CheatCollectionE.01

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CheatCollectionE.01

1.1 Cheat Collection

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            Cheat Collection English Version 1.19 (10.06.96) Part 2

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

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Gods

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Hostages

Hudson Hawk

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Humans

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Hunt for Red October

```
                    Hunter

                    Hybris

                    Hydra
```

1.2   d-generation

The password for the computer is "DEATH".

Also when you are killed, waggle your joystick in a circle while holding
down the <FIRE>. You will restart at that position with 7-8 lives.

1.3   dalek attack

A lot of people are having trouble getting into the city from the caves.
After you have destroyed the tunnelling machine and survived your encounter
with the Super Dalek, go through the door he was guarding. You will then
find yourself in a small room with no obvious exits. Use your grenades to
destroy the floor section and you will soon find yourself on your way to the
city.

Type any of the following during play:

```
  PARIS "DAY OF RECKONING"  TOKYO "TRICOLOUR COPY SHOP"
  NEW YORK   "THE SLYTHER"  SKARO  "D5 GAMMA Z ALPHA"
```

INVICIBILITY: "JAMES BOND AND OLIVER REED WERE NEVER GOOD SINGERS"

1.4   daley thompson's olympic challenge

Enter your name as "HINGSEN.J" on the high score table and then quickly
press <DEL>. The high score table title should now show the word "Demo".
Type in ".J" again and press the <DEL> key again. The table title should
now say "Mega Demo". Now start a new game and if you press the function
keys they should select an event to play and with a full quota of Lucozade.
If this doesn't work try both times "-J" instead of ".J".

1.5   dallas quest

Go down the ladder with the flashlight, turn it on and drop it. Go east
then south, put all the neccessary objects into the knapsack and close
it. Go down the ladder, pick up the flashlight and continue with your
journey.

1.6   damocles

On Midas reference 577-341 you can find a pyramid which contains a magic
crystal. To use it, you'll need the book from the trader at Eris Capital City
(13-5). Reading the book while in possession of the crystal will allow one
wish to be granted. You may like to try some of the following wishes.

```
I WISH I HAD A CHEESE SANDWICH
I WISH I HAD MORE TIME
I WISH I COULD RECIEVE 1,000,000 CREDITS
I WISH THE UNIVERSE WAS MORE COLOURFUL
I WISH I KNOW HOW TO USE AUTHOR'S COMPUTER
I WISH I HAD MERCENARY 3 NOW
```

1.7   dark castle

The first thing you do is to go to the shield room.
Once there press <W> (up) and <S> (down). Keep them both pressed.
This will cause your hero to go up and down between the two screens.
After half an hour or so you will have about 25 lives, this is the only
screen you can do it on.

1.8   dark side

Hold down <2> on the main keyboard and <8> on the keypad then press <FIRE>
for pictures of the programmers. (or hold <2> and <8> together either on
main keyboard or keypad).

1.9   darkman

Type in "MEA CULPA" or "MEACULTA" while playing for infinite energy and the
following keys.

```
<I>     Invincibility
<Z>     Kills enemies on the screen
<D>     Gives darkman the disguise
<P>     Refills life meter
<R>     ?
<SPACE>   Bypass photo session w/ disguise
<1>-<6>   Skip to the corresponding level
<F1>-<F7> Skip to the corresponding level
<F8>    Skip to next level
<J>   Move darkman anywhere on the level with joystick
    (<J> toggles this on/off)
```

1.10   datastorm

After loading, wait for the high score screen to appear. Hit <F10> to
view a message.

1.11   days of thunder

Enter the qualifying race as normal and then press <P> to pause the game.
Now type "COMEFLYWITHME" or "COME FLY WITH ME", and the screen should
flash. You can now pull back on the joystick and fly into the air. Now use
<FIRE> to go forwards, and the Function keys to get views of yourself
whizzing through the air.

1.12   deadline

Complete Solution:

From the front path of the Robner's estate, go North to the front door of
the house. Type "Open Door" and go North into the Robners' house. From
inside the door, go North, East, and type "Climb Stairs" twice (or you
can just go Up, Up to get to the second level of the estate. From there,
go West, West, West, West, and North to the library where you will start
the first of a series of Sherlock Holmes-type activities. In Deadline,
you need to establish the motive and method for the murder beyond all
reasonable doubt before you can arrest the guilty party. If you don't
have an air-tight case, the jury will acquit the defendant.

It is here in the library where we go about establishing the method by
which poor Mr. Robner was done in. First off, type "Examine Rug". You
will find some mud spots which is your first clue. Now, "Get The Cup,
Pad, Calender and Pencil" and "Rub Pencil on Pad" and then "Turn Page of
Calender". Aha! Perhaps a clue as to the motive? Let's see if we can
substantiate the method a little more...that mud on the rug was very
interesting.

Type "Open Balcony Door" and Go North onto the balcony. Check out the
railing by typing "Examine Railing" and you will see some scratches,
lending credence to the theory that perhaps the murderer climbed up the
balcony from the ground below where he (or she) got mud on his shoes.
Let's have a look below and check for some indication that the murderer
was indeed below the balcony.

To leave the balcony, go South, South, East, East, East, East, Down,
Down, West, South. Type "Open Door" and go South back to the front door.
Now go East, East, and South-East to the shed where you will see a
ladder. Type "Examine Ladder". Hmmm! This ladder-and-balcony theory
is looking good! Let's see if we can prove the ladder was below the
balcony. This will have to wait a while though, because it's getting
late in the morning and we have to do some more checking in the house
before the reading of the will takes place. And besides that, we need to
talk to Mr. McNabb and he doesn't seem to be in the mood right now.

Go back to the house by heading North, South, North and head back up-
stairs with North, North, East, Up, Up. Let's see what else we can find
upstairs. Go South, South into Dunbar's bathroom. Type "Open Cabinet"
and "Examine Loblo". Aha, again! Now we go back downstairs and see if
we can find Mr. McNabb to see if he knows anything about a ladder under
the balcony. Go North, North, Down, Down, West, South, and South. Let's
take a break for a while. Type "Wait Until 11:30". And now for Mr.
McNabb. Let's try the garden path first with East, North-East, East,
and West.

If McNabb is not around, just wait for a while or snoop around the area
and he will soon show up. Deadline is very unpredictable when it comes
to the various characters moving around the scenario. Once you spot
McNabb, go to him and say "Hey McNabb", followed by "What is Wrong".
He will tell you about some holes he found in his garden so, naturally,
you say "Show Me the Holes". He will take off and you "Follow Hiim".
When he stops, type "Examine Holes". Eureka! The ladder was here and
the depth of the holes proves somebody climbed it up to the balcony!
To make sure we cover every angle, type "Examine Ground" and "Dig Around
Holes". Hmmm...wonder what this could be about? To find out, type
"Analyze Fragment For Loblo". Oops, it's later than we thought! Back
to the house for the reading of the will. Go North, South-West, South-
East, and East to the house and North, North, West into the living room.
Now just "Wait" for the will to be read.

After the will is read, you decide to see if you can roust some of those
present into giving you some clues as to the guilty party and, perhaps,
the motive for the crime. Let's start with George. Type "Show George
the Calender". He will get very nervous and start heading out of the
room. Type "Follow Him" until he finally goes to his room. He will
keep telling you to leave him alone, but just keep following him until
he enters his room.

At this point, you decide to see if George knows more then he's telling.
You aren't going to get anything from him here, so let's go to the
balcony and wait to see if he does anything. Go West, North, North to
the balcony and type "Wait 10 Minutes". Voila! Here he comes! Wait
until he goes behind the bookshelf and then type "Wait 4 Minutes" to
give him time to really get his hands into the cookie jar. When your
four minutes are up, go South, "Examine Bookshelf", "Press Button", and
go East. Ha! Caught him red-handed!! Type "Get Will", "Look Safe",
"Get Papers", and "Read Papers".

Things are beginning to look up! Let's see if we can substantiate some
of this stuff. Go back to the living room with West, South, East, East,
East, East, Down, Down, West, West. My, isn't this cozy! Type "Hey
Baxter", and "What about Focus". You know he's lying so you "Show Papers
to Baxter". Ah, that's better! Now for some clever psycho-detective
work. Type "Show Lab Report to Dunbar" and "Show Lab Report to Baxter".
Whip around and "Accuse Dunbar". Hmmm...a tad nervous, isn't she?
Perhaps we should go off and wait to see what develops.

Go East to leave the room and "Wait for Dunbar". Just as we suspected!
When she passes you, type "Follow Her". Once outside the house, she will
drop a ticket. Type "Get Ticket" and "Read Ticket." WOW! This is get-
ting good! Type "Show Ticket to Dunbar". You know you've got her on the
run now so head off to the shed to wait and see what develops. Go East,

East, and South-East and "Wait for Baxter". When they both show up,
"Show Ticket to Baxter" and "Arrest Baxter and Dunbar". You didn't
believe them for a minute, did you?

Due to the dynamic nature of Deadline, there are several ways to end up
accusing Baxter and Dunbar of the murder. There are also more puzzles to
solve, but this is all that is necessary to put together an air-tight
case against them.

1.13   death mask

During play, type "BELINDA" and press <RETURN> to skip to the next
level. This works on every level.

Level Codes:

```
  02 52385   13 28283   24 82855
  03 22428   14 85325   25 58474
  04 84843   15 10769   26 38392
  05 22087   16 25324   27 55276
  06 38641   17 43542   28 68163
  07 06395   18 62156   29 75156
  08 33224   19 84678   30 70948
  09 35527   20 57093   31 54334
  10 48962   21 29264   32 39814
  11 65074   22 47446   33 52262
  12 62438   23 75330   34 73164
```

1.14   deep core

For Full Oxygen type: "I NEED OXYGEN" during play.
For Full Energy type: "I NEED ENERGY" during play.
For Infinite everything, type: "TRAINER MODE"

Type these level passwords on the Option screen:
   "REANIMATOR" access to Level 4-6
   "PSYCHONAUT" access to Level 7-9

1.15   deep core cd[32]

Start as normal, then press GREEN, YELLOW, BLUE, and RED BUTTONS
simultaneously. Now press FORWARD and REVERSE together, then GREEN,
YELLOW, and BLUE BUTTONS. A whooshing sound activates the cheat mode. To
skip levels, push all the buttons as well as FORWARD and REVERSE, but
don't press pause!

1.16   defender of the crown

To get 1,024 Knights: After conquering a territory, press these four keys
at the same time, while the drive is still running: H J K L or only K ?
If you do it just right, you'll have 1,024 knights both in your home and in
your army.

If you begin the game at the lowest castle, move all your men in your army
and take the 3 high vassal/income territories below. This will give you a
lot of men in your army. Moved back to your castle you will also be able to
buy lots of men.

When sword fighting move forward, backward, strike, and repeat, you should
beat your opponents with no problems.

Move your lance until it is just left of your opponents shield, then down a
little. Count the number of bounces and on the 5th strike at the lowest
possible point.

1.17   defender of the crown 2

Cheat Modes: These are typed where it asks for passcodes.

```
  GOATY Invincibility
  INCAS Replaces inviso with smart laser in stargate
  ANDES Power is restored when the laser is fired
  RAVEN Activates the three following keys

    <I> Invicibility on/off
    <N> Next level
    <D> Fly auto pilot 23 levels
```

Level Codes:
```
01 START  17 LEMAC  33 MAGOG   53 IRATA
05 FLOYD  21 ZIPPO  37 FUNKY   57 NEURO
09 FURRY  25 LASER  41 DONKY   61 STOAT
13 BEAST  29 DAFAD  49 KANJI
```

1.18   deflektor

<+> and <-> can be used to skip backwards and forwards through levels.

1.19   deluxe galaga

Red, Green and Blue skulls, will give you a very good weapon, full fire
power and the best ship speed!!!

If you have all the markings for a new rank, and than buy more rank
markings, you will instead buy a new rank!!

When a smart bomb have exploded and the gems are falling down, you can
collect them by holding down the joystick!

If you have one weapon type and catch the same weapon, you will get some
more firepower!

If you have caught two aliens and the scope is activ, you can get a lot of
points by bounching the aliens of the screen!!

If you have a multiply when entering the meteor-storm you may get a lot of
points

Having a multiply activ when completing the game, will give you a lot of
points.

Catching a warp-icon in an alien stage with a bonus level, will give you a
perfect bonus score!!

Completing the Meteor-Storm will give you 100000 points and 1000 in cash!!!
and if you... hmm.. he he..

If you have the rank of Admiral and you buy more rank markings you will get.
1.000.000 points

You can figure out what skull you have not taken by looking at the color of
the meteors in the meteor-storm

By shooting the hurry-up ship you can collect the rank markings that you are
missing!!

When the hurry-up ship have appeared 8 times, a money ship will appear,
shooting this ship can give you a lot of money!!!

Catching a skull will add to the chances that extra life and cash multiplyer
bonuses appear!!!!

Pressing Joystick Button will speed up meteors in meteor storm !

If you have 4 lives and you buy or get one more you will get instead ship
armour (saves 200 cash).

If you die during a warp malfunction, the game skips the tax-free shop and
the next level. You can use this to your advantage in the harder levels,
especially in the Big Trouble stages. So make sure you have plenty of lives
left. When you get to the level you want to skip, especially Big Trouble,
just pray for a warp malfunction! If you get a warp malfunction, just kill
yourself once (It's a good idea not to do this until there's only one alien
left on the screen).

It is generally not a good idea to spend any credits until you have 500.
When you get 500 credits, buy the Super Weapon.

If you hold down <FIRE> (make sure to disable autofire if you have it on)
from the moment you grab the Meteor Storm icon right up to the end of the

Meteor Storm, you will get the secret $5000 bonus.

It is not a good idea to buy the $3000 weapon until you're in levels 51-75.

The weapons that cost $750 and higher are generally not very handy unless you have autofire. If you do have autofire and have one of these weapons, what you have is an incredibly nasty weapon!

You can also "cheat" by using a hex editor and editing the main program. Just find the part of the code that lists all the prices in the tax-free shop (make sure they are not part of the menu, if you modify the menu in any way the game won't run!) and change the numbers to whatever you want. This way, you can make everything cost nothing if you want! However, you'll still need $50 to enter the shop, and $400 for continues.

1.20   denaris

For infinite lives, when the 'insert data disc' prompt appears, hold down <Z>, plug the mouse into port 2, and hold down <RIGHT MOUSE> while it loads.

1.21   desert strike

Go to the password screen, enter TQQQLOM, OR AAAAAAA then go to the control screen, (i.e. Joystick Mouse, etc.) then enter appropriate;

    LEVEL 2: KQJRJTY (SCORE 737.000)
    LEVEL 3: OLOAHV (SCORE 1,412.000)
    LEVEL 4: PTKEFTG (SCORE 2,419.000)

**Cheat for infinite ammo & power, type BQQQAEZ into the password screen, then go to the control screen. When you run low on ammo press <F10> or <0> to call up the map and press either again to go back to the game and you will find all ammo is restocked. Then go back to the password screen and type in the following codes for the appropriate levels:

    TLJICOAP VLAKTG JHWWLRQ WTEWVJH ITOUPEX

Type "HARDCASE" to obtain infinite ammo.

  Password Meaning/Level

  TQQQLOM   5 LIVES
  TQJJLOM   SCUD BUSTER
  BQJRAEF   SCUD BUSTER
  EQOLHJR   SCUD BUSTER
  TLOHOAN   EMBASSY CITY
  ELEAJLN   EMBASSY CITY
  OLAEAHQ   EMBASSY CITY
  OTBWEZT   NUCLEAR STORM
  BTEWKLL   NUCLEAR STORM
  PEITFTI   NUCLEAR STORM
  TGJZLOK   Prison Level

```
  BQQQAEB    Level 2
  KLJLTOE    Level 3
  WEIVVJT    Level 4
  ONKKQKF    The End
```

1.22   detroit

If you want to be sure to earn a profit in your first month of DETROIT,
you can plug the following number values into the appropriate places in
the tutorial (see "Technical Supplement and Tutorial" booklet). They will
guarantee you a reasonable return for at least your dirst few months in
business. The first set of values gives you hints, the second set gives
you decent, but not optimal exact numbers, and the third set gives you the
absolute best numbers.

Important Tutorial Change: When you first start the game, you will now see
a difficulty panel appear with possible settings. The toughest setting is
LOAN, where your company starts off in debt to the bank, with no capital
funds. The easier the setting you choose, the more money your company will
have as a beginning stake. In order for these numbers to work in the
tutorial, set the difficulty level as medium.

```
          HINT  GOOD  BEST
Assembly Workers to Hire:      50    75   ALL
Technicians to Hire:         20   ALL   ALL
Assembly Workers Wages:      $80  $100   $90
Technicians Wages:        $70  $76  $72
Assembly Workers per Line:      20    25    22
Technicians per Research Project
  Engines, Brakes, Cooling, Safety: 20   25    20
  Suspension, Body Luxury:    40    45    40
Advertising (NE USA only)
  Billboards:      $90  $75 $100
  Newspapers:     $100 $120 $150
```

1.23   deuteros

Go to the surface or the orbital stores room, hold down <SHIFT> and press
<C>. The screen should turn green. Now press <SHIFT> and <C> again,
and the game will resume as normal. Now click on the master control icon
and go to the stock screen. You will appear to have one of every item,
when in fact you have an infinite supply of everything. Orbital space
stations can now be built with one frame section.

1.24   devious designs

```
Level Codes:
  1 IYESLWYS  2 PPFBGWLP  3 NPSSLNWS  4 GIWBOLAP  5 IYRAGNOE
  6 YLFELNGT  7 NNSPFBBR  8 TNWLFEEN  9 YTMYWBPW 10 No  Code
```

```
11 YYRNFISM 12 OIEIRPEN 13 YTAIBTLR 14 IOFTANON 15 GIBGIBWF
16 TYWTPRWO 17 IYRNPMLE 18 YYELOEIO 19 NNMPINRE 20 No  Code
21 LIBGGNOR 22 GIBOLNGN 23 NNNSFBAM 24 OPPSMBST 25 YTKWWBPR
26 ITNMAMGN 27 GITMEOBM 28 OILFEIAN 29 YOPFBGPR 30 No Code
31 GITAGWSR 32 TPIRYBAN 33 LGOSLWLM 34 GGIBGWLN 35 NNNWYPBM
36 ITYBOLAN 37 LITAGNOR 38 GOIELNGN 39 PPPPFBAM 40 No Code
41 YTNYWFOB 42 ITNNAMNG 43 GITNEOBA 44 OLOLSTMG 45 PLGIBYOB
46 OLITANNG 47 GOLGIBEB 48 TNYTPRMG 49 LITPLWLA 50 No Code
51 NNNNYPBM 52 ITPLOLAN 53 LOLGGNOR 54 GOLOLNGN 55 MMMSFBAM
56 RMSFBMST 57 EFWWNBPR 58 WRMMAMGN 59 MWRMEEBM 60 No Code
```

1.25   die hard 2

During play, type "KAREN" for invincibility. A flashing cheat icon
will appear in the upper left corner to let you know it worked. Now
use the following keys:

```
<F1>  jump to part one of the current level
<F2>  jump to part two of the current level
<F3>  jump to part three of the current level
<1>-<5> jump to the corresponding level
<U> flip screen upside down and back
<R> restart current level and collect bonus
<W> select weapon
<D> Program information
<G> add grenades
<M> add gun clips
<.> add to life meter
<ENTER> (keypad)  Kill all enemies on the screen
```

1.26   diggers cd32

Start the game and choose a character. Now on the zone select screen move
the pointer on to the word "FUJALE" and press the red button. Do same on
"CHONSKEE" and "DEENA" and you should hear a jewel being found. You can
now go to any location, even the question marks.

1.27   dimo's quest

Enter any of the following for your password:

```
"DATADISK"  ?
"OVERVIEW"  press <O> to call up a map
"SKIPTHIS"  press <F10> to skip levels
"RUNTHROU"  for Invicibility
"MUCHTIME"  Time
"MUCHKEYS"  Keys
```

Level Codes:

```
CGIBVESN   HKLBBTDO   RFOAIDQL   PFOGCDLV   MBGFJCEI
XINSEAPC   HVFSAOLD   NOQHBKDP   ULBOGCEN   GRBLIDJH
NBEXCOIR   MVBEHCXO   XKRBLECP   MCNDLOBS   BDKGQBUH
NXSBHEAJ   MXBCJAOM   TFCRBOPH   MDEQBCLR   HRCNEIBJ
XAPEIBDK   MBAREDXO   TDODIENH   SBBJCOAK   CGRBBFDH
FAJMCPDU   QXBGNCHP   UJMAICRR   RALBTKCC   BCHSDXEQ
ULBGXCCK   IXBECJMG   JMAHSDIK   HVKEPCFM   OICPELAA
KAFLGPCS   DQINDFGT   JKUAAGEX   FRAIETCV   LAIEPCTO
PIDEFCLI   VEQGILDR   UJPALBVG   KSFGAMHO   TDGLPAEF
DHCLBNQG   JFKCHSBT   ILMDDFHP   NTDMICEQ   KEHOCEPI
           BGKCDJEJ
```

1.28   dinosaur detective agency

During play hold down <LEFT MOUSE> and type any of the following or hold
<LEFT MOUSE> before you type the last letter of each to finish the level.
You must type the right word on each level.

```
Level   Word
  1 DINODICK
  2 JURASSIC
  3 DINOSORE
  4 DINOMITE
```

You'll still have to complete each photo section to advance to the next
level, and you will be given 5 chances to get the photo.

1.29   disposable hero

First select the {OPTIONS} from the main menu. Then set the MODE option to
{ARCADE} and set the sound sfx volume to zero. Next select exit. Now go to
the highscore table, hold down <RIGHT MOUSE> and type "EUPHORIA". Then
press <LEFT MOUSE> to go back to the main menu. Now select {OPTIONS} from
the menu. When the options menu appears a new option will be present at the
bottom of the list. Select this for a cheat menu.

1.30   dogs of war

Before or during play, enter "TIMBO". Then press <F5> to toggle on/off
sprite detection.

1.31   dojo dan

Type while playing "WOOLANKIDKICKSBUTT" (the screen will flash to let you
know that it has worked). You will now possess infinite lives and you can
press:
  <S> to activate a permanent shield,

```
<F8> to complete the level
<F9> to complete a section.
```

1.32 dominator

Type your name in on the high score list as "SHAFT" for infinite lives.

1.33 donk

Collect all the gems on any level and type "ABLE TO CHEAT". Use the
following keys during play:
```
<F1>  Increase shields
<F2>  Increase bombs
<F3>  Increase jumps
<F4>  Increase floats
```

1.34 doodlebug

During play, hold down <A>, <G>, <E>, <S>, and press <LEFT MOUSE> for
infinite everything. Now use the following keys during play (doesn't work
on the Amiga 1200).
```
<F1>-<F5> Jump to corresponding level
<1>-<3>   Jump to the corresponding sub-level
<4>    Jump to the end of level boss
<F6>     Atari mode
```

1.35 doody (pd)

On the title screen, type "SLIGHTLYMOISTSMALLROCKS" for infinite lives.

1.36 doofus

Level Codes:

DZ15YS - PH16TB - PJ69JP - ZR6189 - HK94DV - RR13RV - XH37ZT - PK49FD
KB15HL - LV18PV - BY87PY

1.37 double dragon

On the title screen (or the hiscore table) type in:
"R U CALLING MY PINT A POOF?" <RETURN> or
       "....POOF!" <RETURN> - ingame <DEL> kills opponent
"LEVEL ONE PLEASE"   - start on level one
"LEVEL TWO PLEASE"   - ...
"LEVEL THREE PLEASE"   - ...
"LEVEL FOUR PLEASE"   - ...
"THE LAST LEVEL PLEASE"   - last level
"GIVE ME MORE HEALTH PLEASE"   - lots of energy!
"GIVE ME LOADS OF TIME PLEASE"   - lots of time
"I DO NOT WANT TO DIE PLEASE"   - invincibility!
"NEIL HARDING"   - interesting effect.

Play two player game and get both players killed until you have one credit
left and the CONTINUE message is displayed on both sides of the screen.
Press both fire buttons simultaneously and you will get infinite lives.

To avoid fighting the first black muscle-man make sure to kill all of the
bad guys up to the girl. When you kill her, take the whip, go up the ladder
and keep walking. When he breaks out of the wall he should disappear.

1.38   double dragon ii

You can also get rid of the baddies by making them fall from ledges in the
game. If works especially well at the end of level II. Go as far as the
screen will allow then walk backwards, and fall down from the raised area.
You will back down onto the platform below. Move down alongside the platform
edge as far as you can and all the baddies will fall down.

Start a two player game, then press both fire buttons and <ESC>. You will
now have unlimited lives. On the title screen press <ESC> then type
"YEP, I CHANGED THE CHEAT MODE ON THIS VERSION". Now press <RETURN>. Start
the game and you will be playing upside down.

1.39   double dragon iii

Press <P> to pause the game and press <F5> 9 times. Now unpause the game
and you will have infinite coins.

1.40   dr. plummet's house of flux

During play, press <HELP> then any of the following:
  <F1> sends you to the next level
  <F2> makes you invincible
  <F3> restock everything
  <F10> resets fuel and number of ships

1.41   dragon breed

At the end of a level, while the next is loading, hold down <LEFT MOUSE>,
<DEL> and <HELP>. The screen should now flash, and you can skip a level by
pressing a key.

Pause and type "IREM". You'll be given infinite lives and enables following
keys: (possibly hold <SHIFT> during typing)
  <N> Advance to next level
  <B> Advance to the next main guy

1.42   dragon lord

A nice spell to know is this Dragon Spell:

   3 Rasgon (grind) (full heat)
   3 Haloros (cut) (full condenser)
   3 IGELE (normal) (full heat) (medium condenser)
   2 Rasgon (grind) (full heat)

Spell Effect summary

positive effect +
negative effect - A COMBAT
both effects   +- B DISEASE
     C GROWTH
1 DRAGON   D MIND
2 EGG   E POWER
3 HUMAN   F SENSE
4 VILLAGE   G SPEED

```
SPELL     DIRECTOR  |   AFFECTOR
----------------1--2--3--4-|A--B--C--D--E--F--G--
Acrus   | | | | | | | | |+-| | |
Calotis  | | | |+ | |+ | | |+ |+ | |
Churl   | |+ | | |+-| |+-|+-|+-| | |
Tius   |+ |+ |+ |+ | |+-| | |+ | | |
Sals   |+ | |+ |+ |+ |+-| | |+-| | |
Magian   |+ | | | | | | | |+-| |+-|
Rasgon   |+ |+ | | | |+ | | |+-| | |
Ceeocor  | |+ | | | | | -| |+-| | |
Dlega   | | | | | -|+-| -|+-|+-| | |
Magoem   | |+ |+ | |+ |+-| -| -|+-| | -|
Kairmende | | | | | | | | |+ | | |
Igele   | | | | | | | |+-|+-|+-| -|
Ulin   | | | | |+-|+ | -| -|+-| |+-|
Irin   | | | | |+-| | | -|+-| |+-|
Pfose   | | | | | | | | |+ | | |
Jaluem   |+ | | | | |+ | | |+-| | |
Haloros  | | | | | | |+ |+-|+-| -| |
Mionacal | | | | |+ | -|+ | |+-| | |
Ceiter   | | | | | | | | |+-| | |
Snir   | |+ | | | | | -| |+-| | -|
Sgael   | | |+ |+ |+ |+ | -|+ |+ | | |
```

```
Fanveer   |  |  |  |  |  | -|+ | -|+-|+ | -|
Molmar    |  |  |  |  |  |  |  |+-|+-|+ | -|
Thoft     |  |  |  |  |  |  |  |  | -| | |
Cadoam    |  |  |  |  |  |  | -|+-|+-|+ |  |
Smyte     |  |  |  |  |  |+-| |  |+-| |  |
Arolig    |  |  |  |  |+ |  | -|+ |+ |  |+-|
Yaein    |+ |+ |+ |+ |  |+ |  |  |+ |  | |
Ayhe     |+ |  |  |+ |  |  |  |  |+ |  | |
Chife     |  |  |  |  |  |  |  |  |+-| |  |
Oreganse  |  |  |+ |  |+ |+-|  |+-| |  |
Sadiel    |  |  |  |  |+ |  |  |+-| |  |
```

1.43   dragon ninja

During the game, type in "TERRIFIC". Now, pressing <F3> will give you
infinite lives and <L> will take you to the next level.

When ever you want or need more lives press <LEFT ALT> and type "IMAGINE".
Then press <RETURN>. This will give you an extra life. You can have up to
four guys at one time.

1.44   dragon scape

While playing, pressing <ALT> and <CURSOR DOWN> will take you to the next
level. If this doesn't work, try pressing <TAB> and <2>. (The two being on
the numeric pad)

1.45   dragon spirit

Pause the game by pressing <F9>. Then type "DRAGON HEAD", and press
<F10>. There may not be a space between the two words.

1.46   dragon wars

If you do a "changetaskpri -1" beore running Dragon Wars, your Amiga
will continue to multi-task.

If you press <AMIGA> + <E>, you will see the game's ending sequence (it also
ends the game, so be sure to save it before pressing <AMIGA> + <E>).
(possibly <ALT> + <E>)

1.47   dragon's breath

Here's some spells,

INCREASE EYESIGHT (This alas increases health and strength, but reduces
your speed)
2 x RASGON Grind and heat
2 x IGELE Normal and heat
1 x ACRUS Mix and heat

INCREASE SPEED
2 x RASGON Grind and heat
2 x AROLIG Normal and heat
1 x ACRUS Mix and heat

INCREASE WISDOM (But reduces eyesight)
2 x RASGON Grind and heat
2 x HALORUS Cut and condense
1 x ACRUS Mix and heat

INCREASE STRENGTH AND HEALTH
2 x RASCON Grind and heat
2 x ULIN Mix and heat
1 x ACRUS Grind and condense

1.48   dragon's lair

On the first screen, wait until Dirk starts to cross the drawbridge and
press <ESC>, <R>, </>, <L>, <N>, and <7> together , and press Fire on
the joystick, the screen will flash if you did it right and Dirk will no
longer need your help to finish the game.

Also try holding down <ESC>, <CURSOR RIGHT> and <CURSOR LEFT>, <N> and <7>,
ten press <FIRE>.

Also, here is a complete solution:

* Disc One
Drawbridge(s):
Swing the sword as the tentacles appear and approach you. As they dodge
away, quickly push UP to climb out of the hole.

Room:
Push RIGHT immediately after the door flashes, which is once the 'DRINK
ME' sign has flashed.

* Disc Two
Cave:
If entered from the right, move LEFT-RIGHT-LEFT as soon as the steps
flash. Go the opposite way if entering from the left hand side.

Room:
Execute the following moves once the tentacle drops down:
If door is on inner, right hand side, FIRE, UP, RIGHT, DOWN, LEFT, UP
If door is on inner, left hand side, FIRE, UP, LEFT, DOWN, RIGHT, UP

* Disc Three
Cauldron Room:
As Dirk picks up a bottle, a monster will grab him and the scene will
change. As soon as that happens, press FIRE to kill the monster.

Whirlpools and Rapids:
Simply move LEFT or RIGHT to avoid the whirlpools. If whirlpool was on
the left, Dirk will end up in the rapids on the left, and vice versa.
Go LEFT, UP, to enter next screen, the reverse if entering the right.

* Disc Four
Knight:
If Sword in right hand, RIGHT, LEFT, UP, LEFT, RIGHT, LEFT, RIGHT.
If Sword in left hand, LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT.
Once a close-up of the knight appears, press FIRE. Enter it just before
Dirk lands on the floor.

Balls:
DOWN when small ball passes. Repeat for all six.

* Disc Five
Room:
Just keep pushing UP.

Lair:
If Moving objects are on right, RIGHT, LEFT, DOWN.
If Moving objects are on left, LEFT, RIGHT, DOWN.

Next screen:
DOWN to catch objects.
Keep pressing FIRE when princess says 'Use the magic sword!'

* Disc Six
The Final Battle:
DOWN to avoid Singe's grasp. Now move (LEFT or RIGHT as necessary)
towrds his head. Once Dirk has the magic sword, push DOWN. Do this
three times before pressing FIRE, once the scene changes, to kill the
dragon.

Dirk has been daring enough to complete his goal and win the hand of the
beatiful princess!

1.49   dragon's lair 2 - singe's castle

One can play easy mode and still access all the screens. Here's what to do:

Select the hardest possible setting before starting the game,
this includes not only hard mode but also disabling that obnoxious
'flip screen' feature and choosing only three lives. Then click on the
'game' icon and do as if you were to start the game. When the
prompt bar says 'Click to play' instead choose the 'exit' icon and this
will bring you back to the startup menu. Now you can select the easy mode
and more lives and you will still be able to see all the screens assuming
you're deft of hand enough to get to them in easy mode. Hope this helps!

1.50   dragon's lair 2 - time warp

Type in "GET MORDROC DIRK" before starting the game to make things a
little easier – the game will play all the way through without you
having to do a thing. Alternatively, here is a complete solution:

Scene 1 & 2 – Move LEFT just before Dirk's mother-in-law swings the
        rolling pin. On the drawbridge move DOWN and then RIGHT
        to run into the castle.
Scene 3 & 4 – FIRE to hit the snake behind you, and then RIGHT to go into
        the shaft. Go DOWN (quickly) to climb down the step and
        then LEFT to avoid the snake.
Scene 5 & 6 – Go LEFT to avoid the rolling pin, then go UP to climb out.
        Move up once again to escape the crumbling pillar. Look at
        those nasty chompers.
Scene 7 & 8 – Move DOWN, wait until the rocks starts to tilt and then go
        DOWN again. Press FIRE to hit the serpent, then move UP.
        Pause for a second the FIRE to hit the serpent.
Scene 9 & 10 – Push the joystick UP to get back on to the Time Machine.
         Go RIGHT to enter the rib cage where you will soon be
          meeting your next, nasty adversary.
Scene 11 & 12 – Go LEFT to avoid the serpent, FIRE to hit him and LEFT
     again to avoid the pack of skulls. Down into the Time
     Machine, and FIRE to strike the serpent once more.
Scene 13 – Yet again press FIRE to hit the serpent and LEFT to hang onto
      the Time Machine. Wait until the serpent grabs Dirk's legs
       then LEFT to be in an attacking position and finally FIRE to
       hit the serpent.
Scene 14 & 15 – FIRE to hit the serpent. RIGHT to insert the sword into
     the Time Machine and FIRE to activate it. Move up to
     dodge the flying dinosaurs. Press FIRE to kill the first
     and then FIRE again to kill the next one.
Scene 16, 17 & 18 – As Dirk flys by move UP to avoid Mordroc. FIRE to
        kill the flying dinosaur then UP (quickly) to avoid
        him. RIGHT to drop onto the ledge.
Scene 19 – Go DOWN to dodge the flying dinosaur the FIRE to kill him.
      (screen pause) Move DOWN quickly right after the pause and
       then FIRE again to kill another dinosaur. (screen pause) LEFT
       to get wings, RIGHT to put them on, and UP to fly off the
       ledge.
Scene 20 & 21 – Move DOWN to go after Daphne (wait until she falls). Go
     DOWN to drop into the mud, then RIGHT to grab the sword
     and UP to get on the Time Machine.
Scene 22 & 23 – Dirk climbs up the vines by himself but when he is
     attacked by the guardian angel you must push DOWN to
     avoid the angel's wand. Now UP to climb the vine.
Scene 24 & 25 – Push DOWN to dodge the wand, then LEFT to jump onto the
     edge of the castle. Move UP to dodge the angel's wand
     again and then UP over the castle wall.
Scene 26 & 27 – LEFT across vine, DOWN to drop, UP to jump, and RIGHT to
     exit. FIRE at the snake. Dirk gets wrapped in snake's
     coils then FIRE, wait and FIRE again.
Scene 28 & 29 – Go RIGHT to avoid being eaten, then go UP and when Dirk
     straddle the snake go UP again. Move DOWN to invert
     Dirk, then RIGHT to avoid being eaten.
Scene 30 & 31 – Press FIRE to hit the snake on the head. Hit FIRE to

     activate the Time Machine. And then it's up, up and away
     to the next scene.
Scene 32 & 33 - Mordroc puts the ring on Daphne's finger (no moves).
     Move UP to get off the falling platform, then press FIRE
     really fast to throw the sword.
Scene 34 & 35 - The sword hits Mordroc's wrist. Move UP to jump forward,
     then LEFT to jump onto the platform, then (while in the
     air) hit DOWN to land. Now move RIGHT.
Scene 36 & 37 - UP to jump onto the platform, RIGHT to avoid the crumbling
     platform. FIRE to get the ring and go LEFT to exit. UP
     to avoid the bolt, FIRE to throw the ring.
Scene 38 & 39 - The ring lands on Mordroc's finger and he dies (no moves). Go
     LEFT to get off the crumbling tower. Be quick because
     it's a long way down.
Scene 40 & 41 - Hit FIRE to destroy the gas bag, then move UP to dodge
     the explosion. Move DOWN to avoid the rocks, then LEFT
     to walk towards Daphne. UP to jump.
Scene 42 & 43 - Move DOWN to kiss the lovely Daphne, then FIRE to hit
     the flying reptiles. FIRE again to kill another flying
     reptile.
Scene 44, 45 & 46 - Daphne wakes up (no moves). Hit FIRE to kill another
         flying reptile, and then FIRE once more to kill the
         last reptile and complete the game.

1.51   dragon's lair 3

Type "TIME0" (that's a zero at the end) on the title screen. Then
press fire to begin the non-existent game. Also works during play.

1.52   drakkhen

If your guys are all weak enter the character generation section and
enter a character name as "31415927". Your characters should all have
higher atributes. Then when your next asked to enter your name, type
"SUPERVISOR". Now start to play and press <CTRL> when a monster appears
and <RETURN>, the monster should do a half turn. Use this time to turn and
run. When you press <F10>, all wounds are healed and dead characters are
resurrected.

All armor, treasure and weapons inside palaces are restocked every time you
enter. Send the strongest character in to grab the equipment, then distribute
it among your band. If you need some quick gold, do this repeatedly, then
go see the weaponsmith.

Get all the expirence points you want by going to Prince Haagkens castle.
Make your way past the bats, past the first fireplace with the trap to the
second fireplace. In front of the fireplace is a switch that activates a
door two or three rooms farther on in the castle when you step on it. This
door leads to a water fountain. Looking into the fountain transports you to
a room filled with water that has a never ending supply of water monsters.
Take your best weapon and armour with you. Set your character on 'auto kill'
and if he or she is able to hang in there, you can leave the character in

the room for several hours or all night killing off zillions of monsters.
Do this for each of your characters and you'll easily be able to kill the
giant dragon.

1.53   dream zone

Complete Solution:

In two scenes (involving the 'Thief' and the 'Daemon'), the parser
occasionally won't recognize a command the first few times. This may
have been corrected in later versions. Also, in the earlier version,
you cannot kill the Thief the first time so be sure to SAVE YOUR GAME!

The four lifts go to floors 1 - 4. On each floor are ten rooms, from L
- A and R - A to L - E and R - E. Necessary directions are shown in the
solution.

Lift N also has a Basement!

Here's the Biz:

Bedroom:
 Open Dresser, Get All, Wear Pyjamas

Bathroom:
 Get All, Use Toothbrush

Brother's Room:
 Give Brother Money, Open Chest, Get Gun

Bedroom:
 Sleep

Path by Gate:
 Use Toothbrush

Room S4R-E:
 Give Officer Sandwich, East, North, North, North, North, North, Down
 Down, South, East

Room S2L-A:
 Shoot Officer, Get 16D-970, West, North, Down, North, East, Up, Up,
 East, East, East, East, South

Room E3R-D:
 Give Officer 17D-16B, North, West, West, West, West, Down, East, East,
 North

Room E2L-B:
 Give Officer 16D-970, South, West, West, Up, Up, East, East, East, North

Room E4L-C:
 Give Officer 11X-16B, Give Officer 51M-970, South, West, West, West,
 Down, Down, Down, West, South, Up, Up, South, South, South, South, West

```
Room S3R-D:
 Get Rock, Give Officer 43A-81G, Steal 69B-12C, Shoot Officer, East,
 North, North, North, North, Up, South, South, East

Room S4L-B:
 Talk to Officer About 22Z-131, West, North, North, Down, Down, South,
 West

Room S2R-A:
 Give Officer 22Z-131, East, North, Down, North, Exit, South, East

Alley:
 Give Fox Form 69B-12C, West, West

Crowd:
 Say Drinks are on the house

Bar Door:
 Damn

Romper Room
 Get Soap, Use Soap

Crowd:
 Engage Girl

Secular Church:
 Get Wafer

Pulpit:
 Marry Girl, Kiss Wife, South, South, South, Up

On the House:
 Buy Keys

Alley:
 Buy Loan

Bar Door:
 Show Bonzo ID, South, Drop ID

Bar:
 Talk to twins about Gum, Give Bartender Wafer, Use Keys, West, Exit

Terminal:
 Buy Tickets

Games:
 Steal Teddy, Steal Tokens

Carnival:
 Give Kids Tokens

Big Top:
 Buy Ticket

Freaks:
```

 Give Hairy Candy, Give Grajunk Gum

Bar:
 Get Jacket

Sword Smith:
 Give Smith Jacket, South, South, Swim, Enter

Cave:
 Give Jacque Keg, Exit

Rock Garden (L):
 Give Sushi Rice

Rock Garden (M):
 Shoot Thief

Rock Garden (N):
 Dig Garden, Get All

Throne Room:
 Give Emperor Rock

Servant:
 Give Servant Vase

Imperial Bed:
 Get Rock, Give Princess Teddy, East, East, South, South
 (For returning the Princess to the Castle, you receive the sword)

Dock:
 Fish, (you must have the worms)

Alley:
 Give Shark Tuna

Bar John:
 Talk to John About Task, Exit

Airship:
 Give Captain Globe, Say Ready, North, Jump, West

Drunk:
 Hit Drunk, Get Wine, Jump

Tower:
 Give Rambone Tonic, Up

Key Tower:
 Swap Rock with key, Down, Down, South, Say Ready

Deamon Door:
 (You won't see a picture of the door, just of the Deamon; you must
 first walk in that direction in order to have the encounter!)
 Use Sword, Throw Wine, Use the Key, Use Plunger, Use the Key

Bedroom:

East, North

Brother's Room
 Give Brother Gun

Thus endeth the game!

1.54 dreamweb aga

1) Kill David Crane

The first thing to do is pick up your credit card which can be found in
your wallet, lying on the left hand side of Eden's desk (bedroom). Leave
to the right and pick up the red cartridge lying on a crate at the top of
the room. Examine the microwave and you'll find a key which you need (I
forgot it and it left me in a right state!!) Next, go through the door on
the right, down the lift and into her garage. Pick up the screwdriver
lying on the car. Leave her flat altogether.

Go to your own flat, keying in 5106 at your door. Get the knife lying on
your bed and while you're at it, pick up a cup. Take the cup to your
kitchen (south) and use the tap (sink) with the cup to fill it with water.
Go back to your bedroom. Examine the cartridge of Eden's with your network
screen (put the card into the interface, click on screen etc.). You'll
get the code for Sartain Industries (7833 needed later on). Get the red
cartridge lying to left of the keyboard and examine this cartridge in a
similar way. This time log-on with "RYAN", password "BLACKDRAGON". Read
the file "PRIVATE" which will give you your friend, Louis' address.

Leave your flat and head towards Louis' house. Walk into the lobby and get
mugged (would you normally go somewhere where you KNOW you're going to be
mugged?!?). Once the thief goes away, go back into the lobby and head for
the room to the south. This is Louis' room. Punch in 5238 at the keypad
and in you go. First of all, walk to the unit on the left hand side (where
the microwave is). Examine it and you'll find Louis' pool-hall entrance
card. Examine the card itself by clicking on it with your right mouse
button, while in the inventory screen. This will give you the address of
the pool-hall. Go and have a chat with Louis who's sitting on the shitter.
He'll tell you where to get a gun from. Take both of his trainers which are
also in the toilet (nice friend you are!). Click on both trainers in the
inventory screen with the right mouse button to wear both shoes.

Leave Louis' flat and head towards Sparky's bar (Wehey! I've even got a bar
named after me, cool, huh? I'm not the fat slob behind the bar though
folks!). Go and talk to the bloke sitting at the bar. He'll tell you where
Crane is. Then have a bit chat with Sparky (friendly me, as always!) who'll
give you a loan providing you put your credit-card through the scanner on
the bar. Once you've got the loan, leave the bar and head towards the pool-
-hall.

Enter the pool-hall and talk to the assistant behind the bars. If you moan
on properly he'll let you use Louis' card to get in to the hall. So place
your card in the card reader and go inside. Use the lift and when you leave
go and talk to the barman who'll give you Mr. Silverman's door code (5222).

Keep walking to the left until you get to his door, punch in the code and
enter the room. Talk to Silverman and put your credit-card through the
reader. He'll the give you a gun. Take the gun and leave the pool-hall the
way you came in (unless you can find another way).

Outside, make your way to the Regency Hotel. Walk over to the tart at the
reception and book a room. She'll ask you for your credit-card, so stick
it in the scanner and out will pop a brown passcard. Pick it up and go to
the door on the north wall. Press the switch on the control box and go into
the lift. Use the lift control box with the passcard to take you up to your
floor. Leave the lift, walk to the left and then down towards the fire-point
at the bottom of the screen. Open the fire-point and get the axe. Then go
back to the lift. Once inside the lift, use your knife on the control box
to reveal a green wire. Again use your knife to cut the wire. This will
disable the lift. Now, in the top right hand corner of the lift is a handle.
Use it. You'll end up on top of the lift. Walk to the lift doors (south) and
use your axe to prise the doors open. Now don't get too excited with your
gun here -when you see the two guards, through your axe first. Then you can
use your gun to shoot the other guard. Hurry quickly to the left and down
in the next room which contains a rockery/pond. Wehey -you dirty git! Just
shoot Crane on his bed, never mind the bimbo. This will take you to The
Keepers.

Have a little chat with The Keepers if you wish. Head down through two rooms
until you get to the bottom where the purple crystal is. Pick it up. Go to
the room on your right and use the first door on your right. Once inside
use the key (which you got from the microwave!?!?) to destroy the plinth
and return you to your world.

2) Kill Sterling

I like this bit. Go home first of all and use your network screen to read
the newsnet. Read the "TVSPECIAL" and you'll remember how to get to the
Channel 6 studios. Leave your flat and go there. Walk all the way around
the building until you come to a road which has some brown numbered markings
on it. Go left here and talk to the old bloke behind the desk. After having
a nice friendly chat, kill him. Go to the control panel/desk and press some
buttons. This will allow you access into the building if you walk to the
left of the barrier.

Once inside, walk to the desk. Pick up the leaflet and drop it immediately.
This should reveal a green passcard on the desk. Take the passcard and
walk to the room on the left. Use the passcard to get into the cleaning
cupboard (bottom of this room). Walk over to the right of the cleaning
cupboard and you'll find a fusebox. Use your screwdriver to open it and a
brown fuse will fall out. Take the fuse and leave for the room where you
got the green passcard. This time go to the room on the right. Go up the
screen into the next room and use the ladders in the corner of the room.

Now the fun starts. Walk to the control box for the crane and open it.
Inside is a blown fuse. Throw it away and replace it with the new brown
fuse you got from the cupboard. Now activate the controls and squash the
poor sod below.

This time when you visit The Keepers, go down two rooms and to the left,
taking the first door. Put your key in the plinth etc as before.

3) Kill Sartain

On returning to the real world go back to Eden's flat. Her door number is
2865 as you should know. Go upstairs, back into her bedroom (let her get a
bath in peace) and examine her personal organiser. This is just beneath the
rotating fan. Press the "N" key (on the organiser) 5 times and you'll get
the address of Sartain Industries. Leave her flat and head towards Sartain
Inds. Use the code 7833 at the doorway and in you go. A really hard part
here -just blow up the computer screen with your gun and walk to the left.
Walk through the opening and closing doors, go up the lift and prepare for
a nice welcoming comittee.

Leave the lift and you'll see a couple of guards. Use your crystal here and
watch their guts fly all over the place. Go to the room south of here and
open the case. Get the document inside. Read it now if you want, or after
you kill Sartain. I'd read it now and get it over and done with. Next go
to the room on your right, up both flights of stairs and onto the roof.
Go to the left on top of the roof and shoot the plane/craft with your gun.

Once again you'll visit The Keepers. This time go south once and take the
door on your right..

4) Kill Miss Chapel

As you appear in the car park, go left past the Mini (don't skit -I used to
have one!!). Grab the wire cutters from the back of the truck and leave the
car-park by walking upwards.

After reading that document you'll know where her house is. Go there, walk
towards the thick wall and climb over. Go south and.. oh dear, someone's
done you a favour. She's already dead. Never mind, pick up the blue
cartridge while you're here and leave (climb back over the wall and head
to the left).

5) Kill Underwood

Go to the boathouse. At the entrance to the beach, grab the piece of
railing south of the entrance. Walk to the right, near the water. In this
screen you'll see a junction box under the sand above you. Use the junction
box and you'll wipe off the sand. Use it again with the piece of railing to
prise off the covering panel. Now use it again with your cup of water, see
things go bang and then climb through the hole in the window, to the right.
You'll see what's left of Underwood (not much). Kill her and back to The
Keepers where you want to go south two rooms and then left, taking the
second door..

6) Kill Beckett

This is where I had to cheat (twice -so if anyone knows how to do this
bit properly, please let me know!). Go home and examine the blue network
card you found at Chapel's house. What's the problem? Well, you'll have
to log-on as Beckett without properly knowing his password. Okay, its

"SEPTIMUS" but I didn't find that out by actually playing the game or
talking to anyone else!! Read the "BRIEF" file and you'll find out where the
old church is. Leave your flat and go to the church. Use the wire-cutters
on the right hand gate to gain access to the church. Proceed through the
doors and you'll see a skeleton. Get the hand lying next to it (to the
right of the skeleton). Keep going south until you arrive at the altar.

Remove the rubbish on the altar (two candlesticks and a white cloth). Just
pick them up and drop them. On the top of the altar is a hole. Place that
hand inside that hole (ooer!!). You'll hear a clunk. Now push the altar to
reveal a bigger hole. Slide yourself down the hole..

Now you'll find yourself in a tomb. There's a jar to the left. Examine it
and take the red ball. Place the red ball into the centre floor tile with
the three oblique holes. Now you can get the other two by moving the top
off the tomb. Place them both in the remaining holes and be sure to collect
the rock which is inside the tomb. Go through the open door to the right,
collect the two rocks in this next room and walk upwards. You'll find a
statue here which requires some thought to use properly. Again, I'm sure
you must get the correct symbol from somewhere else but I don't know where
so here's what to do: There are two parts of the statue which rotate.
Each part contains six markings with matching markings on the other part.
Start by keeping the top part still. Press the purple button and listen for
a clunk. If you hear a clunk, you can stop this procedure here. If you
don't hear a clunk, rotate the bottom piece by one and press the button
again. Repeat this until the bottom piece has turned six times (the original
marking will reappear). Now turn the top piece by one and repeat the process
of rotating the lower part and pressing the button. Get the idea -keep
doing it until you hear that clunk.

What a pain, eh? Okay, now you've heard that clunk move down south as far
as you can go and then go into the room on your right which will contain a
bed. In the upper right hand corner of the room hides a rock. Take it.
Leave the room, and keep going left, picking up any rocks you see on the
way. Then go up, picking up rocks if any. You'll see a room with a cart, go
left here and get the remaing rocks. You should collect 8 rocks in total;
load them all onto the cart and give it a push. It will move southwards and
create a hole in the southern wall, two screens below. Go through the hole
and then to your left.

Go south down the steps and you'll see the priest who's entered Entropy.
To the right hand side of this room is a hole. Go down this hole and walk
to your left, taking you onto a railway platform. Go upwards here, and
upwards on the next screen. You'll then see a hole in the wall on the left
hand side. Go through this hole and there's Beckett who'll give you a boring
lecture. Wait for him to shut up. Once he's shut his mouth, just LEAVE the
room as soon as you can. Don't waste time or you'll have to listen to his
crap all over again. If you manage to make it out of the room he'll get ran
over by a train and that's it!

1.55   driller

When you start the game, you are facing a small shed-like building. Shoot
it about 25 times and you'll be transformed into a jet. This will enable

you to fly around the freescape world.

1.56 driving force

On the selection screen, click, with the mouse pointer, on the two letters
"I" in the word "DRIVING", and when you are ready to start, hold down the
<HELP> key until the game has finished loading.
You should then see the words "You Cheat" appear in the nationality boxes
of the races, and you will now qualify for the next race no matter what
position you finish in.
When you start the game, your vehicle will not go off of the side of the
track, but it can be hit by other cars!

1.57 duck tales

Investment: Always buy shares in LAKE DOUGHBEGONE. The best prices to buy
at are $30-$50. Don't buy any shares at over $70.

Money Bank: Always dive in here at least 5 times in the 30 days, this can
find a coin worth $1000.

These are the best places to visit;
  Ayers Rock   Bermuda triangle
  EL Capitan   Novay
  Swansylvania   Thunderclap mountain
  Tralala   Valley of gold
  Whatsamatterhorn

One of these should bring you a piece of the time machine.
At the end of an expodition go straight to the stock exchange.

1.58 dugger

During play type "SCAMAGIC". The screen should flash to let you know it
worked. This give you invincibility and allows you to use the following
keys:

  <F1> Skips levels
  <F2> Restart level
  <F3> Extra lives

1.59 dune ii

When you get to the stage where you have no cash left and there is
no spice to be collected, send your harvester to the enemy camp.
It will be destroyed, another one will replace it and you'll receive
seven credits. You can repeat this as many times as you like.

To harvest spice in no time at all click on a harvester who is
harvesting spice and keep clicking on him. The percentage of spice
harvested goes up for each click on the harvestor. This save both
time and money.

1.60   dungeon master

Go to the dungeon entrance and face the door. Cast the spell "OH EW RA".
You will see someone interesting.

To advance ninjas a level, stand in a hall and throw your weapons. Then
get them, and repeat. This also works with magic and fighter levels.
Cast a spell at the air, or slash and bash until you gain a level.

For a bit of nastiness, return to the entrance with the Firestaff, but leave
the power gem behind.

Halk isn't as stupid as you think, give him magic objects and he will
gain enough spell points to cast LO. Have him keep casting this and his
magic powers will develop.

Here are some undocumented spells:

```
    YA BRO ROS – Leaves a trail of footprints
  VI BRO – Shield poison
    DES IR SAR – Darkness
  FUL BRO NETA – Fire ball shield
    OH KATH RA – Lightning Bolt
      ZO – Open doors
  DES EW – Weakens non-corperal (undead) beings
```


1.61   dungeon quest

To get into the castle, collect the rocks from the first screen after
leaving the Ferry by typing "SEARCH" then "GET ROCKS". When you get to
the castles moat and see the drawbridge, type "CHUCK ROCK" and the
drawbridge will open.

1.62   dungeons of avalon 1 and 2

a) Go to the Adventures Guild, and load in one of the characters given at
the start (let's say you chose Amber).
b) Create five new characters, of any race or type. Make sure that all
five people have at least 130 gold pieces.
c) Go to the weapon shop, and pool all the gold, giving it to Amber.
d) Go back to the Adventurers Guild and remove all players but Amber.
e) Now load in the other five characters that are pre-made at the start
of the game. You can now start your quest with somewhere in the region of
1000 gold pieces – unless you kit everyone up at the weapon store, train,

etc. You can repeat this as many times as you want each go, giving you in
effect infinite money.

1.63   dynablasters

```
Level Codes:
1-1 UKCLMNKT  2-1 UANWQVNA  3-1 UANWIPNA  4-1 UANWQQPA
1-2 UAGWIQNE  2-2 MUBWNENC  3-2 UAGWIPNE  4-2 MUBWNNEC
1-3 UAGWIJNA  2-3 UKRLNGKT  3-3 UAGWGVNA  4-3 UKRLNLHT
1-4 UANWIINE  2-4 UANWQONE  3-4 VANWIENE  4-4 UANWQIPE
1-5 MUVMLGPC  2-5 UKCLNBKT  3-5 MUVWLOPT  4-5 UANWQSPA
1-6 UKRLMTKV  2-6 MUBWNINC  3-6 UKRLPHKV  4-6 UAGWQSPE
1-7 UAGWGINA  2-7 UKRLEHKT  3-7 UAGWGENA  4-7 MUBWNLZT
1-8 UANWIQNZ  2-8 VANWQVNZ  3-8 UANWIPNZ  4-8 UKCLNNHL


5-1 UANWIJPA  6-1 MUVWNSZC  7-1 UANWGVPA  8-1 UKCGNNKT
5-2 UAGWIJPE  6-2 UKRLNGHV  7-2 UAGWGVPE  8-2 UAGRQQNE
5-3 UAGWGQPA  6-3 UAGWBVPA  7-3 MUBWLSZT  8-3 UAGRQJNA
5-4 MUVWLGEC  6-4 UANWQEPE  7-4 UKCLPHHV  8-4 UANRQINE
5-5 UKCLPMHT  6-5 UANWBOPA  7-5 UANWGEPA  8-5 MUGWNGPC
5-6 UAGWGIPE  6-6 MUBWNOET  7-6 UAGWGEPE  8-6 UKRGNTKV
5-7 UAGWGSPA  6-7 UKRLEBHT  7-7 UAVWIOTA  8-7 UAGRBINA
5-8 UANWIJPZ  6-8 UANWQPPZ  7-8 MUVWLEEG  8-8 UANRQQNZ
```


1.64   dynamite dux

Type "CHEAT" on the title screen for infinite lives. <F1> to <F6> or
<1> - <6> skips levels, and typing "NUDE" will let you play the boxing
sub-game.

1.65   dynasty wars

While playing, pause the game using <F9> then hold down <LEFT SHIFT> key,
<1>, and <HELP>. Now unpause with <F10>. Or do the following.

Type in "CHEAT MODE" on the title screen.

You now can skip levels with <F2>.

1.66   dyter-07

When the Loading screen appears, type in "GIBB". Extra keys available:
  <W> gives you extra weaponry
  <S> replenishes your shield
  <L> skips a level.

1.67   e-motion

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

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

1.68   e-swat

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

1.69   eco

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

1.70   eco phantom

During play, press and hold <J>, <E>, and <Z> to replenish the life meter,
weapons meter, and to activate the keys <1>-<7>. Now press
  <5> to refill life meter and
  <7> to refill weapon meter.

1.71   edd the duck

Press <LEFT MOUSE> to skip levels.

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

1.72   edd the duck 2

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

1.73 elf

Type "CHEAT" on one of the talking screens. You will be told to type in
"CHOROPOO" while playing. You then receive 99 pets and your energy level
will rise back to normal.
  <W> get to the Wolf potion
  <H> get to the Hardman potion

1.74 eliminator

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

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

There is a bug on level five!
If you fall in the water when collecting the weapon icon on the right hand
side, the program goes into a loop.

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

1.75 elite

For the older version:

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

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

Byte No Value Effect
----
12 00-FF Create a new galaxy
13 00-FF Create a new galaxy
18 FF   Loads of credits
1F 46   7 light years fuel
20 01   Escape capsule.
23 02   Large cargo bay

```
24  01  E.C.M. System
26  01  Pulse laser
28  01  Beam laser
2C  01  Escape pod
2F  01  Energy Bomb
31  0C  Naval Energy Unit
32  01  Docking computer
34  03  Galactic hyperdrive
36  01  Mining laser
38  01  Military laser
3C  01  E.C.M. System Jammer – <L> toggles on/off
3F  01  Cloaking device     – <Y> toggles on/off
40  01  Loads of food
47  01  Loads of textiles
49  01  Loads of radioactives
4C  01  Loads of slaves
50  01  Loads of wine
54  01  Loads of narcotics
5C  01  Loads of computers
63  01  Loads of machinery
67  01  Loads of alloys
69  01  Loads of firearms
6C  01  Loads of furs
72  01  Loads of minerals
75  01  Loads of gold
79  01  Loads of platinum
83  01  Loads of gem stones
84  01  Loads of alien items
88  01  refugees from Super Nova
8C  01  Important Thargoid document
91  00  Clean legal status
97  00-08 Harmless – Elite ranking
98  FF  Loads of combat points

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

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

When you have typed "A3" followed by "01" and the entered a number
"01"–"05" in location 9D for the corresponding mission, hyperspace to
a different planet and dock with the space station. You will be now
given your chosen mission.

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

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

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

1.76   elvira - mistress of the dark

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

More Elvira tips soon!

1.77   emerald isle

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

1.78   empire soccer

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

1.79   empire strikes back

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

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

1.80   enchanted lands

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

1.81   enchanter

From the Fork in the road:

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

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

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

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

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

```
GNUSTO OZMOO
N, N, E
Memorize OZMOO,
E
OZMOO Me
```

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

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

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

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

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

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

```
- You've got the KULCAD spell!
```

```
Get Scroll
Say "Turtle, stay"
D, W, N, N, N, N
Follow tracks
```

```
Reach in Hole
Read Frayed Scroll
N
Memorize FWEEP
FWEEP the gate
N
Get Scroll
Read Crumpled Scroll
S, W, W, W, W, W, U
Memorize FWEEP
FWEEP the Egg
KREBF Shredded Scroll
Get Scroll
D
Memorize VAXUM
E
```

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

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

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

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

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

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

```
W, W, W, W, W, W, S, S, S, S, E, S, D, S, E, NE, SE
Connect F and P
SW, SW
Get Scroll
Erase B and R
```

```
Erase V and M
NE, NW, NW
Connect B and J
W
Read powerful Scroll
U, U, E, E, N, N, N, N, N, E
Open door
N
Drop Map and Pencil
Get all but Map and Pencil
S, W, S, S, E, E

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

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

The End!
```

1.82   enduro racer

When you first begin to play, after the countdown type in "CHEAT".
Having typed that in, pressing one of the following keys will result in
a specific effect.
  <T> Gives you an extra 10 seconds to complete the race
  <S> Advances you one checkpoint
  <F> Gives you turbo speed (210 kmh)

1.83   enlightenment - druid ii

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

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

1.84   epic

Level Codes:
1 AURIGA
2 CEPHEUS
3 APUS
4 MUSCA
5 PYXIS
6 CETUS
7 FORNAX
8 CAELUM
9 CORVUS

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

Also <ENTER> has a few uses, refuel, repair shields & boost weapons.
Press Joystick down for this.

1.85   escape from tharkan

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

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

1.86   escape from the planet of the robot monsters

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

1.87   espana '92

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

1.88   evil garden

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

1.89   executive leader board

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

1.90   exolon

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

1.91   extase

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

1.92   extreme violence

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

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

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

1.93   eye of the beholder

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

Make sure you draw maps as you go along – secret doors can make things
confusing. If you get stuck, jump down a pit and look for another way

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

Load "EOBDATA.SAV" (Disk 2)into a HEX-Editor.
Start 11 times later than the first letter of your first character's name
with typing HEX "72" 14 times then 2 times "FF". Now do this with all
characters and save.
Now your characters should have stats of 114, and about 120 hit points.

Special Quests
==============
Level 1   (Kobold)
Find the sehlf with two scroll south of the ladder. Take the scrolls and
put a knife in the shelf.

Level 2   (Zombie)
Find the four dagger wall carvings and place a dagger in each carving.

Level 3   (Kuotoa)
Remove the four gems you inserted in the statue's eye.

Level 4   (Spider)
Pull the chain just north of the entrance first.

Level 5   (Dwarf)
Put six food rations in the shelf marked pantry.

Level 6   (Kenku)
Put all ten kenkue eggs in the room marked next.

Level 7   (Drow)
Take the stairs to the room with five portals. Put a stone portal key in
each of the three shelves.

Level 8   (Hell Hound)
Find the room with twelve empty flame gauntlets. Put a dart in each one
and then step on the tread plate.

Level 9   (Displacer Beasts)
Take the stairs to the room with the message "It is written the key lies on
the other side", then throw a dart at it.

Level 10 (Mantis)
Find the room with three shelves and four waiting mantis warriors. Put a
kenku egg in the centre shelf, the end shelf, and the shelf nearer the
door.

Level 11 (Mind Flayers)
Find the room with eight levers. Pull six levers down and leave the second
lever from each end up. Put any scroll in the shelf to the south and then
pull the closest lever twice. Return the dwarven healing potion found here
to the dwarves on level 5.

Level 12 (Xanathar)
Use the wand of Silvias to force Xanathar back into his own blood stained
trap.@endnode

1.94   eye of the beholder ii

1) Load the game as normal and select "Create New Party". When the empty
boxes appear, click on the top left box, then select race, class,
alignment and portrait. Now go to the Modify box and boost all the
statistics in this order: Strength, Intelligence, Wisdom, Dexterity,
Constitution, Charisma and Hit Points. Now you can click on Strength and
boost it to maximum, regardless of limitation put on the race or class of
the character, so from now on, for example, you can have a super-hard
wizard with a strength of 18/99.
2) At the character generation screen, always increase all stats that you
can (that includes Hit Points) to as high as they will go.
3) If you want a Mage, Cleric or Paladin to use a two handed weapon as
well as magic, then do the following. Put the weapon down on the ground,
and their spellbook or magic symbol in their second hand. Click <RIGHT MOUSE>
on this for a list of spells to appear. Pick up the two handed weapon and
place it in the characters primary hand. As the list of spells is still up,
they can now cast spells and use a two handed weapon at the same time. You
will have to repeat this process after using the compass etc.

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

1.95   eyes of horus

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

1.96   f-15 strike eagle ii

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

1.97   f-16 combat pilot

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

1.98   f-16 falcon

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

Also, if you have trouble landing, select END MISSION after completing your
mission.
For a perfect landing every time, hold <HELP> down about 10 - 20 feet
above the runway.

If you get badly hit, don't bail out, instead swing round & head for home.
Press <HELP> and the <+> on the keypad and keep them depressed. The F16 will
stay level and drop down.
Switch to tracking mode & rotate to side view.
Just before touch down, pitch up the nose and the plane will touch down
successfully every time.
Select end mission & you will be rescued even if you are in enemy territory.

If your ammo runs low, press <CTRL> and <X> during the game and watch the
extra 500 rounds and 9 sidewinders clock up on the instruments. It maybe
<CTRL>, <LEFT SHIFT>, and <X>.

1.99   f-17 challenge

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

1.100   f-17 stealth fighter

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

1.101   f-19 stealth fighter

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

1.102   f-29 retaliator

Enter your name as "THE DIDY MEN" (with spaces) on the enrollment screen.
Click on the Colonel icon and press <RETURN>. Select the battle area as
normal and select mission control. Accept a mission (without selecting one)
then go back and select a mission. Now start the game and play as normal.
When it comes time to land simply press <ENTER> on the numeric keypad and
the plane will land automatically.

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

1. When you get killed on a mission, instead of restarting the game, wait
    until the 'Service Terminated' screen appears and reset your computer.
    Reload the game and your pilot should be intact.
2. Set up your mission as normal but do not enter the weapons selection
    screen. Now when you start your mission you will have unlimited
    Thunderbolt missiles. Fire away!

1.103   f|a-18 interceptor - electronic arts

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

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

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

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

1.104   f1 world championship edition

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

1.105   faery tale

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

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

When you find the turtle, jump on it and start slashing with your weapon.
The turtle will not be harmed but your bravery will rise. The best weapon
in the game is the sword. The keys to use for different buildings are:

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

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

If you don't want to go through the hassle of collecting all the
statuettes:

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

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

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

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

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

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

1.106   fantastic voyage

On the title screen, press <FIRE> to start the game. When you are asked to
enter disk two, enter the second disk. After you insert the 2nd disk the
drive light should go on for a second and then off. Now quickly press and
hold <LEFT MOUSE> and <RIGHT MOUSE>, <FIRE> and <SPACE>. Hold them until
the drive light goes out again. You should now be at the control room
screen. Press <FIRE> to start and you will now start with 99 lives.

1.107   fantasy world dizzy

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

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

1.108   fast lane

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

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

1.109   fears

Level Code description:
The levelcode contains info about number of left lives, weapontype,
ammunition number.

The 8 digit sequence is a union of two 4 digit numbers:
The first one codes the level, the number of lives and the type of weapons
available, and the second one the number of the two ammo types.

```
Example:
 LevelCode F8F856A5
     \__/\__/
       \    \__ means 99 weapon of type 1 and 28 of type 2
        \_____ means access to level 2 with gun and 0 lives left
```

Part two of the code means:
get weapon type 1 (gun and machinegun) in binary mode (99) : 1100011
get weapon type 2 (Rockets)   in binary mode (28) : 0011100
Put them together : first comes 01, then first number of type 2, then first
number of type 1, then second number of type 2 ... (always take 7 bit
numbers) and you will get 01 -- 01 01 10 10 10 01 01 - This in hexadecimal
56A5 (see above).

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

Part one of the code means:
Here are coded the level number, the type of weapons and the number of
lives.
 F8F8 into binary: 1111 1000 1111 1000 with the meaning

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

Checksum: Set the two x so, that the first 8 numbers added are even and
the second 8 also, or the first 8 are odd and the second 8 also.
I hope this is right!

In level and live coding you must switch 1 and 0 to get the real number:
1111 are 0 lives : 0 binary is 0000 | 111 is level 1 : 1(-1) is 000
1101 are 2 lives : 2 binary is 0010 | 100 is level 4 : 4(-1) is 011

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

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

1.110   federation of free traders

Load the game. Enter the net. Type "HELP", and get yourself an ID number.
Logoff the net. Press the <BACKSPACE> at the bay doors. Blast off into
space, and find a spaceship for you to trade with and get his ID number.
Enter the net, logon, and press <T> and <RETURN>.
You should be now in communication mode with the alien. Say hello, have a

chat, keep pressing a key or whatever until he offers you some goods, such
as Hypermint for example. At the prompt, straight after he has offered you
something to buy, enter "1" and press <RETURN>. He will say something like
no chance, or sign off. Logoff.

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

Do same as above but enter a hifher number, say "20000" when you want to
sell at a high price. Now, press <T> and <RETURN> to talk to the alien,
make certain that you have got something to sell. Keep pestering him,
until he says something like, "Have you got anything to trade?".
When ask for price enter something, but you get the above set credits

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

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

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

1.111   federation quest

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


1.112   fernandez must die

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

1.113   fifa international soccer cd^{32}

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

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

1.114   fighter bomber

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

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

1.115   fighting soccer

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

1.116   final blow boxing

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

1.117   final fight

When the game starts up: when the picture of the guy watching TV appears,
wait until "not so fast Mike, turn on your TV" appears at the bottom of the
screen and press <HELP> (five times?) as soon as it does. You now are
invulnerable to hits and kicks and press <+> to make all mad gear members
disappear. Pause the game and type "SHERRIF FATMAN" for infinite lives.

1.118   final mission

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

1.119   fire and brimstone

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

1.120   fire and ice

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

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

1.121   fire force

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

1.122   first samurai

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

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

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

1.123   fish

Complete Solution:

Part 1

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

Part 2

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

Part 3

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

1.124   flaschbier

On the title screen, hold down <RIGHT MOUSE>, <LEFT MOUSE>, <SPACE>. The
game will start the 1st level and at the bottom of the screen the message
TRAINER ACTIVE wil appear. Push up on the joystick to select level and
press <FIRE> to try the level.

1.125   flashback - out of this world ii

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

The level codes are:
      1   2   3 4   5   6   7

```
EASY     BACK LOUP CINE GOOD SPIZ BIOS HALL
NORMAL    PLAY TOIT ZAPP LYNX SCSI GARY PONT
DIFFICULT CLOP CARA CALE FONT HASH FIBO TIPS
```

1.126 flimbo's quest

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

1.127 flink cd^{32}

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

```
SPELLS:
  QUICKGROW leaf, feather, silver ring
  SPIRIT BOMB feather, gold ring, leaf
  LIGHTNING two diamond rings, feather
  DUST DEVIL  leaf, silver ring, feather
  DEMON    gold ring, mirror, necklace
  SHRINK    mirror, necklace, amulet
  GHOST    skull, tooth, magic root
  PLATFORM  feather, tiger eye, feather
```

1.128 flood

Level Codes:

```
1  FROG     8 GRIP    15 FOUR    22 REED 29 LOOP    36 BRIL
2  YEAR     9 TRAP    16 GRIT    23 LIME 30 SING    37 EGGS
3  QUIF    10 THUD    17 ZING    24 QUID 31 JOUX    38 HENS
4  LONG    11 FRAK    18 JING    25 WING 32 PINK    39 HAIL
5  WORD    12 VINE    19 LIDO    26 FLEE 33 GOGO    40 SOAP
6  FRED    13 JUMP    20 POOL    27 GIGA 34 LETS    41 FOAM
7  WINE    14 NILL    21 HATE    28 HEAD 35 QUAD    42 MEEK
```

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

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

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

```
   <Y> Press when falling to activate ballons
```

1.129   fly harder

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

Level Codes:

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

1.130   fly harder cd^{32}

```
Level Codes:
  2 PHO
  3 MET
  4 BLA
  5 SUP
  6 TRA
  7 QUA
  8 NEO

These next two are just guesses (the level codes for the CD$^3$$^2$ are the same
as the first three letters of the A500 version, so the cheats may also work)

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

1.131   flying shark

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

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

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

1.132   football director 2

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

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

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

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

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

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

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

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

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

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

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

On the menu selection, hold down <CTRL> and <C> to interupt the program.

Now enter "AI=AI+500000" and press <RETURN>. Now type "CONT" and press
<RETURN>. This adds 500,000 credits to your current amount.

1.133   footman

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

1.134   forgotten worlds

On the title screen, type in "ARC" (hold down <SHIFT>) and press <HELP>.
While playing:
  <S> takes you to the shop
  <N> will advance you a level

1.135   formula one grand prix

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

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

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

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

1.136   foundation waste

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

1.137   frankenstein

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

1.138   frontier - elite ii

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

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

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

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

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

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

Docking
Docking your ship in a space station without causing damage can become a
quite complicated task for large ships. You have to remember that your
forward view from a ship like the Panther Clipper is not centered in the

ship but instead you look out of your forward window that may be high
above the center axis of your ship. As a result you have to aim not at the
middle of the docking bay of a station but at a point somewhere in the
upper half of the back wall of the dock. One nicely working trick is to
use the outside view to look at your ship from a point in front of it and
align your ship such that you look at it from within the station and it
keeps well clear of the dock walls. In a station you may keep your landing
gear up to keep your ship as small as possible.

Initial Trading
As a beginner you will want to make fast cash to be able to buy a better
ship that brings you to all the wonders of the universe. You can earn your
money with trading. As a beginner you should choose a trading route where
there is no risk of being attacked by pirates. Sol and Barnard are two
such systems. You can carry luxury goods from Sol to Barnard and robots
back. Sell all of your initial equipment you don't need, to make room for
merchandise. You won't need missiles, laser or your scanner. As soon as
you have left Merlin (on Ross 154) you can sell your atmospheric shielding
too at the next starport, if you avoid planets with atmosphere in the
future. On the route between Sol and Barnard this will pose no problem,
because there are enough space stations in either system. Be sure to check
the bulletin board when you bring robots to Sol. Very often you can get a
better price there than on the stock market.

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

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

Crew Members
Every day at midnight the bulletin board is updated and may show new
potential crew members.
It is a very bad idea to fire someone of your crew. Your reputation will
suffer badly. If you repeat this several times, it will take you a very
long time (sometimes years!) to hire crew members again.

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

Charity
If you give money to charity, you will get a better reputation and people
will trust you more. This means that you can get 10% more money for

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

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

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

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

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

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

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

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

Fighting
There seem to exist a lot of misunderstandings with respect to fighting.
The first one is, that your movement vector has to point to your enemy to
move towards him. This is not true. Your movement vector is shown as the
vector of your movement with respect to the currently selected reference

mass. This is totally insignificant for a fight, because there only the relative velocities of the fighting ships count. This also means, that you don't have to decelerate for a fight. Your attacker will have a similar velocity vector as you or he wouldn't stay in your vicinity for long.

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

What does count is your velocity relative to the attacking ships. You cannot measure it directly, but you can select an attacking ship and watch the distance change to get an estimate of your velocity. This is the only velocity information that helps you to maneuver during a fight.

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

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

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

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

Military Missions

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

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

Assassination
* Always save the game before accepting a contract.
* Don't arrive in your target system too early. If the police has enough
time to investigate, the victim will be warned. This makes it very
difficult to finish a contract in systems like 61 Cygni [-1, 1] or
Omicron Eridani [2, 0] where you have to travel 40 AU or more to the
next station. Don't even think about a mission for Alpha Centauri [0, 0]
or Cegreth [-1, -3]. Such missions can only be accomplished if you
cheat. For details see the Autopilot Break below. It seems to be ok. to
arrive at the target system about one week before contract time.
* Don't wait too long in front of the target station or port, the victim
may get frightened and refuse to start. 15 minutes before contract time
seems ok.
There seems to be a way to force victims out of a station if they refuse
to start. If you attack the station, the launch bay must be cleared for
the police vipers. If your victim is in the station, he/she will be in
the launch bay and get forced to start as soon as you attack the
station.
* Don't wait directly in front of the station, the victim may run into
you.
* Don't wait directly above a star port. If the launch bay doesn't close
after your start, your victim cannot start.
* You should never try to watch the take off of your victim in accelerated
time. In most cases your victim will sneak past you while you are
dreaming your time away and be gone before you even know it.
* Don't attack too close to a star port or station, the victim may try to
land again.
* If you have to attack near a star port, don't use missiles too early. If
you do, your victim might try to evade the missile and crash in the
process. If your victim kills himself, you failed.
* You can use missiles to prevent the victim from hyperjumping while you
attack. If you fire a missile before you use your lasers, the local
authorities will charge you only 600 credits for illegal weapon usage.
Otherwise you will get fined 10,000 credits for piracy and murder.
One very nice attack method based on this trick is to wait at some
planet far from your destination until you can spot your victim on the
system map. As soon as it appears, target it and fire a missile. This is
already sufficient to prevent your victim from hyperjumping and you can
approach now and do what you came for.

* If the victim hyperjumps, use a cloud analyzer and simply follow. Select
the arrival cloud and wait until the victim arrives or you can be sure
it made a misjump. If you are not fast enough to overtake your victim on
the direct route, you can always use a wormhole route that is nearly
always faster. A drawback of the wormhole route is, that your entry
point of the target system may be far away from the entry point of your
victim.
* If you are too far from your victim when he or she starts, use the
system map and watch for a ship mark on the map that belongs to your
victim. Select it and proceed as usual. You can verify your selection
via communication. Don't call, just verify the registration number.
* If you have more than one assassination on your list, collect the money
for the first one before you try the next. Your employer seems to
actively look for you to pay you and spreads rumors of your profession
in the process. This obviously warns other victims.

With these points in mind I have succeded with every contract (civil or
military) that I have accepted so far. In every case a victim didn't show
up I could find a reason from the list above and succeeded in the next
trial.
On the other hand there have been reported lots of problems with victims
not showing up or refusing to land at the port of destination. Some of
these problems seem to stay even if you use every trick in the book. In
such a case your only chance is to reload a saved game from the time
before you accepted the contract.

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

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

On planets with high gravity this is the most difficult part. I always
save a game before actually reaching the planet so I can try different
routes to the target station. The problem on planets with high gravity
is, that you don't get height information until you cannot decelerate
anymore in time to avoid a crash. You have to approach such planets very
carefully. Another problem is, that you can control you descent only via
the velocity readings because you cannot see your actual velocity vector
or the target tunnel with your nose up high enough to make a controlled
descent to your target. You can aim at your target with your nose up, if
you use the outside view.
* Continue towards your target with 10,000 km/h and time acceleration 2
until your distance is down to 200 km.
* Decelerate to 5,000 km/h and switch off time acceleration.

* From a distance of 80 km downwards you can take pictures. I usually fly
between the towers or a small distance above. After you have taken the
pictures, accelerate with full power and make your escape.
* After having taken my pictures I often pick a few interesting enemies
and practice my fighting skills before jumping out of the system.

A few times I managed to rough land between the buildings of a target
station. The stations don't seem to have a starport, but only a hangar out
of which the interceptors start. It is interesting to watch them
materialize in front of this hangar (and crash shortly afterwards).
Reconnaissance missions to imperial stations are most difficult, because
you are attacked by Imperial Couriers with 20 MW lasers. For my Asp with
up to 10 shields this means that you are history with only one direct
hit. If you fly very low between the buildings of a target station you
must be extremely careful, not to be rammed by an enemy ship that suddenly
appears directly in front of you.

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

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

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

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

safely be ignored. They will crash into you from time to time or reduce
your shields a few percent if they hit you with their lasers. Keep well
above the planet to avoid crash landings.

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

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

Sightseeing
You can fly through all the domes on planets without a breathable
atmosphere and land between the buildings. If you do this for the
transparent domes at Ross 154 you will find in one dome administration
buildings of Vega Line, Sirius Corporation and other trading houses and in
the second dome the usual combination of concrete blocks and green patches
in between with scattered brick houses. It is definitely fun to fly
between the buildings and look at your surroundings. Agriculture domes are
a bit boring, because they contain nothing more than lots of green balls
at ground level.
Domes that are not tranparent, can be entered too but contain absolutely
nothing. It is interesting, that they are no obstacle for you though. At
least they are good for some very strange graphical effects if you land in
one of these domes and use your outside view to look at your surroundings.

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

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

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

Thargoids
A lot of oldtimers from the era of the original Elite game still remember
the menace of the Thargoids and miss them in Frontier. Nobody has seen a
Thargoid in Frontier yet but in an interview David Braben shall have told

that there is a single Thargoid ship in a system far out in the galaxy. I
personally think this is only a trick to keep us playing Frontier until
add-ons appear. But who knows?

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

Enemies One At a Time
Maximum time acceleration will separate groups of ships to get them in
line, waiting for you.

Perfect Autopilot
Your autopilot always succeeds if you use maximum time acceleration.

Planet Landing Without Fuel
While you still have fuel, use the autopilot to align with your target
planet, switch to maximum time acceleration and wait for the landing
sequence. Switch back to maximum time acceleration and you are save.

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

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

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

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

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

Autopilot Break
You can activate the autopilot for immediate deceleration from arbitrary
high velocities in the vicinity of your selected target, if you use

maximum time acceleration.

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

This is not really a bug but more or less a consequence of the
implementation of time acceleration. Collisions are detected if your ship
collides with an object at a given time frame of the simulation. When you
accelerate time these time frames are farther apart and so are your
positions in space if you are moving. If your position at one time frame
is above a planet and at the next time frame on the other side of the
planet Frontier will not detect the collision that should have happened in
between.

Fast Ascent to ELITE
You can use the properties of time acceleration to acsend to ELITE status
very fast, once you get foto or bombing missions. Just buy a Panther with
lots of shields, get yourself an imperial foto or bombing mission and stop
about 10 km above the target station. Next destroy all ships in your
near. You can use your turrets and the zero time shooting feature to
achieve this. Now you can select the first level of time acceleration. The
ships that now start from the station fly directly into your shields and
are destroyed. The only thing you have to watch very carefully is your
height above the planet. You can expect a 'right on commander' message
every 7 to 10 minutes. These messages reset time acceleration, so you will
have to destroy all ships in your near again and select time acceleration
until the next message comes up. After a few hours of work you will have
advanced to ELITE status.
You can not use higher time acceleration levels because then the destroyed
interceptors are not counted.

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

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

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

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

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

* In some systems (mostly large systems with more than one sun, e. g.
Cegreeth [-1, -3]) the reference mass selection is broken and will not
switch to the nearest planet or station. In some cases it is sufficient
to avoid the autopilot and fly by hand. In some systems even this does
not work (because of discretization problems if the reference mass is
too far away?) and the target will jump around wildly. Sometimes it
helps not to use maximum time acceleration or fly by hand. If this does
not help either:

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

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

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

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

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

described for supergiants.

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

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

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

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

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

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

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

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

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

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

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

* The autorefuel system may magically empty your internal tanks if you try

to fill them by hand. I had this effect in a Panther Clipper once even
without the autorefuel system.

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

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

* Do not leave a system with mining gear left behind. The game will crash.
This seems to be a problem that appears only in the PC version. As in
the missile fire bug on the Panther this is a bug in the EMS handling
that hits you whenever you hyperjump.

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

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

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

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

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

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

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

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

* Missiles that are fired from a Panther Clipper crash immediately without
hitting anything except the own ship. This makes many bombing missions
impossible to accomplish with a Panther. The bug only appears after
hyperspace jumps (EMS access on the PC) and you can avoid it if you dock
at a station or land at a starport before you try to fire a missile. You

can shorten the extra time you need for this if you use the Autopilot
Break to reach the point of your intermediate landing as early as
possible. This makes bombing missions to systems with spaceports
possible but still leaves a lot of impossible cases.

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

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

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

* If you select system info for an unexplored system, you get the info for
the last selected explored system.

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

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

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

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

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

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

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

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

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

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

* Another effect in a similar situation produced damage reports for all my
thrusters that kept reappearing at each entry of the repair screen even

after repair. Save and restore of the game didn't help. I had to return
to a saved game from before the fight.

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

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

* You can get game crashes during a fight. A few times I got strange beeps
from the speaker in my PC that got lower and lower until the game froze.
The exect situation was a fight where I was receiving damage by an enemy
laser when he was hit by my front laser simultaneously.

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

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

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

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

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

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

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

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

* Released mouse keys sometimes keep autorepeating.

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

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

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

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

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

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

Flight Physics

```
 1 AU = 1.496 x 10^11 m   (astronomical unit)
 1 g  =       9.81 m/s^2  (gravitational acceleration on earth)
 1 h  =      3,600 s    (hour)
 1 d  =     86,400 s    (day)
```

A   Equations for Free Fall

With velocity v [m/s], acceleration a [m/s^2], distance d [m] and time t [s] we get:

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

B   Navigation Equations

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

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

This fastest mode of flight is used to accelerate up to the turning point

velocity at the distance d_2, turn the ship and decelerate until the
target is reached.

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

```
 v_u = sqrt( 2 d (a_1 a_2)/(a_1 + a_2) )
 t_d = sqrt( 2 d (a_1 + a_2)/(a_1 a_2) )          (3)
 d_2 = d a_1/(a_1 + a_2)
```

The time t_d is always a lower bound for the really used time because the
autopilot doesn't use the engines at full power all the time. I
approximated the real time consumption of autopilot flight with a least
mean square fit of data from 20 undisturbed flights with a Cobra MK III.
Measuring the distance in astronomical units [AU] and the acceleration in
units of earth gravitational acceleration [g], I got for the time [d]:

```
 t_dA = 1.212/86400 *
 sqrt( (2.992 * 10^11)/9.81 ( d (a_1 + a_2)/(a_1 a_2) ) ) − 0.001 (4)
```

C   Hyperdrives and Jump Ranges

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

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

```
 c = ceil( d * m / 200), t = 168/200 * d * m / h^2          (5)
```

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

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

A ship can jump very large distances due to a modulo effect in the
hyperspace continuum with a base of W_sect = 81.62 sector lengths
(655.36 lj). One can use this behavior to find jump paths that are much
shorter in time and fuel consumption than the straight distance. This also

allows you to use a smaller hyperdrive and leaves more room for fuel and cargo. The optimal jump points for a journey between two systems with one intermediate stop are found on the intersections of circles around the two endpoints of the journey. On such a circle lie the systems that can be reached from the center of the circle with a minimum amount of fuel and time. A system at the intersection of such circles can be reached easily from the centers of both circles, making it an ideal intermediate jump point. The circles have multiples of the wormhole distance (655.36 lj) as radii. To make the calculations simple we assume at first, that the "thickness" of a sector can be neglected and that two jumps with equal distance shall be made, resulting in circles with equal radius. The coordinates of the ideal intermediate jump points can now be found on a line that perpendicular bisects the segment between the two endpoints of your journey, at the points of intersection of the circles around the endpoints.

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

  a = (u – x); b = (v – y)   (6)

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

  p = (x + u)/2 + b sqrt(W_n^2 / (a^2 + b^2) – 1/4)   (7)
  q = (y + v)/2 – a sqrt(W_n^2 / (a^2 + b^2) – 1/4)
or
  p = (x + u)/2 – b sqrt(W_n^2 / (a^2 + b^2) – 1/4)   (8)
  q = (y + v)/2 + a sqrt(W_n^2 / (a^2 + b^2) – 1/4)

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

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

  | m – sqrt(a^2 + b^2) / W_sect | <= n <=   (9)
  m + sqrt(a^2 + b^2) / W_sect

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

  alpha = (W_m^2 – W_n^2) / (2 (a^2 + b^2)) + 1/2   (10)

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

  p = (1–alpha) x + alpha u + b sqrt(W_m^2 / a^2 + b^2 – alpha^2) (11)
  q = (1–alpha) y + alpha v – a sqrt(W_m^2 / a^2 + b^2 – alpha^2)
or
  p = (1–alpha) x + alpha u – b sqrt(W_m^2 / a^2 + b^2 – alpha^2) (12)
  q = (1–alpha) y + alpha v + a sqrt(W_m^2 / a^2 + b^2 – alpha^2)

Keyboard Reference (German Keyboard)

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

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

 _____
|_____flight_control_____|
 turn down        : A
 turn up       : Y
 turn starboard     : .
 turn port       : ,
 accelerate        : CR
 decelerate        : RIGHT SHIFT
 hyperjump       : H
 force misjump      : ALT + F8 in flight menu

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

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

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

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

 _____
|_____misc_____|
 unload/pick up MB4     : D
```

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

Game Tables

A   Ships

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

```
_Type_____Hull__Cap__Re__Mn___Cr__Gn_Ms_Drive_____FS_Cl____Pr_k

 Adder        15   40   8.0 18.1  1  1  0  1 : 3.63/14.54/32.72   y  2     73 k
 Anaconda    150  650   3.0  6.0  8  2  8  4 : 4/6.25/9/12.25     y  6  1,060 k
 Asp          30  120   7.0 22.2  2  2  1  2 : 5.33/12/21.33      y  3    187 k
 Boa         200 1300   4.0  8.0 10  4  6  5 : 3.33/4.8/6.53/8.1  y  8  2,474 k
 Cobra Mk I   15   60   6.0 16.1  1  2  2  2 : 10.66/24           y  2     97 k
 Cobra Mk III 20   80   7.0 20.1  1  2  4  2 : 8/18              y  2    124 k
 Constrictor  30   90  10.0 22.0  2  2  2  2 : 6.66/15/26.66      y  2    143 k
 Eagle Mk I 5   20 10.0 25.2  1  1  2  1 : 8/32       n  1     38 k
 Eagle Mk II  6   22   4.0 28.2  1  1  2  1 : 7.14/28.57    n  1     41 k
 Eagle Mk III 8   22  15.1 28.2  1  1  2  1 : 6.66/26.66    n  1     43 k
 Falcon  5   11   9.0 30.2  1  1  2  1 : 12.5        n  1m    46 k
 Gecko        11   34   9.0 16.1  1  2  1  1 : 4.44/17.77/40      n  2     66 k
 Hawk   5    7   6.0 27.2  1  1  2  1 : 11.11       n  1m    48 k
 Imp Courier 130  350   6.0 16.1  1  1  6  3 : 3.75/6.66/10.41/15 n  5    609 k
 Imp Trader  175  525   4.0  9.0  1  1  6  4 : 4.57/7.14/10.28/14 n  6    949 k
 Int. Shuttle 4    4   3.0  5.0  1  0  0  _           n  I     14 k
 Kestrel 5    9   6.0 25.2  1  1  2  1 : 10         n  1m    50 k
 Krait   8   27  10.0 20.1  1  1  4  1 : 5.71/22.85/51.42   n  1     50 k
 Lifter  3    7   2.0  4.0  1  0  0  1 : 20         n  I     16 k
 Lion         65  235   3.0  5.0  4  3  8  3 : 6/10.66/16.66     y  3    348 k
 Moray        17   70   6.0 14.1  1  1  4  2 : 9.19/20.68       y  2    109 k
 Osprey  4   11   8.0 27.2  1  1  2  1 : 13.33       n  1m    45 k
 Panther     400 2000   3.0  6.0 12  4  8  6 : 4.05/5.52/9.1     n  8  2,753 k
 Puma        175  825   3.0  6.0  9  4  8  4 : 3.2/5/7.2/9.8     y  6  1,265 k
 Python      100  400   4.0 10.0  7  2  4  3 : 3.6/6.4/10/14.4   y  4    575 k
 Sidewinder 8   25 12.1 23.2  1  1  0  1 : 6.06/24.24/54.54   y  1     44 k
 Tiger Trader 80  320   5.0 12.1  5  3  1  3 : 4.5/8/12.5/18     y  4    472 k
 Transporter  40  160   4.0  9.0  3  3  2  2 : 4/9/16/25        n  3    241 k
 Viper        15   50  10.0 24.2  1  1  4  1 : 3.07/12.3/27.69   y  2     87 k
 Lynx Bulk
 Carrier 1200 6000 1    3   20  0  0  8 : 2.25       ?  ?  7,228 k
 Long Range
 Cruiser 1000 15000 1    3  100  1  0  8 : 1.01       ?  ? 16,110 k
```

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

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

B   Lasers and Shields

A shield works like an extra hull that can take up to 16 tons damage
before your real hull is damaged. It regenerates at a few percent per
second and does this faster if you use an Energy Booster (approximately 3%
per second). The regeneration rate is independent of the number of shields
you have and the state of your shields. The strength of your shielding is
proportional to the number of your shields, so 10 shields can take 160
tons damage before your hull is damaged. A pulse laser can inflict 12.5
tons of damage per MW power. This means that one shield can absorb one hit
of an 1 MW pulse laser and will degrade to 22% in the process. A directly
following second hit would reduce your shield to 0% and cause nine tons of
damage to your hull. This shows that the damage a shield can absorb is
proportional to its state, which means that one shield can take e.g. eight
tons of damage at 50% reducing it to 0% without causing damage to your
hull.

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

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

C   Equipment

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

```
_____Equipment_____Weight_|_____Equipment_____Weight_

XB13 Dummy Mine      1 t |XB74 Proximity Mine    1 t
Energy Bomb        4 t |KL760 Homing Missile   1 t
LV111 Smart Missile    1 t |NN500 Navy Missile   1 t
30 MW Mining Laser     10 t |1 MW Pulse Laser   1 t
5 MW Pulse Laser      3 t |1 MW Beam Laser     5 t
4 MW Beam Laser    20 t |20 MW Beam Laser  75 t
100 MW Beam Laser   200 t |Laser Cooling Booster   1 t
Small Plasma Accel.   500 t |Large Plasma Accel.  900 t
ECM         2 t |Naval ECM       2 t
Cargo Bay Life Support    1 t |Extra Passenger Cabin    5 t
Auto Pilot        1 t |Auto Refueller     1 t
Scanner        1 t |Radar Mapper      1 t
Hyper-Space Cloud Anal.   1 t |Shield Generator   4 t
```

```
    Energy Booster       5 t |Escape Capsule      5 t
    Atmospheric Shielding     1 t |Hull Auto Repair  40 t
    Fuel Scoop          6 t |Cargo Scoop Converter    2 t
    MB4 Mining Machine      30 t |Interplanetary Drive   4 t
    Hyperdrive Class 1      10 t |Hyperdrive Class 2  25 t
    Hyperdrive Class 3      45 t |Hyperdrive Class 4  80 t
    Hyperdrive Class 5     150 t |Hyperdrive Class 6 250 t
    Hyperdrive Class 7     400 t |Hyperdrive Class 8 600 t
    Military Drive Class 1    6 t |Military Drive Class 2  12 t
    Military Drive Class 3   24 t |Military Drive Class 4   ? t
    Fighter Launcher       ? t |
```

A Class 8 Hyperdrive can only be bought as a builtin drive with the Boa or
the Panther Clipper.
No one has ever seen a Class 4 Military Drive or a Fighter Launcher but
there are rumors that they exist in the game somewhere.

D   Merchandise

Just for reference, here the list of merchandise:

        Merchandise

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

E   Ranks

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

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

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

```
Mission_Type    Points

delivery     2
assassination   14
foto      16
bombing     18
'excellent' foto  20
```

Different kinds of military missions are bound to your rank. In the
federation you carry unimportant stuff until you get promoted to Sergeant;
then the first secret messages may be carried by you. You will get your
first military assassination mission as Sgt-Major. After your promotion to
Major you will get additional reconnaissance missions and a Colonel may
execute bombing missions. The empire handles equivalent ranks the same
way. You seem to get no new type of mission when you advance further in
rank although there are many rumors that you get new missions to destroy
enemy ships at Commodore/Marquis level.

The above does not hold, if you execute missions for more than one side. I
made the mistake of working for the empire after I advanced to Colonel and
had gotten my first few bombing missions.
I advanced to Squire in the empire and went back to the federation. Now I
had the problem, that I got no more bombing missions but had to stay with
the usual reconnaissance missions. I eventually got bombing missions again,
but working for the empire surely stopped my federal career for a while.

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

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

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

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

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

```
Federation_German  English    Empire German     English


Tapferkeitsurkunde Certificate of Valor Rote Armbinde   Crimson Brassard
Sternexplosion     Starburst    Schwarzes Polygon Black Polygon
Purpur-Omega      Purple Omega   Goldene Lanze   Gold Spike
Zinnober-Krone     Vermillion Crest Platinkreuz    Platinum Cross
Blauer Exzelsior   Blue Excelsior Ehrenlegion   Legion of Honour
```

Frontier Medaille Frontier Medal Himmelskrieger   Celestial Warrior

F   Combat Rating

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

```
   _German_____|_English_____| _Points _|Kills_

   Harmlos     Harmless   0  0
   Meistens Harmlos   Mostly Harmless    1,024  4
   Schwach     Poor        2,048  8
   Unterdurchschnittlich  Below Average      4,096 16
   Durchschnittlich   Average        8,192 32
   Überdurchschnittlich   Above Average      16,384 64
   Kompetent   Competent   32,768      128
   Gefährlich    Dangerous   256,000    1,000
   Tödlich    Deadly    768,000    3,000
   ELITE      ELITE    1,536,000    6,000
```

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

G   Legal Status

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

```
     _German_____|__English__|_____Fine_

     W. Weste      Clean      0
     Straff'll.      Offender       1
     Krimin.    Criminal   5,500
     Outlaw     Outlaw  20,000
     Fluechtig    Fugitive   100,000
```

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

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

A   Settlements and Tourist Attractions Far Out

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

```
System     Coord          Politics        Comments

Aaqu     [  771, -1302] indep corp
Ackargre [-4310, -1999] indep anarchy
Ackarol  [-2000,  -879] indep corp
_Alcyone [   32,    32] uninhabited
Aliafa   [-2107, -1017] indep corp
_Antares [  -39,   -34] uninhabited    no planets
Anvequ   [  360,    -5] indep corp
Arfaess  [ 1020,     0] indep corp
Arwabe   [ -766,  -766] indep corp
_Atlas   [   32,    32] uninhabited
Ayessand [-1022, -1022] indep corp
Aysool   [-1495, -1574] indep anarchy
Ayurda   [ -666,   117] indep anarchy
Becaness [  772, -1303] indep corp
Becanol  [-1509,   -35] indep corp
Beenbe   [-2757,   -35] indep anarchy
Beenla   [  254,     0] indep corp
_Beta Lyrae [ -146,    85] uninhabited    contact binary star
_Betelgeuse [  59,    14] uninhabited    supergiant
Betiess  [-2344,   -35] indep anarchy
Daaya    [  937,   789] indep anarchy
Edaso    [-1790, -1790] indep corp
Edcelia  [-2107,   503] indep corp
Edenve   [  254,     0] indep corp
_Electra [   32,    32] uninhabited
Enangre  [-1225,  -922] indep corp
Enlabe   [-1792, -1792] indep corp
Enquze   [-1674, -1498] indep corp
Esswaze  [-1790, -1790] indep corp
Exvefa   [-2000,  -194] indep corp
Faarfa   [ -509,  -770] indep corp
Fainin   [  771, -1302] indep corp
Famiay   [-2107,   -63] indep corp
Greurqu  [  772, -1303] indep corp
_Hadar   [   -6,   -40] uninhabited    supergiant
Hoessce  [-5180, -2000] indep corp
Ioandqu  [  772, -1303] indep corp
Ioceay   [-1509,   -35] indep corp
Ioquex   [  772, -1303] indep corp
Iozeio   [ -376,  -426] indep corp
Lahola   [ 1022,    -4] indep corp
Lasolia  [-2000, -1566] indep corp
_Maia    [   32,    32] uninhabited
_Merope  [   32,    32] uninhabited
Micanex  [ -739,  -539] indep anarchy
Miphimi  [-2102, -1745] indep corp
Oletphi  [-2331,   -35] indep corp
Phiolbe  [-2187,   -35] indep anarchy
_Pleione [   32,    32] uninhabited
_Polaris [    0,    76] uninhabited    supergiant
```

```
Qumia    [-2107,   503] indep corp
_Rigel   [   92,     6] unexplored    supergiant
Solaqu   [-2107, -1017] indep corp
_Spica   [   -4,   -17] uninhabited   no planets
_Taygete [   32,    32] uninhabited
Tiafa  [ -748,  -863] indep corp
Urbela   [ -719,    -6] indep corp
Urceve   [-1814, -1745] indep corp
Urioed   [-2000,  -879] indep corp
Ururur   [-1814, -1745] indep corp
Vewela   [-1790, -1790] indep corp
Wafaa  [ -666,   117] indep anarchy
```

B   System Database

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

```
System    Coord   AU   Politics   Comments

1o4774    [-1, 1]   9.02 indep corp
AC+79o3888 [ 0, 2]   8.97 indep corp
Aandti   [ 0,-5]   8.58 indep corp no starport
Achenar   [ 1,-4]  57.78 imp capital  luxury goods export, computer
          import, radioactives illegal,
          Honest John Thatcher's ok,
          avoid Ulrich's Warehouse
Ackcanphi [-4,-4]        indep disputed
Ackdati  [ 0,-5]  19.74 imperial
Ackexa   [-3, 3]        indep corp
Acklave  [ 2,-2]  18.30 indep anarchy  no starport
Ackwada  [-5,-3]        indep corp
Ackzece  [ 1,-5]  10.30 imperial
Aenze  [ 3,-6]   8.68 indep anarchy
_Alcor   [ 0, 5]        indep corp no planets
_Aldebaran [ 6, 4]        uninhabited  no planets
_Alioth  [ 0, 4]  23.63 indep democracy  disputed system
_Altair  [-2, 1]  10.87 fed democracy  robot import
_Alpha Centauri [ 0, 0] 990.00 fed colony
Anacka   [ 4,-4]   9.21 indep corp no starport
Anacketh [ 0,-5]  13.79 imperial
Anave  [ 3, 0]   7.70 indep anarchy
Anayeth  [-1,-4]        imp colony
Andceeth [-5, 2]        indep disputed
Andcefa  [ 2,-3]  11.15 imp colony
Andinol  [ 3,-6]   4.15 indep anarchy  no starport
Andwafa  [-2, 3]        indep corp
Anlaol   [ 1,-6]  11.19 imperial
Anlave   [ 0, 3]  10.57 fed democracy
Anphiex  [ 2,-2]  10.98 indep corp
Arayess  [ 4,-7]        indep dict under federal interdict
_Arcturus [-2, 0]  12.02 fed democracy
Arexack  [-1,-5]        indep corp
Aveed  [ 3, 0]  12.73 indep corp
Ayarlia  [ 3, 1]   6.94 indep corp
```

```
Ayethti    [-3,-1]          indep democracy
Ayfati     [ 1,-5]   9.69 imperial
Aymiay     [ 1, 4]   6.17 fed democracy
Aymifa     [ 2,-5]  10.81 imperial
Aymigre    [ 2,-3]   9.32 indep anarchy  no starport
Ayqugre    [ 4,-5]  11.02 indep anarchy  no starport
Ayurso     [ 4, 0]   9.09 indep civil war  exorbitant prices for robots
                     and luxury goods
BD 946     [-1, 2]          indep corp
_Barnard   [-1, 0]  11.08 fed colony robot export, luxury goods
                     import, Haynes and Son Inc.,
                     Merchant Darke's ok
Becanin    [ 3, 0]   7.71 indep corp
Bedaho     [-4,-2]   7.74 fed democracy
Befaqu     [-2, 8]          indep dict under federal interdict
Behoqu     [ 2,-4]   9.34 imperial contract   targets may crash on
                     start from Manchester City
Besaex     [ 3, 0]          indep corp
_Beta Hydri [ 0,-2]  10.69 fed democracy
Beuress    [ 0,-5]  10.62 indep anarchy
Beurqu     [ 3,-5]  10.60 indep anarchy  no starport
Bewaack    [ 0,-5]  10.92 indep anarchy  no starport
CD-37o15492 [ 0, 0]  10.52 indep corp
CD-44o11909 [-1,-1]  11.20 indep anarchy
CD-46o11540 [-1,-1]  10.94 indep corp
CD-49o13515 [-1,-1]   8.65 indep corp
Canayce    [ 2,-6] 421.41 indep anarchy
Candaess   [ 2,-4] 238.55 imperial
Caninve    [ 3,-2]   9.48 indep anarchy  no starport
_Canopus   [ 6,-6]          indep anarchy  supergiant
_Capella   [ 4, 4]          indep corp
Ceessze    [ 3,-4]  10.15 indep anarchy
Cegreeth   [-1,-3] 220.00 imp colony reference selection fixed on
                     Cegreeth D, discretization
                     problems
Cemiess    [-2,-2]          imperial   negative black market prices
                     for gem stones and precious
                     metals, Richard's Exchange,
                     Patrick's Exchange, Judd's
                     Trading ok
Cetilia    [ 4,-5]  17.10 indep anarchy
_Cygni, 61 [-1, 1]  48.62 fed democracy  single starport, often busy
Daceess    [ 2,-5]  17.01 indep anarchy  no starport
Dainay     [ 2, 3]  10.49 indep corp
Dainfa     [ 3,-6]  10.72 indep corp
_Delta Pavonis  [-1,-2]  10.59 fed democracy  many political contracts
Diso    [-3,-6]          indep democracy
Edethex    [ 3,-3]   8.35 fed democracy
Edlave     [ 3,-2]  15.64 indep anarchy  no starport
Edliaze    [ 2,-2]  10.01 indep corp
Enaness    [-5, 1]          indep communist
Encea      [-2, 2]  10.73 indep corp
Enquze     [ 4,-3]  10.79 indep corp
_Epsilon Eridani[ 1, 0]  11.07 indep corp
_Epsilon Indi [-1,-1]  10.63 fed democracy
Eridani, 82 [ 1,-1]   9.02 indep corp
Essaa      [ 1,-5]  10.37 imperial
```

```
Essethlia [ 4,-2]        indep corp
Essliagre [ 2,-4]  11.33 indep anarchy  no starport
_Eta Cassiopeia [ 0, 2]  10.09 fed base   bring your own military fuel
Ethgrece  [ 2,-5]   9.23 indep corp
Exbeur    [-3, 4]  10.31 fed colony no military fuel
Exhoed    [ 2, 4]   9.90 indep dict
Exioce    [-1,-3]  10.54 imperial
Exiool    [ 2,-4]  10.79 imperial
Exlagre   [-5, 3]        indep corp
Extila    [-4,-1]        indep feudal
Facece    [ 0,-4]   9.59 imp base   luxury goods, medicine
                    export, many military
                    missions
Famiso    [ 3,-4]   7.59 indep corp
Faphive   [ 3,-4]   8.73 indep anarchy  no starport
Fawaol    [ 2,-3]  15.84 imp colony
_Fomalhaut  [-1,0 ]  14.11 fed democracy  radioactives illegal,
                    Austin's Exchange,
                    Shepherd's Merchandise ok,
                    avoid O'Hanlon's Goods
                    Emporium.
Greayqu   [ 3,-2] 272.33 indep anarchy  no starport
Gretiay   [ 3, 2]        indep    no population
Groombridge 34  [ 0, 1] 135.23 indep corp
Hobegre   [ 2,-6] 111.44 indep anarchy  no starport
Hocancan  [ 1,-3]  14.38 indep anarchy  no starport
Hoethcan  [ 3,-5] 614.74 indep anarchy  no starport
Inedol    [ 3,-5]   5.81 indep anarchy  no starport
Inena   [ 3,-6]   9.22 indep dict
Intiol    [ 2,-4] 380.41 indep anarchy  no starport
Ioarqu    [ 2,-3] 530      indep anarchy  no starport
Iohoay    [ 3, 0]   8.46 indep corp interesting contracts
Ioioqu    [ 4,-5]  11.21 indep anarchy  no starport
Ioliaa    [ 2,-6]  10.06 indep corp
Ioququ    [ 3,-4]  10.93 imperial
Iozegre   [ 3,-2] 634.68 indep anarchy  no starport
LP 658-2  [ 2, 0]  10.14 indep anarchy
Lacaille 8760 [-1, 0]        indep corp
Lacaille 9352 [-1, 0]        indep corp
Lacancan  [ 3,-6]        indep anarchy  no starport
Laedgre   [ 2,-2]   9.14 indep anarchy
Laedla    [-4, 1]        imp colony
Laesscan  [ 4,-3]  74.92 indep anarchy  no starport
Laiogre   [ 4,-4]   8.13 indep anarchy
Lalande 21185 [ 0, 0]   9.94 indep corp
Lalande 25372 [ 0, 0]  10.48 indep corp
Lave    [-3,-6]        indep dict
Liabeze   [ 2,-4]  10.77 imperial
Liaedin   [ 4, 3]        indep disputed
Liaququ   [ 2,-2]  10.07 indep democracy
Luyten    [-1, 0]        indep corp
Luyten 97-12  [ 1,-2]  11.14 indep corp
Luyten 205-128  [-1,-2]   7.88 indep corp
Luyten 674-15 [ 2,-1]  10.68 indep corp
Luyten 789-6 [-1, 0]        indep corp
Maanens, van [ 0, 1]   9.49 indep dict isolationistic religious
                    enclave, permit required
```

```
Miandze    [ 3,-5] 547.58 indep anarchy  no starport
Micanex    [ 3,-4]  92.42 indep anarchy  no starport
Miolgre    [ 2,-5]   8.52 imperial
Miolze     [ 2,-3]   9.25 indep corp
_Mizar     [ 0, 5]        indep corp no planets
Olaygre    [ 4,-3]   7.63 indep anarchy
Olcanze    [ 1,-3]        imperial
Ollaex     [ 2,-3]  11.19 indep corp no starport
Oltiqu     [-1, 4]  11.76 fed democracy
_Omicron Eridani[ 2, 0]  43.38 indep corp
Ophiuchi, 36  [-1,-1]  78.84 indep corp
Ophiuchi, 70  [-2, 0]        indep corp
_Phekda    [ 2, 5]  13.61 indep anarchy
Phiagre    [ 1,-3] 241.90 indep corp
Quexce     [-2,-2]   9.45 indep corp
Quince     [-1,-5]        imperial
Quphieth   [-3, 0]        indep feudal
Ququve     [ 1, 4]        fed democracy
_Regulus   [ 5,-1]        indep corp no starport
Riedquat   [-3,-6]        indep anarchy
Ross 128   [ 0, 0]  10.71 fed colony prison colony, permit needed,
              Donaldson's Warehouse ok
Ross 154   [-1, 0]  10.65 fed colony single starport, often busy,
              Merchant Nakamichi's ok
Ross 986   [ 2, 1]   9.96 fed democracy
_Sigma Draconis [-1, 2]        indep corp
_Sirius    [ 1, 0]  20.18 indep corp
Sodaack    [ 1,-6]  12.34 indep anarchy  no starport
Sohoa   [ 0,-4]  10.71 imperial
_Sol    [ 0, 0]   9.47 fed capital  luxury goods export, robot
  import, good ship selection at Moon, radioactives illegal, Haynes
  Merchandise, Greenhill's Warehouse, Brennans Holdings, Honest
  John Coate's, Baker's Trading Company, Merchant London's Honest
  John Loma's ok, avoid Honest John Brennan, Merchant Gomez's,
  Thatcher's Merchandise, Macmillan's Goods Emporium, Shehan's Exchange
Sophilia  [ 3,-1]  10.38 indep corp
_Tau Ceti [ 0, 0]  10.04 fed democracy  many military missions,
              Gilmour Orbiter is a good
              base for a federal military
              career
Tiacan    [ 3,-4]   6.48 imperial   overpopulated
Tiancan   [ 4,-5]  11.95 indep anarchy  no starport
Tiaycan   [ 3, 0]  10.83 indep anarchy
Tiessgre  [ 3,-3] 306.07 indep anarchy
Tiliala   [-4,-1]        fed democracy
Tivecan   [ 2,-3] 248.84 indep anarchy  no starport
Urfaa   [ 5, 7]        uninhabited  station
Urlaay    [ 3,-2]  10.82 indep corp robot export for Zeaex
Urquay    [ 4,-5]   6.85 indep anarchy  no starport
Veareth   [ 0,-5]  21.02 imperial   no starport
Vecanlia  [ 0,-5]  11.31 indep anarchy  no starport
_Vega     [-3, 2]  10.40 fed democracy
Vequess   [ 0,-4]   8.88 imperial
WX Ursa Majoris [ 1, 1]        uninhabited  no planets
Waarze    [ 4,-4] 133.73 indep anarchy
Waayol    [ 4,-5]   9.77 fed democracy
Waceol    [ 3,-4] 162.38 indep anarchy  no starport
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Waessol    [ 2,-3] 305.88 indep anarchy  no starport
Wainze     [ 3,-2]   9.90 indep corp
Waolex     [ 4,-4] 549.67 indep anarchy
Wolf 359   [ 0, 0]  11.35 indep corp
Wolf 630   [-2,-1] 170.00 fed democracy  radioactives illegal
YZ Canis Minoris[ 2, 0]   8.79 indep communist  permit required
Zeaex   [ 3,-2]  10.29 indep disputed robot import, lots of trouble
Zeancan    [ 2,-2]   9.68 indep anarchy
Zeanlia    [ 2, 2]  34.99 indep corp
Zearla     [-5, 1]        indep feudal
Zeceand    [ 6,10]        uninhabited  starport
Zeessze    [ 0, 3]   9.20 fed democracy
Zeessze    [ 1,-6]   9.02 indep anarchy
Zelada     [ 1, 4]        indep anarchy
```

Wormhole Routes
In this table, sector coordinates are interpreted relative to the integer
coordinates of a sector center(the intersection of the faintly colored
lines). Therefore the sector [0, 0] has the corners [-0.5, 0.5], [0.5, 0.5],
[0.5, -0.5] and [-0.5, -0.5]. Furthermore the coordinates [-0.7, 1.3] are
located in sector [-1, 1].
I am sure that for many jumps better jump points can be found, but this
little navigation library already helps me a lot. It gets continuously
updated.

```
____From_____Coord_____To_____ Coord____     _Via_____Coord____


1o4774       [-0.65, 1.25] Delta Pavonis [-0.90,-1.70] Exaycan  [80.80,-7.25]
1o4774       [-0.65, 1.25] Eta Cassiopeia[ 0.00, 2.50] Anlaso [-72.80,39.60]
1o4774       [-0.65, 1.25] Maanens, van  [-0.05, 1.10] Anexess  [19.65,80.40]
1o4774       [-0.65, 1.25] Sol     [ 0.00, 0.20] Exquar [-70.10,-42.05]
1o4774       [-0.65, 1.25] Tau Ceti  [ 0.30, 0.40] Milaze [-54.95,-59.90]
AC+79o3888   [ 0.15, 1.80] Eta Cassiopeia[ 0.00, 2.50] Aressan  [80.15,19.30]
AC+79o3888   [ 0.15, 1.80] Zeanlia   [ 1.60, 1.95] Inarin [8.80,-79.60]
Aandti       [-0.10,-4.75] Tau Ceti  [ 0.30, 0.40] Dalaar [81.60,-8.05]
Achenar      [ 0.95,-4.15] Barnard   [-0.75, 0.10] Inarho [76.00,28.20]
Achenar      [ 0.95,-4.15] Eta Cassiopeia[ 0.00, 2.50] Zetiso [81.35,10.80]
Achenar      [ 0.95,-4.15] Facece  [ 0.30,-4.05] Ayvequ [-11.65,-85.10]
Achenar      [ 0.95,-4.15] Sol     [ 0.00, 0.20] Ceioho [80.45,15.20]
Achenar      [ 0.95,-4.15] Tau Ceti  [ 0.30, 0.40] Vecanwa  [81.45,9.90]
Ackdati      [ 0.40,-5.15] Sol     [ 0.00, 0.20] Esshocan [-81.25,-9.20]
Ackdati      [ 0.40,-5.15] Tau Ceti  [ 0.30, 0.40] Zeandar  [-81.35,-3.80]
Acklave      [ 1.80,-2.50] Tau Ceti  [ 0.30, 0.40] Anmiay [73.80,36.15]
Ackzece      [ 1.30,-5.20] Tau Ceti  [ 0.30, 0.40] Olethan  [-79.50,-17.75]
Aenze    [ 2.95,-5.85] Tau Ceti  [ 0.30, 0.40] Greanda  [-73.35,-35.10]
Alioth       [-0.50, 4.40] Anlave  [-0.20, 2.80] Ethveur  [80.55,18.60]
Alioth       [-0.50, 4.40] Aymiay  [ 0.90, 4.25] Grececan [9.15,85.80]
Alioth       [-0.50, 4.40] Dainay  [ 1.60, 2.95] Etheneth [-45.85,-63.65]
Alioth       [-0.50, 4.40] Eta Cassiopeia[ 0.00, 2.50] Migreur  [-79.30,-17.40]
Alioth       [-0.50, 4.40] Exhoed  [ 1.95, 4.00] Phicanve [14.25,85.00]
Alioth       [-0.50, 4.40] Oltiqu  [-1.50, 3.95] Arsoa  [-34.30,78.80]
Alioth       [-0.50, 4.40] Phekda  [ 1.50, 5.00] Enphiphi [23.80,-74.20]
Alioth       [-0.50, 4.40] Sol     [ 0.00, 0.20] Andesswa [81.85,12.00]
Altair       [-2.00, 0.65] Andwafa   [-1.90, 3.05] Ackgrean [-83.75,5.30]
Altair       [-2.00, 0.65] Arcturus  [-1.50,-0.50] Arquho [73.25,32.70]
Altair       [-2.00, 0.65] CD-46O11540   [-1.20,-1.30] Ackena [-77.30,-31.35]
Altair       [-2.00, 0.65] Cygni, 61  [-0.90, 1.20] Tiioess  [35.25,-72.35]
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Altair       [-2.00, 0.65] Delta Pavonis [-0.90,-1.70] Iozeti [-75.50,-35.15]
Altair       [-2.00, 0.65] Epsilon Indi  [-0.50,-0.65] Daayho [52.40,61.65]
Altair       [-2.00, 0.65] Eta Cassiopeia[ 0.00, 2.50] Miarfa [54.75,-58.30]
Altair       [-2.00, 0.65] Lalande 25372 [-0.45,-0.25] Aydami [39.60,70.95]
Altair       [-2.00, 0.65] Liabeze    [ 1.60,-4.20] Ceandphi [-65.90,-50.60]
Altair       [-2.00, 0.65] Luyten 97-12  [ 0.90,-1.95] Soedar [-55.00,-61.65]
Altair       [-2.00, 0.65] Ophiuchi, 36  [-1.80,-1.15] Greliave [-83.25,-9.30]
Altair       [-2.00, 0.65] Ophiuchi, 70  [-2.05, 0.00] Beurcan  [79.65,-5.30]
Altair       [-2.00, 0.65] Otiqu     [-1.50, 3.95] Quceve [79.20,-9.80]
Altair       [-2.00, 0.65] Ross 154   [-1.10,-0.30] Hoenve [-61.00,-55.85]
Altair       [-2.00, 0.65] Sol       [ 0.00, 0.20] Fasove [-18.70,-79.40]
Altair       [-2.00, 0.65] Tau Ceti   [ 0.30, 0.40] Phiwaze  [-9.80,-80.70]
Altair       [-2.00, 0.65] Tiancan    [ 4.35,-5.15] Anququ [-53.75,-62.70]
Altair       [-2.00, 0.65] Vega      [-2.60, 1.80] Soanden  [70.20,39.05]
Altair       [-2.00, 0.65] Wolf 630   [-2.20,-0.75] Grecaneth [78.70,-11.95]
Anacka       [ 3.75,-3.70] Tau Ceti   [ 0.30, 0.40] Faqua  [64.55,51.10]
Anacketh     [ 0.05,-5.00] Tau Ceti   [ 0.30, 0.40] Besoso [-81.45,1.85]
Andcefa      [ 1.55,-3.15] Sol       [ 0.00, 0.20] Zephila  [74.80,33.30]
Andcefa      [ 1.55,-3.15] Tau Ceti   [ 0.30, 0.40] Cemiho [77.90,25.95]
Andinol      [ 2.90,-6.50] Tau Ceti   [ 0.30, 0.40] Cemiho [77.90,25.95]
Anlaol       [ 1.40,-6.00] Eta Cassiopeia[ 0.00, 2.50] Greence  [-80.10,-15.05]
Anlaol       [ 1.40,-6.00] Ross 128   [ 0.30,-0.40] Exedze [81.05,12.85]
Anlaol       [ 1.40,-6.00] Sol       [ 0.00, 0.20] Ceioho [80.45,15.20]
Anlaol       [ 1.40,-6.00] Tau Ceti   [ 0.30, 0.40] Weethwa  [81.45,10.80]
Anphiex      [ 1.60,-1.65] Sol       [ 0.00, 0.20] Waayan [62.65,52.65]
Arcturus     [-1.50,-0.50] Barnard    [-0.75, 0.10] Ethaso [50.15,-63.85]
Arcturus     [-1.50,-0.50] BD 946    [-0.70, 1.65] Zeexce [-77.75,29.20]
Arcturus     [-1.50,-0.50] Delta Pavonis [-0.90,-1.70] Anbeda [72.60,34.40]
Arcturus     [-1.50,-0.50] Epsilon Indi  [-0.50,-0.65] Tiesswa  [-13.15,-81.53]
Arcturus     [-1.50,-0.50] Ophiuchi, 70  [-2.05, 0.00] Esseuve  [-56.65,-60.85]
Arcturus     [-1.50,-0.50] Sol       [ 0.00, 0.20] Zecanmi  [33.60,-74.40]
Arcturus     [-1.50,-0.50] Tau Ceti   [ 0.30, 0.40] Anayce [-37.60,72.85]
Arcturus     [-1.50,-0.50] Vega      [-2.60, 1.80] Faenex [-75.70,-34.70]
Arcturus     [-1.50,-0.50] Wolf 630   [-2.20,-0.75] Tiexex [-29.40,76.45]
Ayarlia      [ 3.15, 0.65] Sol       [ 0.00, 0.20] Tiayho [12.50,-80.70]
Ayarlia      [ 3.15, 0.65] Sophilia   [ 3.20,-1.35] Grewalia [-78.60,-2.65]
Ayfati       [ 1.35,-5.30] Tau Ceti   [ 0.30, 0.40] Exedze [81.05,12.85]
Aymiay       [ 0.90, 4.25] Eta Cassiopeia[ 0.00, 2.50] Ayaen  [73.20,-34.00]
Aymifa       [ 1.55,-5.20] Sol       [ 0.00, 0.20] Uracka [79.25,19.80]
Aymifa       [ 1.55,-5.20] Tau Ceti   [ 0.30, 0.40] Essandeth[-78.85,-20.00]
Aymigre      [ 2.10,-2.85] Tau Ceti   [ 0.30, 0.40] Ackackar [72.60,38.50]
Ayurso       [ 3.80,-0.50] Tau Ceti   [ 0.30, 0.40] Waackio [23.80,78.75]
Barnard      [-0.75, 0.10] Eta Cassiopeia[ 0.00, 2.50] Aylaeth  [77.85,-22.75]
Barnard      [-0.75, 0.10] Fomalhaut   [-1.15,-0.10] Arethwa  [35.15,-73.40]
Barnard      [-0.75, 0.10] Ross 154   [-1.10,-0.30] Ethiool  [-62.40,53.95]
Barnard      [-0.75, 0.10] Sol       [ 0.00, 0.20] Hoessho  [11.05,-80.85]
Barnard      [-0.75, 0.10] Tau Ceti   [ 0.30, 0.40] Ackphied [21.60,-78.70]
Barnard      [-0.75, 0.10] Wolf 359   [ 0.40,-0.15] Liagrelia[-17.80,-79.90]
Bedaho       [-4.20,-1.50] Sol       [ 0.00, 0.20] Edphibe  [-33.20,75.00]
Bedaho       [-4.20,-1.50] Wolf 630   [-2.20,-0.75] Beessbe [-31.65,75.40]
Behoqu       [ 2.10,-4.40] Eta Cassiopeia[ 0.00, 2.50] Tiliada [79.65,22.20]
Behoqu       [ 2.10,-4.40] Sol       [ 0.00, 0.20] Laandlia [75.40,31.80]
Behoqu       [ 2.10,-4.40] Tau Ceti   [ 0.30, 0.40] Veingre  [-75.10,-31.30]
Beta Hydri   [-0.10,-1.80] Luyten 674-15 [ 2.10,-1.00] Ackdawa  [-27.20,75.30]
Beta Hydri   [-0.10,-1.80] Tau Ceti   [ 0.30, 0.40] Phigreay [80.60,-15.05]
Beta Hydri   [-0.10,-1.80] Wolf 630   [-2.20,-0.75] Sophimi [35.45,72.15]
Beta Lyrae   [-146.20,85.20] Sol    [ 0.00, 0.20] Vewaay [-143.40,-78.40]
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Betelgeuse    [58.85,13.75] Sol        [ 0.00, 0.20] Aredcan  [12.10,81.15]
Beuress       [-0.35,-5.40] Tau Ceti   [ 0.30, 0.40] Hoinqu [81.10,-12.10]
Beurqu        [ 2.90,-5.00] Tau Ceti   [ 0.30, 0.40] Phiveay [75.40,32.70]
Bewaack       [-0.50,-5.15] Tau Ceti   [ 0.30, 0.40] Liaethlia[-80.95,8.90]
CD-37o15492   [-0.30,-0.20] Lalande 21185 [ 0.35, 0.30] Labeex [50.15,-64.65]
CD-37o15492   [-0.30,-0.20] Ross 128   [ 0.30,-0.40] Greurmi  [-25.10,-78.10]
CD-37o15492   [-0.30,-0.20] Sol        [ 0.00, 0.20] Zeurce [65.40,-49.15]
CD-46o11540   [-1.20,-1.30] Sol        [ 0.00, 0.20] Sodabe [63.15,-51.75]
Canayce       [ 2.30,-6.30] Sol        [ 0.00, 0.20] Ququfa [78.50,23.85]
Canayce       [ 2.30,-6.30] Tau Ceti   [ 0.30, 0.40] Edacka [-77.00,-26.25]
Candaess      [ 2.05,-4.25] Eta Cassiopeia[ 0.00, 2.50] Tiliada  [79.65,22.20]
Candaess      [ 2.05,-4.25] Liabeze    [ 1.60,-4.20] Hoyaze [10.25,77.20]
Candaess      [ 2.05,-4.25] Sol        [ 0.00, 0.20] Laandlia [75.40,31.80]
Candaess      [ 2.05,-4.25] Tau Ceti   [ 0.30, 0.40] Beackwe  [-75.20,-31.15]
Candaess      [ 2.05,-4.25] Tau Ceti   [ 0.30, 0.40] Veingre  [-75.10,-31.30]
Caninve       [ 2.50,-2.30] Tau Ceti   [ 0.30, 0.40] Grewaho  [-61.80,-52.70]
Ceessze       [ 3.30,-3.65] Tau Ceti   [ 0.30, 0.40] Hoessar  [-63.95,-50.15]
Cemiess       [-1.50,-2.50] Phekda     [ 1.50, 5.00] Exdain [-75.80,31.70]
Cemiess       [-1.50,-2.50] Sol        [ 0.00, 0.20] Uressmi  [70.10,-41.90]
Cetilia       [ 4.15,-4.90] Sol        [ 0.00, 0.20] Dalaqu [65.35,49.20]
Cetilia       [ 4.15,-4.90] Tau Ceti   [ 0.30, 0.40] Tizeay [68.20,45.85]
Cygni, 61     [-0.90, 1.20] Epsilon Indi  [-0.50,-0.65] Zecephi [79.15,17.50]
Cygni, 61     [-0.90, 1.20] Ross 154   [-1.10,-0.30] Andolda  [-82.10,10.75]
Cygni, 61     [-0.90, 1.20] Sol        [ 0.00, 0.20] Laackho  [-61.20,-54.05]
Cygni, 61     [-0.90, 1.20] Tau Ceti   [ 0.30, 0.40] Philaso  [45.30,68.65]
Daceess       [ 2.15,-4.55] Sol        [ 0.00, 0.20] Laandlia [75.40,31.80]
Daceess       [ 2.15,-4.55] Tau Ceti   [ 0.30, 0.40] Essessze [77.90,26.10]
Dainay        [ 1.60, 2.95] Exhoed     [ 1.95, 4.00] Inayphi  [-75.90,29.30]
Dainay        [ 1.60, 2.95] Phekda     [ 1.50, 5.00] Veethphi [-80.35,0.25]
Dainay        [ 1.60, 2.95] Ross 986   [ 1.85, 1.35] Olcanen  [81.50,14.70]
Dainay        [ 1.60, 2.95] Sol        [ 0.00, 0.20] Edzemi [71.40,-39.85]
Dainfa        [ 3.15,-6.45] Tau Ceti   [ 0.30, 0.40] Inbeex [77.35,27.85]
Delta Pavonis[-0.90,-1.70] Epsilon Indi  [-0.50,-0.65] Andzeand [75.75,-30.45]
Delta Pavonis[-0.90,-1.70] Exioce     [-0.60,-2.90] Bequan [78.70,17.75]
Delta Pavonis[-0.90,-1.70] Luyten 205-128[-1.25,-1.80] Mizece [21.25,-80.30]
Delta Pavonis[-0.90,-1.70] Quexce     [-1.60,-1.80] Bedaqu [-13.40,79.20]
Delta Pavonis[-0.90,-1.70] Ross 128   [ 0.30,-0.40] Haethda  [59.90,-56.60]
Delta Pavonis[-0.90,-1.70] Ross 986   [ 1.85, 1.35] Inphiur  [61.25,-55.00]
Delta Pavonis[-0.90,-1.70] Sol        [ 0.00, 0.20] Tiinay [-75.20,32.45]
Edethex       [ 3.25,-2.95] Sol        [ 0.00, 0.20] Tisophi  [-55.35,-60.10]
Edethex       [ 3.25,-2.95] Tau Ceti   [ 0.30, 0.40] Begreho  [-59.65,-55.30]
Edlave        [ 2.95,-1.95] Sol        [ 0.00, 0.20] Latifa [-46.65,-66.95]
Edlave        [ 2.95,-1.95] Tau Ceti   [ 0.30, 0.40] Laessay [55.85,60.35]
Encea         [-1.90, 2.05] Eta Cassiopeia[ 0.00, 2.50] Inolack  [-20.05,81.90]
Enquze        [ 4.45,-2.80] Tau Ceti   [ 0.30, 0.40] Candalia [102.25,128.05]
Epsilon Eridani[0.90,0.30] Luyten 97-12  [ 0.90,-1.95] Urgrebe  [82.60,-0.60]
Epsilon Eridani[0.90,0.30] Ross 128   [ 0.30,-0.40] Arethur  [62.80,-53.30]
Epsilon Eridani[0.90,0.30] YZ Canis Minoris [2.25,0.05] Olwada  [16.70,80.70]
Epsilon Eridani[0.90,0.30] Zeanlia    [ 1.60, 1.95] Iozebe [76.55,-30.70]
Epsilon Indi [-0.50,-0.65] Quexce     [-1.60,-1.80] Iophice  [-60.25,55.40]
Epsilon Indi [-0.50,-0.65] Sol        [ 0.00, 0.20] Uressmi  [70.10,-41.90]
Eridani, 82  [ 1.10,-0.70] Ross 154   [-1.10,-0.30] Edbeeth  [15.10,79.95]
Eridani, 82  [ 1.10,-0.70] Sirius     [ 1.05,-0.15] Laayqu [82.40,6.85]
Essaa        [ 0.95,-4.90] Tau Ceti   [ 0.30, 0.40] Ayliaur  [81.80,7.35]
Essliagre     [ 2.40,-3.75] Sol        [ 0.00, 0.20] Greolar  [70.95,40.80]
Essliagre     [ 2.40,-3.75] Tau Ceti   [ 0.30, 0.40] Canvefa  [-71.30,-39.10]
Eta Cassiopeia[0.00, 2.50] Fomalhaut    [-1.15,-0.10] Enaed  [74.40,-31.65]
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Eta Cassiopeia[0.00, 2.50] Ioioqu   [ 3.85,-4.60] Ethcanphi[-70.00,-39.65]
Eta Cassiopeia[0.00, 2.50] Lalande 25372 [-0.45,-0.25] Cearce [80.40,-11.95]
Eta Cassiopeia[0.00, 2.50] Liabeze   [ 1.60,-4.20] Essandeth[-78.85,-20.00]
Eta Cassiopeia[0.00, 2.50] Liaququ   [ 2.35,-2.40] Arayess  [74.80,35.40]
Eta Cassiopeia[0.00, 2.50] Miolze [ 2.20,-2.65] Aressfa  [-74.10,-32.20]
Eta Cassiopeia[0.00, 2.50] Oltiqu   [-1.50, 3.95] Inenda [56.10,62.00]
Eta Cassiopeia[0.00, 2.50] Ross 986  [ 1.85, 1.35] Liafaze  [-42.10,-67.75]
Eta Cassiopeia[0.00, 2.50] Sol       [ 0.00, 0.20] Faenol [-81.85,0.85]
Eta Cassiopeia[0.00, 2.50] Tau Ceti  [ 0.30, 0.40] Exedze [81.05,12.85]
Ethgrece       [ 1.95,-4.75] Tau Ceti  [ 0.30, 0.40] Hoceed [78.90,22.80]
Exbephi        [-1224.85,-852.90] Tau Ceti [ 0.30, 0.40] Aeda   [-801.40,-154.55]
Exbeur         [-3.40, 3.85] Vega      [-2.60, 1.80] Beinfa [-79.20,-26.75]
Exiool         [ 1.95,-3.75] Sol       [ 0.00, 0.20] Micanack [74.35,34.25]
Exiool         [ 1.95,-3.75] Tau Ceti  [ 0.30, 0.40] Arvephi  [-74.80,-32.05]
Exiool         [ 1.95,-3.75] Vega      [-2.60, 1.80] Laphiess [62.40,51.35]
Facece         [ 0.30,-4.05] Sohoa     [ 0.30,-3.65] Andliafa [82.05,-3.60]
Facece         [ 0.30,-4.05] Sol       [ 0.00, 0.20] Phiedur  [82.30,3.75]
Facece         [ 0.30,-4.05] Tau Ceti  [ 0.30, 0.40] Laarar [-81.35,-1.80]
Facece         [ 0.30,-4.05] Vequess   [-0.40,-4.15] Lafacan  [-11.80,76.85]
Famiso         [ 3.35,-4.25] Tau Ceti  [ 0.30, 0.40] Entiar [70.05,43.20]
Faphiwe        [ 2.50,-4.30] Tau Ceti  [ 0.30, 0.40] Phiveay  [75.40,32.70]
Fawaol         [ 2.45,-2.65] Sol       [ 0.00, 0.20] Betila [63.25,52.05]
Fawaol         [ 2.45,-2.65] Tau Ceti  [ 0.30, 0.40] Vequcan  [-65.65,-48.00]
Fomalhaut      [-1.15,-0.10] Luyten 205-128[-1.25,-1.80] Lasocan  [-82.80,3.80]
Fomalhaut      [-1.15,-0.10] Ross 154  [-1.10,-0.30] Lacanfa [78.20,19.80]
Fomalhaut      [-1.15,-0.10] Sol       [ 0.00, 0.20] Ensoda [-21.25,79.20]
Greayqu        [ 3.15,-2.35] Tau Ceti  [ 0.30, 0.40] Enqugre  [-54.85,-59.90]
Gretiay        [ 3.15, 1.70] Tau Ceti  [ 0.30, 0.40] Aexar  [-32.55,75.65]
Hobegre        [ 2.45,-5.55] Tau Ceti  [ 0.30, 0.40] Qulaur [78.15,25.35]
Hocancan       [ 1.50,-3.00] Intiol    [ 1.90,-4.00] Zedaar [-74.20,-33.8]
Hocancan       [ 1.50,-3.00] Sol       [ 0.00, 0.20] Zephila [74.80,33.30]
Hocancan       [ 1.50,-3.00] Tau Ceti  [ 0.30, 0.40] Cemiho [77.90,25.95]
Hoethcan       [ 3.50,-4.90] Sol       [ 0.00, 0.20] Zelati [68.95,44.10]
Hoethcan       [ 3.50,-4.90] Tau Ceti  [ 0.30, 0.40] Hoquso [141.65,82.45]
Inedol         [ 3.20,-4.60] Tau Ceti  [ 0.30, 0.40] Ayquar [72.35,39.20]
Inena     [ 3.40,-6.45] Tau Ceti  [ 0.30, 0.40] Zemive [-72.70,-36.60]
Intiol         [ 1.90,-4.00] LP 658-2  [ 2.35, 0.25] Behoar [83.55,-9.45]
Intiol         [ 1.90,-4.00] Sol       [ 0.00, 0.20] Laandlia [75.40,31.80]
Intiol         [ 1.90,-4.00] Tau Ceti  [ 0.30, 0.40] Essessze [77.90,26.10]
Ioarqu         [ 1.90,-2.80] Tau Ceti  [ 0.30, 0.40] Arcear [-71.85,-38.15]
Ioioqu         [ 3.85,-4.60] Sol       [ 0.00, 0.20] Arioand  [-62.30,-52.85]
Ioliaa         [ 1.55,-6.20] Tau Ceti  [ 0.30, 0.40] Exedze [81.05,12.85]
Ioququ         [ 2.80,-3.60] Tau Ceti  [ 0.30, 0.40] Zeayur [70.80,41.70]
Iozegre        [ 3.15,-2.30] Tau Ceti  [ 0.30, 0.40] Phiedda  [-54.35,-60.35]
LP 658-2       [ 2.35, 0.25] Sol       [ 0.00, 0.20] Edbear [3.15,-81.60]
Lacancan       [ 3.40,-6.05] Tau Ceti  [ 0.30, 0.40] Phiveay  [75.40,32.70]
Laedgre        [ 2.00,-2.10] Tau Ceti  [ 0.30, 0.40] Canveol  [68.90,44.90]
Laesscan       [ 3.85,-2.60] Tau Ceti  [ 0.30, 0.40] Anessur[-103.30,-125.95]
Laiogre        [ 4.35,-4.30] Tau Ceti  [ 0.30, 0.40] Begreho  [-59.65,-55.30]
Lalande 21185[ 0.35, 0.30] Ross 128   [ 0.30,-0.40] Miurar [81.95,-5.15]
Lalande 21185[ 0.35, 0.30] Tau Ceti   [ 0.30, 0.40] Auray  [73.20,37.40]
Lalande 25372[-0.45,-0.25] Tau Ceti   [ 0.30, 0.40] Falaa  [-53.60,61.90]
Liabeze        [ 1.60,-4.20] Sol       [ 0.00, 0.20] Ededeth  [77.60,25.90]
Liabeze        [ 1.60,-4.20] Tau Ceti  [ 0.30, 0.40] Ioioack  [-77.80,-23.90]
Liaququ        [ 2.35,-2.40] Sol       [ 0.00, 0.20] Phiayand [-59.40,-55.90]
Liaququ        [ 2.35,-2.40] Tau Ceti  [ 0.30, 0.40] Olveve [-65.10,-48.75]
Luyten 97-12 [ 0.90,-1.95] Ross 128   [ 0.30,-0.40] Laceti [76.90,28.10]
```

```
Luyten 97-12 [ 0.90,-1.95] Sol      [ 0.00, 0.20] Beanfa [-74.70,-32.90]
Luyten 97-12 [ 0.90,-1.95] Tau Ceti [ 0.30, 0.40] Argreed [-78.65,-20.80]
Luyten 674-15[ 2.10,-1.00] Maanens, van [-0.05, 1.10] Miolfa [-56.20,-58.40]
Luyten 674-15[ 2.10,-1.00] Sol      [ 0.00, 0.20] Edexed [-39.60,-71.35]
Luyten 674-15[ 2.10,-1.00] Sophilia [ 3.20,-1.35] Enhove [-21.35,-79.35]
Luyten 674-15[ 2.10,-1.00] YZ Canis Minoris[2.25,0.05] Ceioeth  [83.25,-12.10]
Miandze      [ 2.60,-5.35] Sol      [ 0.00, 0.20] Ioayess  [-72.75,-37.05]
Miandze      [ 2.60,-5.35] Tau Ceti [ 0.30, 0.40] Inbeex [77.35,27.85]
Micanex      [ 2.75,-4.30] Sol      [ 0.00, 0.20] Zequess  [71.05,40.70]
Miolgre      [ 2.10,-4.65] Tau Ceti [ 0.30, 0.40] Qulaur [78.15,25.35]
Miolze       [ 2.20,-2.65] Tau Ceti [ 0.30, 0.40] Arlada [70.50,42.45]
Olaygre      [ 3.95,-3.50] Tau Ceti [ 0.30, 0.40] Inquol [62.15,53.95]
Ollaex       [ 1.95,-2.95] Tau Ceti [ 0.30, 0.40] Urayda [74.60,34.50]
Ophiuchi, 36 [-1.80,-1.15] Sol      [ 0.00, 0.20] Enbeay [-50.15,64.85]
Phekda       [ 1.50, 5.00] Sol      [ 0.00, 0.20] Esszeand [78.70,-22.10]
Phiagre      [ 0.85,-2.65] Tau Ceti [ 0.30, 0.40] Tisoess  [-79.95,-15.35]
Ross 128     [ 0.30,-0.40] Omicron Eridani[1.50, 0.45] Mienio [47.95,-66.90]
Ross 128     [ 0.30,-0.40] Sol      [ 0.00, 0.20] Hoarti [73.40,36.45]
Ross 128     [ 0.30,-0.40] Tau Ceti [ 0.30, 0.40] Eddafa [82.20,-0.25]
Ross 154     [-1.10,-0.30] Sol      [ 0.00, 0.20] Zecanmi  [33.60,-74.40]
Ross 154     [-1.10,-0.30] Tau Ceti [ 0.30, 0.40] Anayce [-37.60,72.85]
Ross 986     [ 1.85, 1.35] Sol      [ 0.00, 0.20] Waave  [43.75,-68.90]
Ross 986     [ 1.85, 1.35] Tau Ceti [ 0.30, 0.40] Hoolti [-41.80,70.50]
Sirius       [ 1.05,-0.15] Sol      [ 0.00, 0.20] Cecanlia [-25.00,-77.75]
Sodaack      [ 1.30,-5.60] Tau Ceti [ 0.30, 0.40] Waethwa  [81.45,10.80]
Sohoa     [ 0.30,-3.65] Sol      [ 0.00, 0.20] Exedce [81.70,4.50]
Sohoa     [ 0.30,-3.65] Tau Ceti [ 0.30, 0.40] Hovea  [82.00,-1.65]
Sohoa     [ 0.30,-3.65] Vequess  [-0.40,-4.15] Liaandex [46.85,-70.85]
Sol     [ 0.00, 0.20] Sophilia [ 3.20,-1.35] Ceessess [-33.90,-74.25]
Sol     [ 0.00, 0.20] Tau Ceti [ 0.30, 0.40] Edbeur [-68.05,45.40]
Sol     [ 0.00, 0.20] Tivecan  [ 2.30,-3.45] Canedand [-67.85,-45.55]
Sol     [ 0.00, 0.20] Vequess  [-0.40,-4.15] Iocanwa  [81.15,-9.75]
Sol     [ 0.00, 0.20] Waolex [ 3.60,-4.35] Arioay [65.95,48.45]
Sol     [ 0.00, 0.20] Wolf 630 [-2.20,-0.75] Zeliaur [31.25,-75.35]
Sol     [ 0.00, 0.20] Zeancan  [ 1.55,-2.00] Bemiio [-66.35,-47.60]
Tau Ceti    [ 0.30, 0.40] Tiacan  [ 2.85,-3.50] Ackgreho [-66.85,-46.30]
Tau Ceti    [ 0.30, 0.40] Tiancan  [ 4.35,-5.15] Ollaan [68.40,45.75]
Tau Ceti    [ 0.30, 0.40] Tiessgre [ 2.70,-3.45] Zeayur [70.80,41.75]
Tau Ceti    [ 0.30, 0.40] Tivecan  [ 2.30,-3.45] Anmiay [73.80,36.15]
Tau Ceti    [ 0.30, 0.40] Urlaay  [ 3.15,-2.35] Enqugre  [-54.85,-59.90]
Tau Ceti    [ 0.30, 0.40] Urquay  [ 4.30,-5.10] Zesoand  [-63.75,-50.40]
Tau Ceti    [ 0.30, 0.40] Veareth  [ 0.00,-4.65] Arquho [81.70,-6.70]
Tau Ceti    [ 0.30, 0.40] Vecanlia [ 0.00,-5.00] Arquho [81.70,-6.70]
Tau Ceti    [ 0.30, 0.40] Vequess  [-0.40,-4.15] Laceti [80.65,-14.45]
Tau Ceti    [ 0.30, 0.40] Waarze  [ 3.85,-4.35] Enengre  [-63.65,-50.70]
Tau Ceti    [ 0.30, 0.40] Waayol  [ 3.95,-5.15] Arlada [70.50,42.45]
Tau Ceti    [ 0.30, 0.40] Waceol  [ 2.75,-3.55] Canquar  [70.85,41.65]
Tau Ceti    [ 0.30, 0.40] Waessol  [ 1.70,-3.35] Zeceeth  [77.65,27.20]
Tau Ceti    [ 0.30, 0.40] Wainze  [ 3.45,-1.70] Hoexho [47.40,67.30]
Tau Ceti    [ 0.30, 0.40] Zeaex  [ 3.35,-1.70] Quayho [48.05,66.70]
Tau Ceti    [ 0.30, 0.40] Zeessze  [-0.30, 2.75] Phitiay [-79.20,-18.65]
Tau Ceti    [ 0.30, 0.40] Zeessze  [ 0.75,-5.70] Veexio [-162.35,-14.60]
```

1.139   fruit salad

Enter "FRUIT" for your name on the high score table. A screen should
appear to let you telling you the cheat is activated. This will give you
50 lives and let you advance levels by pushing <LEFT MOUSE>.

1.140   full contact

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

1.141   fusion

Enter your name as "SWAMP THING" on the high score table. Then, while
playing:
  <T> cycles through extra weapons
  <B> activates large bullets
  <S> gives you shields
  <E> brings up a cheat mode where levels may be selected by
      pressing the <+> or <-> keys on the numeric keypad.

Move the joystick diagonal up/left, press <FIRE>, then press <E>. You now
enter the game editor. Pressing <ESC> returns you to the level selector
mode (pressing <SPACE> from the level selection mode returns you to
the game). While in the game editor, press these keys:
  <P> alter the game's palette (use <1>-<6> from keypad)
  <X> modify the exits (use <-> and <+> on keypad to select exit
      number, then press <S>, then use <+> and <-> again to set the
      exit level. Use cursor to set position)
  <W> weapons distribution, works like the exits distribution mode.

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

1.142   future wars

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

1.143   fuzzball

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

1.144   gadgets - lost in time

```
Level Codes:
  Ancient Egypt       2HHHJ37F2
  Greece Golden Age   37775D26
  The Viking Invasion   4HHHGC2BGF
  Medieval England    555513GJF
  Feudal Japan        6444726JG1
  The Industrial Revelution 7FFFCGHJ4
  The Roaring Twenties    8666351F7
  Moon Mission 1972   9555F9C1
  The Green Zone       B777J2JBG5
  Home Again          C555HG491
```


1.145   galactoid

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

1.146   galaga '92

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

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


1.147   galaga '94

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

1.148   galaxy '93

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

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

1.149   galaxy force 2

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

1.150   game over 2

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

1.151   gamma zone

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

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

Level Codes:

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

1.152   ganymed

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

1.153   garfield

Complete Solution:

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

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

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

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

1.154   gauntlet

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

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

1.155   gauntlet ii

While you are adventuring, find a treasure chest and make sure you have a
key. Hold down <INSERT> while you open the chest. Release <INSERT> and hold
the joystick down. Now pressing <HELP> will give you 5000 health points.
Or do this:
When you open a treasure chest, hold down <HELP>, then when you open a
second chest, hold down <INSERT> - a golden cross will appear. Collect this
and you'll find your health points mysteriously rises to 50,000, you'll
also have 32,000 super shots for the remainder of that level. The shots
will vanish once you leave the level, and if you pick up an amulet, the
counter will be reset to 10 shots

To avoid tricky levels, pause the game and wait for three minutes.

Press <FIRE> and all the walls turn to exits. This happens anyway, but
if you pause the game, you don't lose energy and won't get attacked while
waiting.
To get into the secret room, clear the dungeon completely, picking up the
super shots last, then go to the exit without pressing <FIRE>.

1.156 gazza 2

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

1.157 gem-x

Level codes:

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

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

1.158 gemini wing

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

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

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

1.159 genghis khan

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

his next turn.

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

1.160   ghost battle

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

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

1.161   ghostbusters 2

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

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

1.162   ghosts 'n' goblins

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

1.163   ghouls 'n' ghosts

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

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

1.164   giganoid

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

1.165   global gladiators

To complete the level you are currently on and go to the bonus game
enter the following sequence with the joystick.
U,L,D,R,U,L,F,D,R,F,F,D,R,U,L,F, and F.
Now press <P> to complete the level.

1.166   globdule

During play hold down <CTRL>, <LEFT SHIFT>, <LEFT ALT>, and <RIGHT ALT>.
Now use the following keys:

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

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

Level Codes:

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

1.167   globulous

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

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

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

Here are a few codes you might like to try:

Level 06 - IVEs8AZ?
Level 11 - dynle1cJ
Cheat - Zvmo!EG

1.168 gloom

On disk 2 of Gloom in the dir 'misc' there is a file named 'script'.
Use a XPK decruncher or Crunchmania to decompress this file. Now load the
file into a text editor and you will be able to edit the script to start at
any level. Now save the script and recrunch it with Crunchmania or a XPK
packer that supports Crunchmania. I used XFDcruncher/decruncher, which is
available on Aminet.

1.169 goal

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

1.170 gobliiins

Level Codes:

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

1.171 The Godfather

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

1.172   gods

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

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

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

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

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

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

1.173   gold rush

Complete Solution:

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

Go to the bank and withdraw your money - The account number is written on
 the bank statement
Leave the bank
Go to the stagecoach ticket office
Buy a ticket
This will take you there BY WAGON!!!
Go to the graveyard
Proceed to the second grave and look at your parents graves
Drop the flowers there
Go to your bosses office
Go upstairs and look at the clippings
Go down stairs and quit your job
Go to the livery shop and talk to the man in there.
Watch Out for the horse!
Show that man your ticket and get on the wagon
Now you are going to Cali!!!
The stage coach will take you to a ferry
The ferry will take you to New York
From here you will go to Mississippi Valley
Here you go and talk to a group of men
One of these men he will ask for money - Give him all of your money
He will send you to get good animals to pull the wagons
Go right and talk to a man who is sitting by a tree reading a book
He will give you the book - It's a Bible
Go left down
Talk to the man there and ask to buy mature oxen
Go back to your camp and talk to captain again
He will give you another assignment
It's a but tricky to find out when to take off or leave
Go right
Go up and look at the grass
It will give you a report on how the season grass is looking
Once it says it is drying out, go
Talk to your captain and you will leave from there

On your way to California you will travel for a while through a few states
 - It will give you general info about them
Once you get somewhere near California you will be stopped at a hill
You will be shown outside your wagon
Quickly tie the chains
Untie the oxen
They will go down the hill then return back up
You are now on your way again and wont be stopped until you hit a desert
Look in barrel and drink the water
Look inside the wagon and eat the meat
Be sure to go right from here and catch your men
You will soon be at Fort Sutter
Once you reach Fort Sutter you must eneter it, not the Mule Corral
Once in here you must find the supply shop
You must buy a shovel - now you will be able to dig for the gold
Don't leave sutters for yet!
First go to the blacksmith's shop and talk to him
He will ask you a few quetions
 The Answers are:
 Yes
 Yes
 Last name: Wilson

```
 First name: Jerrod
 Brothers name: Jake
```

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

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

The End!!!
```

1.174 golden axe

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

1.175 goldrunner

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

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

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

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

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

1.176 goldrunner ii

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

1.177 grand monster slam

On the main option screen, type "Losers.help!" to activate the cheat. The
screen will flash and the message 'YOU CANNOT LOSE!' will appear in the
upper left corner. Now even if you do lose you win! That's <SHIFT> + <L> at
the beginning and <SHIFT> + <1> at the end and the <.> is on the main
keyboard.

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

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

NOTE: Only one can be active at a time.

1.178 gravity force

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

Level Codes:
   5 AGNUS 10 PARSEC
  15 CRYSTAL 20 REACTOR
  25 VISION 30 ORBIT
  35 PALACE 40 ALIEN
  45 FALCON

1.179 gravity force ii

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

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

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

1.180   The Great Giana Sisters

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

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

1.181   gremlins 1 and 2

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

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

1.182   gunboat

Enter "TJL" for your codename.

1.183   guy spy

On the options screen, type "GETVONMAXGUY" and press <F1>. The
game will start. Now press <F1> to advance through the game.

On the options screen, type "ROVENA" and select done. The game will
start to load, then give you a level select screen.

1.184   hacker

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

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

NOTE: They might have to be lower case like HACKER II.

1.185   hacker 2

Type any of the following at logon:
"COVER"   jumps to the win page,
"TITLE"   displays the title page,
"DEMO PAM" speeds up game play & jumps through check procedures for
    cheating.

1.186   hades nebula

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

1.187   hagar the horrible

Level Codes:

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

(Remember Y-Z exchange in some countries)

1.188   hammerfist

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

1.189   hard drivin' 1 and 2

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

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

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

1.190   hardball - accolade

Various hints:
  * Allstars are better than champs,
  * Only steal if you actually hit the ball,
  * Try to get a lot of runs early, as the computer team improves
    towards the end,
  * Bunting rarely works,
  * Halfway through the match, swap Laws for Wells and Wratten for Harris.

* The best pitchers are Oliver, Perez, Leary, Cook. The others
  will only be successful for a short while,
* Never pitch fastballs to the center as they will usually result
  in home runs,
* Change pitchers after a few innings, because as they get tired,
  their accuracy and speed get worse.

1.191   hare raising havoc - disney software

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

1.192   harlequin

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

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

1.193   hate

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

1.194   hawkeye

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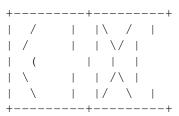forth between the stages.

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

1.195   heimdall

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

1.196   heimdall 2

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

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

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

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

1.197   hell raisers

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

1.198   helter skelter

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

Level Codes:
   11 SPIN
   21 FLIP
   31 BALL
   41 GOAL
   51 LEFT
   61 TWIN
   71 PLAY

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

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

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

1.199   hero's quest

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

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

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

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

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

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

*** Making Money

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

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

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

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

*** Sleep Safe

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

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

*** Thief's Guild

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

*** Help With The Quests

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

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

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

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

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

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

Wait - the Brigands will now retrace their steps, and when the first of
them comes to the left-hand end of the table type CLIMB ON TABLE USE
ROPE. After the action, don't hang about!
Open the door at the back of the room and go out. This will take you to
a very strange room (ME's room) which you will eventually have to leave
via the left-hand door on the end wall

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

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

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

1.200   heroes of the lance - ssi

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

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

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

KILLING BOZAKS: TWO METHODS:

(1) Get raistlin to use a web, sleep or charm spell to stun it,
    then send a warrior to clobber it to death

(2) Select Flint, who is a dwarf; 9 out of 10 times, the bozak's
    shots will go over his head; get close to enter melee combat,
    and use low thrusts to kill it.

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

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

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

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

1.201   hillsfar

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

1.202   hired guns

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

    "AMIGA"   infinite energy and ammo
    "APPLEGATE" open all doors
    "CHRISTINA" choose any mission and character

1.203   historyline 1914-1918

Level Codes:

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

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

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

1.204   hitch-hikers guide to the galaxy

```
Here is the complete solution:

*** Arthurs House

Get Up
Turn on Light
Take gown
Put gown on
Open pocket
Eat
Take All
South
Take Mail
South
Lie in Mud
Wait, Wait, Wait, Wait, Wait, Wait, South, West
Buy Sandwich
Wait, Drink, Drink, Drink, East
Give Sandwich to Dog
North, Wait, Wait
Take Device
Press Green Button

*** Vogon Ship

Look, Look, Look, Look
Smell
Look at Shadow
Eat Peanuts
Take off Gown
Hang Gown on Hook
Take Towel
Put Towel on Drain
Take Satchel
Put Satchel in Front of Panel
Put Mail on Satchel
Press Dispenser Button
Press Switch - Remember which word to get!!!
Take all
Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait, Wait
Enjoy Poetry
Wait - Get the word that you need!!!
Wait, Wait, Wait, Wait
-Now type in the word that you had to look out for before - the command
 is "Type Word" where "Word" is the word you had to get from the poem)
Put on Gown
Take Plotter
Wait, Wait, Wait, Wait, Wait, Wait

*** The Heart Of Gold

Look, Look, Look, Look, Listen
South
Wait
```

```
Take Pincer
Down, West
Open Nutrimat
Drop Pincer, Plotter, Toothbrush and Screwdriver
Press Pad
East, South, South, South, South, South, South, Look, Look
Take Rasp and Pliers
North, North, West
Drop Rasp and Pliers
East, South, South
Take
North, North, West
Drop Drive
Take Board
Insert Small Plug into Small Receptacle
Put Dangling bit into Cup
Press Generator Switch
```

*** Lair of the Bugblatter Beast

```
Look, Look, Look, Look, Smell
Look at Shadow
Say "Arthur"
East
Put Towel on Head
Take Sharp Stone
Carve "Arthur" in memorial
Remove towel
West
South-West
Get
Wait, Wait, Wait, Wait, Wait, Wait
South, South, West
Open Panel
Insert interface in panel
Press Pad
Wait, Wait, Wait, Wait, Wait, Wait
Drop all
Take Drive, Plotter, Towel and Cup
East, Up
Insert large plug in large recepticle
Start Drive
Start Drive
```

From hear you hit the next four randomly. Save your game as you die here
also randomly. As you finish each Part You start the next in the hold of
he Heart of Gold

*** Boat

```
Wait until you can see and type "See"
See Light
Get Toolbox
Stand
Look Under Seat
Get Fluff and Key
Steer towards Cliff
```

Wait until you are on land
North
Wait until Trillian comes
Tell guards "drop rifles"
Shoot rifles
East

*** The Party

Wait till you can feel, and type "Feel"
Drink Liquid
Drop plate
Look at Arthur
Open Bag
Get fluff
Put fluff in Bag
Get Plate
Look at phil
Wait till Phil takes you outside

*** War Chamber

Wait till you can hear and type "Listen"
South
Get Awl
Examine sun
Examine third planet
Wait until in maze
South - you should be at a particle - if not, move around and find it.
Look at Particle
Get Particle

*** Earth

Wait till you can see and type "See"
See Light
North
Offer towel to Arthur
Go To Prosser
Tell Prosser To Lie Down
South, West
Look at shelf
Buy peanuts
Drink Beer, Drink Beer, Drink Beer
East
Open satchel
Get fluff
North
Give fluff to Arthur
Wait Till Back in Ship]

*** Heart of Gold

- After going to these places you should have four kinds of fluff.
Get to the bridge, then from the Bridge go:
Down, West
Get Tea

```
Get No Tea
East, Up
Unplug Dangly Bit from Substitute
Drop Cup
Insert Dangly Bit in Tea
Drop all but Thing and Babel Fish
Start Drive
```

*** Inside Whale

```
Wait till you can touch and type "Feel" - You only get one chance at it!
Get Flowerpot
Insert Flowerpot in Thing
Wait till back at ship
```

*** Heart of Gold

```
Get all Fluff
Get Thing
- If it hasn't shown up, visit and come back - it reappears by itself
Remove Pot from thing
Plant all Fluff in pot
Wait till something happens in the pot
Then Wait, Wait, Wait, Wait
West
Look at Plant
Get Fruit
Eat Fruit
Get Tool Mentioned
Drop all but Tea, No Tea and Tool
Down, South, West
Show tea
Show No Tea
Drink Tea
West
Ask Marvin to open hatch
East, Down
- Make sure all you are carrying is the Tool needed and The babel Fish
East
Wait for Marvin
Hand him the tool spelled exactly right
West, Down
```

You have finished Hitch-Hikers Guide to the Galaxy!!!

1.205   hoi

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

lives at any time by pressing <F4> during the game.

1.206   hollywood poker pro

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

1.207   hong kong phooey

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

1.208   hook

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

1.209   horror zombies from the crypt

Level Codes:

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

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

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

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

1.210   hostages

1st Stage:
Whenever possible hide behind walls, or in doorways if you are about to be
spotted by a searchlight, as lying down or doing a roll isn't always
effective.

2nd Stage:
When placing your men around the top of the building, put them all on the
same side. The best side is the bottom one. Now press <F1> which will show
you the side where your men are placed. Scan the top windows first for an
empty room. You should see the men dangling from ropes, if not then you
have got the wrong side fool! You should send your first man in on the top
floor. If all the windows have silhouettes, the hostages are the one's with
a slightly fatter silhouette at the window than the terrorist's silhouette.
If you shoot a hostage at the window by mistake, you might as well start
again. Don't forget there are only 3 hostages !!
When your first man has entered a window on the top floor, clean the top
floor of all terrorists (in green, hostages are blue – they also don't move
around much). When you have killed your first terrorist, position your gun
where he once stood, so when you burst in on the next one, you don't have
to mess about positioning your gun, but can shoot him straight away. When
top floor is clear move your man to the top right room, (the one with only
one door) and stand him in that room with his back to the door. That way,
when you have a hostage you can take him to this safe room, and leave him,
as any terrorists can't get in through the door because one of your men is
protecting the door, but you can still get in and out.
Now bring another man in through the top floor, still leaving one man in
the top right room protecting hostages you leave there. Now go forth and
find them hostages! If there is a terrorist with a hostage behind him,
DON'T shoot the terrorist as you will kill the hostage. Instead run
straight into the room and straight at the hostage/terrorist, so you and
them occupy the same space. Don't stop, keep holding forward and you should
be on the other side of the room, as the hostage follows you but the
terrorist doesn't. BUT, doing this you have to be very QUICK! Now take the
hostage to the top floor, the top right room, where your first man is on
guard. Walk into this room and back out again, the hostage will stay there.
Now you are free to go and get another one.
Once all hostages have been successfully rescued, Game over !

1.211   hudson hawk

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

Type "SANITYCLAUSISCOMINGTOTOWN" for infinite lives.

1.212   human race

Level Codes:
01 DARWIN   31 GALLOWS FIELD 61 3 NEGATIVES
02 DOOM   32 PLAGUE PIT   62 GIMME SHELTER
03 SPYDER   33 CANDLESTICKS   63 BLOAT ON
04 480   34 BROWN SUGAR   64 STAGGER HOME
05 BILLS   35 BABBLE   65 I LOVE ME
06 BROKE AGAIN   36 BLATHER   66 WHO DYOU LOVE
07 OUR SHELF   37 TRADER   67 AAAAAARGH
08 NO SUPPORT   38 SCSRY MAN   68 SOS

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09 MR PARROT    39 BOILED EGGS    69 LUCIFERS CHILD
10 7 MILE WALK    40 NEED MORE     70 PYTHON
11 BLIZZARD    41 TURBO NUTTER   71 QUANTUM LEAP
12 MINI EGGS    42 ITD BE OKAY    72 SISTER BLUE
13 KEEF     43 IF THE FIRST   73 ARIES
14 WORLDOFOUROWN   44 LOT HADNT BEEN 74 TUARUS
15 ITS TOSH   45 PUBLISHED     75 FATEANDFORTUNE
16 BESTEST BUDS   46 POUCH     76 DOES IT MATTER
17 OO CHILDREN    47 WHINGEING    77 WHAT WE PUT
18 BLUE STUFF   48 SAD BOYS   78 THIS IS IT
19 LEOPARD    49 CRAMP    79 SEE YA
20 ALAN B STARD    50 GLUM     80 FOREVER
21 DANNEEE     51 HASSLED
22 LOOWEEZ    52 GOLD LABEL
23 KATIEWOOH    53 POULTRY GOOSE
24 RADCLIFFE    54 KATE4LOUIS0
25 IDONTLIKEBRAWN 55 DRAKEER
26 GRILL NGEDS    56 SOURFACE
27 HOW MUCH   57 LURCH
28 THE SLOBS    58 ENDOSCOPY
29 MRS T    59 JUST TAKE 5
30 ALMANBURIE    60 HAVE A BREAK
```

1.213   humans

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Level Codes:
01 DARWIN   31 RAVING BURK    61 DAEMONSLATE
02 ANDIE PANDY    32 YOU GOT IT    62 BIG RAB
03 GET A LIFE   33 SGNIMMEL   63 MIAMI VICE
04 CARLOS   34 MINISTRY   64 MARGARET M
05 HOWIE    35 MAD FREDDY   65 A34732473
06 MOOBLE   36 BIZARRE    66 HELP ME
07 CSL     37 FREE SCOTLAND  67 THE EXILES
08 THE HUMBLE ONE 38 APPLE JUICE    68 EIGHTLANDS
09 PIXIE    39 PAYDAY   69 WINE AND DINE
10 MILESTONE    40 BANANNA MOON    70 NIN
11 WAR WAR WAR    41 BONUS    71 TECHNOPHOBE
12 J MCKINNON   42 BOUNCING   72 GETTING THERE
13 UNLUCK   43 NO MONEY   73 TIME IS
14 BLUE MONKEY    44 A S F    74 RUNNING OUT
15 RED DWARF    45 VISION    75 LORDS OF CHAOS
16 BAD TASTE    46 SISTERS    76 NOW ITS DONE
17 THE KITCHEN    47 FAST FASHION   77 IM OUT OF HERE
18 CJ     48 CARGO     78 HERES TO A
19 SORT IT OUT    49 RAB C NESBITT  79 BETTER LIFE
20 SMART    50 RANGERS    80 BYE BYE BYE
21 VILLA3BORO2    51 RAINBOW
22 EARLY MORNING  52 DOODY
23 BORO4LEEDS1    53 MIGHTY BAZ
24 EASY LIFE    54 TIRED
25 JIMS TIES    55 CONSOLIDATED
26 PARKVIEW   56 STAY HAPPY
27 NICENEASY    57 AMERICA
28 GREEN CARD    58 ANOTHER DAY
29 COOKIE   59 ISOLATION
```

```
30 MALCY MALC    60 PROMISED LAND
```

1.214   humans - the jurassic levels

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

1.215   hunt for red october

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

1.216   hunter

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

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

```
250,237   251,100
```

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

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


1.217   hybris

Load the game as usual and don't do anything until the high score screen
appears. Type "COMMANDER" (not as your name) and then press <FIRE>.

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

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

At the title screen type <SPACE> or <ESC>. Now you'll get a screen in which
you can edit a lot of game parameters.

1.218   hydra

While playing type in "KILLKILLKILL". Now press:
```
  <Q>  to toggle the technical mumbo jumbo
  <F>  to refuel
  <RETURN> to cycle through the weapons.
```
Pressing just about any other key will transport you to a different location.