

Sweet Cheater 4.5 by Keith Krellwitz

Keith Krellwitz

COLLABORATORS

	TITLE : Sweet Cheater 4.5 by Keith Krellwitz		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Keith Krellwitz	July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Sweet Cheater 4.5 by Keith Krellwitz	1
1.1	Sweet Cheater Version 4.5	1
1.2	Sweet Cheater 4.5	2
1.3	Sweet Cheater Version 4.5 (# - K)	2
1.4	Sweet Cheater	3
1.5	New cheats, hints, and level codes.	3
1.6	Greets	4
1.7	Sweet Cheater	5
1.8	Sweet Cheater	5
1.9	Sweet Cheater	6
1.10	Sweet Cheater	8
1.11	Sweet Cheater	9
1.12	Sweet Cheater	11
1.13	Sweet Cheater	11
1.14	Sweet Cheater	12
1.15	Sweet Cheater	13
1.16	Sweet Cheater	14
1.17	Sweet Cheater	15
1.18	Sweet Cheater	15
1.19	no1	16
1.20	no2	16
1.21	no3	16
1.22	no4	17
1.23	a01	18
1.24	a02	18
1.25	a03	18
1.26	a04	19
1.27	a05	19
1.28	a06	19
1.29	a07	20

1.30 a08	20
1.31 a09	21
1.32 a10	21
1.33 a11	21
1.34 a12	22
1.35 a13	22
1.36 a14	23
1.37 a15	23
1.38 a16	24
1.39 a17	24
1.40 a18	25
1.41 a19	26
1.42 a20	28
1.43 a21	28
1.44 a22	29
1.45 a23	29
1.46 a24	30
1.47 a25	30
1.48 a26	30
1.49 a27	31
1.50 a28	31
1.51 a29	31
1.52 a30	32
1.53 a31	32
1.54 a32	32
1.55 a34	33
1.56 a35	33
1.57 a36	34
1.58 a37	34
1.59 a38	34
1.60 a39	34
1.61 a40	35
1.62 a41	35
1.63 a42	36
1.64 a43	36
1.65 a44	37
1.66 a45	37
1.67 a46	38
1.68 a47	38

1.69 a48	38
1.70 a49	39
1.71 a50	39
1.72 a51	39
1.73 a52	40
1.74 a53	40
1.75 a54	40
1.76 a55	41
1.77 a56	41
1.78 a57	41
1.79 a58	42
1.80 a59	42
1.81 a60	42
1.82 a61	42
1.83 a62	44
1.84 a63	44
1.85 a64	44
1.86 a65	45
1.87 a66	45
1.88 b01	45
1.89 b02	46
1.90 b03	46
1.91 b04	46
1.92 b05	47
1.93 b06	47
1.94 b07	48
1.95 b08	48
1.96 b09	49
1.97 b10	49
1.98 b11	49
1.99 b12	50
1.100b13	50
1.101b14	50
1.102b15	51
1.103b16	51
1.104b17	51
1.105b18	52
1.106b19	53
1.107b20	54

1.108b21	54
1.109b22	55
1.110b23	55
1.111b24	56
1.112b25	56
1.113b26	56
1.114b27	57
1.115b28	57
1.116b29	57
1.117b30	57
1.118b31	58
1.119b32	58
1.120b33	59
1.121b34	60
1.122b35	60
1.123b36	60
1.124b37	61
1.125b38	61
1.126b39	62
1.127b40	62
1.128b41	62
1.129b42	63
1.130b43	63
1.131b44	63
1.132b45	64
1.133b46	64
1.134b47	64
1.135b48	65
1.136b49	65
1.137b50	66
1.138b51	66
1.139b52	67
1.140b53	67
1.141b54	68
1.142b55	68
1.143b56	68
1.144b57	68
1.145b58	69
1.146b59	69

1.147b60	70
1.148b61	70
1.149b62	70
1.150b63	71
1.151b64	72
1.152b65	72
1.153b66	73
1.154b67	73
1.155b68	73
1.156b69	74
1.157b70	74
1.158b71	75
1.159b72	75
1.160b73	75
1.161b74	76
1.162b75	77
1.163b76	77
1.164b77	77
1.165b78	78
1.166b79	78
1.167b80	79
1.168c01	79
1.169c02	80
1.170c03	80
1.171c04	80
1.172c05	81
1.173c06	82
1.174c07	82
1.175c08	82
1.176c09	83
1.177c10	83
1.178c11	84
1.179c12	84
1.180c13	84
1.181c14	85
1.182c15	85
1.183c16	86
1.184c17	86
1.185c18	87

1.186c19	87
1.187c20	87
1.188c21	88
1.189c22	88
1.190c23	89
1.191c24	90
1.192c25	90
1.193c26	91
1.194c27	91
1.195c28	91
1.196c29	92
1.197c30	92
1.198c31	92
1.199c32	93
1.200c33	95
1.201c34	95
1.202c35	96
1.203c36	96
1.204c37	96
1.205c38	97
1.206c39	97
1.207c40	97
1.208c41	98
1.209c42	98
1.210c43	99
1.211c44	99
1.212c45	99
1.213c46	100
1.214c47	100
1.215c48	101
1.216c49	101
1.217c50	102
1.218c51	102
1.219c52	102
1.220c53	103
1.221c54	103
1.222c55	103
1.223c56	103
1.224c57	104

1.225c58	104
1.226c59	105
1.227c60	105
1.228c61	106
1.229c62	106
1.230c63	106
1.231c64	106
1.232c65	107
1.233c66	107
1.234c67	107
1.235c68	109
1.236c69	109
1.237c70	110
1.238c71	110
1.239c72	111
1.240c73	111
1.241c74	111
1.242d01	112
1.243d02	112
1.244d03	112
1.245d04	113
1.246d05	113
1.247d06	114
1.248d07	114
1.249d08	114
1.250d09	115
1.251d10	115
1.252d11	115
1.253d12	115
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1.255d14	116
1.256d15	117
1.257d16	117
1.258d17	117
1.259d18	118
1.260d19	119
1.261d20	120
1.262d21	120
1.263d22	121

1.264d23	122
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1.266d25	123
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1.268d27	124
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1.274d33	126
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1.276d35	126
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1.280d39	128
1.281d40	128
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1.283d42	129
1.284d43	129
1.285d44	129
1.286d45	130
1.287d46	130
1.288d47	130
1.289d48	130
1.290d49	131
1.291d50	132
1.292d51	132
1.293d52	132
1.294d53	133
1.295d54	133
1.296d55	134
1.297d56	134
1.298d57	134
1.299d58	135
1.300d59	136
1.301d60	136
1.302d61	136

1.303e01	137
1.304e02	137
1.305e03	137
1.306e04	137
1.307e05	138
1.308e06	138
1.309e07	138
1.310e08	139
1.311e09	140
1.312e10	140
1.313e11	140
1.314e12	141
1.315e13	141
1.316e14	141
1.317e15	142
1.318e16	142
1.319e17	142
1.320e18	143
1.321e19	143
1.322e20	143
1.323e21	144
1.324e22	144
1.325e23	144
1.326e24	144
1.327e25	145
1.328e26	146
1.329f01	146
1.330f02	146
1.331f03	147
1.332f04	147
1.333f05	147
1.334f06	147
1.335f07	148
1.336f08	148
1.337f09	149
1.338f10	150
1.339f11	150
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1.341f13	151

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1.344f16	152
1.345f17	152
1.346f18	153
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1.348f20	153
1.349f21	154
1.350f22	154
1.351f23	154
1.352f24	155
1.353f25	155
1.354f26	155
1.355f27	155
1.356f28	156
1.357f29	156
1.358f30	157
1.359f31	157
1.360f32	157
1.361f33	158
1.362f34	159
1.363f35	159
1.364f36	159
1.365f37	160
1.366f38	160
1.367f39	160
1.368f40	161
1.369f41	161
1.370f42	162
1.371f43	162
1.372f44	162
1.373f45	163
1.374f46	163
1.375f47	163
1.376g01	164
1.377g02	164
1.378g03	164
1.379g04	165
1.380g05	165

1.381g06	165
1.382g07	166
1.383g08	166
1.384g09	167
1.385g10	167
1.386g11	167
1.387g12	168
1.388g13	168
1.389g14	168
1.390g15	169
1.391g16	169
1.392g17	169
1.393g18	170
1.394g19	170
1.395g20	170
1.396g21	171
1.397g22	171
1.398g23	172
1.399g24	172
1.400g25	172
1.401g26	173
1.402g27	173
1.403g28	173
1.404g29	174
1.405g30	174
1.406g31	174
1.407g32	175
1.408g33	175
1.409g34	175
1.410g35	176
1.411g36	176
1.412g37	176
1.413g38	177
1.414g39	177
1.415h01	177
1.416h02	178
1.417h03	178
1.418h04	178
1.419h05	179

1.420h06	179
1.421h07	180
1.422h08	180
1.423h09	180
1.424h10	181
1.425h11	181
1.426h12	181
1.427h13	182
1.428h14	182
1.429h15	183
1.430h16	183
1.431h17	183
1.432h18	184
1.433h19	185
1.434h20	185
1.435h21	185
1.436h22	186
1.437h23	186
1.438h24	187
1.439h25	188
1.440h26	188
1.441h27	188
1.442h28	189
1.443h29	189
1.444h30	190
1.445h31	191
1.446h32	191
1.447h33	191
1.448h34	192
1.449h35	192
1.450i01	193
1.451i02	193
1.452i03	194
1.453i04	194
1.454i05	195
1.455i06	195
1.456i07	195
1.457i08	196
1.458i09	196

1.459i10	196
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1.461i12	197
1.462i13	197
1.463i14	198
1.464i15	198
1.465i16	198
1.466i17	199
1.467i18	199
1.468i19	199
1.469i20	200
1.470i21	200
1.471i22	200
1.472i23	201
1.473i24	202
1.474j01	202
1.475j02	203
1.476j03	203
1.477j04	204
1.478j05	206
1.479j06	207
1.480j07	207
1.481j08	207
1.482j09	208
1.483j10	208
1.484j11	208
1.485j12	209
1.486j13	209
1.487j14	209
1.488j15	210
1.489j16	210
1.490j17	210
1.491k01	211
1.492k02	211
1.493k03	211
1.494k04	211
1.495k05	212
1.496k06	212
1.497k07	212

1.498k08	213
1.499k09	213
1.500k10	214
1.501k11	214
1.502k12	214
1.503k13	215
1.504k14	215
1.505k15	215
1.506k16	216
1.507k17	216
1.508k18	217
1.509k19	217
1.510k20	218
1.511k21	218
1.512k22	219

Chapter 1

Sweet Cheater 4.5 by Keith Krellwitz

1.1 Sweet Cheater Version 4.5

SWEET CHEATER V4.5

by Keith Krellwitz

IRC: Abaddon/InDestroy

10-24-95

This cheat list contains over 950 cheats, hints, and level codes for the Amiga and CD\$^3\$\$^2\$. The game titles with my name after them are the ones that I have found. I have put quite a bit of time into finding some of these cheats, so if you add any to your list all I ask is that you give me credit. If you upload the list to a bbs or include it on a compilation disk please do not remove or alter the header.

All the games with an asterick (*) in front of them have been verified. If the game has been verified and has more than one cheat, the cheat right after the game title is the one that has been verified, but in some cases all the cheats may work.

Some of the cheats may have changed throughout the list due to the fact that I have verified a lot of them and made corrections when needed. If a cheat didn't work before you may want to look at the cheat again, it may have been fixed. I try to verify as many as I can, but I don't have most of the games. I won't verify a cheat with an * unless I have personally tested it and found that the cheat works.

A new version will be uploaded to Aminet when I get over 50 new cheats.

If you know of any cheats, level codes, and hints that are not on the list or if there is an error on any please send mail to:

Keith Krellwitz
110 W. North St.
Ishpeming, MI 49849
U.S.A

or send email to either address:

kkrellwi@nmu.edu
abaddon@longyear.acs.nmu.edu

If you send me a cheat that I don't have, and I will put your name after it and in the SOURCES section to give you credit for the cheat!

MENU

1.2 Sweet Cheater 4.5

SWEET CHEATER V4.5
by Keith Krellwitz
IRC: Abaddon/InDestroy
10-24-95

CHEATS #-K	Go to the cheat select menu.
WHAT'S NEW	What's new since last version.
SOURCES	Where the cheats originated.
INFO	Information on Sweet Cheater.
GREETINGS	Greetings.

1.3 Sweet Cheater Version 4.5 (# - K)

SWEET CHEATER V4.5
by Keith Krellwitz
BACK

#	D	H
A	E	I

B F J
C G K

1.4 Sweet Cheater

SOURCES:

+-----+-----+-----+		
	ANARCHY AMIGA THE ONE NOSTROMO CHEATS	
	GAME BUSTERS ULTIMATE CHEAT LIST LSD	
	AMIGA ACTION KEITH KRELLWITZ STEVE LOWDER	
	AMIGA FORMAT TERRY WOOD KIFO	
	CU AMIGA PETE PALUCH MICHAEL ROBINSON	
	AMIGA POWER SEAN COURTNEY AMIGA PLAY	
	STEPHAN VAN GASSELT SEBASTIAN HANELT CHEAT EM III	
+-----+-----+-----+		

SWEET CHEATER V4.5

BACK

1.5 New cheats, hints, and level codes.

New Cheats: (Since 4.0)

- *Ghost Battle
- *Blaster
- *Galaga 94
- *Brutal Paws of Fury
- *Flood (Cheats added)
- *Behind the Iron Gate
- *Colonization
- *McDonald Land (Different version cheat)
- Mega Worm
- Metal Law
- Skeleton Krew AGA
- Sword of Honour
- *Toni & Friends in Kelloggslan
- *Double Dragon 3
- *Dimo's Quest (Cheats added)
- *Hong Kong Phooey
- *Count Duckula II
- *Santa's Xmas Capers

- *Aquanaut
- *Bignose the Caveman
- *Alien World
- AMC
- Bundesliga Manager Pro
- *Grand Monster Slam
- *Jim Power
- *Trex Warrior (Cheat added)
- *Mr Tomato
- *Robin Hood Legend Quest
- *Eco Phantoms
- *Black Magic

New Hints and Level Codes: (Since 4.0)

- *Gadgets Lost in Time
- *Behind the Iron Gate
- *Gloom
- Rally Championships
- Mega Worm
- Never Ending Story II
- Oxyd Magnum
- Puggsy
- Putty Squad
- Revelation
- Sternsiedler
- *Jumping Jackson
- Bug Bomber
- Battle Ilse Data Disk Vol 2
- Federation Quest
- 4D Sports Driving
- Human Race
- Kwix
- Lettrix
- Manix
- Oil Imperium
- Outzone
- Rectangle
- Shiftrix
- *Color-N-Mind

BACK

1.6 Greets

BACK

SWEET CHEATER V4.5

Greets to:

AH, c0wg0d, DrDemento, Regnar, SilVa, Demolater, Badlander, |ZeR0|,

DLH, SnIp3r, Papagayo, TonyTaco, dOWNSEt, kifo, Ramm, BloodHawk,
Playground, Pipeline, RedWine, Gostrider, Goodie, Phantom, Teac,
CyberStrm, Amiga_Man, Beholder, Th0r, Vigo, HagaR, The_Kid, 2bad,
Paladin, Cyberwlf.

1.7 Sweet Cheater

PREVIOUS

-----#-----

3D POOL
4 GET IT
4D SPORTS BOXING
4D SPORTS DRIVING

1.8 Sweet Cheater

PREVIOUS

-----A-----

A-TRAIN
ALIENS US
* ARMALYTE
AAARGH!
* ALLO' ALLO
ARMOURGEDDEN
ABANDONED PLACES 2
AMAZING SPIDERMAN
ARMY MOVES
* ACTION CATS AGA
AMC
* ARNIE 2
* ACTION FIGHTER
AMIGANOID
* ARTURA
* ADDAM'S FAMILY
* AMNIOs
* ASSASSIN
* ADVANCED SKI SIMULATOR
AMOS PROFESSIONAL
* ASSASSIN SPECIAL ED.
AFTER THE WAR
* ANARCHY
ASTERIX & OBELIX
* AFTERBURNER
ANTEP

ASTRO MARINE CORP
* AGONY
* APACHE
ASYLEM
* AIRBALL
* APB
* ATAX
AIRBUS A320 EUROPE
* APIDYA
ATHLETICS
AIRBUS A320 USA
* APPRENTICE
* ATOMIC ROBOKID
* AKIRA
* AQUANAUT
ATOMINO
* ALADDIN (AGA)
AQUAVENTURA
ATOMIX
* ALFRED CHICKEN ECS/AGA
* ARABIAN NIGHTS
* ATOMSMASHER
* ALIEN 3
ARCADE POOL
* AUNTARCTIC ADVENTURE
* ALIEN BREED
ARCHER M'S POOL
AUSTRALO PITICUS MECH.
* ALIEN BREED 92
* ARCHIPELAGOS
* AWESOME
* ALIEN BREED II ECS/AGA
ARCTIC FOX
* AXELS MAGIC HAMMER
* ALIEN BREED TOWER ASSA
* ARKANOID
AZTEC TOMB
* ALIEN WORLD
* ARKANOID II

1.9 Sweet Cheater

PREVIOUS

-----B-----

* BAAL
BEAST BUSTERS
BONECRUNCHER
* BABY JO
* BEAVERS
BOOTY
BACK TO THE FUTURE II

- * BEHIND THE IRON GATE
- * BOROBODUR
 - * BACK TO THE FUTURE III
- * BELIAL
- * BOUNCE-N-BLAST
 - * BALDY
- BENEFACTOR
- * BOUNCING BILL
 - BANE THE COSMIC FORGE
- * BETTER DEAD THAN ALIEN
- BRAIN BALL
 - * BANSHEE AGA
- BEVERLY HILLS COP
- BRAT
 - BANSHEE CD\$^3\$\$^2\$
- BEYOND THE GATES
- * BRIAN THE LION
 - BARBARIAN (PALACE)
- BIG RUN
- * BRIAN THE LION AGA
 - * BARBARIAN (PSYGNOSIS)
- * BIGNOSE THE CAVEMAN
- BRIDES OF DRACULA
 - BARBARIAN II (PALACE)
- BIO CHALLENGE
- * BRUTAL PAWS OF FURY
 - * BARBARIAN II (PSYG)
- * BIONIC COMMANDO
- BRUTAL SPORTS F CD\$^3\$\$^2\$
 - BARDS TALE I
- * BLACK MAGIC
- BRUTAL SPORTS FOOTBALL
 - BARDS TALE II
- * BLACKTIGER
- BSS JANE SEYMOUR
 - BARDS TALE III
- * BLASTER
- * BUBBA N STIX
 - * BART VS. SPACE MUTANTS
- * BLAZING THUNDER
- * BUBBLE & SQUEAK AGA
 - * BART VS. THE WORLD
- * BLOB
- BUBBLE BOBBLE
 - * BASE JUMPERS
- BLOCK SHOCK
- * BUBBLE DIZZY
 - * BATMAN THE MOVIE
- * BLOCKBUSTER
- * BUBBLE GUN
 - BATTLE ISLE
- BLOOD MONEY
- BUG BOMBER
 - BATTLE ISLE 93
- * BLUES BROTHERS
- BUILDERLAND
 - BATTLE ISLE-SCENARIO 1

- * BOB'S BAD DAY
 - BULLDOG
 - BATTLE ISLE-SCENARIO 2
 - BODY BLOWS
 - BUMBY'S ARCADE FANTASY
 - * BATTLE SQUADRON
- * BODY BLOWS GALACTIC
 - BUMP N BURN
 - BATTLE VALLEY
- * BOMB X
 - BUNDESLIGA MANAGER PRO
 - * BC KID
- * BOMBUZAL
- * BUNNY BRICKS
 - * BEACH VOLLEYBALL
- * BONANZA BROS

1.10 Sweet Cheater

PREVIOUS

-----C-----

- * CABAL
- CHARLIE CHIMP II
- * COSMIC RELIEF
 - CADAVER
- CHARLIE J COOL
- * COSMIC SPACEHEAD
 - CAMPAIGN
- CHARLY
- * COUNT DUCKULA
 - * CANNON FODDER
- * CHASE HQ
 - COVER GIRL POKER
 - * CANNON FODDER II
 - CHASE HQ II
- * CRACKDOWN
 - CAPONE
- CHIPS CHALLENGE
- CRAZY CARS
 - CAPTAIN BLOOD
- CHRISTMAS LEMMINGS 94
- CRAZY CARS II
 - * CAPTAIN DYNAMO
- * CHROME
- * CRAZY SUE
 - CAPTAIN PLANET
- * CHUBBY GRISTLE
- * CRAZY SUE II
 - CAPTIVE
- * CHUCK ROCK
- * CREATURES

CAPTIVE 2 CD\$^3\$\$^2\$
 CHUCKIE EGG 2
 CRICKET
 CAR-VUP
 * CISCO HEAT
 CRIME DOES NOT PAY
 * CARDIAXX
 CIVILISATION
 CRYSTAL DRAGON
 * CARLOS
 * CJ'S ELEPHANT ANTICS
 * CRYSTAL HAMMER
 * CARRIER COMMAND
 CLICK CLAK
 * CRYSTAL KINGDOM DIZZY
 CASTLE MASTER
 CLIFFHANGER
 CRYSTALS OF ARBOREA
 * CATCH'EM
 CLOCKWISER
 CUBE X
 * CAVERUNNER
 CLOWN 'O' MANIA
 CURSE OF AZURE BOND
 CHAMBER SCI-MUT PRIEST
 CONTINENTAL CIRCUS
 CURSE OF RA
 CHAMPIONS OF KRYNN
 * COLONIZATION
 * CYBERBLAST
 CHAMPIONSHIP MAN 93/94
 * COLOR N MIND
 * CYBERNOID
 * CHAOS ENGINE (ECS)
 * COOL CROC TWINS
 * CYBERNOID II
 CHAOS STRIKES BACK
 * COOL SPOT
 * CYBERPUNKS
 CHARIOTS OF WRATH
 * COOL WORLD
 * CYBERSPHERE
 CHARLIE CHIMP
 COSMIC PIRATE

1.11 Sweet Cheater

PREVIOUS

-----D-----

D-GENERATION
 DEUTEROS

- * DRAGON SCAPE
 - DALEK ATTACK
 - DEVIOUS DESIGNS
 - DRAGON SPIRIT
 - DALEY THOMPSON
- * DIE HARD II
 - DRAGON WARS
 - DALLAS QUEST
 - DIGGERS CD32
 - DRAGON'S LAIR
 - DAMOCLES
- * DIMO'S QUEST
- * DRAGON'S LAIR 3
 - * DARK CASTLE
- * DINOSAUR DETECTIVE AG.
 - DRAGON'S LAIR II TWARP
 - * DARKMAN
- * DISPOSABLE HERO
 - DRAGON'S LAIR S CASTLE
 - * DARKSIDE
- * DOGS OF WAR
- * DRAKKHEN
 - DAS MAGAZIN
- * DOJO DAN
 - DRILLER
 - * DATASTORM
- * DOMINATOR
 - DRIVING FORCE
 - * DAYS OF THUNDER
- * DONK
 - DUCK TALES
 - * DEATH MASK
- * DOODLEBUG
- * DUGGER
 - DEEP CORE
- * DOODY
 - DUNE II
 - DEEP CORE CD\$^3\$\$^2\$
 - DOUBLE DRAGON
 - DUNGEON MASTER
 - DEFENDER II
- * DOUBLE DRAGON II
 - DUNGEON QUEST
 - DEFENDER OF THE CROWN
- * DOUBLE DRAGON III
 - DUNGEONS OF AVALON 1&2
 - DEFLEKTOR
- * DR. PLUMMET'S HOUSE
 - DYNABLASTERS
 - DELUXE GALAGA
- * DRAGON BREED
- * DYNAMITE DUX
 - DENARIS
 - DRAGON LORD
 - DYNASTY WARS
 - * DESERT STRIKE
- * DRAGON NINJA

DYTER 07
DETROIT (ECS & AGA)

1.12 Sweet Cheater

PREVIOUS

-----E-----

E-MOTION
* EMPIRE STRIKES BACK
* EVIL GARDEN
ECO
ENCHANTED LANDS
EXECUTIVE LEADER BOARD
* ECO PHANTOMS
ENDURO RACER
EXOLON
* EDD THE DUCK
ENLIGHTENMENT-DRUID II
EXTASE
* EDD THE DUCK 2
EPIC
* EXTREME VIOLENCE
* ELF
* ESCAPE FROM ROBOT MON.
EYE OF THE BEHOLDER
* ELIMINATOR
* ESCAPE FROM THARKAN
EYE OF THE BEHOLDER II
ELITE
ESPANA '92
* EYES OF HORUS
EMPIRE SOCCER
* ESWAT

1.13 Sweet Cheater

PREVIOUS

-----F-----

* F1 WORLD CHAMP ED
FERNANDEZ MUST DIE
* FLY HARDER
F-117 STEALTH FIGHTER
FIFA INT. SOCCER CD\$^3\$\$^2\$
FLY HARDER CD\$^3\$\$^2\$

F-15 STRIKE EAGLE II
* FIGHTER BOMBER
* FLYING SHARK
F-16 COMBAT PILOT
FIGHTING SOCCER
FOOTBALL DIRECTOR 2
F-19 STEALTH FIGHTER
FINAL BLOW BOXING
FOOTMAN
F-29 RETALIATOR
FINAL FIGHT
* FORGOTTEN WORLDS
F.O.F.T.
* FINAL MISSION
FORMULA ONE GRAND PRIX
F17 CHALLENGE
FIRE & BRIMSTONE
* FOUNDATION WASTE
FA-18 INTERCEPTOR
FIRE AND ICE
* FRANKENSTEIN
FAERY TALE ADVENTURE
FIREFORCE
FRONTIER
FALCON
FIRST SAMURAI
* FRUIT SALAD
* FANTASTIC DIZZY
* FLASCHBIER
FULL CONTACT
* FANTASTIC VOYAGE
* FLASHBACK
FUSION
* FANTASY WORLD DIZZY
* FLIMBO'S QUEST
FUTURE WARS
FAST LANE
FLINK CD\$^3\$\$^2\$
FUZZBALL
FEDERATION QUEST
* FLOOD

1.14 Sweet Cheater

PREVIOUS

-----G-----

* GADGETS LOST IN TIME
GEMINI WING
GODFATHER
* GALACTOID
GENGHIS KHAN

GODS
 * GALAGA' 92
* GHOST BATTLE
GOLDEN AXE
 * GALAGA 94
* GHOST 'N' GOBLINS
* GOLDRUNNER
 GALAXY FORCE II
* GHOSTBUSTERS II
* GOLDRUNNER II
 * GALAXY' 93
* GHOULS 'N' GHOSTS
* GRAND MONSTER SLAM
 GAME OVER II
* GIGANOID
GRAVITY FORCE
 * GAMMA ZONE
* GLOBAL GLADIATORS
* GRAVITY FORCE II
 * GANYMED
* GLOBDULE
GREAT GIANA SISTERS
 GAUNTLET
GLOBULUS
GREMLINS
 GAUNTLET II
* GLOOM AGA
* GREMLINS II
 GAZZA 2
GOAL
* GUNBOAT
 GEM-X
GOBLIIINS
* GUY SPY

1.15 Sweet Cheater

PREVIOUS

-----H-----

HACKER
HEIMDALL
* HONG KONG PHOOEY
 * HACKER II
HEIMDALL 2
HOOK
 HADES NEBULA
* HELL RAISERS
* HORROR ZOMBIES
 * HAGAR THE HORRIBLE
* HELTER SKELTER
* HUDSON HAWK

- * HAMMERFIST
- HERO QUEST
- HUMAN RACE
 - * HARD DRIVIN 1
- HEROES OF THE LANCE
- HUMANS
 - HARD DRIVIN 2
- HILLSFAR
- HUMANS JURASSIC LEVELS
 - HARDBALL
- * HIRED GUNS
- HUNT FOR RED OCTOBER
 - HARE RAISING HAVOC
- HISTORYLINE 1914-1918
- HUNTER
 - HARLEQUIN
- * HOI
- * HYBRIS
 - * HATE
- * HOLIDAY LEMMINGS 93
- HYDRA
 - HAWKEYE
- * HOLLYWOOD POKER PRO

1.16 Sweet Cheater

PREVIOUS

-----I-----

- * ICE RUNNER
- INDIANA JONES FATE ACT
- INTERLOCK
 - * IK+
- * INDIANA JONES LAST ACT
- INTERNATION ATHLETICS
 - * IKARI WARRIORS
- INDIANAPOLIS 500
- INTERNATIONAL HOCKEY
 - IMMORTAL
- * INDY HEAT
- INTERPHASE
 - IMPACT
- INFESTATION
- * INVADERS II
 - IMPOSSAMOLE
- * INSANITY FIGHT
- ISHAR 3
 - IMPOSSIBLE MISS. 2025
- INTERCEPTOR
- IT CAME FROM DESERT
 - * INCREDIBLE CRASH DUM.
- INTERCHANGE

* IVANHOE

1.17 Sweet Cheater

PREVIOUS

-----J-----

JAGUAR XJ220
* JIM POWER
JUNGLE STRIKE
* JAMES POND
JIMMY WHITE'S SNOOKER
JUNGLE STRIKE AGA
* JAMES POND II
JOHN MADDEN'S FOOTBALL
* JUPITER PROBE
* JAMES POND II AGA
JUDGE DREDD
JURASSIC PARK
* JAMES POND III AGA
JUG
* JURASSIC PARK AGA
JET STRIKE
* JUMPING JACKSON

1.18 Sweet Cheater

PREVIOUS

-----K-----

K240
* KID GLOVES
* KIRO'S QUEST
KAISER
* KID GLOVES II
* KLAX
* KARATE KID II
KILLING CLOUD
KNIGHTMARE
KATAKIS
* KILLING GAME SHOW
KRISTAL
KEEF THE THIEF
KINGPIN BOWLING
* KRUSTY'S SUPERFUNHOUSE
KICK OFF

KINGS OF THE BEACH
* KRYPTON EGG
 KICK OFF 2
* KINGS QUEST III
KWIX
 * KID CHAOS

1.19 no1

GO BACK ONE PAGE

BACK TO THE ALPHABET

3D POOL:

Here are some codes for trickshot solutions. The first four numbers represent the table's orientation, the next three show the tilt of the table, the next two show the strength of the shot and the last two show the amount of right spin.

1-"0768 024 63 10"	07-"0018 061 63 20"	13-"0004 054 58 20"
2-"1002 041 63 09"	08-"0771 099 56 12"	14-"0864 100 63 10"
3-"0032 100 63 00"	09-"0932 024 63 11"	15-"0084 076 12 00"
4-"0962 024 63 00"	10-"0927 027 63 20"	16-"0880 048 39 20"
5-"0512 024 63 10"	11-"0751 100 16 20"	17-"0372 100 63 06"
6-"0405 060 63 20"	12-"0916 025 55 10"	18-"0512 100 63 10"
	19-"0601 024 63 20"	

1.20 no2

GO BACK ONE PAGE

BACK TO THE ALPHABET

4D SPORTS BOXING:

To race through the ranks, place your emphasis on you strength meter during the training screen. Keep your finger on the fire button and walk towards your opponent.

1.21 no3

GO BACK ONE PAGE

BACK TO THE ALPHABET

4D SPORTS DRIVING:

When you crash, rewind the replay videotape until shortly before the crash. Now select {CONTINUE DRIVING} from the menu and the car is new again.

To win the race in no time start driving backwards in the beginning and turn around after a few meter. Now when you cross the finish line you have the lap time.

1.22 no4

GO BACK ONE PAGE

BACK TO THE ALPHABET

4 Get It:

Enter any of the following for the password:

"OFFTIMER"_____Turns timer off.
 "KEEPTIME"_____Turns timer on.
 "SKIPBORD"_____Level skip, press 'J' to skip levels.
 "KILLTILE"_____Press 'K' to kill highlighted tiles.
 "INFINITY"_____Press 'R' for additional retries.
 "SHOWPASS"_____Displays current level password.
 "LEVELGOD"_____?????
 "OVALTINE"_____Turns all of the above cheat modes on.

(LEVEL CODES)

001-----"WIMP"	026--"GUMBALL"	051-"PILETILE"	076-"BLOOMERS"
002--"GEARHED"	027--"OUTPOOL"	052--"GPHRGTS"	077--"BRKBRAC"
003--"BONEBOY"	028---"WIDGET"	053---"RESAFT"	078--"GRABOID"
004---"FREEZE"	029---"ASIWAS"	054--"EDDINGS"	079-"UNVMONST"
005-"LEVITATE"	030-"GREENBOY"	055--"BIRDFLY"	080-"SKULLCRK"
006-"BLUELITE"	031--"ICEDISK"	056-"LEMONWAL"	081-"LITEBULB"
007-"BABYHEAD"	032--"SHUFBUF"	057--"REGNUKE"	082---"BOMBAX"
008-"HOLDITIN"	033---"XYLENE"	058----"USAGI"	083-----"EARL"
009--"FILLHOL"	034-"INVISTWG"	059---"BRGBEH"	084--"PENGFRZ"
010---"HERMAN"	035---"SHULTZ"	060-"FISHGOOP"	085-"BOBDOBBS"
011---"WOOKIE"	036-----"TMBG"	061-----"FROP"	086-"CRACKPOT"
012-----"GONE"	037--"NOWALLS"	062----"ADDUP"	087-"SPROKBRN"
013---"SNARKO"	038--"RLFSNRT"	063---"CURSES"	088-"TOOTHPIK"
014-"LEADBALL"	039---"HOVCUB"	064-"SPAMRAIN"	089--"WRESPIG"
015-"HOGTOOTH"	040----"ZOIDS"	065-"SLIMETOE"	090-"RUSTBALL"
016---"DORITO"	041--"SNOBOOT"	066----"BRIAN"	091--"CENTBRK"
017--"WRITERS"	042-"GRAVITUP"	067-"YODELGHS"	092--"SEESpot"
018--"BRIKBLD"	043---"SPYACC"	068--"DIGDOWN"	093--"DRAWTYP"
019-"MRBACKUP"	044----"UNGAR"	069--"SNORKEL"	094-"DRIPFOOL"
020-"FISHPOPS"	045---"GOBACK"	070--"EYEBALL"	095--"KILLBUG"
021---"KABOOM"	046---"STUCCO"	071--"VAMPBLD"	096-"BOMBHOLE"
022-"TESTFALL"	047-----"PLOP"	072-"WILDCARD"	097-"GLOPDORK"

023-"FISHHEAD"	048-"ROBOWRLD"	073--"JUGMONK"	098----"AARGH"
024--"CLIMBIT"	049--"CHAINGO"	074-----"LICH"	099--"NOTMUCH"
025-----"RANMA"	050-----"ANSI"	075--"WEBFLAP"	100-----"DUH"

1.23 a01

GO BACK ONE PAGE BACK TO THE ALPHABET

A-TRAIN:

During play type "CHEATERCHEATERWIMP" for \$50,000,000.

1.24 a02

GO BACK ONE PAGE BACK TO THE ALPHABET

AAARGH!:

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

1.25 a03

GO BACK ONE PAGE BACK TO THE ALPHABET

ABANDONED PLACES 2:

This cheat will increase your character's experience significantly. Attack and kill any single monster (or group of monsters). When it (or they) begin to visibly fade away, cast any {HOLD MONSTER} spell that you have such as {DREAM} or {HOLD EVERYTHING}. The creature will cease dimming and just sit there. Now you can attack with your fighters or cast attack spells (including {FIRE AREA}). To

ake in experience points with no worry of the monster going anywhere until the spell wears off. This can be verified by watching the experience line in the character sheet grow while you are attacking the faded creature. If you are quick enough, you can refreeze the monster, otherwise just go and find another one to repeat your trick on.

1.26 a04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ACTION CATS AGA: (K. Krellwitz)

Enter any of the following for the password:

"7lives"_____For infinite lives.
"zipzap"_____For a powerful weapon.
"power me"_____Not sure?????
"supercat"_____Not sure?????
"hellgate"_____First level code.
"secret"_____Second level code.

1.27 a05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ACTION FIGHTER:

When asked to enter your name, type "ZBACKDOOR" for your name. You will now have infinite lives and energy.

1.28 a06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ADDAM'S FAMILY:

Enter any of the following for your password:

FIRST POWER-UP_____	"&l#l#"
SECOND POWER-UP_____	"?lSlM"
THIRD POWER-UP_____	"BLSRS"
PUGSLEY_____	"Vl2lB"
WEDNESDAY_____	"VD2RL"
GRANNY_____	"V&YKW"
FESTER_____	"VL#R4"
GAME ENDING_____	"#Z6D?"

To get 4 free lives each time your game is over, walk past the continue door to the left and there is a room where you can collect them.

In the hall of rooms, walk left until there is a door above you. Push up to enter a secret room; collect all the stuff in this room and go to the enter the other secret room in this room.

1.29 a07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ADVANCED SKI SIMULATOR: (Keith Krellwitz)

Enter one of the players names as "GUMMI#". Where '#' is a number from 1 to 6. After you have entered both names press '1' for one player or '2' for two players and you will start on what ever level you specified by the '#'.

1.30 a08

GO BACK ONE PAGE

BACK TO THE ALPHABET

AFTER THE WAR:

During play hold the following keys for invicibility:

ON LEVEL 1____'ALT', '1', AND 'B'
ON LEVEL 2____'ALT', '1', AND 'M'

The level two password is ____"101069"

1.31 a09

GO BACK ONE PAGE

BACK TO THE ALPHABET

AFTERBURNER:

Pause the game, then type "TOGETHER IN ELECTRIC DREAMS" (you should hear wow) if this doesn't work try "THUNDERBLADE" and use the following keys:

'G' _____ More missiles.
'T' _____ Less missiles.
'N' _____ Extra lives.
'<' _____ Go down a stage.
'>' _____ Go up a stage.

1.32 a10

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AGONY:

On the main title screen (when the piano music is playing), type "FANTASY" to activate the cheat. Use 'F1'-'F3' for various things.

'F1' _____ Add bottom sword.
'F2' _____ Add upper sword.
'F3' _____ Increase weapon power.
'F4' _____ Get one extra life.

1.33 a11

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AIRBALL:

You can locate the spellbook in the room that also contains the candle. You must pick up and remove the blocks to get to it. With spellbook in hand go back to the starting screen and drop the book in the top left corner. Then follow the instructions you are given to find the ingredients needed to finish the game.

1.34 a12

GO BACK ONE PAGE

BACK TO THE ALPHABET

AIRBUS 320 EUROPEAN DATA DISK:

(AIRPORT CODES)

EDLP	LFPO	LFSR	EDRS
LFPG	LFBP	EKRN	LOWS
LFPB	EDAR	EHRD	EINN
EDDS	EGNV	LOWW	EDNZ
LFBT	LFBO	EGCD	EDNW
LSZH	EDLG	EGNT	LFTW
EBOS	LFRS	LFMN	EDNN
EGTG	EDDF	EDTY	EGPF
LOWG	LFLS	EDUO	EDDH
EDHI	EDVV	EKCH	EICK
ETDN	EIDW	EDDL	EGNX
EGPH	LFSG	ETEF	EKEB
EGUF	EDNQ	LOWI	EKKA
LOWK	EGNM	ETLS	ETWD
EGQL	EBLG	LOWL	EGGP
EGKK	EGLL	EGGW	ELLW
LFLI	EHBK	EGCC	LFML
LIML	LFBM	EDMR	EDDM
EKAH	EHAM	LFOB	EGAA
ETBS	EDBT	EDBB	EKBI
EGBB	EDDW	EGGD	EBBR
EGFF	LFLX	EDDK	EIKN

Write one of these codes in the main-picture when you asked from and to.....

Use the key 4 and 6 for start the engine and wait, then use the key 8 for going to the runaway and start the machine.

1.35 a13

GO BACK ONE PAGE

BACK TO THE ALPHABET

AIRBUS A320 USA:

On the A320 usa disk you will find a small file called "DUMMY".

Make a copy of this and rename it "DUMMY.LOG". Now if you sign in giving the name "DUMMY" your log book will read over 5400 flights and a performance of 500%

1.36 a14

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AKIRA: (Keith Krellwitz)

Enter any of the following for your password (once entered the boarder of the password screen should turn red):

"SKIPLEVELS"_____Right mouse button skips levels.
 "LIVES"_____For infinite lives.
 "SHIELD"_____For infinite shields.
 "FUEL"_____For infinite fuel.
 "COLLISION"_____For invincibility.
 "ALL CHEATS"_____Enables all previous cheats.
 "GASTON"_____To be a living legend?
 "SPLATT!"_____To be a living legend?
 "CREDITS"_____Shows the game credits.

(LEVEL CODES)

1st-"LETS RIDE"	4th----"CASTLES"	7th---"ESCAPE"
2nd--"CAPTURED"	5th--"IT STINKS"	8th-"BIG BLOB"
3rd-"TEDDYBEAR"	6th-"FLYINGBIKE"	

1.37 a15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALADDIN AGA (Virgin): (Keith Krellwitz)

Pause the game (wait till the music is inaudible) and enter the following sequence with the joystick:

U,D,L,R,F,D,U,R,L,F,D,R,F,R,D,F

You should hear a {YA} if it worked. Use the following keys during play:

'F10'_____Completes level and goes to bonus game.

```
'1'-'9'___Skip to the corresponding level (No bonus game).
'Z'_____Move Aladdin anywhere using the joystick.
'+'___Speeds up movement when used in conjunction with 'Z'.
'-'___Slows down movement when used in conjunction with 'Z'.
'0'_____Another pause mode???
```

On the bonus game, pause the game and use the 'TAB' key to cycle through the bonuses until you get to the one you want (the free guy). Now press the fire button and continue to hit 'TAB' until your lives go up by one. You can keep doing this until you get nine lives or run out of chances.

Or you could enter this other sequence:

```
U,D,L,R,F,D,U,R,L,F,D,R,F,R,D,F,U,U,F,D,U,D,F
```

The game should now unpause. The cheats do exactly the same thing and only one will need to be activated. Use the keys listed above.

1.38 a16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALFRED CHICKEN ECS & AGA (Mindscape):

On the title screen, type "HELPMARK" for a level select screen. Press [1-9] or [A-B] to select the level you want.

On level one go through the first door as usual. Then go to the far right bottom and jump up to go through a secret wall to get a special weapon, then exit. When you re-appear, jump on the spring at the bottom left and just as you start flying upwards push up so that you hit an invisible block with a door on it. Now go to the right across the floating platforms, but instead of going through the door as normal, stand on the edge above the door and fire the weapon. Another invisible block should appear jump on this block. Then jump up left and walk across the top of the screen to the first secret block and go through the door and you will enter a secret warp room.

1.39 a17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN 3:

During play press 'P' to pause the game. Now hold down the LEFT MOUSE BUTTON and press 'F1'. The background should change to green. Now unpause the game and use 'N' to advance levels. To shut the cheat off repeat the previous instructions.

Start level one, take out the disk and insert disk number 2. let all your time run out, after the chest bursting bit you are taken to a much later level, no matter what the brief says! On the level after this one, at the top right before the exit, there is a platform full of medipacks, climb the ladder that seems to go nowhere, on the level after that go to the bottom left for full everything.

1.40 a18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED (Team 17):

Log on the Intex computer on deck 2 and type any of the following:

"I CANT BE ARSED TO PLAY THE FIRST LEVELS"_____Skips to level 3.
 "AND THE GOOD LORD SAID LET THERE BE FLAPSHOTS"____Skips to level 4.
 "I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS"____Level 5.
 "MANCHESTER UNITED CANT FLY AIRPLANES"_____Skips to level 6.
 "SHINE ON YOU CRAZY DIAMOND"_____Shows the ending.
 "OH GIMME SOME KEYS IVE GOT A HARD ON"_____Infinite keys.
 "I AM IMMORTAL OR SUMMAT LIKE THAT"_____Invicibility.
 "IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD"____Makes aliens weaker.
 "PISSSED AS A FART"_____Reverse joystick controls.
 "THE IRAQIS MADE THE WEAPONS"_____Makes players weapons crap.
 "SALMAN RUSHDIE PLAYS ALIEN BREED"_____Makes player invisible.
 "BEWARE ALIENS SPADGE HAS DROPPED ONE"_____Makes aliens run away.
 "PITBULLS ON THE LOOSE"_____Makes aliens extra nasty.
 "ALIENS ARE FAGGOTS"_____Infinite health.
 "PUFFNUTS MODE"_____Makes aliens slow.
 "BEN JOHNSON TRAINED THESE ALIENS"_____Makes aliens fast.
 "STEVIE WONDER"_____Turns the screen purple.
 "GURU TIME"_____Reset the computer.
 "ST EMULATOR"_____Gives you shit graphics.
 "PC EMULATOR"_____Disables the Intex Computer.
 "US GOLD"_____?????
 "GIVE ME POWER YOU POXY FUCKWIT"_____?????
 "LET ME SPONGE SOME CASH YER TWAT"_____?????
 "PASS THE BUCKOS NOBFACE"_____?????
 "I EAT PITBULLS FOR FUCKING BREAKFAST MATE"_____?????
 "JUST CALL ME DEEP THROAT"_____?????
 "BLIMEY GUVNOR LOOK AT THE SIZE OF HIS JOHN THOMAS"_____?????
 "ELVIS MODE"_____Play the game through the kings eyes.

For various comedy messages try any of the following:

"GAMESX"	"JULIE"	"ALISON"
"MARTIN"	"MARTYN"	"ALLISTER"
"RICO"	"AMIGA FORMAT"	"AMIGA POWER"
"AMIGA ACTION"	"AMIGA USER"	"JASON HOLBORN"
"BEANBAG"	"FUCK OFF"	"TILT"
"PINK FLOYD"	"NBS"	"ABOTS"
"PHS"	"MICK ROBINSON"	"DEBBIE"
"ELAINE"	"TUG"	"MC HAMMER"
"XR5I"	"GARDEN FIEND"	"HOOVER"
"MICROBYTE"	"THE COMPUTER STORE"	"VIRGIN"
"GALLUP"	"MAN UTD"	"FRAZZE"
"JOGGAN"	"KOKKOSLAVEN"	"GIRLS DOWNTOWN"
"GENERAL MOTORS"	"SEGA"	"ME ANDREAS"
"LINDA"	"KYSINGER"	"DEPECHE"
"ANTIACTION"	"LZ"	"JONATHAN FORBES"
"LITH"	"STEFFAN"	"ANDREAS"
"PETER"	"CHEAT"	"LYSATOR"
"BOBERG"	"HALLA"	"STAFFAN"
"KTH"	"RON"	"C19"
"BERING"	"ULRIKA"	"TEQUILA"
"FULL CONTACT"	"LEEDS"	"SPADGE"
"LIVERPOOL"	"NEWCASTLE BROWN"	"NCE"

When you enter the last letter of the desired word you should hear a crunch sound. If you don't hear the sound press 'RETURN' and then enter the word or phrase again. The reason you should press 'RETURN' is none of the cheats have return in them, so the pointer will restart at the beginning.

1.41 a19

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED SPECIAL EDITION 92 (Team 17):

Enter any of the following on the Intex computer on the first level (it may work on other levels also):

"ALIENS ARE BENDERS"	_____	Infinite energy.
"WON THE POOLS"	_____	?????????
"BANK RAID"	_____	?????????
"KEY TO THE CITY"	_____	Infinite keys.
"MR YALE OR WHAT"	_____	?????????
"JUST CALL ME MOGGY"	_____	?????????
"WHY NOT CALL ME MOGGY AS WELL"	_____	?????????
"JESUS THIS JIM BEAMS IS GOOD STUFF"	_____	Infinite energy.
"AHH BUT WILL SHE SWALLOW IT"	_____	?????????
"STEVIE WONDER"	_____	Turns the screen purple.

"KNACKERED JOYSTICK"_____Reverses joystick controls.
 "HARD BASTARDS"_____Make aliens move fast.
 "ALIENS LIKE MICHAEL BOLTON"_____????????
 "FUCK OFF"_____Resets the computer.
 "JANUARY SALE NOW ON"_____????????
 "ST EMULATOR"_____Shit graphics.
 "KATRINA HAS FARTED AND ITS A BEAUTY"_____Makes aliens disappear.
 "PC EMULATOR"_____Disables the Intex computer.
 "SALMAN RUSHDIE PLAYS ALIEN BREED"_____Makes player invisible.
 "THE IRAQIS MADE THE WEAPONS"_____Shit weapons.
 "ELVIS MODE"_____Play the game through the kings eyes.
 "ST USERS"_____????????
 "PPEAB"_____Advance to level ten.
 "I WANT FISH"_____Use the following keys:

'F3'Extra keys.
 'F6'Destroy the level your on.
 'F7'Jump to next level.
 'F9'Walk through walls.

Enter any of the following for various messages:

"ANDREAS TADIC"	"RICO HOLMES"	"MARTYN BROWN"
"ALLISTER BRIMBLE"	"KATRINA HIDLE"	"ANDY ROBINSON"
"MICK ROBINSON"	"DEBBIE BESTWICK"	"MICK PARKER"
"HEATHER PARKER"	"ELAINE ROBINSON"	"JOYICIE BABES"
"CATH"	"GINGER NODDY"	"SHAUN WAKEFIELD"
"CRAIG WAKEFIELD"	"DARREN WAKEFIELD"	"AMIGA FORMAT"
"AMIGA POWER"	"AMIGA ACTION"	"AMIGA FORCE"
"AMIGA COMPUTING"	"THE ONE"	"CU AMIGA"
"CVG"	"NIGEL EMAP"	"TGM"
"POWERPLAY"	"TILT"	"DATOR"
"DET NYE"	"K MAGAZINE"	"DAVE BROADHURST"
"HAYDN DALTON"	"DANNY BURKE"	"JUNIOR MCMILLAN"
"BOWERCLAN"	"LAURA AND JOHN"	"VAD ADDER"
"ANDY SLATTER"	"LEEDS UNITED"	"KOKKOSLAVEN"
"GIRLS DOWNTOWN"	"GENERAL MOTORS"	"SEGA"
"ME ANDREAS"	"LINDA"	"KYSINGER"
"DEPECHE"	"ANTI ACTION"	"LZ"
"JONATHAN FORBES"	"LITH"	"STEFAN"
"ANDREAS"	"PETER"	"CHEAT"
"LYSATOR"	"BOBERG"	"HALLA"
"STAFFAN"	"KTH"	"RON"
"PHS"	"BERING"	"ULRIKA"
"TEQUILA"		

When you enter the last letter of the desired word you should hear a crunch sound. If you don't hear the sound press 'RETURN' and then enter the word or phrase again. The reason you should press 'RETURN' is none of the cheats have return in them, so the pointer will restart at the beginning.

Select the two-player mode and switch the share credits option on. Then start the game. on the first level, go to the computer and log on. Instead of typing {PPEAB} which would advance you to level 10, type "PPPEAB" (note 3 P's) when you now log off, you'll go straight to level 10. If you go straight to the computer (a few screens

above where you start) and log on, you'll find that you have a staggering five million credits, which really helps!

Make your way to the third level without spending any money. Now log on to the first Intex computer you find. You should have about 6000 credits. Buy nothing, then log off. It is important that no fire doors have been closed. Now do a complete circuit of the level. If you log back onto the same Intex computer, you will find you have loads of money.

The level codes are; (log on to a computer then enter them)

2-"XXDFA" 3-"RTHAA" 4-"LAEEA" 5-"UYTTA" 10-"PPEAB"

1.42 a20

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED II (ECS & AGA) (Team 17):

Enter these for your password:

"378829"_____Fifty keys.
 "736353"_____credits.
 "098654"_____Ten lives.
 "243433"_____Activates level skip.
 (Use 'N' during play to skip levels)

(LEVEL CODES)

02-"353828"	06-"847464"	10-"193831"	14-"103992"
03-"108383"	07-"737373"	11-"090921"	15-"998112"
04-"370101"	08-"928112"	12-"309383"	16-"125332"
05-"982822"	09-"267364"	13-"101221"	17-"091233"

1.43 a21

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED - TOWER ASSAULT (Team 17):

(LEVEL CODES)

Security level 3----"FCDBMDEASDCAAADM"

Security level 3----"FCCELDAAHDCAAA EK"

Engineering level 1-"FKBDMDEAFDCAAAEB"

Science level 3-----"JGCJNDEAPDCAAACS"

Military level 3----"EPAEMDEBBDCAAA EA"

Military level 3----"IPCBSDADSDCAAACI"

Main tower level 2--"LAAPJDAISDCAAACM"

Main tower level 2--"LACJPDADSDCAAACS"

Main tower level 3--"HCAPJDADSDCAAADD"

Main tower level 4--"HCBPSLADSDCAAACB"

Stores level 3-----"EJDCPDAASDCAAADG"

Civilian level 3----"EEHBNDAAASDCAAADK"

Miscellaneous Codes

"FKASMCEABDCAAADI"

"JGAFICEABDCAA AEJ"

"FKANLCEABDCAAADP"

Here is a code that give you extras cash, lives, and keys:

"EBSSSCAAHAAAAACN"-7 lives and 255,000 credits.

1.44 a22

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN WORLD:

On the title screen, type "BILL AND TEDS BOGUS GAME" for infinite lives and all weapons.

1.45 a23

GO BACK ONE PAGE

BACK TO THE ALPHABET

ALIENS US:

(LEVEL CODES)

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

1.46 a24

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALLO ALLO:

On the title screen type "BASH STREET KIDS". The screen should turn white. During play press '1'-'5' to skip to the corresponding level.

1.47 a25

GO BACK ONE PAGE

BACK TO THE ALPHABET

AMAZING SPIDERMAN, THE:

Type your name as "GENERIC" on the high score table. When you press 'HELP' during the game you will replennish your energy.

1.48 a26

GO BACK ONE PAGE

BACK TO THE ALPHABET

AMC:

On the title screen, type any of the following (not sure if case sensitive):

Level 2--"Nostromo"
Level 4-"Discovery"

Level 6-"Enterprise"
Level 8----"Dagobah"

1.49 a27

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AMIGANOID:

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

1.50 a28

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AMNIOS:

(THE LEVEL CODES)

LEVEL 2___"FRDSNSMNGR"	LEVEL 7___"RCHLMCLTHS"
LEVEL 3___"PLFRMNLQSN"	LEVEL 8___"THBSTSTFTT"
LEVEL 4___"LSNBRGNSLQ"	LEVEL 9___"THTHJJRSNN"
LEVEL 5___"LKMCTKSCDF"	LEVEL 10___"MLFNDBTFLL"
LEVEL 6___"STBNLMRCHL"	LEVEL 11___"BTMNDHRCH"

1.51 a29

GO BACK ONE PAGE

BACK TO THE ALPHABET

AMOS PROFESSIONAL:

Enter one of the following names into the Amos pro editor, then move the cursor over the first character of each name and then press the 'HELP' key to see a hidden message.

Try these names (watch the capitals):

Carrine	Mel	Dithell	Stephen
Daisy	Pudsie	Lionet	Vanner

1.52 a30

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ANARCHY (Psyclapse): (Keith Krellwitz)

On the high score table enter your name as "FUNNY FACE". Now restart the game and pause it; Type "WELL ARD" to activate the cheat. You need to enter both of them. Use the following keys:

'1'	_____	Increases your boost by 100.
'2'	_____	Fills the spreadshot meter.
'3'	_____	Gives you smart bomb.
'4'	_____	Fills the canon meter.
'5'	_____	Fills double shot meter.
'6'	_____	Gives you 500 boost.
'7'	_____	Fill up life meter.
'8'	_____	Gives you a shield for your ship.
'9'	_____	Gives you a shield to put on the people.
'0'	_____	Not sure.
'-'	_____	Fills the canon meter.

1.53 a31

GO BACK ONE PAGE

BACK TO THE ALPHABET

ANTEP:

Go to the nearest town and offer your items for sale. When asked which items you should attempt to sell press '1-5'. These items are non-existent, but the shopkeeper give you lots of gold. Repeat this as many time as you like. Don't hit any number above 5 or the game will crash.

1.54 a32

GO BACK ONE PAGE

BACK TO THE ALPHABET

*APACHE (Team 17):

At any time during play or on the title screen type "OVERDRIVE". The screen should flash to let you know it worked. Now during play

use any of the following keys:

```
'S' _____ ??????
'D' _____ ??????
'R' _____ ??????
'E' _____ ??????
'W' _____ Full weaponry.
'M' _____ Terminate mission.
'1'-'5' ____ Skip to corresponding level.
'6' _____ Skip to bonus level.
```

1.55 a34

GO BACK ONE PAGE

BACK TO THE ALPHABET

*APB (Tengen) :

Push the joystick forward and press the fire button. You can start at any level.

1.56 a35

GO BACK ONE PAGE

BACK TO THE ALPHABET

*APIDYA:

Pause the game and type "ULRDABBA" for full weaponry (this only works once, if you type it again you'll lose a life).

On the title screen type one of the following:

```
"MISSHONEYBEE" _____ 2ND STAGE.
"DEPUTYOFLOVE" _____ 3RD STAGE.
"HASTALAVISTA" _____ 4TH STAGE.
"SNEAKPREVIEW" _____ 5TH STAGE.
"SHOWCREDITS" _____ FINALE.
Hit return after you type "SHOWCREDITS".
```

When you press 'HELP' and 'DEL' at the same time the on-screen action will slow down approximately 50%.

1.57 a36

GO BACK ONE PAGE

BACK TO THE ALPHABET

*APPRENTICE (Rainbow Arts): (Keith Krellwitz)

During play, press and hold 'DEL' and 'F3' for 50 guys and all the extras.

On the title screen, press 'TAB' to go to the password screen. Now type any of the following level codes: "WIZARD", "GUILD", "SPELLS", "ARCANE", "DRUID", and "FAERIE".

1.58 a37

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AQUANAUT: (K. Krellwitz)

During play, hold down 'HELP' and press fire to skip levels. You can skip right to the lame ending.

1.59 a38

GO BACK ONE PAGE

BACK TO THE ALPHABET

AQUAVENTURA:

On the option screen, hold down 'CTRL' and 'F10' then press fire. Now use any of the following keys during play.

'L' _____ Skips levels.

'T' _____ Skips to the tunnel section.

1.60 a39

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ARABIAN NIGHTS:

On the title screen, type "SIMEON" and during the game use the following keys:

'F1'	_____	Gives you the power sword.
'F10'	_____	Pal/ntsc.
'TAB'	_____	Skips levels.
'H'	_____	Slow motion.
'E'	_____	English.
'F'	_____	French.
'G'	_____	German.
'D'	_____	Dutch.

Hold down the 'LEFT AMIGA KEY' for invincibility or when you need a key to open a door or a crank.

1.61 a40

GO BACK ONE PAGE

BACK TO THE ALPHABET

ARCADE POOL (Team 17):

In two-player mode, after your opponent fouls in US pool, grab the cue ball and before you take your shot, push it in between two other balls that are close together on the table, so that the cue ball touches both of the other balls. This nudges the balls a bit and if they are in the right place you could set yourself up a treat, or ruin your friend's plans. The computer players don't mind, but your friend will.

In Speed Pool, put all of the balls apart from one, then line the last one on the pocket. Select save, the New to start with one ball left on 0 minutes and 00 seconds.

1.62 a41

GO BACK ONE PAGE

BACK TO THE ALPHABET

ARCHER M'S POOL:

Type "VF12" while in trickshot mode, then go to demo mode to find the new menu. Select two players to make the computer play itself, then wait. Now the computers controlled players abilities are revealed.

1.63 a42

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ARCHIPELAGOS:

Finish the first two archipeligos and hit 'RETURN' to select another. Type "8421" and hit 'RETURN' twice. You can now go wherever you want.

1.64 a43

GO BACK ONE PAGE

BACK TO THE ALPHABET

ARCTIC FOX:

The following is a list of the locations that you may start at when playing the tournament level:

KEY	STARTING	LOCATIONS
F1	53'33"	82'08"
F2	55'25"	82'24"
F3	56'14"	82'56"
F4	54'49"	83'41"
F5	51'45"	83'50"
F6	50'21"	83'34"
F7	49'41"	83'11"
F8	50'49"	82'18"

Under configuration F3 & place F4 there is a communication fort at coordinates 54'12",83'16". The fort is behind the mountain and guarded by a missile launcher and several tanks. Under configuration F1 & place F7 to the east of the coordinates 53'30",83'36" the main complex is located there and is guarded by several missile launchers and lots of heavy tanks.

1.65 a44

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ARKANOID:

Press the 'SPACEBAR' to pause the game, and type "DSIMAGIC" or type "MINIMAGIC". Then use the following keys to drop the corresponding capsule:

'B'	_____	Opens gate to next level.
'C'	_____	Lets you catch ball.
'D'	_____	Splits into three balls.
'E'	_____	Give you a larger vaus.
'F'	_____	Warps to the last level.
'L'	_____	Gives you a laser.
'P'	_____	Extra man.
'S'	_____	Slows down ball.
'ENTER'	_____	Skips levels.

1.66 a45

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ARKANOID II: (Top three work on my version)

On the title screen type "WHENWORLDSCOLLIDE". Now start the game and use 'S' to open the gate to the next level.

On the title screen, type "ROBOCOPPER" to restart on the last level you died on.

Press the right mouse button during loading to see an advertisement for Robocop.

On the title screen, type (with the 'CAPS LOCK' on) "MAGENTA", then during play press 'S' to open gate to the next level.

After the title screen rolls around type "DAILY-88" for unlimited continues.

1.67 a46

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ARMALYTE:

Pause the game, then type "DELTA3", you should now have infinite lives. Press '1' to power down weapon, press '2' to power up weapon, and press 'F' to advance levels.

1.68 a47

GO BACK ONE PAGE

BACK TO THE ALPHABET

ARMOURGEDDEN:

When in the HQ, access the messages screen. Move the arrow so it points to the first letter of the message highlighted in yellow. Now hold down 'ESC' and press the LEFT MOUSE BUTTON. The message {YOU WOULDN'T LET IT LIE} should appear. This indicates that the cheat mode is active. You now have an invincible craft and an infinite supply of fuel and firepower. To turn the cheat mode off (you need to do this to complete the game), simply access the message screen again, point at the first letter of the message highlighted in yellow, press and hold down 'ESC' and press the LEFT MOUSE BUTTON. The message {LOOK AT THE SIZE OF THAT SAUSAGE!} should appear. The cheat mode is de-activated.

Armourgedden also has an object editor. To enter it, use the mouse to move the arrow to the top left hand corner of the secondary title screen. Now hold down 'LEFT SHIFT' and the LMB to find a verticle line. The keys to use are; 'F9' zoom in, 'F10' zoom out, numeric keypad brackets rotate object, numeric keypad '7' and '8' also rotate. Cursor left previous object, cursor right next object, press 'ESC' to exit.

1.69 a48

GO BACK ONE PAGE

BACK TO THE ALPHABET

ARMY MOVES:

During play hold the following keys for invicibility:

ON LEVEL 1____'ALT', '1', AND 'D'
ON LEVEL 2____'ALT', '1', AND 'J'

The password to part two is ____"101069". If this doesn't work
try typing "KARENBROADHURST" on the title screen.

1.70 a49

GO BACK ONE PAGE BACK TO THE ALPHABET

*ARNIE 2: (Keith Krellwitz)

During play, type "VICKY" and press 'RETURN'. You should now
receive 99 lives and 99 grenades.

1.71 a50

GO BACK ONE PAGE BACK TO THE ALPHABET

*ARTURA: (Keith Krellwitz)

During play, type "MOLE" for unlimited energy.

1.72 a51

GO BACK ONE PAGE BACK TO THE ALPHABET

*ASSASSIN (Team 17):

On the first level, climb the left side of the first tree you come
to, climb to the very top. Now press 'P' to pause the game and type
"ACEVIEWFROMUPHEREMATE" and the screens border will flash. Unpause
the game and use the following keys:

'1-6'_____Go to corresponding level with infinite energy.
'W'_____Gives you maximum weapon configuration.

'E' _____ Takes you straight to the end of level gaurdian.
'C' _____ Grants infinite continues.

Or, on the high score table, enter one of the following:
"ASSASSIN", "THE ONE THE ONLY", "SUPERFROG", "ALIEN BREED",
"PROJECT X", "PSIONIC SYSTEMS". Enter "MIDAN" to continue from
where you left off.

1.73 a52

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ASSASSIN SPECIAL EDITION (Team 17):

During play, type "ANOTHERCHEATMODE" for infinite energy. Press any
of the following keys:

'W' _____ For full weapons.
'D' _____ To die.
'N' _____ To skip levels.
'E' _____ End of level guardian.

1.74 a53

GO BACK ONE PAGE

BACK TO THE ALPHABET

ASTERIX & OBELIX - OPERATION HINKELSTEIN:

Press 'F7' when you run out of lives.

1.75 a54

GO BACK ONE PAGE

BACK TO THE ALPHABET

ASTRO MARINE CORP:

(LEVEL CODES)

ZONE 01--"NOSTROMO"	ZONE 05--"ENTERPRISE"	ZONE 09--"REPLICANT"
ZONE 03--"DISCOVERY"	ZONE 07----"DAGOBAB"	ZONE 11-----"KRULL"
	ZONE 13--"METROPOLIS"	

1.76 a55

GO BACK ONE PAGE BACK TO THE ALPHABET

ASYLEM:

There is a magnet in the telephone. Be careful when going into the surgeons den - the operating theatre has more clues than meets the eye (or nose).

1.77 a56

GO BACK ONE PAGE BACK TO THE ALPHABET

*ATAX: (Keith Krellwitz)

Pause the game and type "AMANDA". You will now be transported to the final challenge.

1.78 a57

GO BACK ONE PAGE BACK TO THE ALPHABET

ATHLETICS:

Take the mouse and plug it in the joystick port. Now move the mouse round and round on your mouse mat and your man will run at full speed, giving you a very impressive time.

1.79 a58

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ATOMIC ROBOKID:

On the title screen, type "TUESDAY 14TH". An option screen should appear when you press fire.

1.80 a59

GO BACK ONE PAGE

BACK TO THE ALPHABET

ATOMINO:

Here are some level codes:

010----"IDYLL"	040---"PHOTON"	070---"FOSSIL"
020---"TAURUS"	050-"PLANKTON"	080---"POISON"
030--"NEPTUNE"	060-"INFERNAL"	090-----"SOUP"
	100-"SULPHATE"	

1.81 a60

GO BACK ONE PAGE

BACK TO THE ALPHABET

ATOMIX (Thalion):

Press the 'HELP' key and type in "TIME" to freeze the clock. If this doesn't work type "TIME" on the password screen.

1.82 a61

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ATOMSMASHER:

Type 'CATHERINE ZETA JONES' on the titlescreen and it'll say {Ready}. Now start the game as normal and try pressing the following keys:

'S' _____Skip levels.
 'L' _____Toggle infinite lives on or off.
 'I' _____Toggle invulnerability on or off.

(LEVEL EDITOR)

Type 'ZANDALEE' for the level editor. Here is how it works:

'ESC' _____Return to the main menu.
 'DEL' _____Totally clears the selected depth.
 'M' _____Toggle between "block" and "baddie" mode.
 'G' _____toggles graphic style through.
 Metal, Rock, Snow, Brick and Crypton (Use on depth 2).
 '[' & ']' _____Toggle through existing levels.
 'F1' _____Play level in one player mode.
 'F2' _____Play level in two player mode.

(DESIGNING A MAZE)

Each level consists of 3 layers, and pressing 'D' will go through them. Depth 0 is where the backgrounds are designed, depth 1 is where the ice, mud and mines go, and depth 2 is where you actually design the maze. On depth 2, pressing the 'SPACEBAR' takes you to the block select screen, where you can select any block by pressing the fire button on your joystick. This then puts you in {block} mode (which appears at the bottom right of the screen) where you can place the block by pressing fire again.

(PLACING CHARACTERS)

Select depth 2 and press 'M' to go into "baddie" mode. Position both players by pressing '1' and '2' at the desired position. You can toggle through the baddies using the comma ',' and full-stop '.' keys, and can place them using fire, or replace existing baddies by first selecting the space, and then adding your preference. Baddie characteristics can be changed by placing the cursor over it and then using the arrow keys:

'Up' _____Increase baddie speed.
 'left' _____Decrease rate the baddies drop hazards.
 'Right' _____Increase rate the baddies drop hazards.
 (from 01 (fastest) to 99 (slowest)
 (00 means it'll never drop anything)
 'Down' _____Increase drop speed by 10.

Pressing '9' will change the speed at which the baddies will then appear. Once you've placed all the initial baddies, pressing 'RETURN' takes you onto the "que" screen, where you can place up to 50 replenished ones. Pressing '0' will change the time between these baddies appearing. Any new levels can now be saved on a

blank disk by returning to the main menu and selecting the save option.

1.83 a62

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AUNTARCTIC ADVENTURE: (Keith Krellwitz)

Start the game and when it says {LEVEL 01} in the middle of the screen type "JESSICA". This will give you ten extra guys. You can type this in twice or maybe three times and you will get ten extra guys added to your current stock each time. This can also be done at the start of any level.

1.84 a63

GO BACK ONE PAGE

BACK TO THE ALPHABET

AUSTRALO PITICUS MECHANICUS:

Press 'CAPS LOCK' to activate the cheat mode.

1.85 a64

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AWESOME (Psygnosis):

Finish the 1st shoot'em up section then on the screen that follows (The Armoury), move the pointer to the box with the word shield in it (upper left hand corner). Now hold down the '+' key on the numeric keypad and press fire. Allocate all energy to the weapons. The following keys will now be available during play:

'F6' _____ Replenish life meter.
'F1' _____ Finish shoot'em up sections.
'2'-'9' _____ Select weapons.

```
'0' _____ Another weapon.  
'-' _____ Another weapon.  
'=' _____ Another weapon.  
'1' _____ Remove extra weapon.
```

1.86 a65

GO BACK ONE PAGE BACK TO THE ALPHABET

*AXELS MAGIC HAMMER:

During play, press '1'-'8' to jump to the corresponding level.

1.87 a66

GO BACK ONE PAGE BACK TO THE ALPHABET

AZTEC TOMB:

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

1.88 b01

GO BACK ONE PAGE BACK TO THE ALPHABET

*BAAL (Psyclapse):

Get a high score about 1000 points and die. Now enter "LOVEBUNDLE" for your name on the high score table. After you press 'RETURN' a Message will appear letting you know the cheat mode is activated. Now press 'RETURN' again and delete a letter from the word "LOVEBUNDLE" and press 'RETURN' again. Next press 'SPACE' to restart the game. When the game starts press 'P' to pause the game. Now press 'F10' (do not hold it) and enter the following sequence:

"XR4IMEGATURBONUTTERTWATTINGBASTARD-OVERTOYOU DAVE"

Once you press the last 'E' the game will start to load. You will now appear on level 2 with infinite lives and all the weapons. If the game unpause while you are typing the last sequence in pause the game and retype it. The dash is on the main keyboard. If you pause the game, press 'F10' and type it again you will go to level 3.

Coordinates of all the jetpack platforms, these are in the order in which you have to take to finish the game.

LEVEL 1: 31/16, 02/25, 52/30, 51/00, 24/38, 62/13, 02/50, 64/49
33/58

LEVEL 2: 34/30, 54/12. 16/12, 00/24, 03/34, 30/47, 54/12

LEVEL 3: NO JETPACKS ON THIS LEVEL.

1.89 b02

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BABY JO:

LEVEL CODES:

"MUMMY"

"GLOUP"

"YOUPI"

1.90 b03

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BACK TO THE FUTURE II:

Pause the game and type "THE ONLY NEAT THING TO DO". Hold down 'SHIFT' and press ' Z' to skip to the next level.

1.91 b04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BACK TO THE FUTURE III:

To get infinite lives, type these in during the story before each level.

LEVEL 1_____ "ROTTEN CHEAT".
LEVEL 2_____ "LOUSY CHEAT".
LEVEL 3_____ "LOW DOWN CHEAT".

1.92 b05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BALDY:

Press fire to start the game, then press 'P' during play. Now finish the first level. After you have successfully recovered all the disks, the computer will ask 'WHERE TO PAUL?'. Type "LEVEL" followed by the level number you desire.

1.93 b06

GO BACK ONE PAGE

BACK TO THE ALPHABET

BANE OF THE COSMIC FORGE:

The password to enter the door in the SE tower of the 1st level is "SNOOPCHERI". Use the rotten cheese on the mousehole. Some small help for playing the game successfully: When you create your characters, it may be a good idea just to make all of them Dracons.

This is untested, but unless you have at least one of this fire breathing race you surely wont survive the game. So maybe it would be good to have more. Use a good mix of the classes, try to take one of each spell class and a good solid thief that is at full strength. Get a good enough thief and you dont need a fighter. It may be slow, but keep rolling till you get the best character possible. Be sure to make at least one character female, there are places in the game where this is a must. Don't do it and be sorry

later! Diversify your skills.

Have each character specialise in a few skills relative to his class. Do not worry about developing weapons skills, you have no use for them if you created your party correctly. In fights early in the game use DRACONS BREATH ATTACK, just be careful not to over extend yourself. Rest after each encounter, backing up your hard work. Always search the area after a combat. Search each square you step in. Not only this, but search facing all four directions, many things can only be found that way. Thieves are not always true. If you find a lock and have your thief open it, always guess it is poison unless you are 100% sure (I.E. tried it before) because it is better to suffer something else than to die by getting this wrong. Don't bash doors early in the game! If your characters are not very strong you will be sorry. Jammed doors do you no good, as you might never be able to open them again. Same goes for picking the lock. Wait till you get a caster capable of conjuring knock knock with at least 18 points (preferably 24) and do it this way. It is much more sure. Once you know there are secret panels or buttons, keep walking past them until you discover them. You can find them by looking at the maps and know where they are, sometimes it takes awhile to sense them.

1.94 b07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BANSHEE AGA (Core): (Keith Krellwitz)

On the title screen or during the intro, type "FLEV17" and press 'RETURN'. This will give you infinite lives. Use the function keys to skip levels. The screen will flash letting you know it worked.

For a bit of fun on the title screen or during the intro, type "I AM EXQUISITELY EVIL" and press 'RETURN'. This will change the names on the high score table and you can kill polar bears and people. The screen will flash letting you know it worked.

1.95 b08

GO BACK ONE PAGE

BACK TO THE ALPHABET

BANSHEE CD\$^3\$\$^2\$ (Core):

Enter "MARY WHITEHOUSE" for your name on the high score table.
This will give you the ability to kill the polar bears and
civilians during play.

Enter "KANNIJADE KREW" for your name on the high score table. This
will give you invincibility and will allow you to skip levels with
the two buttons on the top of the joypad.

1.96 b09

GO BACK ONE PAGE

BACK TO THE ALPHABET

BARBARIAN (Palace):

On the final level where you confront Drax, walk forward, and when
the first fireball comes, jump, then do a forward roll into him.

1.97 b10

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BARBARIAN (Psygnosis):

Start the game, then type "04-08-59" for near invincibility. To
kill the final Wizard, you must have a shield. When his shot comes
at you, use the defense icon, and it will fly back at him.

1.98 b11

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BARBARIAN II (Psygnosis):

Hold down the 'HELP', 'M', and 'E' keys to replenish your energy.
If you have an 'AMIGA ACTION REPLAY II' hold down the keys and
press the replay button (while your holding the keys). Then let up
on the keys now use 'X' to go back to the game. The computer still

thinks the keys are being pressed (the game crashes if you use the ACTION REPLAY III).

1.99 b12

GO BACK ONE PAGE

BACK TO THE ALPHABET

BARBARIAN II (Palace):

LEVEL 1: LEFT, LEFT, RIGHT 7 TIMES, LEFT, RIGHT, LEFT, IN CAVE, AND RIGHT.

LEVEL 2: RIGHT, UP, LEFT, UP, LEFT, LEFT, RIGHT, LEFT 3 TIMES, UP, AND LEFT.

LEVEL 3: UP, RIGHT, RIGHT, UP, LEFT, RIGHT, UP, RIGHT, LEFT, LEFT, UP, LEFT, LEFT, UP, UP, RIGHT, RIGHT, LEFT, LEFT, AND UP.

1.100 b13

GO BACK ONE PAGE

BACK TO THE ALPHABET

BARDS TALE I:

To get more gold than you will ever need (and then some), transfer all the parties gold to one player. Save him to disk then load him back up and transfer all to another. Keep repeating this process till you have done it to all the players, then exit without saving. Load back up and all your players will have the amount of gold equal to that of the entire party before. Repeat until satisfied. If your tired of waiting for morning to come enter and exit the guild.

1.101 b14

GO BACK ONE PAGE

BACK TO THE ALPHABET

BARDS TALE II:

Enter the guild, then exit the guild for morning to come. Next find some illusionists and kill the front line. Now cast the "DISRUPT ILLUSION" to keep disbelieving and to gain experience.

1.102 b15

GO BACK ONE PAGE

BACK TO THE ALPHABET

BARDS TALE III:

For a bit of fun tell the guard at the mad gods temple "HAMBURGER".

1.103 b16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BART VS. THE SPACE MUTANTS:

On the title screen, type "COWABUNGA" for unlimited lives, or type "EAT MY SHORTS" you can now skip levels with the number keys or the 'F' key.

When you have the whistle, stand by the last window of the Springfield Retirement Home and blow it. Now a guy should appear and start throwing lots of money at you, so grab it and go on a shopping spree!

1.104 b17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BART VS. THE WORLD: (Keith Krellwitz)

On the title screen, type "MISTER CABBAGE" for infinite lives.

1.105 b18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BASE JUMPERS: (Keith Krellwitz)

Select CHANGE from the main menu and type "WIBBLE". Now exit and start the game. This will give you infinite lives. You can just type "WIB" and start the game, and press any key for the same thing.

Select CHANGE from the main menu and type "FLIBLE". Now exit and start the game. During play hold down 'HELP' and type any of three letter words from the list below for the various effects.

Select CHANGE from the main menu and enter any of the following codes to play the various sub-games:

"SEU"---Shoot'em up game.	"RUN"-----Racing game.
"BEU"----Portal Wombat.	"WAR"-----Warlords.
"PAC"-----Pacman.	"NAB"-----Jumping game.
"FLY"-----Joust.	"BOM"----Bomb the city.
"OLD"----Original pong.	"HOP"-----Frogger.
"NEW"---New style pong.	"CON"---Space invaders.

During play pick up the letters and spell any of the following words:

"NIL"-----No bonus.	"JET"----Play jetstrike.
"AAF"---Programmer bonus.	"SAS"-----Air service.
"ASF"----Graphics bonus.	"AAA"-----Triple A.
"QVC"---Agh! TV shopping.	"RUN"-----Lunchbox time.
"CMT"-----Country music.	"DOG"-----Woof.
"BOB"-----Bob effect.	"BET"-----End level bets.
"ART"----Artistic bonus.	"ABE"-Presidential bonus.
"ANT"-----Little bonus.	"HAT"-----Hat time.
"ALE"-----Have a drink.	"CAP"-----Cap time.
"BBC"-----Repeat bonus.	"FEZ"-----Just like that.
"ITV"---Advertising time.	"TOP"-----Top hat.
"SKY"-----Sky high.	"CAD"-----Bad chap.
"BAA"-----Sheep.	"DEN"-----Dirty dude.
"NON"-----Negative.	"DAT"----Cool tape bonus.
"NIX"-----Negative.	"DAZ"---Agh Danny Baker.
"YES"-----Positive.	"EAT"-----Food bonus.
"YUP"-----Positive.	"ELM"-----Plant trees.
"BAD"-----Very bad.	"ERM"----Undecided bonus.
"RAD"-----Very rad.	"EWE"-----Sheep.
"FAX"-----Yuppie bonus.	"FRY"-----Food bonus.
"DIM"-----Stupid bonus.	"FAD"-----Bonce boppers.
"ELF"-----Fantasy bonus.	"FED"-----FBI bonus.
"FLU"-----Feel sick.	"FBI"-----Feds.
"GIN"-----Have a drink.	"GEM"-----Jeweled bonus.
"HEN"-----Lay an egg.	"GAG"-----Shut up.
"JAM"----Sandwich bonus.	"HEX"-----7FFF bonus.
"KIN"----Brotherly bonus.	"INK"-----Colour bonus.

"LAW"-----Legal bonus.	"PEN"-----Writing bonus.
"MOM"-----Phone yours.	"IRS"-----Agh tax.
"NAM"-----Flashback.	"ILL"-----Not well.
"OIL"-----Slick bonus.	"JAB"-----Pointy bonus.
"PIG"-----Piggies.	"PIN"-----Pointy bonus.
"QED"-----So there.	"JOB"-----Gizza job.
"RAM"-----Chips.	"JAG"-----Cool car bonus.
"ROM"-----Chips.	"KEW"-----Gardens bonus.
"TAX"-----Tax bill.	"KEV"-----God of football.
"UXB"---Unexploded bonus.	"LCD"---Cheap screen time.
"VIN"-----French wine.	"MAC"-----Cool computer.
"WAD"-----Loads of money.	"OAK"---Plant more trees.
"XXX"---Expletive deleted.	"RAT"-----Where.
"ZZZ"-----Wake up dopey.	"RAP"-----Aaagh.
"BOM"-----Kaboom.	"TAD"-----Small bonus.
"EGG"-----Salmonella.	"TIC"-----Toc.
"FLY"-----Aerial combat.	"UGH"-----Caveman bonus.
"CND"-----Drop the bomb.	"VAT"-----Agh tax.
"BAN"-----The bomb.	"VIP"---Important bonus.
"BOO"-----Gotcha.	"WAY"-----Out.
"CON"-----Space invaders.	"WAX"-----Dummy.
"SEU"-----Shoot'em up.	"WOT"-----I said captain.
"WET"-----Stormy weather.	"YAK"---Hairy cow bonus.
"SUN"-----Shiny bonus.	"ZAP"-----Ouch.
"STY"-----Piggies.	"ACT"---Alas poor Yorick.
"TIE"-----All equal.	"OOK"---Plant more trees.
"MAX"-----All highest.	"KEY"-----The key game.
"MIN"-----All lowest.	"POO"-----No swearing.
"OFF"-----Oops sorry.	"FOK"-----No swearing.
"BEU"---Time for violence.	"FUK"-----No swearing.
"PAM"-----Reverse map.	"DAM"-----No swearing.
"REV"-----Reverse view.	"BUM"-----No swearing.
"WIN"_____Complete level.	"XIT"_____Complete level.
"RON"_____Complete level.	"ICY"_____Slippery.
"ICE"_____Slippery.	"MEM"_____Memory.

(LEVEL CODES)

Event 1-"ONE"	Event 2-"TWO"	Event 3-"BAT"
Level 2-"TUT"	Level 3-"END"	Level 4-"MAD"

1.106 b19

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BATMAN THE MOVIE:

On the title screen, type "JAMMM" for infinite lives. Now by pressing 'F10' you can skip levels.

1.107 b20

GO BACK ONE PAGE

BACK TO THE ALPHABET

BATTLE ISLE:

It has eluded most players on how to play against the computer. I'm sure it is buried somewhere in the long documentation file. The game defaults to a two player mode. Select options with the mouse to get to the options screen. Click on the word first. That is the first level of the two player codes. Type in conra or code for any other game level that you wish to play. Then select exit to play the game. Here are the level codes:

LEVEL 00-"FIRST"	LEVEL 11-"DONNN"	LEVEL 22-"FIFTH"
LEVEL 01-"GHOST"	LEVEL 12-"VESTA"	LEVEL 23-"VESUV"
LEVEL 02-"GAMMA"	LEVEL 13-"OXXID"	LEVEL 24-"MAGIC"
LEVEL 03-"MARSS"	LEVEL 14-"DEMON"	LEVEL 25-"SPACE"
LEVEL 04-"EAGLE"	LEVEL 15-"GIANT"	LEVEL 26-"VALEY"
LEVEL 05-"METAN"	LEVEL 16-"CONRA"	LEVEL 27-"TESTY"
LEVEL 06-"FOTON"	LEVEL 17-"PHASE"	LEVEL 28-"TERRA"
LEVEL 07-"POLAR"	LEVEL 18-"EXOTY"	LEVEL 29-"SLAVE"
LEVEL 08-"TIGER"	LEVEL 19-"MOUNT"	LEVEL 30-"NEVER"
LEVEL 09-"SNAKE"	LEVEL 20-"FIGHT"	LEVEL 30-"NEVER"
LEVEL 10-"ZENIT"	LEVEL 21-"RUSTY"	LEVEL 31-"RIVER"
LEVEL 32-"EUROP"	LEVEL 33-"STORM"	

1.108 b21

GO BACK ONE PAGE

BACK TO THE ALPHABET

BATTLE ISLE-SCENARIO DISK 1:

Go to the player option before the game starts and then press fire on the human option. Then move down and press fire on the computer option. Then, when the game starts, you'll have all the computer's units and he'll have yours. Because the game usually gives the computer more units, you'll gain this advantage.

(LEVEL CODES)

One player game:

1-"BLOCK"	07-"YUKON"	13-"SOUND"	19-"NOUTH"
-----------	------------	------------	------------

2-"WATCH"	08-"POINT"	14-"TWEAK"	20-"FJORD"
3-"LAGUN"	09-"FROGS"	15-"NIPON"	21-"DONOR"
4-"BIRMA"	10-"ITALY"	16-"FLAIR"	22-"LEYES"
5-"SERPT"	11-"LINES"	17-"ARROW"	23-"JUMPY"
6-"RAMBO"	12-"VARUS"	18-"KORSO"	24-"WERFT"

Two player game:

1-"CLOAK"	3-"BOMBS"	5-"PEARL"	7-"ROMEL"
2-"LOSAG"	4-"COMET"	6-"MIROR"	8-"MAGMA"

1.109 b22

GO BACK ONE PAGE

BACK TO THE ALPHABET

BATTLE ISLE 93:

(LEVEL CODES)

ONE PLAYER:	LEVEL 1-"LUMIT"	LEVEL 13-"FINXT"
	LEVEL 2-"LUNAR"	LEVEL 14-"EBENE"
	LEVEL 3-"LUTOF"	LEVEL 15-"EBSYL"
	LEVEL 4-"SONIX"	LEVEL 16-"EBONY"
	LEVEL 5-"SOWYN"	LEVEL 17-"EBTAR"
	LEVEL 6-"SOSOO"	LEVEL 18-"KARST"
	LEVEL 7-"SONAF"	LEVEL 19-"KANTO"
	LEVEL 8-"RACHE"	LEVEL 20-"KAROT"
	LEVEL 9-"RAMPE"	LEVEL 21-"KAISR"
	LEVEL 10-"RANGG"	LEVEL 22-"SYBIL"
	LEVEL 11-"FILMO"	LEVEL 23-"SFNIX"
	LEVEL 12-"FIEST"	LEVEL 24-"SYNOM"

TWO PLAYER:	LEVEL 01-"LUDOS"	LEVEL 05-"FISCH"
	LEVEL 02-"SONNE"	LEVEL 06-"EBTON"
	LEVEL 03-"SOTEX"	LEVEL 07-"KABEL"
	LEVEL 04-"RASEN"	LEVEL 08-"SYTAX"

1.110 b23

GO BACK ONE PAGE

BACK TO THE ALPHABET

BATTLE ISLE DATA DISK VOL 2:

Secret codes: 01-"DIONE" 02-"NAIAD"

1.111 b24

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BATTLE SQUADRON:

During play, type "CASTOR" for invincibility. use 'F6'-'F10' for different weapons and 'F1'-'F5' to change the weapon's power.

On the title screen, type "ELECTRONIC" for a list of options. If this doesn't work try pressing the 'SPACEBAR'.

1.112 b25

GO BACK ONE PAGE

BACK TO THE ALPHABET

BATTLE VALLEY:

Type "ROGER MELLIE THE MAN ON TELE" for infinite lives.

or "ROGER MELLIE THE MAN OF TELE"

or "ROGER MELLIE THE MAN ON THE TELE"

1.113 b26

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BC KID:

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

1.114 b27

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BEACH VOLLEYBALL:

Type "DADDYBRACEY" to activate the cheat. Press 'F1' to skip levels.

1.115 b28

GO BACK ONE PAGE

BACK TO THE ALPHABET

BEAST BUSTERS:

If you pause the game you can still move the crosshair around!

1.116 b29

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BEAVERS:

On the title screen, type "ZEGOOOLI" to start at level 8 or type "MRCLINK" start at level 15.

During play, type "BIGGIGBIB" Press 'F2' to skip levels and use the 'SPACE BAR' to select any position in the level.

1.117 b30

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BEHIND THE IRON GATE: (K. Krellwitz)

During play type any of the following:

"NIECHCEMYALCHEMY"_____To skip to the next level.
 "MARCHETIC FIELDS"_____For Invincibility.
 "FASTERTHANRIGHTS"_____Not sure.
 "FRAJER KUPIL GRE"_____Press 'RETURN' to get back.
 "PROTESTUJITESTUJ"_____Replenish life meter.

(LEVEL CODES)

2-"E113333FAS"	10-"RUQBBBBBY23"	18-"ZEARRRRRID3"
3-"G224444ETJ"	11-"GAEVVVVM3W"	19-"KUQBBBBBYEC"
4-"H224444EUJ"	12-"5Z4MMMVVLJ"	20-"QPL1111DXX"
5-"GBL2222CLL"	13-"AAEVVVVMWK"	21-"UMIZZZZA5W"
6-"TQOPPPPW2E"	14-"KLP5555HRT"	22-"D15PPPPWHC"
7-"43CCCCC2TE"	15-"IKO6666GU3"	23-"CY3NNNNUAG"
8-"NADTTTTKM1"	16-"FGCTTTTK2G"	24-"G4ZIIIIIR6N"
9-"3Y3NNNNUKC"	17-"H260000X3B"	25-"K51LLLLSGE"

1.118 b31

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BELIAL: (K. Krellwitz)

Pause the game and type "SATAN". While the game is paused, press 'O' to disable sprite collision (bottom of screen will flash green) and press 'I' to enable sprite collision (bottom of the screen will flash red).

1.119 b32

GO BACK ONE PAGE

BACK TO THE ALPHABET

BENEFACITOR: (Pete Paluch)

(LEVEL CODES)

UNDERWORLD	TOMBS OF EGYPT	THE TREETOP RESCUE
"3MQLMP5PQT"	"3MQLSP4JQN"	"MNQP2Q4NC4"
"3MQL4PSNQR"	"3NQL3QSNKS"	"MNQPGQQPGQ"
"3NQL2Q4JC4"	"3NQLKQ5P45"	"MNQPMQ5TQ5"
"3NQLGQQLGQ"	"3NQLQQQLQQ"	"MNQP4QSRQS"

"3NQLMQ5PQ5"	"3NQLSQ4JQ4"	"MMQP3PSRKR"
"3NQL4QSNQS"	"MMQP2P4NCN"	"MMQPKP5T4T"
"3MQL3PSNKR"	"MMQPGPQPQP"	"MMQPQPQPQP"
"3MQLKP5P4T"	"MMQPM5TQT"	"MMQPSP4NQN"
"3MQLQPQLQP"	"MMQP4PSRQR"	"MNQP3QSRKS"
STONES & BONES	MERRY WINTERLAND	THE TECHNO TREAT
-----	-----	-----
"MNQPQQQPQQ"	"3MQJGN5NKR"	"MMQNKNWTQT"
"MNQPSQ4NQ4"	"3MQJ3NWP4T"	"MMQNMN5RQR"
"3MQJCNQJCN"	"3MQJ4NSLQP"	"MNQNC4QNC4"
"3MQJ2NSLGP"	"3MQJQNQJQN"	"MNQN24SPGQ"
"3MQJKNWPQT"	"3NQJG45NKS"	"MNQNK4WTQ5"
"3MQJMN5NQR"	"3NQJ34WP45"	"MNQNM45RQS"
"3NQJC4QJC4"	"3NQJ44SLQQ"	"MMQNGN5RKR"
"3NQJ24SLGQ"	"3NQJQ4QJQ4"	"MMQN3NWT4T"
"3NQJK4WPQ5"	"MMQNCNQN CN"	"MMQN4NSPQP"
"3NQJM45NQS"	"MMQN2NSPGP"	"MMQNQNQNQN"

TO HELL WITH MINNIAT

 "MNQNG45RKS"
 "MNQN34WT45"

1.120 b33

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BETTER DEAD THAN ALIEN:

On the option screen or during play, type "CHAMP". Press 'HELP' twice and press FIRE to see a list of available cheats. Here are the cheat keys:

'F1'-----Scatter gun	'F6'-----Smart bomb
'F2'-----Rapid fire	'F7'-----Double base
'F3'-----Machine gun	'F8'-----Shield
'F4'-----Superbolt	'F9'---Kill all aliens
'F5'-----Stun bomb	'F10'---Extra power bars

If you are playing a two player game hold down 'DEL' and the desired function key to affect the second player.

On the title screen, type in "CHAMPIE" instead of just "CHAMP", the game reports that the {SUPERCHEAT} mode has been activated. You will now be able to use the following keys on the title screen to change the games parameters:

'F1'-----New drain value.	'F6'---New machine delay value.
'F2'---New rapid drain value.	'F7'-----New gain per frame.
'F3'---New machine drain value.	'F8'-----New max ship speed.

'F4'-----New delay value. 'F9'-----Press a number 1-5.
 'F5'---New rapid delay value. 'F10'--switch between screens.

(LEVEL CODES)

001----"ELEKTRA"	009-----"WOOMERA"	017--"CORNUCOPIA"
002----"SYZYGY"	010----"NARCISSUS"	018-----"PUNJABI"
003---"DRAMBUIE"	011----"DEBUTANTE"	019--"TIDDLY POM"
004-----"PLUG"	012-----"FIRKIN"	020-"KEWPIE DOLL"
005----"SOPRANO"	013----"ACOUSTIC"	021---"SEPULCHRE"
006-"MAYONNAISE"	014----"TRIPTYCH"	022---"EUPHEMISM"
007-----"FAUCET"	015-"JABBERWOCKY"	023--"GRAMMARIAN"
008-----"POTATO"	016----"WHIMSICAL"	024---"CROSSWORD"
	025---"QUARANTINE"	

To enter the level codes you must highlight the {LEVEL} option and press fire.

1.121 b34

GO BACK ONE PAGE

BACK TO THE ALPHABET

BEVERLY HILLS COP:

On the screen displaying difficulty selection for the game, type "MELLIE".

1.122 b35

GO BACK ONE PAGE

BACK TO THE ALPHABET

BEYOND THE GATES:

Type in "THE END OF TIME DRAWS NEAR" to call up the character editor. You can now change your characters statistics and add any item to your inventory.

1.123 b36

GO BACK ONE PAGE

BACK TO THE ALPHABET

BIG RUN:

While playing, pause the game and move your joystick LEFT, RIGHT, DOWN, UP, UP, LEFT, DOWN, and RIGHT. Note that you have to center the stick after every move. Now the screen should flicker and you'll be the proud owner of infinite credits.

1.124 b37

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BIGNOSE THE CAVEMAN (Codemasters): (K. Krellwitz)

Enter "MUSKI" for your name on the high score table to activate the cheat. Now use the following keys during play:

'F1' ____ For 9 lives (Won't show till you die).
'F2' ____ To skip levels.
'F3' ____ For triple rock shot.
'F4' ____ For 90 super power points.

1.125 b38

GO BACK ONE PAGE

BACK TO THE ALPHABET

BIO CHALLENGE:

During play, press 'ESC' to pause the game and press 'G'. This will take you to the end of the level guardian.

LEVEL 1: Get the green armours as soon as possible. If you have all of the amulet, don't go to the sphere unless you have collected at least four lots of monster remains, you'll need them to battle the end of level guardian. He's a bit soft in the head, so time your jumps carefully, and hit him there.

LEVEL 2: There are four planets to visit, go to everyone if you want to get maximum points. Again, the green armour is

very useful, so get it as quickly as possible. There's loads of ammo for the guardian of this level, unfortunately that means there's loads of monsters to deal with. The back of the guardians head is the weak spot.

LEVEL 3: Stand on the slabs and summersault. There are six planets here, and the transporters are more difficult to so, so you have to watch more carefully.

1.126 b39

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BIONIC COMMANDO:

Exit level 1 exactly when the timer reads 1, for 9 extra lives and a high score.

1.127 b40

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLACK MAGIC: (Keith Krellwitz)

On the title screen, type "FARIN". Now during play press 'ENTER' on numeric keypad to skip levels and press '-' on the keypad to add lives.

1.128 b41

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLACKTIGER: (Keith Krellwitz)

During play, push the joystick to the UPPER-LEFT, hold down the FIRE BUTTON, and press 'C'. Now press 'DEL' to skip levels.

1.129 b42

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLASTAR (Core): (K. Krellwitz)

Pause the game and type any of the following to activate the cheat mode:

"MALICEOFTHEMYRSKOIDS"
 "SVANGERSKABSFOREBZGGENDEMIDDL"
 "MATTRESSISAMONSTER"
 "IGLSONGOMEGLEUTTQUANT"

Now use the following keys:

'1'-'9', '0', '-', '=', '\', 'BACKSPACE' _____ Select stage.
 'Q', 'W', 'E', 'R', 'T', 'Y' _____ Select stage.
 'UP CURSOR' _____ Add power to life meter.
 'DOWN CURSOR' _____ Subtract power from life meter.
 'LEFT CURSOR' _____ Subtract speed.
 'RIGHT CURSOR' _____ Add speed.
 'DEL' _____ Enter shop.

1.130 b43

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLAZING THUNDER: (Keith Krellwitz)

On the credit screen, type "COWABUNGA". The background should turn red letting you know it worked. This will give you infinite lives.

1.131 b44

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLOB: (Keith Krellwitz)

Enter "ANKH" for the password and receive infinite lives. Here are the passwords: "EASY", "TAXY", "TWIN", "XNOR", "HYPO", "HIHO", "FLUF", "WANE", "MIST", AND "JOWL".

1.132 b45

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLOCKBUSTER:

(LEVEL CODES)

11-"GOLD"
51-"HEAD"21-"FISH"
61-"FORK"31-"WALL"
71-"ROAD"41-"PLUS"
??-"USER"

1.133 b46

GO BACK ONE PAGE

BACK TO THE ALPHABET

BLOCK SHOCK:

(LEVEL CODES)

001- N/A
006--"NAGELLACK"
011--"BLUMENTOPF"
016--"LAGERHAUS"
021--"REGENBOGEN"
026--"AUGENARZT"
031--"BARKEEPER"
036--"KUGELLAGER"
041--"BLUTGRUPPE"
046---"ERDBEBEN"
051--"PROFESSOR"
056--"STIERKAMPF"061----"RUHETAG"
066--"VENTILATOR"
071--"WASSERSKI"
076----"ZUGLUFT"
081---"HOCHHAUS"
086--"UNIVERSUM"
091--"JAHRESZEIT"
096---"PUTZFRAU"
101--"TASCHENUHR"
106--"NACHTTISCH"
111---"FLUGZEUG"
116--"SEGELBOOT"

1.134 b47

GO BACK ONE PAGE

BACK TO THE ALPHABET

BLOOD MONEY (Psygnosis):

Press 'HELP' and then '1' or '2' and you will restock your supply of lives or money, respectively.

1.135 b48

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BLUES BROTHERS, THE (Titus): (Keith Krellwitz)

On the character select screen, type "WALLOO" (the background will change to maroon). Press a number ('1'-'6') then the 'SPACEBAR' to go to the corresponding level.

On the character select screen, type "HOULQ" (the background will change to maroon). Press a number ('1'-'6') then the 'SPACEBAR' to go to the corresponding level.

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

1.136 b49

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOB'S BAD DAY (Psygnosis): (Keith Krellwitz)

At any time type "HUNGRY SUNDAY", and the screen should flash letting you know it worked. Now during play press 'A' to advance one level.

(LEVEL CODES)

001-"ZAABCZOD"	026-"TOPGGWPH"	051-"NDPLKWOL"	076-"HEAQOVNP"
002-"ZBFBCYPD"	027-"TOPGGWOH"	052-"NEALKVNL"	077-"GDPQOWQP"
003-"ZBFBCYOD"	028-"TEAGGVNH"	053-"MDPLKWQL"	078-"GEAQOVPP"
004-"ZXKBCZND"	029-"SDPGGWQH"	054-"MEALKVPL"	079-"GEAQPVOQ"
005-"YBFBOYQD"	030-"SEAGGVPH"	055-"MEALLVOM"	080-"GFFQPUNQ"
006-"YCKCCXPD"	031-"SEAHHVOI"	056-"MFFMLUNM"	081-"FCKRPXQQ"
007-"YCKCDXOE"	032-"SFFHHUNI"	057-"LDPMLWQM"	082-"FDPRPWPQ"
008-"YCPCDWNE"	033-"RBFHHYQI"	058-"LEAMLVPM"	083-"FDPRPWOQ"
009-"XBFCDYQE"	034-"RCKHHPXI"	059-"LEAMLVOM"	084-"FEARPVNQ"
010-"XCKCKXPE"	035-"RCKHHXOI"	060-"LFFMLUNM"	085-"EDPRQWQR"

011-"XCKDDXOE"	036-"RDPIHWNI"	061-"KEANMVQN"	086-"EEASQVPR"
012-"XDPDDWNE"	037-"OCKIIXQJ"	062-"KFFNMUPN"	087-"EEASQVOR"
013-"WCKDEXQE"	038-"QDP IIWPJ"	063-"KFFNMUON"	088-"EFFSQUNR"
014-"WDPDEWPF"	039-"QDP IIWOJ"	064-"KGKNMTNN"	089-"DDPSQWQR"
015-"WDPDEWOF"	040-"QEAIIVNJ"	065-"JBFNMYQN"	090-"DEASQVPR"
016-"WEAEEVNF"	041-"PCKJIXQJ"	066-"JCKOMXPJN"	091-"DEATRVOS"
017-"VBFEEEXPJ"	042-"PDPJ IWPJ"	067-"JCKONXOO"	092-"DFFTRUNS"
018-"VCKEEEXPJ"	043-"PDPJ JWOK"	068-"JDPONWNO"	093-"CEATRVQS"
019-"VCKEFXOG"	044-"PEAJJVNK"	069-"ICKONXQO"	094-"CFFTRUPS"
020-"VDPEFWNG"	045-"ODPJ JWQK"	070-"IDPONWPO"	095-"CFFTRUOS"
021-"UCKFFXQG"	046-"OEAKJVPK"	071-"IDPPNWOO"	096-"CGKURTNS"
022-"UDPFFWPG"	047-"OEAKJVOK"	072-"IEAPNVNO"	097-"BCKUSXQT"
023-"UDPFFWOG"	048-"OFFKJUNK"	073-"HCKPOXQP"	098-"BDPUSWPT"
024-"VEAFFYNG"	049-"NCKKKXQL"	074-"HDPPOWPP"	099-"BDPUSWOT"
025-"TCKFGXQH"	050-"NDPKKWPL"	075-"HDPPOWOP"	100-"BEAUSVNT"

1.137 b50

GO BACK ONE PAGE

BACK TO THE ALPHABET

BODY BLOWS (Team 17):

On the menu screen hold the joystick in port 0 to the left and the joystick in port 1 to the right, for about five second. A cheat menu will appear, enabling you to set player 1 and 2 to be the evil max, to toggle the cpu as player 2 or to alter your credits and energy.

If the characters have shadows beneath them whilst playing, then you've got a copy of the enhanced version. Hold the joystick in port 1 down, until the cheat options appear.

1.138 b51

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BODY BLOWS GALACTIC (ECS & AGA) (Team 17):

Get a high score (anything over 50000) and enter any one of the following for your name on the high score table:

"DESIRE93"_____For infinite continues.
 "LARDARSE"_____For infinite energy.

1.139 b52

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOMB X:

On the title screen press 'SPACE' instead of fire. Now enter one of the level codes below.

02-"XBMOB"	12-"RAPID"	22-"SOURI"	32-"EPOUS"	42-"LANGS"
03-"PLAIZ"	13-"SYMPA"	23-"EROTI"	33-"BELLE"	43-"BISOU"
04-"SAFES"	14-"PRESR"	24-"VIRTU"	34-"HABIT"	44-"ERECT"
05-"HEROS"	15-"VATIF"	25-"STRIP"	35-"JARET"	45-"DSOUS"
06-"EXTAZ"	16-"MONST"	26-"HELLO"	36-"PANAR"	46-"COMPA"
07-"SLURP"	17-"GAMEX"	27-"PIEDD"	37-"GONAD"	47-"PANTY"
08-"WOUAH"	18-"GATHO"	28-"DONNA"	38-"APHRO"	48-"LOLOS"
09-"HAAAA"	19-"LIBER"	29-"DIVAN"	39-"CONTR"	49-"SESAM"
10-"RIGOL"	20-"STRIN"	30-"MINIE"	40-"CUISS"	50-"ORGAS"
11-"FACIL"	21-"HAIRS"	31-"FORME"	41-"PILEU"	51-"JOUII"

1.140 b53

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOMBUZAL:

There is a hidden pause control in the game. When you press the 'SPACEBAR' to access the overhead map screen, if you keep it held down the clock stops until you release it.

(LEVEL CODES)

08-"ROSS"	064-"RING"	120-"TREE"	176-"SPOT"	232-"HAIR"
16-"RATT"	072-"GIRL"	128-"SINK"	184-"PALM"	240-"SIGN"
24-"LISA"	080-"GOLD"	136-"BIKE"	192-"LOCK"	248-"MYTH"
32-"DAVE"	088-"OPAL"	144-"BIRD"	200-"SAFE"	
40-"IRON"	096-"SONG"	152-"TAPE"	208-"WORM"	
48-"LEAD"	104-"FIRE"	160-"VASE"	216-"NOSE"	
56-"WEED"	112-"LAMP"	168-"PILL"	224-"EYES"	

1.141 b54

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BONANZA BROS: (Keith Krellwitz)

On the title screen, type "LOCK THE TARGET". Press fire for the cheat menu.

1.142 b55

GO BACK ONE PAGE

BACK TO THE ALPHABET

BONECRUNCHER:

(LEVEL CODES)

01--"GOLEMSTENCH"	08--"UNDERGROUND"	15----"NIGHTMARE"
02----"MORPHICLE"	09--"DEATHCHAMBER"	16--"MONSTERBREED"
03--"GOLEMKILLER"	10----"GOLEMSCAVE"	17--"THUNDERSTORM"
04-----"SCARAB"	11-----"HURNSCUT"	18--"CREEPY CAVE"
05--"WEB OF DEATH"	12----"SLIMEHOLE"	19--"LIQUIDATION"
06--"MONSTERPARTY"	13----"BLOODSMELL"	20-----"MEGAMAZE"
07--"CAVE OF DOOM"	14----"BONEPOWDER"	21----"STRATAGEM"
	22--"STRATOSPHERE"	

1.143 b56

GO BACK ONE PAGE

BACK TO THE ALPHABET

BOOTY:

When the title screen appears, hold down 'K', 'E', 'V', 'I', and 'N' to enter the cheat mode.

1.144 b57

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOROBODUR (Thalamus): (Keith Krellwitz)

During play go to the right and flick the switch. Now got all the way to the left and flick that switch. Jump on to the rising log and ride it to the top. At the top jump to the right and flick that switch. Now kill yourself and you should restart at the beginning. Next go to the left once again and flick the switch that activates the log. Quickly jump on the log and ride the log up half way and jump into the opening on the right. Kill the monster and go to the right and climb the rope. You will see three platforms, jump on to the middle one. Get as close to the left edge as possible and press and hold the JOYSTICK DOWN and press and hold the 'SPACEBAR' until a message appears and says NOW YOU'VE DONE IT. This will give you invincibility and stops the clock. Press 'RETURN' to skip levels.

1.145 b58

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOUNCE-N-BLAST: (Keith Krellwitz)

During play hold down '1', 'X', and 'HELP' for extra guys (only works twice). Hold down 'G', 'X', and 'P' to fill your life meter (works once). Hold down 'R', 'O', and 'T' not sure, but it only works once.

1.146 b59

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOUNCING BILL: (Keith Krellwitz)

During play before you press any keys, type "3.1415926536" using the keys on the numeric keypad. The bottom display will scroll {CHEAT MODE ACTIVATED}. This gives you infinite time and invincibility. Now you can use the following keys:

'F3' _____ Advance one stage.

'F4' _____ Advance a few stages.
 'F5' _____ Advance one level.

1.147 b60

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRAIN BALL:

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

1.148 b61

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRAT:

If you hold down "1./*" (OR "1,/.*") during play you can skip levels. Here are the level codes:

LEVEL 02-"MIHEMOTO"	LEVEL 07-"MOZIMATO"
LEVEL 03-"SASUTOZO"	LEVEL 08-"HOZITOMO"
LEVEL 04-"SUMATZEE"	LEVEL 09-"MOKITEMO"
LEVEL 05-"NOKITAGO"	LEVEL 10-"ZUMOHATO"
LEVEL 06-"ITSANONO"	LEVEL 11-"CHANASTU"
	LEVEL 12-"NAGAITSU"

1.149 b62

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BRIAN THE LION (Psygnosis): (Keith Krellwitz)

Enter "Mrs*Turnip" as your password. The screen should flash to let you know it worked. During play press the 'CAPS LOCK' and press any of the following keys.

'H' _____ Gives you nine hit points.
 'L' _____ Gives you nine lives.
 'J' _____ Give you nine of each power up and nine credits.
 'K' _____ Gives you 999 gems.
 'F' _____ Not sure yet.
 'D' _____ Not sure yet.
 'O' _____ Opens up the map.

Once you press one of the keys it won't show up. If you press 'K' and the pick up a gem the gems will show 999. If you die than all of it will show up.

On the first level, when you come to the springy brick, jump to the left. When you defeat the bees, go to the end where you will be rushed away by a whirlwind.

The whirlwind will take you to jungle secret 1, and on completing this you will be taken to Bonus Paradise where you will be blessed with jewels and energy.

(LEVEL CODES)

The Spooky Ruins	-	"sXr7vgqaGP"
The Way Forward	-	"sXqkKgqaGd"
Graveyard	-	"sXqkKgqaGI"
Volcano	-	"RF20QpCqVx"
Eeek!	-	"sXqkK0KaGU"

1.150 b63

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BRIAN THE LION AGA (Psygnosis): (Keith Krellwitz)

Enter "Mr*Pumpkin" as your password. The screen should flash to let you know it worked. During play press the 'CAPS LOCK' and press any of the following keys.

'H' _____ Gives you nine hit points.
 'L' _____ Gives you nine lives.

'J'____Give you nine of each power up and nine credits.
 'K'____Gives you 999 gems.
 'F'____Not sure yet.
 'D'____Not sure yet.
 'O'____Opens up the map.

Once you press one of the keys it won't show up. If you press 'K' and the pick up a gem the gems will show 999. If you die than all of it will show up.

On the first level, when you come to the springy brick, jump to the left. When you defeat the bees, go to the end where you will be rushed away by a whirlwind.

The whirlwind will take you to jungle secret 1, and on completing this you will be taken to Bonus Paradise where you will be blessed with jewels and energy.

(LEVEL CODES)

The Spooky Ruins	-	"sXr7vgqaGP"
The Way Forward	-	"sXqkKgqaGd"
Graveyard	-	"sXqkKgqaGI"
Volcano	-	"RF20QpCqVx"
Eeek!	-	"sXqkK0KaGU"

1.151 b64

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRIDES OF DRACULA:

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

1.152 b65

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BRUTAL PAWS OF FURY: (K. Krellwitz)

Enter "NINE SPROGS " for the password. Now start a new game and you will be invincible.

1.153 b66

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRUTAL SPORTS FOOTBALL CD\$^3\$\$^2\$:

(LEVEL CODES)

LEAGUE 3: "FS7G8LLSG" "SQ4YXYYYY"
LEAGUE 2: "Y!BY3PPDT" "PPXZOZZZZ"
LEAGUE 1: "5L5X6TGX!" "66QSHGGGG"

1.154 b67

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRUTAL SPORTS FOOTBALL:

To select the league you want to play press 'L' followed by a number from 1 to 3, with 1 being the highest. Now press 'M' followed by a number from 1 to 6, which will select the match you want to play; therefore if you press 'L1M6', this will whisk you to the last match of the top league. During play use any of the following keys:

'L'.....LIGHTENING	'I'.....INVICIBILITY
'G'.....WALL BREAKING	'R'.....SHIELD
'S'.....HARE	'D'.....TORTOISE
'F'.....FREEZE BLOCKS	

1.155 b68

GO BACK ONE PAGE

BACK TO THE ALPHABET

BSS JANE SEYMOUR:

(LEVEL CODES)

02--"SLUMBER"	03--"INTEREST"	04--"BULKHEAD"
05--"SHOWROOM"	06--"MUSHBASH"	10--"VICTORY"
12---"FRENZY"	14--"CROWDED"	16--"VOLTAGE"
18--"PRIMATE"	20--"TRIUMPH"	

ALSO TRY "WROOM", "BLACKOUT", "HAMPERED", "ROOKIE", "WARRIOR",
"TRAPPED", "HANDYMAN", "RADIATE", "GLOOM", "MADHOUSE".

1.156 b69

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BUBBA N STIX (Core):

On the beginning of level one, turn around and face the tree that follows you. Get close to the tree and jump up and throw your stick over it. Now when you land turn around and the stick will hit the tree a couple of times. If the tree is still there repeat the previous steps, and the tree will eventually turn into a tiny tree. Now go to the left and pick up all of the stuff. Make sure you get the unicycle like thing with the head on it. Now you should notice platforms have appeared throughout the level. Get all the stuff that is on the platforms. When you finish the level, you will be transported to a bonus level.

(LEVEL CODES)

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

1.157 b70

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUBBLE BOBBLE:

If you can get to levels 10, 20, 30 and 40 without losing a life, a magic door will appear to take you to a bonus screen, and if you can get up to stage 50 without losing a life, a magic door will appear and take you to level 70. On levels 7 & 22 wait a few

seconds until an umbrella falls and grab it, you will warp ahead 6 levels. Alternatively, try these:

'F1' _____ To advance 1 level.
 'F2' _____ To advance six levels.
 'F3' _____ To advance eleven levels.

1.158 b71

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BUBBLE DIZZY (Codemasters): (Keith Krellwitz)

On the title screen, hold down 'L SHIFT', 'R SHIFT', 'L ALT', and 'R ALT' to bring up the music select screen. On the title screen hold down 'E', 'A', 'S', and 'Y'. Now during play press '=' To advance levels and press '-' to go back levels. To deactivate the cheat hold down 'H', 'A', 'R', and 'D' on the title screen.

1.159 b72

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BUBBLE GUN:

(LEVEL CODES)

1.1-"4908"	3.1-"3964"	5.1-"4350"	7.1-"3621"
1.2-"5260"	3.2-"6480"	5.2-"7186"	7.2-"9003"
1.3-"9935"	3.3-"7691"	5.3-"5538"	7.3-"8013"
1.4-"1733"	3.4-"3051"	5.4-"6699"	7.4-"1587"
1.5-"3088"	3.5-"2068"	5.5-"1826"	7.5-"5193"
2.1-"4341"	4.1-"1594"	6.1-"3300"	8.1-"8993"
2.2-"9267"	4.2-"3930"	6.2-"1629"	8.2-"7495"
2.3-"4056"	4.3-"2185"	6.3-"9795"	8.3-"2589"
2.4-"6377"	4.4-"1379"	6.4-"4116"	8.4-"8030"
2.5-"2670"	4.5-"9223"	6.5-"9250"	8.5-"7948"

1.160 b73

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BUBBLE & SQUEAK AGA: (Keith Krellwitz)

Enter any of the following for your password:

"HEFSBEER" _____ For 9 guy and 9 hearts.

"MAXIBABY" _____ For a new difficulty setting.

"BUTTHEAD" _____ For infinite hearts and lives.

"WHOCARES" _____ For a message from the programmer.

1.161 b74

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUG BOMBER:

(LEVEL CODES)

IQ	Level	1	2	3	4 (players)
0	1--	"KKCJDD"	"OLCLDH"	"LKKJLD"	"PLKLLH"
	2--	"KKDNDL"	"OLDPDP"	"LKLNLL"	"PLLPLP"
	3--	"KOGJHD"	"OPGLHH"	"LOOJPD"	"PPOLPH"
	4--	"KOHNLH"	"OPHPHP"	"LOPNPL"	"PPPPPP"
1	1--	"KCCBBB"	"ODCDBF"	"LCKBJB"	"PDKDJF"
	2--	"KCDFBJ"	"ODDHBN"	"LCLFJJ"	"PDLHJN"
	3--	"KGGBBF"	"OHGDFF"	"LGOBNB"	"PHODNF"
	4--	"KGHFFJ"	"OHHHFN"	"LGPFNJ"	"PHPHNN"
2	1--	"KICICD"	"OJCKCH"	"LIKIKD"	"PJKKKH"
	2--	"KIDMCL"	"OJDOCP"	"LILMKL"	"PJLOKP"
	3--	"KMGIGD"	"ONGKGH"	"LMOIOD"	"PNOKOH"
	4--	"KMHMGL"	"ONHOGP"	"LMPMOL"	"PNPOOP"
3	1--	"KACAAB"	"OBCCAF"	"LAKAIB"	"PBKCIF"
	2--	"KADEAJ"	"OBDGAN"	"LALEIJ"	"PBLGIN"
	3--	"KEGAEB"	"OFGCEF"	"LEOAMB"	"PFOCMF"
	4--	"KEHEEJ"	"OFHGEN"	"LEPEMJ"	"PFPGMN"
4	1--	"IKAJDC"	"MLALDG"	"JKIJLC"	"NLILLG"
	2--	"IKBN DK"	"MLBPDO"	"JKJNLK"	"NLJPLO"
	3--	"IOEJHC"	"MPELHG"	"JOMJPC"	"NPMLPG"
	4--	"IOFNHK"	"MPFPHO"	"JONNPK"	"NPNPPO"
5	1--	"ICABBA"	"MDADBE"	"JCIBJA"	"NDIDJE"
	2--	"ICBFBI"	"MDBHBM"	"JCJFJI"	"NDJHJM"
	3--	"IGEBFA"	"MHEDFE"	"JGMBNA"	"NHMDNE"
	4--	"IGFFFI"	"MHFHFM"	"JGNFNI"	"NHNHNM"
6	1--	"IIAICC"	"MJAKCG"	"JIIIKC"	"NJIKKG"
	2--	"IIBMCK"	"MJBOCO"	"JIJMKK"	"NJJOKO"

```

3--"IMEIGC" "MNEKGG" "JMMIOC" "NNMKOG"
4--"IMFMGK" "MNFOGO" "JNMOK" "NNNOOO"
7 1--"IAAAAA" "MBACAE" "JAIAIA" "NBICIE"
2--"IABEAI" "MBBGAM" "JAJEII" "NBJGIM"
3--"IEEAEA" "MFECEE" "JEMAMA" "NFMCMC"
4--"IEFEEI" "MFFGEM" "JENEMI" "NFNGMN"

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1.162 b75

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUILDERLAND:

(LEVEL CODES)

LEVEL 1-"BUILD1"

LEVEL 3-"BEARBY"

LEVEL 5-"DIABLO"

LEVEL 2-"YOTTHA"

LEVEL 4-"OCTOPY"

LEVEL 6-"GOTIUS"

Another version:

LEVEL 2-"BAROCK"

LEVEL 4-"MARIBA"

LEVEL 6-"OUTLAW"

LEVEL 3-"BOOLER"

LEVEL 5-"GHOSTS"

1.163 b76

GO BACK ONE PAGE

BACK TO THE ALPHABET

BULLDOG:

Enter your name on the hi-score table as "C" (may need spaces after the C). This gives you infinite lives.

1.164 b77

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUMP N BURN:

If you need more cash select {Exit} instead of {Start Game}. When the burning flag appears type "ZXR750R". The screen will flash to indicate the the cheat is on.

Do the same as above, but type "HOUSEY". This will give you a music selection.

1.165 b78

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUMPY'S ARCADE FANTASY:

(LEVEL CODES)

2-"ACCESS"

4-"ISLAND"

6-"ZOMBIE"

8-"SYSTEM"

3-"BUTTON"

5-"PRETTY"

7-"LOVELY"

1.166 b79

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUNDESLIGA MANAGER PRO:

Lots of money:

1. Go to the bank and take out a loan of 1 Deutschmark.
2. Repeat #1 2 more times.
3. Now go to the bank and take out a fourth loan for 3,999,999 marks. You will be told you can't take out a fourth loan, but the money will appear in your account anyway.

Success:

1. Offer 3 players for sale at the transfer-market. (remember the shirt numbers of each one).
 2. Now get 3 new players and give them the same shirt numbers as the players you offered to sell.
 3. Now take the players you put up forsale and put them on the field ---> 14 players!
-

1.167 b80

GO BACK ONE PAGE

BACK TO THE ALPHABET

BUNNY BRICKS:

To skip levels, hold down 'ALT', 'CTRL', 'R SHIFT', and 'N'.

For extra balls, hold 'ALT', 'CTRL', 'R SHIFT', and 'L'.

To skip sections, hold 'ALT', 'CTRL', 'R SHIFT', 'T' and a number '1-5'.

To increase playability, hold down 'L AMIGA', 'R AMIGA', and 'CTRL' (reset your amiga).

1.168 c01

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CABAL:

During play, type "SCHLIKA". The border should flash. Press 'F2' to finish the level.

If you pause the game you can still move your guns crosshair.

(GENERAL HINTS)

1. Shoot as many of the buildings as you can, as they block your shots at attacking / hiding enemies.
 2. Shoot the enemies at the bottom of the screen as the bullets they fire need less time to get to you and can often trap you in a corner.
 3. Don't forget that you can shoot the enemies' bullets!
 4. Try to pick up the bonuses straight away. The 100, 200 and 300 point bonuses are very useful if you want extra lives.
 5. Collect special weapons straight away as their rapid fire removes buildings faster, giving more breathing space.
 6. The grey uniformed soldiers (the ones that take a few shots to kill) can give a grenade or a special weapon. When he does, two men carrying a stretcher will appear. Shoot these and they will give you two grenades, collect them and then shoot them
-

again before they go, to receive two more grenades.

7. Never stay in corners for too long, the enemy has a habit of zeroing in on you.
 8. Don't waste grenades on buildings unless you really need to. If you opt to shoot in small bursts at every building rather than concentrating on one building at a time then a grenade may finish the job a lot quicker.
 9. Try not to get killed when the end-level guardians appear otherwise your FOE meter will drop to zero and you'll have to start again.
-

1.169 c02

GO BACK ONE PAGE

BACK TO THE ALPHABET

CADAVER:

To get the second key, go to the guards on level four. Ignore the levers until you have the guard key from the north passage, the candle and the shuriken (in the pillow). Open the wall above the bed to get the second key.

1.170 c03

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAMPAIGN:

If you find yourself with light tanks facing up to much heavier opposition on the simulator, use your speed and ram the enemy. Then fully depress your gun and open fire, it only takes a few rounds to obliterate your enemy (easier from side or rear).

1.171 c04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CANNON FODDER:

Go to the save game option, then the game requests a name type "JOOLS". Cheat mode active will flash at the bottom of the screen and the ranks and abilities of your men will have increased.

(HINTS)

1. In Choppas, land on the enemy to kill them, safer than landing and getting out.
 2. I missions in which you have control of a lot of troopers separate the lowest ranking trooper from the rest and give him all the weapons, make sure the rest are safe, then attempt the mission with one trooper. If the trooper dies just press 'ESC'. This saves a lot of troopers later, such as in mission 18 phase 5 of 5 - The Door.
 3. Troopers are able to throw grenades quite along way and over walls, trees, and buildings. Use this to your advantage to protect against Biggunz and Jeeps. To throw a grenade a long way, simply position the pointer further than needed.
 4. Buildings can be destroyed even if you can't see them. For instance, if a trooper is in Biggun and there is a building slightly off the edge of the screen, roughly aim at the building making sure the pointer is at the very edge of the screen and fire.
 5. Learn to control Jeeps and Skidooz early on (how to skid them). In later levels you may need good control to hit ramps at correct angles otherwise you can blow up if you hit walls. This is also useful to get away from shells, rockets, and grenades.
 6. An effective way of destroying snipers is to just run straight towards them and shoot you guns. Don't waste grenades on them unless it is necessary.
-

1.172 c05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CANNON FODDER II:

Go to the save game option, then the game requests a name type

"JOOLS". Cheat mode active will flash at the bottom of the screen and the ranks and abilities of your men will have increased.

1.173 c06

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAPONE:

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

1.174 c07

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAPTAIN BLOOD:

When you encounter a particularly friendly alien, ask it the following question using the alien icons "CODE GG1". The alien will then give you co-ordinates of another alien called GG. Go to the specified planet and you can then ask GG for the co-ordinates of all the other aliens around, by asking "CODE INFORMATION HELP" if that doesn't work, replace 'HELP' with the name of an alien.

1.175 c08

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CAPTAIN DYNAMO:

On the high score table, enter "PURPLE RAIN" or "SEXY PRINCE" as your name for infinite lives. Now use the '+' and '-' keys to skip levels.

1.176 c09

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAPTAIN PLANET:

Complete the fire level and get killed on the water level. Now on the high score table, enter "BBBB" for your name. This will give you infinite continues.

Run through the game as normal until you get to the level selection page. Now type in "GO PLANET". Now, when the game starts hit 'F10' and 'RETURN' together, and you should be taken back to the level selection page, where you can choose any level.

1.177 c10

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAPTIVE:

Combos for the bases in mission one:

BUTRE.....TL, BL, TR, BR
 PELPHI.....BR, BL, TL, TR
 MEESTRE.....TL, TR, BL, BR
 TRIEKOS.....TR, BR, BL, TL

Combos for the bases in mission two:

MASGOT.....TR, BL, TL, BR
 TRAPHET.....TL, BL, TR, BR
 PHOOPEL.....TL, TR, BL, BR
 SODCKET.....BL, BR, TL, TR
 ZAITET.....TL, BR, TR, BL
 QUELOSOD.....TL, TR, BL, BR
 SALDET.....BL, TL, TR, BR
 MIEUSIA.....TL, BL, TR, BR
 PASDET.....TL, TR, BL, BR
 LEATOD.....BR, TR, TL, BL

When you land go and pick up the message from Ratt on Butre, then return to the Swan and then land again. There will be another message from Ratt. Pick this up as well. Repeat this 88 times (!)

and put all the messages in the backpacks, and when they are full, carry them in the hands and one on the cursor, enter a base and find a shop. You can sell all the messages and get about 18,500 credits.

1.178 c11

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAPTIVE 2 CD\$^3\$S\$^2\$ (LIBERATION):

If you hang on to the data crystal after the first mission, you can use it to find other captives on the other missions without hunting for clues.

1.179 c12

GO BACK ONE PAGE

BACK TO THE ALPHABET

CAR-VUP:

On the high score table type one off the following:

"R.J.TOONE"_____For infinite lives.
"BUMPER"_____For infinite bumpers.
"PUSSYCAT"_____For nine extra lives.
"BARMY CAR"_____For an extra 1000 points.
"WOOAARRGGH"_____For faster turns.
"WHOOPSIE"_____To skip levels.
"ARNIECAR"_____100,000 bonus points.

Also, if you want to stop press the 'Z' key for brakes, and to get extra letters leave a single dot at the end of the level to make one appear.

1.180 c13

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CARDIAXX: (Keith Krellwitz)

Pause the game and type any of the following:

'H','E','L','L-SHIFT','G','R','A','C'_____Stops timer.
'F','A','Y','E','R-SHIFT','C','CTRL','RETURN'___Infinite lives.
'I','L','Y','C','A','R','O','L'_____Invincibility.

1.181 c14

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CARLOS: (Keith Krellwitz)

On the title screen press the spacebar to enter a password. Enter "ENIRD" for the password and you will be blessed with infinite lives. Enter "LOOPS" for unknown?

(LEVEL CODES)

Level 2-"BONGO"
Level 3-"GALET"
Level 4-"PATAU"
Level 5-"SIRTA"

1.182 c15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CARRIER COMMAND:

Pause the game and type "THE BEST IS YET TO BE". Press the '+' key on the keypad for near invincibility. Press '-' to for normal. If this cheat doesn't work try the following cheats.

While in the pause mode, type "GROW OLD ALONG WITH ME" (include the spaces). You should now see the message {CHEAT MODE ACTIVE}. Pressing the '+' key on the numeric keypad protects your mantas and aavs from missile attacks. The '-' key can be used to turn this off. Pressing the following keys in sequence: 'HELP', 'Q', 'S', 'CTRL', and 'ALT', gives you a little message. Pressing the '9' on the keypad displays the current level. '6' and '8' have some other effect. Returning to the title screen, press the '+' and '-' keys to view all objects in the game.

While in the WALRUS arming menu, select nine Harbinger surface to surface missiles and put them in the AAV. Select the AVATAR CHEMICAL LASER and place it over the missiles. Then select the pod you want (ACCB, VIRUS BOMB, FUEL) and place it in the AAV. Then, when you've launched the AAV, look at it's weapons and you'll find you have both missiles and laser! On returning to the carrier any missiles you have left will be added to the ship's stores. Carry on doing this and hundreds of missiles can be yours.

Try pressing 'CTRL' and 'M' on the main screen for some interesting effects.

1.183 c16

GO BACK ONE PAGE

BACK TO THE ALPHABET

CASTLE MASTER:

Start the game then press 'LEFT SHIFT', 'L', and press the RIGHT MOUSE BUTTON about 20 times or until you hear a funny noise. Four boxes should appear shoot either of them for unlimited lives, ten keys, end sequence or rock travel.

1.184 c17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CATCH'EM: (Keith Kellwitz)

Enter any of the following for the password:

02-"DINOSAUR"	11-"BABBNASN"	20-"BACKSIDE"	29-"DELIRIUM"
03-"UMBRELLA"	12-"ASTEROID"	21-"TAILGRAB"	30-"DOMINION"
04-"MOSQUITO"	13-"BADLANDS"	22-"BONEHEAD"	31-"EGYPTIAN"
05-"AIRFORCE"	14-"BAMBOOZL"	23-"CAREFREE"	32-"FISHHOOK"
06-"ALLIANCE"	15-"BARBECUE"	24-"CARNIVAL"	33-"FOOTSTEP"
07-"AMERICAN"	16-"BAREFOOT"	25-"CAULDRON"	34-"FROGNOSE"
08-"ANACONDA"	17-"BASEMENT"	26-"CONCRETE"	35-"GRANDSON"
09-"ANCIENTS"	18-"BEERBIRD"	27-"CRAWFISH"	36-"GUNSMITH"
10-"ANTELOPE"	19-"BETRAYAL"	28-"DANDRUFF"	37-"HANGOVER"

Enter any of the following for the password to see the ending:
 "FORTYTWO", "KICKFLIP", "BODYSLAM", "KNOCKOUT", "MINISTRY",

"ESTRAGON", "FRONT242", "PARASITE", "PINGPONG", "ULTIMATE",
"ZERONINE", AND "CODEKING".

Enter "MICHAELA" as your password for a level select.

Enter "AEROBICS" as your password for ?????.

1.185 c18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CAVERUNNER:

On level 2, type "SUB B BOYS". Now use the following keys:

'F1' _____ EXTRA LIVES.

'F2' _____ EXTRA TIME.

'F3' _____ LEVEL SKIP.

1.186 c19

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHAMBER OF THE SCI-MUTANT PRIESTESS:

You dont have to complete all five ordeals. Instead, go into the
tunnels (from the NOOSE) and wait an hour. Then leave the tunnels
and go to the masters eye. Wait around until the master dies.
Search his body for the whistle. Use it and a panel will open up.
Reach in and grab the egg.

1.187 c20

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHAMPIONS OF KRYNN:

Look at the entry for POOL OF RADIANCE for full details on how to

cheat this game.

1.188 c21

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHAMPIONSHIP MANAGER 93/94:

Select New Game, select Tranmere, and select Arrogant. Call yourself "Mr Bulgaria". You will now have about 34m to spend.

1.189 c22

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CHAOS ENGINE (ECS) :

(LEVEL CODES)

Code:	Players:	World:	Cash:
"HHGGFFDDCCBB"	Thug, Preacher	1	50000
"LQPBK8JWDNBY"	Thug, Preacher	2	40000
"8H8BKOSWQY7H"	Thug, Preacher	3	30000
"P28BKM6XMWWK"	Thug, Preacher	4	30000
"JJHHGGFFDDCC"	Navvie, Brigand	1	10000
"VVVVVVVVVVVV"	Brigand, Mercenary	1	30000
"PKJKDL1#DFD4"	Brigand, Mercenary	4	20000
"XXXXXXXXXXXX"	Gentleman, Navvie	1	30000
"YYYYYYYYYYYY"	Thug, Gentleman	1	20000
"TTTTTTTTTTTT"	Mercenary, Gentleman	1	45000

(SECRET EXIT LOCATIONS)

(LEVEL 1)

Shoot node1, pick up silver key, this opens the trees. Go right then down then ALL the way right, you should find a small room and a gold key; pick it up to open secret door below. Only 1 exit.

(LEVEL 2)

Shoot first node, pick SILVER KEY1, a bridge appears on rock platform. Follow bridge and pickup GOLD KEY1 at the bottom/left

edge of the rock platform. Another bridge appears, go up and pick up GOLD KEY2. Go down platform, go to the right (dont go up the first bridge you find). Once all the way right, go up, pickup GOLD KEY3 and don't pick up SILVER KEY2 yet; go right instead to secret room. Go back and pick SILVER KEY2, opening yet another bridge. Follow bridge, you may pick GOLD KEY4 in middle of waters if you wish. Once you reach the nodes, shoot 1nd one, go up toward exit, pick up GOLD KEY5 to the right, go down newly formed stairs and shoot node3, exit.

(LEVEL 3)

Go down and pick GOLD KEY1 behind small rockface to create stairs further down the road. Go up (right/up or back and then up/r/up). When you reach the circle with the dynamite, bugs will appear, use dynamite then; pickup GOLD RING that appeared. Go up rock ring, pickup GOLD KEY3, blast monsters below, go down again. Shoot SILVER PILLAR, go up, shoot node1, go up/right, pickup GOLD KEY4 and shoot node2. Go left until you reach a room (down) containing SILVER KEY2. pick it up to open room to the right (backstep) with node3 and SILVER KEY3. Dont pick SILVER KEY3 yet, shoot node3. SILVER KEY4 appears below you, pick it up and go back to room where you found SILVER KEY3. A new passage to the right should be open, go there and pickup GOLD KEY5, another passage will open to the far left, going down to a row of pillars. Go there, shoot ALL pillar, some will leave stuff. Go all the way down and pickup GOLD KEY6. Then go back UP and pickup SILVER KEY5. Go right and pickup GOLD RING. Find node4, shoot it and follow the new passage to GOLD KEY6. Pickup GOLD KEY6, and you can now exit from A or B.

(LEVEL 4)

I'd need to draw a map for this one! But, when you reach the end of this level, you need to shoot one of 2 pillars to progress. Shoot the one to the right, this'll open up stairs behind you to reach the secret 'cavity' below...

1.190 c23

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHAOS STRIKES BACK:

1. Find a dragon, then cast "MON ZO GOR SAR" and press 'ESC' to pause the game.
2. Hold down 'ALT' and type "LORD LIBRASULUS SMITHES THEE DOWN". Unpause the game and slay the dragon. He should leave a firestaff for you and you should be invincible.

How to kill any dragon:

1. Prepare all your players with "MON IR VEN" spells (mega poison cloud).
2. Use the green freeze life box (on the dragon)
3. Cast the spells, and then double up on each player (ie. each player casts 2 spells for a total of 8).
4. Wait... dinner will be served soon.

Using the Vorpall Blade:

If you don't have both Vorpall Blades, you can increase the number of hits per time by passing the weapon back and forth between the two attacking players. Attack with one player and pass blade to another player and have this player attack. Now pass the blade back and attack. Continue until the monster is dead.

1.191 c24

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHARIOTS OF WRATH:

When you are first asked to press the fire button push the joystick forward. This will give you infinite lives.

1.192 c25

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHARLIE CHIMP:

Hold down the left mouse button while it loads and a message will appear (CHEAT MODE ACTIVE). Use the following keys:

'1'_____Baseball bat.	'HELP'_____Jump to next level.
'2'_____Golf club.	'I'_____Invulnerability.
'3'_____Tennis racquet.	'L'_____Get an extra life.
'R'_____Sets time to 24.	'B'___Collect all BONUS letters.
'T'_____Sets time to 99.	'E'___Collect all EXTRA letters.

1.193 c26

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHARLIE CHIMP 2:

Press the left mouse button on the title screen. During play use the following keys:

'HELP' _____ Skip levels.
 'B' _____ Bonus level.
 'E' _____ Extra level.
 '1' _____ Gives charlie a baseball bat.
 '2' _____ Gives charlie a hockey stick.
 '3' _____ Gives charlie a tennis raquet.

1.194 c27

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHARLIE J COOL:

Press 'P' to pause the game and type in one of the following:

"CURRY AND RICE" _____ Increases lives to 20.
 "WAIT DA MAN" _____ If you die, you wont lose a life.
 "BADBOY" _____ Skip to next level.
 "DREAMZONE" _____ Invincibility.

Now press P again to unpause the game and activate your chosen cheat mode.

1.195 c28

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHARLY:

2-"ROOM"	11-"HAIR"	20-"STAG"	29-"LOAD"	38-"TASK"	47-"FOUL"
3-"CLAW"	12-"SPOT"	21-"LEAP"	30-"LIFE"	39-"BOSS"	48-"CALL"
4-"NEST"	13-"NAME"	22-"WORK"	31-"PICK"	40-"LAND"	49-"LINE"
5-"WORD"	14-"EDGE"	23-"GLAS"	32-"POST"	41-"FREE"	50-"BEER"

6-"FISH"	15-"DEEP"	24-"LOOP"	33-"RING"	42-"BANK"
7-"AUNT"	16-"CASH"	25-"DARK"	34-"GREY"	43-"BABY"
8-"RUSH"	17-"SALT"	26-"ATOM"	35-"BEST"	44-"STAR"
9-"TUBE"	18-"PACT"	27-"TALK"	36-"DEAD"	45-"HINT"
10-"RICH"	19-"FIRE"	28-"COAT"	37-"KNOB"	46-"CHAT"

1.196 c29

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CHASE HQ:

Start the game, then hold the left mouse button, fire button, and type "GROWLER". Press 'T' for more time.

1.197 c30

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHASE HQ II:

Pause the game and type "IN A GARDEN IN". If this doesn't work try "INAGARDENIN".

'N' _____ Skips levels.
'1-6' _____ Jump to corresponding level.
'W' _____ Rocket thing.
'T' _____ More time.

Hold 'H' and 'F5' while the game loads and all the roadside obstacles will be gone.

1.198 c31

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHIPS CHALLENGE:

To activate the cheat press the 'F' key and the type in any of the following:

"I THINK THEREFORE I AM"_____Exit level without getting chips.
 "09/12/57"_____Unlimited time.
 "SAGITTARIANS MAKE BETTER LOVERS"_____For infinite extras.
 Press 'C' to skip levels.

(LEVEL CODES)

001: "BDHP"	11: "CNPE"	21: "UGRW"	31: "RYMS"	41: "GKWD"
002: "JXMJ"	12: "WVHI"	22: "WZIN"	32: "PEFS"	42: "LMFU"
003: "ECBQ"	13: "OCKS"	23: "HUVI"	33: "BQSN"	43: "UJDP"
004: "YMCJ"	14: "BTDY"	24: "UNIZ"	34: "NQFI"	44: "TXHL"
005: "TQKB"	15: "COZQ"	25: "PQGV"	35: "VDTM"	45: "OVPZ"
006: "WNLP"	16: "SKKK"	26: "YVYJ"	36: "NXIS"	46: "HDQY"
007: "FXQO"	17: "AJMG"	27: "IGGZ"	37: "VQNK"	47: "LXPP"
008: "NHAG"	18: "HMJL"	28: "UJDD"	38: "BIFA"	48: "JYSF"
009: "KCRE"	19: "MRHR"	29: "QGOL"	39: "ICXY"	49: "PPXI"
010: "VUWS"	20: "KGFP"	30: "BQZP"	40: "YWFH"	50: "QBDH"
051: "IGGJ"	61: "RMOW"	71: "LAJM"	81: "SCWF"	91: "JPQG"
052: "PPHT"	62: "TIGW"	72: "EKFT"	82: "LLIO"	92: "DTMI"
053: "CGNX"	63: "GOHX"	73: "QCCR"	83: "OVPJ"	93: "REKF"
054: "ZMGC"	64: "IJPQ"	74: "MKNH"	84: "UVEO"	94: "EWCS"
055: "SJES"	65: "UPUN"	75: "MJDV"	85: "LEBX"	95: "BIFQ"
056: "FCJE"	66: "ZIKZ"	76: "NMRH"	86: "FLHH"	96: "WVHY"
057: "UBXU"	67: "GGJA"	77: "FHIC"	87: "YJYS"	97: "IOCS"
058: "YBLT"	68: "RTDI"	78: "GRMO"	88: "WZYV"	98: "TKWD"
059: "BLDM"	69: "NLLY"	79: "JINU"	89: "VCZO"	99: "XUVU"
060: "ZYVI"	70: "GCCG"	80: "EVUG"	90: "OLLM"	100: "QJXR"
101: "RPIR"	111: "KRQJ"	121: "BPYS"	131: "FIRD"	141: "MCJE"
102: "VDDU"	112: "NJLA"	122: "SJUM"	132: "ZYFA"	142: "UCRY"
103: "PTAC"	113: "PTAS"	123: "YKZE"	133: "TIGG"	143: "OKOR"
104: "KWNL"	114: "JWNL"	124: "TASX"	134: "XPPH"	144: "GVXQ"
105: "YNEG"	115: "EGRW"	125: "MYRT"	135: "LYWO"	
106: "NXYB"	116: "HXMF"	126: "QRLD"	136: "LUZL"	
107: "ECRE"	117: "FPZT"	127: "JMWZ"	137: "HPPX"	
108: "LIOC"	118: "OSCW"	128: "FTLA"	138: "LUJT"	
109: "KZQR"	119: "PHTY"	129: "HEAN"	139: "VLHH"	
110: "XBAO"	120: "FLXP"	130: "XHIZ"	140: "SJUK"	

1.199 c32

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHRISTMAS LEMMINGS 1994:

(LEVEL CODES)

FROST AREA (1 PLAYER)

FROST AREA (2 PLYS)

LEVEL 01-"CAJRLDNBCG"

LEVEL 01-"KAJRLDNBMJ"

LEVEL 02-"IJRLDNCCCP"
 LEVEL 03-"NRLDNCADCM"
 LEVEL 04-"RLDNCINECF"
 LEVEL 05-"LDNCAJVFCO"
 LEVEL 06-"DNCIJVLGCH"
 LEVEL 07-"NCANVLDHCE"
 LEVEL 08-"CINVLDNICN"
 LEVEL 09-"CAJRM DNJCP"
 LEVEL 10-"IJRMDNCKCI"
 LEVEL 11-"NRMDNCALCF"
 LEVEL 12-"RMDNCINMCO"
 LEVEL 13-"MDNCAJVNCH"
 LEVEL 14-"DNCIJVMOCQ"
 LEVEL 15-"NCANVMDPCN"
 LEVEL 16-"CINVMDNQCG"

LEVEL 02-"IJRLDOKCMS"
 LEVEL 03-"NRLDOKADMP"
 LEVEL 04-"RLDOKINEMI"
 LEVEL 05-"LDOKAJVFMR"
 LEVEL 06-"DOKIJVLGMK"
 LEVEL 07-"OKANVLDHMH"
 LEVEL 08-"KINVLD OIMQ"
 LEVEL 09-"KAJRMDOJMS"
 LEVEL 10-"IJRMDOKKML"
 LEVEL 11-"NRMDOKALMI"
 LEVEL 12-"RMDOKINMMR"
 LEVEL 13-"MDOKAJVNMK"
 LEVEL 14-"DOKIJVMOMD"
 LEVEL 15-"OKANVMDPMQ"
 LEVEL 16-"KINVMDOQMJ"

HAIL AREA (1 PLAYER)

LEVEL 01-"CAJRLFNBDJ"
 LEVEL 02-"IJRLFNCCDS"
 LEVEL 03-"NRLFNCADDP"
 LEVEL 04-"RLFNCINEDI"
 LEVEL 05-"LFNCAJVFDR"
 LEVEL 06-"FNCIJVLGDK"
 LEVEL 07-"NCANVLFHDH"
 LEVEL 08-"CINVLFNIDQ"
 LEVEL 09-"CAJRMFNJDS"
 LEVEL 10-"IJRMFNCKDL"
 LEVEL 11-"NRMFNCALDI"
 LEVEL 12-"RMFNCINMDR"
 LEVEL 13-"MFNCAJVNDK"
 LEVEL 14-"FNCIJVMOOD"
 LEVEL 15-"NCANVMFDPQ"
 LEVEL 16-"CINVVMFNQDJ"

HAIL AREA (2 PLYS)

LEVEL 01-"KAJRLFOBNM"
 LEVEL 02-"IJRLFOKCNF"
 LEVEL 03-"NRLFOKADNS"
 LEVEL 04-"RLFOKINENL"
 LEVEL 05-"LFOKAJVFNE"
 LEVEL 06-"FOKIJVLGNN"
 LEVEL 07-"OKANVLFHMK"
 LEVEL 08-"KINVLF OIND"
 LEVEL 09-"KAJRMFOJNF"
 LEVEL 10-"IJRMFOKKNO"
 LEVEL 11-"NRMFOKALNL"
 LEVEL 12-"RMFOKINMNE"
 LEVEL 13-"MFOKAJVNNN"
 LEVEL 14-"FOKIJVMONG"
 LEVEL 15-"OKANVMFPND"
 LEVEL 16-"KINVVMFOQNM"

FLURRY AREA (1 PLAYER)

LEVEL 01-"CAJRLDOBEJ"
 LEVEL 02-"IJRLDOCCES"
 LEVEL 03-"NRLOCADEP"
 LEVEL 04-"RLDOCIINEEI"
 LEVEL 05-"LDOCAJVFER"
 LEVEL 06-"DOCIJVLGEK"
 LEVEL 07-"OCANVLDHEH"
 LEVEL 08-"CINVLD OIEQ"
 LEVEL 09-"CAJRMDOJES"
 LEVEL 10-"IJRMDOCKEL"
 LEVEL 11-"NRMDOCALEI"
 LEVEL 12-"RMDOCINMER"
 LEVEL 13-"MDOCAJVNEK"
 LEVEL 14-"DOCIJVMOED"
 LEVEL 15-"OCANVMDPEQ"
 LEVEL 16-"CINVMD OQEJ"

FLURRY AREA (2 PLYS)

LEVEL 01-"OAJRLDNBOO"
 LEVEL 02-"IJRLDNOCOH"
 LEVEL 03-"NRLDNOADOE"
 LEVEL 04-"RLDNOINEON"
 LEVEL 05-"LDNOAJVFOG"
 LEVEL 06-"DNOIJVLGOP"
 LEVEL 07-"NOANVLDHOM"
 LEVEL 08-"OINVLDNIOF"
 LEVEL 09-"OAJRMDNJ OH"
 LEVEL 10-"IJRMDNOKOQ"
 LEVEL 11-"NRMDNOALON"
 LEVEL 12-"RMDNOINMOG"
 LEVEL 13-"MDNOAJVNOP"
 LEVEL 14-"DNOIJVMOOI"
 LEVEL 15-"NOANVMDPOF"
 LEVEL 16-"OINVMDN QOO"

BLIZZARD AREA (1 PLAYER)

LEVEL 01-"CAJRLFOBFM"
 LEVEL 02-"IJRLFOCCFF"
 LEVEL 03-"NRLFOCADFS"
 LEVEL 04-"RLFOCINEFL"
 LEVEL 05-"LFOCAJVFFE"
 LEVEL 06-"FOCIJVLGFN"
 LEVEL 07-"OCANVLFHFK"
 LEVEL 08-"CINVLFIOFD"
 LEVEL 09-"CAJRMFOJFF"
 LEVEL 10-"IJRMFOCKFO"
 LEVEL 11-"NRMFOCALFL"
 LEVEL 12-"RMFOCINMFE"
 LEVEL 13-"MFOCAJVNFN"
 LEVEL 14-"FOCIJVMOFG"
 LEVEL 15-"OCANVMFPFD"
 LEVEL 16-"CINVMFOQFM"

BLIZZARD AREA (2 PLYS)

LEVEL 01-"OAJRLFNBPR"
 LEVEL 02-"IJRLFNOCPK"
 LEVEL 03-"NRLFNOADPH"
 LEVEL 04-"RLFNOINEPQ"
 LEVEL 05-"LFNOAJVFPJ"
 LEVEL 06-"FNOIJVLGPS"
 LEVEL 07-"NOANVLFHPP"
 LEVEL 08-"OINVLFNIPI"
 LEVEL 09-"OAJRMFNJPK"
 LEVEL 10-"IJRMFNOKPD"
 LEVEL 11-"NRMFNOALPQ"
 LEVEL 12-"RMFNOINMPJ"
 LEVEL 13-"MFNOAJVNPS"
 LEVEL 14-"FNOIJVMOPL"
 LEVEL 15-"NOANVMFPPI"
 LEVEL 16-"OINVMFNQPR"

1.200 c33

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CHROME (PD) :

(LEVEL CODES)

LEVEL 1-"START"	LEVEL 8-"FLOOR"	LEVEL 15-"CHESS"
LEVEL 2-"TRUTH"	LEVEL 9-"PAPER"	LEVEL 16-"WORLD"
LEVEL 3-"JELLY"	LEVEL 10-"EARTH"	LEVEL 17-"AUDIO"
LEVEL 4-"STORY"	LEVEL 11-"SPACE"	LEVEL 18-"LOGIC"
LEVEL 5-"CLOUD"	LEVEL 12-"GENAM"	LEVEL 19-"TITLE"
LEVEL 6-"MOUSE"	LEVEL 13-"APPLE"	LEVEL 20-"VENUS"
LEVEL 7-"HUMAN"	LEVEL 14-"JUICE"	

1.201 c34

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CHUBBY GRISTLE:

On the title screen, type "BUUURRP" and press 'RETURN' for infinite lives.

1.202 c35

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CHUCK ROCK:

On the title screen type the following:

"FAST AINT THE WORD"_____Infinite lives.
"UNCLE SAMS"_____Infinite lives.
"ITS FAIRY BOWBELZ"_____Infinite lives.
"SHE LOVES CLEANING WINDOWS"_____Infinite lives.
"LIFE IS MY DREAM"_____Infinite lives.
"MORTIMER"_____F1-F5 select stage.
"TURN FRAME"_____1-5 selects level.
"ESTRANO"_____Lets you fly.
(Use the 'LEFT SHIFT' key to toggle fly mode on and off)

1.203 c36

GO BACK ONE PAGE

BACK TO THE ALPHABET

CHUCKIE EGG 2:

If you type 'ENABLE--F2' into the high score table it will give you infinite lives (note two minus signs before the 'F2'). While holding down 'F2' you can move into any adjacent room by pushing the joystick in the direction of that room.

1.204 c37

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CISCO HEAT: (Keith Krellwitz)

Start the game and type "EGOW", then use the following keys:

'T'_____For more time.

'G' _____To abort.
'Q' _____Show free memory.
'N' _____Next race.
'2-5' _____Go to corresponding level.

1.205 c38

GO BACK ONE PAGE

BACK TO THE ALPHABET

CIVILISATION:

Press 'ALT-R' to give the leader random personalities. Also on early versions pressing 'SHIFT' and '1234567890T' gives a complete world map.

1.206 c39

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CJ'S ELEPHANT ANTICS:

On the title screen, type "ITCHY ARSEHOLES" for infinite energy.

1.207 c40

GO BACK ONE PAGE

BACK TO THE ALPHABET

CLICK CLAK:

(LEVEL CODES)

LEVEL 01-ITALY	-"0355"	LEVEL 02-EGYPT	-"3518"
LEVEL 03-MEXICO	-"6382"	LEVEL 04-USA	-"8427"
LEVEL 05-GREECE	-"2385"	LEVEL 06-AUSTRALIA	-"5924"
LEVEL 07-UK	-"1267"	LEVEL 08-FRANCE	-"7208"
LEVEL 09-RUSSIA	-"6532"	LEVEL 10-GERMANY	-"5012"
LEVEL 11-CHINA	-"6511"	LEVEL 12-ITALY	-"8562"

1.208 c41

GO BACK ONE PAGE

BACK TO THE ALPHABET

CLIFFHANGER:

At any time type "ULTIMATE LIVES" for infinite everything. Type it again to turn game cheat off. Use 'F1'-'F6' to skip to the corresponding level. Use 'F10' to skip to the next sub-level.

1.209 c42

GO BACK ONE PAGE

BACK TO THE ALPHABET

CLOCKWISER:

(LEVEL CODES)

EASY PEASY	TOUGHISH	NERVEWRECKING	IMPOSSIBLE
01-"*****"	26-"HATSEKIE"	51-"BLAARZAK"	76-"ZWAZZAZZ"
02-"QWERTYUI"	27-"OSSEFROS"	52-"KWEENIET"	77-"BRAZMRAZ"
03-"HOTSSSSS"	28-"GRATGOPL"	53-"WALDRILK"	78-"FLOBBEDO"
04-"MONINANU"	29-"HUIPERTU"	54-"CHRIETIT"	79-"DIDELDEE"
05-"KREZUWEE"	30-"OLKEPOLK"	55-"SLISTOPI"	80-"MALLABOO"
06-"STALIOPA"	31-"HATSJIEH"	56-"DRUIPIDO"	81-"JITNEFOO"
07-"ZWEETSOK"	32-"GRUMPIER"	57-"PLOGHIOK"	82-"SNITNEDO"
08-"LAARSMIO"	33-"AIAKKIJA"	58-"GROEZELT"	83-"RUDOBORO"
09-"PORFEDIE"	34-"BRUIMBIE"	59-"REMMELCK"	84-"BOLIBELI"
10-"DERFGENO"	35-"KWEZELTA"	60-"KROKKULN"	85-"REFKELEN"
11-"IELBEDIE"	36-"GRINOLDE"	61-"ALLEMAFP"	86-"ZEBEDEBO"
12-"BRABEKIL"	37-"RHINBOLD"	62-"KIKELSTO"	87-"BOODJING"
13-"PLUISJES"	38-"HUIFREZI"	63-"PAPAZAKS"	88-"KRIKEPIK"
14-"ATSEWENT"	39-"OEPSADAI"	64-"BIBOBATS"	89-"DIDODEDO"
15-"CHACHOLI"	40-"PEAHSOUP"	65-"PEPODROL"	90-"SCHEBEDO"
16-"PIROWARF"	41-"HASHNIPO"	66-"HATSIKOO"	91-"NITNEJOO"
17-"JILSAPOI"	42-"AKIRAJAN"	67-"PERIDORO"	92-"FITNEDOB"
18-"DRILBILL"	43-"BEBIBOLK"	68-"ADROPORI"	93-"LAUWMAUW"
19-"FLOSEPIL"	44-"SPRITSOR"	69-"RUISLIBS"	94-"VUUAUMK"
20-"BLUBSALF"	45-"FLUIMPIE"	*70-"FDDELEH"	95-"VOELBOEL"
21-"MEGABYTE"	46-"GNEZOLIP"	71-"FOFOFOFO"	96-"DUBBELUP"
22-"YABADABA"	47-"PILIPOLT"	72-"PIELEMOS"	97-"DRIBELDI"
23-"KRAKAMIK"	48-"POLKAZAR"	73-"BIBELEBO"	98-"DROLZWAK"
24-"KIKASTIK"	49-"SNOZALAF"	74-"BELLEBEE"	99-"KWAKSLAB"

25-"OKIDOKIH" 50-"PRETOVYT" 75-"FIDELDOM"

1.210 c43

GO BACK ONE PAGE BACK TO THE ALPHABET

CLOWN 'O' MANIA:

Click both the mousebuttons on the titlescreen and push fire. Now press 'G' for infinite lives, jumps and shots.

While playing press the 'HELP' key for more jumps and shots. It won't show until you use one.

1.211 c44

GO BACK ONE PAGE BACK TO THE ALPHABET

CONTINENTAL CIRCUS:

At the start of the race when the first red light comes on push and hold the joystick forward. When the second red light comes on release the joystick. As soon as the green light comes on push forward to zoom away.

1.212 c45

GO BACK ONE PAGE BACK TO THE ALPHABET

*COLONIZATION: (Booga)

When starting a new colony name it "Charlotte". This will allow you to see all maps instantly, other European ports, check other county's statistics, and gives you \$50,000. When you access the other countries european ports you can spend all there money, I did this by recruiting loads of people, but you can buy anything.

If you rename your colony to some thing else you can then start

another colony called charlotte and get another \$50,000. I started a colony got 50000 then abandond (sp) it lot's of times and started the game with 500,000.

1.213 c46

GO BACK ONE PAGE

BACK TO THE ALPHABET

*Color-N-Mind: (Sebastian Hanelt)

(LEVEL CODES)

01- N/A	17-"HIGHLAND"	33-"BERENICE"
02-"ACBDFEHG"	18-"ANDROMED"	34-"INVADERS"
03-"XPKPPKXX"	19-"PAULWATS"	35-"NALLEGAM"
04-"FJLMJRNM"	20-"GROOMLAK"	36-"NOKITAGO"
05-"MARBLERE"	21-"CONTROLS"	37-"MOKITEMO"
06-"MEDISTAR"	22-"CENTAURI"	38-"HAROMENE"
07-"WSEVNAKL"	23-"MAGELLAN"	39-"SUMATZEE"
08-"TFMMFTTF"	24-"PLEJADEN"	40-"NOWADUMO"
09-"UPSHUMPF"	25-"PASADENA"	41-"ALMINOFA"
10-"ILIKEITX"	26-"TIMEGATE"	42-"HALUNAGO"
11-"AMIGONOW"	27-"GRAFFITI"	43-"BARUMINA"
12-"RONHNJMJ"	28-"FRACTALS"	44-"GOMFGURU"
13-"MOUSEPAD"	29-"ATLANTIS"	45-"ISAMONOR"
14-"LADELLAD"	30-"BERMUDAD"	46-"LARGOMUR"
15-"AMOSAMOS"	31-"GAVALION"	47-"APOLLUNA"
16-"ORCAFORC"	32-"EINSTEIN"	48-"MIHAMETE"
49-"NASAVOYA"	50-"CONGRATU"	

1.214 c47

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COOL CROC TWINS: (Keith Krellwitz)

(LEVEL CODES)

LEVEL 06-"TRIAx"	LEVEL 31-"DOORS"
LEVEL 11-"DREAM"	LEVEL 36-"FLOYD"
LEVEL 16-"MUNGO"	LEVEL 41-"BRUNO"
LEVEL 21-"JANKO"	LEVEL 46-"MONEY"
LEVEL 26-"HENRI"	LEVEL 51-"HUMAN"
LEVEL 56-"GIRLS"	

1.215 c48

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COOL SPOT: (Keith Krellwitz)

During play or on the title screen, press 'P' to pause the game and use the joystick to enter the following sequence:

L,D,R,F,L,D,R,U,F,L,D,R,U,F,D,R,F,F,U,D,L,R, and F. The game should now unpause. Now use the following keys.

'F10' _____ Complete current level.
'0'-'9' _____ Skip to corresponding level.
'Z' _____ Lets you move spot anywhere on the map.
'-' _____ Slows down spot after you press 'Z'.
'=' _____ Speeds up spot after you press 'Z'.

If you don't want to activate the keys you can pause the game and enter the following sequence on the joystick:

L,D,R,F,L,D,R,U,F,L,D,R,U, and F. Now press 'P' to unpause and you will have completed the level.

If you want to complete the level and want to go to the BONUS GAME enter the following sequence:

L,D,R,F,L,D,R,U,F,L,D,R,U,F,D,R,F, and F. Now press 'P' and you will have finished the level. The bonus game will now load.

NOTE: After you press the joystick in one direction or the fire button let go before you enter another direction.

1.216 c49

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COOL WORLD: (Keith Krellwitz)

During the platform section, type "COLIN BROKE MY WALKMAN". This will give you infinite lives.

You could also type "COLIN BROKE MMY WALKMMAN" on the section where

you have to collect nickles. The reason why you have to type two M's is because the 'M' key calls up the map screen and does not register the first 'M' as part of the cheat.

1.217 c50

GO BACK ONE PAGE

BACK TO THE ALPHABET

COSMIC PIRATE:

Pause the game with the 'SPACEBAR' and press full stop. A requester will appear, now type "GZAIMASEN" and you should hear a sound letting you know it worked. Once the cheat is in effect you are invincible and if you call the requester and type "GIMMESHIPx" (where x is the mission A-Z). This only works before you enter the sector with the spacetruck.

1.218 c51

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COSMIC RELIEF: (Keith Krellwitz)

On the title screen, press 'HELP', type "GURU", and press 'RETURN'. The screen color should change letting you know you have infinite lives.

1.219 c52

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COSMIC SPACEHEAD: (Keith Krellwitz)

(LEVEL CODES)

First password:	"YGZZ TEEA FEWI OQIA MS6O"
Second password:	"DRCL JEE6 WWWI 9S8R M76M"
Last password:	"7VHL 9FES ZWLY LRWW TM6Q"

1.220 c53

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COUNT DUCKULA II: (K. Krellwitz)

On the title screen, type "DUCKY" for infinite lives. Also gives you infinite screen skips. To skip a screen pull down and press fire.

1.221 c54

GO BACK ONE PAGE

BACK TO THE ALPHABET

COVER GIRL POKER:

Type in "DANCEOFTHESEVENVEILS" to see what you've been missing.

1.222 c55

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRACKDOWN: (Keith Krellwitz)

Pause the game and type "ASTRA GTE". Now press '1' for extra lives or press '2' for 999 ammunition.

Pause the game and type "SMURF". Now press '1' for extra lives or press '2' for 999 ammunition.

1.223 c56

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRAZY CARS:

Hit the gas take you car and speed up to 400 mph then press 'F10'.
Now when you press fire, the game will slow down allowing you to
pass police abstractions.

1.224 c57

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRAZY CARS II:

Increase your speed to 204mph, press 'F10' to pause the game, then
press fire. The game slows down to a crawl, but you can still steer
the car. So, by continually pressing fire and moving left and
right, you can safely pass road obstructions!

The routes to take for each of the stages:

STAGE 1..Take road 15 on your right, and 70 on left.

STAGE 2..Take road 191 on your right, 666 on left, and 160 on
left.

STAGE 3..Take road 285 on your right, and 60 on left.

STAGE 4..Take road 70 on your right, 54 on left, 25 on right, 10
on left, and 180 on right.

1.225 c58

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRAZY SUE (PD): (Keith Krellwitz)

On the title screen, type "WIZARDOFSPEEDANDTIME". The border
should flash. Use the following keys on the keypad during the
game:

```
'7' _____ Turn sprite collision off.
'8' _____ Turn sprite collision on.
'4' _____ Fire power on.
'5' _____ Fire power off.
'1' _____ Stop the timer.
'2' _____ Start the timer.
'3' _____ High jump.
'.' _____ Gives you keys.
```

Left and right cursor keys control slow motion.

1.226 c59

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRAZY SUE II (PD): (Keith Krellwitz)

On the title screen, type "HIRONZMUSJUMPSHOE". The border should flash. Use the following keys on the keypad during the game:

```
'7' _____ Turn sprite collision off.
'8' _____ Turn sprite collision on.
'1' _____ Stop the timer.
'2' _____ Start the timer.
'3' _____ High jump.
'.' _____ Gives you keys.
```

Left and right cursor keys control slow motion.

1.227 c60

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CREATURES:

Pause the game and type "A FINE KETTLE OF FISH". This gives you infinite lives and use of the following keys:

```
'F1' _____ STAGE 1.1   'F4' _____ STAGE 2.1'   F7' _____ STAGE 3.1
'F2' _____ STAGE 1.2   'F5' _____ STAGE 2.2'   F8' _____ STAGE 3.2
'F3' _____ TORTURE 1   'F6' _____ TORTURE 2'   F9' _____ TORTURE 3
'F10' _____ Skips to next level.   'C' _____ Shuts cheat off (WHY?).
```

1.228 c61

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRICKET (ROBIN SMITH'):

To outbowl the computer, move your bowler to the far right or left of the wicket. Now set your strength to full and your spin to half.

1.229 c62

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRIME DOES NOT PAY:

Pause the game and type "HALTBAKK IS THE KING" for unlimited lives.

1.230 c63

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRYSTAL DRAGON:

When starting a new game don't select any Character and click on DONE. The game will start as normal, but when you enter the dungeon your two Characters, a guy and a girl, will high values, good stuff, and both are at level 2. In the first level one hit kills the guards.

1.231 c64

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRYSTAL HAMMER:

When starting hold down one mouse button and click the other before the ball appears to warp to level 26.

1.232 c65

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRYSTAL KINGDOM DIZZY:

Enter these codes into the game genie:

"F7J7G8FD8"_____For infinite lives.
"FC9036B47"_____For a faster Dizzy.
"G5J73Q8HK"_____For level 2.
"H7T554Y9L"_____For level 3.
"83J5G62KF"_____For level 4.

It is possible to activate both the infinite lives and the speed. After you enter one of the codes the game will start. Just press 'ESC' and go back to the game genie and enter the other code. You can also do this and enter a higher level code.

1.233 c66

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRYSTALS OF ARBOREA:

On the main character screen, select Jarel and click on the bottle icon. Now press 'CTRL' and 'V' for full life points and all the other special abilities.

1.234 c67

GO BACK ONE PAGE

BACK TO THE ALPHABET

CUBE X:

(LEVEL CODES 0-149)

000-----"EAGLE"	050-----"PEN"	100-----"ZERO"
001-----"HARD"	051-----"INK"	101-----"FIRE"
002-----"TIME"	052-----"DUNGEON"	102-----"WOODEN"
003----"LIBERTY"	053-----"MASTER"	103-----"BURIED"
004----"FIGURE"	054-----"KING"	104-----"EIRE"
005-----"GOLEM"	055-----"LASER"	105-----"GERMANY"
006-----"SWORD"	056-----"RAZOR"	106-----"TANK"
007----"MIRROR"	057-----"SOAP"	107-----"WEAPON"
008----"DRAGON"	058-----"SNOW"	108-----"CAKE"
009----"SUCCESS"	059-----"PEOPLE"	109----"POTATOE"
010----"STONED"	060--"WONDERLAND"	110--"PERISCOPE"
011--"LIGHTNING"	061-----"ALICE"	111-----"CUBE"
012-----"FLAME"	062-----"EDISON"	112-----"FIELD"
013----"PEANUT"	063----"EINSTIEN"	113--"BATTLECRY"
014-----"FOOD"	064----"BISMARCK"	114-----"HIDDEN"
015-----"TABLE"	065-----"BIRD"	115-----"OFF"
016----"MONKEY"	066----"PENGUIN"	116----"MISTAKE"
017-----"DISC"	067----"T SHIRT"	117-----"TURN"
018-----"KNEE"	068-----"MILK"	118--"HIERARCHY"
019----"UNKNOWN"	069-----"NAIL"	119----"ALLIANCE"
020----"HOT DOG"	070-----"WATER"	120-----"DOS"
021----"AMERICA"	071----"KITCHEN"	121----"MEGABYTE"
022-----"ZEUS"	072-----"RADIO"	122----"PERCENT"
023----"LEADER"	073--"CIGARETTE"	123-----"BIKE"
024-----"PEACE"	074--"NEWSPAPER"	124-----"TEMPLE"
025----"GO HOME"	075-----"WAR"	125-----"ORACLE"
026----"CODEING"	076----"TWILIGHT"	126--"MYSTERIOUS"
027----"STRANGE"	077-----"ZONE"	127-----"SIGN"
028----"SILENCE"	078-----"OIL"	128-----"CANDLE"
029-----"VOICE"	079-----"EGGS"	129-----"DREAM"
030----"ATTACK"	080----"CHICKEN"	130--"NIGHTMARE"
031----"SHIELD"	081-----"HUNTER"	131-----"KNIFE"
032-----"APPLE"	082-----"LINE"	132-----"CHAIR"
033--"MANHATTAN"	083--"PROGRAMME"	133-----"SAIL"
034-----"BLACK"	084-----"BOX"	134--"BREAKFAST"
035-----"PINK"	085-----"HIT"	135-----"LUNCH"
036-----"SWEET"	086-----"SONG"	136-----"DINNER"
037-----"COLD"	087----"ELEPHANT"	137-----"CHIP"
038-----"ICE"	088-----"LION"	138-----"GAME"
039-----"ARMED"	089--"CROCODILE"	139----"JOYSTICK"
040-----"RETRY"	090-----"KILLER"	140-----"MICE"
041----"BOTTLE"	091-----"MURDER"	141----"YUNKYARD"
042-----"MONEY"	092----"MISSISSIPPI"	142-----"CABLE"
043-----"GOLD"	093----"NEW YORK"	143-----"CALL"
044----"FOREVER"	094----"DOWNTOWN"	144-----"BALL"
045--"EVERGREEN"	095-----"RAT"	145-----"BOOK"
046-----"OLD"	096-----"MAD"	146-----"CAR"
047-----"POWER"	097-----"CRAZY"	147-----"ISLAND"
048-----"NOSE"	098----"LICENSE"	148-----"SPOON"
049-----"MARK"	099-----"PLANE"	149-----"HAMMER"

1.235 c68

GO BACK ONE PAGE

BACK TO THE ALPHABET

CURSE OF RA:

(LEVEL CODES)

01-----"WOBBLER"	34-----"VON KOCH"	67-----"DRAGONLANCE"
02-----"YEG"	35-----"CHRISTUS"	68-----"HATHEGA KLA"
03-----"CTHULHU"	36-----"JEHOVA"	69-----"INQUANOK"
04-----"LOVECRAFT"	37-----"92E2JMP92E2"	70-----"KIRAN"
05-"TOMMYKNOCKERS"	38-----"RAWHEADREX"	71-----"OUKRANOS"
06-----"WATCHERS"	39-----"HELLRAISER"	72-----"THRAN"
07-----"MIDGRAD"	40-----"PINHEAD"	73-----"ULTHAR"
08-----"UNICORN"	41-----"DEVPAC"	74-----"THALARION"
09-----"ISIS"	42-----"EINSTEINIUM"	75-----"NGRANEK"
10-----"MIDNIGHT"	43-----"PROTACTINIUM"	76-----"CHATHURIA"
11-----"KAZGAROTH"	44-----"PROMETHIUM"	77-----"ENTROPIE"
12-----"MISCATONIC"	45-----"JS BACH"	78-----"HEISSENBERG"
13-----"THORBADIN"	46--"TOCCATA ET EUGA"	79-----"LAPLACE"
14-----"MISHAKAL"	47-----"BRANDENBURG"	80-----"SONA NYL"
15-----"ABANASINIA"	48--"COLONIA CLAUDIA"	81-----"DIFFERENTIAL"
16--"EARTHMOTHER"	49-----"VOLKSGARTEN"	82-----"INTEGRAL"
17-----"AZATOTH"	50-----"TERRA"	83-----"HYPERZYKLUS"
18-----"AKALLABETH"	51-----"64738"	84-----"APFEL MANN"
19-"SILMARILLION"	52-----"67802"	85-----"CHAOS"
20-----"DRAUG"	53-----"NIBELUNGEN"	86-----"DYAKHEE"
21-----"SINDARIN"	54-"HAGEN VON TRONJE"	87-----"DENDRIT"
22-----"OSSIRIAND"	55-----"DONAR"	88-----"NEURON"
23-----"MITHRIL"	56-----"SKIDBLADNIR"	89-----"DANKREAS"
24-----"GLAURUNG"	57-----"DAGON"	90-----"PANAKREA"
25-----"ELBERETH"	58-----"SLAWOTSKI"	91-----"UNORDNUNG"
26-----"THORON"	59-----"CULLINANA"	92-----"DEUTSCHLAND"
27-----"AMARTH"	60-----"ARTA MYRDHYN"	93-----"GERMANY"
28-----"THARGELION"	61--"ANNA MAGDALENA"	94-"MUSIC TELEVISION"
29-----"NAUGRIM"	62--"PHILLIP EMANUEL"	95-----"JOHN BELUSHI"
30-----"MEREMONT"	63-----"GRACELAND"	96--"RHYTHM N BLUES"
31-----"CAERWEDDIN"	64-----"SOLLY ROGER"	97--"GLEICHRICHTER"
32-----"STAHLRATTE"	65-----"GET FUNKY"	98-----"TRANSLATION"
33-----"MANDELBROT"	66-----"TWILIGHT"	99-----"CTHUGA"

1.236 c69

GO BACK ONE PAGE

BACK TO THE ALPHABET

CURSE OF THE AZURE BOND:

See the POOL OF RADIANCE cheat.

In case anyone was wondering, The 'Wizard in Red' refers to Dracandros. He is the owner of the Crescent Moon bond. The 'Woman in Green' refers to the leader of the Cultists of Moander. They, of course, are the owners of the Mouth in the Hand bond, which is the symbol of the God Moander. The 'Lord of the Black' refers to the leader of the Zhentrim, or 'Black Network', an evil alliance of priests, mages and thieves that operate out of Zhentil Keep. They own the big 'Z' in the Triangle bond. Lastly, 'The Flamed One' is, of course, good old Tyranthraxus. He owns the Flaming Bond, which is the Symbol of Tyranthraxus.

To defeat Tyranthraxus, you must gather the Amulet of Lathander, which is in Zhentil Keep, the Helm of Dragons, which is currently being kept by Dracandros in his castle near Haptooth, and the Gauntlet of Moander, which is kept by Mogion (the Woman in Green!) in Yulash. You must take these items to the Pool of Radiance.

1.237 c70

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERBLAST: (Keith Krellwitz)

On the title screen, type "LAURIUS" for extra energy. Press 'N' to advance levels. Press 'L' for the last level. This cheat also give you infinite extras.

1.238 c71

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERNOID:

On the title screen, type "RAISTLIN" and then the 'SPACEBAR' for infinite lives. Press 'N' to skip levels.

If you define the keys 'Y', 'X', 'E', 'S' (in that order) you'll get infinities.

1.239 c72

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERNOID II:

On the title screen, type "NECRONOMICON" for unlimited lives.
Pause the game and press 'N' to skip levels.

If you define the keys 'Y', 'G', 'R', 'O' (in that order) you'll
get infinites.

1.240 c73

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERPUNKS: (Cheat by K. Krellwitz)

During play, hold down 'R', 'G', 'B', the LEFT MOUSE BUTTON, and
the FIRE BUTTON. The screen should flash to let you know it
worked. This gives you infinite energy and the use of the
following keys:

'F1'-'F5'	_____	Skip to corresponding level.
'1'-'4'	_____	Warp around current level.
'A'	_____	Deploy stationary drone gun.
'S'	_____	Activate shield.
'D'	_____	Deploy drone.
'Z'	_____	Select red players weapon.
'X'	_____	Select blue players weapon.
'C'	_____	Select blue players weapon.
'LEFT SHIFT'	_____	Smart Bomb.

(LEVEL CODES)

MISSION 1 - "471174"
MISSION 2 - "159361"

MISSION 3 - "066990"
MISSION 4 - "135642"

1.241 c74

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERSPHERE:

On the main menu, type "CALGARY". Now during play press 'Q' to advance levels. To disable the cheat type it again on the main menu.

1.242 d01

GO BACK ONE PAGE

BACK TO THE ALPHABET

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 button. You will restart at that position with 7-8 lives

1.243 d02

GO BACK ONE PAGE

BACK TO THE ALPHABET

DALEK ATTACK:

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"

To get from the caves to the city, kill the Super Dalek and enter the empty room. Now use your grenades to blow away the floor to reveal the way to the city.

1.244 d03

GO BACK ONE PAGE

BACK TO THE ALPHABET

DALEY THOMPSON OLYMPIC CHALLENGE:

On the high score table enter "HINGSEN.J" for your name and use the function keys to select events. If this doesn't work type "HINGSEN-J" then press the 'DEL' key. The high score table should say demo. Now type "-J" again and it should change to mega demo.

1.245 d04

GO BACK ONE PAGE

BACK TO THE ALPHABET

DALLAS QUEST:

Go down the ladder with the flashlight, turn it on, drop it, go east, south, put all objects in haversack and close it, go down ladder, pick up the flashlight and away you go!

1.246 d05

GO BACK ONE PAGE

BACK TO THE ALPHABET

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. 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

1.247 d06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DARK CASTLE:

The first thing you do is 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.

1.248 d07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DARKMAN: (Keith Krellwitz)

During play type "MEA CULPA" and use 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)

1.249 d08

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DARKSIDE:

Hold down '2' and '8' on the main keyboard or '2' and '8' on the keypad then press fire for pictures of the programmers.

1.250 d09

GO BACK ONE PAGE

BACK TO THE ALPHABET

DAS MAGAZIN:

(LEVEL CODES)

1-"HEIMDAL"

3-"ATACAMA"

5-"CHANGAI"

2-"TSCHAKO"

4-"NEMESIS"

6-"ZWINGER"

7-"CYCLAME"
-----**1.251 d10**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DATASTORM:Hit 'F10' for a message.
-----**1.252 d11**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DAYS OF THUNDER:

Press 'P' to pause the game and type "COMEFlyWITHME". The screen should flash. Now press 'P' again to unpause the game. This will let you fly. Pull back on the joystick and soar into the air. Use the fire button to move forward and the function keys to get a view of yourself flying through the sky.

-----**1.253 d12**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DEATH MASK: (Cheat by K. Krellwitz)

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"

1.254 d13

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEEP CORE:

On the option screen type one of these for the password:

"REANIMATOR".....Gives access to levels 4-6.

"PSYCHONAUT".....Gives access to levels 7-9.

During play type any of the following:

"I NEED OXYGENE".....For full oxygen.

"I NEED ENERGY".....For full energy.

"TRAINER MODE".....For infinite everything.

1.255 d14

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEEP CORE CD\$^3\$^2\$:

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!

1.256 d15

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEFENDER II:

"GOATY"_____Invincibility.

"INCAS"_____Replaces invisio 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"

1.257 d16

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEFENDER OF THE CROWN:

While the game is loading hold down the 'K' key until the game is loaded. You should now start the game with 2048 knight.

1.258 d17

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEFLEKTOR:

Use the '+' or '-' to advance or go back levels.

1.259 d18

GO BACK ONE PAGE

BACK TO THE ALPHABET

DELUXE GALAGA (Ver 2.3 & 2.4): (Sean Courtney)

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).

(OTHER HINTS)

1. It is generally not a good idea to spend any credits until you have 500. When you get 500 credits, buy the Super Weapon.
 2. If you hold down the fire button (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 (This only works in version 2.4 and possibly the upcoming 2.5).
 3. On Version 2.4, it is not a good idea to buy the \$3000 weapon until you're in levels 51-75.
 4. The weapons that cost \$750 and higher are generally not very handy unless you have autofire (Ver 2.4). If you do have autofire and have one of these weapons, what you have is an incredibly nasty weapon!
 5. 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 (or \$200, in version 2.3).
-

(GAME SECRETS)

01. Catching a skull will add to the chances that extra life and cash multiplier bonuses appear.
02. By shooting the hurry-up ship, you can collect the rank marking that you are missing.
03. When a smart bomb have exploded and the gems are falling. You can collect them by holding down the joystick.
04. If you have a multiply when entering the meteor-storm, you may get alot of points.
05. Catching a warp icon in an alien stage with a bonus level will give you a perfect score.
06. Red, Green and Blue skulls will give you a very good weapon. Full fire power and the best ship speed.
07. When a hurry-up ship have appeared 8 times. A money ship will appear. Shooting this ship can give you alot of money.
08. If you have a weapon type, and catch the same weapon, you will get more firepower.
09. Completing the Meteor-storm will give you 100,000 points and 1,000 in cash. And if you ... hmm. He He..
10. You can figure out what skull you have not taken by looking at the colour of the meteors in the meteor storm.
11. If you have caught 2 aliens and the scope is active. You can get alot of points by the aliens off the screen.
12. If you have the rank of Admiral and you buy more rank markings, you will get 1,000,000.
13. Having a multiply active when completing the game will give you alot of points.
14. If you have all the rank markings for a new rank, and then buy more rank markings, you will instead buy a new rank.

1.260 d19[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

DENARIS:

Press the 'Z' key after the game select. Then plug the mouse into port 2, and hold the right mouse button down while loading.

1.261 d20

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DESERT STRIKE:

Enter "HARDCASE" to get unlimited weapons, but low armour.

LEVEL 2-"BQQQAEB"

LEVEL 3-"KLJLTOE"

LEVEL 4-"WEIVVJT"

THE END-"ONKKQKF"

"BQQQAEZ"-10 guys and 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.

1.262 d21

GO BACK ONE PAGE

BACK TO THE ALPHABET

DETROIT (ECS & AGA): (Terry Wood)

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 first 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:

Assembly Workers to Hire:

50

Technicians to Hire:	20
Assembly Workers Wages:	\$80
Technicians Wages:	\$70
Assembly Workers per Line:	20
Technicians per Research Project	
Engines, Brakes, Cooling, Safety:	20
Suspension, Body Luxury:	40
Advertising (NE USA only)	
Billboards:	\$90
Newspapers:	\$100

GOOD NUMBERS:

Assembly Workers to Hire:	75
Technicians to Hire:	ALL
Assembly Workers Wages:	\$100
Technicians Wages:	\$76
Assembly Workers per Line:	25
Technicians per Research Project	
Engines, Brakes, Cooling, Safety:	25
Suspension, Body Luxury:	45
Advertising (NE USA only)	
Billboards:	\$75
Newspapers:	\$120

BEST NUMBERS:

Assembly Workers to Hire:	ALL
Technicians to Hire:	ALL
Assembly Workers Wages:	\$90
Technicians Wages:	\$72
Assembly Workers per Line:	22
Technicians per Research Project	
Engines, Brakes, Cooling, Safety:	20
Suspension, Body Luxury:	40
Advertising (NE USA only)	
Billboards:	\$100
Newspapers:	\$150

1.263 d22

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEUTEROS:

On the planet resource screen, press 'SHIFT' and 'C' for infinite quantities of most objects (not drones). Might have to do it twice.

1.264 d23

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEVIOUS DESIGNS:

(LEVEL CODES)

01 N/A	21-"LIBGGNOR"	41-"YTNYWFOB"
02-"PPFBGWLP"	22-"GIBOLNGN"	42-"ITNNAMNG"
03-"NPSSLNWS"	23-"NNNSFBAM"	43-"GITNEOBA"
04-"GIWBOLAP"	24-"OPPSMBST"	44-"OLOLSTMG"
05-"IYRAGNOE"	25-"YTKWWBPR"	45-"PLGIBYOB"
06-"TLFELNGT"	26-"ITNMAMGN"	46-"OLITANNG"
07-"NNSPFBBR"	27-"GITMEOBM"	47-"GOLGIBEB"
08-"TNWLFEEN"	28-"OILFEIAN"	48-"TNYTPRMG"
09-"YTMYPBPW"	29-"YOPFBGPR"	49-"LITPLWLA"
11-"YYRNFISM"	31-"GITAGWSR"	51-"NNNNYPBM"
12-"OIEIRPEN"	32-"TPIRYBAN"	52-"ITPLOLAN"
13-"YTAIBTLR"	33-"LGOSLWLM"	53-"LOLGGNOR"
14-"IOFTANON"	34-"GGIBGWLN"	54-"GOLOLNGN"
15-"GIBGIBWF"	35-"NNNWYPBM"	55-"MMMSFBAM"
16-"TYWTPRWO"	36-"ITYBOLAN"	56-"RMSFBMST"
17-"IYRNPML"	37-"LITAGNOR"	57-"EFWWNBPR"
18-"YYELOEIO"	38-"GOIELNGN"	58-"WRMMAMGN"
19-"NNMPINRE"	39-"PPPPFBAM"	59-"MWRMEEBM"

1.265 d24

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DIE HARD 2: (K. Krellwitz)

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.

1.266 d25

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.267 d26

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DIMO'S QUEST: (Cheats by Abaddon)

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"	"MVBHCXO"	"XKRBLECP"	"MCNDLOBS"	"BDKGQBUH"
"NXSBHEAJ"	"MXBCJAOM"	"TFCRBOPH"	"MDEQBCLR"	"HRCNEIBJ"
"XAPEIBDK"	"MBARED XO"	"TDODIENH"	"SBBJCOAK"	"CGRBBFDH"
"FAJMC PDU"	"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"		

1.268 d27

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DINOSAUR DETECTIVE AGENCY: (Keith Krellwitz)

During play hold down the LEFT MOUSE BUTTON and type any of the following or hold the LEFT MOUSE BUTTON before you type the last letter of each: (Must type the right word on each level)

Type "DINODICK" on level 1 to skip to the end of level 1.

Type "JURASSIC" on level 2 to skip to the end of level 2.

Type "DINOSORE" on level 3 to skip to the end of level 3.

Type "DINOMITE" on level 4 to skip to the end of level 4.

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.

1.269 d28

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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 the RIGHT MOUSE BUTTON and type "EUPHORIA". Then press the LEFT MOUSE BUTTON 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.

1.270 d29

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOGS OF WAR:

Before you start, type "TIMBO" and press 'F5' for infinite lives.

1.271 d30

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOJO DAN:

While playing, type "WOOLANKIDKICKSBUTT" the screen should flash.
You will now have infinite lives. If you still stuck try one of
the following keys:

'S' _____ Activates a permanent shield.
'F8' _____ Completes level.
'F9' _____ Completes the section.

1.272 d31

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOMINATOR:

On the high score table, type "SHAFT" for your name. You will be
invincible.

1.273 d32

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DONK: (Keith Krellwitz)

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.

1.274 d33

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOODLEBUG: (Keith Krellwitz)

During play, hold down 'A', 'G', 'E', 'S', and press the left mouse button 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.

1.275 d34

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOODY (PD): (Keith Krellwitz)

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

1.276 d35

GO BACK ONE PAGE

BACK TO THE ALPHABET

DOUBLE DRAGON:

On the title screen, type "R U CALLING ME A PINT A POFF?". You should be able to kill any opponent with the 'DEL' key, or try typing any of the following on the title screen:

"LEVEL ONE PLEASE" _____ Go to level one.
"LEVEL TWO PLEASE" _____ Go to level two.
"LEVEL THREE PLEASE" _____ Go to level three.
"LEVEL FOUR PLEASE" _____ Go to level four.
"LAST LEVEL PLEASE" _____ Go to last level.
"GIVE ME MORE HEALTH PLEASE" _____ Lots of energy.
"I DO NOT WANT TO DIE PLEASE" _____ Invincibility.

On the high score table, type "NEIL HARDING" as your name for something funny.

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.

1.277 d36

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOUBLE DRAGON II:

Start a two player game, then press both fire buttons and the "ESC" key. 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.

1.278 d37

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOUBLE DRAGON III:

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

1.279 d38

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DR. PLUMMET'S HOUSE OF FLUX:

During play, press 'HELP' to activate the cheat mode, and then use

any of the following:

'F1' _____Skip levels.
'F2' _____Invincibility.
'F3' _____Restock everything.

1.280 d39

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DRAGON BREED:

Pause the game and type "IREM". This will give you invincibility and will enable the following keys:

'N' _____Advance to next level.
'B' _____Advance to the next main guy.

1.281 d40

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRAGON LORD:

A NICE SPELL TO KNOW:
3 RASGON (GRIND) (FULL HEAT)
3 HALOROS (CUT) (FULL CONDENSER)
3 IGELE (NORMAL) (FULL HEAT) (MEDIUM CONDENSER)
2 RASGON (GRIND) (FULL HEAT)

1.282 d41

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DRAGON NINJA: (New cheat by K. Krellwitz)

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.

This next one I couldn't get to work, but it may work on other versions.

During the game, type "TERRIFIC" and press 'L' to skip levels and 'F3' gives you infinite lives.

1.283 d42

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DRAGON SCAPE:

Press the down cursor key to skip levels.

1.284 d43

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRAGON SPIRIT:

Pause the game by pressing 'F9'. Then type 'DRAGON HEAD', and press 'F10'.

1.285 d44

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRAGON WARS:

Press 'ALT' and 'E' at the same time to jump to the ending. You can multi-task dragon wars by typing changetaskpri -1 in cli.

1.286 d45

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRAGON'S LAIR:

Hold down 'ESC', 'R', '/', 'L', 'N', and '7'. Now press the fire button to watch the demo of the entire game.

Another one is to hold down 'ESC', 'RIGHT' and 'LEFT' cursor keys, 'N' and '7', then press fire.

1.287 d46

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRAGON'S LAIR II (TIME WARP):

Before you start the game, type "GET MORDROC DIRK" and watch the demo of the entire game.

1.288 d47

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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.

1.289 d48

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRAGON'S LAIR - SINGES CASTLE:

You can play easy mode and still see all the screens. Select the hardest possible setting before starting the game, including disabling flip screen and choosing only 3 lives. Now click on the game icon and do as if you were to start the game. When you are prompted to click to play, just choose exit. Now select easy mode and more lives and away you go.

1.290 d49

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DRAKKHEN:

Boot up disk 2 to create new characters. When you are asked for the first name while creating a member, type "SUPERVISOR" and press 'RETURN'. Now enter a normal name for the character and continue the creation process. When you use this team of characters, the game works as usual except that when you press 'F10', all wounds are healed and dead characters are resurrected.

Or you can also do the following:

Boot up disk 2 to create new characters. When you are asked for the first name while creating the first character, type "31415927" and press 'RETURN'. Then enter a normal name for the character. This will give all your characters higher attributes.

Both cheats may be activated. Just enter "31415927" and press 'RETURN'. Next enter "SUPERVISOR" and press 'RETURN'. Then enter a normal name for the character.

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 experience 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.

1.291 d50

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRILLER:

Start the game and shoot the small shed about 25 times and you'll transform into a jet.

1.292 d51

GO BACK ONE PAGE

BACK TO THE ALPHABET

DRIVING FORCE:

On the selection screen, with the mouse pointer click on the two 'I's in the word {drIvIn} then when you are ready to start hold down the 'HELP' key until the game has finished loading. You should now see the words "you cheat" appear in the nationality boxes of the races, and you will qualify for the next race regardless of the position you finish in. When you start the game, your vehicle will not go off of the side of the track, but it can still be hit by other cars.

1.293 d52

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

PLACES:

These are the best places to visit;

EL CAPITAN

WHATSAMATTERHORN

NOVAY

AYERS ROCK

VALLEY OF GOLD

THUNDERCLAP MOUNTAIN

BERMUDA TRIANGLE

TRALALA

SWANSYLVANIA

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

1.294 d53

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DUGGER: (Keith Krellwitz)

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.

1.295 d54

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.296 d55

GO BACK ONE PAGE

BACK TO THE ALPHABET

DUNGEON MASTER:

To see someone intresting, face the entrance and cast "OH EW RA".

To advance ninjas, have them stand in the hall and throw weapons. Retrieve the weapons and repeat. Magic users cast spells in the air and fighters slash at the air.

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 undead beings.

1.297 d56

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.298 d57

GO BACK ONE PAGE

BACK TO THE ALPHABET

DUNGEONS OF AVALON 1 & 2:

1. Go to the adventures guild, and load in one of the characters given at the start (let's say you chose amber).
2. Create five new characters, of any race or type. Make sure that all five people have at least 130 gold pieces.
3. Go to the weapon shop, and pool all the gold, giving it to amber.
4. Go back to the adventurers guild and remove all players but amber.
5. 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.

1.299 d58

GO BACK ONE PAGE

BACK TO THE ALPHABET

DYNABLASTERS:

(LEVEL CODES)

1-1.. "UKCLMNKT"	2-1.. "UANWQVNA"	3-1.. "UANWIPNA"
1-2.. "UAGWIQNE"	2-2.. "MUBWNENC"	3-2.. "UAGWIPNE"
1-3.. "UAGWIJNA"	2-3.. "UKRLNGKT"	3-3.. "UAGWGVNA"
1-4.. "UANWIINE"	2-4.. "UANWQONE"	3-4.. "VANWIENE"
1-5.. "MUVMLGPC"	2-5.. "UKCLNBKT"	3-5.. "MUVWLOPT"
1-6.. "UKRLMTKV"	2-6.. "MUBWNINC"	3-6.. "UKRLPHKV"
1-7.. "UAGWGINA"	2-7.. "UKRLEHKT"	3-7.. "UAGWGENA"
1-8.. "UANWIQNZ"	2-8.. "VANWQVNZ"	3-8.. "UANWIPNZ"
4-1.. "UANWQQPA"	5-1.. "UANWIJPA"	6-1.. "MUVWNSZC"
4-2.. "MUBWNNEC"	5-2.. "UAGWIJPE"	6-2.. "UKRLNGHV"
4-3.. "UKRLNLHT"	5-3.. "UAGWGQPA"	6-3.. "UAGWBVPA"
4-4.. "UANWQIPE"	5-4.. "MUVWLGEC"	6-4.. "UANWQEPE"
4-5.. "UANWQSPA"	5-5.. "UKCLPMHT"	6-5.. "UANWBOPA"
4-6.. "UAGWQSPE"	5-6.. "UAGWGIPE"	6-6.. "MUBWNOET"
4-7.. "MUBWNLZT"	5-7.. "UAGWGSPA"	6-7.. "UKRLEBHT"
4-8.. "UKCLNNHL"	5-8.. "UANWIJPZ"	6-8.. "UANWQPPZ"
7-1.. "UANWGVPA"	8-1.. "UKCGNNKT"	
7-2.. "UAGWGVPE"	8-2.. "UAGRQQNE"	
7-3.. "MUBWLSZT"	8-3.. "UAGRQJNA"	
7-4.. "UKCLPHHV"	8-4.. "UANRQINE"	
7-5.. "UANWGEPA"	8-5.. "MUGWNGPC"	
7-6.. "UAGWGEPE"	8-6.. "UKRGNTKV"	

7-7.."UAVWIOTA"
7-8.."MUVWLEEG"

8-7.."UAGRBINA"
8-8.."UANRQQNZ"

1.300 d59

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DYNAMITE DUX:

On the title screen, type "CHEAT" and use '1'-'6' to advance to the corresponding level.

Type "NUDE" to enter the boxing sub game.

1.301 d60

GO BACK ONE PAGE

BACK TO THE ALPHABET

DYNASTY WARS:

CHEAT #1--On the title screen, type "CHEAT MODE". During play press 'F2' to jump the next level.

CHEAT #2--Pause the game with 'F9', then hold down 'SHIFT', '1', and 'HELP'. Unpause the game with 'F10'. Again, use 'F2' to skip levels.

1.302 d61

GO BACK ONE PAGE

BACK TO THE ALPHABET

DYTER 07:

When the loading screen appears, type "GIBB". During play press 'W' for extra weapons, press 'S' to replenish your shields, and press 'L' to skip levels.

1.303 e01

GO BACK ONE PAGE

BACK TO THE ALPHABET

ECO:

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

-----**1.304 e02**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ECO PHANTOM: (Keith Krellwitz)

During play, press and hold 'J', 'E', and 'Z' to replenish the life meter, weapons meter, and to activate the keys '1'-'7'. Press '5' to refill life meter and press '7' to refill weapon meter. I haven't tested all the keys yet.

-----**1.305 e03**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*EDD THE DUCK:

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

-----**1.306 e04**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*EDD THE DUCK 2: (Keith Krellwitz)

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

1.307 e05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ELF:

On the first level go up to the sage and type "CHEAT", then enter what he replies, which is "CHOROPOO". Press 'W' to get the wolf potion and the hardman potion can be obtained by pressing 'H'.

1.308 e06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ELIMINATOR:

Here are some of the level codes (press 'HELP' on the title screen and type one in):

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

1.309 e07

GO BACK ONE PAGE

BACK TO THE ALPHABET

ELITE:

On the copy protection screen type "SARA" for the first attempt. (if you have a newer copy, type "SUZANNE"). Next enter the right code from the manual. Use the '+' and '*' to alter the quantity of the arms and cargo.

BYTE NUMBER	NEW VALUE	USAGE
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	Galactic hyperdrive.
2C	01	Escape pod.
2F	01	Energy bomb.
31	01	ECM jammer.
32	01	Docking computer.
34	03	Galactic hyperdrive.
36	01	Mining laser.
38	01	Military laser.
3F	01	Cloaking ('Y'=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 doc.
97	01	Clean legal status.
97	00-08	Harmless - Elite ranking.
3C	01	E.C.M. system jammer
('L' toggles jammer on and off)		

1.310 e08

GO BACK ONE PAGE

BACK TO THE ALPHABET

EMPIRE SOCCER:

Select the ten minute game and hold down the fire button at all times (even when your player gets the ball). Stop running but keep the fire button 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.

1.311 e09

GO BACK ONE PAGE

BACK TO THE ALPHABET

*EMPIRE STRIKES BACK:

Hold the 'HELP' key and type "XIFARGROTKEV". This will give you infinite shields. Press the number keys to play the sampled speech. Press 'L', 'C', or 'D' to see digitized pictures.

1.312 e10

GO BACK ONE PAGE

BACK TO THE ALPHABET

ENCHANTED LANDS:

On the intro screen, type "TCB RULES FOREVER" and the screen will flash. Press 'F3' will allow you to enter an edit. Press 'F2' followed by a space takes you to the end of level gaurdian.

1.313 e11

GO BACK ONE PAGE

BACK TO THE ALPHABET

ENDURO RACER:

After the countdown, type "CHEAT" and use the following keys:

'T' _____ Extra ten seconds.
'S' _____ Advance one checkpoint.

'F' _____ Turbo speed.

1.314 e12

GO BACK ONE PAGE

BACK TO THE ALPHABET

ENLIGHTENMENT-DRUID II:

To find the secret levels at the start of the game immediately go left to the desert, then continue left to the firezone. Head to the upper most 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 will be whisked away to secret levels.

1.315 e13

GO BACK ONE PAGE

BACK TO THE ALPHABET

EPIC:

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

Push the joystick down and to the right and press 'ENTER' for full shields and weapons.

(LEVEL CODES)

1-"AURIGA" 2-"CEPHEUS" 3-"APUS" 4-"MUSCA" 5-"PYXIS" 6-"CETUS"
7-"FORNAX" 8-"CAELUM" 9-"CORVUS"

1.316 e14

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ESCAPE FROM THARKAN: (Keith Krellwitz)

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).

1.317 e15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS:

This only works in one player mode. When you reach the reptillion, run past it and stand in the center of the joint of the gates that block your way. When here waggle the joystick left and right and keep dropping bombs. In a few moments you'll go through the doors and appear on the other side.

1.318 e16

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.319 e17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ESWAT:

Pause the game, then type "JUSTIFIED ANCIENTS OF MU MU" for 99 credits.

1.320 e18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*EVIL GARDEN: (Keith Krellwitz)

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.

1.321 e19

GO BACK ONE PAGE

BACK TO THE ALPHABET

EXECUTIVE LEADER BOARD:

Use a 6 iron on the 7th hole for a hole in one every time.

1.322 e20

GO BACK ONE PAGE

BACK TO THE ALPHABET

EXOLON:

On the high score table, type "ad astra" (in lower case) for infinite lives.

1.323 e21

GO BACK ONE PAGE

BACK TO THE ALPHABET

EXTASE:

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

1.324 e22

GO BACK ONE PAGE

BACK TO THE ALPHABET

*EXTREME VIOLENCE:

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

"DUNE"_____For magic laser, speed boots, & press 'HELP' for the map.
"TERMINATOR"_____For ECM for both players.
"LAWNMOWER"_____For bouncy bullets and speed boots.

A voice will say {Bingo!} if you have entered the cheat correctly.
Don't forget to press 'RETURN' after you enter any of the above.

1.325 e23

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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.

1.326 e24

GO BACK ONE PAGE

BACK TO THE ALPHABET

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!

1.327 e25

GO BACK ONE PAGE

BACK TO THE ALPHABET

EYE OF 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 the right mouse button 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.

1.328 e26

GO BACK ONE PAGE

BACK TO THE ALPHABET

E-MOTION:

When the picture of einstein appears the second time, type "MOONUNIT" and press 'RETURN'. Now use the following keys during play:

'F1' _____ Forward a level.

'F2' _____ Back a level.

'F3' _____ Forward ten levels.

'F4' _____ Back ten levels.

1.329 f01

GO BACK ONE PAGE

BACK TO THE ALPHABET

*F1 WORLD CHAMPIONSHIP EDITION:

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

1.330 f02

GO BACK ONE PAGE

BACK TO THE ALPHABET

F-15 STRIKE EAGLE II:

During play, press 'CTRL', 'ALT', and 'R' simultaneously to restock your ammunition.

1.331 f03

GO BACK ONE PAGE

BACK TO THE ALPHABET

F-16 COMBAT PILOT:

If you're fed up with landing try the following: Jetison 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.

1.332 f04

GO BACK ONE PAGE

BACK TO THE ALPHABET

F17 CHALLENGE: (Terry Wood)

When you reach a tunnel crash against the left wall and hold the joystick there until you reach 100 percent damage. Then hold down the fire button 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.

1.333 f05

GO BACK ONE PAGE

BACK TO THE ALPHABET

F-117 STEALTH FIGHTER:

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

1.334 f06

GO BACK ONE PAGE

BACK TO THE ALPHABET

F-19 STEALTH FIGHTER:

Press 'ALT' and 'H' to get the pitch lines on your hud, fly upside down, turn off your engines, keep your plane about 10 degrees on your hud and watch that baby climb.

1.335 f07

GO BACK ONE PAGE

BACK TO THE ALPHABET

F-29 RETALIATOR:

On the enrollment enter your name as "CIARAN" then load up the pilots log. THE NAME SHOULD NOW READ {OCEAN OK}. NOW You can fly any mission with the huge benefit of infinite missiles and cannons.

Also, choose "THE DIDDY MEN" for your name, click {COLONEL} icon and hit 'RETURN'. Accept a mission (without selecting one) then go back and select a mission. Now start the game and play as normal. Hit 'ENTER' to automatically land the plane.

1.336 f08

GO BACK ONE PAGE

BACK TO THE ALPHABET

FA-18 INTERCEPTOR (ELECTRONIC ARTS):

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.

Select option 2 {FREE FLIGHT, NO ENEMY CONFRONTATION} from the main menu. Then select zero instead of 1 to 4. 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. Is there more to this back door?

1.337 f09

GO BACK ONE PAGE

BACK TO THE ALPHABET

FAERY TALE ADVENTURE:

Save your position in the dungeons or caves. The go through it and open doors until you run out of keys. Now restore your position, and you will have all your keys, but all the doors will still be open. Repeat as often as you need.

Go to the dark evil castle. 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 forcefield.

Find the green turtle, jump on his back and start attacking. Nothing will happen except your bravery points will keep piling up.

On the island with the Crystal Castle press RIGHT MOUSE BUTTON while speaking with the sorceress and luck increases to 65. Ask the sorceress several times.

A secret entrance to the fort exists. On the left side, near even with the door.

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.

Save a game to a back up file and patch byte 18 to a non-zero value and you know have these cheats at your disposal:

ARROW KEYS____Move very fast over any terrain.
'B'_____Summon gold swan.
'R'_____Rescue princess.
'='_____Display coordinates.
'F9'_____Increase time by one hour.
'F10'_____Location in coordinates.

1.338 f10

GO BACK ONE PAGE

BACK TO THE ALPHABET

FALCON:

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', 'L SHIFT', and 'X'. For a perfect landing, hold the 'HELP' key down about 10 to 20 feet above the runway.

If you get badly hit, don't bail out, instead swing round and 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 and rotate to side view. Just before touch down, pitch up the nose and the plane will touch down successfully every time. Select "end mission" and you will be rescued even if you are in enemy territory.

1.339 f11

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FANTASTIC DIZZY:

On the title screen, hold down 'L 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.

1.340 f12

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FANTASTIC VOYAGE: (Keith Krellwitz)

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 the LEFT and RIGHT MOUSE BUTTONS, the FIRE BUTTON, and the 'SPACE BAR'. 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.

1.341 f13

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FANTASY WORLD DIZZY:

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

1.342 f14

GO BACK ONE PAGE

BACK TO THE ALPHABET

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 the 'SPACE BAR'. The qualifying time is now frozen, allowing you to go as slowly as you want while remaining in pole position.

1.343 f15

GO BACK ONE PAGE

BACK TO THE ALPHABET

FEDERATION OF FREE TRADERS:

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

MISSION 01: Take message: Just go there! Use e pod.

MISSION 02: Destroy aliens, but not unknowns: Kill 4+.
Use E pod.

MISSION 03: Destroy sat!

MISSION 04: Escort convoy. Use E pod.

MISSION 05: Investigate dissepearances. Kill 4+. USE E pod.

MISSION 06: Search for survivors.

MISSION 07: Escort vip. Land on planet then go to
destination.

MISSION 08: Go and report.

MISSION 09: Destroy alien.

MISSION 10: Rescue civilians. Land on planet.

1.344 f16

GO BACK ONE PAGE

BACK TO THE ALPHABET

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"	

1.345 f17

GO BACK ONE PAGE

BACK TO THE ALPHABET

FERNANDEZ MUST DIE:

Pause the game, and type "SPINYNORMAN" for infinite lives.

1.346 f18

GO BACK ONE PAGE

BACK TO THE ALPHABET

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

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 B	-Super Kicks
A 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

1.347 f19

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FIGHTER BOMBER:

Enter "448944895554" for the pilots name. This should give you access to all of the missions. Press the 'D' key to go to the next target. If this doesn't work try one of the following: "KYLIE", "SO WHAT IF I DO", or "BUCKAROO". Enter "VERSION" to see what version.

1.348 f20

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.349 f21

GO BACK ONE PAGE

BACK TO THE ALPHABET

FINAL BLOW BOXING:

Pause the game and press 'F10' six times to leave your opponent totally useless.

1.350 f22

GO BACK ONE PAGE

BACK TO THE ALPHABET

FINAL FIGHT:

Watch the intro screen until the bloke asks Mike Hagar to turn on the telly, then press 'HELP' five times to activate the cheat. You now are invulnerable to hits and kicks and press '+' to make all mad gear members disappear. also, pause the game and type "SHERRIF FATMAN" for infinite lives.

1.351 f23

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FINAL MISSION: (Keith Krellwitz)

While the game is loading hold down the LEFT MOUSE BUTTON and 'T' until the game has totally loaded. This will give you infinite lives. (STAR COLLECTION)

1.352 f24

GO BACK ONE PAGE

BACK TO THE ALPHABET

FIRE & BRIMSTONE:

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

1.353 f25

GO BACK ONE PAGE

BACK TO THE ALPHABET

FIRE AND ICE:

Type "COOL" and press 'RETURN' for infinites.

Press the L MOUSE BUTTON on the title screen for infinite lives.

1.354 f26

GO BACK ONE PAGE

BACK TO THE ALPHABET

FIREFORCE:

Start the game as normal with just one bazooka shell. Arm the weapon, press and hold the fire button. Now press 'ESC'. Go to the armory and get rid of all your rockets. Now you can start the mission with infinite supply of bazooka shells. The same applies to all weapons as well.

1.355 f27

GO BACK ONE PAGE

BACK TO THE ALPHABET

FIRST SAMURAI:

Pause game then type "DIPUTS". Pressing the number keys now lets you teleport around the level. When you load up disk 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.
```

If this cheat should fail try typing this one in instead! While playing the game, hit the pause button and type in "DIPUTS". Now you should be able to press any number key to teleport to different stages throughout the current level.

1.356 f28

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FLASCHBIER:

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

1.357 f29

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FLASHBACK:

Walk up to a door you wish to pass and turn around so your back is to the door. Hold down your fire button and tap the joystick in the opposite direction to the door. Then push the joystick towards the door and release the fire button. (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"

1.358 f30

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FLIMBO'S QUEST: (Keith Krellwitz)

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

1.359 f31

GO BACK ONE PAGE

BACK TO THE ALPHABET

FLINK CD\$^3\$\$^2\$:

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

1.360 f32

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FLOOD:

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"_____To skip to next level.
 "A"_____Hold and press fire for a rapid shot.
 "L"_____To add lives to your current stock.
 "B"_____????
 "W"_____????
 "O"_____Press when falling to activate parachute.
 "Y"_____Press when falling to activate ballons.

(LEVEL CODES)

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

1.361 f33

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FLY HARDER: (Keith Krellwitz)

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

(LEVEL CODES)

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

1.362 f34

GO BACK ONE PAGE

BACK TO THE ALPHABET

FLY HARDER CD\$^3\$\$^2\$:

(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.

1.363 f35

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FLYING SHARK:

On the high score table enter any of the following for your initials:

"KDJ"_____For infinite lives.
"PJA"_____Infinite smart bombs.
"RLH"_____For acid men.
"JGL"_____For full firepower.
"RAB"_____Invincibility.
"HSC"_____Turns the 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.

1.364 f36

GO BACK ONE PAGE

BACK TO THE ALPHABET

FOOTBALL DIRECTOR 2:

On the menu selection, hold down 'CTRL' and 'C' to interrupt the program. Now enter "AI+AI+500000" and press 'RETURN' (it may be "AI=AI+500000"). Now type "CONT" and press 'RETURN'. This adds 500,000 credits to your current amount.

1.365 f37

GO BACK ONE PAGE

BACK TO THE ALPHABET

FOOTMAN:

In the first maze of {NEW WASTE}, go to the upper left corner entrance to the tunnel to hide from the ghosts and collect points from the fruit that appear periodically.

1.366 f38

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FORGOTTEN WORLDS:

On the title screen, type "ARC" and press the 'HELP' key. Press 'S' for the next shop and press 'N' for next level (2 players only).

1.367 f39

GO BACK ONE PAGE

BACK TO THE ALPHABET

FORMULA ONE GRAND PRIX:

Go to the pits, escape from the game and go to accelerate time. This should now finish the grand prix in pole position. It might be that you have to do this on the last lap.

Slip into the pits after your first lap and then simultaneously

hold down the keys that make up the word "PALIR" and press the fire button. Not only will you be unable to crash but the game will not react as though you have pressed 'F4'.

Race a non-championship race and keep driving untill the last lap. Then enter the pits and drive to your pit-crew. Wait for the message "Race over". This way you will always win the race.

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

1.368 f40

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FOUNDATION WASTE: (Keith Krellwitz)

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.

1.369 f41

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FRANKENSTEIN: (Keith Krellwitz)

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

1.370 f42

GO BACK ONE PAGE

BACK TO THE ALPHABET

FRONTIER:

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.

1.371 f43

GO BACK ONE PAGE

BACK TO THE ALPHABET

*FRUIT SALAD: (Keith Krellwitz)

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 the left mouse button.

1.372 f44

GO BACK ONE PAGE

BACK TO THE ALPHABET

FULL CONTACT:

In one player mode, type "QAZWXEDCRFVTGBYHNUJM" to make your opponent give up and die.

1.373 f45[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

FUSION:

On the high score table, type "SWAMP THING" for your name and then press 'E'. You can now skip levels with the '+' and '-' keys.

To jump into the editor push the joystick diagonally up/left, press fire, and press the 'E' key.

Start the game as normal, collect the ship and fly to the extreme top left of the playing area. Disambark from the ship and drive the buggy into the corner. Type "STONKER" and re-enter the ship. Now press 'D' to cycle though the available weapons. Press 'C' to cycle though the levels. When entering a level always position your ship at the top left of the screen. On the second level repeat the above process and type "STONKER" again. You can now fly through walls and if you press 'F' you can hover over the switches and collect them.

1.374 f46[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

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.

1.375 f47[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

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.

1.376 g01

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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"

1.377 g02

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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).

1.378 g03

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GALAGA' 92: (Keith Krellwitz)

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.

1.379 g04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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.

1.380 g05

GO BACK ONE PAGE

BACK TO THE ALPHABET

GALAXY FORCE II:

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

1.381 g06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GALAXY' 93: (Keith Krellwitz)

During play press '``' (the key right below the 'ESC' key). 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.
```

1.382 g07

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAME OVER II:

The code for level two is "11423".

1.383 g08

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GAMMA ZONE: (Keith Krellwitz)

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)

Level 2--"FOUR COLOURS"
Level 3--"DESERT OF ICE"
Level 4---"CRAZY ROOMS"

Level 5--"MANIAC ISLANDS"
Level 6----"BLACK OCEAN"
Level 7-----"PIQUE"

1.384 g09

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GANYMED: (Keith Krellwitz)

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 the numeric keypad. This will give you a free life. This only works once per level.

1.385 g10

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAUNTLET:

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

When you start don't move at all, press option 1 and you can choose the starting level.

1.386 g11

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAUNTLET II:

When you open a treasure chest hold down the 'HELP' key, then when you open a second chest hold down the 'INSERT' key. A golden cross should appear, collect this and your health points should rise by 50,000. You will also have super shots for the remainder of the level.

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 three minutes.

1.387 g12

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAZZA 2:

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

1.388 g13

GO BACK ONE PAGE

BACK TO THE ALPHABET

GEM-X:

LEVEL B__"EARTHIAN"	LEVEL H__"YOKOHAMA"	LEVEL N__"MAGAMANN"
LEVEL C__"KENICHI"	LEVEL I____"EXACT"	LEVEL O__"SYVALION"
LEVEL D__"INOKHUMA"	LEVEL J____"X68000"	LEVEL P__"FMTOWNS"
LEVEL E____"BURAI"	LEVEL K__"TURRICAN"	LEVEL Q__"CHIERIE"
LEVEL F____"BADMAN"	LEVEL L__"REDMOON"	LEVEL R__"GAMERION"
LEVEL G__"NETWORK"	LEVEL M__"CAMPAIGN"	LEVEL S____"ZAWAS"

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

1.389 g14

GO BACK ONE PAGE

BACK TO THE ALPHABET

GEMINI WING:

Load the game, and press 'P' to bring up the password system and use any of these level codes.

LEVEL 2__"MRWIMPEY"	LEVEL 5__"GUNSHOTS"
LEVEL 3__"CLASSICS"	LEVEL 6__"DOODGUYZ"
LEVEL 4__"WHIZZKID"	LEVEL 7__"D.GIBSON"

When you are about to be killed for the 4th time, press the LEFT MOUSE BUTTON to bring up the second player, and keep pressing the fire button until you're killed. You will appear at the bottom of the screen.

1.390 g15

GO BACK ONE PAGE

BACK TO THE ALPHABET

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

1.391 g16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOST BATTLE: (K. Krellwitz)

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. Now use the following keys during play:

'HELP' _____ Skip to next level.
'F9' _____ ?????
'F8' _____ Freeze enemies for a short time.
'F7' _____ For a shield.
'F6' _____ Smart bomb.

1.392 g17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOST 'N' GOBLINS:

On the high score table, enter your name as ")!(". This will make you invincible. Although, you will still lose your armour if you get hit.

The following didn't work on my version:

Type "DELBOY" on the credit screen for invincibility..

1.393 g18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOSTBUSTERS II:

Hold down 'ALT', 'CTRL', 'S', and 'U' when the activision logo appears and press fire. You should have infinite lives (except on level 3). This also stops the cable from breaking on level one.

1.394 g19

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOULS 'N' GHOSTS:

Start the game and type "KARENBROADHURST" for invicibility.

1.395 g20

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GIGANOID:

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

1.396 g21

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GLOBAL GLADIATORS: (Keith Krellwitz)

To skip a level enter the following sequence with the joystick:
U,L,D,R,U,L,F,D,R,F, and F. Now press 'P' to complete the level.

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'.

1.397 g22

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GLOBDULE: (Keith Krellwitz)

During play hold down 'CTRL', 'LEFT SHIFT', 'LEFT ALT', and press
'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.
'-' _____ Used in conjunction with 'DEL' (slow down).
'=' _____ Used in conjunction with 'DEL' (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-"HFHASHIEZQZ"	7-"SHCOASFFEZVP"	11-"SIWHOAUAFGDR"
4-"ILWHASUYEZEP"	8-"SIWHNTUAEZDR"	12-"GOWHOQUASWDR"
5-"VKWHNTNOEZHB"	9-"FMWHAUUAFAADR"	13-"SIWHOYUAGEDR"

1.398 g23

GO BACK ONE PAGE

BACK TO THE ALPHABET

GLOBULUS:

To activate the cheat mode type "Zvmo!EG" as a password. Type exactly as shown.

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.

1.399 g24

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GLOOM: (Michael Robinson)

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.

1.400 g25

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.401 g26

GO BACK ONE PAGE

BACK TO THE ALPHABET

GOBLIIINS:

(LEVEL CODES)

02-"VQVQFDE"	03-"ICIGCAA"	04-"ECPQPCC"	05-"FTWKFEN"
06-"HQWFTFW"	07-"DWNDGBW"	08-"JCJCJHM"	09-"ICVGC GT"
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"			

1.402 g27

GO BACK ONE PAGE

BACK TO THE ALPHABET

GODFATHER, THE:

Pause the game with the 'HELP' key, then type "PIZZA HUT". This will give you infinite energy.

1.403 g28

GO BACK ONE PAGE

BACK TO THE ALPHABET

GODS:

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 health. Collect all the gems in the usual manner, then get a key and make for the exit. Now comes the tricky bit. When you descend the last ladder, two thieves will appear. Make sure that you don't quite have enough energy to survive a direct contact! Before going down the ladder, release your magic potion, then climb down and open the door. Stand in front of the door ready to leave, but don't push up 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 whiz up for quite some time, until the game starts again on world two with 28 extra men and about five million points!

1.404 g29

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.405 g30

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GOLDRUNNER:

During play press 'I' to skip to the bonus level and press 'U' on the bonus level to go to the next level. Hold 'F5' for a couple of seconds and you will become indestructable. Press 'F2', 'F5', 'F4', 'F3' one at a time for infinite everything.

1.406 g31

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GOLDRUNNER II:

On the high score table, type "EASYMODE". Press 'F9' to skip levels, press 'F10' for invincibility, and press 'F8' to exit cheat mode.

1.407 g32

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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.

1.408 g33

GO BACK ONE PAGE

BACK TO THE ALPHABET

GRAVITY FORCE:

Instead of the normal level password enter "WARPnn". Substitute a level number for 'nn'.

1.409 g34

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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.
"ULE"	_____	???????
"SHOW LT"	_____	???????
"BITS"	_____	???????
"BARF"	_____	???????
"ROXER"	_____	???????
"TOMAS"	_____	???????
"SNIX"	_____	???????

1.410 g35

GO BACK ONE PAGE

BACK TO THE ALPHABET

GREAT GIANA SISTERS:

To skip levels, hold down the 'A', 'R', 'M', 'I', and 'N' keys.
On level 3 stand at the end of the row of blocks and jump up to hit an invisible block; this will warp you to level 6.

1.411 g36

GO BACK ONE PAGE

BACK TO THE ALPHABET

GREMLINS:

Same cheat as GREMLINS II.

1.412 g37

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GREMLINS II:

On the high score table, enter "SINATRA" for your name and you will be blessed with infinite lives.

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

1.413 g38

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GUNBOAT:

Enter "TJL" for your codename.

1.414 g39

GO BACK ONE PAGE

BACK TO THE ALPHABET

*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.

1.415 h01

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.416 h02

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HACKER II:

Type any of the following at logon:

"cover"_____End screen.

"title"_____Title page.

"demo pam"_____Speeds play and jumps check procedure.

1.417 h03

GO BACK ONE PAGE

BACK TO THE ALPHABET

HADES NEBULA:

On the high score table, enter "MONITOR" as your name for infinite lives.

1.418 h04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HAGAR THE HORRIBLE:

(LEVEL CODES)

1-"FEAFGN" 2-"JVSAMK" 3-"ASGAPQ" 4-"UWFXPY"
5-"FSXRIC" 6-"DZAETG" 8-"WFYILD"

Some of the passwords might not work, because different countries have different keyboard set-ups. Try the codes bellow if the above don't work.

4-"UWFXPZ" 6-"DYAETG" 8-"WFZILD"

1.419 h05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HAMMERFIST:

On the high score table, enter your name as "TAEHC OT TNAW I".
Pressing 'F7' during the game to skip levels.

1.420 h06

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.
-

1.421 h07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HARD DRIVIN 1:

Get the car up to top speed the press 'N' (for nuetral). Now you can drive along at to speed with easy steering and invulnerability.

1.422 h08

GO BACK ONE PAGE

BACK TO THE ALPHABET

HARD DRIVIN II:

Select manual gears, and then press 'N' during the game when you reach top speed. You will now zoom around on the circuit. (Also works on Hard Drivin' I.)

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. (Also works on Hard Drivin' I.)

1.423 h09

GO BACK ONE PAGE

BACK TO THE ALPHABET

HARE RAISING HAVOC (Disney Software):

Hold down the following keys: 'LEFT ALT', 'CTRL', 'SHIFT', and 'F5' to skip scenes.

1.424 h10

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.425 h11

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HATE: (Keith Krellwitz)

Pause the game and type "JUDITH". Now press 'F10' to skip levels. Press 'F9' for invincibility.

1.426 h12

GO BACK ONE PAGE

BACK TO THE ALPHABET

HAWKEYE:

Pause the game, press 'DEL' and when you lost all your lives you will go to the next level instead of dying. Press '2' to go back and fourth between stages. Also, pause the game, press 'HELP' and unpause the game for infinite lives.

1.427 h13

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.428 h14

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.429 h15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HELL RAISERS: (Keith Krellwitz)

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.

1.430 h16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HELTER SKELTER:

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

'-' (on the keypad)_____Skip to previous level.

'ENTER" (on the keypad)_____Skip to next level.

In a two player game, player 1 needs to get an extra life. Then both players must lose all their lives. Player two will get 99 lives; after he loses one, so will player one.

To enter the password press 'F1' or 'F2' (one or two players) select control by pressing fire on the joystick and then you will be asked for a password.

(LEVEL CODES)

11-"SPIN"

31-"BALL"

51-"LEFT"

71-"PLAY"

21-"FLIP"

41-"GOAL"

61-"TWIN"

1.431 h17

GO BACK ONE PAGE

BACK TO THE ALPHABET

HERO QUEST:

Read this, if you want to get loads of money (in the game).

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.

1.432 h18

GO BACK ONE PAGE

BACK TO THE ALPHABET

HEROES OF THE LANCE (SSI):

SOME GENERAL TIPS:

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 riverwind 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 intersection move into a new path and wait a little. When you return, the hatchling will have gone.

KILLING BOZAKS: TWO METHODS:

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

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

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

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

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

1.433 h19

GO BACK ONE PAGE

BACK TO THE ALPHABET

HILLSFAR:

When attempting to pick locks, press the 'F' key.

1.434 h20

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HIRED GUNS:

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

"AMIGA"_____For infinite energy and ammo.

"APPLEGATE"_____To open all doors.

"CHRISTINA"_____Choose any mission and character.

1.435 h21

GO BACK ONE PAGE

BACK TO THE ALPHABET

HISTORYLINE 1914-1918:

(LEVEL CODES FOR 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"

(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"

(LEVEL CODES FOR 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"

1.436 h22

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HOI:

Try the following to gain access to the first four levels (the last level, level 5, is only available when you complete level 4): 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 the left mouse button, 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 the left mouse button again. Now you can get 12 lives at any time by pressing 'F4' during the game.

1.437 h23

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HOLIDAY LEMMINGS 93: (Terry Wood)

(FLURRY LEVELS)

02-Floating lemming flurry:	"IJJLDNCCCN"
-----------------------------	--------------

03-Holiday lemmings:	"OJNLHCEDCT"
04-Lemming tracks in the snow:	"HLDLCMNECT"
05-Christmas south of the equator:	"LDLCAJNFCK"
06-Lemming snowfall:	"LHCKKONGCN"
07-Lemming snowjourn:	"LCANNLDHCQ"
08-Clouds of lemmings:	"CINLLHICL"
09-A block from home:	"CAJHMDLJCJ"
10-Lemmings below zero:	"MJHMDLCKCW"
11-At me in a cave:	"NJOLHCGLCN"
12-Presents of mind:	"JMDLCINMCK"
13-Yo-yo-lem-lem:	"MDLCAKLNCs"
14-Marshmallow land:	"DLCKJNMOCO"
15-Head for the hills:	"LCENMMDPCM"
16-The long way around:	"CKNOMDLQVC"

(BLIZZARD LEVELS)

01-Odgil lemmings:	"CAJKNNHBDM"
02-Lemmings up high:	"KJKLFLCCDR"
03-Check your hints:	"KJLGNCADDO"
04-Santus lemmingus:	"JLFLCKNEDW"
05-It came upon a lemnigh clear:	"LFLCAJOFDO"
06-A single lemming:	"FLCKJNLGDY"
07-Break on through:	"LCANNLGHDU"
08-Presents of mind 2:	"CMOONOHIDJ"
09-Lemmings..The motion picture:	"CAJJMFNJDQ"
10-The wrath of lem:	"KKHMFNCKDK"
11-The search for lem:	"NKMFCALDX"
12-The voyage home:	"KMGLCKNMDR"
13-The final frontier:	"MFLCCJMNDX"
14-The undiscovered country:	"NJCMKNDGDM"
15-The needs of many:	"LCANNMFPM"
16-The next lemeration:	"BDNNMONQDV"

(HINTS)

1. If a Builder hits a steepish slope he will stop building and turn around.
2. On the early levels practice using the lemmings special abilities. Try completing level one without Climbers and level two without Floaters.
3. On Blizzard level two, you will need to use the Digger/Builder method to block off the lemmings.
4. On Blizzard level 14 the exit is hidden under snow in the steel boxes in the bottom left corner! Use Miners and Bashers to get there.

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HOLLYWOOD POKER PRO:

Hold down 'H' and 'F9' at the same time and 100 credits will go from your opponents account to your own. Do this as many time as you like. You could have her stark naked on the first time you win.

1.439 h25

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HONG KONG PHOOEY: (K. Krellwitz)

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

1.440 h26

GO BACK ONE PAGE

BACK TO THE ALPHABET

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.

1.441 h27

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HORROR ZOMBIES FROM THE CRYPT:

Enter "BOGEYEATER" for the password for infinite lives.

Enter " CUSTODES" for the password (don't forget the space before

the word) to enable the level skip. Press 'F10 to skip levels.

(LEVEL CODES)

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

1.442 h28

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HUDSON HAWK:

On the title screen, type "SCIENCEFICTION" for infinite everything. Press the 'DEL' key to skip levels.

Another cheat may be "SANITYCLAUSISCOMINGTOTOWN". This should give you infinite lives.

1.443 h29

GO BACK ONE PAGE

BACK TO THE ALPHABET

HUMAN RACE:

(LEVEL CODES)

01-----"DARWIN"	27-----"HOW MUCH"	53--"POULTRY GOOSE"
02-----"DOOM"	28-----"THE SLOBS"	54----"KATE4LOUIS0"
03-----"SPYDER"	29-----"MRS T"	55-----"DRAKEER"
04-----"480"	30-----"ALMANBURIE"	56-----"SOURFACE"
05-----"BILLS"	31--"GALLOWS FIELD"	57-----"LURCH"
06----"BROKE AGAIN"	32-----"PLAGUE PIT"	58-----"ENDOSCOPY"
07-----"OUR SHELF"	33----"CANDLESTICKS"	59----"JUST TAKE 5"
08-----"NO SUPPORT"	34----"BROWN SUGAR"	60----"HAVE A BREAK"
09-----"MR PARROT"	35-----"BABBLE"	61----"3 NEGATIVES"
10----"7 MILE WALK"	36-----"BLATHER"	62--"GIMME SHELTER"
11-----"BLIZZARD"	37-----"TRADER"	63-----"BLOAT ON"
12-----"MINI EGGS"	38-----"SCSRY MAN"	64----"STAGGER HOME"
13-----"KEEF"	39----"BOILED EGGS"	65-----"I LOVE ME"
14--"WORLDFOUROWN"	40-----"NEED MORE"	66--"WHO DYOU LOVE"
15-----"ITS TOSH"	41----"TURBO NUTTER"	67-----"AAAAAARGH"
16----"BESTEST BUDS"	42----"ITD BE OKAY"	68-----"SOS"

17----"OO CHILDREN"	43---"IF THE FIRST"	69-"LUCIFERS CHILD"
18-----"BLUE STUFF"	44-"LOT HADNT BEEN"	70-----"PYTHON"
19-----"LEOPARD"	45-----"PUBLISHED"	71---"QUANTUM LEAP"
20---"ALAN B STARD"	46-----"POUCH"	72----"SISTER BLUE"
21-----"DANNEEE"	47-----"WHINGEING"	73-----"ARIES"
22-----"LOOWEEZ"	48-----"SAD BOYS"	74-----"TUARUS"
23-----"KATIEWOOH"	49-----"CRAMP"	75-"FATEANDFORTUNE"
24-----"RADCLIFFE"	50-----"GLUM"	76-"DOES IT MATTER"
25-"IDONTLIKEBRAWN"	51-----"HASSLED"	77----"WHAT WE PUT"
26----"GRILL NGEDS"	52-----"GOLD LABEL"	78-----"THIS IS IT"
	79-----"SEE YA"	80-----"FOREVER"

1.444 h30

GO BACK ONE PAGE

BACK TO THE ALPHABET

HUMANS :

(LEVEL CODES)

01-----"DARWIN"	27-----"NICENEASY"	53-----"MIGHTY BAZ"
02----"ANDIE PANDY"	28-----"GREEN CARD"	54-----"TIRED"
03-----"GET A LIFE"	29-----"COOKIE"	55---"CONSOLIDATED"
04-----"CARLOS"	30-----"MALCY MALC"	56-----"STAY HAPPY"
05-----"HOWIE"	31----"RAVING BURK"	57-----"AMERICA"
06-----"MOOBLE"	32-----"YOU GOT IT"	58----"ANOTHER DAY"
07-----"CSL"	33-----"SGNIMMEL"	59-----"ISOLATION"
08-"THE HUMBLE ONE"	34-----"MINISTRY"	60--"PROMISED LAND"
09-----"PIXIE"	35-----"MAD FREDDY"	61----"DAEMONSLATE"
10-----"MILESTONE"	36-----"BIZARRE"	62-----"BIG RAB"
11----"WAR WAR WAR"	37--"FREE SCOTLAND"	63-----"MIAMI VICE"
12-----"J MCKINNON"	38----"APPLE JUICE"	64-----"MARGARET M"
13-----"UNLUCK"	39-----"PAYDAY"	65-----"A34732473"
14----"BLUE MONKEY"	40---"BANANNA MOON"	66-----"HELP ME"
15-----"RED DWARF"	41-----"BONUS"	67-----"THE EXILES"
16-----"BAD TASTE"	42-----"BOUNCING"	68-----"EIGHTLANDS"
17----"THE KITCHEN"	43-----"NO MONEY"	69--"WINE AND DINE"
18-----"CJ"	44-----"A S F"	70-----"NIN"
19----"SORT IT OUT"	45-----"VISION"	71----"TECHNOPHOBE"
20-----"SMART"	46-----"SISTERS"	72--"GETTING THERE"
21----"VILLA3BORO2"	47---"FAST FASHION"	73-----"TIME IS"
22--"EARLY MORNING"	48-----"CARGO"	74----"RUNNING OUT"
23----"BORO4LEEDS1"	49--"RAB C NESBITT"	75-"LORDS OF CHAOS"
24-----"EASY LIFE"	50-----"RANGERS"	76---"NOW ITS DONE"
25-----"JIMS TIES"	51-----"RAINBOW"	77-"IM OUT OF HERE"
26-----"PARKVIEW"	52-----"DOODY"	78-----"HERES TO A"
	79----"BETTER LIFE"	80----"BYE BYE BYE"

1.445 h31

GO BACK ONE PAGE

BACK TO THE ALPHABET

HUMANS - THE JURASSIC LEVELS:

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

1.446 h32

GO BACK ONE PAGE

BACK TO THE ALPHABET

HUNT FOR RED OCTOBER:

When surrounded by enemy ships, save the game. Now, restore the game and the ships will be gone.

1.447 h33

GO BACK ONE PAGE

BACK TO THE ALPHABET

HUNTER:

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)

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)	

1.448 h34

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HYBRIS:

Once the game is loaded and prompts you to press fire, press the "SPACE BAR" instead. You will be able to change the speed of the enemy bullets and other stuff, with the mouse and keyboard. On the high score table, type "COMMANDER" on the high score screen (not as your name) press 'F7' to activate the super weapons 'F1-F6'. You should also be invincible. 'F10' turns cheat on/off and 'F8' advances a level. On the title screen press 'SPACE' or 'ESC' for an options menu.

1.449 h35

GO BACK ONE PAGE

BACK TO THE ALPHABET

HYDRA:

During play, type "KILLKILLKILL" to activate the cheat mode. Now press 'F' to refuel and the 'RETURN' key to select weapon.

1.450 i01

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ICE RUNNER: (Keith Krellwitz)

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

"FUNNY"_____Speeds up the enemy.
"MAGIC"_____Infinite lives.
"GURKE"_____Invincibility and infinite everything.
(Use 'F9' to advance levels)

1.451 i02

GO BACK ONE PAGE

BACK TO THE ALPHABET

*IK+: (Keith Krellwitz)

Codes to type in while playing:

"FREZ".....Freeze the game.
"PAC".....Pacman moves across screen.
"FISH".....Makes a fish leap out of water.
"BIRD".....Bird flies across screen.
"PERI".....Periscope rises out of water.
"ANBK".....Message.
"ANGL".....Message.
"EDHK".....Message.
"FOOK".....Message.
"GLZP".....Message.
"GPZP".....Message.
"SHAH".....Message.

```

"SIMR".....Message.
"STEW".....Message.
"SUNL".....Message.
"TOTO".....Message.
"FUCK".....Resets the game if you type it in twice.
"CUNT".....Resets the game if you type it in twice.
"FAST".....Not sure.
"TITL".....Back to title screen.
"ARCH".....Message.
"JACQ".....Message.
"SLAN".....Message.
"DATE".....Message.
"WANK".....Message.
"DICK".....Message.
"JUMP".....Message.
"GERM".....Switch to german.
"FILT".....Filter on/off.

```

After you get hit, pause the game and unpause the game. You are now invincible (must do this every level).

1.452 i03

GO BACK ONE PAGE

BACK TO THE ALPHABET

*IKARI WARRIORS:

On the high score table, enter "FREERIDE" for your name, and receive indestructability.

1.453 i04

GO BACK ONE PAGE

BACK TO THE ALPHABET

IMPACT:

When you press 'T' during play you will get infinite lives.

(LEVEL CODES)

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

1.454 i05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*IMMORTAL:

Here are the level codes:

LEVEL 2	"BEFE810006F70"	LEVEL 6	"1BBEB53010A41"
LEVEL 3	"CC5EE21000E10"	LEVEL 7	"8DDFB62010AC1"
LEVEL 4	"465FA31001EB0"	LEVEL 8	"E011F730178C1"
	LEVEL 5	"B57F943000EB0"	

1.455 i06

GO BACK ONE PAGE

BACK TO THE ALPHABET

IMPOSSAMOLE:

On the high score table enter your name as one of the following:

"LUMBAJAK"	_____	Doubles the length of monty's energy bar.
"HEINZ..."	_____	Gives monty three energy bars.
"ANNFRANK"	_____	Tops off low energy.
"OUCHOUCH"	_____	Lets monty walk on water.
"COMMANDO"	_____	Turns off the time limit.
"JUGGLERS"	_____	Suprise.

1.456 i07

GO BACK ONE PAGE

BACK TO THE ALPHABET

IMPOSSIBLE MISSION 2025:

Level 1	Level 3	Level 5
Stage 1- *****	Stage 1-"FNQAYXHI"	Stage 1-"GKQJYXDI"
Stage 2-"ETQFJXXD"	Stage 2-"FRQYCXVL"	Stage 2-"GOQJFXBK"
Stage 3-"EXQEJXDC"	Stage 3-"FUQTBXQE"	Stage 3-"GSQFDXZA"
Level 2	Level 4	
Stage 1-"FBQDDXRE"	Stage 1-"FYQOPXEF"	
Stage 2-"FDQCVXIA"	Stage 2-"GCQLRXWB"	

Stage 3-"FJQCHXOM" Stage 3-"GGQKTXUF"

1.457 i08

GO BACK ONE PAGE

BACK TO THE ALPHABET

*INCREDIBLE CRASH DUMMIES: (K. Krellwitz)

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

1.458 i09

GO BACK ONE PAGE

BACK TO THE ALPHABET

INDIANA JONES FATE OF ATLANTIS (ACTION):

On the title screen, type "NIGHTSHIFT" for infinite lives. Press 'F9' to skip levels.

1.459 i10

GO BACK ONE PAGE

BACK TO THE ALPHABET

*INDIANA JONES LAST CRUSADE (ACTION):

On the title screen, type "IEHOVAH", the screen should flash. Now during the game press 'L' to skip levels. Pressing '1' or '2' will take different sections of the level your currently on. Press 'I' to get icon.

On the high score table, type "SILLYNAM" for infinite continues.

1.460 i11

GO BACK ONE PAGE

BACK TO THE ALPHABET

INDIANAPOLIS 500:

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

CAR: LONA/BUICK

GEARS: FRONT BACK
4 UP FROM MIDDLE 5 UP FROM MIDDLE

STAGGER: NO DIFFERENCE

RUBBER: RIGHT FRONT RIGHT BACK LEFT FRONT LEFT BACK
HARD MEDIUM SOFT SOFTCAMBERS: RIGHT FRONT RIGHT BACK LEFT FRONT LEFT BACK
-.50 +.25 +.25 +1

PRESSURE: ALL AT 25

SHOCKERS: RIGHT FRONT AND BACK LEFT FRONT AND BACK
BOTH AT BOTTOM BOTH AT BOTTOMLEVERS ON DASH: BOTH FULL FORWARD
-----**1.461 i12**

GO BACK ONE PAGE

BACK TO THE ALPHABET

*INDY HEAT: (Keith Krellwitz)

On the equipment select screen (before you enter your initials), press 'P' to pause the game and type "AMANDA". The border should flash to let you know it worked. Now enter your initials and select your driver and as soon as your done you should notice that you now have 9 coins and 900,000 dollars. You can also pause the game during play and type the cheat, and the next time you are at the equipment screen you will be blessed with the coins and cash.

1.462 i13

GO BACK ONE PAGE

BACK TO THE ALPHABET

INFESTATION:

To get into the underground complex, first find a small, upright, rectangular box with two flashing squares on it; thats the computer terminal. Face the flashing squares, hit 'F2' to bring up the computer, and enter the words "KAL SOLAR" to activate it. hit 'F2' again to exit. On your way to the computer, you should have passed a shower like structure. That's the transpoorter.

1.463 i14

GO BACK ONE PAGE

BACK TO THE ALPHABET

*INSANITY FIGHT:

Hold down both the mouse buttons, the joystick button, and the 'L' key to skip levels.

1.464 i15

GO BACK ONE PAGE

BACK TO THE ALPHABET

INTERCEPTOR:

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

1.465 i16

GO BACK ONE PAGE

BACK TO THE ALPHABET

INTERCHANGE:

(LEVEL CODES)

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

1.466 i17

GO BACK ONE PAGE BACK TO THE ALPHABET

INTERLOCK:

(LEVEL CODES)

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

1.467 i18

GO BACK ONE PAGE BACK TO THE ALPHABET

INTERNATIONAL ATHLETICS:

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

1.468 i19

GO BACK ONE PAGE BACK TO THE ALPHABET

INTERNATIONAL ICE HOCKEY:

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

1.469 i20

GO BACK ONE PAGE

BACK TO THE ALPHABET

INTERPHASE:

Type "Fenny" (type exactly as printed), then press the LEFT MOUSE BUTTON to cycle through all the objects.

1.470 i21

GO BACK ONE PAGE

BACK TO THE ALPHABET

*INVADERS II-(MENTAL IMAGE):

On the title screen, type "JAM DOUGHNUT" for invincibility.

1.471 i22

GO BACK ONE PAGE

BACK TO THE ALPHABET

ISHAR 3:

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

1.472 i23[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

IT CAME FROM THE DESERT:

Before attempting to go into the ants' nest, you should first save elmer to get more flamethrower fuel. Some time between the 8th and 10th (i don't remember the exact day), he will leave a note in his station saying that he is going hiking in the sw volcanic cone. Go to the volcano, fight the ants, and next day, visit elmer's station. He'll thank you for saving his life and give you more flamethrower fuel. The entrance to the ants' nest will never appear on the main map, but there are several other ways to get there:

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

The entrance to the nest doesn't stay open long enough for you to get in before the ants start invading the various locations in the town, so you'll have to wait until they do. The 11th is the best day to enter the hole since it is very hot and there are few ants around. If you try cooler days, there will probably be too many of them around for you to handle. Also, if you decide to get to the hole by plane, you can land safely on the dirt road parallel to the tracks leading to the m1 mine.

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

NOTE:

It means nothing to gather information about the ants through

out the game. The mayor will not listen to anything you present in evidence. He will call an alert only after his car gets eaten on the afternoon of June 11.

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

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

1.473 i24

GO BACK ONE PAGE

BACK TO THE ALPHABET

*IVANHOE:

Pause the game and type "ZOBINETTE". The screen will flash to let you know the cheat is activated. Now unpause the game and press any of the following keys.

'M' _____ For extra lives.
'N' _____ Skip to next level.
'DEL' _____ Kills all enemies on screen.
'CTRL' _____ Kills the big boss in the bonus stage.

If the above doesn't work try "JC IS THE BEST" in the same place.

1.474 j01

GO BACK ONE PAGE

BACK TO THE ALPHABET

JAGUAR XJ220:

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

lap time.

Before starting select the radio mode on the cd player and tune it to 065.4. You should be breaking the track records.

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

1.475 j02

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JAMES POND:

Pause the game and type "JUNKYARD" and press 'RETURN'. You are now invincible. Use any of the following keys:

'RETURN' _____toggles cheat mode on and off.
'D' _____make all locks disappear.
'Z' _____Warp to level 3.
'X' _____Warp to level 4.
'C' _____Warp to level 5.
'V' _____Warp to level 6.
'B' _____Warp to level 7.
'N' _____Warp to level 8.
'M' _____Warp to level 9.
'F7' _____Increase size of screen and speed.
'F10' _____Make the border flash.

1.476 j03

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JAMES POND II AGA (ROBOCOD:

On the title screen or during play, type "O.S. FRIENDLY" and use any of the following keys:

'F' _____Gives robocod some wings.
'P' _____Gives robocod the plane.
'B' _____Gives robocod the bath.
'C' _____Gives robocod the car.
'X' _____Go straight to the exit.

'S' _____ Save position.
 'K' _____ Kill robocod.
 'M' _____ Map selector.
 'RETURN' _____ Invincibility on/off.
 'F6' _____ 50 Hz.
 'F7' _____ 60 Hz.
 'F9' _____ Screen effects.

1.477 j04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JAMES POND II (ROBOCOD) :

During play, type "LITTLE MERMAID" and use the following keys:

'F' _____ Gives robocod some wings.
 'P' _____ Gives robocod the plane.
 'B' _____ Gives robocod the bath.
 'C' _____ Gives robocod the car.
 'X' _____ Go straight to the exit.
 'S' _____ Save position.
 'G' _____ GOTO POSITION.
 'K' _____ Kill robocod.
 'M' _____ Map selector.
 'RETURN' _____ Invincibility on/off.
 'F6' _____ 50 Hz.
 'F7' _____ 60 Hz.
 'F9-F10' _____ Screen effects.

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

On the sports equipment level after the second spike are five objects in a row, which, in order, are some Lips, a Violin, an Earth globe, an Ice-cream and a Snowman. The first letter of each of these added together spells out LVEIS, which is an anagram of the word LIVES. Collect these in the correct order (Lips, Ice cream, Violin, Earth and Snowman) for infinite lives.

In some point of the game (I do not know where), there are five objects that spell out the word POWER. Collect them in the

following order: Penguin, Oil, Wine, Earth and Racquet.

Going into Map Select mode allows you to leap to various points in the game. These are accessed by using the following numbers:

01 Level 1-1	19 Bonus Level 6	37 Level 5-1
02 Level 1-2	20 Level 4-1	38 Bonus Level 10
03 Level 1-3	21 Level 4-2	39 Level 8
04 Bonus Level 1	22 Bonus Level 7	40 Bonus Level 11
05 Level 6-1	23 Bonus Level 8	41 Level 9-1
06 Bonus Level 2	24 Level 4-3	42 Bonus Level 12
07 Bonus Level 3	25 Level 7-1	43 Bonus Level 13
08 Level 6-2	26 Level 7-2	44 Bonus Level 14
09 Level 6-3	27 Level 7-3	45 Bonus Level 15
10 Level 1 & 2 Boss	28 Level 7-4	46 Bonus Level 16
11 Level 5 & 6 Boss	29 Level 7-5	47 Bonus Level 17
12 Level 7 & 8 Boss	30 Level 5-1	48 Hard Level!
13 Level 3-1	31 Level 5-2	49 Level 9-2
14 Bonus Level 4	32 Level 5-3	50 End Animation
15 Level 3-2	33 Level 5-4	
16 Bonus Level 5	34 Level 5-5	
17 Level 3-3	35 Level 5-6	
18 Level 3-4	36 Bonus Level 9	

(SECRET ROOM LOCATIONS)

There are two hidden worlds behind the main tower, another sweets level (including a Liquorice Allsorts World, the infamous Bouncing Jelly World, another Cake World and an upside down Jelly World) and an extra scrolling section. To reach them, run along the ground floor - avoiding the doors - then go up and over the first flight of stairs. From the bottom of the second (smaller) tower, make your way up to the landing above Dr. Maybe's final door and run left into the wall. You'll disappear behind the screen and arrive in the Secret Tower room. But who is Katie?

Once you've finished the bath level, drop down to the bottom of the castle, and walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air and jump. By now you should be next to some doors. Go through them for bonus city!!

Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonud blocks should float upwards, revealing a secret tunnel. At the end of this are even more extra lives and stars.

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

On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the

wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

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

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

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

1.478 j05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JAMES POND 3 AGA: (Keith Krellwitz)

On the map screen, type any of the following:

"EVAS"_____Save game at any time.

"UNCLE ROGER"_____Message from the programmer.

"FORMAT"_____Erase all previously saved games.

During play, type "NIGHTMARE" and press 'F10' to access the cheat menu. Lots of options to choose from.

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

1.479 j06

GO BACK ONE PAGE

BACK TO THE ALPHABET

JET STRIKE:

(LEVEL CODES)

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

1.480 j07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JIM POWER:

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

1.481 j08

GO BACK ONE PAGE

BACK TO THE ALPHABET

JIMMY WHITE'S 'WHILWIND' SNOOKER:

During play, press 'F7', 'F4', and 'F1' (you should hear a double click noise). Exit to the main menu and select demo mode. A new option should have appeared {DO A 147 BREAK}. Select it and watch the computer play perfectly.

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

'2' - YELLOW	'5' - BLUE
'3' - GREEN	'6' - PINK
'4' - BROWN	'7' - BLACK

1.482 j09

GO BACK ONE PAGE

BACK TO THE ALPHABET

JOHN MADDEN'S AMERICAN FOOTBALL:

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

(PASSWORDS)

"0540300"-QUARTER FINAL

"0150361"-SEMI FINAL

"0550361"-SUPER BOWL FINAL

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

1.483 j10

GO BACK ONE PAGE

BACK TO THE ALPHABET

JUDGE DREDD:

Log on as "DREDD", then type "BRUCKEN PLAYING HERO QUEST" and hit 'RETURN'. During play hit the 'HELP' key to advance to the end of the level.

1.484 j11

GO BACK ONE PAGE

BACK TO THE ALPHABET

JUG:

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

1.485 j12

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JUMPING JACKSON:

(LEVEL CODES)

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

1.486 j13

GO BACK ONE PAGE

BACK TO THE ALPHABET

JUNGLE STRIKE AGA:

(LEVEL CODES)

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

1.487 j14

GO BACK ONE PAGE

BACK TO THE ALPHABET

JUNGLE STRIKE:

(LEVEL CODES)

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

1.488 j15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JUPITER PROBE: (Keith Krellwitz)

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

1.489 j16

GO BACK ONE PAGE

BACK TO THE ALPHABET

JURASSIC PARK:

(LEVEL CODES)

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

1.490 j17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*JURASSIC PARK (AGA):

(LEVEL CODES)

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

1.491 k01

GO BACK ONE PAGE

BACK TO THE ALPHABET

K240:

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

1.492 k02

GO BACK ONE PAGE

BACK TO THE ALPHABET

KAISER:

Break the start-up sequence when the game start loading using 'CTRL' and 'D', then press 'ENTER', type "KROENUNG" and press 'ENTER' again.

1.493 k03

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KARATE KID II:

Press the 'P' key to skip levels. If this doesn't work try typing "MYAGI" for your name on the high score table.

1.494 k04

GO BACK ONE PAGE

BACK TO THE ALPHABET

KATAKIS:

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

1.495 k05

GO BACK ONE PAGE

BACK TO THE ALPHABET

KEEF THE THIEF:

For something interesting in this game go up into the tree houses near the left side of the map. When you see a commercial like screen with a woman in it make this spell: RHINO HORN, BLACK PEARL, NARCICUS ROOT.

1.496 k06

GO BACK ONE PAGE

BACK TO THE ALPHABET

KICK OFF:

You can always make the other guy miss the shot totally just by holding down the firebutton while he attempts to make a shot, it will be blocked.

1.497 k07

GO BACK ONE PAGE

BACK TO THE ALPHABET

KICK OFF 2:

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

Keep pressing the 'R' key when you take a penalty, this will show you where the players going to kick the ball.

In mid-match press all the function keys from left to right 'F1' to 'F10'. "S12" or "S14" should appear in the top right hand corner. You will now be able to substitute the computer's keeper and the new guy will be completely useless.

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

1.498 k08

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KID CHAOS: (Terry Wood)

Enter any of the following for your password:

"ARCADEGAMES"_____Sub game menu.
"HARDASNAILS"_____Cheat menu.
"BMNEPGHITJJ"_____????????????

(LEVEL CODES)

World two_____ "LFEGOKOKQCK"
World three_____ "MDORQAPKHOL"
World four_____ "NRLQTAGASIM"
World five_____ "OPTSQARBLOD"

1.499 k09

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KID GLOVES:

During play, press 'F1' to pause the game, then type "RHIANNON". Then press one of the following:

'F9'_____Invincibility.
'F8'_____For keys, spells, and money.
'F7'_____Select level.
'F6'_____To appear in a shop.

(If you want more stuff you'll have to retype "RHIANNON" and press the desired key)

1.500 k10

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KID GLOVES 2: (K. Krellwitz)

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

1.501 k11

GO BACK ONE PAGE

BACK TO THE ALPHABET

KILLING CLOUD, THE:

Enter the mission code as "1KILLING". You'll receive 28 nets and 29 pups.

(LEVEL CODES)

Mission 02-"A66TRDEX"

Mission 03-"2WWTR7EX"

Mission 04-"Q44FRCE2"

Mission 05-"3XX8RCCM"

Mission 06-"XXX8VCCN"

Mission 07-"4338VCCN"

Mission 08-"W3Q8VCAM"

Mission 09-"63QTGDEX"

Mission 10-"CA2TG7EF"

1.502 k12

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KILLING GAME SHOW, THE:

To see a map of the level your about to start press the 'HELP' key.

1.503 k13[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

KINGPIN BOWLING: (LSD)

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

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

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

1.504 k14[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

KINGS OF THE BEACH:

(LEVEL CODES)

LEVEL 1--"SIDEOUT"	LEVEL 2----"GEKKO"
LEVEL 3--"TOPFLITE"	LEVEL 4--"SUNDEVIL"

"LOGIC ON"_____The computer plays for you.
"LOGIC OFF"_____Deactivated logic on.
"CHEAT ON"_____Obvious.
"CHEAT OFF"_____Deactivates cheat.
"EAT ME"_____Bigger sprites.
"DRINK ME"_____Smaller sprites.

1.505 k15[GO BACK ONE PAGE](#)[BACK TO THE ALPHABET](#)

*KINGS QUEST III:

When casting a spell and are asked to recite a verse, just press 'RETURN'.

The king's quest series of games uses the debug and interpreter for the programmers (up to KGIII). Hold down 'ALT' and press 'D'. Now let up on the keys and press 'RETURN' or 'ENTER' twice. Next type "GET OBJECT" and press return. The prompt 'OBJECT NUMBER:' will appear. Now enter a random number. Or, type "TP" and press 'RETURN' and when the prompt appears enter a random number to be transported to different locations.

1.506 k16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KIRO'S QUEST:

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

"KIRO"_____Start game with one extra life.
"MORE"_____Gives you swirl shot.
"FLIP"_____Play upside down.

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

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

(LEVEL CODES)

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

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

1.507 k17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KLAX:

Press '4' to go to the 100th level.

Begin play and hold down either 'SHIFT' key and the 'SPACE BAR'.
Now press any of the following keys: '1', '2', '3', and '4'.

1.508 k18

GO BACK ONE PAGE

BACK TO THE ALPHABET

KNIGHTMARE:

This cheat involves the woodland section on the first level. Use the spade to help you find the five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen. Continue with your quest and you should find that your hit points never decrease.

1.509 k19

GO BACK ONE PAGE

BACK TO THE ALPHABET

KRISTAL:

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

THE PALACE - To enter the palace, you'll need to get the invitation from the elusive Gloop, found in Novala. Once you have it, keep out of fights or you could lose it for good. When you get into the palace, ask nedrod three questions and he will give you the talisman, which can help you find another useful item. Answer the princess's question with {ITS A SECRET}. She will give you the ring of belz,

which will only work in conjunction with the spell scroll.

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

1.510 k20

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KRUSTY'S SUPER FUNHOUSE:

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

(LEVEL CODES)

Level 2-"NELSON"

Level 3-"PATTIE"

Level 4--"MRPLOW"

Level 5-"MAGGIE"

1.511 k21

GO BACK ONE PAGE

BACK TO THE ALPHABET

*KRYPTON EGG:

When the game starts to load hold down the LEFT MOUSE BUTTON and the 'HELP' key. During play use the following keys:

'ESC' _____ Advances levels.

'F10' _____ Unlimited lives.

'CTRL' _____ Advance to the last monster.

1.512 k22

GO BACK ONE PAGE

BACK TO THE ALPHABET

KWIX:

(LEVEL CODES)

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