

CheatCollectionE

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE		
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REVISION HISTORY

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Contents

1	CheatCollectionE	1
1.1	Cheat Collection	1
1.2	- help -	12
1.3	3d pool	12
1.4	4 get it	12
1.5	4d sports boxing	13
1.6	4d sports driving	13
1.7	5st dimension	14
1.8	a mind forever voyaging	14
1.9	a-train	16
1.10	a.p.b. - tengen	16
1.11	aaargh!	16
1.12	abandoned places 2	16
1.13	ace the space case	17
1.14	action cats aga	17
1.15	action fighter	17
1.16	The Addam's Family	17
1.17	advanced ski simulator	19
1.18	adventure	19
1.19	adventure 550	24
1.20	after the war	31
1.21	afterburner - activision	31
1.22	afterburner 2 - sega	32
1.23	The Age Of Rock - Demovision	32
1.24	agony	32
1.25	airball	32
1.26	airbus 320 european data disk	33
1.27	airbus a320 usa	33
1.28	akira	33
1.29	aladdin - virgin	34

1.30	alcatraz - infogames	34
1.31	alfred chicken - mindscape	37
1.32	alien 3	37
1.33	alien breed - team 17	37
1.34	alien breed - tower assault - team 17	39
1.35	alien breed - tower assault cd ³² - team 17	43
1.36	alien breed 3d	43
1.37	alien breed 3d cd ³²	44
1.38	alien breed 3d ii - the killing grounds	44
1.39	alien breed ii - team 17	52
1.40	alien breed special edition 92 - team 17	52
1.41	alien breed special edition cd ³² - team17	54
1.42	alien fires	54
1.43	alien world	55
1.44	aliens us	55
1.45	allo allo	56
1.46	altered beast	56
1.47	alternate reality - the city	57
1.48	The Amazing Spiderman	61
1.49	amiganoid	61
1.50	amnios	61
1.51	amos professional	62
1.52	anarchy - psyclapse	62
1.53	another world	63
1.54	ant heads - icftd 2	65
1.55	antep	66
1.56	ants	67
1.57	apache - team 17	67
1.58	apidya	67
1.59	apocalypse - virgin	68
1.60	apprentice - rainbow arts	68
1.61	aquanaut - f1 licenceware	68
1.62	aquaventura	68
1.63	arabian nights	68
1.64	arcade pool - team 17	69
1.65	archer mcleans pool	69
1.66	archipelagos	69
1.67	arctic fox	70
1.68	arkanoid	70

1.69	arkanoid 2 - revenge of doh	71
1.70	arkanoid 3	71
1.71	armalyte	71
1.72	armourgeddon	72
1.73	army moves	72
1.74	arnie - zeppelin	72
1.75	arnie 2 - zeppelin	73
1.76	artura	73
1.77	assassin - team 17	73
1.78	assassin special edition - team 17	73
1.79	asterix & obelix - operation hinkelstein	73
1.80	astral - lk avalon	74
1.81	astro marine corps	74
1.82	asylem	74
1.83	atax	74
1.84	athletics	74
1.85	atomic robokid	75
1.86	atomina	75
1.87	atomino	75
1.88	atomix - thalion	75
1.89	atomsmasher	76
1.90	atr - team 17	76
1.91	auntarctic adventure	77
1.92	australo piticus mechanicus	77
1.93	awesome - psygnosis	77
1.94	axel's magic hammer	77
1.95	aztec tomb	77
1.96	b.c. kid	78
1.97	baal - psyclapse	78
1.98	baby joe	79
1.99	back to the future ii	79
1.100	back to the future iii	79
1.101	bad company - vector dean	79
1.102	baldy	79
1.103	ballyhoo	80
1.104	bane of the cosmic forge	85
1.105	bangboo	85
1.106	banshee aga - core	86
1.107	banshee cd ³² - core	86

1.108barbarian - palace	87
1.109barbarian - psygnosis	87
1.110barbarian 2 - palace	87
1.111barbarian 2 - psygnosis	88
1.112bard's tale	88
1.113bard's tale 2 - the destiny knight	93
1.114bard's tale 3 - the thief of fate	105
1.115bart simpson vs the space mutants	105
1.116bart simpson vs the world	105
1.117base jumpers	105
1.118batman - the movie	107
1.119batman the caped crusader	108
1.120battle command	109
1.121battle isle	109
1.122battle isle '93	109
1.123battle isle - scenario disk #1	110
1.124battle isle - scenario disk #2	110
1.125battle squadron	111
1.126battle valley	111
1.127battletech	111
1.128beach volleyball	112
1.129beast busters	112
1.130beavers	112
1.131behind the iron gate	113
1.132belial	113
1.133beneath a steel sky	113
1.134beneath a steel sky cd ³² - virgin	116
1.135benefactor	116
1.136benefactor cd ³²	117
1.137better dead than alien	118
1.138beverly hills cop	118
1.139beyond the gates	118
1.140beyond the tesseract	119
1.141beyond zork	119
1.142big run	123
1.143bignose the caveman - codemasters	123
1.144bill and ted's excellent adventure	123
1.145bio challenge	125
1.146bionic commando	126

1.147black magic	126
1.148blacktiger	126
1.149blade warrior	126
1.150blastar - core	127
1.151blazing thunder	127
1.152bleed	127
1.153blob	128
1.154blobz aga	128
1.155block shock	128
1.156blockbuster	129
1.157blood money - psygnosis	129
1.158bloodnet	129
1.159bloodwych	130
1.160The Blues Brothers - Titus	131
1.161bob's bad day - psygnosis	131
1.162body blows - team 17	132
1.163body blows galactic - team 17	132
1.164bograts	132
1.165bomb x	132
1.166bombmania	133
1.167bombuzal	133
1.168bonanza bros	133
1.169bonecruncher	134
1.170booty	134
1.171borderzone	134
1.172borobodur - thalamus	135
1.173borrowed time	135
1.174bounce 'n' blast	136
1.175bouncing bill	136
1.176bouncy - 5th dimension	137
1.177brain ball	137
1.178brainmann	137
1.179brainstorm	137
1.180brat	138
1.181breathless 1.1	138
1.182brian the lion - psygnosis	141
1.183brian the lion aga - psygnosis	141
1.184brides of dracula	141
1.185brutal paws of fury	141

1.186brutal sports football	142
1.187brutal sports football cd ³²	142
1.188bss jane seymour	142
1.189bubba 'n' stix - core	143
1.190bubble and squeak aga	143
1.191bubble bobble	143
1.192bubble dizzy - codemasters	144
1.193bubble gun	144
1.194bug bomber	144
1.195builderland	145
1.196bulldog	145
1.197bump 'n' burn	145
1.198bump 'n' burn cd ³² - grandslam	146
1.199bumpy's arcade fantasy	146
1.200bundesliga manager pro	146
1.201bunny bricks	146
1.202bureaucracy	147

Chapter 1

CheatCollectionE

1.1 Cheat Collection

Cheat Collection English Version 1.31 (18.10.1998) Part 1

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

Help
ReadMe

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

3

3D Pool
Hint

4

4 Get It
Cheat|Codes

4D Sports Boxing
Cheat

4D Sports Driving
Cheat

5

5st Dimension
Codes

A

A Mind Forever Voyaging
Hint

A-Train
Cheat

A.P.B. - Tengen
Cheat

Aaargh!
Hint

Abandoned Places 2
Cheat

Ace the Space Case
Codes

Action Cats AGA
Cheat|Codes

Action Fighter
Cheat

Addam's Family, The
Cheat

Advanced Ski Simulator
Cheat

Adventure
Solve

Adventure 550
Solve

After the War
Cheat

Afterburner - Activision
Cheat

Afterburner 2 - Sega
Cheat

Age of Rock, The - Demovision
Codes

Agony
Cheat

Airball
Hint

Airbus 320 European Data Disk
Codes

Airbus A320 USA
Cheat

Akira
Cheat|Codes

Aladdin - Virgin
Cheat

Alcatraz - Infogames
Cheat|Hint

Alfred Chicken - Mindscape
Cheat

Alien 3
Cheat

Alien Breed - Team 17
Cheat

Alien Breed - Tower Assault - Team 17
Codes

Alien Breed - Tower Assault CD\$^3\$\$^2\$ - Team 17
Cheat

Alien Breed 3D
Codes

Alien Breed 3D CD\$^3\$\$^2\$
Codes

Alien Breed 3D II - The Killing Grounds
Hint

Alien Breed II - Team 17
Cheat|Codes

Alien Breed Special Edition 92 - Team 17
Cheat|Codes

Alien Breed Special Edition CD\$^3\$\$^2\$ - Team17
Codes

Alien Fires
Hint

Alien World
Cheat

Aliens Us
Codes

Allo Allo
Cheat

Altered Beast
Solve

Alternate Reality - The City
Hint

Amazing Spiderman, The
Cheat

Amiganoid
Codes

Amnios
Codes

Amos Professional
Cheat

Anarchy - Psyclapse
Cheat|Codes

Another World
Solve|Codes|Hint

Ant Heads - ICFTD 2
Solve

Antep
Cheat

Ants
Codes

Apache - Team 17
Cheat

Apidya
Cheat

Apocalypse - Virgin
Cheat

Apprentice - Rainbow Arts
Cheat|Codes

Aquanaut - F1 Licenceware
Cheat

Aquaventura
Cheat

Arabian Nights
Cheat

Arcade Pool - Team 17
Cheat

Archer McLeans Pool
Cheat

Archipelagos
Cheat|Hint

Arctic Fox
Hint

Arkanoid
Cheat

Arkanoid 2 - Revenge of Doh
Cheat

Arkanoid 3
Cheat

Armalyte
Cheat

Armourgeddon
Cheat

Army Moves
Cheat

Arnie - Zepplin
Cheat

Arnie 2 - Zepplin
Cheat

Artura
Cheat

Assassin - Team 17
Cheat

Assassin Special Edition - Team 17
Cheat

Asterix & Obelix - Operation Hinkelstein
Cheat

Astral - LK Avalon
Cheat|Codes

Astro Marine Corps
Cheat|Codes

Asylem
Hint

Atax
Cheat

Athletics
Cheat

Atomic Robokid
Cheat

Atomina
Solve

Atomino
Codes

Atomix - Thalion
Cheat

Atomsmasher
Cheat

Atr - Team 17
Cheat

Auntarctic Adventure
Cheat

Australo Piticus Mechanicus
Cheat

Awesome - Psygnosis
Cheat

Axel's Magic Hammer
Cheat

Aztec Tomb
Cheat

B

B.C. Kid
Cheat

Baal - Psyclipse
Cheat|Hint

Baby Joe
Codes

Back to the Future II
Cheat

Back to the Future III
Cheat

Bad Company - Vector Dean
Cheat

Baldy
Cheat

Ballyhoo
Solve

Bane of the Cosmic Forge
Codes|Hint

Bangboo
Cheat|Codes

Banshee AGA - Core
Cheat

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

Barbarian - Palace
Hint

Barbarian - Psygnosis
Cheat

Barbarian 2 - Palace
Solve

Barbarian 2 - Psygnosis
Cheat

Bard's Tale
Cheat|Solve|Hint

Bard's Tale 2 - The Destiny Knight
Cheat|Solve|Hint

Bard's Tale 3 - The Thief of Fate
Cheat|Hint

Bart Simpson vs the Space Mutants
Cheat

Bart Simpson vs the World
Cheat

Base Jumpers
Cheat|Codes

Batman - The Movie
Cheat|Solve

Batman the caped Crusader
Solve

Battle Command
Cheat

Battle Isle
Codes

Battle Isle '93
Codes

Battle Isle - Scenario Disk #1
Cheat|Codes

Battle Isle - Scenario Disk #2
Codes

Battle Squadron
Cheat

Battle Valley
Cheat

Battletech
Hint

Beach Volleyball
Cheat

Beast Busters
Cheat

Beavers
Cheat

Behind the Iron Gate
Cheat|Codes

Belial
Cheat

Beneath a Steel Sky
Solve

Beneath a Steel Sky CD³\$²\$ - Virgin
Codes

Benefactor
Codes

Benefactor CD³\$²\$
Codes

Better dead than Alien
Cheat|Codes

Beverly Hills Cop
Cheat

Beyond the Gates
Cheat

Beyond the Tesseract
Solve

Beyond Zork
Solve|Hint

Big Run
Cheat

Bignose the Caveman - Codemasters
Cheat

Bill and Ted's Excellent Adventure
Solve

Bio Challenge
Cheat|Hint

Bionic Commando
Cheat

Black Magic
Cheat

Blacktiger
Cheat

Blade Warrior
Solve

Blastar - Core
Cheat

Blazing Thunder
Cheat

Bleed
Solve

Blob
Cheat|Codes

Blobz AGA
Cheat

Block Shock
Codes

Blockbuster
Codes

Blood Money - Psygnosis
Cheat

Bloodnet
Cheat

Bloodwych
Cheat|Hint

Blues Brothers, The - Titus
Cheat

Bob's bad Day - Psygnosis
Cheat|Codes

Body Blows - Team 17
Cheat

Body Blows Galactic - Team 17
Cheat

Bograts
Cheat

Bomb X
Codes

Bombmania
Cheat

Bombuzal
Cheat | Codes | Hint

Bonanza Bros
Cheat

Bonecruncher
Codes

Booty
Cheat

Borderzone
Solve

Borobodur - Thalamus
Cheat

Borrowed Time
Solve

Bounce 'n' Blast
Cheat

Bouncing Bill
Cheat

Bouncy - 5th Dimension
Cheat | Codes

Brain Ball
Codes

Brainmann
Codes

Brainstorm
Cheat | Codes

Brat
Cheat | Codes

Breathless 1.1
Codes|Hint

Brian the Lion - Psygnosis
Cheat|Codes|Hint

Brian the Lion AGA - Psygnosis
Cheat|Codes

Brides of Dracula
Hint

Brutal Paws of Fury
Cheat

Brutal Sports Football
Cheat|Codes

Brutal Sports Football CD\$^3\$\$^2\$
Codes

BSS Jane Seymour
Codes

Bubba 'n' Stix - Core
Codes|Hint

Bubble and Squeak AGA
Cheat

Bubble Bobble
Cheat

Bubble Dizzy - Codemasters
Cheat

Bubble Gun
Codes

Bug Bomber
Codes

Builderland
Codes

Bulldog
Cheat

Bump 'n' Burn
Cheat

Bump 'n' Burn CD\$^3\$\$^2\$ - Grandslam
Cheat

Bumpy's Arcade Fantasy
Codes

Bundesliga Manager Pro
Cheat|Hint

Bunny Bricks
Cheat

Bureaucracy
Solve

1.2 - help -

Texts which should be typed are mostly between " and ". Numbers are most time in decimal format. If they are preceded by a \$ they are in sedecimal (hex) format (most time for filepositions).

Keys which should be pressed are between < and >.
<FIRE> means the fire button at the joystick.
<LEFT MOUSE>, <RIGHT MOUSE>, <BOTH MOUSE> means the buttons on the mouse.
<CURSOR UP>, <CURSOR DOWN>, ... are the four cursor keys.
All the other keys are named as on the keyboard.

The words behind the game names in the list mean:
Cheat tips for cheating
Solve partial or complete solution
Codes levelcodes
Hint hints for playing the game
Other other tips
are in the corresponding node.

1.3 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.

```
01 "0768 024 63 10" 07 "0018 061 63 20" 13 "0004 054 58 20"  
02 "1002 041 63 09" 08 "0771 099 56 12" 14 "0864 100 63 10"  
03 "0032 100 63 00" 09 "0932 024 63 11" 15 "0084 076 12 00"  
04 "0962 024 63 00" 10 "0927 027 63 20" 16 "0880 048 39 20"  
05 "0512 024 63 10" 11 "0751 100 16 20" 17 "0372 100 63 06"  
06 "0405 060 63 20" 12 "0916 025 55 10" 18 "0512 100 63 10"  
19 "0601 024 63 20"
```

1.4 4 get it

Enter any of the following for the password:

OFFTIMER Turns timer off

KEEPTIME Turns timer on
SKIPBOARD 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

1.5 4d sports boxing

To race through the ranks, place your emphasis on your Strength meter on the training screen. Then when fighting, keep your finger on <FIRE> and walk towards your opponent. Don't bother trying anything else as this tactic will KO everybody!

1.6 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.

1.7 5st dimension

Level Codes:

001 START 026 CLEVER 051 REVERSE 076 YUK
002 SPHERE 027 TSC 052 SLIME 077 THINAIR
003 CIRCLE 028 TERRIBALL 053 BEND 078 SLOPP
004 TURKEY 029 GRID 054 BACKSWAP 079 FOZZY
005 ROUND 030 BIGGEST 055 COMPASS 080 HA!
006 LOGICAL 031 KEYPUR 056 OTHERSIDE 081 HYPNO
007 TIME 032 FAKES 057 BALLARIX 082 SHEEP
008 ELECTRIC 033 TRICKI 058 INVIS 083 ROTATE
009 FRIED 034 TIME OUT 059 SCORE 084 KING
010 ILLUSION 035 ONOFF 060 BALLIE 085 EYEYE
011 QUAD 036 LIGHTS 061 POKE 086 HORRID
012 MARBALL 037 SWAPPERS 062 IRON 087 ZIPP
013 BALLSA 038 WOTHE 063 CAREBALL 088 ABACUS
014 ENIGMA 039 GRIDLOCK 064 SPHERIC 089 CUBE
015 CHIPS 040 JELLY 065 LOGICAL 2 090 SNOOKY
016 SOLVE 041 GUTS 066 LLAB 091 FLUSH
017 PUZZLE 042 FALSE 067 CHEEK 092 FANTASY
018 FRY 043 FLICK 068 BALLS 093 EDGE
019 BALLMAN 044 TOMB 069 BLACK 094 VOODOO
020 CHEATABALL 045 JUMPER 070 ORDER 095 DARKLORD
021 CLUE 046 MEETBALLS 071 SAD 096 ZAPP
022 ONEWAY 047 MULTI 072 AIRBALL 097 GRIZZ
023 MANIAC 048 RADIUS 073 POTTY 098 HEAT
024 MOVABALL 049 KEYHOLE 074 JOCKY 099 FUSION
025 BALLANTICS 050 JOHNYBALL 075 GOON 100 ANGEL

1.8 a mind forever voyaging

I have listed things to RECORD in each decade. I have also listed where the persons are in complex on the first day, so you know where to find them if you have any questions to them (you can ask Perelman about a lot of people and things eg. plan, Perelman, Esther, my name, Randu, Vera)

PPCP

9:23 pm Perelman
9:54 pm Perelman goes home
8:58 am Perelman enters
9:12 am Perelman reads
10:01 am Perelman goes to office

PEOF

7:18 pm Alyson Price enters
7:30 pm Perelman reads note
8:43 pm Perelman leaves
10:00 pm Perelman enters and goes home
10:18 am Perelman enters
11:54 am Aseejh calls and Perelman leaves
1:12 pm Perelman enters

MACO

7:13 pm Perelman on the net

Here follows the things I recorded when solving the adventure:

10 years after

Eating a meal in a restaurant (at the expensive restaurant or
at Roy's
Talking to a government official (at the City Hall)
Visiting a power-generating facility (the power station)
Reading a newspaper (get one from the dispenser)
Riding some form of public transportation (Tubecar)
Attending a court in session (Court House)
Talking to a church official (in St.Michael's Church ?)
Going to a movie (Cinema)
Visiting your own home or living quarters (Parkview apartments)

20 years after

Tubecar
Joyboots gone
Firehouse
Court in session (Court House) - talk to official (City Hall)
read pamphlet in church
talk to church elder
Rockvil reformatory
In home (record the picture, look through the window, and be sure
to record when the Border Security Force comes in (this is very
important !)
Power station
in Cinema
at Restaurant

30 years after

Southway & River
Rockvil Stadium (the executions)
Athletic Field
Court in session (Court House)
Read pamphlet in church
Rockvil reformatory
In home (record the picture and the BST raid ! and Jill's story)
In Cinema
At Roy's Pagoda

40 years after

Southway & River
Rockvil Stadium
Athletic Field
Court in session
Read pamphlet in church
Rockvil Reformatory
The ZOO
In home (the picture, through the window and Jill being taking
away)
In Cinema

At Roy's Pagoda
In Foodvile
Bar Environments

50 years after

RECORD; look; read sign; n;

The solution to the last part:

PEOF 2:54 Record Perelman & Ryder

RCRO 3:56 Record the men appear

Enter the Interface Mode

turn off the ventilation in the Delta sector

MACO Record the men

MACO 4:50 The men are found in MACO, wait 2 hours

Enter Interface mode and turn the ventilation on

6:00 Feeder, transmit my buffer

1.9 a-train

Press <CAPS LOCK> and type in "CHEATERCHEATERWIMP". After two seconds your funds go up by \$1 million and all the land you own is filled with building blocks. You can repeat this as many times as you like.

1.10 a.p.b. - tengen

Type your name in as "ALF" on the high scores screen for infinite demerits.

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

If you press <FIRE> and push forward on your joystick while the music is playing, you can start playing the game on any of the 16 levels!!

1.11 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 doesn't show any increase on screen, your health will skyrocket.

1.12 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 rake in experience points with no worry of the monster going anywhere until the spell waers 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.

1.13 ace the space case

Level Codes:

2 AW8780K0
3 ML9809KP
4 MH7810YL

1.14 action cats aga

Enter any of the following for the password:

7lives infinite lives
zipzap a powerful weapon
power me ?
supercat ?

hellgate First level
secret Second level

1.15 action fighter

On the high score table, type "ZBACKDOOR" for infinite lives and energy.

1.16 The Addam's Family

Useful codes in the game (use as password)

First power-up &l#lF (&l#l#) L1191 extra energy
Second power-up ?lS1M
Third power-up BLSRS
Pugsley V121B 61H1C rescue Pugsley
Wednesday VD2RL BLS1T rescue Wednesday
Granny V&YKW B&l98 rescue Granny
Fester VL#R4 B?KKV rescue Fester
Game Ending #Z6D?

For Morticia, use the 3rd power-up code, go to the piano room and wait for the Addams Family music to play. Now open the self sealed door and finish the last level.

The following codes will start you off in certain places.

&1Y1M 3 hearts (after the big tree)
?191D 4 hearts (after fridge in kitchen)
B919D 5 hearts (after conservatory)
V1S14 Pugsley (Games room)
V919B Fester (Picture Gallery)
BG9K& Wednesday (Crypt)
BLJK# Granny (Kitchen)

Enter the code "11111" on the password screen for 100 lives. However, this cheat code was removed in later versions of the game.

Other codes: D1R1B, 3191B, 39Y1J, 3?H1M, 3LJKT, &1Z1D

In the hallway, go to the bottom left and press up on the joystick to reveal a hidden door. Now enter the door and on the next screen, directly above you is another hidden door which hides even more doors and extra lives.

Pause the game by pressing <SPACE> and then hit <ESC>. You will now be in the room with a continue door and a escape door (the level end). Instead of choosing one of these options just keep walking left until you come across another room full of extra lives.

When you begin, in front of Gomez's house, go to the left and climb the noose, there you will find a hat that will allow you to fly.

You may fly down into Gomez's Chimneys, there you will find extra lives and many \$ signs..

Go into the very top door, then as you get past the level, past the various cannons, and blades, there comes the last door, you know, the level door. Dont go in there! Jump above it (on top of) and push up. It will open a new secret door, enter it, you will see below you many riches. To get them, go in front of the door on the right, by the hinges, and jump up, till you get on top of the glowing border, then go either to the left or the right and jump off. You will collect several thousands in bonus, and you will get some other stuff. To get back up, simply stand under the door on the right and jump. Then go into the door on the right (it is a "warp zone"). Go into the door, then go into the next door! This will put you in a variable bonus room. Get the money, then go to the far right wall where the "blade spitter" was. Then while pushing UP, jump up. Then go into the door on the right. (after you climb to the top (in the wall)). Now you are in a room with a couple blade things swinging. Walk off the wall, and then go under the door (in the wall, there is another bonus area). (You will be going to the left) Now complete this area by going all the way to the right, then dont go in the door. Jump on top of it, there you will find another door if you push the joystick up. If you dont get all the money, and the life, then jump on top of the door to the right, and then you can walk through that wall and get the stuff you missed. Now go into the door, and then go in the door that we used to go to the warpzone. Complete the area. (This is the main guy). Password is KLY1H. (Easy to kill this guy. Just jump on him.) But you

are'nt done yet! Go into the "tube" that the kid was standing on and you will find a nice profitable drop!

1.17 advanced ski simulator

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 '#'.

1.18 adventure

When you get well into the cave you will encounter some nasty dwarves. The first one simply tosses an axe at you and runs away. The axe misses. Get the axe; you'll need it when you see the dwarves again. On your second encounter with the dwarves, you'll see one or more, who will throw knives at you. The first salvo always misses. Toss the axe at a dwarf, fetch it again, and keep tossing until you have killed all the dwarves present. You'll need to do this each time a dwarf appears. If you don't, you'll get killed. (Be sure to retrieve the axe after you have killed the last dwarf that is with you.)

Don't worry if a pirate appears and steals your treasures from you. You'll find them again later on.

You are standing in front of a building. Enter the commands as listed below (first column only; the second column shows what the command does or where it takes you), except deal with dwarves whenever they appear.

```
1 in      inside building
2 get lamp
3 on      turn on lamp
4 plugh   y2
5 plover  plover room
6 ne      dark room
7 get pyramid
8 s       plover room
9 plover  y2
10 s      low n/s passage
11 get silver
12 n      y2
13 plugh  inside building
14 drop pyramid
15 drop silver
16 get water  in bottle
17 plugh   y2
18 s       low n/s passage
19 d       dirty passage
20 bedquilt  bedquilt
21 slab    slab room
22 s       west end of twopit room
23 d       west pit
24 water plant
25 u       west end of twopit room
```

26 w slab room
27 u secret n/s canyon
28 reservoir reservoir
29 get water
30 s mirror canyon
31 s secret n/s canyon
32 d slab room
33 s west end of twopit room
34 d west pit
35 water plant
36 u west end of twopit room
37 e east end of twopit room
38 d east pit
39 get oil
40 u east end of twopit room
41 w west end of twopit room
42 d west pit
43 climb narrow corridor
44 w giant room
45 n immense n/s passage (iron door)
46 oil door
47 drop bottle you no longer need it
48 n waterfall cavern
49 get trident
50 w steep incline
51 d large low room
52 se oriental room
53 n misty cavern
54 w alcove
55 drop trident to get through narrow passage
56 drop lamp
57 drop axe (if carrying it)
58 e plover room
59 get emerald
60 w alcove
61 get trident
62 get lamp
63 get axe (if here)
64 nw misty cavern
65 s oriental room
66 get vase
67 se swiss cheese
68 e soft room
69 get pillow needed for vase
70 w swiss cheese
71 ne bedquilt
72 e complex junction
73 n shell room
74 open clam with trident
75 d well, it will roll down, won't it?
76 d
77 get pearl
78 u
79 u shell room
80 s complex junction
81 u dusty rock room
82 e dirty passage

83 u low n/s
84 n y2
85 plugh inside building
86 drop pillow pillow first, then vase
87 drop vase
88 drop trident
89 drop pearl
90 drop emerald
91 xyzyz debris room
92 get rod
93 e cobble crawl
94 get cage
95 pit top of small pit
96 e bird chamber
97 drop rod rod scares bird
98 get bird
99 get rod
100 w top of small pit
101 d hall of mists
102 n hall of mt king
103 free bird bird drives away snake
104 drop cage no longer needed
105 sw secret e/w canyon
106 w secret canyon
107 kill dragon no weapon needed
108 yes yes, with bare hands
109 get rug
110 e secret e/w canyon
111 e hall of mt king
112 w west side chamber
113 get coins
114 e hall of mt king
115 s south side chamber
116 get jewelry
117 n hall of mt king
118 e hall of mists
119 w east bank of fissure
120 wave rod create bridge
121 drop rod no longer needed
122 w west bank of fissure
123 get diamonds
124 e east bank of fissure
125 e hall of mists
126 s nugget room
127 get gold
128 n hall of mists
129 y2 rock jumble (not y2)
130 d y2
131 plugh inside building
132 drop rug
133 drop coins
134 drop jewelry
135 drop diamonds
136 drop gold
137 get food for bear
138 get keys for locked chain
139 plugh y2

140 s low n/s
141 d dirty passage
142 bedquilt bedquilt
143 w swiss cheese
144 w east end of twopit room
145 w west end of twopit room
146 d west pit
147 climb narrow corridor
148 w giant room
149 get eggs for troll
150 n immense n/s
151 n waterfall cavern
152 w steep incline
153 d large low room
154 sw sloping corridor
155 u s/w side of chasm
156 toss eggs pay troll
157 ne n/e side of chasm
158 ne corridor
159 barren outside barren room
160 in bear in room
161 feed bear calm him a little
162 unlock chain with key, of course
163 get chain
164 get bear to scare troll
165 w outside barren room
166 fork fork in path
167 ne warm walls
168 e boulders
169 get spices
170 fork fork in path
171 w corridor
172 w n/e side of chasm
173 sw troll appears again
174 free bear scare off troll
175 sw s/w side of chasm
176 sw sloping corridor
177 d large low room
178 se oriental room
179 se swiss cheese
180 w east end of twopit room
181 w west end of twopit room
182 d west pit
183 climb narrow corridor
184 w giant room
185 fee
186 fie
187 foe
188 foo that's what it says
189 get eggs magic
190 s narrow corridor
191 d west pit
192 u west end of twopit room
193 w slab room
194 u secret n/s
195 s secret canyon
196 e secret e/w canyon

197 e hall of mt king
198 n low n/s
199 n y2
200 plugh inside building
201 drop spices
202 drop chain
203 drop eggs
204 plugh y2
205 s low n/s
206 s hall of mt king
207 e hall of mists
208 w east bank of fissure
209 w west bank of fissure
210 w west end hall of mists
211 s all alike maze
212 e maze
213 s maze
214 s maze
215 s maze
216 n maze
217 e maze
218 e maze
219 nw dead end
220 get chest (and anything else the pirate may have stolen)
221 se maze
222 n maze
223 d bird chamber
224 e e/w canyon
225 e debris room
226 xyzzy inside building
227 drop chest
228 plugh y2 (why two?)
229 s low n/s
230 d dirty passage
231 w dusty rock room
232 d complex junction
233 e ante room
234 get magazine it's addressed to witt
235 e witt's end
236 drop magazine the elusive one point
237 Just do anything, but don't go west from here; you'll never get out that way. Any other direction will eventually (with low probability) get you out. Move around in the cave until something interesting happens.
238 sw s/w end
239 get rod this one is dynamite
240 ne n/e end
241 drop rod plant explosive
242 sw stand clear
243 blast make a hole in wall to main office

If all went well, you have finished with a maximum score.

If the pirate never appears, you probably won't make it. When you reach the dead end where the chest is supposed to be, you could backtrack (if you know how) through the maze and then forward again until he appears. If this takes too many turns your lamp batteries will wear out before the end game, and then

it's tough beans.

1.19 adventure 550

Here you are standing at the end of the road in a strange valley outside a building. Go in the building and get the lamp, say PLUGH and then PLOVER and voila! You're in the Plover Room wherein lies an enormous emerald! Leave it for now and go northeast and turn your lamp on. Congratulations for bringing light into the Dark Room! Pick up the Pyramid and go south then turn your lamp off, say PLOVER and PLUGH again and poof! You're back in the building. Drop the Pyramid, pick up the keys and go outside. Go south until you come to the grate, unlock it and go down. Go west and pick up the cage, then go west again and turn your lamp on. Get the rod and write down the magic word you see here. Go west, then west again. There's a cheerful little bird sitting here singing! It's afraid of the rod, so drop the rod and get the bird. Then pick up the rod again and go west to the pit room.

Go down the stairs and then south. There's a huge gold Nugget here! Even though the legend on the wall says "You won't get it up the stairs!", we're going to trick 'em! So pick it up and go north then west. You've come to a fissure that's too wide to jump. But don't despair, just wave your rod. Aha! It must be a magic wand because there's now a crystal bridge spanning the fissure. Go west across the bridge and pick up those Diamonds! (This place is lousy with treasure, isn't it?) Go east back across the bridge, east again and go down the stairs. There's a fierce snake here baring the way! Free the bird. The cheerful little bird is a real trooper and runs the snake off in a flurry of feathers. Having now served its purpose, the bird and the cage can be left here.

Now's a good time to tell you about the dwarf and the axe. Somewhere along the way, a little dwarf's going to curse at you, throw an axe and run away. Get the axe and keep it with you until your lamp runs out of power. This axe will save you from the dwarf and his friends.

Now we're off to collect some more treasure. Go south and get the Jewelry you see here, then go north and west and get the coins. About now, you're pretty well loaded down, so we going to go and dump our treasures. Go east and north, then north again to the Y2 room. At random times, you'll hear a hollow voice say "Plugh". This is another magic word and should be written down. Turn your lamp off and say PLUGH. You're back in the building again. Drop the Nugget, Diamonds, Coins and Jewelry, say PLUGH again and turn your lamp back on.

Now, go south and get the silver bars, south again and northeast. Pick up the jewel-encrusted Helmet and go south. Now go northwest and then east. There's a little mushroom growing on the wall. This mushroom is magical in nature. Whenever you eat it, your muscles bulge to huge proportions and you become much stronger. Even though you've eaten the mushroom, from time to time on a purely random basis, the mushroom will grow back. It's a good idea to check this room every so often to see if the mushroom's back. If it is, just pick it and carry it with you. If you run into a situation where you can't carry anything more, eat the mushroom and you should be able to carry three or four more items.

Okay, eat the mushroom and go south, then go north. There's a little vial of oil here. Pick it up, but whatever you do, don't drop it anywhere because it's highly explosive! Now go north and south then up the stairs. Go east and my, my! There's a softly humming sword plunged deep into a rock here! Get the sword (you're strong enough since you've eaten the mushroom, right?) and go west, back down the stairs and then go southeast, north and north again. No treasures here, but there is a magic word (even though it doesn't look like it!). The word is MELENKURION. Write it down on your list and go south three times. Then go north twice back to Y2. Turn your lamp off (got to conserve energy, don't we?) and PLUGH yourself back to the building. Drop the Helmet and Silver Bars, get the bottle and food, PLUGH back to Y2, turn your lamp back on, and go south. Now we're going to delve deeper into the bowels of this cave. So, chin up and look lively!

Down through the hole we go (watch your head!) and drop the rod. There are several rooms in the lower levels of the cave that you can go to directly just by saying its name. The BEDQUILT room is one of them. So say BEDQUILT and there you are.

Now, we're going to another of these rooms, so say SLAB. You're now in the Slab Room. Go south. This is the Two-Pit Room, named thusly because there are two pits here. There is also a hole 25 feet above your head that you can't possibly reach...yet! Go down into the pit. There's a tiny little plant here murmuring "water...water". Pour the water from the bottle onto the plant. It spurts into furious growth for a few seconds and is now bellowing for more water (greedy, isn't it?).

Well, let's appease its demand. Go up and west back to the Slab Room. Look up...there's a hole in the ceiling so go up. You're in a strange north/south canyon. Go north and north again to the underground reservoir and fill your bottle with water. Then go south, south again and back down to the Slab Room. Go south and down into the pit and pour more water on the plant. Shoom! It's now 25 feet tall and reaches all the way up to that pesky hole you couldn't reach before! But don't climb it yet. Go up and east then down into this new pit. There are oily pools everywhere! Fill your bottle with oil, go up, west, down and now climb the beanstalk.

There's a tunnel here, so go west. A giant has unwisely left a nest of Golden Eggs here! Also, note the legend on the wall..."FEE, FIE, FOE, FOO [sic]" (foo?). Anyway, leave the eggs, write these words down and go north. You've come to an old, rusty door. Weren't you clever to bring some oil! Oil the door and drop the bottle, food, and keys. Now, go back south then go east. There was a cave-in here, but you just manage to squeeze through the debris by going north...only to confront a very angry, hungry looking ogre! Throw the sword at the ogre. The sword flies through the air singing something Wagnerian in nature, as if it knows what it must do...and neatly slices the ogre to ribbons! But the battle was too much for it and your contralto companion now lies in a puddle of metal. But, cooling rapidly, you notice that it has become a Ring wrought from the finest Mithril! Get the Ring and go north.

You've entered the Sorcerer's Lair. Upon one wall is carved "NOSIDE SAMOHT". It looks vaguely familiar, doesn't it? Write these two words down and go east. You're standing on the brink of a strange, bottomless

pit with paths leading east, west and north. First, we're going to go east. The path stops here but you notice a crack heading northeast then follow the path southeast. There's a path leading farther south here, but it's covered with slime that seems to know you're here! It looks like it would devour you if you tried to go south now! Throw the little vial at the slime. Look! The slime shrivels up, turns black and finally disappears!

The way is now clear for you to continue, so go south, then south again. You've entered a small, shelved room. Upon one of the shelves is an open casket filled with rare Black Opals! Get the opals and go back north twice, then west and southwest back to the path. Now, go north and west. Again, the path ends, but you can enter the southeast crack. You enter it and find yourself in the Ice Room. Go east down the ice slide.

Brrrrr! Are your teeth chattering? They should be because you've entered the Ice Caverns and there's only two ways you can go...south and northwest. The slide you came down is unclimbable, so it's off into the Ice Mazes. The southern path is a dead-end, so go northwest and don't lose your way! Now, go west, south, west, north, northwest, west twice and south twice. You've come to a niche wherein an intricate Crystal Sculpture of a Pig rests! Get the sculpture and go north twice. Now go northwest, west, south, northwest twice, west twice and northwest. Believe it or not, you've spelled out a magic word with all this meandering! But more importantly, you have entered a room with a sign floating in midair which states, rather unpretentiously, "this way out". The magic word you spelled out in the Ice Maze is "THURB". Say THURB and also write it down on your list of magic words. Poof! You're back at the top of the slide that started all this. So go northwest and north. You're now standing on the brink of the pit again. Go north, west, and south until you get back to the Giant's Room. But don't touch the eggs yet. (Patience, patience!)

It's time to dump our treasures now, so go south and down the beanstalk, then go up and west to the Slab Room. Now go back up through the hole...we're going to take a shortcut, and I hope we don't run into anything nasty on the way! Go south (gulp!), sorry about this...there's a fierce, green dragon barring further progress! It's also lying on a rather handsome looking Persian carpet! Kill the dragon! What? With my bare hands??? Yes! Why not? Well, I'll be darned, you did it! Get the rug (leave the teeth for now) and go east, then east again. You're back in the Hall of the Mountain King! Go north twice to the Y2 Room, turn your lamp off and PLUGH yourself back to the building. Drop the Opals, Sculpture, and Rug.

By now, you may have heard some rustling noises in the darkness behind you. That noise is the Pirate following you around, just waiting for you to pick up a treasure he can steal! Let him! But as soon as he does, get back to the Hall of the Mountain King. From here, we'll go into his maze and wind our way through the rooms and locate not only the treasure he's stolen, but his Treasure Chest as well!

Ready? Okay...from the Hall of the Mt. King, go west three times, then east and south into the hole. You are now in a Maze of Twisty Little Passages All Alike. So follow me closely and don't get lost! Go east, south three times, north and east. You should be on the brink of a pit. Now go north, east and northwest. You have located the Pirate's Den!

Take his Chest and any treasures he's taken from you and go southeast, west and south back to the Brink of the Pit. Go down into the pit and go east twice. Turn your lamp off and say XYZZY and you're back in the building! Drop your treasures and the Chest. You can't open the chest, so don't bother with it. Now PLUGH yourself back to Y2 and turn your lamp back on.

Now south and back down into the hole and get the rod. Say BEDQUILT then SLAB. Go south and down into the pit. Now climb the beanstalk and go west back to the Giant's Room. Not yet...leave the eggs. Go north then north again through the door. You've discovered a beautiful cavern with a waterfall ending in a whirlpool. But better yet, you've found a Jeweled Trident! Get the Trident and go back south three times and back down the beanstalk. Go up, west and north back to Bedquilt. Now go east to Complex Junction and go north. There's an enormous clam laying here! Open the clam. Goodness! A huge lustrous pearl rolls out and downhill. It was an oyster all along! Okay, go down twice to the cul-de-sac and get the pearl, then go up twice back to the oyster room.

Now go up and east. The passage looks kind of damp here...and well it should for it's actually a patch of quicksand! But, it seems to me you're pretty good at building bridges with that wand of yours. So wave the rod. Even though nothing obvious happens, in reality, a bridge has been built across the quicksand, so go east, north, then north and southwest. Turn your lamp off for this area is lit by the light of three (three?) moons! Go down the stairs to the beach. Look! There's a dinghy with a bag of pieces of eights here! Get the bag and go back up the stairs, go west and turn your lamp back on. Now go northwest and east. Then go south. Well, Davey Jones' Locker! There's a finely carved spyglass here! Get the spyglass and go north, west then south. Hmmm, that path looks damp again! Well, no matter, just wave the rod and go west over the patch. Go west then down back to the Oyster Room, then south back to Complex Junction. Well, let's go deposit some more treasures, so go up, east, up and north to Y2. Lights off! PLUGH back to the building and drop all your treasures (except the ring). PLUGH and turn the lights back on. Go south and down through the hole. Pop back to BEDQUILT, then to the Slab room and south and down into the pit. Climb the beanstalk and go west into the Giant's Room. Go north twice through the door and drop the ring and the rod, but keep the lamp. Time to take a dip, so go down (into the Whirlpool??). It's a good thing you dropped everything because you manage to hold onto the lamp. The current's so strong you'd have dropped everything else! You find yourself deposited on the opposite shore of the reservoir. You see a huge gong hanging on the wall and claw tracks leading into the lake. Go north and northeast. You've found Ralph Witt's main treasure room! And look! Hanging loose over the balcony is a string of Indian Turquoise Beads! Get the beads and go west and south back to the lake shore. Now what? How do you plan on crossing this lake? You could wait for Jacques Cousteau or...say! What about the gong? Hit the gong and look! There's a huge tortoise here with "I'm Darwin - Ride Me!" written on its back. Well, when in Rome...ride on the turtle's back and wonder of wonders, he glides into the water and takes you back to the southern shore of the reservoir and disappears back into the depths of the lake.

Go back south three times and get the dragon's teeth, then go east twice and north twice to Y2...lights off and PLUGH. Drop the beads and PLUGH back to Y2, lights on, south and down into the hole. Go to

Bedquilt, then Slab, then south and down. Climb the beanstalk, west and get the Eggs (finally!). Now go north and get the food and keys, then go north, get the rod and the ring and go west. Now go down the slide to the Low Room. From here go southwest, then up.

You've come to a deep chasm and a rickety bridge crossing it. Also you have encountered a troll who demands that you throw him a treasure before you cross. Throw him the Eggs (they're retrievable). He scurries away clutching the eggs, leaving the bridge unattended. Cross the bridge and go northeast, east and drop the keys and the food. Go northeast and east. You've found some very rare Spices! Get the spices and go west and north. Turn your lamp off because you've found a breathtaking view...the area is dimly light by the fires of a monstrous underground volcano and you can see across the volcano a valley. It's bridge building time again, so wave your rod and drop it. A bridge spans the volcano from rim to rim. Make sure you have your ring with you and cross the bridge. Now go north to the wall.

A huge, bull-like figure gazes down at you with a distinctly amused look on its face. It seems to be daring you to discover the means of entrance to its land. Believe it or not, you know the name of the tool to use...right! It's your old friend, MELENKURION! So say MELENKURION and magically three great crevices appears at the base of the statue!

Go northeast and turn your lamp back on; then go north and northwest. There's a beautiful Jade Bracelet is lying here. Get the Jade and go east. Uh oh...all of a sudden out of seemingly empty space appear a horde of nasty little gooseberry goblins with sharp nasty teeth. They're screaming and yelling at you in a most threatening manner. It seems somewhere in the back of your mind that you recall something about an army growing from dragon's teeth! Throw the teeth and before you appears an army of skeletons who frighten the goblins away, turn and salute you then disappear before you can thank them. Go northeast and get the flask. Don't open it yet, though! Now go south twice and northwest back to the main entrance.

Go northwest into the Fog Room. You're warned that to go farther into the Fog could be disastrous, but you're not going to let a little fog stop you, are you? Of course not! So go north and...oh my, lost in the fog. I'm sure you've heard it before, but the worse thing to do when you're in a fog is to have a light lit, so turn your lamp off. Look! There in the distance...a barely visible light can be seen. Since the direction is purely random, you'll have to head for it yourself.

When you reach the light you find yourself in a room with a dark passage leading down. So go down and turn your lamp back on. Lo and behold! You've found the Ruby Yacht of Omar Khayyam! Get the yacht and go north. You're in the Pentagram room. Put the flask on the Pentagram and open it. All of a sudden an 12-foot tall djinn appears before you. But luckily, you have him trapped within the confines of the Pentagram. He offers to give you some help if you'll only release him from the Pentagram. Do so and he gives you a history lesson about Ralph Witt and his hatred of the order of the alphabet because his last name (Witt) places him at the bottom of things. Now go north and up. The djinn appears again and gives you a magic word: PHUGGG. Then the djinn disappears again never to appear again. But don't worry, you've gotten everything from him that you need. Now, go up the chimney, then south

and down. Voila! You're back at the beginning of the Fog Room. (Whew! Aren't you glad you didn't have to find your way back through that pea-soup?) Go south.

Somewhere about now you should be getting "lamp getting dim" messages. Keep on going until your lamp runs completely out of power. Don't panic, though, just drop the lamp and say NOSIDE SAMOHT (remember him?) and before you know it, a blue aura appears around your lamp and it suddenly is recharged! Pick it up and keep going.

Go north three times being careful not to step on the sleeping Basilisk. Go down the spiral stairs twice then go north. You've found another Y2 Room. Don't do anything silly like trying PLUGH or PLOVER here because it's extremely dangerous trying to get down from a platform suspended 2000 feet above a raging volcano! You are about to enter a series of Enchanted Caverns. Once you enter them, you must go through the entire maze before you can exit them. So pay close attention to the directions that follow:

Go west, south, southwest, northwest, south, down, west, northwest, north, south, north and east. Turn your lamp off because you've entered a highly polished Royal Audience Hall and light emanates from an unseen source. Go east again to the throne and pay your respects to the remains of an unusual being. Sitting on the throne is the skeleton of the ruler of this strange land. In its hand is a beautiful Sapphire Sceptre! As you take the sceptre, the ghost of the skeleton seems to pervade the hall. It gazes at you and warns you to remember a magic word then disappears. Write down this magic word. In order to complete the game successfully, you'd have to play this portion five times; but in order to save you time, the possible magic words are: KLAETU, KNERL, BLERBI, SNOEZE and ZORTON. Whichever word the ghost says to you, remember it; but write all the words down on your list of words.

Time to leave, so go west then west again and turn your lamp back on. Now go southwest, east, southeast, northeast, east, southeast, down, south and north. At last...you've come back to the Y2 Room. Go south and down to the Storage room and get the plate you see here. Then go up the stairs three times then north to the Peelgrunt Room. A massive safe takes up an entire wall, but it doesn't have a dial, keyhole, handle or any means to open it. It must be a magic safe! Aha! The magic word the skeleton said to you! Say the word and the safe creeks open (it was quite rusty). Enter the safe. Suspended in mid-air is a luminous crown! Drop all the treasures here, exit the safe and close the door. (Don't drop the plate, though!) Then head back south towards our sleeping friend. Unfortunately, the Basilisk isn't such a heavy sleeper after all and wakes with a roar. Luckily you're carrying the plate, and catching sight of itself in the mirror-like finish on the plate, it turns itself into a stone statue! Whew! That could've been you! Drop the plate and go back south to the entrance.

Turn your lamp off since you have plenty of light to see where you're going and go back south across the bridge and south again. Turn your lamp back on and go south, pick up the keys and the food, go southeast and south. You're outside a room with a sign over the door that reads "CAUTION! BEAR IN ROOM!" Say BARREN and you're inside the room with a ferocious looking bear chained to the wall with a golden chain. Good thing you have something to give the bear, so feed it the food and it becomes quite tame! Unlock the chain and get it and the bear and drop

the keys. Exit the room and go up, north, west and west.

You've returned to the bridge and the Troll is nowhere in sight. As soon as you try to cross the bridge, though, the Troll steps out from underneath the bridge and the greedy little beggar demands yet another treasure as a toll! Free the bear. The bear goes lumbering toward the Troll, who lets out a frightened yell and makes tracks for who knows where! The bear ambles back towards you, but leave it here. If you try to take it across the bridge, it's entirely possible you'd both perish! Wave goodbye to the bear and cross the bridge.

Time to retrieve your eggs from the troll. Type each of the words you saw on the Giant's Room Wall separately (i.e. FEE...then FIE...then FOE, etc.) After you've typed in FOO, you should receive the message "DONE!". If you didn't, then try it again. Go southwest, down and southeast. You're in the Oriental Room and a delicate Ming Vase is sitting here! Leave it just now and go north then west. You've come to an alcove with a tight squeeze into a tunnel heading east.

In order to get into the tunnel, you'll have to drop everything (yes, everything!) you're carrying. Do so and go east. At last! The first treasure you saw in the game! An enormous Emerald is here! Get the emerald and go west and pick up everything you dropped. Now go northwest and south and get the Vase, then go southeast and east. There's a velvet pillow laying here. Get it and go west three times and down into the pit. One last time up the beanstalk, west and get the Eggs. Then south and down. Go up and west then up and south, east, east and north twice to Y2 (the real one, this time!). Turn your lamp off and PLUGH back to the building. Drop the pillow first BEFORE you drop the vase! If you drop the vase first, it smashes into a thousand delicate pieces all over the ground and is worthless! Now drop the rest of your treasures including the ring this time, PLUGH and turn your lamp back on. Go south twice then down.

Imagine that! There's a safe here that's a complete double for the one you found in the Peelgrunt Room! Use the same magic word on this safe as you did on the other and enter the safe. Here are all the treasures you placed in the other safe. Hmmm...this must be the exact same safe! Obviously, it had two entrances all along! Get the treasures, exit the safe and close it. Go up the stairs and north back to Y2. Lights out and PLUGH back to the building and drop this load of treasures. Right now all you should be carrying is the lamp. So PLUGH, lights on, go south and down. Go to Bedquilt and keep going down until you arrive at the Witt's Construction area. You'll see several Spelunker Magazines laying here. You can't read them, but you must deliver them! Get the magazines and go east to Witt's End. Drop the magazines and keep going east until you get outside.

Now's the tricky part. You must wander around until you receive the "CAVE CLOSING - PLEASE EXIT!" message. Start making your way back to Y2. If you've retrieved all the treasures you shouldn't be able to get there. Eventually, you will be deposited in a sealed cylindrical room in a puff of orange smoke. You will be completely empty-handed. There will be no obvious exits. The only way out is via magic. Remember that list of magic words you've been writing down all this time? Now they become extremely important and useful!

When you opened the flask in the pentagram room, the djinn told you two things. The first was the magic word PHUGGG; the second was a brief history lesson regarding Ralph Witt and his desire to reverse the alphabet...hmmm! Is there something to this? Yes, indeedy! All those magic words you've accumulated should now be typed in in reverse alphabetical order! Start with ZORTON and work your way down to BLERBI. You should have 16 magic words in all. The complete list and order is: ZORTON, XYZZY, THURB, SNOEZE, SAMOHT, PLUGH, PHUGGG, NOSIDE, MELENKURION, KNERL, KLAETU, FOO, FOE, FIE, FEE, and BLERBI.

If you mess up the order of the words, you must start at ZORTON again. When you have successfully typed the words in, you should be -Poofed-! back to the end of a road in a strange valley outside a building. Look familiar? If you go into the building and try PLUGH, it doesn't seem to work here! That's strange...it all looks the same...or does it?!? Go south down the road toward the grate. But this time, when you get to the slit where the water is entering, instead of a 2-inch slit, you see a 2-foot slit! Go down the slit.

You are sucked down, down, down into the very depths of the earth in complete darkness! Just when you think you're going to die from lack of oxygen, you find yourself in a brightly lit treasure room. Look, it's all the things you've seen during your adventure: But instead of monsters and threatening creatures, you find smiling gooseberry goblins, the troll and basilisk are smiling at you benignly, friendly dwarves wave you in!

1.20 after the war

To become invulnerable, press the following three keys simultaneously;
Press <ALT>, <1>, infinite energy and time
Press <ALT>, <1>, <M> level jump (or infinite energy on stage 2?)

The password for Level 2 is 101069.

1.21 afterburner - activation

For the U.K. version:

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:

- <<> Go down a level
- <>> Go up a level
- <G> More Missiles
- <T> Less Missiles
- <N> Extra Lives
- <D> ?
- <I> play a sampled sound

During play, hit <BACKSPACE> to pause the game and type in AGES (Sega spelled backwards) causing the game to restart.

Added in U.S.A. version:

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

1.22 afterburner 2 - sega

On the title screen, type "CHECKDISK" and it will check the program disk for errors. During play, hold down "ZXCUIO" and the screen will flicker. Make sure you press them in the given order. Now use the following keys:

- <F5> add extra lives
- <F6> Subtract from current stage number
- <F7> Add to current stage number
- <F8> Go to the selected stage
- <F9> Go back one stage
- <F10> Advance one stage

<CURSOR UP> and <CURSOR RIGHT> increase something by one.
<CURSOR DOWN> and <CURSOR LEFT> decrease something by one.

1.23 The Age Of Rock - Demovision

Level Codes:

- 3 CHEAPTRICK
- 5 DEEPPURPLE

1.24 agony

On the main title screen (when the piano music is playing), type "FANTASY". The music will become slightly louder and the power light will dim to indicate that you've activated the cheat mode. Now hit any one of the following keys during play to activate these cheats.

- <F1> Puts a sword underneath your owl.
- <F2> Puts a sword above your owl.
- <F3> Increases the size of your bullets and 10.000 extra points.
- <F4> three times pressed: gain an extra live. (do not to often)
- <RETURN> Levelskip

1.25 airball

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

1.26 airbus 320 european data disk

Airport Codes:

EDLP	LFPO	LFSR	EDRS
LFFG	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 <4> and <6> for start the engine and wait, then use <8> for going to the runaway and start the machine.

1.27 airbus a320 usa

On the disc 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%

1.28 akira

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

"SKIPLEVELS" <RIGHT MOUSE> 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:

```
1 "LETS RIDE" 4 "CASTLES" 7 "ESCAPE"
2 "CAPTURED" 5 "IT STINKS" 8 "BIG BLOB"
3 "TEDDYBEAR" 6 "FLYINGBIKE"
```

1.29 aladdin - virgin

Pause the game (wait until 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,U,U,F,D,U,D,F
```

You should hear a {YA} if it worked. The game should now un-pause.

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 <FIRE> 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 also hold down <TAB> while the game is paused and enter this other sequence:

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

Use the same keys as above. The game won't un-pause this time, but Aladdin should move once. The cheats do exactly the same thing and only one will need to be activated.

1.30 alcatraz - infogames

On the briefing screen, type "COKEBUSTERS" and the screen will flash. You now have infinite lives.

Hints:

It's important that you get some extra weapons as soon as possible to beef up your arsenal. If you're play in two-player mode, try and get on either side of an enemy and knife him from both sides. This should kill him nice and quickly.

The two most important weapons are the rifle and the grenades. The rifle is

the best weapon for seeing off the guards, and the grenades take care of the men with flame-throwers quite nicely.

Be on the look out for extra lives. You pick them up by hiding in the scenery, and if you find one you'll hear a ping and a "1up" icon will float away.

On the first section, there are two bonus lives quite near the end. This should give you a healthy stock of lives to get through the next few levels. My advise is to keep hiding in every nook and cranny as you go along, until you find the extra lives.

There are some other tricky bits to look out for. The dog on the second scrolling section cannot be killed, even with grenades, so just hide in the scenery until he's run past. Also be on the look out for the snipers in the background.

Like the dog, they can't be killed, so here's what to do. Shuffle out into the line of fire, and just before he shoots at you, roll back into cover. Now quickly run past him. With practice, this should get you past him with no trouble at all.

The barracks:

The first building you reach will be the barracks, and it leads into the first 3-d section. Your task here is to find some important documents which will prove miguel tardiez's guilt and all-round fiendishness.

The two most probable locations for the suitcase containing the documents are marked on the map with a red spot. Enter the room, and shoot the guard inside. If the documents are there you'll see a little suitcase flash. leave the room and you'll have the documents in your hands.

Remember that the guards always patrol in a set pattern, and will tend to go round and round the same block. Keep your eye on the little map at the bottom of the screen to see where they go, and then lie in wait for them. this applies to all the 3-d bits, so get used to aiming and firing your gun before the guards spot and shoot you.

The best tactics here are for one player to go and get the documents, while the other takes care of the guards. If you're playing alone, then just go for the documents and try to avoid the guards. Once you've got the suitcase, head out of the exit and into the second scrolly bit.

The industry building:

Ok, you've reached your second objective. This time you must find and destroy tardiez's drug supply and his stocks of filthy drug money.

Again, the rooms to head for are marked with a red dot. Be careful, as the guards will be patrolling those areas very heavily.

If playing two players, then it's obviously better if you handle one room each, whereas single players are going to have to be very cautious.

To destroy the stocks, simply enter the room. There won't be any guards inside. Now press <FIRE> and you'll throw a bomb into the room.

Pop outside again. A couple of seconds later you'll hear a big boom, and

your job is done. With both targets eliminated, head for the exit and get ready for some more scrolly stuff.

The cellhouse:

To get this bit, you'll have to do a bit of climbing (the doorways are blocked). Simply stand in front of the building, push up and fire to start climbing up the side.

Make sure you do it when there are no guards nearby or you will probably be killed while you stand about swinging your grappling hook.

The actual climbing bit couldn't be easier. Just waggle the joystick to climb, but remember to avoid the searchlights. Once you reach the top, you're in!!

The actual cellhouse itself is the hardest 3-d section of all. Not surprising when you realize that this time your target is miguel tardiez.

Expect loads of guards, and watch out for them sneaking up on you from behind! It's best to split up for this bit as you've got a lot of rooms to search.

You see, miguel is hiding in one of the cells. Unfortunately, there are oodles of them to look through and his location appears to be different in every game.

The best way of finding him is to start at the bottom of a corridor, move forward one step, then turn left and enter the cell, go out, turn round, and go into the other cell, come out, move forward again, and so on.

It'll take a while so it's safest if you kill all the patrolling guards before you start your search.

When you find tardiez, he'll be lurking behind the scenery somewhere, but you'll know where he's there cos there'll be a bodyguard in the cell.

Waste the bodyguard and out comes miguel with his hands up. Leave the cell and he comes with you, in handcuffs. Go out of the exit and you'll leave miguel tied up on the roof.

Now you'll have to absail down again. To do this, press fire to slip down the wall and fire to stop again. Don't slip too far or you'll die, and keep a look-out for the searchlight.

The final piece:

You're almost there now, with just the last mad dash to the helicopter to go. This scrolly bit is fairly short, but there is a rather fiendish explosive hidden in the scenery.

If you're not careful you could be killed, so try and make sure you've got enough lives left to compensate.

Once you see the chopper, run to it and you'll take off. All you have to do now is to stop off on the roof to pick Miguel up.

He'll probably have tried to escape so run after him and he'll come hopping back. Leap back into the helicopter, and fly off into the sunset for your

mission analysis. Easy!

1.31 alfred chicken - mindscape

On the title screen, type "HELPMARK" for a level select screen.
Press <1>-<9> or <A>- 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.

1.32 alien 3

Go to the Options screen and select 'Hard' and '6 Credits'. Then pressing the <SPACE> and <N> keys simultaneously in the game should propel you up a level.

During play press <P> to pause the game. Now hold down <LEFT MOUSE> 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.

1.33 alien breed - team 17

Enter "TULEBY" everywhere to get to next level

Log onto a computer then type one of the following codes:
(not in level one?)

"I CANT BE ARSED TO PLAY THE FIRST LEVELS" level 3
"AND THE GOOD LORD SAID LET THERE BE FLAPSHOTS" level 4
"I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS" level 5
"MANCHESTER UNITED CANT FLY AIRPLANES" or
"MAN UTD CANT FLY AIRPLANES" level 6
"SHINE ON YOU CRAZY DIAMOND" shows the ending

"ALIENS ARE FAGGOTS" infinite health
 "BEN JOHNSON TRAINED THESE ALIENS" makes aliens a bit faster
 "BEWARE ALIENS SPADGE HAS DROPPED ONE" gets rid of all aliens
 "BLIMEY GUVNOR LOOK AT THE SIZE OF HIS JOHN THOMAS" infin. energy player two
 "ELVIS MODE" no sound effects and no colour
 "GIVE ME POWER YOU POXY FUCKWIT" 50.000 credits player one
 "GURU TIME" reset the computer
 "I AM IMMORTAL OR SUMMAT LIKE THAT" infinite energy player one
 "I EAT PITBULLS FOR FUCKING BREAKFAST MATE" 7 lives player one
 "I JUST LOVE TEAM17 SOFTWARE" Score + 100.000
 "IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD" makes aliens weaker
 "IVE BEEN ON THE CURRY AGAIN" make fart sound when firing gun
 "JUST CALL ME DEEP THROAT" 7 lives player two
 "LET ME SPONGE SOME CASH YER TWAT" 50.000 credits player two
 "OH GIMME SOME KEYS IVE GOT A HARD ON" infinite keys player one
 "PASS THE BUCKOS NOBFACE" infinite keys player two
 "PISSSED AS A FART" play in drunken mode
 "PITBULLS ON THE LOOSE" makes aliens as dangerous as pitbulls
 "PUFFNUTS MODE" makes aliens move very slowly
 "SALMAN RUSHDIE PLAYS ALIEN BREED" players sprites disappear
 "ST EMULATOR" gives you shit graphics
 "STEVIE WONDER" turns the screen purple
 "PC EMULATOR" disables the Intex Computer
 "THE IRAQIS MADE THE WEAPONS" gives you absolutely abysmal weapons
 "US GOLD" Automatic zero score

For various comedy messages try these out:

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

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.

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

1.34 alien breed - tower assault - team 17

Level Code creation scheme:

The code: ZXCC L UVWK P uvwk YY

```
Z      - Tower
X_YY  - Tower Level
CC_YY - Credits
L_YY  - Lives
U/u_YY - MP, Body Armour (p)
V/v_YY - Laser (L), Missiles (Mis)
W/w_YY - Firewall (Flame), Refraction Laser (RFL)
K/k_YY - Keys
P_YY  - 1 Player/2 Player mode
YY    - contrary end code
```

The small letters u,v,w and k are significant for player two.
 The level code contains 16 characters: ABCD EFGH IJKL MNPS
 An increase of lives, keys, credits and weapons will be represented by an increase in the count of the front code characters:

A --> B --> ... --> M --> N --> P --> S

Simultaneously, the count for the -YY- end code decrease:

S --> P --> N --> M --> ... --> B --> A

The characters O, Q and R are counted, but not noted. This means, the step from -N- to -P- at "lives" position 5 must be completed in the end code by a count from -J- over a figured -I- to -H-. For the step leading from life 6 to 7 the code at position 5 changes from -P- to -S-. This means, the end code must simultaneously changed from -H- over -G- and -F- to -E-.
 -G- and -F- are the equivalents for the not noted characters -Q- and -R-.

Restarting a level, a maximum of 7 lives, 5 ammunition kits und 15 keys, limited by the -S- code, will be generated. A scanner will not be noted in the level code. Some variations at positions 1 and 2 for the tower level are possible, but it's not funny to see your player wandering around outside the outer wall of the tower.

Level Codes:

ENGINEERING TOWER Code	Lives	Ammo	Keys	Credits	Weapons
Engineering Level 1 FKBSSSSSDCAAASA	7	5	15	31.000	- all -
FKHNSDESDCAAABL	7	5	15	125.000	MP3,L1,RFL3
FKBNSDEASDCAAACE	7	5	15	29.000	MP3,L1
Outdoor Sector 4 FJ	SB				
Engineering Level 1 FKBSSSSSDCAAASA	7	5	15	31.000	- all -
Level 2 FL	PS				

Level 3 FM PP
Level 4 FN PN

SCIENCE TOWER

Science Level 2 JGBSSSSSSDCAAASA 7 5 15 31.000 - all -
JGHGSSEDSDCAAABD 7 5 15 118.000 MP3,L1,RFL3,P3
JGCJSDEASDCAAACH 7 5 15 41.000 MP3,L1

Outdoor Sector 3 JE SC
Level 1 JF SB
Science Level 2 JGBSSSSSSDCAAASA 7 5 15 31.000 - all -
Level 3 JH PS
Level 4 JI PP
Outdoor Sector 4 JJ PN

CIVILIAN TOWER

Civilian Level 3 EEHBSSSSSDCAAAAC 7 5 15 113.000 - all -
EEHBSDAASDCAAADF 7 5 15 113.000 MP3

Crash Landing Site EB AF
Level 1 EC AE
Level 2 ED AD
Civilian Level 3 EEHBSSSSSDCAAAAC 7 5 15 113.000 - all -
Level 4 EF AB

SECURITY TOWER

Security Level 3 FCBSSSSSSDCAAASI 7 5 15 31.000 - all -
FCDBSDEASDCAAADG 7 5 15 49.000 MP3,L1
Level 1 FA SK
Level 2 FB SJ
Security Level 3 FCBSSSSSSDCAAASI 7 5 15 31.000 - all -
Level 4 FD SH

STORES TOWER

Stores Level 3 EJDSSSSSSDCAAASA 7 5 15 63.000 - all -
EJDCSDAASDCAAADD 7 5 15 50.000 MP3
Outdoor Sector 2 EG SD
Level 1 EH SC
Level 2 EI SB
Stores Level 3 EJDSSSSSSDCAAASA 7 5 15 63.000 - all -
Level 4 EK PS

MILITARY TOWER

Military Level 3 EPDSSSSSSDCAAAPK 7 5 15 63.000 - all -
EPASSEDSDCAAABJ 7 5 15 15.000 MP3,L1,RFL3
EPAFSDAMSDCAAACB 7 5 15 5.000 MP3,Flame3

Outdoor Sector 3 EL PP
Level 1 EM PN
Level 2 EN PM

Military Level 3 EPDSSSSSSDCAAAPK 7 5 15 63.000 - all -
 Level 4 ES PH

Military Level 3 IPIASSSSSSDCAAASD 7 5 15 128.000 - all -
 IPCBSDADSDCAAACI 7 5 15 33.000 MP3,RFL3

MAIN TOWER

Main Tower Level 1 (Access via Science Level 4)

Main Tower Level 2 LAIJSSSSSSDCAAASG 7 5 15 137.000 - all -
 LACJSDADSDCAAACM 7 5 15 41.000 MP3,RFL3
 LAAPSDAISDCAAACD 7 5 15 14.000 MP3,Flame2

Main Tower Level 3 LBIJSSSSSSDCAAASF 7 5 15 137.000 - all -

Main Tower Level 4 HCIJSSSSSSDCAAASI 7 5 15 137.000 - all -
 HCBPSLADSDCAAACB 7 5 15 30.000 MP3,RFL3,P2
 HCAPSDADSDCAAACK 7 5 15 14.000 MP3,RFL3

Level 2 HA SK
 Level 3 HB SJ
 Level 5 HD SH
 Level 6 HE SG
 Level 7 HF SF

Main Tower Level 4 HCIJSSSSSSDCAAASI 7 5 15 137.000 - all -

2 Player Level Codes:

Level 1 Player 2 Player

Crash Landing Site EBHB S SSSS D CAAA AF --> EBHB S SSSS S DAAA SF
 Engeneering Level 1 FKBS S SSSS D CAAA SA --> FKBS S SSSS S DAAA PA
 Security Level 1 FABS S SSSS D CAAA SK --> FABS S SSSS S DAAA PK

Arming at -SD- code: Player 1: -all-
 Player 2: MP3; no keys

To convert the other levels, try to change the corresponding 1 player level by this way:

Crash Landing Site	Engeneering Level 1	Security Level 1
EBHB S SSSS D CAAA AF	FKBS S SSSS D CAAA SA	FABS S SSSS D CAAA SK
E C AE	E C PS	E C SJ
F C AD	F C PP	F C SI
G C AC	G C PN	G C SH
H C AB	H C PM	H C SG
I C AA	I C PL	I C SF
J C SS	J C PK	J C SE
K C SP	K C PJ	K C SD
L C SN	L C PI	L C SC
M C SM	M C PH	M C SB
N C SL	N C PG	N C SA
(----- O C---- SK	----- O C---- PF	----- O C---- PS)
P C SJ	P C PE	P C PP
(----- Q C---- SI	----- Q C---- PD	----- Q C---- PN)

```
(----- - ----- R C--- SH      ----- - ----- R C--- PC      ----- - ----- R C--- PM)
      S C   SG      S C   PB      S C   PL
EBHB S SSSS S DAAA SF      FKBS S SSSS S DAAA PA      FABS S SSSS S DAAA PK
```

A much easier way to convert the -DC- code to -SD- infers from direct comparison of both codes:

```
Crash Landing Site      Engeneering Level 1      Security Level 1
EBHB S SSSS D CAAA AF   FKBS S SSSS D CAAA SA      FABS S SSSS D CAAA SK
EBHB S SSSS S DAAA SF   FKBS S SSSS S DAAA PA      FABS S SSSS S DAAA PK
      ^           ^           ^
```

So, change position 10 and 11 to -SD-, leave position 16 unchanged and change position 15 by counting one possible character down.

```
Level      1 Player      2 Player
Science Level 1   JFBS S SSSS D CAAA SB --> JFBS S SSSS S DAAA PB
Stores Level1    EHDS S SSSS D CAAA SC --> EHDS S SSSS S DAAA PC
Military Level 1  EMDS S SSSS D CAAA PN --> EMDS S SSSS S DAAA NN
Main Tower Level 2 LAIJ S SSSS D CAAA SG --> LAIJ S SSSS S DAAA PG
```

To get player 2 fully armed and equipped with 15 keys change the DAAA-code to SSSS.

```
For example:      Science Level 1
                  D CAAA SB
                  JFBS S SSSS S DAAA PB
                  DSAA MS
                  DSSA LN
                  SSSA KP
                  SSSS JM = JFBS S SSSS S SSSS JM
```

If you want to get the two-player -SSSSS- code directly from the one-player -DCAAA- code, count down 85 characters at the -YY- end code.

```
D C A A A
| 15 steps
S C A A A
| 16 steps
S S A A A
| 18 steps
S S S A A
| 18 steps
S S S S A
| 18 steps
S S S S S -----
85 steps
```

```
Level      1 Player      2 Player
Crash Landing Site EBHB S SSSS D CAAA AF --> EBHB S SSSS S SSSS LA
                  SS = 6 steps (+16)
                  PS = 22 steps (+16)
                  NS = 38 steps (+16)
                  MS = 54 steps (+16)
                  LS = 70 steps (+16)
                  LA = 85 steps (+15)
```

Detailed examples for the code system:

Code	Lives	Amor	Keys	Credits	Weapons
Lives:	J	L	1 5	1	15.000 MP1, L1
K	K	2 5	1	15.000	MP1, L1
L	J	3 5	1	15.000	MP1, L1
M	I	4 5	1	15.000	MP1, L1
FKASNCEABDCAAADH		5 5	1	15.000	MP1, L1
P	F	6 5	1	15.000	MP1, L1
S	C	7 5	1	15.000	MP1, L1
Keys:	FKASNCEABDCAAADH		5 5	1	15.000 MP1, L1
C	G	5 5	2	15.000	MP1, L1
D	F	5 5	3	15.000	MP1, L1
F	D	5 5	5	15.000	MP1, L1
I	A	5 5	8	15.000	MP1, L1
M	CM	5 5	12	15.000	MP1, L1
S	CJ	5 5	15	15.000	MP1, L1
Keys:	EPANSDEDNDCAAACD		7 5	13	13.000 MP3, L1, RFL3
P	CB	7 5	14	13.000	MP3, L1, RFL3
S	BP	7 5	15	13.000	MP3, L1, RFL3
Credits:	FKBDMDEAEDCAAAC		4 5	4	19.000 MP3, L1
E	EB	4 5	4	20.000	MP3, L1
G	DS	4 5	4	22.000	MP3, L1
Credits:	FKBDNDEANDCAAADI		5 5	13	19.000 MP3, L1
G	F	5 5	13	22.000	MP3, L1
J	C	5 5	13	25.000	MP3, L1
L	A	5 5	13	27.000	MP3, L1
M	CS	5 5	13	28.000	MP3, L1
FKBNNDEANDCAAACP		5 5	13	29.000	MP3, L1
Panzer:	D	N	7 5	15	43.000 - all -,P0
IPCLSHSSSDCAAASJ		7 5	15	43.000	- all -,P1
L	F	7 5	15	43.000	- all -,P2
S	PP	7 5	15	43.000	- all -,P3
Weapons:	EEHBSDAASDCAAADF		7 5	15	113.000 MP3
SAA	CG	7 5	15	113.000	MP3,P3
SAS	BE	7 5	15	113.000	MP3,Flame3,RFL3,P3
SSA	BE	7 5	15	113.000	MP3,L3,Mis3,P3
SSS	AC	7 5	15	113.000	- all -

1.35 alien breed - tower assault cd³² - team 17

To see the end sequence enter do the following:

Enter "LFBHIDSSSBAAAAABH" for the password and start the game and quit.
 Now enter "MAFHIDSSSBAAAAABH" then start the game. Eventually the end sequence should start. Don't worry about the corrupted graphics. You may also need to press <FIRE> a few times while waiting.

1.36 alien breed 3d

Level Codes:

02 KOOPAMFJFFNNFFFF 11 PKKOCGKLF EIJUNFLJ
 03 OKOOEGBLBENNNFFFF 12 LPKOCOKLF EIJUNFLJ

```

04 KPKOEOLLBENNFEMN 13 PLKKEKLF EIJNFLJ
05 PLKMELLFENJFEMN 14 OOKOKMKLF EIJNBKJ
06 POKKIMKLAENJFEMN 15 LKKOKGKLF EIJNBKJ
07 KKKOIGKLF EJNFEMN 16 OPKOKKLF EIJNBKJ
08 PPKKIOKLF FINNFKN
09 LLKOCEKLF EIJNFLJ
10 LOKOCMKLF EIJNFLJ

```

1.37 alien breed 3d cd³²

Level Codes:

```

02 CMOFFJENPPHHFFFF 11 HCIGGHL PNAANEOMD
03 MIOOEDEOPPPFFFFF 12 LNI ECOL PNAANEOMD
04 KPFOFOPOHOEHFFFF 13 OLKOPFK PNAANEOMD
05 NLIAMBOOPHHFFFN 14 EOIGLMK PNAANEOMD
06 FOINMPOCNFFFFF 15 LKKOPPK PNAANEOMD
07 CCCGIDOPPFEEFFFF 16 GNAEPPK PNAANEOMD
08 PPKKIKK PNAANEOMD
09 LLKOHBL PNAANEOMD
10 BMAGHML PNAANEOMD

```

1.38 alien breed 3d ii - the killing grounds

TACTICS

Move alot! The enemies will not be able to hit you if you run around the stage like a lunatic. Hold down the shiftkey (=run) as much as possible. It is important that you master the "strafe" technique! Preferably use the "real" strafekkeys, ie <. > and </>. You could also use the "force-strafe" technique <RIGHT AMIGA>, but then you will have to keep up the fingerwork! Anyway, the important this is for you to take the corners, without loosing the view forward, to always be prepared if an enemy should turn up and ruin you day. It is possible if you use the "strafe" keys in the right way: eg, to take a 90\textdegree{} corner to the left in a small corridor. When turning ←
press

<CURSOR LEFT> and </> at the same time, and you will slide around the corner like never before! And the front-view was clear all the time!

Configure the control so that it fits you perfectly! I for example don't like jumping with <0>, so I use </> instead, since I think you get much better control in the air that way! Furthermore I use and <HELP> to look up or down! It is very personally how one likes the controls. Experiment! The reward is perfect control over the game, and maximum playability!

If the ammo or energy should run out play a couple of stages behind you again, or start from scratch again! Du will notice that you have gained experince, and you will have fun when with ease playing stages you before thought of as impossible. The result is more ammo and health!

You have to learn every stage by heart, where the enemies are hiding and how many they are. One tip is to start every new stage with running and

fooling around as far as possible (ie until you die) the first times, to get a picture of the stage before taking on the task of completing it. Make sure you know where the "big and bad" enemies are, so that you don't get surprised and lose control over the situation.

Use the map! Let the map be your eyes when you cannot see what's in front of you. The map can also reveal secret rooms (ie walls that can be opened)! If you can't find a way of opening such a room, it's probably not a bonus room, but a room filled with horrible enemies that will open when you least expect it! (Never forget such a room!)

If you think the game is too hard on you, you can play the 2MB version! Ok, it might not be quite as good looking as the 4MB, but it's easier. First of all the cool lightning effects disappear and the floors turn into one colour and everything gets lighter. All this makes it easier to see what's in front of you! The best thing though, is that the gray and teal green robots get exchanged with only one type of robot. The blue (and easy) robots are all that is left! This will make the game a lot easier! The red robots with the assault rifles are still there though.

Secure the areas you have been to. You have to make sure 100% that there are no enemies left behind! There is nothing worse than a red rodent from behind when trying to fight a priest! Avoid fighting against many enemies at once in a big open space. The best thing is to fight one enemy in a small area where you are in full charge over the situation!

The enemies can't shoot you through walls! It may sound obvious, but it gives us the best technique when slaughtering aliens. Around corners! Use your strafe-techniques and take a peek around the corner, shoot and then back again! Make sure you are using the correct weapon, and be prepared to back if the alien should come too close! Use the same technique with doors that are automatically closed! Often when you get hit by an enemy bullet, you are turned around a random number of degrees. It is important to quickly be able to straighten up and continue fighting in such a situation.

The degree of difficulty is increasing until stage 8, to lower quite a bit, and then increase again until stage 15, where it is really difficult. When playing stage 15 you think that stage 3, which is very hard the first time, is a piece of meat!

When opening a door (or in any other way entering an unknown territory) you should back out of it right away. Many aliens seem to hear you and are standing there waiting for you! Back out quickly and be ready to squeeze the trigger! If you come out of a teleporter you can, when entering it, turn so that you come out of it in the best possible angle!

The jetpack can take you to places never seen before. Experiment and use the map to help find bonus rooms! When flying you may look up or down to get a better view.

For maximum effect play the game a dark autumn-night with the wind blowing outside your window, in a completely black room. Turn down the brightness on your 28 inch tv and turn up the volume. You will lose the grip on the keyboard every time you bump in to an enemy!

WEAPONS

Shotgun:

A very good weapon. Make sure you always have ammo for the shotgun, since it's needed everywhere in the game. Use the fact that the bullets hit their targets immediately, and that the weapon aims automatically. Good "acute-weapon", ie have it ready when you don't know what's in front of you.

Plasma/Trippl Plasma:

Quite slow, but very powerful! Most efficient in close up situations. It mashes your opponent fast! Use the trippl plasma in emergencies, when hords of enemies are attacking. This too is a weapon you should always have ammunition for.

Grenades:

Together with the rocket launcher this is the most powerful weapon. Try to gather many aliens at one place then launch a grenade towards them for maximum destruction. Beware of the explosion. It will hurt you. If you look up or down you can controll the grenades flight in a better way. Eg look up and the grenade will fly further away.

Assault rifle:

Like the shotgun, only much faster. The best place to use the assault rifle is in small and narrow corridors where enemies rush towards yo.

Blaster:

Weak and slow weapon. Fits best when you can hit the baddies and they cannot hit you. Since you often have a lot of ammo for this gun it is recommended to use it when you need to save your other ammo, or as a long distance weapon when it's hard to get a clean hit!

Rocket launcher:

Powerful and fast! Goes in a straight line until it hits a wall or an enemy. Use it one the big and bad enemies. Be careful so that you not launch a round straight into the wall in front of you in a stessy situation.

Laser/Mega Laser:

It kills most things in its way, and it does it quickly. Play Eraser and use the mega laser. Nothing survives! Unless the ammo runs out. Save up and only use in emergencies! The laser bounces on walls, which makes it a "tactics-weapon", with which you can perform funny things. Observe: Mega laser is very fast, but not the standard laser. This really makes them two different weapons that are to be used differently!

Mines:

A powerful explosive with a delay. Best tactics: Run in front of a door with hords of enemies behind that is automatically opened when you pass, and put a mine there. Hopefully you will kill every single baddie when they run out the door chasing you! Beware of the explosion!

ENEMIES**Arnie the alien:**

Arnies favourite occupation is to gnaw and to howl! Give him a mine to gnaw and he will stop howling. Seriously, Arnie howls when he sees you. If you can hear him, but not see him, turn around quickly! Shoot him at long distances with the shotgun (one shot) or with the assault rifle (two shots)! Don't let him come near you. Sometimes he is impossible to hit when he is gnawing your leg.

Triclaws:

This modest little creature can be a real pain in the ass. Use the shotgun to blow him away. But even though hotgun aims pretty goot, he can be really hard to hit. If he comes to close to you he will eat up your energy quickly.

Beware of leaving one of these behind you - eventually he will find you!

Blue robot:

There is not much to say about the blue aliens. Use as weak weapon as possible (eg the blaster), to save up ammunition. Two shots from the shotun is enough to kill the sucker. Use the strafe-technique to avoid his shots.

Gray robot:

These have shotguns and are very dangerous, as they can hurt you the moment they see you! Kill them fast. Use a powerful weapon if needed.

Green robot:

Not as dangerous as the gray, but quick! They shoot plasma-shots, and many at a time! Use eg the shotgun at a far distance, and avoid their shots by strafing sideways, or by using a corner.

Red robot with headlights:

One of these can kill even the most skilled player! If you see the corridor in front of you beeing lit up I suggest you RUN. The robots have automatic weapons that will hit you at once. And they shoot alot too! If you use the strafe-technique around a corner together with a weak weapon, it is almost impossible to avoid beeing hit! A wellthrown grenade, or maby a bazookashot, and you will come home for dinner alive! If you stand in front of them, or try to strafe in front of them, you will be a red spot on the floor in a matter of seconds!

Blue Insect:

Like the blue aliens, only faster and they shoot more! At a very close distance they can be really annoying, so make sure you shoot them before the reach you! If you blow them full of lead they may some times have difficulties shoting back at you!

Yellow insect:

They shoot very quick, and their shots take a great deal of your energy, as well as they spin you around 5¼ turns. Therefore you will have to shoot them before they can manage to throw a couple of rounds at you. Best put to death using a well aimed bazookashot!

Red insect:

Shoot plasmavballs, and lots of them if he sees you! Can only be found on two stages - D and O.

"Floating ball of jelly with arms":

This one shoots plasmaballs at you, and you shound do the same thing against it. They will quickly float towards you, so be prepared for a closeup fight with lot of strafing. Watch out when you can't see the one you where just chasing, he might be just above you!

Killer Bees:

Can take a great deal of damage! And they are quick too. Try to throw grenades towards them (look a bit up) and get a rythm. Plasma does also

work. If you get the right rythm, the bee cannot shoot back. If not it will shot cascades of plasmaball towards you that may be hard to avoid (although strafing works mostly).

Inca-priest:

Dangerous fellows. They can shoot directly at you with no visible bullet and the shot takes a temendous amont on your life! Best way to avoid the shots is to stand in a narrow corridor, with the priest outside in an open area. He may then have difficutlies aiming at you. He will hit the wall instead. If he sees you he will shoot directly! Take him out with the rocket launcher, or with grenades if possible. Best though, is to avoid him completely and take another way (although this is not possible most od the times.

Spiders:

Like the yellow insects, but more agressive and shoots cascades of the powerful shots at you! There are only three of them in the entire game, but thats enough for me. The first one is quite simple to take out, bu the next two are a bit more difficult! My technique was: run, pull 20 mines (ie all I had at the time) out of your pocket and put them on the ground after you, run, bazooka a little here and a little there, waste all of you laser. In short: find out new things to do until they are dead, or more likely: you are dead.

The boss:

The grean mean bastard in the end of the game. He will throw hords of bazookashots at you in he sees you! Read more about him on the last stage.

STAGES

Level A:

This level shouldn't be too hard to manage. A good practice stage before the real stages.

Level B:

Now the degree of difficulty increases strikingly! I have heard of many not making it beyond this stage. You must first take cover somewhere. Run to the left at once, after killing the first robots. You should come to a room in which you will find a robot and a rodent. Kill them and wait for the enemies/carefully go back to clean out the corridor. The next problem is the red robot. He cannot go very far, so if you are a bit lucky you can quickly strafe infront of him and then back out again to the "entrance" where he cannot see you. If you stand infront of him he will splatter you, so don't do so! You might want to use the map to orientate on this stage. Remember that aliens like attacking from behind on stages designed like this one.

Level C:

Beware of the green jellyblobz that lure behind the door! Open it and run like hell. They will probably come after you, so back of and shoot when they are approaching. Strafe to avoid their plasmaballs. From the blue room insects are pouring out! I think that it's best to stand in the corridor before the room and blast every so of a bitch that comes out of it. When nobody else is coming you just walk into the room until you see some more and run back to your hideout! Then we have the priest left. You better avoid him completely. Stand in the corridor, so he can't shoot you. When you see him walking around the pedestal (he will stop attacking you!), wait

a bit and then follow him. He can't see you - thus not shoot you - if you keep to the opposite side of the pedestal. When you are at the back of it, jump up and grab the key and RUN towards the exit! Observe: Don't forget that there is a hidden door, and behind it loads of goddies. It is to the right of the little staircare inside the "maze".

Level D:

The best technique is to try to gather every alien in a lump beneath your ledge and give them a grenade to chew on. It is almost impossible to not getting hit by the fire from the robots. When Mr. Red appears you may either stay upon the ledge, and try to shoot him when he pops up in front of you (it takes time. Watch out for his bullets - he shoots quite a few), or run into the room and directly left (watch out for the teleports), where a door has opened. Grab the rocket launcher and blow him into small red slimy alien parts.

Level E:

Good, You made it here! Now things get harder. First of all, don't wait for the red robots. Instead quickly jump over the ravine. Get rid of all the trash and grab the first key. Now go stand next to the door that is furthest away from the starting point, with the yellow insects behind. Open the door and step aside. Be ready with the bazooka. Fire if you should see an enemy. You don't have any time to think, so don't stand still too long, or you'll be barbeque! Don't waste your ammo, especially not on one of the triclaws, which are also in the room. Repeat the "sidestepping" procedure until all the three insects are dead. You'll now get the next key. In the next room you will find a door that is automatically opened when you pass in front of it. Behind are loads of enemies that pour out of it. You should run in front of this door and place a mine outside. With any luck you'll kill all of the enemies in one big blam! After this shoot the yellow insects with the bazooka, and locate the switch. Just beside this is a secret room filled with goddies! Pull the switch and seek cover in the secret room. From here you can fairly simple kill the two priests with grenades!

Level F:

After the first teleporter run to the "room". Stay here and try to kill the enemies. They will come to you! When finished go to the next teleporter, but continue straight on, and then up the wall using the jetpack, and you'll find a nice place. In the labyrinth you should use the assault rifle. Learn to orientate and use the map. There are two red ones that may cause trouble, and an extra one in one of the rooms!

Level G:

When you've shot the first robot his buddies come to the rescue, and they're red of anger. Make sure you quickly run to the ventilator-systems (duck to get through), don't care about the buddies. Go and shoot the generators, but don't get down in the lava - you won't get up again! You can then relatively easy kill a lot of aliens from the tunnels. In the "last" room, shoot the green jelly things before you open their doors when pulling the switch! the last key is located on a ledge in the room closest to the switch. Fly up there!

Level H:

Look out in to the freedom for one nanasecons, and then await the enemies. Kill them all from the "startroom". The bees has a lot of stamina. Use the grenades and try to paralyse them! If you are very short of ammo, you could

start the stage with running out and gathering as much as possible from the middle of the yard, and then return home to the "base". There is alot to pick up on the stage. Search carefully!

Level I:

Now thing get a bit easier! Start off with walking straight forward as much as possible. There are no enemies in the first part of the stage. There are alot of rodents here, so use the shotgun of assault rifle and make sure to kill every sucker before advancing! Don't just walk in to a big room. Instead stand at a distance and try to blow the enemies to hell, also, let them come to you ! Carefully search for small, and maby hidden paths. There are quite a few of them. Eg at the end of the stage, where you are about to jump over some walls, you can pull down a BIG wall, and in that way avoiding confrontation with some real bad guys! This is a stage where yo ushould try to avoid as much as possible!

Level J:

Take out the red robots with a grenade or the bazooka, otherwise you may get in trouble. When you take the green key, a door very close by opens and a red one gets out. Put a mine in front of the door before you quickly take the key! In the "elevatorroom", kill the insect with a basookashot, aim carefully. In the same place there is a "jelly", that seems to be stuck behind an elevator. Either you will have to wait him out, which may take a while, or just ignore him! With a little luck he won't see you! In the second part of the stage the plasma gun is prefered. Don't forget the hidden room with the medipac. Not to forget too is the water, that's a sight you won't see everyday!

Level K:

This is one of the hardest levels in the game! The stage is too symetrical, and thus it's very hard finding your way around it! Draw a map with all the rooms, keys and the way of doing everything, or have a look at mine below! Be careful, as soon as you take a key, new doors open and enemies ooze out. Be extra careful when you teleport somewere. The green key in the oval in the middle can be tricky the first time. Run arond the big square in the middle once and the key will appear! The three priests you kill with alot of bazooka shots. You should stay and await the enemies in most rooms after taking a key. You will loose a lot of energy on this stage, but don't give up. You can complete it with a bit of practice, and some luck on top of it!Just make sure you always know where all the bad guys are

Level L:

This is a battlearena! Start with collecting the ammunition and medipacs (ofcourse), and then go and try to shoots as many slimy aliens as possible from your legde. Beware of bullets from far far away. When you think you've mashed enough enemies, jump down and run around shooting everything that's moving. Now go for the tough bit. Place yourself on one of the platforms that are right next to the big one in the middle. You should now be halfway up compared to the one in the middle. Up there are two red robots and one spider(!). They can hardly ever see you where you stand right now! Quickly jump up into the slime. If you think you see an enemy right in front of you, fire a bazooka and something towards it! With any luck you'll hit the sucker. Time for a quick retreat! Stay down until the shots fired at you have all passed, and then repeat the procedure again until all three are dead. Never stay in the slime! You'll get badly hurt either by the enemies, or by the slime! The exit is in a tunnel in the middle of the slime. It will not open until all enemies are dead.

Level M:

You can avoid large part of this stage by doing it in this way: Start with going into the slime, straight ahead to the right. Here are two important things. A teleporter and a key. The key might be hard to find. When walking around, look up for a tunnel into the wall above you. When you've got the green key, teleport back and go into one of the tunnels right after the slime. You'll get a yellow key. Now head back to the start position and go straight ahead to the left. Here are two doors with yellow insects behind, that opens by pressure sensitive buttons in the floor. If you sneak right next to the left wall all the time you can avoid opening these doors! Take the red key, and walk back to the room before the slime. Here is the "exclamation mark" key to the right. Now you can open the door that is straight to the right from the start position. Beware of the priest! Never bother going to the left from the start, there are only trouble in there. By The Way: Charge up the jetpack before you exit the level. You'll need it soon!

Level N:

Pretty tough stage, but there is a way of cheating: if you have a fully charged jetpack you can avoid big parts of the stage! In the "silo" you shall fly up to the ledges. Otherwise you would have had to activate the elevator in the silo, and that requires more rooms to visit. With a little training I don't think this stage should cause any trouble. You should do the stage this way (in order to "cheat"): Start with cleaning out the enemies that are rushing from the tunnel in front of you. Then go down into the silo. Kill the baddies and teleport up again. Now fly to the higher ledge of the two in the silo. Take everything. Go down into the silo again and take everything here as well. Now fly up to the lower of the ledges, and once again grab all that you see. Now go straight ahead from the start, destroy the communication-centre, and wander on the next level!

Level O:

A very hard stage!

There are four directions to choose from from the starting point:

"Two Spiders"

No tactics here, just run and waste all of your power-weapons. You will lose a lot of energy here, and most often die. That's why you should take this one first!

"Two killer bees"

The bees are a bit tricky. Run around a lot like a lonatic until they are both down at your level, otherwise they will hurt you a lot. Try to concentrate on one at a time, and paralyse him. With one dead there should not be too much fuss about destroying the other one.

"Two killer insects"

In this room you'll bump into two red insects, like the one at stage four. This means that they are really quick and they shoot a lot. Run to the left or right and into a teleporter. You'll appear at the teleporter on the other side. Stay and wait until you see an insect, fire a couple bullets and then quickly into the teleporter again, otherwise you'll get hurt. Repeat this until the two are blown away. Go down into the slime and destroy the communication-centre to get out of the unpleasant place!

"Lotsa rodents"

This is the easy one of the four. To get to the ending you will have to choose the right teleporter, otherwise you'll teleport to the beginning again. This is the right way:

```
"Forward - Left - Right"
"Forward - Left - Left"
"Forward"
"Forward - Left"
"Forward - Right"
"Forward - Left"
```

You should do the stage in this order. After every part you'll receive a key in the middle of the stage! After four keys you are ready for the final stage!

Level P:

This stage is "square circular". Keep to the outer limits. Try to get our green friends attention, and make him follow you round, round. Walk backwards, and always be "one length" in front of him. If you do the right thing, you will always be at a corner and you will see him coming round the corner "over there". He will fire at you, and you uat him. Use the bazooka and fire one or two times. Back around your corner and run to the next one. Await him and repeat it all over again, until he is spacegarbage! Then you kill the four priest that like tho hang around in the middle of the stage. Use every signle piece or heavy weaponry you've got, after all, these are the last enemies you are to eliminate! When they are gone, walk into the newly opened door.

1.39 alien breed ii - team 17

Level Codes:

```
2 353828 10 193831
3 108383 11 090921
4 370101 12 309383
5 982822 13 101221
6 847464 14 103992
7 737373 15 998112
8 928112 16 125332
9 287364 17 091233
```

10 lives 098654 or 000000

50 keys 378829

50,000 credits 736353

activate level skip 243433 (Use <N> during play to skip levels)

1.40 alien breed special edition 92 - team 17

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.

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

"AHH BUT WILL SHE SWALLOW IT" ?
 "ALIENS ARE BENDERS" infinite energy
 "ALIENS LIKE MICHAEL BOLTON" ?
 "BANK RAID" Infinite money player two
 "FUCK OFF" resets the computer
 "HARD BASTARDS" or "HARD BARSTEDS" make aliens move fast
 "I JUST LOVE THAT TEAM 17 SOFTWARE" or
 "I JUST LOVE TEAM17 SOFTWARE" ?
 "JANUARY SALE NOW ON" ?
 "JESUS THIS JIM BEAMS IS GOOD STUFF" infinite energy
 "JUST CALL ME MOGGY" ?
 "KATRINA HAS FARTED AND ITS A BEAUTY" makes aliens disappear
 "KEY TO THE CITY" Infinite keys player one
 "KNACKERED JOYSTICK" reverses joystick controls
 "MR YALE OR WHAT" Infinite keys player two
 "WHY NOT CALL ME MOGGY AS WELL" ?
 "WON THE POOLS" Infinite money player one

"I WANT FISH" use the following keys:
 <F1> Quits the game for player one.
 <F2> Quits the game for player two.
 <F3> Extra keys
 <F4> Kills player one
 <F5> Kills player two
 <F6> destroy the level your on
 <F7> jump to next level
 <F9> walk through the walls and gives you all weapons
 press <LEFT ALT> and <RIGHT ALT> to change the weapons

Enter these for nice messages:

"ALLISTER BRIMBLE" "ALLISTERS MUM" "ANDREAS TADIC"
 "ELAINE ROBINSON" "LEEDS UNITED" "MARTYN BROWN"
 "RICO HOLMES"

"AMIGA COMPUTING" "AMIGA FORCE" "ANDY ROBINSON"
 "ANDY SLATTER" "BOWERCLAN" "CATH"
 "CRAIG WAKEFIELD" "CU AMIGA" "CVG"
 "DANNY BURKE" "DARREN WAKEFIELD" "DATOR"
 "DEBBIE BESTWICK" "DET NYE" "GINGER NODDY"
 "HAYDN DALTON" "HEATHER PARKER" "JOYCIE BABES"
 "JUNIOR MCMILLAN" "K MAGAZINE" "KATRINA HIDLE"
 "LAURA AND JOHN" "MICK PARKER" "MICK ROBINSON"
 "NIGEL EMAP" "POWERPLAY" "SHAUN WAKEFIELD"
 "TEQUILA" "TGM" "THE ONE"
 "VAD ADDER"

"ANDY SLATER" "ST USERS" "C64"
 "17BIT"

Enter also the cheats from
 Alien Breed

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.

Log onto an intex computer by pressing <SPACE> and type in any of the following level codes:

```
2 XXDFA
3 RTHAA
4 LAEEA
5 UYTTA
6 PPEAB
```

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!

1.41 alien breed special edition cd³² - team17

Level Codes:

```
"55955" Power sub-system deck two
"48361" Oval zone deck four
"63556" Engineering sub-system deck six
"86723" Powermech systems deck eight
"25194" Reactor core deck ten
```

1.42 alien fires

1. This game is essentially about locating Kurtz and the Time-Transportation device (however, in the actual game it is called a Time WARP device. Something that is a bit confusing towards the end). You do not achieve this goal with lots of finesse or even elaborate problem solving. \$\\yen\$ you do it by being larger and carrying bigger "sticks" than any of the characters who might get in your way. In that sense, this is more or less a sci-fi Bard's Tale with one character and a much less than satisfactory combat system. (I picked up all sorts of items along the way- passcards, remote control units, signs, etc. -that I never had any use for at all.) You therefore have a decision to make from the very beginning: do you develop your character slowly over time, getting killed a lot at first but achieving the satisfaction that you EARNED the good character? OR do you hack the game from the very beginning- starting out with a decent character?

I warn you- if you want to develop your own character, you'll spend a lot of time on the first few levels getting killed and re-booting your machine (thanks to the fact that Jagware didn't put more sophisticated save-and-continue and restore-and-continue commands in the game).

The 9th to 15th bytes in any character file contain your character's Fighting, Marksmanship, Diplomacy, Dexterity, Understanding, Tracking, and Quickness in that order. If you can get your hands on a binary file editor, such as Plinks NewZap, you can make your character as powerful as you like. The game is much less frustrating this way.

2. The other difficulty with this game is mapping- which is a nightmare. Unless you are VERY experienced at mapping and have a LOT of patience, I suggest you put aside the normal graph-paper and pencils and use this method:

Every time you enter a new room, note the room colour (ie- Dark Pink, Red, Light Blue), the number of doors in that room and the directions in which those doors lead. Draw a room that is approximately the shape of the room you are in on a piece of paper and lines away from the walls to represent doors (in the appropriate directions). Move through a door, connecting the next room through the line you drew and continue the process, much as if you were mapping an Infocom game.

This method isn't neat, but it keeps you from getting lost, and I found it more than adequate for finishing the game.

3. There are three levels on the colony and then three levels on the space station. The secret to finishing the game is finding a ladder or elevator on each level to move to the next level, blowing away all hostile aliens that get in your way.

4. If you have questions about something in the game, I find it helpful to ask friendly characters (Angel, Jessica, etc.). They can often help you, but of course they aren't available on the advanced levels. In general, any time you meet a character, look at them and ask them who they are.

5. Any time you encounter an item, look at it and take it. The GUM MACHINES are an especially helpful item because they restore your hit points. There is one on every level (after the first)- and it is usually near the entrance to that level. Beware, however, because if you have low Understanding, you may be poisoned and die!

6. The most important rule for this game is...SAVE OFTEN. I know it is frustrating to continually be re-booting (you shouldn't have to) but the odds are you will die at least once on every level (unless you edit your statistics to astronomical heights).

1.43 alien world

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

1.44 aliens us

Levelcodes:
APC Rescue 272H

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

1.45 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.

1.46 altered beast

LEVEL 1:

The first spirit ball is found in the creature just after the 4 stone pillars but watch out for the zombies just before it.

If you are in two-player mode, let one of you collect all the spirit balls until you turn into the beast as that player can now protect the other player until he can turn into the beast.

Avoid the blue demons by jumping over them or onto a higher level. If Nelf himself appears to rise up and you are in one-player mode, rush into him to get the end of level baddy. Just hold the fire button down and face him for best results.

LEVEL 2:

The main problems here are the jumping head-eaters. Kick or low-punch them when they're on the ground. The rattles of the snakes should be kicked to destroy the snake. The end-of-level baddy is no problem. Go underneath the dish spewing out eyeballs and put on the autofire.

LEVEL 3:

The main problem on this level is the mass of running chickens. Stay in the middle of the screen near to the top if possible. When you become the beast, keep pressing fire to keep somersaulting long as there aren't any holes.

Only use your breath on the end-of-level baddy; keep pressing right and fire to breath on it. After it has moved in a bit, follow it and repeat the above procedure to kill it.

LEVEL 4:

When you become the beast use ducking punches instead of the special weapon. When you come to the Nelf-created creature go to the far right-hand side of the screen and hold down fire.

LEVEL 5:

Stay high up all the time on a slate in the middle of the screen as on level 3, otherwise the fish will turn into wheels and run over you about three times

When you get to the end-of-level monster just jump over him, hit him once, jump over him again, hit him again and repeat this until he's dead.

At this stage you need at least one full life if in one-player mode; anything less and you've got no chance. However in two-player mode it isn't much of a problem.

1.47 alternate reality - the city

Part 1:

ALTERNATE REALITY begins with the first of six scenarios in THE CITY. Your character, after escaping from the spaceship in which he was abducted from his home, will find himself facing the Floating Gate in the City Square. Your character will have 3 packets of food, 3 flasks of water and some money. Although food and water will always be of concern in this game, you need not worry about them at this time. You do need a weapon.

To the north and south of this position are shops. To the west is a smithy's; and to the east, one of the three banks. Near the bank there is a tavern, and near the smithy's there is an inn. Turn to the west and enter the smithy's. Make an offer on a dagger of slightly under whatever your character was given at the start of the game. If the smithy will not accept this offer, try making an offer on a stiletto.

Once armed, you are prepared as a beginning character to take on THE CITY. THE CITY is primarily a game of mapping and building your character for the scenarios that are supposed to follow.

Although the city square is reputed to be one of the safest parts of town, it is not the cheapest; and you will need to find cheaper inns and taverns in order to survive the initial development of your character.

There are in THE CITY: 7 inns, 14 taverns, 3 banks, 15 shops, 4 smithies, 2 healers, and 12 guilds.

Inns provide a safe place for your character to rest and regain hit points. Inns will also allow you to check the time.

Taverns supply food and water. Food packets and water flasks are never offered for sale at the same time.

Banks will allow you to deposit your money in three types of accounts with increasing risk. They will also purchase gems and jewels.

Shops sell a wide variety of clothing which is of little importance in this first scenario. Shops also sell compasses for 5 silver pieces.

Smithies sell armour and weapons. As with the shops, prices vary and few items are cheap.

There are two healers. Healers can serve a variety of purposes, but are most useful for curing disease.

There are 12 guilds in THE CITY. In this first scenario your character may not join the guilds, but they still have their usefulness. Your first visit to a guild will improve one of your stats or your chances of surviving. Guilds can also remove curses from weapons and armour. Prices for these services vary from

guild to guild.

The map for THE CITY is 64 squares by 64 squares. Square 1,1 is in the southwestern corner. When I give locations, I will be giving first the number of squares north on the map, the second number will be the number of squares east on the map. When I give the location of a place, the coordinates listed will be those of the actual place. If you must enter from a specific direction, and it is not an obvious door, these directions will be listed after the coordinates.

The following is a list of Inns, Taverns, Banks, Shops, Smithies, Healers and Guilds, and their corresponding map coordinates.

INNS:

26, 32 Prices high*
25, 33 Prices high* (*these are both the same inn)
24, 33 Reasonable
20, 10 Reasonable
04, 32 Very expensive
07, 61 Cheap
53, 34 Reasonable
55, 29 Cheap

More hit restoring benefits seemed to be gained by renting a room with a bath, but this is not a universal rule. Let your purse and needs decide.

TAVERNS:

30, 40 Expensive
20, 33 Reasonable, hours limited
25, 08 Reasonable, hours limited, enter from south
13, 14 Reasonable, special song at midnight
10, 45 Reasonable
03, 61 Cheap
31, 61 Reasonable, enter from east 32,59 to 32,60 south to 31,60
34, 58 Dues to join, expensive, enter from north
36, 06 Reasonable
36, 07 Reasonable
55, 02 Dues to join, limited hours
63, 21 Cheapest, enter by going north at 63,2, then go east to 64,21, then south
54, 34 Dues to join, limited hours
57, 53 Reasonable, can be entered from south or west

Food packets and/or Pemmican will never be offered at the same time as water flasks. Menus change hourly. It is easiest to find food on even hours, and water on odd. This is not universally true, but a good guide. Almost all taverns sell food at midnight.

BANKS:

28, 39 Interest rates are lower but investment is safe
07, 31 Higher interest rates, more likely to lose money
62, 03 Higher interest, most risky, enter from south at 61,2

Banks that offer higher interest for your deposits are more likely to have bank failures.

SHOPS:

25, 36
31, 36
14, 01 Enter going west from square 15,6
13, 04 Enter going west from square 15,6
06, 20
16, 26
09, 52
10, 53
19, 56
37, 47
56, 34
57, 38 Enter from north
62, 61
60, 27
44, 21-22
38, 10

Shops carry a wide variety of clothing which has no importance in THE CITY, but will become important in THE DUNGEON. Shops have different hours. All shops sell compasses for 5 silver.

SMITHIES:

28, 33
10, 55
35, 51
33, 20 Enter from north

Smithies have different hours. Goods change, prices change, and almost everything is expensive.

HEALERS:

20, 05
30, 30

Healers tend to be open for business on ODD hours. Repeated visits in one day will cause prices to increase.

GUILDS:

44, 35 Thieves Guild, increase skill, enter from west
03, 56 Assassins Guild, increase stealth, north from 2,57 to south from 04, 56
15, 48 Red Wizards Guild, increase strength, north from 13,47 east to
14, 48 north
22, 34 Dark Wizards Guild, increase charm
48, 19 Blue Wizards Guild, increase speed, enter from west
12, 28 Star Wizards Guild, increase hit points and strength
15, 06 Physicians Guild, increase hit points, enter from west
05, 03 Light Wizards Guild, increase wisdom, enter from west
60, 51 Wizards of Chaos Guild, increase charm, enter from east
50, 58 Guild of the Order, increase intelligence
50, 62 Wizards of Law Guild, increase wisdom
43, 12 Green Wizards Academy, increase stamina, enter from north

Guilds will raise your stats on your first visit to them. Guilds can remove curses from armour and weapons. Costs will vary from guild to guild. Prices can be as low as 2,000 coppers or as high as 11,000 coppers.

POTIONS:

COLOUR	TASTE	SIP	EFFECT	LEGEND
Amber	PLN	C	Cure Poison	Tastes
	PLN	DD	Poison	SWT Sweet
	SOUR	S	Spirits	SALT Salty
	SOUR	S	Beer	SOUR Sour
Black	ACID	C	Invulnerability	Fire BIT Bitter
	ALK	C	Invulnerability	Water ALK Alkaline
	BIT	C	Invulnerability	Mental ACID Acidic
	BIT	U	Delusion	PLN Plain
	DRY	C	Invulnerability	Power DRY Dry
	PLN	C	Invulnerability	Sharp
	PLN	C	Invulnerability	Blunt Sips
	PLN	C	Fleetness	D Danger
	SALT	C	Invulnerability	Air C Caution
	SOUR	S	Beer	S Safe
	SOUR	DD	Strong Poison	DD Dangerous
	SOUR	C	Invulnerability	Earth U Unsure
	SWT	C	Invulnerability	Cleric
Clear	ACID	S	Cure	
	ACID	C	Water	
	ACID	DD	Acid	
	ACID	C	Cleanse	
	BIT	C	Unnoticeability	
	DRY	C	Mineral Water	
	DRY	C	Invisibility	
	PLN	C	Water	
	PLN	C	Invisibility	
	SALT	S	SaltWater	
Green	SOUR	C	Heal Minor Wounds	
	SWT	DD	Ugliness -1	Charisma pt.
Orange	BIT	S	Inebriation	
	SOUR	C	Protection+2	
	SWT	C	Protection+1	
	SWT	DD	Dumbness -1	Int. pt.
Red	ACID	S	Vinegar	
	BIT	C	Strength	
	DRY	S	Wine	
	SWT	C	Treasure Finding	
	SWT	DD	Deadly Poison	
	SWT	C	Fruit Juice	
Silver	BIT	D	Weak Poison	
	BIT	C	Intelligence	
	PLN	C	Cure Major Wounds	
	SWT	C	Charisma	
White	ALK	C	Milk	
	ALK	C	Healing	
	ALK	DD	Poison	
	BIT	DD	Slowness	
	SALT	C	Heal All	
Yellow	BIT	C	Noticeability	
	DRY	DD	Weakness -1	Str. pt.
	PLN	C	Cure Wounds	

Potions can be helpful or harmful. The higher your wisdom and intelligence, the more easily you will be able to identify the potions. Some potions such as Fleetness and Protection+1 and Protection+2 have a greater frequency of

occurrence than do the others. What a potion will be is randomly decided by the program when you unseal the potion.

You can increase your control over potions by saving them, saving your character, making backup copies, re-entering the game and trying them. If you are not satisfied with the potions you got, you can restore and try again. Treasure Finding will greatly increase your ability to find money, potions and weapons!

GAME HINTS:

- 1 Save your character often to a separate backup disk!
- 2 Have (or get) a fast copy utility. Do NOT use the backup utility that comes with the game.
- 3 Copy your character to several disks when:
 - A You have many potions or
 - B You are about to increase a level. Enter the game with each of these disks, keeping notes on what potions you found or what stats were increased. Use the best of the ones you tried, or re-copy and try again!
- 4 Avoid Brown Molds, Black Slimes, and Giant Rats as often as possible until you are either rich and can afford trips to the healers, or can defeat these monsters. Tricking them is a successful means of defeating these disease giving creatures IF you have high enough intelligence.
- 5 Do not carry more food, water, gold and gems than you really need to. Excess weight will cause your character to become weary sooner and reduce your adventuring time between stops at the inns.
- 6 Do not bother to examine or taste potions, just sip. Avoid too many protection potions as this will cause your character to crash.
- 7 While still a lower level character, avoid being out at night or in the rain.
- 8 When finding a weapon, always equip it as a secondary weapon in case it is cursed.

1.48 The Amazing Spiderman

On the highscores type "generic". (I'm not sure if this means type it or enter it as your name, so try them both.) Now when you press <HELP> during play you'll receive full energy.

1.49 amiganoid

Level Codes:

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 amnios

Level Codes:

```
2 FRDSNSMNGR
3 PLFRMNLQSN
4 LSNBRGNSLQ
5 LKMCTKSCDF
6 STBNLMRCHL
7 RCHLMCLRMS
8 THBSTSTFTT
9 THTHJJRSNN
10 MLFNDBTFLL
11 BTMNDHRCH
```

1.51 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 <HELP> to see a hidden message.

Try these names (watch the capitals):

```
Carrine   Mel Dithell   Stephen
Daisy     Pudsie Lionet   Vanner
```

1.52 anarchy - psyclapse

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

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 another world

It is worth remembering after the blast run in the arena the directions for pressing the correct buttons are: <FIRE>, down, <FIRE>, left 2, down, <FIRE>, up 3, and <FIRE>. You will now be launched into the female sanctum.

First note that there are three ways of working the gun:

- * A single quick press will fire a thin beam for breaking ropes, disconnecting cables and killing enemy personnel.
- * Hold down <FIRE> until an energy ball appears then let go and a shield will form. This stops laser shots.
- * Hold down the button until the energy ball swells and begins to hum. Then let go and you will fire a big beam.

To enter a new Level Code, you must die first then press <C> when asked to Press Fire to Continue.

Level Codes are below or try these: LDCI, LDIJ, KJIA, LAEA, GABK, KCGB

And now, the Solution:

Get out of the water to begin with!

Level One - Code: EDJI - IN THE LAKE

Go left and take note of the vine.

Go right past the water.

Here are a number of worm-like creatures - kick them to kill them.

Go right - more worms.

Kick these as well, but watch for the worms that drop from the roof.

Go right until you encounter a big black beastie.

Now turn and run back to the screen with the hanging vine.

Take a running jump at the vine - don't stop or you'll die!

Jump off the vine when it breaks and run right.

Keep running until you get to the screen where you first met the beast.

Level 2 - Code: HICI - IN THE PRISON

You wake up in a cage with an alien for company.

Rock the cage left and right until it drops.

Pick up the gun.

Run right, protecting your alien friend by shooting the guards.

Use the shield to protect the alien while he opens the door.

Now follow him through the door, to the lift.

Go down to the bottom level.

Go to the end and shoot out the small flashing light on the wall.

Take the lift to the next level up.

Blast the door, run and jump up.

Wait for the alien, then open the door and walk in.

Level 3 - Code: FLLD - IN THE SEWER

Into the small tunnels underground:

Go left, Drop down.

Go right, Drop down.

Go right, Drop down.
Go left, Drop down.
Go right, Drop down.

Level 4 - Code: LIBC - FIRST RECHARGER

Go left through the door and charge your gun.
Go right, then blast through three doors.
Run right to the exit.
Kill the guard then walk to the edge of the broken bridge.
Leap onto the lower right ledge.
Blast a hole in the wall and go through it.

Level 5 - Code: CCAL - IN THE CAVE

Go right and down the first shaft.
Go right again then down onto the large rock.
Jump right, then go right and jump over the spiked pit.
Walk to the next screen, wait for the large rock to crash to the floor.
(Don't forget to dodge the flying creature!)
When two rocks fall and hit the floor together, run!
Repeat this on the next screen.
Beware of the tentacles (they can be shot, or you can run past them).
Go right - You'll find more tentacles as well as some snapping traps.
Jump over the traps, continue right to the end and blast the wall.

Level 6 - Code: EDIL - END OF CAVES

Go back to the screen with the falling rocks.
Walk up the slope, turn around and shoot at the flying creature.
Walk on to the next screen and watch!
Take a running jump at the stalactite, climb on top of it and jump on to the next one from there.
Repeat this procedure with all of them.
If you do all this correctly you should end up on a large rock.

Level 7 - Code: FADK - T-SHAPED ROCK

Walk left off the rock, turn and blast the rock, then walk up the rock.
Go right, jump over two pits, then one pit.
Walk right, blast the wall to let in the water, then turn and run like buggery! (don't forget to jump over the pits, though!)
Go right and blast the wall.
Now go past the steps and across the dried up waterfall.

Level 8 - Code: KCIJ - TEMPLE ENTRANCE

Observe the alien trapped below.
Exit left over the waterfall and go through the door.
Go down the steps, walk right and kill the guard.
Go back up the steps and shoot at the light chain (this releases the alien above).
Go back down the steps and run right as far as you can go.
Kick the guard, then run and pick up the gun.
Kill the guard and run right
Ignore the guards here!

Level 9 - Code: ICAH - BY THE POOL

Dive into the water, swim across, climb out and have a look around.
Swim down to the hole in the wall, left along the tunnel, and up into the second shaft for a breath of air.
Swim right down to the bottom of the shaft, go right, get out for some air, and fire at the pulsating line.
Now reverse these moves to go back to the pool surface.

Level 10 - Code: FIEI - POWERLINE

Go left and kill the guard.
Go right, up the stairs, and kill the guard on the left at the top of the stairs.
Jump across right, blast the two doors down, and get your blaster ready to fire at the last door as the protective shield fades.
Accurate timing and speed are needed to kill the guard.
(Alternatively you can blast the last door, shield, jump the fireballs, then kill the guard).
Go right, blast the door, then go right again.
Jump up to recharge your gun, then go right.
Watch the reflection of the guard on the bottom of the green sphere.
Fire at the sphere when the guard's reflection is directly under it.
Go left to the stairs, down the stairs, then down and right to the pool.
Swim across and get out to find the guard dead.
Go right.

Level 11 - Code: LALD - BLAST RUN

Jump down the opening, go right and blast the door.
Run to the end of the corridor.
Turn and put up a shield, then wait until the alien puts his arm down and pulls you up.
Stay on the left side of the opening until the rocks fall, then follow the alien into the tank.
To escape, press the top left-hand green button.
(But you may wish to have some fun by pressing a few others first!)

Level 12 - Code: LFEK - TOWER BATH

Exit from the pod, run right onto the next screen and kill the guards.
Now run right.
Sit back and leave the machine in drive.
Crawl across the floor to the levers on the right and wait for the guard to walk towards you.
Pull the lever to kill the guard with the laser.
Now pull the second lever, and crawl back to the light circle on the floor to escape from Another World!

1.54 ant heads - icftd 2

complete solution:

DAY 1

Gather as much information from Biff and Dusty on the first day, but if you've got the information from previous games then don't worry, as it doesn't change.

Get into your car and go to the KBUG radio station. Dusty will tell you of the latest ant attack to occur and will give you a Geiger counter and a gun.

Hang around for a while until the afternoon, then go round to the Platt University lab, where you will meet the boy Billy and his rather strange father. When they start talking to you, ignore the gibberish that his dad speaks but listen carefully to what Billy has to say.

If you want further information then try asking the fortune tellers and expect to get home around eight o'clock.

DAY 2

Go out to the KBUG radio station again, where Dusty will tell you about a threat from the G-men. Go back to the lab afterwards, where Billy once again provides some useful information.

At about one o'clock go to Neptune Hall, where you'll find that Billy Bob has managed to sprout a rather fetching set of antennae. Pull out your gun and blast his antennae off. When he comes around he will give you an important number, so make a note of it.

DAY 3

You should wake up at nine o'clock when Jakie comes round and knocks on the door. Unfortunately, your early morning visitor is one of the Ant-heads, so get the trusty old gun working and write down the number again. Go to the Ore Plant and befriend the manager by selecting choice A at the appropriate time. Take the train to section M-3 and do the business against the ants, then get back to the lab for some more useful info from Billy.

Go to the Police Station and get the old 'he must have tripped on his shoelace, your honour' treatment so you get knocked unconscious. When you wake up, the nurse will give you the position of the vault. Go to the vault and get the records containing the conversion process, then make a run for it.

DAY 4

Drop by Elma's and when he becomes an Anthead blast his stalk to get the last number. Now you have all three numbers, try and get into the hospital any way you can (preferably without injury). Get the lift to the basement and find the morgue in the top right-hand corner - you can spot it by the four black slabs and the safe. Enter the numbers in the order you recieved them and you should be able to get the secret documents which will cause the realisation of the Antheads' existence, so now you can take them on face-to-face.

1.55 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.

1.56 ants

Level Codes:

```
01 INTRO  15 TERRA  29 CASTOR 43 FLAME
02 NITRO  16 EMPIRE 30 ICED   44 EXOFRAME
03 PRISON 17 OEDIPUS 31 DONKEY 45 SCORE
04 TYRELL 18 ULYSEES 32 ROBOMAN 46 AYURSO40
05 FORD   19 KRAKEN 33 SUBRUN 47 NEMO
06 KLINGON 20 FLEECE 34 BLISTER 48 MEGA
07 POLICE 21 INDEX  35 PANDORA 49 INGOT
08 JUMP   22 XENEX  36 HOPE    50 WRAITH
09 EDEN   23 KIRK   37 ETHEREAL 51 YTANGA
10 AADVARK 24 FIREFOX 38 VISTA  52 IBSEN
11 P TAU   25 PREACH 39 ANGST  53 NATION
12 REGULUS 26 CHORD  40 TEMPER 54 JUXTA
13 SABRE   27 TOCCATA 41 STEEL  55 WURZEL
14 RASTA   28 PLAIN  42 MONGOOSE 56 FIN
```

1.57 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
```

1.58 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 at the same time the on-screen action will slow down approximately 50%.

1.59 apocalypse - virgin

The cheat mode is "FRANK" backwards and it must be entered during play as follows:

Press and hold <K>, press and hold <N>, release <K>, press and hold <A>, release <N>, press and hold <R>, release <A>, press and hold <F>, release <R>, release <F>.

You are now invulnerable to enemy fire. At the beginning of each level the cheat is disabled and must be reentered to reenale it.

1.60 apprentice - rainbow arts

During play, press and hold and <F3> for 50 guys and all the extras.

On the title screen press the <TAB> key to go to the password screen.

Now type any of the following level codes:

"WIZARD", "GUILD", "SPELLS", "ARCANE", "DRUID", and "FAERIE".

1.61 aquanaut - f1 licenceware

During play, hold down <HELP> and press <FIRE> to skip levels. You can skip right to the lame ending.

Enter "BINARY FISH" for your name in the highscore table and use the following keys during play:

<L> completes level
<C> pass through walls
<I> infinite lives

1.62 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.

1.63 arabian nights

On the title screen type "SIMEON". The bottom half of the screen will then flash red to acknowledge you have activated the cheat mode. You will now be able to press and hold down <LEFT AMIGA> key during the game to become invincible. You can also press and hold down <K> on the kart section to maintain top speed.

Also try any of the following ingame keys for different effects:

<F1> Gives you the power sword
<F10> PAL/NTSC
<TAB> Skips levels
<H> Slow motion
<E> English
<F> French
<G> German
<I> Italiano
<D> Dutch

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

1.64 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 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 the pocket. Select save, then New to start with one ball left on 0 minutes and 00 seconds.

1.65 archer mcleans 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.

1.66 archipelagos

Finish the first two Archipelagos and hit <RETURN> to select another. Type "8421" and hit <RETURN> twice. Now you can go wherever you want. (possibly do it after booting)
Enter "1" to "999" followed by <RETURN> key to select island.

Firstly, you have to remember that all the minion rocks have to be connected by land to the monolith. This doesn't have to be a direct route, but just so that you can trace a path from rock to obelisk without crossing water. The easiest way to do this is, when searching for the stones, not to jump over the small stretches of water you come across. Deposit a bit of land and then cross. That way, before you know it, you've linked all the islands in the archipelago.

Something else worth remembering is that the stones are widely spaced. You don't have a time limit finding them, so wander around for a bit. Note the position of the stone nearest the monolith and destroy this

one last. That makes your job of destroying the monolith within the 90 second time limit a bit easier.

Now for a couple of odds and ends. The easiest way to get rid of the necromancer is to build a piece of land, about three squares long and one wide, jutting out from the coastline just before where the necromancer will strike. He will teleport to another section of land, after a delay. The lost souls are indestructible, so give them a wide berth. Don't worry about running out of energy when creating land, as the energy rocks are in abundance. Finally try and find the blood eggs before they hatch. When they burst they spread their poison to the whole lot of the connected islands, even through the sand as well as the land connections.

1.67 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"

Some other helpful hints are:

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.

1.68 arkanoid

Press <SPACE> to pause the game and type in "DSIMAGIC" or "MINIMAGIC". (don't hit <RETURN>) Press the <SPACE> again and catch the yellow "DS" capsule that falls from the centre of the screen. Now following keys are active.

<F3> instead of <F1> for a one player: extra 33 levels game or
<F4> instead of <F2> for a two player game.
<ENTER> Level Skip (<ENTER> on keypad)

 Break Opens gates and awards bonus points
<C> Catch Holds ball

<D> Disruption Split into 3 balls
<E> Expand Makes Vaus larger
<F> transport to the final screen where you confront Doh
<L> Laser Gives you a laser used with mouse button
<P> Extra Player
<S> Slow Slows down ball

While the game is loading, hold down <LEFT MOUSE>. After a while, the title screen for Robocop will appear. Let go of the button and the game will begin. Then, when you die, type "ROBOCOPPER" on the title screen and you will restart where you left off.

1.69 arkanoid 2 - revenge of doh

Type with <CAPS LOCK> on
on high score screen:
"DEBBIE S" for unlimited lives
on title screen:
"WHENWORLDSCOLLIDE" <S> during play for level skip
"MAGENTA" (with <CAPS LOCK> ?) <S> during play for level skip
"PETEJOHNSONWANTSHEAT" <S> during play for level skip
"DALEY-88" or "DAILY-88" continue on the same level you died on
"ROBOCOPPETER" also continuous mode

Press <RIGHT MOUSE> during loading to see an advertisement for Robocop.

1.70 arkanoid 3

When the pink loading screen appears, hold down <CAPS LOCK> and type
"IMAGINE"

When the opening bit plays, type "PETEJOHNSONWANTSHEAT". Now, when you press <S>, it causes both exits to open, and you can go on to the next screen without finishing it.

Or, type "DALEY88" instead at the pink screen, and you can now restart at the level you last died on!

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

While the game is loading, hold down the <LEFT MOUSE>. After a while, the title screen for Robocop will appear. Let go of the button and the game will begin. Then, when you die, type "ROBOCOPPER" on the title screen and you will restart where you left off.

1.71 armalyte

While playing, press <P> to pause the game and type in "Delta 3" or "Delta3". You should now have infinite lives. Press

- <1> to power down weapon
- <2> to power up weapon
- <F> to advance levels

1.72 armoureddon

When in the HQ, access the message screen. Move the arrow so that it points to the first letter of the message highlighted in yellow. Now hold down the <ESC> key and press <LEFT MOUSE>. The words "YOU WOULDN'T LET IT LIE!" should appear, indicating that the cheat mode has been activated. The cheat makes your craft invincible and gives you unlimited firepower and fuel as well. 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 <LEFT MOUSE>. The message "LOOK AT THE SIZE OF THAT SAUSAGE!" should appear. The cheat mode is deactivated.

Armoureddon 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 <LEFT MOUSE> to find a vertical line. The keys to use are:

- <F9> Zoom in
- <F10> Zoom out
- <7> and <8> and brackets (numeric keypad) rotate object
- Cursor left previous object
- Cursor right next object
- <ESC> exit
- <F1> - <F6> access the relevant section

Type "ALF" on the high score table for infinite credits.

1.73 army moves

Type "KARENBROADHURST" on the title screen for infinite energy. On level one hold down the <ALT>, <1> and <D> for invincibility. On level two hold down the <ALT>, <1> and <J> for invincibility. The code for part two is '101069'.

1.74 arnie - zepplin

Enter "RED WIZARDS OF THAY!" for your name on the high score table and use the following keys during play:

- <F1> Invincibility on
- <F2> Invincibility off
- <F10> refill energy
- <HELP> skip levels

1.75 arnie 2 - zeppelin

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

1.76 artura

During play, type "MOLE" for unlimited energy.

1.77 assassin - team 17

On the high score screen, try typing in any of the following: "ASSASSIN", "SUPERFROG", "PROJECT X", "ALIEN BREED", "THE ONE AND ONLY", "PSIONIC CREW", "BODY BLOWS", "OVERDRIVE" or "PSIONIC SYSTEMS".

Enter "MIDAN" on the high score screen. The game replies with "You are a Fat Little Git". This cheat allows you after losing all lives, to restart the game on whichever level you died on, instead of level one.

On the first mission (The Landing), climb up to the highest possible point of the left-hand side of the first tree you come to until you are blocked by the leaves (press <SHIFT>) and type: "NICEVIEWFROMUPHEREMATE". The border should flash and unpause the game (it will have paused from the "P" in UP.) Infinite energy will now be yours and the in-game keys will be activated.

```
<1> - <6> To select mission
<E>   To skip to the Boss
<S>   Extra time
<W>   Extra weaponry
<C>   Grants infinite continues
```

1.78 assassin special edition - team 17

During play simply type "ANOTHERCHEATMODE", the screen will flash to acknowledge the cheat mode has been activated. This gives you infinite lives and you can also press any of these keys during play:

```
<E>   Skip to end of level
<D>   Die
<W>   Full weapons
<N>   Level skip
<HELP> Level skip
<1> to <6> Tops up weapons
```

1.79 asterix & obelix - operation hinkelstein

Press <F7> when you run out of lives.

1.80 astral - lk avalon

Enter any of the following for the password:

```
"809104" unlimited lives
"017899" invicibility
"772170" unlimited energy
"201171" ?
"975310" no enemies
```

Level Codes:

```
World 1 000000
2 092017
3 600810
4 469613
```

1.81 astro marine corps

Enter "CREEP" for your name on the high score table for 10 lives, lots of time, and extra energy.

Press <F6> and type in any of the following passwords:

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

1.82 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).

1.83 atax

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

1.84 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.

1.85 atomic robokid

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

1.86 atomina

N; E; Look letter-box -> envelope; Use knife on envelope -> key; Unlock door; Look under doormat -> key; W; S; Unlock metal door in castle; N; E; E; E; Look under bed -> grammophone; W; U; Look in box -> ABBA record; D; N; N; W; S -> Hammer; N; W -> Flashlight; Look under sack -> D; Use knife on wire -> key; U; E; U; E; Unlock cupboard; Look in cupboard -> rope; W; N; W; D; Drop rope in hole; D; Use grammophone -> E; D; Look under dirty water -> corkscrew; D; Look in coffin -> revolver; Use revolver on lock -> E; S; Explore this area urself; Look under bones -> pearl; Use corkscrew on bottle; To exit back to coffin area, go pagan temple; Look behind pagan temple -> E; U -> out; W; D; Take water with bottle; Go back down Look behind casks -> N; use water on beanstalk; U -> gold key, knife; Go boat & use knife on rope; W -> back at castle; Go back to troll bridge; W; Unlock safe with gold key; Look in safe -> crown; Go back in castle;

extras: hammer (use on bottle), rusty key (unlock E castle door)

1.87 atomino

Level Codes:

```
10 IDYLL  60 INFERNAL
20 TAURUS  70 FOSSIL
30 NEPTUNE 80 POISON
40 PHOTON  90 SOUP
50 PLANKTON 100 SULPHATE
```

Codes for the different sections:

```
10 ACID  50 CAVE
20 ARROW 60 ELIXIR
30 EMISSION 70 BONE
40 LAVA  80 WOOD
```

Codes for another game?

```
10 VUWS  60 ZYVI  110 XBAO
20 KGFP  70 GCCG  120 FLXP
30 BQZP  80 EVUG  130 XHIZ
40 YWFH  90 OLLM  140 SJUK
50 QBDH 100 QJXR  144 GVXQ
```

1.88 atomix - thalion

While playing, press the <HELP> key and type in "TIME" to freeze the clock. If this doesn't work then go to password screen and type it there.

1.89 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

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

- <ESC> Return to the main menu
- 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 <SPACE> takes you to the block select screen, where you can select any block by pressing <FIRE>. 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 <,> and <.>, 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 keys:

- <CURSOR UP> Increase baddie speed
- <CURSOR LEFT> Decrease rate the baddies drop hazards
- <CURSOR RIGHT> Increase rate the baddies drop hazards
(from 01 (fastest) to 99 (slowest)
(00 means it'll never drop anything)
- <CURSOR DOWN> Increase drop speed by 10
- <9> Change the speed at which the baddies will 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.

1.90 atr - team 17

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

1.91 auntarctic adventure

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.

1.92 australo piticus mechanicus

Press <CAPS LOCK> to activate the cheat mode.

1.93 awesome - psygnosis

To become indestructable, gain infinite money and fuel, complete the first attack level. When the shields/weapons screen appears, move the cursor to the top left corner of the screen. This will place it in the shields box. Now press <FIRE> while hitting <+> on the keypad. The screen will flash, indicating that the cheat mode has been activated. If the screen does not flash, keep pressing <FIRE> and hitting <+> simulataneously. It will work eventually. Now transfer all the energy to the weapons. Shields can still be drained by hits and colliding with objects, but once it reaches 000, the ship can not be destroyed. Also the following keys will now be available during play:

```
<F6> replenish life meter
<F1> Finish shoot'em up sections
<1> Remove extra weapon
<2>-<9> Select weapons
<->,<=> Other weapons
```

The last keys in the first row starting with <0> give you also weapons.

To win at the game, simply choose the last planet as the destination. Once you enter the spaceport, there will be a short animation showing your ship leaving the galaxy.

1.94 axel's magic hammer

Press the function keys in reverse order (<F10> - <F1>). Now press a number (<1> - <8>) during play to skip to that level.

1.95 aztec tomb

Steer the boat towards the cliffs, and when the cliffs are on the screen, type "Jump overboard".

1.96 b.c. kid

Select 'OPTIONS' from the title screen. On the option screen, use and enter the following sequence:

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT

Now start the game and infinite lives are yours.

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 volcanoes.

1.97 baal - psyclapse

During the load push <RIGHT MOUSE> for infinite lives as the screen blanks. In the second cavern there is a force field that seems impossible to get rid of. To get the time machine chunk beyond it, simply fall off the right side of the phone booth platform above.

Get a high score over 1,000 points then quit game by holding <FIRE> and hitting <ESC>. You will be taken to the high score table. Type "LOVEBUNDLE" and hit <RETURN>. On the screen will be shown "PASSWORD ACCEPTED. TEST MODE ACTIVATED. TO DEACTIVATED JUST TWICE HIT RETURN." 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-OVERTOYOUHAVE"

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 unpauses 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.

Here are all the coordinates of all the jetpack platforms, in the order you should go to them to finish the game. X/Y, X being width and Y being height:

Level 1: 31/16 (cartridge 2),
02/25, 52/30 (cartridge 3),
51/00, 24/38, 62/13, 02/50, 64/49, 33/58 (exit to level 2).

Level 2: 34/30, 54/12 (cartridge 4),
16/12, 00/24, 03/34, 30/47, 54/12 (exit to level 3).

The jetpack isn't used on level 3.

Teleporter codes:

Level 1:
13 00 29 16 24
64 53 50 25 04
58 49 48 38
32 68 00 29

Level 2:

```
12 12 48 56 30
17 54 35 02 34
24 34
02 06
```

1.98 baby joe

Level Codes:

```
2 YOUPI
3 GLOUP
4 MUMMY
```

1.99 back to the future ii

Pause the game and type in "THE ONLY NEAT THING TO DO". This will give you unlimited lives. You can also skip levels by pressing <SHIFT> and <Z>. (Could also be without spaces)

1.100 back to the future iii

To beat each level, type in the following word while the level storyboard is showing:

```
Level 1 "ROTTEN CHEAT"
Level 2 "LOUSY CHEAT"
Level 3 "LOW DOWN CHEAT"
```

1.101 bad company - vector dean

During play, type "TIGER" now press <F5> for infinite energy. Some of the other function keys do stuff, but nothing that will help you. Pressing <TAB> or <ENTER> (numeric keypad) seems to lock up the game. If you accidentally hit either of those two keys, hold down <LEFT MOUSE> and press <F1>. This will end the game and bring you back to the title screen (at least you won't have to reboot).

1.102 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.

1.103 ballyhoo

Hurry, hurry, hurry! Step right this way, ladies and gentlemen, to see the wonders of the ages. Witness death-defying feats of derring-do and digital dexterity! Behold the fascinating freaks of fiendish fortune, fettered with fantasies far from the furthest feelings of the fortunate few! Experience elephants, learn from the lions and make a monkey out of yourself! All this for one thin dime, one tenth of a dollar! Hurry, hurry, hurry! (Get away from here kid, you bother me!) Infocom's latest mystery game is far from what you might expect if you've played WITNESS, SUSPECT or DEADLINE. In fact, it has more in common with the adventure series, where you have to find the right items and do the right things with them in order to solve the game. So let's begin. As always, mapping is a key to playing through successfully. All the action takes place on the grounds of THE CIRCUS THAT TIME FORGOT, INC. At the start of the game, there are only a limited number of places you can visit, so your first job is to find out how to get to those other places that are currently blocked to you. You begin In the Wings. The Big Top lies to the north, and the rest of the circus grounds south. So head south. You are in the Connection, a kind of crossroads. You will see a midget. If you have read the Official Souvenir Program, you will recognize him as Comrade Thumb, a Russian emigre clown. A word of advice: You will find few people here on your side, so make friends where you can. "Lift the midget" to help the poor guy get a drink, then note where the fountain is for later. There is a temporarily impassable turnstile to the east, so go south again. You are now Near the White Wagon, the business office. The door is locked and you have no key, so leave this for later. But do take the pole that is sticking out from under the wagon. Read the banner to the south. "Egress" is not a wild beast, but stay away from it anyway if you don't want the game to end. Instead, head west. You will be by a second turnstile. Two clowns will get through, but you can't yet. Be sure to watch and listen to everything they do and say. If you look into the cage by the turnstile, you will see the blind guard, Harry. Harry is a veritable encyclopedia of information, and about the only friend you can talk to. Be sure to applaud when Comrade Thumb finishes his act, wait for him to pass through, then head west again. You are now in the Prop Tent. Leave everything you see, and hide behind the cardboard cutout of William Howard Taft, then listen to the whole conversation. The owner's daughter, Chelsea, has been kidnapped! By the sound of him, this detective that Mr. Munrab (spell it backwards) has hired is no Sam Spade. There's only one person who can find Chelsea, and that's you! After they leave, head east into the Back Yard, then north to Beside the Big Top. Pick up the mask, and then go east back to the connection. Head north again into the wings. A portion of the bleachers has been pulled away. Head northeast, search the garbage and take the ticket you find there. Then head southwest and north. You are now in the Performance Ring, ready to perform your first death-defying act. The roustabout with the headphones you saw leave as you entered the Big Top (remember him!) has removed the safety net. So drop everything but the fiberglass pole, and climb the rope ladder. Keep going east until you reach the other platform. Now that was easy, wasn't it? Take the balloon, and go west until you get back to the first platform. Try to go down. You'll drop the pole, but never mind. Then down again and pick up everything, then go south twice back to the Connection. Punch either the red or blue dot on your ticket, then "insert ticket in slot." You'll get your ticket back and you can go east through the turnstile into the Midway. You must repeat this every time you use this turnstile. Examine the pitchman and the detective (and the monkey). Then go south into the Menagerie, and southeast into the Menagerie Nook. To the north is a cage. Look inside it. Use the pole to get the key ring, then unlock the cage, open the

door and go north into the cage. Take the headphones and the bucket, go south, northwest, north, and west back through the turnstile. Make your way back to the Prop Tent. I found it a good place to leave everything until you need it. Drop everything but the balloon. Go east. Now "open the balloon"; then "inhale helium" and say "Harry, hello." Your high-pitched voice will make him think you are Comrade Thumb, and he will buzz you through. Go south. You are now in the Camp (East), west of Gottfried von Katzenjammer's trailer. Head west to Camp (West), with Clown Alley to the South. Leave both of those until later. Instead, it's time you learned the fine art of "sidewalling." "Sidewall" or "crawl under" the canvas, and you'll find yourself back in the Prop Tent. Aha! What is this? A piece of wood? Examine it. Seems harmless enough, so pick it up. When prompted, try entering an obscenity; if shy, just say "ow." Drop the mousetrap, take the piece of meat out of the bucket, and then drop the meat. Timing is crucial here. Go east out of the Prop Tent, then west back in. You'll hear scurrying. Go out and back in again. You will see a mouse. "Catch mouse with bucket." Now take the ticket and the bucket and head back to the Menagerie. The real fun is about to begin! Okay, you're back at the Menagerie, armed with your ticket and a bucket with a mouse in it. Try going east. You have just met Hannibal, the elephant. Take the mouse, then show the mouse to the elephant twice. Hannibal will blow the mouse out of your hand. Wait. The petrified pachyderm will break loose from his chains in fright and plow through the fence to the southwest. Go through the elephant-sized hole to the southwest. You have returned to the White Wagon, only this time you notice a ladder attached to the rear. Climb up the ladder until you are On the Wagon. Turn the crank, then look in the wagon. Mr. Munrab is hard at work. The poor man is so tense, you shouldn't bother him. But you have to get in there, so you must get him to leave first. From your perch, knock on the door. He will open the door and, quite perplexed at finding no one there, he will leave. Time is of the essence now. Go "in" and lock the door. Ignore the books and the sheepskin; just examine the desk and take the spreadsheet you find there. Now, move the desk and "up". You will be back on top of the wagon and Mr. Munrab, none the wiser, will close the panel. Go down to the ground, making sure you pick up anything you might have dropped, and back northeast to the Menagerie. Now, go north, east, and east again till you reach the Far End of the Midway. Go north, then northeast or southeast around Tina, and take the stool. Ignore Tina for the moment; she will certainly ignore you. Make your way back to the Midway and return to the Prop Tent, either through the turnstile or by way of the elephant-sized hole southwest of the Menagerie. Once you have side-walled a tent, you only have to type a direction to go under it again, so go south from the tent and east to Katzenjammer's trailer with the skeleton key in hand. Examine the trailer. Unlock and open the compartment, then take the bullwhip. Go north through the turnstile and then ask Harry about the lions. He will tell you that only Elsie responds to the whip. Return to the Prop Tent and make sure you have all of the following: the key, the stool, the whip, and the meat. Now go east twice and north three times into the Performance Ring. Unlock the cage with the key, open the door, and go west into the Lions' Den. The male shaggy lion is Nimrod; the smooth-bodied female is Elsie. Keep cracking the whip at the smooth lion until she lies down and yawns, then open the grate. The stool will keep the shaggy lion at bay. Throw the meat into the passage, then go east. Go back into the cage and close the grate. Move the lion stand and you will find a cigarette case. Return to the Prop Tent. Carrying your ticket and the cigarette case, go east. Ask Harry about Andrew and Jenny, then be sure to give him the cigarette case. He will feel it and tell you it belongs to Andrew. Go north, east, insert your ticket, and east again through the turnstile, then east once more. Now go south. You are in Jennifer's Boudoir. Show the case to Andrew. Show the case to Jenny. Observe the fracas that follows with amaze-

ment and listen to what is said about the meeting later that night in Katz's trailer. Now go up the stairs into the Wardrobe Closet. Take the dress/suit combination and search it. Take the veil you find. Take the shawl/jacket combo and go up and out of the closet and north. Make your way back to the Prop Tent and relax a minute. For the next series you will just need your ticket. It's time to visit Rimshaw the Incomparable. Return to Midway of the Midway and north into the Hypnotist's arlor. You must give him your ticket, which he will return. You can say "Rimshaw, read my palm" and "Rimshaw, read my head" for fun; but you're on serious business here. Say "Rimshaw, hypnotize me," and he will. In your dreamlike state you will return to your seat high up in the bleachers, with a terrible hunger. Stand up. Now go east, up, east, down, east, up, east, and down. On the way, ignore the hawker. He will relieve you of \$1.85 without your lifting a finger. As soon as you find yourself back In the Wings, a monkey will land on your back. Go south to the Connection, then get in line at the concession stand. Wait till the second line starts. You will have to type "get out of line" twice, then "get in short line." Wait until Jerry's friends all arrive, then get out of the line. When asked if you really want to surrender your place in the long line, say "Yes." Get in the short line, get out of the short line then get in the *long* line. Reverse psychology pays. Now you have a chocolate-covered banana. Bite it. Hmmm, someone else is hungry, too. Drop your hard-won prize and go north Into the Wings. Say hello to the hawker you see taking a break there. Then go up. Some stranger will hurl a granola bar at you and you'll wake from your trance .Stand up and go south, then west. Now side-wall the tent, and you're Under the Bleachers. Search the garbage and you'll find the granola bar. Take it and go south. Who do you know that might appreciate a granola bar? Yes, go east and east again, then north. Examine Tina. She is holding a radio. Go north-east or southeast around her, then give her the granola bar. That got her attention! Say "Tina, hello." Take the hand she offers you, then kiss it. Go northwest or southwest, and you will find the radio. Take it and go south. Return once again to the Prop Tent. You are once again in the Prop Tent, and it's time you got on with the actual business of solving the crime. You have already obtained a clue: the spreadsheet. Examine it. It describes the steadily deteriorating financial condition of one Eddie Smalldone. Unfortunately, this is not much to go on. Examine the headphones. Rewind the tape and then play it until you hear the subliminal voice. So Rimshaw is in on this! Rewind the tape again. For the next series, you will need your ticket, the key, the radio, and the headphones. But first, pay a visit to Harry. Go east and ask Harry about Eddie Smalldone, then ask him about the circus and the gorilla. To tame the gorilla, you will need soothing music, and all you have is Jimi Hendrix and a static-producing radio. Consult your souvenir program again, then turn the radio to WPDL, 1170 on your AM dial. Not much of an improvement , I'm afraid. You will have to improve your reception noticeably. Make your way to the Menagerie Nook. Drop your ticket and the key, then climb the cage. The static will miraculously disappear. "Record music" and wait until the tape stops, just to be sure. Rewind once again to the beginning, then go down. Oops. You seem to have died. Naw! Try typing "restore," then "wait." Take the key and ticket, then go northwest. Unlock the cage with the key, open the door and go west. Behold Mahler the Gorilla! (Just for fun, you might try this wearing the gorilla suit!) Search the straw. A trap door! Now play the tape. Mahler will leave you alone so you can open the trap door and take the ribbon that is in there. Go east and close the door behind you. Make your way back to the Prop Tent. Drop off everything. Take the mask, then go south. Wear the mask and knock on the door of the trailer. When Chuckles lets you in , go south. Examine the ash tray, move the ash and take the scrap of newspaper revealed. Chuckles by then will see through your disguise, but his careless tongue will have revealed "the gift" (i.e., illegal gambling), and

that to reach it you must shove "Annie Oakley" (i.e., your ticket) under the front by the elephant tent. (See the souvenir program for translation of circus lingo.) Go back north into the Prop Tent, and make sure you have the bucket and your ticket. Then make your way to the Menagerie Nook. Slide your ticket under the front, then go east through the secret panel. Take your ticket again. Now it's time to play a little blackjack. There is a \$2.00 house limit, and it doesn't really matter if you win or lose. Play a couple of hands, then type "open panel." Instead of obeying your command, the game will suggest you play another hand. This time, however, something has changed. You will feel someone tapping on your foot. If you pay attention, the number of taps indicates the value of the dealer's hole card. Try to look under the green tablecloth. The game's odds have swung about to your favor, so play as long as you like until Billy Monday 86's you from the Blue Room. Go northwest, then north. You will see the body of the detective. Is he dead? He sure is: Dead drunk, that is. You will have to revive him. Go west through the turnstile. About this time, you will run into Comrade Thumb again. By sign language, he will advise you to return to the Blue Room. First, you must deal with the detective. Pour water on him. This will revive him, and bring on sudden feelings of shame and remorse. You must exploit those feelings while you have his attention. Say "Detective, give me the ransom note." He will produce the note and a trade card for Dr. Nostrum's. (You have one in your BALLYHOO package; it has a picture of a cute blonde girl with a red ribbon in her hair.) Return to the Menagerie Nook, and drop the bucket. You won't need it again. Once again, slide your ticket under the front, and go east into the Blue Room. Look under the tablecloth, and take the suitcase. Open the panel and... too late! The suitcase is ripped out of your grasp and the culprit dashes west through the open panel. You must stay hot on his heels! Go west, then up and up again. Which way did he go? Which way did he go? Never mind. You've got more important things to worry about, like the elephant prod that comes bursting through the tent near you! The tip is deadly, but only the tip. So go in any direction until the second time the prod is pushed through the tent. Grab the shaft, then pull it or push it. You are now out of danger. Go down and down again. The cowards have vanished. But you have gathered all the clues you need. It is time to take stock of your position, so return to the Prop Tent again. You are almost done. Take the trade card, ransom note, ribbon, spreadsheet, and scrap of newspaper. Examine the scrap. Read the ransom note. Compare the scrap to the ransom note. Aha! Examine the ribbon. It appears to match the one worn by the girl on the trade card.

Let us now marshall our facts:

- 1) The circus is not doing well financially.
- 2) Eddie "Chuckles" Smalldone is involved because the scrap you found in his trailer matches the scraps used to make the ransom note.
- 3) Rimshaw the Incomparable is involved, because of the hypnotic voice of the headphones. His unwilling accomplice is the roustabout you saw wearing the headphones early in the game.
- 4) Andrew is involved, because Jenny told you so. But you are not likely to see either of them again.
- 5) Billy Monday is involved, because you assume that Chelsea was in the suitcase he took from you.
- 6) Gottfried von Katzenjammer is involved, because you know a meeting is set for his trailer this evening.

Take the five clues, go south, and east. You will find Chuckles "polishing" the lion tamer's trailer. Say "Eddie, hello." Then show him the clues in this order: the spreadsheet, the note, the scrap, the ribbon, and the trade card.

Guilt-stricken or scared out of his floppy shoes, he will beat a hasty retreat. Now, how to get into the trailer? Once again, you must disguise yourself. Return to the Prop Tent, then get and wear the following items: the dress-suit combination, the shawl-jacket combo and the veil. Drop everything else. Go south and east, then knock on the door. Katzenjammer, mistaking you for Andrew/Jenny, will leave you alone by the trailer. Time's a-wasting! You don't know when he'll return, so go east into the trailer. Close the door. You will find a crowbar. Take it. Now move the moosehead. It will reveal a one foot square crawl space which is too small for you to enter. Now who could fit in there? Hmumum. (Light bulb!) Open the door and go west twice. Examine the door. It is slightly warped (but aren't we all!). Open the door with the crowbar, then go south into Clown Alley. Fortunately, Comrade Thumb is there. Lift him and carry him back to Katzenjammer's trailer. Put him in the crawl space and wait. He will hand Chelsea out to you! Now to reunite the poor girl with her distraught father. Go west and north, receiving Harry's congratulations, then east to the White Wagon. A happy ending seems to be within your grasp. Unfortunately, Mr. Munrab misunderstands your sudden appearance with his daughter and goes screaming northeast for the detective. Follow him. A tense moment ensues, but before you can explain, you are blindsided by a berserk simian. Go north, west, north, and north again after Munrab and the ape. This is the scene that confronts you in the Performance Ring. Munrab and the roustabout stand aghast looking at Mahler holding the helpless Chelsea high up on the tightrope platform. What is worse, you can no longer reach the rope ladder. Is all your work for naught? Stay calm. This is no time for panic. You need unquestioned obedience immediately. Clap your hands! This will trigger Rimshaw's post-hypnotic suggestion and make the roustabout your willing slave. Tell him to get the safety net. This is an opportune time to get out of all of Andrew/Jenny's clothes you are wearing. Go west to the Lions' Den and take the lion stand, then go east and drop it. You will now be able to climb the stand and reach the rope ladder. But experience has told you what you need to (a) cross the tightrope and (b) calm the gorilla. One last time, return to the Prop Tent and get the fiberglass pole and the transistor radio. Return to the Performance Ring. Climb the stand, then the rope ladder, with just the pole. This will drive Mahler into the guy wires above the platform. Try to climb the wires. You can't but this will drive Mahler to the far platform. Drop the pole and go back down for the radio. Go up again. Confident in your proven tightrope walking ability, and reassured by the soothing strains of classical music, head east slowly across the tightrope. Easy. Easy. Step by step, inch by inch. Almost there.... Suddenly, the music is interrupted by a pledge break. AAAARRRRGGGGHHHH!!!! You must go back west to the first platform. Drop the pole and radio, and go down. Where is a phone? Go south three times and east into the White Wagon. Take the phone and call WPDL, then return to the Performance Ring and climb back up to the platform. Pole and radio once again in hand, you gamely venture east one more time. This time you make it all the way! The assembled throng cheers. This unnerves Mahler once again, and you suddenly find yourself hanging from the tightrope high above the oblivious crowd who have rescued Chelsea below. You feel your hand beginning to slip. All seems lost, but at least you have accomplished what you set out to do; you have not only saved Chelsea from her kidnappers, but you have shown that you have what it takes to make it in the sawdust and tinsel world of the circus. Such a pity you won't live to enjoy it. Your weary hands lose their grip and you plummet earthward! Fortunately, the grateful circus folk notice your predicament, and in the nick of time save you from a terrible fate. As you plunge into oblivion, your last thought is of the circus, and you know that someday you'll have one helluva story to tell your grandchildren. They'll never believe a word of it.

1.104 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.

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 won't 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 don't need a fighter. It may be slow, but keep rolling until 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. Dont 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 overextend 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 foes for picking the lock. Wait until 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.

At the drawbridge when you get to the control panel (which is rusted so you must use the mystry oil). The correct sequence is as follows: Safety, Pump, Coil, Truss, Safety, Winder. The drawbridge should now lower.

1.105 bangboo

Enter "MAGENTAS PONG" for the password to start on the secret level. Enter "LEUCHTTURM" and on the option screen use <CURSOR LEFT> and <CURSOR RIGHT> or the joystick to select starting level. You could also enter " AMIGA LIVES H" for the start level select.

Level Codes:

01 BEGINNERS 34 SUSPENSION 67 SUGARLAND

02 GLAXON 35 SPELLSINGER 68 BUBBLEGUM
03 INSIDERS 36 SILVERSTAR 69 NEVERMIND
04 PLEASURE FUTURE 37 GRIZZLY 70 DARKNESS
05 FRIENDS 38 QUICKSHOT 71 TOO MUCH
06 HELP ME 39 SLIMLINE 72 YIIPEEHIYEE
07 GRABBERS STONE 40 ENEMY UNSEEN 73 MANHATTAN
08 SILENT REST 41 PINGPONG 74 TIME AND AGAIN
09 SCRAMBLE SCUMB 42 HILLTOP 75 GHOSTWORLD
10 JILPONGIUSSA 43 ONLY FORWARD 76 ALTERNATE
11 RADIO NOISE 44 HIDEAWAY 77 THE DEAD
12 DARK SIDE 45 IMAGINATION 78 GARDEN OF PHARAO
13 HINTERS HUNT 46 BLUBBER 79 SHAKE A COKE
14 STAY A WHILE 47 TEARS OF COLOR 80 HURRY UP
15 FREEHOLD 48 FIRE 81 FLOWER POWER
16 OLYMPIC DAYS 49 SPANISH LADY 82 ARROW
17 BLOWING AWAY 50 DUBLINERS 83 FIRESTAR
18 CITADELS 51 BIGSHOT 84 FACING QUESTS
19 SIRIUS 52 GUMSHOE 85 VALHALLA
20 STAGNATION 53 AKIRA 86 JUMPY
21 ON THE RUN 54 BLUES 87 MOONBASE
22 TWINDOWN 55 STRONG HELL 88 WHAT A GAME
23 SPLATTER 56 THE GUIDE 89 KNOCK KNOCK
24 PREFTECH 57 PUSH OR PULL 90 FOLLOW ME
25 VULCAN 58 HIDE AND SIKE 91 ROTOR
26 COSMIC WINDS 59 HOLIDAY IN SPACE 92 LETS GO
27 KLONDIKE 60 HOMO SUPERIOR 93 AGGLOMERATE
28 BURG BUDDY 61 SWINGING FOOLS 94 CRAZY
29 UNDER A STONESKY 62 REDROSES 95 SHUTUP
30 PYRAMIDIOS 63 AQUARIUM 96 GETIT
31 CROSSROADS 64 LITTLE DEVIL 97 BUG
32 MATICIAN 65 A BAD DAY 98 HAPPY BIRTHDAY
33 PARALLAX 66 SWINGING DEATH 99 GOOD LUCK

Secret Level: GOOD TIME

1.106 banshee aga - core

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.

1.107 banshee cd³² - core

On the title screen type: "FLEV17" and press <RETURN>, you should now have infinite lives, use the Function keys to skip levels. If the cheat has worked the screen will flash.

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.

1.108 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. If you can't even get that far then the best way to defeat an oppoent is to roll into him until he reaches the side, then kick him, roll in to him again and kick him, keep repeating this method and you'll soon finish the game.

1.109 barbarian - psygnosis

Hold down the <HELP>, <M>, and <E> keys to replenish your energy. While playing, type in "04-08-59" and you should be indestructable. If the background goes grey it has worked. The bow behind the Tin Man is a fake. 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.

1.110 barbarian 2 - palace

Complete Solution:

Level One

Repeated use of the heap chop is the most effective tactic against the neanderthal man, but make sure you take a step back between hits. Stay low to survive against the Sauron beast - if you don't you'll lose your head. Chopping is the best tactic here, but step back between each strike, Use the low chop against the Mutant chicken, but wait until it's standing up right before you let loose.

Level Two

The orc pushes you against the wall. Use repeated head chops to kill him. Counter his stabbing manoeuvre with a low chop. When the crab comes near, kick at it and then low chop it. If you miss take a step back and try again. Carnivores are killed with the chop, except when they leap at you - then a high chop is needed. The stinger can only be killed by repeated high chopping - everything else is useless.

Level Three

Escape the grabbing tentacle by leaping the pit as it withdraws. Floating eyes can only be killed with a high chop - every other move has no effect. The Dungeon Master is the toughest creature of all. If he

punches at you, low chop him and if he kicks use the high chop. When he is approaching, try a flying neck chop - that'll kill him in one go.

Level Four

The first monster may seem formidable but he is really easily dealt with. Just turn around and walk backwards into it, so you can push your way onto the next screen. This manoeuvre costs you energy but not as much as you would have lost fighting the beast head on. The great demon is next. Begin this bout with a flying neck chop and follow it up with a low chop. If you miss first then, retreat quickly to get out of his range and repeat. In a similar fashion to the original Barbarian game, the final confrontation is with Drax himself. The place to stand is directly in front of the hanging corpse on the wall. From here you're in a perfect position to execute a flying neck chop - the only move that will finish the job.

step-by-step walk-thru:

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.

Level 4: Hit the fireballs, then try to leap across. Several low chops will destroy it. Next is the Pit Demon; when he reaches out, use an overhead chop to hit his arms; repeat until death. Next, Drax himself! Wait until he pauses between spells, and hit him with a flying head chop!

1.111 barbarian 2 - 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).

1.112 bard's tale

The mad gods name is Tarjan. To kill the crystal golem, first find the magic sword. Put your magician at the front of the party and have him cast ANMAR before taking on the Grey Dragon, as this will lessen the damage done by the dragons breath.

If your tired of waiting for morning to come enter and exit the guild.

All you do is copy the Items file from the main disk to the character creation disk, now you will be able to buy all the weapons from the whole game in the weapons shop.

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

Load your party, go to the statistics screen for the first player. 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.

Solution:

Obviously, the first thing you must do is assemble your party. There is a beginning party (supplied with the game) already equipped with a basic level of armour, instruments, etc. A much better and unique option is to transfer characters over from either WIZARDRY or ULTIMA III. These characters come over as fairly senior level characters and make the beginning of this game much easier. This is a highly desirable alternative.

If you create your own characters -- which you must do for your bard -- pay special attention to the dexterity attribute. This attribute determines who strikes first in combat, and can be the difference between an easy encounter and one which is a struggle. Magic users should have a high IQ, while fighter classes should have a high strength. I recommend a monk as one of your fighters. Their armour class drops as their level rises. Mine eventually had an armour class of LO wearing only a robe. They also can do the most damage unarmed in actual combat.

My starting party consisted of a monk, two paladins, a bard, a magician and a conjurer. At higher levels of the game, you will want to trade in one of your paladins and develop another magic user.

When you first leave the Adventurer's Guild, explore the city. Visit Garth's Armoury, and find the Review Board (located next to the inn on Trumpet Street). Don't wander too far until you get a feel for how you can survive. To restore hit points after fighting, visit a temple. There all ills, including death, can be cured for a price. After a fight, you will quite frequently find objects of some type. Keep them all. If you don't need them, go to Garth's and sell them for gold -- you will need it.

Visit Roscoe's Energy emporium located off the Gran Plaz on the corner of Grey Knife Street. There you will get an idea what it costs to restore spell points.

Early on, when you are still short of gold, the best way to restore spell points is to go into the Adventurer's Guild and just wait. This game is in real time, and spell points are restored as you just sit there. If you wait on the street or in a house, you will almost certainly be attacked.

When you find an object after a fight or in a chest in the dungeons, experiment with it to find out what it is. There are no cursed items. Quite a few objects have magical properties that are not readily apparent. Here are a few of the objects that I found most useful, even though you won't run into these until later in the game: Kael's Axe seemed to be the best weapon, causing the most damage for my Paladins; a frost horn for your Bard, when used in

combat, causes 40-70 hit points of damage to a group of monsters; a mage staff for your magic users allows them to regain spell points even in a dungeon (this is incredibly useful). I will leave it up to you to discover the usefulness of the other items found during the game.

After learning the game play by wandering around the city and being able to survive, it is time to visit the dungeons. This is where the battle with Mangar will be won or lost.

There are five dungeons in the game that must be explored in the following order: Wine Cellar and Sewers, The Catacombs, Harkyn's Castle, Kylearan's Tower, and Mangar's Tower. Each contains something that will help in the subsequent stages of the game.

Wine Cellar And Sewers

The easiest dungeon of them all is reached from the inn on Rakhir Street. Enter the inn, ask to order a drink, then select wine. You will then be ushered into the Wine Cellar. I cannot overstate the importance of mapping in this game. Whenever possible, have the MALE spell in operation. This will help you avoid some of the traps that are lying around. When you have an encounter and find a chest, always cast a TRZP spell to disarm any traps that may be guarding the chest.

Located in the Wine Cellar are the stairs down to the Sewers. The first level of the Sewers contains almost nothing of interest. So locate the stairs to the second level of the sewers as quickly as possible and get down there. The second level contains one very important bit of information that you will need to enter the Catacombs: the name of the Mad God. There are also two hints to questions that will be asked in other dungeons. Explore this level fully to find all the hints and the Mad God's name. The lowest level of the Sewers is next and contains one item of importance for later in the game. Locate and take the stairs exiting from this level. Make sure you know where the stairs lead exactly. After this (I hope you have been visiting the Review Board regularly to advance levels and learn new spells), you are ready for the Catacombs.

The Catacombs

The Catacombs are reached from one of the Mad God's Temples, located on the east side of the Temple, ask to speak to the priest, then give him the Mad God's name: TARJAN.

The first level of the Catacombs is just a survival test at this stage. Once you can survive there fairly easily, head for the second level of the Catacombs. The second level has a clue in it about the Mad God. It also contains a very nasty creature called a Soul Sucker that lurks in the southwest corner of the second level. If you decide to go in there and try him out, make sure you have your character disk backed up. You will not be able to defeat him at this stage of your development, but fortunately you don't have to.

The lowest level of the Catacombs contains something you will need later. Once you have reached the third level of the Catacombs, you must use a teleport square to enter the Wizard's Realm. The teleport is located in the southeast corner of the dungeon. Once you are in the Wizard's Realm, you must defeat him to gain the Eye. After you have this item, you are ready to tackle Harkyn's Castle.

Harkyn's Castle

Harkyn's Castle is located in the northeast corner of Skara Brae. At this point in time, it becomes very important for you to have filled your special slot with the most powerful character your magic users can summon. If you are in the process of developing a wizard, a lesser demon is best.

The first level of Harkyn's Castle contains one item of importance: the Crystal Sword from the southeast corner of this level. You will now begin to find some of the more powerful objects to experiment with during your encounters. After obtaining the crystal sword, head for the second level of the Castle. The stairs are located in the northeast corner of the first level.

The second level of the Castle has a couple of interesting things. If you answer the riddle correctly ("SHIELDS") you get a magic mouth which can be used to cast the SOSI spell. You must also obtain the silver square from the southwest corner of the dungeon. The access to this is from a teleport located towards the middle of the northern section of the dungeon. The portal to the third level is located in the northeast section of this level.

The third level of the Castle contains the entrance to Kylearan's Tower and some interesting opportunities. The answer to the Old Man's question is "SKULL TAVERN." When you encounter the berserkers located at 12E 5N of this level, take advantage. They can be fairly easily defeated with the right magic spells. You should have at least two sorcerers capable of casting the MIBL spell. It also helps if your bard has a frost or fire horn to aid the others along. When you can defeat these guys easily, it is time to make another magic user. You can teleport from the Castle entrance, fight the berserkers, teleport back to the entrance, exit the castle, then do it again and again until your spells run low. At 60,000 experience points a crack, it doesn't take long to develop a decent magic user. After this, it is time to attempt Kylearan's Castle. When you approach, and fight the statue of a Mad God located in the southeast corner of this level, you will be teleported inside the gates of Kylearan's Tower.

Kylearan's Tower

After the battle with the Mad God and your subsequent teleport (you did have the eye in your possession), go one step forward, turn right, then kick the door down. You will then be entering one of the two most difficult mazes in the game. Most of it is in the dark and there are riddles that must be answered. Backup your character disk before entering this maze. Once you are in, watch carefully for teleports: they are everywhere. It is extremely important that you map this maze very carefully. After you have reached the antimagic square from wandering in a very small section of the dark, the next step forward is a teleport to 11E 12N. Explore until you find a magic mouth that asks you to "Name the one of cold, foretold twofold," The answer to this one is "STONE GOLEM." You will then be teleported again. After this, you will enter a very large, dark area. In order to get out of this, you must answer the question posed at 12E 2N which says, "Name the Endless Byway and your path will be guaranteed." The answer to this is the only street in Skara Brae with no end, Sinister. You then can map your way through a lighted section to another dark area. From this dark area you must obtain the Silver Triangle, located at the very north of the dark area. You can then exit the dark area, going south from 1E 6N. After this, you will face the Crystal Golem (did you bring the Crystal Sword?). You can defeat him with conventional weapons and spells, but somebody has to have the crystal sword or he will reappear to block your exit.

At this point, you can exit the tower to refresh your players or continue on. If you exit, when you re-enter you must again answer the endless byway question to continue. Upon reaching the end of the snaky road on the east side of the maze, don't go through the south door. Take the door that goes west. You will then enter several rooms with spinners and teleports that make finding your way almost impossible. The way past these is southwest. When you make it, you will be teleported to 14E 1N. It is then an easy stroll to meet Kylearan himself. He turns out to be the friendly wizard and gives you a key that allows you to get into Mangar's Tower. He then teleports you to the stairs exiting his tower. You no longer need the crystal sword or the eye, and you are now ready for Mangar himself.

Mangar's Tower

If you paid heed and followed the stairs from the bottom level of the Sewers, you will know how to get inside Mangar's walls. If not, go to the Wine Cellar, teleport your party 17E 16N 3D, and take the stairs up. Then turn right and kick the door in. You should be at the entrance to Mangar's Tower.

Level one of Mangar's is fairly easy to find your way around in. Follow the teleports and walk around until you reach the magic mouth on the east side of the maze. What is tricky is that after leaving the magic mouth, you are now on level 2 of the tower. So be careful in mapping.

Level two of Mangar's is again fairly easy (not even a warm-up for level 3). From this level you must answer the question located at 4E 15N to obtain the silver circle. The answer to the question is "CIRCLE." You must then make your way to the stairs located in the middle of the southern side of the maze.

Level three is the hardest maze of all, but by this time you must be getting really proficient at mapping. You must wander around this level and obtain quite a number of items. First of all, you should get the master key, for 50,000 gold pieces, from 19E 12N. This key allows you to enter Mangar's through the front gate, instead of from the Sewers. You must then find the clues to the seven words needed to access the fourth level of Mangar's. Gratefully, you can teleport into and out of this level of the Tower. After finding the clues, you can then speak the seven words to the magic mouth located at 10E 4N. They must be entered one at a time. The words are, "LIE WITH PASSION AND BE FOREVER DAMNED." Stairs will then appear at 3E 9N. This is the only way to obtain entrance to the upper reaches of Mangar's.

The fourth level of Mangar's has only one tricky part. When you first arrive, you have a limited number of ways you can go. After reaching a certain point, located in the northeast corner of the level, doors appear everywhere. Don't be confused. Everything maps the same, it's just that doors are everywhere. Eventually you will find the portal to level five in the southwest corner of this level.

Level five is the home stretch. This easy maze leads you to the lava pit in the middle of the eastern side of the maze. There you dive in and are teleported to 10E 6N. You will then find the march up the hall of harm to be fruitless if you didn't bring the three silver items along. If you have the silver triangle, silver square, and silver circle, a door will appear directly north of you. After passing through this door, cast your REST spell to restore everybody to health and proceed directly north to the final battle with Mangar.

The final battle itself is a large disappointment as it is fairly easy to

defeat Mangar and his vampires, and meet Kylearan again, who gives you 300,000 bonus experience points. After defeating Mangar, you can then proceed one more square north for the last question of the game. The answer is "SPECTRE SNARE," which you then receive (it is good for binding to your party any of your opponents in battle).

Monster List: These monsters are listed from strongest to weakest.

1 Ancient	Enemy	37 Demon	73 Lurker
2 Balrog	38 Banderswitch	74 Fire Giant	
3 Lich	39 Maze Dweller	75 CopperGiant	
4 Archmage	40 Manger	76 Samurai	
5 Demonlord	41 Mandar Guard	77 Black Widow	
6 Oldman	42 Gimp	78 Assassin	
7 Master Magician	43 Red Dragon	79 Werewolf	
8 Master Sorcerer	44 Titan	80 Ogre	
9 Master Conjurer	45 Shadow	81 Wright	
10 Master Wizard	46 Berserker	82 Statue	
11 Mindshadow	47 Conjurer	83 Bladesman	
12 Spectre	48 Magician	84 Goblin Lord	
13 Cloud Giant	49 Wizard	85 MasterThief	
14 Greater Demon	50 Sorcerer	86 Ninja	
15 Mad God	51 White Dragon	87 Spinner	
16 Beholder	52 Ice Giant	88 ScarletMonk	
17 Vampire Lord	53 Eye Spy	89 DopplerGanger	
18 Maze Master	54 Ogre Lord	90 Stone Giant	
19 Death Denzien	55 Mad dog	91 Spider	
20 Jaber	56 Wolf	92 Thief	
21 Black Dragon	57 Phantom	93 Gnome	
22 Mangar	58 Lesser Demon	94 Dwarf	
23 Crystal Golem	59 Fred	95 Thief	
24 Soulsucker	60 Ogre Magi	96 Hobgoblin	
25 Storm Giant	61 JackelWare	97 Skeleton	
26 Master Ninja	62 Stone Elemental	98 Nomad	
27 War Giant	63 Blue Dragon	99 Spider	
28 Elite	64 Seeker	100 Mad Dog	
29 Bonecrusher	65 Dwarf King	101 Barbarian	
30 Ghost	66 Samurai Warrior	102 Mercenaries	
31 Grey Dragon	67 Ghoul	103 Wolf	
32 Basilisk	68 Azure Monk	104 Jade Wolf	
33 Evil Eye	69 Weretiger	105 Half Orc	
34 Mimic	70 Hydra	106 Swordsman	
35 Golem	71 Green Dragon	107 Zombie	
36 Vampire	72 Wraith		

1.113 bard's tale 2 - the destiny knight

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

Get one of the mages to cast a wind warrior (WIWA) or something similar. Now go on a fighting rampage and get about 2,500 GP's (which is quicker in one of the dungeons and it gets you loads of experience points as well). Then pool all the gold onto your special member (WIWA) and enter the Adventurer's Guild. Remove your special member (which could be very painful

indeed), but what you need to do is save that character with the gold, then add him again. Put the money in the bank then remove the special member again, or just pool it to one of the party. Go to the Guild and add the saved special member again, who should still have 2,500 GP's and now one of the party does as well. WIWA pools gold then is removed again with a total of 5,000 GP's. Keep repeating until you die of old age - each time you do it your gold is doubled.

If you are tired of waiting for morning to come, enter then exit the guild.

Teleport from the Maze of Dread entry stairs to 1 down, 15 north, 10 east to find the sword of Zar. Tell the riddler "DER". Say "KAZDEK" to wake up the Kazdek. Get the item of Kazdek and the master key to make it through to the fortress. If your tired of waiting for morning to come enter and exit the guild. Find a band of illusiosists and kill off the front line, have your caster conjure DISRUPT ILLUSION, you will keep disbelieving and gaining expierence.

Solution:

STARTER DUNGEON:

You will be located in the city of Tangramayne. If your party is very weak, you will want an easy dungeon to build up its strength. Thankfully, there is a very easy dungeon located in the city.

The dungeon is located on Claymore Street. (Make sure you have an empty slot so monsters can join your party.) Just go to the far east side of the city and check the buildings to the east. In a building located in the centre of the row you will find a magician. He informs you of a noble quest that he has for you to undertake and commences to explain the details. Within his description you will notice the words "additional experience." This should be cause enough to want to find the princess. If your party is fairly strong, I would advise you to go for the harder dungeons. This one will be a waste of time.

The first level of The Dark Domain has nothing of value. Proceed to the exit. It is located at 21N 15E. If you get in a room adjacent to the one with the stairs, try a Phase Door. Head on down to the second level. (As I said before, I never found anything valuable on level 1.) There are quite a few monsters on level 2, so look out! On this level if you happen to be in the room filled with darkness try not to go to the centre. A monster is located there. I can't remember what it was. I think quite a few experience points will be bestowed upon the fortunate adventurer who kills it.

The next location to visit is 5N 12E. There you will find a winged monster that is necessary for you to rescue the princess. "Sure join the party!" Take the monster with you. There may be other ways down, but I can't see them on my map. There is a portal in the northeast corner of the dungeon (21N 21E, for you laypeople). Don't forget to cast a levitation spell.

Now you should be on the 3rd level. If you can't find a way out, just look around. You should stumble into a teleport (21N 20E) if my maps are correct. The teleport should send you to 10N 10E. Watch out for traps in this next room. I think the trap zap spell will disarm them. Make sure you move to the east. I think that walls will appear behind you blocking your retreat. There are a few wrap-around features in this dungeon: Check your location! I don't know if this is necessary to the quest, but there is a magic mouth at 3N 14E. The answer to

the riddle it poses is "Mangar." Now, proceed to the stairs located at 6N 21E. There is a magic mouth here, too. The answer is "Pass." If stairs don't appear, then it may be necessary to answer the first riddle. (My maps and notes are old, so forgive me.)

Once the stairs appear, go down to level 4. There are plenty traps on this level: Be careful! There is plenty darkness, too, but never fear: This is the last level! Go to the northeast corner once again (21N 21E). There you will find a teleport that will take you to 3N 11E. Now go north. Keep going north through the doors. Ah! A hole, pit, chasm -- whatever you want to call it -- will block your way unless you have the winged monster with you. Keep going north until you reach the double doors. I think your bard will have to play a tune -- the Watchwood Melody, if I remember correctly -- before the doors will open. Now, go through the doors. "Argh," or some other sound is now appropriate because you have found the Dark Lord in this room! After (hopefully) defeating him, you will find the princess in another room located here (21N 11E, I believe). You have the princess! Proceed east and a teleport should put you near the stairs. I leave it up to you to get out!

THE TOMBS AND FANSKAR'S CASTLE:

I have arranged these dungeons in the order in which the segments of the Wand will be found. So, it is now time to go after the first segment. At this point you can go to the Sage and spend some money on some clues, or you can come with me and get the clues for free. The first segment is located in the Tombs. The entrance to the Tombs is located in the centre of the city of Ephesus.

When you find the entrance, enter! There may be other ways of getting through this level, but this is the only one I came across. I first found a teleporter at 12N 12E. This should put you at 13N 0E. From here go north through the door, then head to the east. Keep going east until you reach a dark room. This room is full of traps.

Try this: Head east until you hit the east wall; turn south and proceed until you make it to the next wall; turn west and keep going until you hit that wall. Now turn south and go through the door. I will leave it up to you to make your way through this stuff.

The next place to go is 2N 11E. There is another teleport here that will take you to 18N 16E. From here you go to 20N 19E. Ah, no stairs...what is this? A teleport perhaps? Correct! You are now on level two at 21N 0E. At least, I think that's where you are -- this jelly stain on my map doesn't help. Hopefully, this is the right place. From here, you need to go north to 16N 0E.

Now I know where we are. Keep going north, and go through the door at the end. From here turn east and follow the hall until you get to the Keymaster. Buy the key from him, go back to 11N 2E, and face north. The stairs are to the north at 16N 10E.

Now you should be on the last level of the Tombs at 16N 10E. Head north and enter the maze. From 18N 10E follow these directions: West, north four times, east twice, south, east, and north twice. There should be a magician here playing with some fireballs. The answer to his question is "Old." Go to the door in the northeast corner and enter this room. You will now find your party at 3N 14E. From here you need to travel west to 3N 0E. The only way you can go is west and north, so you should be able to find it.

From the looks of this map, there is a secret door here. The door is on the west wall. Go through it and keep heading west through two more doors. Now go north using the door at 3N 16E. Follow the hallway to the end. The teleport at the end of this hall will put you at 10N 3E.

Congratulations! You are in the first Snare. This is an easy one. Head east until you get to 9N 9E. There is a spinner in the centre of this room. (A Nospin ring will be handy here.) Avoid the spinner. (They always confuse me.) Go to the small alcove located in the north of the room (11N 10E). Here you will find an old man who will want to join your party. Let him join and lead the party.

Now head for the alcove in the east wall (9N 12E). Have each member of your party drink from the water. Don't heal anyone. Head for the alcove in the south wall (7N 10E). Kill the toxic giant. Now, heal your party members, if necessary.

Look through the equipment your characters are carrying. There should be a torch there; give it to the old man. Now go back to where you came in (10N 3E). The first segment of the Destiny Wand can be found at 10N 8E. This segment has the ability to cast the Wizard Wall spell. Well, so much for the first segment: Prepare for the next! (Oh, you can leave the dungeon now.)

Fanskar's Castle is a really nice place. It isn't too hard, and it only has one level; so, it should be fun (easy). You do not need to go to the Sage unless you really want to meet him. Fanskar's Castle is located in the wilderness.

The SCSI spell works fine in the wilderness. Look at the map that came with the game, and you can see Fanskar's Castle in the centre of the map (25N 17E). You might want to make a map of the wilderness so you won't have to bungle around.

From the entry stairs go north until you get to 14N 0E. Go east and enter the door you see at 14N 4E. Follow the hall to the end and go through the door. Now, go west through the door and take the second door you find (20N 3E). Go north through both of these rooms and head east through the last door. Go to the end of this L-shaped room, and a teleport will take you to 17N 7E. Leave this room and start heading east.

The exit is in the northeast corner of the room. Look down this long hall (south). Go down the hall until you get to the door on the east side (the only door on this end of the hall). Go east until you get to 16N 13E. (Do not take the next door!) Then, go to the hall on the right side (starting at 15N 15E). Follow this hall to the end and go through the door at 15N 19E that heads east.

Once in this room, head north through the door at 16N 21E. Now take the door to your left, head up the hall, and enter the door that heads east (21N 19E). It's Fanskar -- kill him! (STTO will probably work the best.) After he's dead, continue going east. There is a teleport in the next room that will take you to 9N 11E.

Look to the east. You will see three doors. Take the one to your left. This takes you to 5N 13E. Go west and you will discover the second segment of the Wand. This segment will lower the armour class of whoever equips it. Wasn't that fun? Ok, so it was simple; however, wait till you see what's next!

DARGOTH'S TOWER:

Time to find the next segment, which is located in Dargoth's Tower: Five levels -- this should be great! The first thing is to tell you where Dargoth's Tower is: It's located in Philippi. Philippi should be on the map that came with your game.

A nice spell to have access to is the Dream Spell. In the game you won't find the code for the spell until you go after the last segment. I will give you the code now: ZZGO. The spell allows your party -- under normal conditions -- to teleport to every dungeon. When you cast the spell you will see the numbers 1 through 7. Each number stands for a segment of the Wand. For instance, if you hit the "1," you will be in the dungeon where segment one is. This is why my knowledge of the outside world is rather vague. I used this spell all of the time. It also has nice benefits in combat. Try it.

After locating Dargoth's Tower and entering it, you will find teleport traps all about. This dungeon is fairly easy to find your way around in, though. The first place to go is 13N 16E. To get there you need to go north from the entry stairs until you get to 8N 0E. From here turn east. Keep going east until you reach 8N 12E. If magic points are not a problem, you might be able to teleport around and save some time. Anyway, you will see a door to the north. Go in this room; I think it's one of those places of darkness.

In the northeast corner of this room (13N 16E) there is a magic mouth. The answer to its question is "Burn." (I think the answer to this is necessary for the stairs to appear.) From here find the stairs leading up. They are located at 4N 12E, just across the hall from your present location. There is a hidden door at 8N 16E on the south wall that lets you enter the room. Here are some quick instructions on how to get there:

From the entry (7N 16E) go south through the door, then go through the door that leads west. From this room take the door located on the north wall and enter the next room. Now, you should see a door on the west wall. Go through this door and through the door on the south wall. The stairs should be right in front of you.

Level 2 is rather crazy. I hope I can guide you through this! From the entry head west until you hit a wall. This should put you at 18N 15E. Now, go south until you hit the next wall, which should be close by -- a single step away, I think. Now you should be at 17N 15E. Go west (watch for spinners; make sure you're going west, and don't get turned around!) until you reach 17N 3E. This is 12 steps to the west from where you were. Now go south for 5 steps and you should be at 12N 3E. Go east one step. Well, you can light up now. You should be located at 12N 4E. Do not move from here! Whether you have guessed this or not, you are now situated in a very nice maze. From the entry at 12N 4E follow these steps closely:

North, east twice, north twice, west, north, east three times, and south four times (you should be at 12N 8E). Now go west, south, east three times, south, east, south twice, and east (8N 12E); north three times, east twice, north three times, west, south, and west.

You should find yourself in a room with seven statues. Examine the statues, kill them all, then exit the room. Upon exiting the room, you should be at 13N 13E. The steps to take from here are as follows:

North, east, south three times, west twice, and south three times (8N 12E again); south, east, south twice, east, north, east twice, and south. You are now out of the maze. From here (1N 14E) head west through all four doors until you get to 1N 7E. This will teleport you to 18N 7E. From here go east through the two doors. Once you are in the room (18N 9E), head for the door on the east wall, and go through it. From this room keep going straight east to the next door (19N 13E). Go through the door on the north wall, then go west where you will find the stairs! I can truly say I am glad this is finished, but there are more levels ahead.

There is nothing of importance on level 3, so it should go by quickly. From the stairs head through the door on the south wall, then go west until you reach 18N 4E. Turn south, go down to the door on the east wall, and go through it. Turn south, and go down the hall that leads westward. Follow the hall until you get to 10N 1E. From here go south until you reach the intersection (5N 1E).

Turn east, go forward, and take the first door on your left (5N 4E). Your party should be at 6N 4E. Head west through the wall. You will now be met by another magic mouth. The answers are: "Earth," "Compass," and "Fountain." By answering this you have gained access to the next level. Go back through the wall, and go to the upper northwest corner of the room (7N 2E). Go through the north wall. There will be a portal leading upward ahead of you at 9N 2E. Take it to level 4.

Once you enter this level, head west. The hall will turn north, and then east. Follow it until you find the northern opening. Once through this go back west to the end. When you go north, you will enter some maze-like passages. Walls will tend to form behind you. Make your way east until you find the dark area and the exit. By the way, there is a secret door at 14N 11E that will help you. The stairs are at 19N 18E (you may be able to teleport and save time).

Time for the final level. Make sure each member of your party has room for new items. You should be in an area of darkness. The exit is on the south wall at 17N 20E. Teleport and phase door spells will not work on this level. You need to find 12N 9E which will teleport you to 5N 20E. You will (if memory serves me correctly) have to answer a riddle. The answers are water, lie, slave, gold, hate, rooster, large, early, bard, and women. Enter the answers in this order.

Go through the door at 6N 21E that leads to the east. Go to the end of the hall, then go back out the door. Do this a total of five times, and you should get this message: "Turn right at the joke, then right, then ahead, then left twice, ahead twice, right, and left. Drop all your items, or you are lost. Cry Havok, and let slip the dogs of war. Kill off your spell casters, and you'll be saved."

Make sure you go to the end of the hall each time. I don't know if this is required to finish the level. After you receive the message, go to 3N 0E. You can get there by going through the door at 5N 20E and then going through the door at 3N 21E. This is where the message's directions start. Follow them (except for the part about killing your spell casters). The directions should lead your party to 0N 1E. You will find a statue that will come to life. Answer it with "Havok!" The statue will give everyone a dagger.

Now, take the door north, and you will be teleported to 5N 21E. See the door at 6N 20E that leads west? Go through it. Go to the southwest corner of the room, and you will get the message: "Look at the wall!" There should be a door

there on the west part of the wall. Head through this door, and you will find the next segment of the Wand. This segment casts the spell, Wizard War.

MAZE OF DREAD:

The Maze of Dread is located in Thessalonica. Once on level one proceed to 1N 21E. Here is an elevator that will take you to the next levels. Press "2."

On level 2 there is a riddle located at 15N 10E. When answered correctly, you will be given the Sword of Zar. The answer is "Der." I don't know if this is necessary to complete the snare. The sword is nice to have, though: It doesn't have to be equipped, and you can throw it at your enemies, doing some nice damage. Head back to the elevator located at 1N 21E and press "3."

You are now on the final level. There isn't much to do here except to go to the snare and get the Wand segment. There is a teleport located at 8N 17E that will let you enter the snare. It will teleport you to 16N 4E (this will be real fun!). Go to the door at 21N 4E.

Follow the corridor until you reach the end. (You will get something the first time through.) Go back, go through the door at 20N 6E, and from here find 17N 7E, where you will receive another message. Retrace your steps back to the end of the corridor where you received the vial. Do this a total of ten times (go back and forth), then go to the small room located at 19N 2E. (I don't know if this part is necessary, since I will be giving you the answer.) Go back to 17N 7E and answer "endurable."

Finally enter the little room at 19N 7E (right across from the last room), and that's it! You should now get another segment of the Wand. This segment can cast the Wind Mage spell.

OSCON'S FORTRESS:

Before you go looking for this place, you must find Kazdek. He has something you need. He is located in the wilderness between Thessalonica and Colosse. The fortress is located in Corinth.

No need to do much of anything on the first level. Just go north through the door (from the entry stairs), and keep going until you get to 7N 0E. Turn east and PHDO through this wall. Go forward, and enter the room you see at 7N 4E. Answer "Fire," "Krill," and "Silence." Exit the room, turn west, go to the wall; then, turn north, and go forward until you reach 8N 1E. This will teleport you to 18N 1E.

From this location head south until you get to 13N 1E; turn east, and go through the door that you will come across after about three steps east. After going through this door, turn north, go one step, then go through the door located to the west. Head north, and go through this door.

From here (16N 4E) head east until you get to the wall; then, go south until you reach 12N, turn east, and go forward. There are stairs at 12N 10E leading down to the next level.

On level 2 go north through the door at the end of the hall. You will find yourself in a room filled with doors. Take the door to the north (2N 11E). At 3N 11E go north, east twice, and north. Turn east, and find the east wall. Follow the east wall north to the door at 11N 14E. Go through this door, then

through the door on the north wall (12N 14E). Go through the door on the west wall, head north through this door, then east through the next door.

You should be at 16N 13E. Go through the door on the north wall, then through the (secret?) door on the west wall located at 19N 13E. After going through this door, go north, then start going east. Keep going east until you go through the door at 21N 18E. There is a secret door on the east wall at 20N 19E. Go through this door, and enter the small room at 20N 21E. The answer to the riddle is "Dervak."

Retrace your steps all the way back to 11N 14E. Some fun, huh? Now, head west. There are spinners and traps all around here. The stairs down are located at 21N 0E (yes, another level).

This one is easy. From the entry go south. Keep going until you get down to 0N 0E. Now go east to 0N 10E, then go north to 2N 10E. Turn east, go through the door, turn south, and go through the door. Follow the hall to the end, and go through the door on the east wall at 3N 13E. Go south until you reach 0N 14E, then turn east. Keep going east until you reach 0N 21E, then start heading north until you get to 10N 21E. Go through the secret door located on the west wall. After going through the door, go west all the way to 10N 1E. Move north to 12N, turn east, and enter the room at 12N 2E. The answer is "Still." Exit the room, find 13N 12E, and go through the door that leads north. The stairs down are to the west. Just keep going west; you'll find them at 14N 1E. You may find some secret doors on the walls.

On this last level, go through the door leading west. Once in the hall (I don't know if it is necessary to kill Oscon), turn south, and follow the hallway to its end (2N 0E). Enter the north door. There is a series of secret doors which will lead you to Oscon (5N 20E). From your present location, Oscon is located to the east. Just find the secret doors in each room and head east. After Oscon is destroyed (I'm sure you will kill him!), go back to 14N 21E. From here go north, and follow the hallway to its end (18N 20E).

You will find several spinners as you travel down this corridor. A nospen ring will come in handy! After you reach the end, enter the door on the south wall, and head south until you reach the wall. From here (7N 20E) head west until you hit the west wall, then head north to 8N 14E. Go west through this door and the next. Keep going west to 8N 6E, then turn north, and go through this door. Go to the end of the hall (10N 10E). You are in the snare. (Is this a walkthru or what? On most of this you don't even have to make a map!) Oh, back to business.

Go straight south, and enter the alcove. From the alcove (14N 11E) go south through the door, and enter the alcove in front of you. The answer to the question is "Rock." Exit the alcove, turn east, and keep going until you get to the alcove at 14N 14E.

Enter this alcove, answer "Scissor," exit, and start north. Don't enter the next alcove (17N 11E); keep going until you reach the one at 14N 8E. Enter this one and answer "Paper." Arrange you party so that Rock is first, then Paper, then Scissor. Go back to the alcove at 17N 11E and enter it. The answer to this riddle is Rock; so, head back to the place where you found the Rock statue, and there should be a door located there. In the room beyond you will find another segment of the Wand. This one can cast Batchspell.

THE GREY CRYPT:

The Grey Crypt is located between Tangramayne and Ephesus. I am afraid that magic will not work here. Only the SCSI spell will function. As soon as you enter level one, start exploring. The only way out of the current section is 3N 20E. I think there is only one secret door in this area. This entire level is broken down into three big rooms that wrap around, and three sections that have maze-like qualities. After you find 3N 20E, leave the area by going through the door on the north wall. Find your way to 5N 3E. This will teleport you to 13N 3E. From here go to 14N 11E and take the door north.

Now you must find a second teleport located at 15N 21E. (Notice that I am not leading you through the maze as I was earlier. You should map a bit, you know.) Anyway, once you find the teleport, it will take you to 11N 21E. Follow the hall until you get to the door at 10N 0E. Once you go through this door, you will find a series of doors. Go through the door, and keep heading east until you reach the wall at 10N 21E. Go through the door leading south, then go west until you reach 9N 4E. Turn south and go through the secret door. Turn east and keep going until you reach 8N 12E. Turn south and go through this secret door. From here (7N 12E) go west all the way to 7N 2E.

You should run into the Sphinx here. The answer is "Wize One." After answering the riddle, go back west, and keep going until you hit the wall. Turn south, and go through the door. I thought I would help you through this part because I remembered how difficult it was to map. From this point (6N 14E) find the teleport at 5N 3E. Once you have been teleported, go back to the door at 14N 11E and go through it. The stairs down are located to the west at 18N 0E.

You should be on level two at 18N 0E. This is the last level of the Grey Crypt. (Since you can't use any magic, it's a good thing, too!) Should I guide you through this or let you map? Okay, I'll guide you through. It's not too difficult. From the entry turn west and go through the secret door at 19N 21E, and keep going west. There is another secret door at 19N 19E; go through this one as well. Keep on going west until you hit the wall, then turn south and go through the secret door at 17N 17E. Turn west and go through this secret door, then turn south again and head through this door also. You should be at 16N 16E.

Go west to 16N 12E then north until you hit the wall at 21N 12E. Turn west and go to 8E. Now turn north and go up to 2N. There will be a secret door on the west wall; go through it. Now you can get to the teleport that will lead you to the snare at 6N 0E. Just keep heading north and west from where you are, and you will find it. There are several secret doors leading to the teleport, so kick the walls. Oh, and watch out for the Vampire Dragon. (He's a wimp anyway.) You should be in the area of the snare (8N 11E).

The first thing to do that will make life easier in the snare is to disarm the spinner in the centre of the snare. The trigger to disarm it is located at 0N 13E (south of where you are now). Let me try and explain this snare. I had more trouble with this one than any other. There are two small rooms located on the east and west walls. Each of these rooms contains a mage. There are four rooms in the centre of the snare. Each one is 3x3. What happens is when you go into each of the small rooms, a different set of doors opens to the 3x3 rooms in the snare. The object of the snare is to open the door to one of the 3x3 rooms, go to the centre of the room, and head back to one of the small rooms to trigger the door to the next 3x3 room. Understand? Well, it took me awhile to get this one, too, so let's try it.

First head to the room located at 4N 21E. This room contains the Grey mage. Go in the room to make sure the doors are open to the first 3x3 room you need to visit. Now it is time to start the cycle: Blue Mage (4N 11E); Grey Mage (4N 21E). Go to the first room. The entry is at 4N 14E, and the door should be on the south wall. Enter the room and go to the centre of the room. You will get a message that confirms what you are doing. Now visit the Blue Mage. Go to the second room. The door is at 6N 16E on the west wall. Go to the centre of this room where you will receive another message. Go back to the Grey Mage.

It's time to visit the third room now. The door is at 2N 16E on the east wall. Go to the centre of the room, then go visit the Blue Mage. Go to the fourth room. The door is at 4N 18E on the north wall. Go to the centre of the room. Visit the Grey Mage, and start all over again with the first room. Do this a total of three times; when you get to the fourth room on the third cycle, you should get the next Wand segment.

THE DESTINY STONE:

The Destiny Stone is located in Colosse.

The first thing you need to find is location 20N 6E. It is north of the entrance. Just head north. There are no secret doors, so it should not be hard to find. After finding this location, you will be teleported to 20N 10E. Go south until you reach a solid wall, then go west until you hit a wall (17N 8E). Now, just follow the corridor north. Walls will close in behind you as you start down the hall heading east. The corridor will take you to 16N 8E. Here you will have to answer a question. The answer is "Near." After answering the question, you will be teleported to 13N 8E. This is a large room. The exit to the next level is at 3N 17E.

Level two is very easy. You should find yourself in a small room at 3N 17E. Go to the northeast corner of the room (4N 18E), and kill the statue. Go to the smaller room at 3N 18E. This will teleport you to the next level.

This is it: The last level! The first place you need to find is 17N 18E. There is a secret door on the south wall. Go through it and turn east. Go through this secret door, too. Location 16N 19E will teleport you inside the snare (4N 9E). Since it will be very hard to navigate, you should map this area!

From 4N 9E turn west, go to the west wall, then go north until you hit the wall. From this point (9N 8E) go north one space, then start heading northwest to 13N 1E. Here you will be posed with a riddle. Don't worry about answering it just yet. Just answer with anything, and you will be teleported to 12N 9E. From 12N 9E go south two steps, then turn west and go through the door. The answer is "Zen Master." Let him lead the party. Go straight east to 10N 13E, which should teleport you to 10N 14E.

To exit this room go south, then go to 12N 18E, which is in the northeast corner. The answer is "Gale." Give what you receive to the Zen Master, go down to 8N 18E, and zip through the secret door to the south. You should be at 7N 18E.

Have you ever wondered what those arrows in back of your BARD'S TALE II manual were for? Well, you're about to find out. Follow the first set of arrows, and they should put you before a door to the north. Go through the door, and you will be teleported back to 4N 9E (this is where you entered the

snare). Now find 13N 1E (the riddle I told you to answer wrong) and give the answer "Storm Fists." This will teleport you to 8N 14E. From here go back to the start of the maze at 7N 18E.

(Note: I think you start using the arrows at 7N 18E, but it may be at 8N 18E. If it doesn't work the first time, this is the case.) Now, use the second set of arrows, and answer the riddle again (same answer). Keep going through the maze until you've used all the sets of the arrows. After the last set is used, you will be teleported to 11N 16E. Go north, then take the door leading west at 13N 16E. The answer is "Arkast." Go north one. You get a message telling you where Lagoth Zanta is. You should also get the last Wand segment. This segment casts the Brothers Kringle spell.

After you leave the dungeon, head for the Temple of Narn. It's the building to the east of Corinth and the Sage. When you get here, give your Archmage all the segments, then forge the Wand. Now kill Lagoth Zanta!

MONSTER REFERENCE:

This monster reference will try to help you identify most of the monsters you will encounter. This reference tries to show all the monsters you will encounter in the realm. The first number will tell you how dangerous the monster is. The second number warns you about the monsters special powers, so always refer to this chart.

1st Number 2nd Number

1 Easy	0 Regular Attack	5 Drain Level
2 Medium	1 Cast Spells	6 Cause Nut/ins.
3 Hard	2 Breath Fire/frost	7 Possessed
4 Very Hard	3 Phaze Spell Point	8 Critical Hit
5 Dangerous	4 Poison	9 Turn To Stone

Words Of Wisdom:

Near	Earth
Endurable	Compassed
Death Sword	Fountain
Kazdek	Mangar
Dervak	Pass
Wise One	Wise
Fred	Staff of War
Havoc	Zen Master
Still	Staff of Old
Arkast	Gale
Storm Fist	Aram
Freeze	Please

ABYSSIANS	3	0	DRAGON MALAR	5	23	GUARDS	3	0
ARAGADOOM	3	4	DRAGON MAZE	5	2	HAWKINS	3	0
ARCHERS	3	0	DRAGON TOY	5	2	HAZER	3	3
ARN WRAITH	5	15	DRAGON VOOR	5	2	HEAD BANGER	3	0
ASSAIANS	2	0	DRAGON VREN	5	2	HOUND SPRITES	4	1
ASTRAL GUARDS	2	0	DRAGON WEB	5	24	HOWLER	3	0
AXEMEN	2	0	DRAGON ZONE	5	2	HUNTER	3	8
BANDER	3	1	DREADNOUGHTS	3	2	ICEHOLES	3	1
BARBARIAN	2	0	DRENS	2	0	ICHORS FIENDS	4	1

BASALICK 5 9 DUST SOLDIERS 3 0 INGROID 4 4
 BATTLE LORD 2 0 DUST SAMURAI 3 0 JACK OF DIAMOND 4 1
 BE FAR WIZARD 2 0 DUST WIZARD 3 1 JACK OF HEARTS 4 1
 BERSERKER 2 0 ENFORCER 3 0 JACK OF SPADES 4 1
 BLACK SKULL 3 4 EVIL DOERS 3 1 JACK OF SPADES 4 1
 BLOOD SUCKER 5 15 FAR ARCHERS 3 0 KINSTRALS 3 1
 BLOOD WRAITH 5 15 FAZERS 3 1 KNIFEMAN 3 0
 BLOODMEN 5 5 FIRE GUARDS 3 2 KNIFEMEN 3 0
 BLUE GHOST 5 5 FIRE MASTER 3 2 KOBOLDS 3 0
 BOGSTER 4 6 FLAME GUARD 3 2 KWI CHANG 3 0
 BONEMEN 3 1 FLAME MAGE 3 2 LARRY 3 0
 BRAGART 2 0 FLAME MASTER 3 2 LEAPER 3 0
 BROCKTER 2 0 FLAME SCION 3 2 LICHES 4 14
 BRUTES 3 0 FLAME SPRITES 3 2 LIVING DEAD 3 0
 BUGGER 2 0 FLAYER 2 0 LIZARD MEN 3 0
 CANNIBALS 2 0 FLESH EATER 2 0 MAD MAGES 4 1
 CARBONITE 4 9 FRACTER 3 9 MADCO MAGE 3 1
 CENTRON 2 0 FRED 3 0 MAGE OF ALK 4 1
 CHAMPION 2 0 FRIGHTS 3 0 MAJOR DOMOS 3 0
 CLOUDMEN 2 0 GARSLAYER 3 8 MAKER 3 1
 COOL DUDES 2 0 GHAST 5 5 MAKRONS 3 0
 CORPES 3 0 GHOST FORCE 5 5 MAN MASHER 4 0
 CRAMBOS 2 0 GHOST GORE 5 15 MANTISE 3 4
 CRYPT KILLER 3 0 GHOST MAUL 5 15 MANWALL 4 15
 CRYPT KNIGHT 3 0 GHOUL MAUL 5 15 MASTER MAGE 3 1
 CRYSLAR 3 0 GIANT BLACK 3 0 MASTER SWORD 3 0
 CYCLONE 3 0 GIANT BOSCO 4 9 MATT DOP 3 0
 DARK ACOLUTE 3 1 GIANT DEATH 4 0 MAZE LIZARD 3 0
 DARK MAGES 3 0 GIANT FAR 4 0 MEDARRCH 3 12
 DARK VAMPIRE 5 15 GIANT JAG 4 4 MEDUSA 5 9
 DAZZLER 3 0 GIANT MIST 3 0 MICRO MAGE 4 1
 DEAD KING 4 15 GIANT POISON 4 1 MIND MIMICS 3 0
 DEATH DEALER 3 1 FIANT POWER 4 0 MINZU DIALS 4 4
 DEATH GHOUL 3 1 GIANT PUMEL 3 4 MONGREL 3 0
 DEATH REAPER 3 0 GIANT ROCK 4 9 MONK MELEE 3 0
 DEATH SWORD 3 0 GIANT WAR 3 0 MONK MENZO 3 0
 DENIZEN POIS 4 4 GIANT ZADO 4 4 MUTI MAGE 3 1
 DESICATOR 3 14 GIANT ZAG 4 4 NINJA GREY 3 8
 DEVIL DOGS 2 0 GIANT ZONE 4 0 NINJA 3 8
 DEVOURERS 2 0 GIANTS CAVE 2 0 NITE DWELLER 3 0
 DIMOND DOGS 2 0 GIANTS 4 1 OFFICER 3 0
 DOPPLEGANGER 4 7 GNOLLS 3 1 OGRE HERO 3 1
 DRAGON BLUE 5 2 GOLEM MIKE 5 9 OGRE 3 1
 DRAGON BRASS 5 12 GOLEM RACK 4 9 ORC WARRIORS 3 0
 DRAGON DEATH 5 28 GOLEM STONE 4 9 ORCS 3 0
 DRAGON DRAIN 5 25 GOZEM 3 0 PHAZ-MONSTER 3 3
 DRAGON GARD 5 4 GREKLIN 3 1 PICKPOCKET 3 0
 DRAGON GRIN 5 2 GREY ACOLYTES 4 1 PIT SKRULL 4 2
 DRAGON GRIND 5 2 GROPER 4 5 POGO MEN 3 4
 DRAGON KEEL 5 2 GUARDIANS 4 9 POLTERGEIST 3 0
 DRAGON KRAE 5 2 GUARDS MEN 4 0 PYROS 3 1
 RACKNID MEN 3 4 SLARGGOTH 3 0 TITAN AIR 3 0
 RAK MONGER 3 1 SLAYER LORD 3 8 TITAN LAND 3 0
 RANGER 2 0 SLAYER 3 8 TOMB GUARDS 3 0
 ROCK BLOCK 3 0 SLIMER 3 0 TRANSLYAN 5 5
 SAHARA GUARDS 3 1 SORCERER 3 1 TROGLODYTES 3 4
 SAMURAI 3 0 SORON 3 1 TROLL MASTER 3 1


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SANCRILAR 3 12 SOUL SUCKER 3 1 TROLL 3 1
SARGON 3 1 SPECTERES 3 1 TROY DOP 3 1
SCARBLADER 5 12 SPELL CASTER 3 1 UNDEAD FRED 3 1
SHADOW LORD 3 1 STALKER 3 0 VAMPIRE LORD 5 15
SHADOW 3 1 STATUE 3 0 VAMPIRE 5 5
SINISTERS 3 1 STEELFIST 3 0 VIKINGS 3 0
SINSTRIKE 3 1 STONE ELEMENTAL 3 49 VOIDE SHADE 3 0
SKELEMEN 3 1 SUNNONER 3 1 WARLOCK 3 1
SKULL WARDEN 3 0 SWORDMEN 3 0 WIGHT 3 4
SLAGOTHS 3 1 TANDERCLAW 3 46 WILLO WISP 4 1
THRASHER 3 0 ZOMBIE KING 3 14
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1.114 bard's tale 3 - the thief of fate

You will need a wineskin or canteen to get past Valerian's tower. Learn the Gill spell from the fisherman then go to the lake behind his hut, go in to the lake to get to the Crystal Palace, then find the room with the Elixir of Life in it. Put water on the acorn by the tower, then a tree will grow, lifting the stone slab and providing you with a means of getting the Nightlance. For a bit of fun, tell the guard at the Mad Gods temple "HAMBURGER".

1.115 bart simpson vs the space mutants

When the title screen appears (where the family are watching the TV together), enter the word "COWABUNGA". When you start to play the game, you will now have infinite lives.

Type "EAT MY SHORTS" on the title screen for the ability to skip levels with the number keys or <F> key.

Try typing "SHEEP IN A GROUP WEARING HATS" at some point for infinite lives.

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!

1.116 bart simpson vs the world

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

1.117 base jumpers

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 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:

AAA Triple A FUK No swearing PIN Pointy bonus
AAF Programmer bonus GAG Shut up POO No swearing
ABE Presidential bonus GEM Jeweled bonus QED So there
ACT Alas poor Yorick GIN Have a drink QVC Agh! TV shopping
ALE Have a drink HAT Hat time RAD Very rad
ANT Little bonus HEN Lay an egg RAM Chips
ART Artistic bonus HEX 7FFF bonus RAP Aaagh
ASF Graphics bonus ICE Slippery RAT Where
BAA Sheep ICY Slippery REV Reverse view
BAD Very bad ILL Not well ROM Chips
BAN The bomb INK Colour bonus RON Complete level
BBC Repeat bonus IRS Agh tax SAS Air service
BET End level bets ITV Advertising time SKY Sky high
BOB Bob effect JAB Pointy bonus STY Piggies
BOO Gotcha JAG Cool car bonus SUN Shiny bonus
BUM No swearing JAM Sandwich bonus TAD Small bonus
CAD Bad chap JET Play jetstrike TAX Tax bill
CAP Cap time JOB Gizza job TIC Toc
CMT Country music KEV God of football TIE All equal
CND Drop the bomb KEW Gardens bonus TOP Top hat
DAM No swearing KEY The key game UGH Caveman bonus
DAT Cool tape bonus KIN Brotherly bonus UXB Unexploded bonus
DAZ Agh Danny Baker LAW Legal bonus VAT Agh tax
DEN Dirty dude LCD Cheap screen time VIN French wine
DIM Stupid bonus MAC Cool computer VIP Important bonus
DOG Woof MAX All highest WAD Loads of money
EAT Food bonus MEM Memory WAX Dummy
EGG Salmonella MIN All lowest WAY Out
ELF Fantasy bonus MOM Phone yours WET Stormy weather
ELM Plant trees NAM Flashback WIN Complete level
ERM Undecided bonus NIL No bonus WOT I said captain
EWE Sheep NIX Negative XIT Complete level
FAD Bonce boppers NON Negative XXX Expletive deleted
FAX Yuppie bonus OAK Plant more trees YAK Hairy cow bonus
FBI Feds OFF Oops sorry YES Positive
FED FBI bonus OIL Slick bonus YUP Positive
FEZ Just like that OOK Plant more trees ZAP Ouch
FLU Feel sick PAM Reverse map
FOK No swearing PEN Writing bonus
FRY Food bonus PIG Piggies

Level Codes:

Events 1 ONE 2 TWO 3 BAT
Levels 2 TUT 3 END 4 MAD

1.118 batman - the movie

Type "JAMMMM" on the title screen and it will reappear back to front and upside down. The words 'CHEAT MODE ON' should appear at the top of the screen. You will now have unlimited lives, and you can jump levels by pressing <F10>. The final screen will also be upside down if you are still in cheat mode. Retyping JAMMMM undo's the cheatmode and makes the intro and final screen flip back to normal.

Solution:

Move right, pick up the disk and carry on right to the end of the corridor. Go down through the door, continue right and collect the key and badge. Move left until you get to the spanner, pick it up, use it and then drop it. Continue left and collect the grenade, then go right and up through the door. Go right until you reach the room captioned 'Insert the disk' and use the disk. Go up through the door and leave the cave.

Move right until you get to the ladder and climb it, collect the banana which you can eat to replenish your energy. Return to street level and go right (show the badge to the policeman and continue right!) to collect the Batrope. If you hit the Penguin's men with your Batarang eight times they will drop a packet of crisps which you can eat to increase your energy.

Go left and collect the sweet (this, like the banana restores all your energy). Carry on left and climb the ladder, move right until you get to the torch, pick it up and go back right until you get to the ladder. Return to street level and go right, collect the trainers and carry on to the warehouse ladder. Climb the ladder and go right till you get to the door, use the key and drop it then enter the warehouse. Go left to the end of the corridor and through the door, go right and then enter through the door. Move right until you get to the room called 'Shadows everywhere' and go through the door. Go left and collect the bread, then right till you reach the dead end. Use the grenade to blast the wall and go through the door. Go right and up through the door, carry on to the end of the corridor and through the door. Continue right till you get to the room called 'Getting you down' and use the Batrope. Walk left and collect the lift key, now use the trainers.

Move right and up through the door, go right and then down through the door. Go left and down through the door and use the torch. Go right, up through the door and left, collect the dart and go back to the place where you landed when you dropped in on the Batrope and use the lift key on the lift, drop the key and go through the door and along the corridor until you reach the room called 'Shadows everywhere'.

Go through to door and left and throw the dart at the dartboard and pick up the passcard. Leave the warehouse and go right and return to street level.

Go right and stop at the screen called 'Clue: pass it on' and use the passcard to enter. Go left and up through the door, collect the key and leave the room, go right and up through the second door, then go left and through the door. Go left and up the stairs then right to the end of the corridor and through the door, pick up the tape and then go left and through the door. Now go right and through the door using the key. Pick up the disk and go down through the door, head right and through the door, carry on right and collect the trumpet then go left and put the virus disk in the Penguin's Computer.

1.119 batman the caped crusader

Complete Solution:

Move right, pick up the disk and carry on right to the end of the corridor. Go down through the door, continue right and collect the key and badge. Move left until you get to the spanner, pick it up, use it and then drop it. Continue left and collect the grenade, then go right and up through the door. Go right until you reach the room captioned 'Insert the disk' and use the disk. Go up through the door and leave the cave.

Move right until you get to the ladder and climb it, collect the banana which you can eat to replenish your energy. Return to street level and go right (show the badge to the policeman and continue right!) to collect the Batrope. If you hit the Penguin's men with your Batarang eight times they will drop a packet of crisps which you can eat to increase your energy.

Go left and collect the sweet (this, like the banana restores all your energy). Carry on left and climb the ladder, move right until you get to the torch, pick it up and go back right until you get to the ladder. Return to street level and go right, collect the trainers and carry on to the warehouse ladder. Climb the ladder and go right till you get to the door, use the key and drop it then enter the warehouse. Go left to the end of the corridor and through the door, go right and then enter through the door. Move right until you get to the room called 'Shadows everywhere' and go through the door. Go left and collect the bread, then right till you reach the dead end. Use the grenade to blast the wall and go through the door. Go right and up through the door, carry on to the end of the corridor and through the door. Continue right till you get to the room called 'Getting you down' and use the Batrope. Walk left and collect the lift key, now use the trainers.

Move right and up through the door, go right and then down through the door. Go left and down through the door and use the torch. Go right, up through the door and left, collect the dart and go back to the place where you landed when you dropped in on the Batrope and use the lift key on the lift, drop the key and go through the door and along the corridor until you reach the room called 'Shadows everywhere'.

Go through to door and left and throw the dart at the dartboard and pick up the passcard. Leave the warehouse and go right and return to street level.

Go right and stop at the screen called 'Clue: pass it on' and use the passcard to enter. Go left and up through the door, collect the key and leave the room, go right and up through the second door, then go left and through the door. Go left and up the stairs then right to the end of the corridor and through the door, pick up the tape and then go left and through the door. Now go right and through the door using the key. Pick up the disk and go down through the door, head right and through the door, carry on right and collect the trumpet then go left and put the virus disk in the Penguin's Computer.

His plan has failed and you have saved the day (again!).

1.120 battle command

While you are playing, type in "CASTOR". The screen will flash green and you will be invincible. You can also change your weapons by pressing <F6>, <F7>, <F8>, <F9>, or <F10> and you can change to power of your selected weapon by pressing <F1>, <F2>, <F3>, <F4>, or <F5>.

1.121 battle isle

How to play against the computer:

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 any of the two player level codes. Then select exit to play the game.

Level Codes:

	One Player	Two Player	Special Levels
00	CONRA	FIRST	EUROP
01	PHASE	GHOST	STORM
02	EXOTY	GAMMA	
03	MOUNT	MARSS	
04	FIGHT	EAGLE	
05	RUSTY	METAN	
06	FIFTH	FOTON	
07	VESUV	POLAR	
08	MAGIC	TIGER	
09	SPACE	SNAKE	
10	VALEY	ZENIT	
11	TESTY	DONNN	
12	TERRA	VESTA	
13	SLAVE	OXXID	
14	NEVER	DEMON	
15	RIVER	GIANT	

1.122 battle isle '93

Level Codes:

	One Player	Two Player
01	LUMIT	LUDOS
02	LUNAR	SONNE
03	LUTOF	SOTEX
04	SONIX	RASEN
05	SOWYN	FISCH
06	SOSOO	EBTON
07	SONAF	KABEL
08	RACHE	SYTAX
09	RAMPE	
10	RANGG	
11	FILMO	
12	FIEST	
13	FINXT	
14	EBENE	
15	EBSYL	
16	EBONY	
17	EBTAR	
18	KARST	
19	KANTO	
20	KAROT	
21	KAISR	
22	SYBIL	
23	SFNIX	
24	SYNOM	

1.123 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

1.124 battle isle - scenario disk #2

Secret Codes:

- 1 DIONE
- 2 NAIAD

1.125 battle squadron

Press <SPACE> while making your player selection for a special cheat.

On the title page, type "ELECTRONIC" for a list of options.

During the game, "CASTOR" (screen flashes green) makes your ship invulnerable.

Use <F1>-<F5> to effect the range of shot power.

Use <F6>-<F10> to choose your weapon.

1.126 battle valley

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

1.127 battletech

Here are some general hints:

* Money

Probably the biggest factor in the whole game is money - no money, no skill, no mech, no chance. The more cash the better equipped you'll be for combat.

Every five minutes or so your account is boosted by fifteen credits as Ma and Pa robot decide it's time to give some more of your allowance. Don't hang around! Initially invest in a low risk account and then move onto the intermediate one. Do this for a few hours and you'll be counting the wads, around 350,000 of 'em.

* Training School

You'll not get far without any training, and the first thing you need to know is how to defend yourself. The important basics to learn are knife fight, rifle and machine gun, as these are the only weapon skills you'll find yourself needing.

Stop off at the mecht-lube and take up an apprenticeship. I know that it's expensive, but it enables you to patch up a battlefield mech, and take it in for a full repair and slap another member of your party inside.

When it comes to combat training, try to move around as much as is possible and overheat as little as possible, and aim for speed on all the missions as this contributes to your overall mech skill.

Medical skill is also a worthwhile venture; it'll also make sure you stay in the game longer.

* Weaponry

Start off with a machine gun. It takes quite a few hits to kill a human and has no effect on mechs whatsoever - but, still, they're relatively cheap. Later on try to get hold of a Laser Weapon; I recommend the inferno best of all. One shot disposes of 90% of humans and Inferno Fire will overheat a mech, giving you time to flee. Whatever you do don't hang around taking on a twenty ton mech with a hand held SRM - it just doesn't work. Equip yourself with forty point armour, it normally prevents any damage to the person in a typical combat round.

* Mech Etiquette

First and foremost, with the lump of cash you should have by now, any mech you own should be customised at the mecht-lube, extra lasers and armour always come in handy at the expense of jump jets and missile launchers. Never rule out kicking, more often than not it proves to be invaluable when a mech is close to shutdown. Always try to face an attacking mech, all it could take is one hit with a small laser to the back to knock out half your arsenal.

* Additional Hints and Tips

On about the seventh training mission the city is invaded by Kuritans. Whatever you do don't fight back; turn tail and run into the ruins of the city. If you make it head for the exit at the south end of the eastern wall. Once you're there hit flee. Afterwards, head north-west-north until you reach the starport. Buy some civillian clothes and infiltrate the Kuritans coronation to find out about your mission.

1.128 beach volleyball

While playing the game, type in "DADDYBRACEY" or "DADDY BRACEY". The screen should flash. You can now skip levels by pressing <F1>.

1.129 beast busters

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

1.130 beavers

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

During play type in "BIGGIGBIB". The following keys will now be active:

- <F1> Skip back a level
- <F2> Skip forward a level
- <SPACE> Fly mode

Holding down <FIRE> while in fly mode will make you travel twice as fast.

1.131 behind the iron gate

During play type any of the following:

```
NIECHCEMYALCHEMY  To skip to the next level
MARCHETIC FIELDS   For Invincibility
FASTER THAN RIGHTS  Not sure
FRAJER KUPIL GRE    Press <RETURN> to get back
PROTESTUJITESTUJ   Replenish life meter
```

Level Codes:

```
2 E113333FAS 10 RUQBBBBY23 18 ZEARRRRID3
3 G224444ETJ 11 GAEVVVM3W 19 KUQBBBBYEC
4 H224444EUJ 12 5Z4MMMMVLJ 20 QPL1111DXX
5 GBL2222CLL 13 AAEVVVMWK 21 UMIZZZZA5W
6 TQOPPPPW2E 14 KLP5555HRT 22 D15PPPPWHC
7 43CCCCC2TE 15 IKO6666GU3 23 CY3NNNNUAG
8 NADTTTTKM1 16 FGCTTTTK2G 24 G4ZIIIR6N
9 3Y3NNNNUKC 17 H260000X3B 25 K51LLLLSGE
```

1.132 belial

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

1.133 beneath a steel sky

The Complete Solution

Go to the left and take the loose rung from the top of the stairs, then go to the right and use it to prize open the door. Go outside and hide behind the door until the guard walks off, then go back inside and down the stairs. Go through the door on the right. Examine the junk - there's three separate bits. Insert Joey's circuit board in the middle one then stand on the lift to make Hobbins appear. When he comes, quickly duck through the door, open the cupboard and take the spanner from inside. If Hobbins returns before you've got it, he'll stop you. You'll just have to go back out and repeat the process.

Next examine the transporter then keep talking to Hobbins until you find out what's wrong with it. Then ask Joey to fix it. It will go off and come back with a box. When it puts the box on the elevator it will descend, leaving the shaft open. Now's your chance to climb down.

In the furnace room, examine the slot then ask Joey to open it. Reich will walk in and get killed. Examine the body and take his ID card then you can leave the room.

The next place to visit is Lamb's factory. Talk to Anita and then have a word with Lamb. Then go and stick the spanner in the exposed cogs near where Potts is working. Once Potts has examined the damage and gone back to work you can

recover the spanner. Go and examine the now idle droid to the left then loosen its shell using the spanner. Talk to Joey and offer him the new shell. Send Joey into the store-room and have him destroy the fuse box allowing you to enter unimpeded. Lift up the gangway and take the putty from the floor. You can ignore the WD40 and key.

Go across to the far left where the old man is sleeping and loosen the buttons on the steam machine using the spanner. When Joey arrives, tell him to press the right button and you press the left one at the same time. The steam machine will blow up and the old man will run off. Now go and flick the switch on the yellow console, remove the light bulb and replace it with the putty. Go back and flick the switch once more to blow the door off then pull the right hand lever to restore the power to the lift.

Go to the lift screen and examine the red cable, then get Joey to work on it. He'll burn through it with his welder and it'll drop to the floor below. Use Reich's card to enter the lift then go down and collect the cable. Find Reich's apartment and enter using his card. Take the magazine from under the pillow then visit the travel agent. Ask for an economy tour and when he refuses you a ticket hand him the mag. Go back to level one and hang around by the lift until Lamb arrives. Talk to him until he tells you he needs a holiday then give him your ticket and in return he'll give you a tour of his factory. Go to the factory, find Lamb and remind him about the tour then go right, past Potts and talk to Anita. Give her the ID card and she'll install the jammer while telling you about the Schreiberman Port.

Leave the factory and wait by the terminal until Lamb appears then use Reich's ID card on the terminal to enter the code from the yellow security manual (that's the one which came with the game). Authorise aD-Linc on Lamb and then leave the terminal.

After Lamb finds he's unable to use the lift, talk to him and offer to feed his cat. When you get inside his apartment, get the video cassette from on top of the bookshelf.

Visit Burke's BioSurgery, activate the projector and talk to the hologram. Wait until you've asked her for the Schreiberman Port then get Joey to talk to her and go into the surgery. Ask the doctor for a port. First offer him a lung, followed by a kidney, and finally your testicles. Keep talking to him after the port until he tells you about Anchor Insurance. Visit Anchor and ask for a policy, tell them Burke sent you. Willy Anchor will go off to make a phone call. Immediately get Joey to remove the anchor from the statue, then collect it. Combine it with the red cable to make a grappling hook. Now return to the first screen you appeared on, go up the stairs and through the door. Use the grappling hook on the sign on the building opposite and swing across the gap. Then grab the cable and leave through the door.

Insert Reich's ID in the slot then sit down in the interface and wait until you enter the game. Touch the ball and exit right. Open the bag (via the inventory) to get the magnifying glass (DECRYPT) and the birthday surprise (DECOMPRESS). Next use the decompress option from the menu on the ball to get red and green passwords. Leave right using the red password on the first floor tile. The simply follow the logical route to the exit. Pick up the bust and the book then decrypt the three coded documents. Now disconnect.

Use the Linc terminal to read all the documents and use the Special Operations section temporarily increase your Linc status to unlimited. Put the ID card in the slot and you'll be taken to Sam and Norville's security room. Enter the lift and go down then enter the second lift and go down again. When Joey

falls, take his circuit board.

Talk to the fat lady, then go to the night club and have a word with the bouncer. Keep talking until he tells you Mrs Piermont may be able to sponsor you. Go and talk to her again, then, when she returns to her flat, ring the bell. When you get in keep talking to her until she goes to use the phone, then put the video tape in her VCR. When the dog goes to watch it you can grab his biscuits.

Go to the lift screen and put the biscuits on the plank then leave the screen and wander about a bit before coming back. The dog should be barking at the biscuits. Pull the rope so the dog climbs onto the plank then release it and he'll fall in the pond. When the guard comes to help him you can duck inside the cathedral. Go through the door and open the middle locker.

Go back to where Anita was working and open the middle locker. Take the overalls and put them on then go right. Use the control panel to open the reactor door then go in and get the ID card. Leave, close the door, take off your protective suit and head back to the interface room. Enter the interface using Anita's card.

Get the tuning fork and play her a message. To get the tuning fork, first blind the eye then go through the computer as quickly as you can. Exit the room and blind the second eye, exit centre and centre again. Exit right and select PLAYBACK from the inventory to use on the well. You can then disconnect.

Go to the ground level and talk to the gardener and then the boy who tells you the gardener was lying. Talk to the gardener again then leave by the near side door. Run your ID through the lock. Get the secateurs from on top of the barrel then go back to the nightclub and talk to the bouncer once more. Go in and turn on the jukebox. Choose any toon then return to Burke's surgery. Give the glass to Burke in exchange for Colston's fingerprints.

Go back to the club and put your hand on the metal plate at the back of the building by the door. Leave via the right hand side of the screen, use the crowbar on the packing case and take the lid. Put it on top of the smaller box and climb on top. Use the bar and then the secateurs on the grill and climb into the resulting passage. Inside, exit to the right and turn through the diverting tunnel and then again to the right until the section with a whole (find it by tracing the cursor with a cable). Exit right, right again and exit at the bottom of the sloping tunnel.

Select the crowbar and use it on the plaster at the back of the room and then on the bricks to force one of them loose then collect it. Stick the metal bar into the swollen vein right of the horizontal beam and smack it one with the brick. Pick up the bar and walk off to the right when the droid shows up.

Look through the grill then leave via the left hand door. Walk down the stairs, go up to the console and use it to lower the temperature then go back up the stairs and pull the metal bar on the grill. Leave the room, leave the corridor by the right and go right again. Put Joey's board in the robot. Tell Joey to have a look in the tank room then get him to open the tap on the nutrient tank. You can now enter the tank room yourself.

Go to the right through the back of the room and, same again and then through the door. Use Reich's card on the terminal. Press 2 to enter the restricted

area. Exit the room and, after the struggle, take Joey's board and check out the body to get a new ID. Use it on the interface.

Blind the eye, enter the crusader's room. Use Divine Wrath on the crusader then disconnect. Re-enter the interface with Anita's card and go back into the crusader's room. Use Oscillator on the crystal and get the Helix then disconnect once more.

Leave the control room and go into the room from which Gallagher came. Insert Anita's card in the console and it'll crash. Get the tongs then leave via the right hand side of the screen. Use the tongs to get the flesh from the aquarium. Put the fish in the other tank then exit right. Open the middle cabinet and insert Joey's board. Download the character data using the console then run the programme and exit right. Tell Joey to put his hand on the sensor. Put your hand on the other sensor at the same time. Leave and exit right. Use the cable on the pipe support. Climb down and drop the flesh into the orifice. An exit will then appear. Swing across using the cable and, when you get the chance, ask Joey to sit in the chair. Now simply talk to Joey to complete the game.

1.134 beneath a steel sky cd³² - virgin

Level Codes:

```
000000 The Beginning
936842 The Furnace
623845 The Factory
543961 1 Level Down
810354 With Potts
692730 Security Building
180283 With Mrs Piermont
986254 With Eduardo
280870 Subway
178931 Linc Hideout
574439 The End
```

1.135 benefactor

Level Codes:

UNDERWORLD	TOMBS OF EGYPT	THE TREETOP RESCUE
3MQLMP5PQT	3MQLSP4JQN	MNQP2Q4NC4
3MQL4PSNQR	3NQL3QSNKS	MNQPQQPPGQ
3NQL2Q4JC4	3NQLKQ5P45	MNQPMQ5TQ5
3NQLGQQLGQ	3NQLQQQLQQ	MNQP4QSRQS
3NQLMQ5PQ5	3NQLSQ4JQ4	MMQP3PSRKR
3NQL4QSNQS	MMQP2P4NCN	MMQPKP5T4T
3MQL3PSNKR	MMQPGPQPQP	MMQPQPQPQP
3MQLKP5P4T	MMQPMP5TQT	MMQPSP4NQN
3MQLQPQLQP	MMQP4PSRQR	MNQP3QSRKS

STONES & BONES	MERRY WINTERLAND	THE TECHNO TREAT
MNQFQQQPQQ	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

1.136 benefactor cd³²

Level Codes:

UNDERWORLD	TOMBS OF EGYPT	THE TREETOP RESCUE
31QQR3PPQH	63HLQLHLQL	MMQP4PSRQR
3MQL4PSNQR	31QQX3JJQB	MD3Q2H2M1D
3NQL2Q4JC4	1RQD32R2JF	MRQ5LJK4FD
3NQLGQQLGQ	6PJMKTL4MV	MBQ5RJPTQ3
3FQMNJTPQM	3BQQVJLLQ2	MBQ5TJNRQG
3F13LFFNQK	3NQLSQ4JQ4	M53QJ33QJ3
65B3F2FMJ3	5CJ32GF21C	MMQPKP5T4T
3MQLKP5P4T	MMQPGPQP GP	22Q3R3PHQH
MC1M3C35QK	MMQSP4NQN	
MRQTM3NQJF		

STONES & BONES	MERRY WINTERLAND	THE TECHNO TREAT
MNQPKQ5T45	6LFKMNJ4QR	MQQRHFMNDB
MHQT4NQQL	66N4K4KLHL	MGQRNLT5Q4
MLQPR4P4QN	3KQJHLV4MQ	M3MSR4LRQN
6GDJBHC31G	32QKPGRLQH	MD24CFCM1D
6MFKF4GLGP	QCNG53JCQ2	MNQN24SPGQ
3MQJKNWPQT	6PN4KVL3T	2BQFKCWLQ3
3MQJMN5NQR	6VDJ3G34NL	5FNKRLMJQK
6VFKDHD3BF	QPLFR5K2QT	
3LQJDMRK2N	QDNG5JJCQF	24QJLTRKM5
3NQJK4WPQ5	52NKTKKHQH	

TO HELL WITH MINNIAT

MCQ4Q2Q4Q2
2PQJJ5P33T

1.137 better dead than alien

On the title screens type "ELV" or "CHAMP" to enter the cheat mode.
<HELP> shows available cheats.

```
<F1> Scatterbolts <F6> Neutron Bomb
<F2> Multifire <F7> Double Ship
<F3> Auto-repeat <F8> Shield
<F4> Armour missiles <F9> Go to Next Level
<F5> Stun <F10> +1 to Life Energy
```

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

Alternatively, if you are playing the game and you are about to be killed, pressing <ESC> will pause the game and allow you to move your ship to a safe position. Pressing <N> will continue.

On the title screen, type in "CHAMPIE" instead of just "CHAMP" or "ELVIE" instead of "ELV", 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:

```
01 ELEKTRA 08 POTATO 15 JABBERWOCKY 22 EUPHEMISM
02 SYZYGY 09 WOOMERA 16 WHIMSICAL 23 GRAMMARIAN
03 DRAMBUIE 10 NARCISSUS 17 CORNUCOPIA 24 CROSSWORD
04 PLUG 11 DEBUTANTE 18 PUNJABI 25 QUARANTINE
05 SOPRANO 12 FIRKIN 19 TIDDLY POM
06 MAYONNAISE 13 ACOUSTIC 20 KEWPIE DOLL
07 FAUCET 14 TRIPTYCH 21 SEPULCHRE
```

To enter the level codes you must highlight the {LEVEL} option and press <FRIE>.

1.138 beverly hills cop

Click past the high scores screen and onto the select difficulty screen. Now type "MELLIE" and you will be able to access all the games.

1.139 beyond the gates

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

1.140 beyond the tesseract

Hint: Scan everything with the stack.

Need some VERY basic knowledge of science & math.

Read book.

Put disk in projector slot. Hit projector. Push 4. Read Tomb.

"THE ETERNAL SOUL". <TES>

Stop reading.

Break prism into tetrahedron. Read tetrahedron in UV-IR chromatic room.

"SEEKS THE EXACT". <SE>

Eat Z-pills. Sleep.

Prove supposition with postulate -> lemma.

Prove hypothesis with lemma -> theorem. Give theorem to mathematician.

"REASONS AND ANSWERS". <RA>

Wake.

Roll hexagon 4 times. Do the last operation indicated "+nnn".

Sum of the 3 numbers generated = probability of getting the improbability.

Get improbability. Drop improbability in the field of absolute certainty.

The field warps to an eastern exit -> integral. Differentiate integral

with the undifferentiable function -> singularity. Put singularity in

groove in the audio device. Wear audio.

Y hexagon -> 4D solid. Melt solid with plasma -> 4D liquid.

Y strip -> klein bottle. Fill klein with liquid. Pour klein in plant.

Listen.

"OF COUNTLESS TESSERACTS". <CT>

pop stack all the way back up. Say TESSERACT.

NOTE:

You can THINK in the twilight of thought -> idea.

EVALUATE the idea -> contradiction.

but u must drop the contradiction before u can prove anything.

1.141 beyond zork

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

Solution:

Wait near the old sailer and take driftwood.

'Wield' a weapon before using it.

Exit gondola when you're near a platform.

To get the Minx, wipe the tracks and wait for hunters to leave. This will give you 15% compassion.

The Minx can discover truffles at every location where an oak is present. Just wait for him to dig it up. Eating a truffle costs 1% compassion but an "everÑfresh" truffle can come in handy later! The answer to the riddle about the 'tines' is 'lightning'.

The answer to the riddle on the boulder is 'youth'.

To get rid of the dust bunnies, get the rug and a staff or stick and type "rub rug with staff" (for static electricity!), then type "touch bunny" and watch what happens! The ring can be used later in the game!

Use Sayonara to get rid of the Dorn near the chest or better yet, cut the onion with the axe and watch him cry his 69 eyes out.

To get the onion you'll need the wine bottle from the cellar, up with the stacks, which only works with 15% dexterity.

Still in the cellar? Use the scroll of recall outside the pub and say the word that hangs in the sky once you're in the cellar. You can also kick the door in, using one of the stars on the amulet (see later for explanation)

Haven't found a light? Use the lantern on the hook outside the pub, which can be renewed with the scroll of renewal.

Having trouble reading scrolls, get your intelligence up by eating the cake from the market (20% gain) or drinking the potion of enlightenment (20%).

Kiss horn of unicorn for 15% luck, buy and rub rabbit's foot for 10% luck.

More luck can be obtained by touching the coating in the goblet, given to you by the Implementors! (another 15%).

How do you get the goblet? Open the chest once and take the outline and the palimpsest when you return. Use palimpsest and create an entrance by cutting the outline with the phase blade (formerly the outline, Magick can do wonders, you know).

The pterodactyl can be very helpful, if only you could cure it! Take weed at Edge of Storms (spenceweed), use anesthesia on pterodactyl, take arrow and put weed on wound. Don't forget to take his whistle to summon him if you need.

All you need is a saddle, and you can fly on the pterodactyl: the saddle is in the stable and can be taken with the levitation or by using the amulet.

How do I use the amulet? This is only possible, if you have the

wine bottle! Look at amulet through bottle, so the red twines don't blurr the picture anymore! Then you can say the word, written on the amulet and get 99% strength for a few moves, using one of the three stars on the amulet.

Put the saddle on the pterodactyl and fly north (wait if wind is blowing against you! Cloudy directions cannot be entered) to get to the ruins.

Use the vial from under the pew in the Chapel (Jungle) to get rid of the undead warrior.

To get more dexterity, squeeze moss in cellar or idol, giving you 8% each.

To get rid of the monkey grinder, give him the closed chest, after you've opened it once to get to the implementors! He can't read..

To get the jewel, hit the baby hungus, wait for its mother to follow you to the maw of the idol. Get up and take the jewel when the hungus is on the jaw!

How do I get out of the idol and get the jewel from the hungus? Use the eversion twice! Point it at idol and hungus

To get more compassion (15%), use levitation on the baby hungus (who deserves it after being hit by you!).

Sell the jewel (1000 zorkmids) and buy the hourglass, which can be used at the ruins, under the arch (shaped like an hourglass!).

Once under the arch, turn the hourglass and you can travel through time! Take the minx and a truffle, who has been in the pool of youth, so it will stay fresh forever! Throw the truffle in the trench (where the helmet rolls into) and travel through time to the place called "desolation" and wait for the minx to dig up the truffle. Then you can take the helmet! [Don't go back to the battle trench after that, because history will start all over again and you'll lose the helmet you're carrying.

Wearing the helmet gives you 30% intelligence and 5% armor class extra.

Use the hurdyÑgurdy from the monkey grinder near the corbies in the gray field of Frotzen! Set dial to eye and close lid. Then turn the crank right until a farmhouse will fall down. Find the farm, enter it and wait to get to a giant boot!

Examine the flowers near the boot and choose the right key the one having the same colour as the third scarecrow after turning the hurdyÑgurdy. Carrying this key gives you access through the giant wall of corbies and you'll find a (compass) rose.

The rose can be used to see in which direction the wind blows AND can actually change the direction of the wind! "Set rose to se" enables you to fly nw with the wind in your back (cloudy directions are still unaccessable).

You can use the palimpsest to go to the ruins as well, by saying the word on it when you are on the ground, walk to the location you want to go to once you're above the ground and say the word on the palimpsest again.

Search the debris in the lamphouse of the lighthouse and you'll find a valuable sextant you can sell!

To get past the Christmas Tree monsters you have to change the butterfly in a caterpillar using the hurdyÑgurdy. The butterfly will align on the rim of the goblet somewhere in the fields of Frotzen (it's attracted by the nectar!). Put the butterfly in the hurdyÑgurdy (open the lid first) and close the lid. Set the dial to clock and turn the crank left ("reverse" time, a butterfly comes out of a caterpillar normally, now it's the other way around).

Carrying the caterpillar, the trees will avoid you and you can get through. Take the diary and the hemisphere, along with the leaflet from the mailbox.

The leaflet will turn into a burin, needed to inscribe the glyph!

The real Infocom freaks can read the diary and know what "girgol" means (from Spellbreaker: stop time). The other ones have to rely on my tip here: point the dispel rod at the dome to undo the spell and release the lava.

Run away from the lava, or you'll get killed.

Wear the ring and enter the lava while it's still hot. Inscribe the glyph with the burin (the glyph is written in the diary as well, so read it if you haven't done that earlier; without an example there'll be no glyphÑwriting!).

Ask cardinal Toolbox for the leather folder and open it: the two hemispheres can be put together, type "put peg in hole". The obtained sphere comes in real handy, getting to the end scene of this magnificent game!

Make sure all your attributes are as high as possible before getting into the final battle.

Fly to the castle (you can see it from the "Rock Wall" in the jungle, using the pterodactyl and the rose. Hide behind the bush and wait for the platypus to leave! Then take a root and eat it for 3% strength and take the jar from the statue. Blow the whistle and fly back to the mountainside on the pterodactyl.

You're ready to try the end scene now: high attributes, all the charms to ward off ill luck (horseshoe, four leaf clover, rabbit's foot) are also needed, along with the jar to make mirrors.

Enter the "maze" and make mirrors to reflect the light, making you able to penetrate the maze further. The lucksucker (cat or anything else) can be hit with the charm that colours green! When the daylight comes from the sw, turn the mirror s to reflect it to the se.

Keep making mirrors and try to find the urÑgrue. Be careful, mirrors do not last forever, so you'll probably have to go all the way back now and then. Finally point a mirror at the urÑgrue and you'll have defeated him (when you've enough compassion....).

Take the coconut from the pile of treasure and walk around the maze for a few moves.

List of objects:

Shillelagh, worth 10 (everything costs twice as much as it's worth when you want to buy it; all the prices in this list are based upon what you get when you sell the item).

Potion of Might, 12, gives 16% strength.

scroll of Mischief, 1, big fun at parties (useless, but fun).
.... of Eversion, 10, makes things turn inside out.

cloak, 15, 5% armor class, can be worn over another garment.
leather tunic, 10, 10% armor class.
scale mail, 30,
plate mail, 100, 60% armor class.
scroll of Fireworks, 1, (useless, gives authors of the game)
tusk, 40, not needed anywhere.

1.142 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 centre the stick after every move. Now the screen should flicker and you'll be the proud owner of infinite credits.

1.143 bignose the caveman - codemasters

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

1.144 bill and ted's excellent adventure

This solution does not tell you the order to visit the times in, but it does tell you how to rescue all the historical figures.

Levels 1 and 2:

Antoinette, Marie 1793
Just walk into the labyrinth

Arc, Joan of 1429
You need the Fire Extinguisher to extinguish the fire. Get the Fire Extinguisher from '0064'

Beethoven, Ludwig von 1810
You need the Note to make him follow you get the Note from '1805'

Bonaparte, Napoleon 1805
You need nothing to get this "Short, Dead Dude"

Einstein, Albert 1915
You need the Calculator for this guy. Get it from '0010'

Freud, Sigmund 1901
You need the Flower for Him. Get the Flower From '1810'

Kahn, Genghis 1209
You need the Twinkie for this chap. Get the Twinkie from '1878'

Kid, Billy the 1878
You need Nothing; wait for fist to beat the shit out of three ugly dudes.

Lincoln, Abraham 1863
You need to Bribe him with a Penny. Get the Penny from '9410'

Michaelangelo 1509
Pretty easy to get him. But beware of paint can's

Nero 0064
Get the Violin and this guy will be your slave forever .The Violin is at '1509'

Socrates 9410
Collect the Coins and climb the rock to get the answer

Other Ages:

Circle K 1989
Desert 1632
Iceage 0000
One Million B.C. 0010
San Dimas Mall 1990

Levels 1 and 2:

Antoinette, Marie 1793
Just walk into the labyrinth

Arc, Joan of 1429
You need the Fire Extinguisher to turn of the fire. Get the Shovel at '1805' and go to '1632' and dig, then you get the Fire Extinguisher.

Beethoven, Ludwig von 1810
You need the Note to make him follow you. Get the Butane from '1429' then go to '0010' Give butane to caveman, and get the Note.

Bonaparte, Napoleon 1805
You need Nothing to get him.

Einstein, Albert 1915
You need the Calculator for this guy. Go to the Year '1989' go in the shop, take the Icepick and go to the Year '0000' and use the IcePick, then you get the Calculator.

Freud, Sigmund 1901
You need the Flower for Him. Get the Seed From '1209' then go to '1990' and plant the seed in the tree pot outside the mall, then take the flower.

Kahn, Genghis 1209
You need the Twinkie for this guy. Get the Bread Box from '1901' go outside stand next to the edge of the street, then drop the bread box. Now you get a Twinkie.

Kid, Billy The 1878
You need Nothing, wait for fist to beat the shit out of three ugly dudes. You need the 1\$ Bill from '9410' before you complete this scene, Read 'Lincoln, Abraham' first.

Lincoln, Abraham 1863
You need to Bribe him with a Penny. Get the 1\$ Bill from '9410' and then go to '1878'. Go to the Bar man and give him the 1\$ bill, then you get a Penny Back.

Michaelangelo 1509
Pretty easy to get him, but beware of paint can's & drops. A little hint: jump up in the paint drops so you don't fall down..

Nero 0064
Get the Violin and this guy will be your slave forever. Get the Key from '1863' then go to '1509' and use the key on the Violin Box in the Corner.

Socrates 9410
Collect the Coins and climb the rock to get the answer

Other Ages:

Circle K 1989
Desert 1632
Iceage 0000
One Million B.C. 0010
San Dimas Mall 1990

1.145 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 armous 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.

1.146 bionic commando

Exit from level 1 exactly when the timer reads 1 for nine lives and a super high score.

1.147 black magic

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.

1.148 blacktiger

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

1.149 blade warrior

Complete Solution:

Gather some ingredients together and make the Heal and Water spells. Visit the West Wizard and trade the ingredients for the Travele spell, and trade again for the Aulet of the Moon. Make the Travele spell. Collect the key located near the Swamp Wizard's Tower. Go to Ginit's Amulet, take the key, kill the skeleton guards, and take the Amulet.

Go and see the Swamp Wizard and trade the Amulet for a Tablet Fragment. Collect the Silver Ring from the South Wizard level, killing the skeleton guards and grabbing the Ring as you go. Now visit the South Wizard and trade the ingredients for a Stone Flute (Compiler: Ideal for playing Rock Music with! Ha!Ha!) Go to the North East top corner of the map and get the Veritas leaf. Visit the Pine Wizard. Gather together enough ingredients for another Stone Flute. Trade the Veritas leaf for The Name. Trade the 'Air' ingredients with the West Wizard for the Smoke and Earth spells.

Journey to the top of the map and find the beehive. Here, cast the Smoke spell and attack the hive. Now collect the Crystal. Go to the West Wizard and exchange the Crystal for a Tablet Fragment. Now go to the North Wizard and trade one of the Stone Flutes for the Helmet, and the Talisman of the Moon for a Tablet Fragment.

Go to the East Wizard. Trade the Helmet for the Travele Spell (you already have this but the Wizard must have the helmet). Then trade the Name for a Tablet Fragment. There are a number of Flying Banshees on the East Wizards tower level. When you are attacked by one, immediately cast Earth at it, and follow it, continually casting Earth at it until it is dead. Collect the Banshee wail - cast Earth six more times.

Visit the Palace Wizard next. You can trade the Banshee Wail for another Tablet Fragment. Go to the path that the Sorcerer's tower is on (the red tower on the map). Locate and take the Swamp Fish sparkle. Trade the sparkle for a Tablet Fragment with the Pine Wizard. Go to the South Wizard and trade in the Crystal. Visit the Sorcerer and he will charge your sword for you. Find Murk and kill the beast with your newly-charged sword. Well Done!

1.150 blaster - core

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

```
"MALICEOFTHEMYRSKOIDS" or "MALICE OF THE MYRKOIDS"  
"SVANGERSKABSFORBZGGENDEMIDDL"  
"MATTRESSISAMONSTER"  
"IGLSONGOMEGLEUTTQUANT"
```

After the screen flashes red you can press following keys:

```
<1>-<9>, <0>, <->, <=>, <\>, <BACKSPACE> Select stage  
<Q>, <W>, <E>, <R>, <T>, <Y> Select stage  
<CURSOR UP> Add power to life meter  
<CURSOR DOWN> Subtract power from life meter  
<CURSOR LEFT> Subtract speed  
<CURSOR RIGHT> Add speed  
<DEL> Enter shop
```

1.151 blazing thunder

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

1.152 bleed

Sometimes this solution can get a bit hard to follow, but persevere!

Turn on the Police radio
Go for a ride
Call for back up (outside the playschool)
Open the door and enter the building
Tell him what you have seen
Stand on the plate (when the truck is coming towards you)
Start the Hunt! (after the truck misses)
Stand on the Brake
Try to start it
Call for Backup
Call for Backup again
Sneak inside quietly
Press yourself to the left wall
Go into the building
Follow the guy a bit further
Drive up the steps
Try to jump off in time
You made it!

Note: Do not Mess with the boss, because he'll blow your head off!

1.153 blob

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

1.154 blobz aga

Enter any of the following for the password:

"TURDS" ?
"BLOBZ" ?
"RIMMER" ?
"SMEEEG" lets you play modified levels
"SKP" ?
"ALANIS" Disables sprite collision on main map. Ability to start at any level or jump off the edge for the next world.

1.155 block shock

Level Codes:

061 RUHETAG
006 NAGELLACK 066 VENTILATOR
011 BLUMENTOPF 071 WASSERSKI
016 LAGERHAUS 076 ZUGLUFT

021 REGENBOGEN	081 HOCHHAUS
026 AUGENARZT	086 UNIVERSUM
031 BARKEEPER	091 JAHRESZEIT
036 KUGELLAGER	096 PUTZFRAU
041 BLUTGRUPPE	101 TASCENUHR
046 ERDBEBEN	106 NACHTTISCH
051 PROFESSOR	111 FLUGZEUG
056 STIERKAMPF	116 SEGELBOOT

1.156 blockbuster

Level Codes:

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

1.157 blood money - psygnosis

Pause game and press <HELP and then <1> or <2> and you will restock your supply of lives or money, respectively.

1.158 bloodnet

Using your favorite hex-editor and change the positions below to FF. This will give you 255 in every stat, and 16,777,215 virtual dollars to fool around with.

NOTE: You have to change the value in the positions under both Pos 1 and Pos 2, or else the game will accuse you of cheating.

	POS 1	POS 2
Hit Points	\$34B/\$34D	\$6E8E/\$6EAE
Money	\$34F/\$350/\$351	\$6E96/\$6E97/\$6E98

PHYSICAL:

Strength	\$358	\$6EB5
Endurance	\$359	\$6ECD
Agility	\$35A	\$6E9D
Stealth	\$35B	\$6EAB
Pick Pocket	\$35C	\$6E9F

CYBERSKILLS:

Hacking	\$370	\$6EB0
Deck Integrity	\$371	\$6EA7
Cybercloaking	\$373	\$6E9A

COMBAT:

Melee	\$36A	\$6E99
Firearms	\$36B	\$6EB3
HighTech	\$36C	\$6ECC
BioTech	\$36D	\$6EA4
Blades	\$36E	\$6ECA

Explosives \$36F \$6ECB

PERSONALITY:

Leadership \$35D \$6EA0
Innonence \$35E \$6E8F
Faith \$35F \$6EA5
Courage \$360 \$6EA9
Will \$361 \$6E9E
Bribery \$362 \$6EAA

MENTAL:

Intelligence \$363 \$6EA6
Fast-talk \$364 \$6EA3
Observation \$365 \$6EAC
Bargaining \$366 \$6EAF
Jury Rig \$367 \$6EB1
Medicinal \$368 \$6EB4
Lock Pick \$369 \$6EB2

1.159 bloodwych

Here is a cheat for the two player mode.

When you are being attacked by a monster that you think may be too tough for your team, get the other player to lock their team behind a wooden partition. Then you lure the monster past the section of the partition that hides your accomplice. That player then communicated with the monster with the monster through the partition (make sure that they are facing it). They then keep clicking on 'COMMUNICATE AND RECRUIT' (this is better done using an autofire joystick). You then hack the living daylights out of the monster while your accomplice carries on hacking the living daylights out of the 'COMMUNICATE' option. This works with Zendik and the Entropy as well as every other creature in the castle.

If you're patient enough, then a good way of starting is to recruit your way through all of the Bloodwych characters taking their belongings, then dismissing them. You can now sell all the weapons you don't want, to end up with about 200 coinage. You will also have a plentiful supply of food and keys, so remember to have only one character carrying the keys to save on backpack space.

Usually, the best combination of characters is to have two fighters at the front and two wizards at the back. It's difficult to say which colours are the best, since they all have spells which come in useful fairly often. The yellow Vivify spell is probably the best, but red spells such as Vitalise, Fireball and Firebath tend to be the most frequently used. Note that the first time you use the Vivify spell, you will need about 70 or 80 spell points if the character casting the spell isn't yellow.

Any items you come across can be sold to any creature, so long as they're not one of the characters you robbed at the beginning of the game. You can quite easily reach and maintain the maximum of 99 coinage this way.

As far as fighting goes, make sure you don't get trapped while using the 'hack and step back' method, only to realise that you haven't saved the game for some time. Occasionally it is possible to worm your way out of

this situation by using the Confuse and Terror spells and talking to the creature. Keep boasting to it about how great you are and then threaten it. Every now and then the creature will turn and run, but unfortunately this is quite rare.

A tip which is used by quite a large number of Bloodwych players is the old 'hiding behind the door, technique. Stand to one side of a wooden door with a creature on the other side and keep clicking on the fight icon until the creature opens the door. Sometimes it is possible to get a hit in from both of your front characters and close the door before the creature hits you. If the creature then opens the door straight away, you don't need to click on the fight icon again. If, however, there is a delay, then you'll probably have to keep hitting it. If you're worried that one of your characters is going to die, then lock the door using Magelock, as it's quite easy to make the mistake of locking the door open if you use a key. With the door locked you can give your characters a rest, allowing them to recuperate and be ready for the next fight.

1.160 The Blues Brothers - Titus

Wait until the character selection screen appears, then type in "HOULQ" or "WALLOO" which should cause the color of the background screen to change from black to a maroon. Now just press the appropriate number key for the level you want to play; <1> - <6>, then hit <SPACE>.

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

1.161 bob's bad day - psygnosis

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 FDPWPWPQ
008 YCPCDWNE	033 RBFHHYQI	058 LEAMLVPM	083 FDPWPWOQ
009 XBFCDYQE	034 RCKHHPXI	059 LEAMLVOM	084 FEARPVNQ
010 XCKCKXPE	035 RCKHHXOI	060 LFFMLUNM	085 EDPRQWQR
011 XCKDDXOE	036 RDPHWNH	061 KEANMVQN	086 EEASQVPR
012 XDPDDWNE	037 OCKIIXQJ	062 KFFNMUPN	087 EEASQVOR
013 WCKDEXQE	038 QDPIIW PJ	063 KFFNMUON	088 EFFFQUNR
014 WDPDEWPF	039 QDPIIWOJ	064 KGKNMTNN	089 DDPSQWQR
015 WDPDEWOF	040 QEAIIVNJ	065 JBFNMYQN	090 DEASQVPR
016 WEAEVNF	041 PCKJIXQJ	066 JCKOMXPN	091 DEATRVOS
017 VBFEEEXP	042 PDPJIW PJ	067 JCKONXOO	092 DFFTRUNS
018 VCKEEXP	043 PDPJJWOK	068 JDPONWNO	093 CEATRVQS

019	VCKEFXOG	044	PEAJJVNK	069	ICKONXQO	094	CFFTRUPS
020	VDPEFWNG	045	ODPJWQK	070	IDPONWPO	095	CFFTRUOS
021	UCKFFXQG	046	OEAKJVPK	071	IDPPNWO	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

1.162 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.

1.163 body blows galactic - 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
"MEANTEAM"	?

1.164 bograts

For unlimited bombs and lives press <SPACE> to gain access to the main controls and then type "7EVEN" and press <RETURN>.

1.165 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

1.166 bombmania

Type any of the following during play:

"IDKFA" Puts your lives to 1
 "MCGYVER" ?
 "ZISH" ?
 "WARP" Clear stage
 "NEVER MESS WITH A BUNDY" ?
 "SWATCH" More Time
 "NUKE" ?
 "F1" Speed
 "AFC" Fire power
 "SODOM" ?

1.167 bombuzal

For invincibility, type in "SCORE" at the title screen.

Actually there is a hidden pause control in the game. When you press <SPACE> to access the overhead map screen, if you keep it held down the clock stops until you release it.

Level Codes:

Beginner:

0 BOMB 8 ROSS 16 RATT 24 LISA 28 SINK 32 DAVE 36 BIKE 40 IRON
 44 BIRD 48 LEAD 52 TAPE 56 WEED 60 VASE 64 RING 68 PILL 72 GIRL
 76 SPOT 80 GOLD 84 PALM 88 OPAL 92 LOCK 96 SONG

Medium:

100 SAFE 104 FIRE 108 WORM 112 LAMP 116 LOCK 120 TREE 128 SINK 136 BIKE
 144 BIRD 152 TAPE 160 VASE 168 PILL 176 SPOT 184 PALM 192 LOCK

Expert:

200 SAFE 208 WORM 216 NOSE 224 EYES 232 HAIR 240 SIGN 248 MYTH

When reaching a new level, it's worthwhile to sacrifice a life to see the explosion pattern. When trying to detonate a pulsing bomb, pick it up; it's easier to see its size. You are invulnerable to explosions when teleporting, so use it to your advantage! A blind droid can't activate switches.

1.168 bonanza bros

On the title screen, type "LOCK THE TARGET". Press <FIRE> for the cheat menu.

1.169 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 (HURNSLUT)	18 CREEPY CAVE
05 WEB OF DEATH	12 SLIMEHOLE	19 LIQUIDATION
06 MONSTERPARTY	13 BLOODSMELL	20 MEGAMAZE
07 CAVE OF DOOM	14 BONEPOWDER	21 STRATA GEM
	22 STRATOSPHERE	

18 and 21 may be without space.

14 may be GUNPOWDER

1.170 booty

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

1.171 borderzone

The Train

[Notice what your contact at the station is going to say to make contact to you]

Get camera; drop document; take picture of document; again; rewind film; open camera; take color film; open window; throw camera through window; remove carnation; take bag then throw it through window; take document; open door; out; s,w; take towel; turn on water; wet towel; turn off water; drop film and carnation; put document in toilet; e,n,w; clean up blood; e,s,w; put towel in toilet; flush toilet; examine toilet; flush toilet; e,n,w; z [When the inspector enters, answer that you have not seen any suspect person]; z [Until you are at the station]; e,s,w; get all; e,s; wear carnation; [walk north and south until a person says the right excuse]; say "Popka Izim"; give film to [contact person].

The Border

Slow; tear clothes; tie scrap around wound; ne,ne,n,ne,ne; z [until "...occupant of the hut walks outside"]; open door; in; close door; take all; oil door; wear boots; wear parka; z [until the car starts]; open door; out; ne,ne,se; enter swamp; s,sw,sw; w,n,n,n,nw,w,nw; open door; enter shed; take binoculars; search tools; wear gloves; take cutter; out; n,n; watch light; z [until the right searchlight lights west]; run north; watch guards; e [so that you are in front of the middle tower]; examine fence; z [until guard are more than half away from you]; cut fence with cutter; bend fence; climb through fence; z [until guards are walking away from you]; n; open pen; press button; again; [two minutes should be enough, unless you are a very slow typist, in

which case you should press button an extra time]; attach pen to nw post; z [until guards are walking away from you and they are more than half away from you]; close pen; up; climb brace; knock on door; pull leg; [oopzi dazi]; climb ladder; enter tower; [when the two minutes expires, something exciting should happend]

The Assassination

```
sw; look at windows [notice where the open windows are]; w,n,w;
read directory [compare the free rooms with the open windows, and
find out where the assasin is (note the room number)];
e,s,s,s,w,s; approach riznik [note password]; w,n,e,e,n; call
topaz; topple cart; w; take can; put it under ladder; stand on
it; up [until at the right floor]; open window; n; n[door F];
n[door D]; n[door B]; drop matchbook; knock on eastern door; say
"[password]"; hide behind door; wait [until Topaz enters]; hit
Topaz; (****) The password from (***)
```

1.172 borobodur - thalamus

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 go to the left once again and ride the log up half way and jump into the opening on the right (about half way up). 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 <SPACE> until a message appears and says {NOW YOU'VE DONE IT}. This will give you invicibility and stops the clock. Press <RETURN> to skip levels.

1.173 borrowed time

THE THUG. I wasn't able to do anything about him. It seemed that he appeared when I had taken too many moves between finding evidence or obtaining information. I usually received a warning about three moves before he started blasting. GAME BEGINNING. You are in your office. Answer phone. Read your case files (all 7 of them). Go east to the little office and read the note. Take the east exit to the alley. This is where the action starts! Go east to the Dixie Arms Hotel. Hide behind the chair. Crawl north. Lock the door. Go up to the attic. Break the window. Take the shard of glass. Go east to the ledge. Climb the cable. When you get to the second-story window of the Dublin Rose Bar, cut the cable with the shard of glass. Go down to the bar. LEBOCK'S HOUSE. If you are having trouble finding or entering Lebock's house, go to the bar. Talk to the thug. Show gun to the thug. This will loosen his lip but not enough. Show gun again. He will tell you the location of the house and the password. The big bruiser, Rocco, guards the door. Say "TINPLAYER" then enter. Lock the door. Search fireplace. Take scrap of paper. Go east through the curtain. Take the candlestick and wait. Hit Rocco with the candlestick. Go east and exit back door. RITA'S APARTMENT. You'll get hit over the head and tied by your wrists to the ceiling beams. There is a table nearby. Look at table. Get the matches and the candle. Light match then light candle. Burn

twine. (Amazing what you can do with your feet!) Search the kitchen. Take Receipt. If you search enough, you'll find a key but getting it now will cause you problems. Oh, well, go ahead move the stove and get the key. Now your hands are burned and you can only carry a few things. It would be best to visit the doctor now. DOCTOR'S OFFICE. Tell the nurse you are a patient. You'll see Mongo through a doorway. He is receiving medical treatment. Don't call attention to yourself; listen. Search desk. Take the bandages. If you have already burned your hands, *APPLY* bandages to your hands. Ah, that's better! SHACK. In case you haven't found the shack, it's at the west end of First Street (just west of the hot dog vendor). Break the door. Untie Mavis. Take the tube and the novel. Read the novel and take the bookmark -- it's a claim stub! DORIS POLK'S APARTMENT. (Intersection of Pershing and Polk) Talk to Doris. Ask her about Mongo, Lebock, Farnham, etc. Show stub to Doris. This might be a good time to visit the car park. STILES' SAFE PARK. If Jake is there alone, leave and return later. If two men are there fighting, help Jake. Get gloves and cans. Show evidence to police. You should have: (1) cans, (2) gloves, (3) stub, (4) tube, and (5) receipt. Mongo will tell you about the key and the P.O. Box. TRASH PILE (First Time). Search trash. Get bone. Remember, this might be a good place to hide. VISIT FARNHAM. (85 West Polk) A tough looking guy guards the door. Talk to man. Enter building. Talk to Farnham. Notice the dogs and what Farnham says to them. HOUSE WITH FENCE AND DOGS. Say HIYO to the dogs. Enter house. Talk to Shuman. Untie Rita and Wainwright. Talk to Rita. Talk to Wainwright. Get report. Police will take Shuman away. BRUCE LIGHT'S HOUSE. (Sixth West of Main, blue brownstone) Knock on door. Enter. Look at bottles. Wait for Light to appear. Ask Light about Mongo, Farnham, etc. If he's reluctant to talk, show gun. Go upstairs (big deal, huh?) Search. When Light is able to talk, question him again. P.O. BOX. (Post Office) Unlock box 999. Get poem. Read it. There's a number written on the back. Head for the Park. PARK. (6th and South Main) Go south of the statue to Tool Shed. Set lock to 6316. Get shovel. Dig at statue. Get suitcase. Go north. Thugs are chasing you from south, north and east. Go west. Hide in Trash Pile. TRASH PILE (Second Time). You are hiding from the thugs. Give bone to dog. Wait. When dog starts to bark again, go east. You should now have enough evidence against Farnham to go to the police. END GAME. Take evidence to Police Station. Tell police to arrest Farnham. You should have the following evidence: (1) Report (from Wainwright), (2) Scrap of paper (from Lebock), (3) Suitcase (from Park), and (4) Folder (from the suitcase).

1.174 bounce 'n' blast

During play hold down

<1>, <X>, and <HELP> for extra guys (only works twice)
<G>, <X>, and <P> to fill your life meter (works once)
<R>, <O>, and <T> not sure (works once)

1.175 bouncing bill

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

1.176 bouncy - 5th dimension

Enter "GORDONIUS" for the password to start with 9 lives. When you enter it it will say 'LEVEL: 06', but it will start at level 1.

Level Codes:

06 VULPECULA
11 BERENICES
16 ALDEBARAN
21 MONOCEROS

1.177 brain ball

Level Codes:

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				

1.178 brainmann

Level Codes:

"WAVE" "LAKAIEN" "WOLF" "VOLLMOND" "FRIENDS" "MYRDIN" "DREAMS"

1.179 brainstorm

On the title screen, press <F9> and enter "WIVO" for the password. CHEAT MODUS AKTIV will appear at the bottom of the screen. During play use the following keys:

<HELP> Complete current round
<T> More time
<S> More steps

Level Codes:

```

002 VIPER      035 NCC 1701      068 1991
003 HYDRA      036 OPAL          069 OTTAR
004 JODA       037 DILITHIUM      070 STARLIGHT
005 CRAVEN     038 PRISMA        071 ANSSET
006 CYBORG     039 DUNGEON       072 POSEIDON
007 TROJA      040 TAMARA         073 NAUTILUS
008 NECRONOMICON 041 ANDROID       074 ARCADOR
009 GIGER      042 2001          075 STYX
010 TERRA      043 TIBERIUS      076 MONTEGO BAY
011 STALKER    044 VOLTZ         077 RAMIREZ
012 NOSTRADAMUS 045 AVALON        078 KOBAYASHI
013 EXCALIBUR  046 YGGDRASIL     079 SOKRATES
014 HARRISON   047 MERLIN        080 RAGNAROK
015 DIGRIZ     048 KAISERKRAFT  081 LEGION
016 TALIANNA   049 WALHALLA      082 ARISTOTELES
017 FLINX      050 TITAN         083 CRISTAL
018 CLOTHAHUMP 051 666           084 SAREK
019 JONTOM     052 GALILEO       085 TERGORDEN
020 FOSTER     053 SHA KA REE    086 FALKAN KOR
021 TRIBBLES   054 KARA          087 STAHLFUCHS
022 OLD MAN    055 RODDENBERRY  088 ALKOUT
023 TZIZZ TZIZZ 056 SORAYAMA     089 ASEN GER
024 OVERKILL   057 SHETANI      090 DRAGON
025 HANNIBAL   058 ATLANTIS     091 QUEEN
026 ORION     059 STORM         092 LOVECRAFT
027 KYLE       060 SAGAN         093 UNIVERSE
028 SKAR       061 KELHIM       094 CRAY XMP
029 ODIN       062 M5           095 STEGOSAURUS
030 PALADIN    063 11001001     096 POWERPUNSCH
031 ARCHIMEDES 064 1967         097 USS YORKTOWN
032 NATHAN     065 KIM          098 HOOK
033 THOR       066 HARRY MUDD   099 HARD WORK
034 MUTANT    067 TATZELWURM  100 ASIMOV

```

1.180 brat

During play hold down <1> <.> <?> and <*> together to advance a level.
Remember <*> is found on the numeric keypad on the right.
(maybe <1> <.> </> <*> or <1> <,> </> <*>)

Here are some level codes to help you along:

```

1 BISHIAMO   5 NOKITAGO   9 MOKITEMO
2 MIHEMOTO  6 ITSANONO  10 ZUMOHATO
3 SASUTOZO  7 MOZIMATO  11 CHANASTU
4 SUMATZEE  8 HOZITOMO  12 NAGAITSU

```

1.181 breathless 1.1

Level Codes:

```

3.1 181A59KMV63PGOPT
1.2 181CEICWL13PGOQW  3.2 181A59KOV63PGOPW
1.3 181C8VWGMQ3PGOQV  3.3 181A59M2W6RPGOPV

```

1.4	181CUBW2NN3PGOQQ	3.4	181A59OWPFBPGOPP
1.5	181A59KMOMVPGOPP	3.5	181A59IW5CBPGOPP
2.1	181A59NMH5RPGOPD	4.1	181A59I21TDPGOSD
2.2	181A59JSIURPGOPG	4.2	181A59L44U9PGOSG
2.3	181A59KCKPNPGOPF	4.3	181A59NAF5DPGOSF
2.4	181A59M6TSFPGOPA	4.4	181A59NCF5DPGOSA
2.5	181A59M8TSFPGOP9	4.5	181A59H6G85PGOS9

or

	3.1	181C7ETKOT5RQGPT	
1.2	18WSGGJKL13JSE2W	3.2	181C199KH5RRQGPW
1.3	1KOSDHGOL7HJSEQV	3.3	183CRLVWJ7BRQGPV
1.4	17DCDRVQMWJHJSEQQ	3.4	18MSSPU4KWBRQGPQ
1.5	18LC3C9SL4THSDQP	3.5	18NCNJBKO3BRWGPP
2.1	18LS2UBGMJ1HSGPD	4.1	17BSHBWCKPNRWGSD
2.2	181C24FOO1PHSGPG	4.2	18WC4HBQVQJRWGSG
2.3	17GS7WQMIJ5HSGPF	4.3	178CJRDIUG6RWGSF
2.4	181CTF9EKUPHSGPA	4.4	8BISLRSSR9URWGSA
2.5	181CW6CMUW9HSGP9	4.5	8GJBPB548STRWGS9

Fighting Technique:

One technique that must be mastered is movement from side to side. This allows you to aim/fire the weapon and dodge shots coming at you at the same time. Rotating and firing the weapon is not a good idea unless the attacker is right on top of you. My personal favorite control configuration is to use a joystick and set the control menu option to mouse. This seems a bit odd but what it does is allow rotational movement in two ways, the mouse and left/right joystick. Side to side movement is now the left/right cursor keys and forward/backward is the up/down cursor keys. Forward/backward is also accomplished via the joystick as well. Even though the control is set to mouse, I really don't use it much, mostly just to make minor aiming adjustments or to adjust my course slightly when walking down a hallway.

It's good technique to put some distance between yourself and your opponents. This gives you time to dodge oncoming shots. Firing while backing up (also using side to side movement) is very effective. For this I will take my right hand off the joystick and utilize the cursor keys while blasting away with the left hand on <FIRE>. If an opponent gets too near then I switch my right hand back to the joystick so I can rotate and rid myself of the attacker(s).

Another good technique is to walk part way into a room or hallway and then back up. This will often cause the enemy to appear.

Weaponry:

Boost the simple shot as soon as possible. This can occur as early as the first world, second arena. Obtain the fireballs as soon as you can. This will probably happen in the first world, fourth arena. Boost this as soon as possible, probably the very next arena. Stay away from the flamethrower. I think it's a waste of credits. The plasma gun is powerful but buying it will delay the purchase of more powerful weapons.

After boosting the fireballs you have a choice to make: go for either the magnetic gun or the death machine.

What weapons will win the game for you? Two have worked for me: the

boosted magnetic gun and the boosted death machine. An unboosted death machine would probably work. An unboosted magnetic gun might possibly work but I don't think so. The magnetic gun is far cheaper than the death machine so it can be obtained much earlier. Trying for the death machine means struggling along with boosted fireballs until the third world, fourth arena at the earliest. This is very challenging but once you get the death machine. The rest of the game becomes fairly easy. Whichever weapon you choose, boost it as soon as you can.

Elevator tips:

For elevators going up you can sometimes see attackers and kill them by aiming up and firing. Sometimes no attackers appear until the elevator gets to its destination. In at least one situation, starting up the elevator and then backing off of it will bring on the enemy so they can be killed by firing upwards.

For elevators going down try firing over the edge to kill anything that might be waiting for you at the bottom. Another technique is to step onto the elevator and then step back quickly so that the elevator goes down without you. This sometimes exposes the enemy who can be killed now by firing downward.

Spending credits:

At first, you will probably be spending lots of credits just to stay alive. This will prevent you from buying the necessary weapons that you need to take you further. As you become more skilled, though, this will taper off.

Once you become adept using the fighting techniques, you will for the most part only need to spend credits for weapons and for boosting them. Only occasionally will you need to spend credits for health and shields. Once you have obtained the more powerful weapons you may often need to spend credits for energy however.

Advancing to higher levels:

Your numbers (health, shield, energy) at the end of one level become your starting point for the next level. If you have low numbers then you might want to replay that level again if you think you can do it better. Try to carry the best numbers possible from level to level.

Miscellaneous Tips:

When you enter an area and hear a growl, backup and prepare to fight!

Look for unlikely or seemingly impossible shot angles. By this I mean it can appear that you are shooting over the heads of the target but you are actually making hits. There are numerous situations where you are firing down on your target, aim high and you'll still likely hit your target. The level where the scorpion-like creatures comes to mind. In one situation there are several that can't get to you because they are behind short barricades. All you can see are the tails. I found that by backing up a bit and aiming upwards that I could hit and kill them even though I really did not have a clean shot.

Keep in mind that you can buy the necessary keys if you cannot find one or one is too difficult to get.

1.182 brian the lion - psygnosis

Enter "Mrs*Turnip" as your password. The screen should flash to let you know it worked. During play press <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
<D> Not sure
<O> Opens up the map
```

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

1.183 brian the lion aga - psygnosis

```
Enter "Mr*Pumpkin" as your password and do like in
Brian the Lion
```

.

1.184 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.

1.185 brutal paws of fury

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

1.186 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 <L><1><M><6>, this will whisk you to the last match of the top league. During play use any of the following keys:

```
<L> Lightning
<I> Invicibility
<G> Wall Breaking
<R> Shield
<S> Hare
<D> Tortoise
<F> Freeze Blocks
```

Level Codes:

```
LCRRTLO1X BV12C4R2K Z701VWR1!
9TLGKRX0F R3PF463QN HV3!LZRQ5
7KNBD1555 55H!DM000 QBCLFRWWW
FCV62H444 ICTY5NJY GCV022333
VJT8!PKKK !B256D999 SW16PX999
4WYFVR2!8 86JY70HHH F3C5Z5DDD
DD7073!74
```

```
League 3 FS7G8LLSG SQ4YXYYYY
2 Y!BY3PPDT PPXZOZZZZ
1 5L5X6TGX! 66QSHGGGG
```

1.187 brutal sports football cd³²

Level Codes:

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

1.188 bss jane seymour

Level Codes:

```
2 SLUMBER 3 INTEREST 4 BULKHEAD 5 SHOWROOM 6 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

1.189 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"

or:

2 7LRRF3H6G7
3 9YZN!6RYTG
3 (7 lives) 9VBDM!1!DN
4 3G2MCG6KN5
4 (7 lives) 3VTCF9JQG8
5 CS4SL9DFQC

Enter any of these codes to start on any level (except stage 1) with 9 lives:

1 1111111111
2 T7TJZT8P2K
3 6SCGBR!X5S
4 1147PVSJ82
5 X7XJ?T7N3V

1.190 bubble and squeak aga

Enter any of the following for your password:

"HEFSBEER" 9 guy and 9 hearts
"MAXIBABY" a new difficulty setting
"BUTTHEAD" infinite hearts and lives
"WHOCARES" a message from the programmer

1.191 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> advance 1 level
<F2> advance six levels
<F3> advance eleven levels

While in the first screen, bubble the first two monsters and then fill the screen with hundreds of bubbles. Bubble and burst the remaining monster and the remaining bubbles should turn into fruit (usually bananas), each of which is worth 500 points. Also, Hold down <FIRE> after losing your last life, and you should get another set of lives, though your score will be reset.

Beating level 100: jump on the small platforms to collect all the green potion bottles. They will give you lightning bolts. Straight away fall to the bottom left hand corner, face in to the corner and fire like hell. The big guy at the end very rarely goes into the bottom corner, if he does don't worry just repeat the above process. After 100 hits, he will turn into a bubble. Pop him and you've done it!

1.192 bubble dizzy - codemasters

On the title screen, hold down
 <LEFT SHIFT>, <RIGHT SHIFT>, <LEFT ALT>, and <RIGHT ALT>
 to bring up the music select screen
 <E>, <A>, <S>, and <Y> to activate cheat mode. Now during play press
 <=> to advance levels and
 <-> to go back levels
 <H>, <A>, <R>, and <D> to deactivate cheat mode

1.193 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

1.194 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	KOHNHL	OPHPHP	LOPNPL	PPPPPP	
1	1	KCCBBB	ODCDBF	LCKBJB	PDKDJF	
	2	KCDFBJ	ODDHBN	LCLFJJ	PDLHJN	
	3	KGGBFB	OHGDFE	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 IKBNDK 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 IGGFFI MHFHFH JGNFNI NHHNHM
6 1 IIAICC MJAKCG JIIIKC NJIKKG
2 IIBMCK MJBOCO JIJMCK NJJOKO
3 IMEIGC MNEKGG JMMIOC NNMKOG
4 IMFMGK MNFOGO JMNMOK NNNOOO
7 1 IAAAAA MBACAE JAIAIA NBICIE
2 IABEAI MBBGAM JAJEII NBJGIM
3 IEEAEA MFECEE JEMAMA NFMCMC
4 IEFEEI MFFGEM JENEMI NFNGMN

```

1.195 builderland

Level Codes:

```

1 BUILD1
2 YOTTHA or BAROCK
3 BEARBY or BOOLER
4 OCTOPY or MARIBA
5 DIABLO or GHOSTS
6 GOTIUS or OUTLAW

```

1.196 bulldog

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

1.197 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.

1.198 bump 'n' burn cd³² - grandslam

1. Select two player mode.
2. Select Dodgy Dinos for player one.
3. Select Buck Tooth Beavers for player two.
4. Select one player mode.
5. Select Buck Tooth Beaver for player one.
6. Select two player mode.
7. Start the game.

Player one's screen will show the Buck Tooth Beavers and player two's will show Frank'n'Steiner. Player two should now be Count Chaos.

1.199 bumpy's arcade fantasy

Level Codes:

2 ACCESS	5 PRETTY	8 LOVELY
3 BUTTON	6 WINNER	9 SYSTEM
4 ISLAND	7 ZOMBIE	

1.200 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 for sale and put them on the field ---> 14 players!

1.201 bunny bricks

Hold down <ALT>, <CTRL>, <RIGHT SHIFT>, and

<N>	to skip levels
<L>	for extra balls
<T> and a number <1> - <5>	to skip sections

To increase playability, hold down <LEFT AMIGA>, <RIGHT AMIGA>, and <CTRL> (reset your amiga).

1.202 bureaucracy

Complete Solution

You have left your previous job to accept employment with Happitec and you have moved to a new address. Happitec is sending you on a vacation to Paris. All you have to do is wait for the money order which Happitec is sending to you, pick up your plane ticket, and board the plane. So you think! It seems the removals company has misplaced all your belongings. The Change of Address card which you were to file somehow got sent to your old address. The new owner of your old home sent your mail to your old bank. Check out your wallet and you'll find that you have no money, an expired US Excess card and a Beezer card. Your new home contains a few meager possession, i.e., your Boysenberry computer, a telephone/answering machine and a few miscellaneous items. Take everything you can because you'll need everything you can find to solve this game. Listen to the messages on the telephone/answering machine. Consult your Address Book and call all the numbers listed. You'll learn a lot by doing this.

The doorbell rings. Chowmail Overnite is delivering a large bag of Llamex (R) brand High-Fibre Llama Treats. You didn't order it, the address is wrong; but, you'll never be able to explain anything to the delivery man, so just give him your Beezer card. You are now the proud owner of a bag of Llama treats!

There's nothing else to do in the house for now, so explore your new neighborhood starting with your mailbox. The mail found in each location seems to be random. For example, in one game you might find a leaflet in the mailbox and in another game find a flyer in the mailbox. That isn't important. The postage is important so try to remember what type of postage was used and the order in which you find it. The mail you find in your mailbox has a postage stamp on it.

Go to the bookstore. You'll notice it's actually a software store. Talk to the clerk. Ask him about software. He'll offer you a special cart which he keeps under the counter. SHOW the game cartridge to the clerk. He'll take it and give you a Recipe Cart. I found that I got a point for this, but did not get a point if I said TRADE cartridges.

* Your score is now 1 of a possible 21 points.

Go to the Travel Agency. Give the letter to the Agent and get your round-trip ticket to Paris.

* Your score is now 2 of a possible 21 points.

Go to the bank and try to file a Change-of-Address form. Lots of luck! The bank has already sent you a Change-of-Address form and one is all you are allowed. Too bad it was sent to your old address.

Go to the old tenement building. There are stairs leading up and a door in the south wall. Nothing can be done about the blank wall at the top of the stairs, so forget it. Knock on the south door. A voice will answer and the door will open. Enter the flat which is occupied by a mousy little man. Seems he collects stamps. You will see some mail in the floor but the man won't let you pick it up. Show the stamped envelope

to the man. He'll grab it and run out of the flat. Pick up the mail. Notice the Postal Service sticker.

* Your score is now 3 of a possible 21 points.

By this time you will probably be getting hungry, so go to the Restaurant. The waitress will take your order then return to tell you that your order was lost due to a computer crash. Of course, it's her break time, so someone else will take your order. You must go through the long ordering process all over again. Wait for your order and eat whatever you get.

You have no money to pay the bill, so sneak out the back door of the restaurant into the alley. From the alley you can squeeze through a gap in the fence to arrive at Behind Mansion. Enter the back door of the mansion. Here you'll find a macaw sitting on a perch. You can see some mail under the perch but the macaw will not allow you to take it. Go into the Trophy Room. It's a good idea to save the game first because the old woman shoots. Make a fast exit. Go to the front door of the mansion and ring the bell, then beat feet to the back door. Return to the Trophy Room, grab the painting of Ronald W. Reagan and exit. Show the painting to the macaw then take the mail from under the perch. Notice the Postal Service sticker.

* Your score is now 5 of a possible 21 points.

Go to the llama farm. Open the bag of llama treats. Push the bag through the mailbox so that it falls into the trough. While the llama is eating the treats, take the mail from the trough. Notice the Postal Service sticker.

* Your score is now 6 of a possible 21 points.

Try to enter the farmhouse. The door won't budge. You must go away and return later. Go south to the gate. There's an intercom at the gate. It will crackle to life and a voice will say, "Unfortunately, there's a radio connected to my brain." Could this be a password? Go back to the farmhouse. A heavily armed man resembling Woody Allen will appear in the doorway. He is rather dazed - not sure where he is or who you are. Say: "Unfortunately, there's a radio connected to my brain." He will respond with: "Actually, it's the BBC controlling us from London." You can try more conversation or merely wait for him to leave. Return to the gate.

Again, the voice over the intercom will say, "Unfortunately, there's a radio connected to my brain." You must say, "Actually, it's the BBC controlling us from London." The gate will open. Enter the Foyer.

You'll meet the paranoid owner of the house and discover the armed man is here also. The paranoid householder suspects you are an imposter so he will ask you a series of questions. To answer correctly, you must refer to the "Popular Paranoia" magazine which is included in your game package.

One wrong answer and you're dead. Answer them all correctly and you'll find yourself in a gaol cell in the basement of the paranoid's house.

Examine the gaol door. Try cutting the molybdenum bars with the hacksaw. The armed man will give you the Swiss army knife. Examination of the knife will reveal a button marked POWER SAW and a lever marked GENERATOR. Push the button then pull the lever. Examine both the saw and the

generator. Take the power saw and plug it into the generator. Get on the generator (it resembles a bicycle) and start pedaling. You can't reach the bars while sitting on the generator, so give the power saw to the armed man. He'll cut the door open for you. It's best to stall around in the Basement allowing the armed man to go up the stairs before you. The paranoid man and the armed man will depart. You'll see some mail in the foyer. Don't be surprised if you can't pick up the money order which you want so badly. Take the envelope.

* Your score is now 7 of a possible 21 points.

The envelope contains a memo and a cheque. The check is drawn on the Fillmore Fiduciary Trust in the amount of -\$75.00. Yes, that's a minus sign. Go to the bank. Get a withdrawal slip. Fill it out then take it to the Deposit window. Give the cheque and the withdrawal slip to the teller. You are depositing -\$75.00 using a withdrawal slip which is the negative of a deposit slip, negative -\$75 is \$75. Makes perfect sense. Then go back to the withdrawal window. Fill out another withdrawal slip and withdraw \$75.00.

* Your score is now 8 of a possible 21 points.

Now that you have money, you might want to return to the restaurant to pay your bill. You are ready to go to the Airport. Call Getlost Airport Cab (number listed in your Address Book). Wait for the taxi.

Oh, the Airport is a fun place! Since you have an Omnia Gallia ticket, you should go directly to the Omnia Gallia desk. Alas, Omnia Gallia has been sold. For further information you must go to the Air Galagasa desk. How do you find it? Well, the way that worked for me was going back to the airport entrance, then going through Lost and Found. Air Zalagasa seems to be north of the Lost and Found. It doesn't matter how early or late you arrive at the Air Zalagasa desk. A fat man will always be in line ahead of you and he'll cause you to miss the plane. Not to worry. When your turn finally comes, give the Omnia Gallia ticket to the clerk in exchange for an Air Zalagasa ticket.

* Your score is now 9 of a possible 21 points.

Once you have the Air Zalagasa ticket in your hot little hand, go south one move and climb the pillar. Open the grate and climb up the duct. You'll eventually reach the Control Tower. A console radio will crackle, "Air Zalagasa flight 42 requests permission to take off." Say: "Controller, permission denied." Go back to the top of the pillar and examine the speaker. Pull the red wire then pull the black wire. Connect red wire to the black wire. You have short circuited all the speakers in the terminal. The applaluse of the crowd is deafening!

* Your score is now 11 of a possible 21 points.

Before you know what's happening, you'll find yourself on the plane in seat 3B. Shortly thereafter, the attendant will bring you a bowl of Llama stew. Eat the stew and you die. Refuse to eat it and you die. How can you get rid of the stew? The only way I could get rid of it was to cause the seat ahead of me to recline, thus spilling the stew. By wearing the headphones, changing seats, and pushing buttons, you'll learn that the whole system is mixed up. The light button reclines the seats but you'll

have to experiment to determine which light button controls which seat.

Here's one way to do it: Before the attendant brings the stew, move to Seat 3C. Wait a few turns. The attendant will bring the stew. Leave it on your fold-out table and move to Seat 8D. Push the light button which actually reclines the seat ahead of Seat 3C. That seat will recline, thus spilling the stew.

After the stew is spilled, return to Seat 3C. You'll see a small piece of laminated card. Examine this and take note of the words "STINGLAI KA'ABI." There will be a telephone call for you, so go to the phone. Most likely, it will be the waitress asking about the tip you left her. The line will be disconnected and you'll overhear another conversation. About this time the flight attendant will ask you to return to your seat; however, she will linger, giving you a chance to talk to her. Say "Attendant, STINGLAI KA'ABI". You'll receive a parachute. Go to the rear of the plane, open the hatch, and jump out.

* Your score is now 12 of a possible 21 points.

My Gawd! One strap of your parachute is caught in the plane's hatch. This can be deadly. Chances are you'll soon be falling without a parachute! Knock on the hatch. The attendant will open it, freeing your parachute strap. Falling! Don't forget to pull the rip cord.

Hanging from a tree! Yep, you landed in a tree. Get out of the parachute. Splash!

You are now in a cooking pot. Okay, the natives are hungry, so give them a good recipe. Boot up your Boysenberry and insert the Recipe Cart. The natives will give you an unlabelled cartridge and return your lost address book.

* Your score is now 14 of a possible 21 points.

You are now in the Antechamber. Not clear how you got here. You'll see a closed locker door in the west wall and an exit to the east. Examine the locker door and read the sign. The left handle is pointing up. The middle handle is pointing down. The right handle is pointing up. It's a key of sorts. A general knowledge of binary helps. Okay, here's a solution:

Turn left handle and middle handle. You hear a click inside the door.
Turn left handle and right handle. You hear a click inside the door.
Turn left handle and middle handle. You hear a sharp click, as if something inside the door had moved. Open door.

* Your score is now 15 of a possible 21 points.

Enter the locker and take the magnetic key-card. Then go east.

You're in the Switchgear Rooms; it's a maze! Time to use your Boysenberry computer, so insert the unlabelled cartridge. Remember, earlier in this solution I advised you to notice the Postal Service stickers and the order in which you found them. Hope you paid attention, because you need that info now. I found the Postal stickers in this order: C, D, E and B. The computer program (unlabelled cartridge) gives you a list of commands:

CLEAR, NOOZ, PRINTB, PRINTC, PRINTD, PRINTE. You must select the PRINT commands in the same order that you found the postal stickers. I used PRINTC, PRINTD, PRINTE, and PRINTB because that's the order in which I found the postal stickers. When you have done this, you should have a complete message on the screen. Can't read it? Oh, I forget to tell you: read from top to bottom one letter at a time. Using these instructions you should be able to find your way through the maze to the Airlock.

In the Airlock, put the key-card in the card reader slot. You'll hear a bolt snapping back. Open the door. It will take several tries. Enter the Persecution Complex!

* Your score is now 17 of a possible 21 points.

The Persecution Complex is a long hall running west. There are TV screens on each side of the hall. Go west looking at the screens on either side as you go. At the end of the hall you'll find a modular plug. Plug in your computer. You'll be asked for ID and password. What? Okay, take a look at your Address Book. Notice anything different? Right! The first address has been changed. That's the clue you need. Type in RANDOM-Q-HACKER for ID and RAINBOW-TURTLE for password. Connection will be made. Use command DIR for a listing of programs, WHO for a listing of users, and TYP for some interesting tidbits. You'll learn that two hackers have accessed the system. You are one; the nerd is the other.

You'll also be advised when the Nerd is about to access another file. The TYP command will enable you to learn of a certain file which should NOT be used with a friendly computer. Hmmmm, what if you changed the name of that file? So, change the name of DVH2.HAK to whatever file the Nerd is preparing to access. Example: Nerd is about to access FIDUC.HAK.

Change name of DVH2.HAK to FICUC.HAK. It might be necessary to first change the name of FIDUC.HAK to something else, but you'll have plenty of time to do that. By doing this, you will cause the Nerd to access a file which will destroy his own mainframe. Revenge is sweet! Once you have done this, an opening to the west will appear. It is IMPORTANT to run the PLANE.EXE program at some time before you reap your revenge. This will cause a plane to be sent to get you.

* Your score is now 20 of a possible 21 points.

Wait patiently at the Landing Strip. The plane you summoned while using the PLANE.EXE program will eventually arrive. You'll be taken on a nice plane trip and a predictable taxi ride, arriving at the Hallway of the Tenement. From there, go to your home. You'll find a new letter from Fiduciary apologizing for the problems you've had. Enclosed in the letter you'll find a ticket to Paris, your checkbook and a new Beezer card. Congratulations...

* Your score is now 21 of a possible 21 points.
