that look like piles of rock contain potentially useful items (there is only one evil column in the game, and that comes near the end). The first two you come across have health bonuses. The last one contains a large ball. Push the ball along with you as you avoid the spikes and use it to plug up a hole from which some green and red balls are popping. When you get to the funky pterodactyl statue, don't be alarmed. This is actually a pretty easy monster. He does a bit of damage if he hits you, so don't let him. Punch the statue five times to let the monster out, and then punch him three times to take back the freedom you just gave him. I personally hate the spider forest that comes next, but at least there is health afterwards. The eyeballs aren't too bad once you see the holes that you can rest in. Duck as the green guy flies overhead, and then punch him

as he comes back around but lower. When the flying dragon drops the winged bomb, punch the bomb before it explodes and it will eradicate the annoying swarm of insects. I think you can handle the rest of the obstacles until you get to the castle.

In the castle. Go left, past the ladder, and get rid of the green, hoppy guys. Flip the switch. Go back and climb the ladder. You can only punch wooden barrels; the silver balls and indestructible. There are two wooden barrels followed by a metal ball, and this repeats itself indefinitely. Hit the first wooden barrel, and use the ladder up to the next level as a means to dodge the second barrel and the metal ball. When you get to the floor where the barrels are dropping down, run to the left and flip the switch. Climb the ladder to the top floor, and punch the chests to the right for health, except be forewarned that the very last chest contains a green guy who shoots arrows, and the second to last chest can be stood on to avoid the arrows. Kill the green guy by punching the chest before getting the last bit of health. Run to the right, avoid axes and flying dragons. Pick up the wrench. Climb down the first ladder you come to. As you run to the right, watch for green dudes in the floor which throw knives at you. To avoid getting hit by the axes that come down, stand right underneath whence they come, and they'll fly over you from each side. After defeating the three big green mouths, run and jump across the gap. You need to jump at the last second to make it. Punch the little head in the wall three times, and jump onto the chandelier as it lowers. Wait for the spider to go up to run underneath it. More axes. Some spiders need to be punched once or twice before they'll go up. After climbing down the ladders, you'll be back near the entrance. Go right. You might want to consider using some of your remaining shots from the blue ball to kill the red bouncy blobs and the bats after them. The gates here will only be open if you've flipped both switches prior to getting here. Climb down the ladder; don't go all the way to the left. Some health is on the right then. Go left, wait for the metal ball to pass, go left, climb the ladder, climb into the pit, and duck. Wait for the ball, go left, and climb down the ladder. Pick up the spare bullets, and climb down the next ladder. Run to the right until you see the gargoyles; then run back to the left, and punch the button on the wall. There's another green guy in the floor after the axes. Use the wrench to get past the electric field. Climb up the ladder, go to the left, and flip the switch. Arm yourself with the gun, climb down the other ladder, and go to the right. Get in close, and just shoot. And keep shooting. You shouldn't need to refill the gun. Use the blue key to unlock the door. You are now outside.

Outside the castle. Go right. Punch the tombstones for health. In the second set of tombstones, the second tombstone contains a ghost instead of health. Kill everything. To kill the final guy, watch his shot pattern. Get in close and jump and kick the face in the middle of his body. Congratulations, you won.

SHANGHAI

To view the victory screen, go to the high score table and press Pause. Hold down Option 1, Option 2, A, B, and press the joypad diagonally up and to the left.

SLIME WORLD

At the title page, hold down OPT 2, then hold down OPT 1. Next press the joypad up and right. Let go of everything at once. You will be invincible! In multiplayer games, all invincible players are kept in an "alternate universe". Basically, invincible players will show up on the maps of other invincibles, but not on the maps of the regular players.

One (There may be others) secret level is on level 6. As soon as you enter shoot the floor immediately to the right of Todd. The floor will open up to another level.

A 'Zit Popping' game can be played by going to the summary screen and then going to the screen where Todd is green. Press Option 1 and you'll see a zit. Blow it up by hitting the buttons as fast as you can.

4EB435 and 6134A4 will crash Slime World so completely that the only way to recover is to turn the lynx off and on again!

The codes found in this text file were compiled by Mr. Kale Swindell of La Canada, CA. He indicates that these codes will place your character (TODD) at one of the restart stations located in the game. The further along the code is in the list, the further into the level your character will be restarted.

Adventure 1: EASY

```
24CAA1  E8CA6C  EC8AA9  118AEA  6FCBE9  919073  E70926  A809E3  6B4B6C
66CBE0  25CBA7  114928  12C9AA  550894  D7C956  19CB93  198AD2  9D0AD9
45C9C5  5DC9DD  070946  CA090D  CCC94F  30C988  4F8B09  0B8BCD  098BC3
078BC1  C28A87  870AC3  8A0ACE  8F0BC8
```

Adventure 2: EXPLORATION

```
269AF3  ED9ABE  ECDA78  ED9BBF  E4DB71  259BF7  EA193D  EF58F9  D199B9
E79EB4  EDDE7D  EE9EBF  D29EBB  E79FB5  2F9CF2  6CDCE3  AC5CB2  139CFE
159DF9  D01A24  559925  5A9E23  43DFE9  1E1969  1DDCA0  1899E0  1CD8AF
0399EB  865591  465F57  4EDFDD  75DFD8  245947  085F11  4C5C52  070997
4FDFDD  089ADD  70DCDF  75DCD8  F1181B  B51FDA  711B9B  8EDA1A  F1DA45
745947  749807  F659C1  B85D87  BD1DC0  B79B40  3DDC80  B79B40  7E5D4D
205F09  7F9E0C  60DEC9  20D988  205F09
```

Adventure 3: ACTION

```
9157B6  AB9277  2F1176  919073  198AD2  5DC9DD  15563D  569039  98D638
1796FC  111671  5417B2  1DD7BB  1993FB  D052FC  1492F9  D91225  5CD1E4
5CD6E5  011766  DC93A6  1E1262  43536C  42506C  47972D  0D97EB  77D1DF
B816D8  7A575B  B610D8  72139C  0C1654  8916E9  4D9115  F150D3  CA9095
0892D5  8F9350  B69358  391245  FF9086  BC12C0  BD11C4  3C5604  215601
211746  67970D  EAD74B  6B910B  62920F  A610C8
```

Adventure 4: SUSPENSE

```
DD0114  DDC154  9D8154  5DC0D4  5C8114  5C4157  1C4117  DC0117  DCC157
DF8197  9C01D7  9C4197  5D8014  9CC117  5C0097  5CC0D7  DCC0D7  C641D9
C941D8  494158  C9C659  464159  474059  46C0D9  464058  884284  0B82C4
0DC286  8C4280  8E4282  B0824C  34004E  C7071C  1A472B  1A076B  1DC7AB
5DC7EB  5D872B  5D476A  5C07AA  9702EB  10C3A2  110362  114322  918362
2E81E6  9146A1  9106E1  EEC666  114621  110661  11C6A6  2E0666  2E4626
2E86E7  2EC6A7  2B413A  2B81FB  2BC1BB  28413B  2881F8  28C1B8  294138
2981F9  29C1B9  24413F  2387F1  200771  E00731  A007F1  6006B1  210671
E10631  A106F1  6101B1  3E0272  FEC171  BEC131  7EC0F1  3EC0B1  FFC071
BF00F1  7F03B1  3C0371  FC0331  BC03F1  7C02B1  3D0271  7C4371  3A0276
FA42F6  BA42B6  FAC276  BA8176  BD42B1  BD02F1  BDC231  A48278
```

Adventure 5: LOGIC

```
D9E275  9C26F4  9B62B7  02A2FF  9F63B0  C02032  C4E17F  C2A1B2  032770
DF67F4  022470  05E7B3  47667F  4621BE  8522F9  06E3B8  8921F8  C966F9
8C65BB  CDE665  71E1E1  4C21A4  0EE3A0  CAA3A5  8D62A1  8F22E3  7527A3
336720  CEE565  F52520  39652C  3CA4EB  B7E42D  B2A662  BA64A8  F162ED
77E3E9  796168  BBA66B  3BE0AA  FF61D6  60A417  236516  E02711  A12601
652692  E8E55F  A6E61E  6A2798  AD25D8  27A1DF  A7A358  7CE2D1
```

Adventure 6: ARCADE

```
012D7C  016E39  016938  00EAA5  002A64
```

S.T.U.N. RUNNER

Start out at level 11 (Labyrinth) and complete it. On level 12 (Coathanger) go right and catch the boost and continue going right. You will fly up and then continue and cross the finish line. You will be warped to level 18!

SUPER SKWEEK

Choose Normal Game from the options. At the map screen position Skweek (or Skruch) over the "O" in the word GARGOUIL LAND and scale until you can't fly any lower. You will see a snorkeling furball. It may take some positioning, but maneuver yourself over the furball and then press OPT 1 so you can go to the forbidden islands. If you want two extra men, scale onto the small island directly to the right of the WELCOME ISLAND in the upper right corner of the dark blue spot. You will see a Skweek next to a palm tree. Hover over it and push OPT 1 for two extra lives. To gain 3000 extra coins, scale over to the large body of water in the PAGALAGOS ISLAND. You will see a Skweek. Hover over it, push OPT 1 and the cash is yours. (from July 1992 EGM)

TOKI

Press and hold down OPT1 and UP before the title screen appears get into "freak out" mode. Pressing A or B starts the game normally (from Star*Lynx BBS).

For those of you trying to get the digitized picture of the TOKI designers to appear in TOKI but are having trouble, I've found that holding the pad UP and holding OPTION 1 simultaneously JUST as the screen fades to black to show the "Continue" screen usually produces the white dot after the timer expires (of course hold UP and OPTION 1 through the whole duration of the continue screen.)

While trying to get the digitized picture, I discovered an "additional" trick (at least I think no one has posted about this before.) Kill all
your men in TOKI. Once at the "Continue?" screen, after the first "beep" of the countdown, and while the timer still shows a 9, press UP and OPTION 1 at the same time, and hold them, just like for the digitized trick. You'll see the GAME OVER screen, but keep holding them. The TOKI demo will appear... keep holding UP and on OPTION 1. After the names of the designers fall down, the demo should go psychedelic!! The demo will cycle through colours, a catchy tune will begin, and the pad will allow you to sample digitized TOKI

sounds...furthermore, pressing DOWN and LEFT repeatedly will cause the samples to descend in pitch. Conversely, pressing UP and RIGHT repeatedly will cause the samples to ascend in pitch.
Note: Once the new demo begins, release UP & OPTION 1. Then use pad to sample sounds.
Have fun!
Jason
--
Jason Patrick Bennett
Simon Fraser University
Burnaby, B.C., Canada
bennetta@sfu.ca
"The little girl had the making of a poet in her who, being told to be sure of her meaning before she spoke, said: 'How can I know what I think till I see what I say?'" --Graham Wallas

TOURNAMENT CYBERBALL

In Tournament Cyberball there is an apparent bug in the game that can be a real cheat. This works well against another human player. I haven't tried it against the computer. I'm guessing the computer is "too smart" to fall for this cheat. Anyways, if you're fairly far up the field, you can run your quarterback all the way to the opposite end of the field, before throwing your pass. "Unrealistic" passes can be completed from the opposite end of the field. Watch out though, some computerized cyberbots will follow you all the way.

The advantage of this cheat is simple: It takes out a few of the computerized defenders, and it throws the defense player off by not allowing the defense player to see where your receivers are going. In other words, all you see on both player's lynx's is a pretty much blank screen with nothing but a quarterback and a few rushers....With enough practice, one can have little trouble blindly throwing passes like this.

Lastly, don't try this cheat on the "Real" arcade version of this game. It doesn't work. Actually it's quite amusing what happens. When you think the quarterback is going to throw a 70 + yard pass, he/she/it ends up throwing a pass that lands like 1 yard right in front of the QB. Try it if you're ahead sometime on the arcade version. Is kinda amusing....;-)

VIKING CHILD

Viking Child -Codes-
Village Castle: OMEGAMAN
Forest Mountain: PATRICIA
Land Bridge Lake: REDDWRARF
Labyrinth Mund Flat Volcano: DEWSBURY
Desert Pramid: ISLAND
Codes from Wizz Kidd (Mike Reed from Tempe, Az)

WARBIRDS

When playing alone, pause the game and you can still look around with the 'B' button. This may help new pilots so they can pause the action, look around and plan their route.

For single-player Grave Sight, as soon as you die (when the roses and skulls border appears) quickly pause the game. 'A' button will change the viewpoint from plane to plane (And to the point where you died). Look around with the joypad.

XENOPHOBE

Hints:

First the basics. I love the yellow electro gun, so all my strategy revolves around this gun. The puffer gun does more damage. I usually crawl along the ground and fire alot. I stand to kill festers and ceiling vines. Jump to move quickly.
Festers (the fellows who appear on the sides of the screen) Take these guys out by being just over half a screen away from them. Fire like crazy. You better make sure you are at least half a screen away because these really hurt! You can advance on them once they retreat and expose their hand, makes killing them easier if you do. When they throw stuff, you better be facing them and firing... Getting hit by this stuff stuns you, likely costing your life on later levels. You can kill them with the puffer gun by laying low near the edge of the screen, and standing up and firing as soon as they start to retreat. You can always ignore these guys buy crawling along the floor... but it's good to take them out as soon as you can. They produce other aliens, and create another hazard. You can often kill festers on the adjacent screen by firing very close to the edge. I used this to my advantage alot on level 22, which is almost nothing but festers.
Ceiling vines: As I mentioned earlier, make sure you don't move into them while firing. Stop, then aim up and fire.

Rollerbies (the armadillo like things that curl into a ball) Getting hit by these balled up creatures can stun you for some time, like the festers can, which means losing your life in later levels. Fire alot at them to make them roll the other way of course. Don't fire too much if there is a closed door in the way, as they'll bounce back at you at high speed. They unravel once they stop moving. I often fire once or twice at them to make them stop. They then unravel and I kill them. Or, I throw a grenade, and fire just enough to make them be near the grenade. These guys are what really threatens your life at the beginning of later levels... Don't underestimate what a mob of these can do to your game. :) One stuns you, then every alien and their brother beat up on you while you can't do anything. Then you lose your gun, and losing your gun on later levels usually means the end of your life, if not your whole game! (you usually get a laser with your new guy, which often is inadaquate). Point blank shots often don't work on these guys for some reason, very important to remember.
Laser firing security drones: Of course you can make these stop firing at you by getting the disk and putting it in the security machine. But did you know that you can kill them? You have to fire alot, unless you have a puffer gun. Stand and fire diagonally up, fire like crazy, and don't change directions! They'll move right into your fire. The laser gun does so little damage, it is questionable if you should do this with that gun. I kill these drones on every floor I encounter them until I find the disk.
Little crawling aliens: crawl and fire alot, jump if you they stick to you. On later levels, it often isn't wise to jump immediately... you might jump into a festers xray beam, and get stunned, lose your gun, your life, your game...
Snotterpillars (big hopping spitting aliens): While heading towards a new screen, if you hear that you are hitting something just before you enter the new screen, stop and keep firing until the sound stops. Then fire a lot as you enter the new screen. Firing at them usually stops the nasty spittle they throw. You should have no problems taking out mobs of these fellows by firing alot. Stop moving as soon you are hitting one, you want to hit them as far away as you can. I am pretty brave with these guys, I'll take on a big mob of them at once. Just fire very very fast. If too many get close, or are about to, move directly away and hit jump twice (or more) in a row. This one tactic is the main reason why I survive so long! Not only does it make you run away quickly, it also has the effect of dodging their spittle. Practice turning around and hopping away repeatly when there aren't aliens around. Make sure you are moving away before jumping, otherwise you'll jump up instead of away, and then you're really If you have the puffer gun, have no fear-- if you fire fast enough, you can kill a solid wall of these guys with it.
machine that spits out bombs: Each bomb does 200 damage I think, so be careful. Jump away or over bombs that get thrown near you. hit option two to fix the machine, then hit option one until you have a full load of grenades.
self destructing: often a good idea, unless you are about to finish the level. You won't get 200 bonus health, but on later levels you'll probably lose more than that. I usually self destruct 2 or maybe 3 levels.
Fire levels: I am continually switching from the fire extinguisher to the electro gun on this level. Put out the fire, run and grab your gun and clear the rooms until you hit the next fire, etc. You can push along both guns, but it's risky. Fires count as part of the alien remaining count... so don't leave the fires for last! Otherwise you'll get stuck with a fire extinguisher on your next level. If I'm cautious, I often gain more health than I lose on these levels.
level 21: This level is utter hell. Makes every other level look silly. Be paranoid with every room you enter. I can't stress enough how hard this level is. Fire as fast as you can. Good luck keeping your gun... that's the main thing actually on the later levels, keeping your gun. The beginning of 21 and other later levels is hellish, this is one place where I wouldn't feel guilty using alot of grenades. Those hordes of rollerbies are a real problem at the beginning of levels.
level 22: This level is as easy as 21 is hard. Almost nothing but festers. This level might not be so easy if you don't have an electro-gun. I always have one here.
level 23, final level: Use my technique for killing snotterpillars, especially hopping away repeatedly when mobs get close. Grenades here can take a wall of snotterpillers, what a rush. :) Keep up a wall of fire to stop their spittle. Be wary of hidden ceiling vines on the edges of the screen. Fire as fast as you can when you see the mother alien, crawl behind her while firing when you've cleared the other aliens in the room. Fire at her head once you're behind her. (diagonally up from ground)
It's important to learn to survive with a laser gun until you can get something better. Be very convervative, do most of your killing from the adjacent screen. Hit things as far away as possible. Run from snotterpillars when they get inside your max range (yup, hop twice again..) use grenades if you have to. God I hate losing your gun on the later levels. Free free to mail me any questions and comments. Is the arcade game exactly the same?
Michael Kaye horny@ucscl.ucsc.edu Twin Peaks ADDICT
Map:

Guide to abbreviations

BM - Bomb Machine
E - Elevator
F - Fire
FP - Fireball Pit
FS - Fire in space station
IS - Infestation Screen
GD - Green ooze Dripping from ceiling
O - Outdoors
FO - Floor opening
MSU - Moving stars Unit
PR - Pestering Robot
RN - Research Notes

SC - Security Central (needs ID card)
SD - Self Destruct unit
SXU - Sealed Xeno Unit (needs Key)

Notation in header
(NN Xenos) - Number of Xenos to kill on this level
(F) - Space station is on fire
(PR) - Space station has a Pestering Robot that shoots

Space Station 1 (63 Xenos)

Level	1	2	3	4	5	6	7	8
1					MSU	RN		

Space Station 2 (56 Xenos)

Level	1	2	3	4	5	6	7	8
1			E			O		O
2			E	IS	BM			

Space Station 3

Level	1	2	3	4	5	6	7	8
1	GD	GD	E	SD		IS		O
2			E					
3			E	FB				

Space Station 4

Level	1	2	3	4	5	6	7	8
1	IS		E	FO			FO	
2			E	FO			FO	
3			E					
4		IS	E		SD			

Space Station 5 (PR) (127 Xenos)

Level	1	2	3	4	5	6	7	8
1	O		E	IS	O	SC		
2	SXU		E	IS		GD	GD	
3			E	IS		FP		

Space Station 6 (F)

Level	1	2	3	4	5	6	7	8
1		F	E	IS,F				
2	F		E	IS,F	SD,F	F		

Space Station 7

Level	1	2	3	4	5	6	7	8
1			E	IS				
2			E		BM			

Space Station 8

Level	1	2	3	4	5	6	7	8
1				FO				FO
2				FO				FO
3				FO				FO

4								
5	SD			IS		IS		

	Space Station 9 (55 Xenos)							
Level	1	2	3	4	5	6	7	8
1			E	IS				
2			E		BM			

	Space Station 10 (99 Xenos)							
Level	1	2	3	4	5	6	7	8
1	GD	GD	E	SD		IS		O
2			E					
3			E	FP				

	Space Station 11 (122 Xenos)							
Level	1	2	3	4	5	6	7	8
1	IS		E	FO			FO	
2			E	FO			FO	
3			E					
4		IS	E		SD			

	Space Station 12 (PR)							
Level	1	2	3	4	5	6	7	8
1	O		E	IS		SC		
2	SXU		E	IS	GD	GD		
3			E			FB		

	Space Station 13 (F)							
Level	1	2	3	4	5	6	7	8
1		F	E		F		F	
2	F		E	F,IS	F,SD	F		
3								

	Space Station 14 (100 Xenos)							
Level	1	2	3	4	5	6	7	8
1			E	IS		O		
2			E		BM			

	Space Station 15							
Level	1	2	3	4	5	6	7	8
1		FO		FO				FO
2		FO		FO				FO
3		FO		FO				FO
4		FO	IS					
5	SD			IS		IS	IS	

	Space Station 16 (57 Xenos)							
Level	1	2	3	4	5	6	7	8
1			E	IS				O

2			E		BM			

Space Station 17

Level	1	2	3	4	5	6	7	8
1	GD	GD	E	SD				
2								
3								
4								
5								

Space Station 18

Level	1	2	3	4	5	6	7	8
1	IS	E						
2		E						
3		E						
4		E						
5					SD			

Space Station 19

Level	1	2	3	4	5	6	7	8
1	O		E			SC		
2			E	IS				
3			E	IS				

Space Station 20 (F)

Level	1	2	3	4	5	6	7	8
1			E	IS				
2			E		BM			

Space Station 21

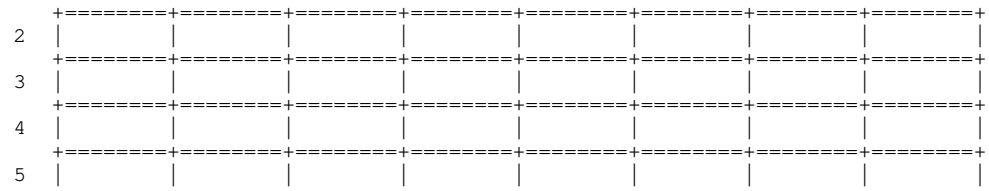
Level	1	2	3	4	5	6	7	8
1			E	IS		O		O
2			E					
3								
4								
5								

Space Station 22

Level	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								

Space Station 23

Level	1	2	3	4	5	6	7	8
1								



ZARLOR MERCENARY

ZARLOR MERCENARY / The Game of Life

ACCESSING LIFE: The game of LIFE is accessed through the character selection screen of Zarlor Mercenary. Turn on your Lynx with the Zarlor Mercenary game card inserted. Press the fire button twice to get to the character selection screen. At this point you must hold down OPTION 1 while moving the joypad as follows: Up, Down, Left, Right, Up.

At this point your screen should say LIFE and there will be a LIFEform known as a 'glider' moving across the screen diagonally. It will go off the edge of the screen and return on the bottom, eventually running into the cells forming the word LIFE and causing the chain reaction that destroys the title screen.

Before the title screen is destroyed you may try the following controls:

1. Moving the joypad or pressing either OPTION button or PAUSE will stop the current evolution of LIFE.
2. Pressing OPTION 1 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen wrap around to the other side.
3. Pressing OPTION 2 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen behave as though they have reached a solid wall. This may be useful if 'gliders' that are launched are disrupting your LIFEforms.
4. Pressing either BUTTON A or BUTTON B puts LIFE into DRAWING MODE.

DRAWING MODE: Access DRAWING MODE by pressing BUTTON A or BUTTON B while LIFE is evolving or after the current LIFEform has reached a stable state. You can tell you are in DRAWING MODE because the joypad will be in control of your cursor, a set of green crosshairs. While in DRAWING MODE, your controls behave as follows:

1. Moving the joypad with BUTTON A depressed will allow you to draw.
2. Moving the joypad with BUTTON B depressed will allow you to erase.
3. Pressing OPTION 1 or OPTION 2 will allow your LIFEform to evolve, as described in 2 and 3 in the above ACCESSING LIFE section.
4. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the DRAWING MODE.
5. Pressing PAUSE and BUTTON A will put you in COPY MODE.
6. Pressing PAUSE and BUTTON B will put you in PASTE/ERASE MODE.
7. Pressing OPTION 2 and PAUSE will copy your current screen to a temporary buffer (see below).

COPY MODE: Access COPY MODE by holding down PAUSE and pressing BUTTON A while in DRAWING MODE. You can tell you are in COPY MODE because the green crosshairs will be onscreen with the word COPY in green below and slightly to the right of the crosshairs. While in COPY MODE, your controls behave as follows:

1. Pressing either OPTION 1 or 2 will return you to drawing mode.
2. Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your LIFEform frame-by-frame. Note that the OPTION button used determines whether screen wrap is on or off.
3. Pressing BUTTON A sets one corner coordinate of a box that you can draw. Pressing BUTTON A again sets the other corner coordinate of the box. Anything within the box is now in your COPY BUFFER. You are now in PASTE/ERASE MODE.
4. Holding down PAUSE and pressing BUTTON A takes you to the LIFEform library, a screen full of goodies for you to put into your COPY BUFFER. After selecting a LIFEform or group of LIFEforms, you will be in PASTE/ERASE MODE.
5. In the LIFEform library, pressing PAUSE and BUTTON A again takes you to your temporary buffer (see above). You can cut items from this buffer to the main screen.
6. Holding down PAUSE and pressing BUTTON B takes you directly to PASTE/ERASE MODE, using whatever was last put in your COPY BUFFER. If you haven't yet selected anything, you may get garbage.

PASTE/ERASE MODE: Access PASTE/ERASE MODE either by holding PAUSE and pressing BUTTON B while in DRAWING MODE, or by going to COPY MODE and selecting LIFEforms from your screen or the library screen. You can tell you are in PASTE/ERASE MODE because your joypad now controls whatever you have in your COPY BUFFER. While in PASTE/ERASE MODE, your controls behave as follows:

1. Pressing either OPTION 1 or OPTION 2 will return you to DRAWING MODE.
2. Pressing BUTTON A will allow you to paste your COPY BUFFER.
3. Pressing BUTTON B will allow you to erase using your COPY BUFFER.
4. Holding PAUSE and pressing BUTTON B will flip your COPY BUFFER any one of eight possible ways.

5. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the PASTE/ERASE MODE.
6. Pressing PAUSE and BUTTON A will put you in COPY MODE.

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