

Sweet Cheater 4.0 by Keith Krellwitz

COLLABORATORS

	<i>TITLE :</i> Sweet Cheater 4.0 by Keith Krellwitz		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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1.236d10	122
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1.238d12	123
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1.448i24	216
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1.453j05	221
1.454j06	221
1.455j07	221
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1.457j09	223
1.458j10	223

1.459j11	223
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Chapter 1

Sweet Cheater 4.0 by Keith Krellwitz

1.1 Sweet Cheater Version 4.0

SWEET CHEATER V4.0

by Keith Krellwitz

IRC: Abaddon/InDestroy

7-24-95

This cheat list contains over 900 cheats, hints, and level codes for the Amiga and CD³2\$. The game titles with my name after them are the ones that I have found. I have put quite a bit of time into finding some of these cheats, so if you add any to your list all I ask is that you give me credit. If you upload the list to a bbs or include it on a compilation disk please do not alter or remove the header.

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

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

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

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

or send email to my Internet address: kkrellwi@nmu.edu

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

MENU

1.2 Sweet Cheater 4.0

SWEET CHEATER V4.0

By Keith Krellwitz

IRC: Abaddon/InDestroy

07-24-95

CHEATS #-K

Go to the cheat select menu.

WHAT'S NEW

What's new since last version.

SOURCES

Where the cheats originated.

INFO

Information on Sweet Cheater.

GREETINGS

Greetings.

1.3 Sweet Cheater Version 4.0 (# - K)

SWEET CHEATER V4.0

By Keith Krellwitz

BACK

#

D
H
A
E
I
B
F
J
C
G
K

1.4 Sweet Cheater

SWEET CHEATER V4.0

BACK

ULTIMATE CHEAT LIST
ACTION

AMIGA ↔

KEITH KRELLWITZ
NOSTROMO CHEATS
SEAN COURTNEY
ANARCHY AMIGA
GAME BUSTERS
THE ONE
STEVE LOWDER

AMIGA FORMAT
PETE PALUCH
AMIGA POWER
TERRY WOOD
CU AMIGA
LSD
KIFO

1.5 New cheats, hints, and level codes.

New Cheats: (Since 3.5)

*Fantastic Dizzy
*Dugger
*Deathmask (Cheat added)
*Base Jumpers
*Out to Lunch AGA
*Tearaway Thomas (New cheats added)
*Wacky Races
*Shadow Fighter AGA

Flink CD\$^3\$\$^2\$
*Lollypop
*Blazing Thunder
*Action Cats AGA
*T-Racer
*Pegasus (Cheat added)
*Wing Commander
*UFO Enemy Unknown
*Za Zelazna Brama
*Scorched Tanks
*Scooby and Scrappy Doo (The real cheat)
*Videokid
*Switchblade II (Cheat added to Chrome subgame)
*Kiro's Quest
*Flaschbier
*Edd the Duck (the real cheat)
4 Get It
*Viz (Cheat was wrong)
*Kid Gloves II
*Necronom
*Die Hard 2
*Project X (Revised Edition)
*Belial
*Turbo Outrun (New cheat added)
*Incredible Crash Dummies

New Hints and Level Codes: (Since 3.5)

*Bubble Gun
Crystal Dragon
Track Attack
*Techno Ninja
Kingpin Bowling
Airbus 320 European Data Disk
Schizophrenia
*Trax
Dimo's Quest
*Osiris
Block Shock
Rescue
Sliding Skill
Theatre of Death
X-Poker

BACK

1.6 Greets

BACK

SWEET CHEATER V4.0

Greets to:

|ZeR0|, c0wg0d, DrDemento, Regnar, AH, Demolater, Badlander, SilVa, DLH, SnIp3r, Papagayo, TonyTaco, dOWNSEt, kifo, Ramm, Necromaster (Double Eagle), BloodHawk, Playground, Pipeline, Hexman, RedWine, and to the few cool people that contributed to the list.

1.7 Sweet Cheater

PREVIOUS

-----#-----

3D POOL

4 GET IT

4D SPORTS BOXING

1.8 Sweet Cheater

PREVIOUS

-----A-----

A-TRAIN

ALIENS US

ARMOURGEDDEN

AAARGH!

* ALLO' ALLO

ARMY MOVES

ABANDONED PLACES 2

AMAZING SPIDERMAN

* ARNIE 2

* ACTION CATS AGA

AMIGANOID

* ARTURA

* ACTION FIGHTER

* AMNIOS

* ASSASSIN

* ADDAM'S FAMILY

AMOS PROFESSIONAL

* ASSASSIN SPECIAL ED.

* ADVANCED SKI SIMULATOR
* ANARCHY
 ASTERIX & OBELIX

 AFTER THE WAR
 ANTEP
 ASTRO MARINE CORP

 AFTERBURNER
* APACHE
 ASYLEM

* AGONY
* APB
* ATAX

* AIRBALL
* APIDYA
 ATHLETICS

 AIRBUS A320 USA
* APPRENTICE
* ATOMIC ROBOKID

 AIRBUS A320 Europe
 AQUAVENTURA
 ATOMINO

* AKIRA
* ARABIAN NIGHTS
 ATOMIX

* ALADDIN (AGA)
 ARCADE POOL
* ATOMSMASHER

* ALFRED CHICKEN ECS/AGA
 ARCHER M'S POOL
* AUNTARCTIC ADVENTURE

* ALIEN 3
* ARCHIPELAGOS
 AUSTRALO PITICUS MECH.

* ALIEN BREED
 ARCTIC FOX
* AWESOME

* ALIEN BREED 92
* ARKANOID
* AXELS MAGIC HAMMER

* ALIEN BREED II ECS/AGA
* ARKANOID II
 AZTEC TOMB

- * ALIEN BREED TOWER ASSA
- * ARMALYTE

1.9 Sweet Cheater

PREVIOUS

-----B-----

- * BAAL
- * BC KID
- * BONANZA BROS

- * BABY JO
- * BEACH VOLLEYBALL
- BONECRUNCHER

- BACK TO THE FUTURE II
- BEAST BUSTERS
- BOOTY

- * BACK TO THE FUTURE III
- * BEAVERS
- * BOROBODUR

- * BALDY
- * BELIAL
- * BOUNCE-N-BLAST

- BANE THE COSMIC FORGE
- BENEFACITOR
- * BOUNCING BILL

- * BANSHEE AGA
- * BETTER DEAD THAN ALIEN
- BRAIN BALL

- BANSHEE CD\$^3\$\$^2\$
- BEVERLY HILLS COP
- BRAT

- BARBARIAN (Palace)
- BEYOND THE GATES
- * BRIAN THE LION

- * BARBARIAN (PSYGNOSIS)
- BIG RUN
- * BRIAN THE LION AGA

- BARBARIAN II (PALACE)
- BIO CHALLENGE
- BRIDES OF DRACULA

* BARBARIAN II (PSYG)
* BIONIC COMMANDO
BRUTAL SPORTS F CD\$^3\$\$^2\$

BARDS TALE I
* BLACKTIGER
BRUTAL SPORTS FOOTBALL

BARDS TALE II
* BLAZING THUNDER
BSS JANE SEYMOUR

BARDS TALE III
* BLOB
* BUBBA N STIX

* BART VS. SPACE MUTANTS
BLOCK SHOCK
* BUBBLE & SQUEAK AGA

* BART VS. THE WORLD
* BLOCKBUSTER
BUBBLE BOBBLE

* BASE JUMPERS
BLOOD MONEY
* BUBBLE DIZZY

* BATMAN THE MOVIE
* BLUES BROTHERS
* BUBBLE GUN

BATTLE ISLE
* BOB'S BAD DAY
BUILDERLAND

BATTLE ISLE 93
BODY BLOWS
BULLDOG

BATTLE ISLE-SCENARIO 1
* BODY BLOWS GALACTIC
BUMBY'S ARCADE FANTASY

* BATTLE SQUADRON
* BOMB X
BUMP N BURN

BATTLE VALLEY
* BOMBUZAL
BUNNY BRICKS

1.10 Sweet Cheater

PREVIOUS

-----C-----

* CABAL
CHARLIE CHIMP
* COSMIC RELIEF

CADAVER
CHARLIE CHIMP II
* COSMIC SPACEHEAD

CAMPAIGN
CHARLIE J COOL
COVER GIRL POKER

* CANNON FODDER
CHARLY
* CRACKDOWN

* CANNON FODDER II
* CHASE HQ
CRAZY CARS

CAPONE
CHASE HQ II
CRAZY CARS II

CAPTAIN BLOOD
CHIPS CHALLENGE
* CRAZY SUE

* CAPTAIN DYNAMO
CHRISTMAS LEMMINGS 94
* CRAZY SUE II

CAPTAIN PLANET
* CHROME
* CREATURES

CAPTIVE
CHUBBY GRISTLE
CRICKET

CAPTIVE 2 CD\$^3\$\$^2\$
* CHUCK ROCK
CRIME DOES NOT PAY

CAR-VUP
CHUCKIE EGG 2
CRYSTAL DRAGON

* CARDIAXX
* CISCO HEAT

* CRYSTAL HAMMER

* CARLOS
CIVILISATION
* CRYSTAL KINGDOM DIZZY

* CARRIER COMMAND
* CJ'S ELEPHANT ANTICS
CRYSTALS OF ARBOREA

CASTLE MASTER
CLICK CLAK
CUBE X

* CATCH'EM
CLIFFHANGER
CURSE OF AZURE BOND

* CAVERUNNER
CLOCKWISER
CURSE OF RA

CHAMBER SCI-MUT PRIEST
CLOWN 'O' MANIA
* CYBERBLAST

CHAMPIONS OF KRYNN
CONTINENTAL CIRCUS
* CYBERNOID

CHAMPIONSHIP MAN 93/94
* COOL CROC TWINS
* CYBERNOID II

* CHAOS ENGINE (ECS)
* COOL SPOT
* CYBERPUNKS

CHAOS STRIKES BACK
* COOL WORLD
* CYBERSPHERE

CHARIOTS OF WRATH
COSMIC PIRATE

1.11 Sweet Cheater

PREVIOUS

-----D-----

D-GENERATION
DETROIT (ECS & AGA)

* DRAGON SCAPE

DALEK ATTACK
DEUTEROS
DRAGON SPIRIT

DALEY THOMPSON
DEVIOUS DESIGNS
DRAGON WARS

DALLAS QUEST
* DIE HARD II
DRAGON' S LAIR

DAMOCLES
DIGGERS CD32
* DRAGON' S LAIR 3

* DARK CASTLE
DIMO' S QUEST
DRAGON' S LAIR II TWARP

* DARKMAN
* DINOSAUR DETECTIVE AG.
DRAGON' S LAIR S CASTLE

* DARKSIDE
* DISPOSABLE HERO
* DRAKKHEN

DAS MAGAZIN
DOGS OF WAR
DRILLER

* DATASTORM
* DOJO DAN
DRIVING FORCE

* DAYS OF THUNDER
* DOMINATOR
DUCK TALES

* DEATH MASK
* DONK
* DUGGER

DEEP CORE
* DOODLEBUG
DUNE II

DEEP CORE CD\$^3\$\$^2\$
* DOODY
DUNGEON MASTER

DEFENDER II
DOUBLE DRAGON
DUNGEON QUEST

DEFENDER OF THE CROWN
 * DOUBLE DRAGON II
 DUNGEONS OF AVALON 1&2

DEFLEKTOR
 * DR. PLUMMET'S HOUSE
 DYNABLASTERS

DELUXE GALAGA
 * DRAGON BREED
 * DYNAMITE DUX

DENARIS
 DRAGON LORD
 DYNASTY WARS

* DESERT STRIKE
 * DRAGON NINJA
 DYTER 07

1.12 Sweet Cheater

PREVIOUS

-----E-----

E-MOTION
 ENCHANTED LANDS
 * EVIL GARDEN

ECO
 ENDURO RACER
 EXECUTIVE LEADER BOARD

* EDD THE DUCK
 ENLIGHTENMENT-DRUID II
 EXOLON

* EDD THE DUCK 2
 EPIC
 EXTASE

* ELF
 * ESCAPE FROM ROBOT MON.
 * EXTREME VIOLENCE

* ELIMINATOR
 * ESCAPE FROM THARKAN
 EYE OF THE BEHOLDER

ELITE
 ESPANA '92

EYE OF THE BEHOLDER II
 EMPIRE SOCCER
 * ESWAT
 * EYES OF HORUS
 * EMPIRE STRIKES BACK

1.13 Sweet Cheater

PREVIOUS

-----F-----

* F1 WORLD CHAMP ED
 FIFA INT. SOCCER CD\$^3\$\$^2\$
 * FLY HARDER

F-117 STEALTH FIGHTER
 * FIGHTER BOMBER
 FLY HARDER CD\$^3\$\$^2\$

F-15 STRIKE EAGLE II
 FIGHTING SOCCER
 * FLYING SHARK

F-16 COMBAT PILOT
 FINAL BLOW BOXING
 FOOTBALL DIRECTOR 2

F-19 STEALTH FIGHTER
 FINAL FIGHT
 FOOTMAN

F-29 RETALIATOR
 * FINAL MISSION
 * FORGOTTEN WORLDS

F.O.F.T.
 FIRE & BRIMSTONE
 FORMULA ONE GRAND PRIX

F17 CHALLENGE
 FIRE AND ICE
 * FOUNDATION WASTE

FA-18 INTERCEPTOR
 FIREFORCE
 * FRANKENSTEIN

FAERY TALE ADVENTURE
 FIRST SAMURAI
 FRONTIER

FALCON
* FLASCHBIER
* FRUIT SALAD

* FANTASTIC DIZZY
* FLASHBACK
FULL CONTACT

* FANTASTIC VOYAGE
* FLIMBO'S QUEST
FUSION

* FANTASY WORLD DIZZY
FLINK CD\$^3\$\$^2\$
FUTURE WARS

FAST LANE
FLOOD
FUZZBALL

FERNANDEZ MUST DIE

1.14 Sweet Cheater

PREVIOUS

-----G-----

* GALACTOID
GENGHIS KHAN
GODS

* GALAGA' 92
* GHOST 'N' GOBLINS
GOLDEN AXE

GALAXY FORCE II
* GHOSTBUSTERS II
* GOLDRUNNER

* GALAXY' 93
* GHOULS 'N' GHOSTS
* GOLDRUNNER II

GAME OVER II
* GIGANOID
GRAVITY FORCE

* GAMMA ZONE
* GLOBAL GLADIATORS
* GRAVITY FORCE II

* GANYMED
* GLOBDULE
GREAT GIANA SISTERS

GAUNTLET
GLOBULUS
GREMLINS

GAUNTLET II
GOAL
* GREMLINS II

GAZZA 2
GOBLIIINS
* GUNBOAT

GEM-X
GODFATHER
* GUY SPY

GEMINI WING

1.15 Sweet Cheater

PREVIOUS

-----H-----

HACKER
HAWKEYE
* HOLIDAY LEMMINGS 93

* HACKER II
HEIMDALL
* HOLLYWOOD POKER PRO

HADES NEBULA
HEIMDALL 2
HOOK

* HAGAR THE HORRIBLE
* HELL RAISERS
* HORROR ZOMBIES

* HAMMERFIST
* HELTER SKELTER
* HUDSON HAWK

* HARD DRIVIN 1
HERO QUEST
HUMANS

HARD DRIVIN 2

HEROES OF THE LANCE
HUMANS JURASSIC LEVELS

HARDBALL
HILLSFAR
HUNT FOR RED OCTOBER

HARE RAISING HAVOC
* HIRED GUNS
HUNTER

HARLEQUIN
HISTORYLINE 1914-1918
* HYBRIS

* HATE
* HOI
HYDRA

1.16 Sweet Cheater

PREVIOUS

-----I-----

* ICE RUNNER
INDIANA JONES FATE ACT
INTERLOCK

* IK+
* INDIANA JONES LAST ACT
INTERNATION ATHLETICS

* IKARI WARRIORS
INDIANAPOLIS 500
INTERNATIONAL HOCKEY

IMMORTAL
* INDY HEAT
INTERPHASE

IMPACT
INFESTATION
* INVADERS II

IMPOSSAMOLE
* INSANITY FIGHT
ISHAR 3

IMPOSSIBLE MISS. 2025
INTERCEPTOR
IT CAME FROM DESERT

- * INCREDIBLE CRASH DUM.
INTERCHANGE
- * IVANHOE

1.17 Sweet Cheater

PREVIOUS

-----J-----

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

1.18 Sweet Cheater

PREVIOUS

-----K-----

- K240
 - * KID CHAOS
 - * KINGS QUEST III
 - KAISER
 - * KID GLOVES
 - * KIRO'S QUEST
 - * KARATE KID II
 - * KID GLOVES II
 - * KLAX
-

KATAKIS
 KILLING CLOUD
 KNIGHMARE

KEEP THE THIEF
 * KILLING GAME SHOW
 KRISTAL

KICK OFF
 KINGPIN BOWLING
 * KRUSTY'S SUPERFUNHOUSE

KICK OFF 2
 KINGS OF THE BEACH
 * KRYPTON EGG

1.19 no1

GO BACK ONE PAGE

BACK TO THE ALPHABET

3D POOL:

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

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

1.20 no2

GO BACK ONE PAGE

BACK TO THE ALPHABET

4D SPORTS BOXING:

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

1.21 no3

GO BACK ONE PAGE

BACK TO THE ALPHABET

4 Get It:

Enter any of the following for the password:

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

(LEVEL CODES)

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

1.22 a01

GO BACK ONE PAGE

BACK TO THE ALPHABET

A-TRAIN:

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

1.23 a02

GO BACK ONE PAGE

BACK TO THE ALPHABET

AAARGH!:

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

1.24 a03

GO BACK ONE PAGE

BACK TO THE ALPHABET

ABANDONED PLACES 2:

This cheat will increase your character's experience significantly. Attack and kill any single monster (or group of monsters). When it (or they) begin to visibly fade away, cast any {HOLD MONSTER} spell that you have such as {DREAM} or {HOLD EVERYTHING}. The creature will cease dimming and just sit there. Now you can attack with your fighters or cast attack spells (including {FIRE AREA}). To rake in experience points with no worry of the monster going anywhere until the spell wears off. This can be verified by watching the experience line in the character sheet grow while you are attacking the faded creature. If you are quick enough, you can refreeze the monster, otherwise just go and find another one to repeat your trick on.

1.25 a04

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ACTION CATS AGA: (K. Krellwitz)

Enter any of the following for the password:

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

1.26 a05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ACTION FIGHTER:

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

1.27 a06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ADDAM'S FAMILY:

Enter any of the following for your password:

FIRST POWER-UP_____	"&1#1#"
SECOND POWER-UP_____	"?1S1M"
THIRD POWER-UP_____	"BLSRS"
PUGSLEY_____	"V121B"
WEDNESDAY_____	"VD2RL"
GRANNY_____	"V&YKW"
FESTER_____	"VL#R4"
GAME ENDING_____	"#Z6D?"

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

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

1.28 a07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ADVANCED SKI SIMULATOR: (Keith Krellwitz)

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

1.29 a09

GO BACK ONE PAGE

BACK TO THE ALPHABET

AFTER THE WAR:

During play hold the following keys for invincibility:

ON LEVEL 1 _____ 'ALT', '1', AND 'B'

ON LEVEL 2 _____ 'ALT', '1', AND 'M'

The level two password is _____ "101069"

1.30 a08

GO BACK ONE PAGE

BACK TO THE ALPHABET

AFTERBURNER:

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

'G' _____ More missiles.

'T' _____ Less missiles.

'N' _____ Extra lives.

'<' _____ Go down a stage.

'>' _____ Go up a stage.

1.31 a10

GO BACK ONE PAGE

BACK TO THE ALPHABET

***AGONY:**

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

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

1.32 a11

GO BACK ONE PAGE

BACK TO THE ALPHABET

***AIRBALL:**

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

1.33 a12

GO BACK ONE PAGE

BACK TO THE ALPHABET

AIRBUS 320 EUROPEAN DATA DISK:

(AIRPORT CODES)

EDLP	LFPO	LFSR	EDRS
LFPG	LFBP	EKRN	LOWS
LFPB	EDAR	EHRD	EINN
EDDS	EGNV	LOWW	EDNZ
LFBT	LFBO	EGCD	EDNW
LSZH	EDLG	EGNT	LFTW
EBOS	LFRS	LFMN	EDNN
EGTG	EDDF	EDTY	EGPF

LOWG	LFLS	EDUO	EDDH
EDHI	EDVV	EKCH	EICK
ETDN	EIDW	EDDL	EGNX
EGPH	LFSG	ETEF	EKEB
EGUF	EDNQ	LOWI	EKKA
LOWK	EGNM	ETLS	ETWD
EGQL	EBLG	LOWL	EGGP
EGKK	EGLL	EGGW	ELLW
LFLS	EHBK	EGCC	LFML
LIML	LFBM	EDMR	EDDM
EKAH	EHAM	LFOB	EGAA
ETBS	EDBT	EDBB	EKBI
EGBB	EDDW	EGGD	EBBR
EGFF	LFLX	EDDK	EIKN

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

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

1.34 a13

GO BACK ONE PAGE

BACK TO THE ALPHABET

AIRBUS A320 USA:

On the A320 usa disk you will find a small file called "DUMMY". Make a copy of this and rename it "DUMMY.LOG". Now if you sign in giving the name "DUMMY" your log book will read over 5400 flights and a performance of 500%

1.35 a14

GO BACK ONE PAGE

BACK TO THE ALPHABET

*AKIRA: (Keith Krellwitz)

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

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

(LEVEL CODES)

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

1.36 a15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALADDIN (AGA): (Keith Krellwitz)

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

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

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

'F10'_____Completes level and goes to bonus game.
 '1'-'9'____Skip to the corresponding level (No bonus game).
 'Z'_____Move Aladdin anywhere using the joystick.
 '+'____Speeds up movement when used in conjunction with 'Z'.
 '-'_Slows down movement when used in conjunction with 'Z'.
 '0'_____Another pause mode???

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

Or you could enter this other sequence:

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

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

1.37 a16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALFRED CHICKEN (ECS & AGA): (Keith Krellwitz)

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

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

1.38 a17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN 3:

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

Start level one, take out the disk and insert disk number 2. let

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

1.39 a18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED:

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

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

For various comedy messages try any of the following:

"GAMESX"

"JULIE"

"ALISON"

"MARTIN"

"MARTYN"

"ALLISTER"

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

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

1.40 a19

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED SPECIAL EDITION 92:

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

"ALIENS ARE BENDERS"_____Infinite energy.
 "WON THE POOLS"_____?????????
 "BANK RAID"_____?????????
 "KEY TO THE CITY"_____Infinite keys.
 "MR YALE OR WHAT"_____?????????
 "JUST CALL ME MOGGY"_____?????????
 "WHY NOT CALL ME MOGGY AS WELL"_____?????????
 "JESUS THIS JIM BEAMS IS GOOD STUFF"_____Infinite energy.
 "AHH BUT WILL SHE SWALLOW IT"_____?????????
 "STEVIE WONDER"_____Turns the screen purple.
 "KNACKERED JOYSTICK"_____Reverses joystick controls.
 "HARD BASTARDS"_____Make aliens move fast.

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

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

Enter any of the following for various messages:

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

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

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

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

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

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

1.41 a20

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALIEN BREED II (ECS & AGA):

Enter these for your password:

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

(LEVEL CODES)

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

1.42 a21

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ALIEN BREED - TOWER ASSAULT:

(LEVEL CODES)

Security level 3----"FCDBMDEASDCAAADM"
 Security level 3----"FCCELDAAHDCAAAEEK"

 Engineering level 1-"FKBDMDEAFDCAAABE"

 Science level 3-----"JGCJNDEAPDCAAACS"

 Military level 3----"EPAEMDEBBDCAAAEEA"
 Military level 3----"IPCBSDADSDCAAACI"

 Main tower level 2--"LAAPJDAISDCAAACM"
 Main tower level 2--"LACJPDADSDCAAACS"
 Main tower level 3--"HCAPJDADSDCAAADD"
 Main tower level 4--"HCBPSLADSDCAAACB"

 Stores level 3-----"EJDCPDAASDCAAADG"

 Civilian level 3----"EEHBNDAAASDCAAADK"

Miscellaneous Codes

"FKASMCEABDCAAADI"
 "JGAFICEABDCAAEEJ"
 "FKANLCEABDCAAADP"

1.43 a22

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ALIENS US:

(LEVEL CODES)

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

1.44 a23

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ALLO' ALLO: (Keith Krellwitz)

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

1.45 a24

GO BACK ONE PAGE

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AMAZING SPIDERMAN, THE:

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

1.46 a25

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*AMIGANOID:

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

1.47 a26

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*AMNIOS:

(THE LEVEL CODES)

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

1.48 a27

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AMOS PROFESSIONAL:

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

Try these names (watch the capitals):

Carrine	Mel	Dithell	Stephen
Daisy	Pudsie	Lionet	Vanner

1.49 a28

GO BACK ONE PAGE

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*ANARCHY: (Keith Krellwitz)

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

'1' _____Increases your boost by 100.
'2' _____Fills the spreadshot meter.
'3' _____Gives you smart bomb.
'4' _____Fills the canon meter.
'5' _____Fills double shot meter.
'6' _____Gives you 500 boost.
'7' _____Fill up life meter.
'8' _____Gives you a shield for your ship.
'9' _____Gives you a shield to put on the people.
'0' _____Not sure.
'-' _____Fills the canon meter.

1.50 a29

GO BACK ONE PAGE

BACK TO THE ALPHABET

ANTEP:

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

1.51 a30

GO BACK ONE PAGE

BACK TO THE ALPHABET

*APACHE: (Keith Krellwitz)

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.
```

1.52 a31

GO BACK ONE PAGE

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*APB:

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

1.53 a32

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*APIDYA: (Keith Krellwitz)

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

On the title screen type one of the following:

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

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

1.54 a33

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*APPRENTICE: (Keith Krellwitz)

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

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

1.55 a34

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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.

1.56 a35

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ARABIAN NIGHTS:

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

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

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

1.57 a36

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ARCADE POOL: (Terry Wood)

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

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

1.58 a37

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ARCHER M'S POOL:

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

1.59 a38

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*ARCHIPELAGOS:

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

1.60 a39

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ARCTIC FOX:

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

KEY	STARTING	LOCATIONS
F1	53' 33"	82' 08"
F2	55' 25"	82' 24"
F3	56' 14"	82' 56"
F4	54' 49"	83' 41"
F5	51' 45"	83' 50"

F6	50'21"	83'34"
F7	49'41"	83'11"
F8	50'49"	82'18"

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

1.61 a40

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*ARKANOID:

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

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

1.62 a41

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

On the title screen type "WHENWORLDS COLLIDE". Now start the game

and use 'S' to open the gate to the next level.

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

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

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

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

1.63 a42

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*ARMALYTE:

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

1.64 a43

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ARMOURGEDDEN:

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

in yellow, press and hold down 'ESC' and press the LEFT MOUSE BUTTON. The message {LOOK AT THE SIZE OF THAT SAUSAGE!} should appear. The cheat mode is de-activated.

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

1.65 a44

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ARMY MOVES:

During play hold the following keys for invicibility:

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

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

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

1.66 a45

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*ARNIE 2: (Keith Krellwitz)

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

1.67 a46

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*ARTURA: (Keith Krellwitz)

During play type "MOLE" for unlimited energy.

1.68 a47

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*ASSASSIN:

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

'1-6' _____ Go to corresponding level with infinite energy.
'W' _____ Gives you maximum weapon configuration.
'E' _____ Takes you straight to the end of level gaurdian.
'C' _____ Grants infinite continues.

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

1.69 a48

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*ASSASSIN SPECIAL EDITION:

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

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

1.70 a49

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ASTERIX & OBELIX - OPERATION HINKELSTEIN:

Press 'F7' when you run out of lives.

1.71 a50

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ASTRO MARINE CORP:

(LEVEL CODES)

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

1.72 a51

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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).

1.73 a52

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*ATAX: (Keith Krellwitz)

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

1.74 a53

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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.

1.75 a54

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*ATOMIC ROBOKID:

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

1.76 a55

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ATOMINO:

Here are some level codes:

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

1.77 a56

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ATOMIX:

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

1.78 a57

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*ATOMSMASHER:

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

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

(LEVEL EDITOR)

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

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

(DESIGNING A MAZE)

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

(PLACING CHARACTERS)

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

'Up' _____Increase baddie speed.
 'left' _____Decrease rate the baddies drop hazards.

'Right' _Increase rate the baddies drop hazards.
(from 01 (fastest) to 99 (slowest)
(00 means it'll never drop anything)
'Down' _____ Increase drop speed by 10.

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

1.79 a58

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*AUNTARCTIC ADVENTURE: (Keith Krellwitz)

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

1.80 a59

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AUSTRALO PITICUS MECHANICUS:

Press 'CAPS LOCK' to activate the cheat mode.

1.81 a60

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*AWESOME:

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

'F6' _____ Replenish life meter.
'F1' _____ Finish shoot'em up sections.
'2'-'9' _____ Select weapons.
'0' _____ Another weapon.
'-' _____ Another weapon.
'=' _____ Another weapon.
'1' _____ Remove extra weapon.

1.82 a61

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*AXELS MAGIC HAMMER:

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

1.83 a62

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AZTEC TOMB:

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

1.84 b01

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*BAAL:

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

"XR4IMEGATURBONUTTERTWATTINGBASTARD-OVERTOYOU DAVE"

Once you press the last 'E' the game will start to load. You will now appear on level 2 with infinite lives and all the weapons. If the game 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.

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

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

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

LEVEL 3: NO JETPACKS ON THIS LEVEL.

1.85 b02

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*BABY JO:

LEVEL CODES:

"MUMMY" "GLOUP" "YOUPI"

1.86 b03

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BACK TO THE FUTURE II:

Pause the game and type "THEONLYNEATTHINGTODO". Press 'SHIFT Z' to skip to the next level. May need spaces after each word.

1.87 b04

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*BACK TO THE FUTURE III:

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

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

1.88 b05

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*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.

1.89 b06

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BANE OF THE COSMIC FORGE:

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

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

Have each character specialise in a few skills relative to his class. Do not worry about developing weapons skills, you have no use for them if you created your party correctly. In fights early in the game use DRACONS BREATH ATTACK, just be careful not to over extend yourself. Rest after each encounter, backing up your hard work. Always search the area after a combat. Search each square you step in. Not only this, but search facing all four directions, many things can only be found that way. Thieves are not always true. If you find a lock and have your thief open it, always guess it is poison unless you are 100% sure (I.E. tried it before) because it is better to suffer something else than to die by getting this wrong. Don't bash doors early in the game! If your

characters are not very strong you will be sorry. Jammed doors do you no good, as you might never be able to open them again. Same goes for picking the lock. Wait till you get a caster capable of conjuring knock knock with at least 18 points (preferably 24) and do it this way. It is much more sure. Once you know there are secret panels or buttons, keep walking past them until you discover them. You can find them by looking at the maps and know where they are, sometimes it takes awhile to sense them.

1.90 b07

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*BANSHEE AGA: (Keith Krellwitz)

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

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

1.91 b08

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BANSHEE CD\$^3\$\$^2\$:

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 joystick.

1.92 b09

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BARBARIAN (Palace):

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

1.93 b10

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*BARBARIAN (PSYGNOSIS):

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

1.94 b11

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*BARBARIAN II (PSYGNOSIS):

Hold down the 'HELP', 'M', and 'E' keys to replenish your energy. If you have an 'AMIGA ACTION REPLAY II' hold down the keys and press the replay button (while your holding the keys). Then let up

on the keys now use 'X' to go back to the game. The computer still thinks the keys are being pressed (the game crashes if you use the ACTION REPLAY III).

1.95 b12

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BARBARIAN II (PALACE):

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

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

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

1.96 b13

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BARDS TALE I:

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

1.97 b14

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BARDS TALE II:

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

1.98 b15

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BARDS TALE III:

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

1.99 b16

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*BART VS. THE SPACE MUTANTS:

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

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

1.100 b17

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*BART VS. THE WORLD: (Keith Krellwitz)

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

1.101 b18

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*BASE JUMPERS: (Keith Krellwitz)

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

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

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

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

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

"NIL"-----No bonus.	"JET"-----Play jetstrike.
"AAF"---Programmer bonus.	"SAS"-----Air service.
"ASF"----Graphics bonus.	"AAA"-----Triple A.

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

"RON"_____Complete level. "ICY"_____Slippery.
 "ICE"_____Slippery. "MEM"_____Memory.

(LEVEL CODES)

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

1.102 b19

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*BATMAN THE MOVIE:

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

1.103 b20

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BATTLE ISLE:

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

LEVEL 00-"FIRST"	LEVEL 11-"DONNN"	LEVEL 22-"FIFTH"
LEVEL 01-"GHOST"	LEVEL 12-"VESTA"	LEVEL 23-"VESUV"
LEVEL 02-"GAMMA"	LEVEL 13-"OXXID"	LEVEL 24-"MAGIC"
LEVEL 03-"MARSS"	LEVEL 14-"DEMON"	LEVEL 25-"SPACE"
LEVEL 04-"EAGLE"	LEVEL 15-"GIANT"	LEVEL 26-"VALEY"
LEVEL 05-"METAN"	LEVEL 16-"CONRA"	LEVEL 27-"TESTY"
LEVEL 06-"FOTON"	LEVEL 17-"PHASE"	LEVEL 28-"TERRA"

LEVEL 07-"POLAR"	LEVEL 18-"EXOTY"	LEVEL 29-"SLAVE"
LEVEL 08-"TIGER"	LEVEL 19-"MOUNT"	LEVEL 30-"NEVER"
LEVEL 09-"SNAKE"	LEVEL 20-"FIGHT"	LEVEL 30-"NEVER"
LEVEL 10-"ZENIT"	LEVEL 21-"RUSTY"	LEVEL 31-"RIVER"
LEVEL 32-"EUROP"	LEVEL 33-"STORM"	

1.104 b21

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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"

1.105 b22

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BATTLE ISLE 93:

(LEVEL CODES)

ONE PLAYER:	LEVEL 1-"LUMIT"	LEVEL 13-"FINXT"
	LEVEL 2-"LUNAR"	LEVEL 14-"EBENE"
	LEVEL 3-"LUTOF"	LEVEL 15-"EBSYL"
	LEVEL 4-"SONIX"	LEVEL 16-"EBONY"
	LEVEL 5-"SOWYN"	LEVEL 17-"EBTAR"
	LEVEL 6-"SOSOO"	LEVEL 18-"KARST"
	LEVEL 7-"SONAF"	LEVEL 19-"KANTO"
	LEVEL 8-"RACHE"	LEVEL 20-"KAROT"
	LEVEL 9-"RAMPE"	LEVEL 21-"KAISR"
	LEVEL 10-"RANGG"	LEVEL 22-"SYBIL"
	LEVEL 11-"FILMO"	LEVEL 23-"SFNIX"
	LEVEL 12-"FIEST"	LEVEL 24-"SYNOM"
TWO PLAYER:	LEVEL 01-"LUDOS"	LEVEL 05-"FISCH"
	LEVEL 02-"SONNE"	LEVEL 06-"EBTON"
	LEVEL 03-"SOTEX"	LEVEL 07-"KABEL"
	LEVEL 04-"RASEN"	LEVEL 08-"SYTAX"

1.106 b23

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*BATTLE SQUADRON:

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

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

1.107 b24

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BATTLE VALLEY:

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

1.108 b25

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*BC KID:

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

1.109 b26

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*BEACH VOLLEYBALL:

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

1.110 b27

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BEAST BUSTERS:

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

1.111 b28

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*BEAVERS:

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

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

1.112 b29

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*BELIAL: (K. Krellwitz)

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

1.113 b30

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BENEFACTOR: (Pete Paluch)

(LEVEL CODES)

UNDERWORLD	TOMBS OF EGYPT	THE TREETOP RESCUE
-----	-----	-----
"3MQLMP5PQT"	"3MQLSP4JQN"	"MNQP2Q4NC4"
"3MQL4PSNQR"	"3NQL3QSNKS"	"MNQPGQQPGQ"
"3NQL2Q4JC4"	"3NQLKQ5P45"	"MNQPMQ5TQ5"
"3NQLGQQLGQ"	"3NQLQQQLQQ"	"MNQP4QSRQS"
"3NQLMQ5PQ5"	"3NQLSQ4JQ4"	"MMQP3PSRKR"
"3NQL4QSNQS"	"MMQP2P4NCN"	"MMQPKP5T4T"
"3MQL3PSNKR"	"MMQPGPQPGP"	"MMQPQPQPQP"
"3MQLKP5P4T"	"MMQPMP5TQT"	"MMQPSP4NQN"
"3MQLQPQLQP"	"MMQP4PSRQR"	"MNQP3QSRKS"
STONES & BONES	MERRY WINTERLAND	THE TECHNO TREAT
-----	-----	-----
"MNQPQQQPQQ"	"3MQJGN5NKR"	"MMQNKNWTQT"
"MNQPSQ4NQ4"	"3MQJ3NWP4T"	"MMQNMN5RQR"
"3MQJCNQJCN"	"3MQJ4NSLQP"	"MNQNC4QNC4"
"3MQJ2NSLGP"	"3MQJQNQJQN"	"MNQN24SPGQ"
"3MQJKNWPQT"	"3NQJG45NKS"	"MNQNK4WTQ5"
"3MQJMN5NQR"	"3NQJ34WP45"	"MNQNM45RQS"
"3NQJC4QJC4"	"3NQJ44SLQQ"	"MMQNGN5RKR"
"3NQJ24SLGQ"	"3NQJQ4QJQ4"	"MMQN3NWT4T"
"3NQJK4WPQ5"	"MMQNCNQN CN"	"MMQN4NSPQP"
"3NQJM45NQS"	"MMQN2NSPGP"	"MMQNQNQNQN"

TO HELL WITH MINNIAT

"MNQNG45RKS"

"MNQN34WT45"

1.114 b31

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*BETTER DEAD THAN ALIEN:

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

'F1'-----Scatter gun

'F6'-----Smart bomb

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

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

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

'F1'-----New drain value.	'F6'--New machine delay value.
'F2'---New rapid drain value.	'F7'-----New gain per frame.
'F3'--New machine drain value.	'F8'-----New max ship speed.
'F4'-----New delay value.	'F9'-----Press a number 1-5.
'F5'---New rapid delay value.	'F10'--switch between screens.

(LEVEL CODES)

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

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

1.115 b32

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BEVERLY HILLS COP:

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

1.116 b33

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BEYOND THE GATES:

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

1.117 b34

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BIG RUN:

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

1.118 b35

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BIO CHALLENGE:

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

LEVEL 1: Get the green armours as soon as possible. If you have all of the amulet, don't go to the sphere unless you have collected at least four lots of monster remains, you'll

need them to battle the end of level guardian. He's a bit soft in the head, so time your jumps carefully, and hit him there.

LEVEL 2: There are four planets to visit, go to everyone if you want to get maximum points. Again, the green armour is very useful, so get it as quickly as possible. There's loads of ammo for the guardian of this level, unfortunately that means there's loads of monsters to deal with. The back of the guardians head is the weak spot.

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

1.119 b36

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*BIONIC COMMANDO:

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

1.120 b37

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*BLACKTIGER: (Keith Krellwitz)

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

1.121 b38

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*BLAZING THUNDER: (Keith Krellwitz)

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

1.122 b39

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*BLOB: (Keith Krellwitz)

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

1.123 b40

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*BLOCKBUSTER:

(LEVEL CODES)

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

1.124 b41

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BLOCK SHOCK:

(LEVEL CODES)

001-	N/A	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--	"TASCHENUHR"
046----	"ERDBEBEN"	106--	"NACHTTISCH"
051--	"PROFESSOR"	111----	"FLUGZEUG"
056--	"STIERKAMPF"	116--	"SEGELBOOT"

1.125 b42

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BLOOD MONEY:

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

1.126 b43

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*BLUES BROTHERS, THE: (Keith Krellwitz)

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

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

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

1.127 b44

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*BOB'S BAD DAY: (Keith Krellwitz)

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

(LEVEL CODES)

001-"ZAABCZOD"	026-"TOPGGWPH"	051-"NDPLKWOL"	076-"HEAQOVNP"
002-"ZBFBCYPD"	027-"TOPGGWOH"	052-"NEALKVNL"	077-"GDPQOWQP"
003-"ZBFBCYOD"	028-"TEAGGVNH"	053-"MDPLKWQL"	078-"GEAQOVPP"
004-"ZXKBCZND"	029-"SDPGGWQH"	054-"MEALKVPL"	079-"GEAQPVOQ"
005-"YBFBOYQD"	030-"SEAGGVPH"	055-"MEALLVOM"	080-"GFFQPUNQ"
006-"YCKCCXPD"	031-"SEAHHVOI"	056-"MFFMLUNM"	081-"FCKRPXQQ"
007-"YCKCDXOE"	032-"SFFHHUNI"	057-"LDPMLWQM"	082-"FDPRPWPO"
008-"YPCDWNE"	033-"RBFHHYQI"	058-"LEAMLVPM"	083-"FDPRPWOQ"
009-"XBFCDYQE"	034-"RCKHHPXI"	059-"LEAMLVOM"	084-"FEARPVNQ"
010-"XCKCKXPE"	035-"RCKHHXOI"	060-"LFFMLUNM"	085-"EDPRQWQR"
011-"XCKDDXOE"	036-"RDP IHWNI"	061-"KEANMVQN"	086-"EEASQVPR"
012-"XDPDDWNE"	037-"OCKIIXQJ"	062-"KFFNMUPN"	087-"EEASQVOR"
013-"WCKDEXQE"	038-"QDP I IWPJ"	063-"KFFNMUON"	088-"EFFSQUNR"
014-"WDPDEWPF"	039-"QDP I IWOJ"	064-"KGKNMTNN"	089-"DDPSQWQR"
015-"WDPDEWOF"	040-"QEAIIVNJ"	065-"JBFNMYQN"	090-"DEASQVPR"
016-"WEAEEVNF"	041-"PCKJIXQJ"	066-"JCKOMXPN"	091-"DEATRVOS"
017-"VBFEEEXP"	042-"PDPJ IWPJ"	067-"JCKONXOO"	092-"DFFTRUNS"
018-"VCKEEXP"	043-"PDPJ JWOK"	068-"JDPONWNO"	093-"CEATRVQS"
019-"VCKEFXOG"	044-"PEAJJVNK"	069-"ICKONXQO"	094-"CFFTRUPS"
020-"VDPEFWNG"	045-"ODPJJWQK"	070-"IDPONWPO"	095-"CFFTRUOS"
021-"UCKFFXQG"	046-"OEAKJVPK"	071-"IDPPNWOO"	096-"CGKURTNS"

022-"UDPFFWPG"	047-"OEAKJVOK"	072-"IEAPNVNO"	097-"BCKUSXQT"
023-"UDPFFWOG"	048-"OFFKJUNK"	073-"HCKPOXQP"	098-"BDPUSWPT"
024-"VEAFFYNG"	049-"NCKKKXQL"	074-"HDPPOWPP"	099-"BDPUSWOT"
025-"TCKFGXQH"	050-"NDPKKWPL"	075-"HDPPOWOP"	100-"BEAUSVNT"

1.128 b45

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BODY BLOWS:

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.

1.129 b46

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*BODY BLOWS GALACTIC (ECS & AGA):

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

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

1.130 b47

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*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"

1.131 b48

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*BOMBUZAL:

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

(LEVEL CODES)

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

1.132 b49

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BONANZA BROS: (Keith Krellwitz)

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

1.133 b50

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BONECRUNCHER:

(LEVEL CODES)

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

1.134 b51

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BOOTY:

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

1.135 b52

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*BOROBODUR: (Keith Krellwitz)

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

1.136 b53

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BOUNCE-N-BLAST: (Keith Krellwitz)

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

1.137 b54

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BACK TO THE ALPHABET

*BOUNCING BILL: (Keith Krellwitz)

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

'F3' _____ Advance one stage.
 'F4' _____ Advance a few stages.
 'F5' _____ Advance one level.

1.138 b55

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRAIN BALL:

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

1.139 b56

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BACK TO THE ALPHABET

BRAT:

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

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

1.140 b57

GO BACK ONE PAGE

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*BRIAN THE LION: (Keith Krellwitz)

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

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

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

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

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

with jewels and energy.

(LEVEL CODES)

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

1.141 b58

GO BACK ONE PAGE

BACK TO THE ALPHABET

*BRIAN THE LION AGA: (Keith Krellwitz)

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

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

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

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

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Graveyard	-	"sXqkKgqaGI"
Volcano	-	"RF20QpCqVx"
Eeek!	-	"sXqkK0KaGU"

1.142 b59

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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.

1.143 b60

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

(LEVEL CODES)

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

1.144 b61

GO BACK ONE PAGE

BACK TO THE ALPHABET

BRUTAL SPORTS FOOTBALL:

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

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

1.145 b62

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BSS JANE SEYMOUR:

(LEVEL CODES)

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

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

1.146 b63

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*BUBBA N STIX:

On the beginning of level one, turn around and face the tree that

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

(LEVEL CODES)

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

1.147 b64

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BUBBLE BOBBLE:

If you can get to levels 10, 20, 30 and 40 without losing a life, a magic door will appear to take you to a bonus screen, and if you can get up to stage 50 without losing a life, a magic door will appear and take you to level 70. On levels 7 & 22 wait a few seconds until an umbrella falls and grab it, you will warp ahead 6 levels. Alternatively, try these:

'F1' _____To advance 1 level.
 'F2' _____To advance six levels.
 'F3' _____To advance eleven levels.

1.148 b65

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*BUBBLE DIZZY: (Keith Krellwitz)

On the title screen, hold down 'L SHIFT', 'R SHIFT', 'L ALT', and

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

1.149 b66

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*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"

1.150 b67

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*BUBBLE & SQUEAK AGA: (Keith Krellwitz)

Enter any of the following for your password:

"HEFSBEER"_____For 9 guy and 9 hearts.
 "MAXIBABY"_____For a new difficulty setting.
 "BUTTHEAD"_____For infinite hearts and lives.
 "WHOCARES"_____For a message from the programmer.

1.151 b68

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BUILDERLAND:

(LEVEL CODES)

LEVEL 1-"BUILD1"

LEVEL 3-"BEARBY"

LEVEL 5-"DIABLO"

LEVEL 2-"YOTTHA"

LEVEL 4-"OCTOPY"

LEVEL 6-"GOTIUS"

1.152 b69

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BULLDOG:

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

1.153 b70

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BUMBY'S ARCADE FANTASY:

(LEVEL CODES)

2-"ACCESS"

5-"PRETTY"

8-"LOVELY"

3-"BUTTON" 6-"WINNER" 9-"SYSTEM"
4-"ISLAND" 7-"ZOMBIE"

1.154 b71

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BACK TO THE ALPHABET

BUMP N BURN:

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

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

1.155 b72

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BUNNY BRICKS:

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

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

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

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

1.156 c01

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*CABAL:

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

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

(GENERAL HINTS)

1. Shoot as many of the buildings as you can, as they block your shots at attacking / hiding enemies.
 2. Shoot the enemies at the bottom of the screen as the bullets they fire need less time to get to you and can often trap you in a corner.
 3. Don't forget that you can shoot the enemies' bullets!
 4. Try to pick up the bonuses straight away. The 100, 200 and 300 point bonuses are very useful if you want extra lives.
 5. Collect special weapons straight away as their rapid fire removes buildings faster, giving more breathing space.
 6. The grey uniformed soldiers (the ones that take a few shots to kill) can give a grenade or a special weapon. When he does, two men carrying a stretcher will appear. Shoot these and they will give you two grenades, collect them and then shoot them again before they go, to receive two more grenades.
 7. Never stay in corners for too long, the enemy has a habit of zeroing in on you.
 8. Don't waste grenades on buildings unless you really need to. If you opt to shoot in small bursts at every building rather than concentrating on one building at a time then a grenade may finish the job a lot quicker.
 9. Try not to get killed when the end-level guardians appear otherwise your FOE meter will drop to zero and you'll have to start again.
-

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CADAVER:

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

1.158 c03

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CAMPAIGN:

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

1.159 c04

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*CANNON FODDER:

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

(HINTS)

1. In Choppas, land on the enemy to kill them, safer than landing and getting out.
-

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

1.160 c05

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*CANNON FODDER II:

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

1.161 c06

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CAPONE:

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

1.162 c07

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CAPTAIN BLOOD:

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

1.163 c08

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*CAPTAIN DYNAMO:

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

1.164 c09

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CAPTAIN PLANET:

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

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

1.165 c10

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CAPTIVE:

Combos for the bases in mission one:

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

Combos for the bases in mission two:

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

When you land go and pick up the message from Ratt on Butre, then

return to the Swan and then land again. There will be another message from Ratt. Pick this up as well. Repeat this 88 times (!) and put all the messages in the backpacks, and when they are full, carry them in the hands and one on the cursor, enter a base and find a shop. You can sell all the messages and get about 18,500 credits.

1.166 c11

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

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

1.167 c12

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CAR-VUP:

On the high score table type one off the following:

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

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

1.168 c13

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*CARDIAXX: (Keith Krellwitz)

Pause the game and type any of the following:

'H','E','L','L-SHIFT','G','R','A','C' _____ Stops timer.

'F','A','Y','E','R-SHIFT','C','CTRL','RETURN' ___ Infinite lives.

'I','L','Y','C','A','R','O','L' _____ Invincibility.

1.169 c14

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*CARLOS: (Keith Krellwitz)

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

(LEVEL CODES)

Level 2-"BONGO"

Level 3-"GALET"

Level 4-"PATAU"

Level 5-"SIRTA"

1.170 c15

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BACK TO THE ALPHABET

*CARRIER COMMAND:

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

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

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

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

1.171 c16

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CASTLE MASTER:

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

1.172 c17

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*CATCH'EM: (Keith Kellwitz)

Enter any of the following for the password:

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

Enter any of the following for the password to see the ending:
 "FORTYTWO", "KICKFLIP", "BODYSLAM", "KNOCKOUT", "MINISTRY",
 "ESTRAGON", "FRONT242", "PARASITE", "PINGPONG", "ULTIMATE",
 "ZERONINE", AND "CODEKING".

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

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

1.173 c18

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*CAVERUNNER:

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

'F1'	_____	EXTRA LIVES.
'F2'	_____	EXTRA TIME.
'F3'	_____	LEVEL SKIP.

1.174 c19

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CHAMBER OF THE SCI-MUTANT PRIESTESS:

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

1.175 c20

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CHAMPIONS OF KRYNN:

Look at the entry for POOL OF RADIANCE for full details on how to cheat this game.

1.176 c21

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CHAMPIONSHIP MANAGER 93/94:

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

1.177 c22

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BACK TO THE ALPHABET

*CHAOS ENGINE (ECS) :

(LEVEL CODES)

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

(SECRET EXIT LOCATIONS)

(LEVEL 1)

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

(LEVEL 2)

Shoot first node, pick SILVER KEY1, a bridge appears on rock platform. Follow bridge and pickup GOLD KEY1 at the bottom/left edge of the rock platform. Another bridge appears, go up and pick up GOLD KEY2. Go down platform, go to the right (dont go up the first bridge you find). Once all the way right, go up, pickup GOLD KEY3 and don't pick up SILVER KEY2 yet; go right instead to secret room. Go back and pick SILVER KEY2, opening yet another bridge. Follow bridge, you may pick GOLD KEY4 in middle of waters if you wish. Once you reach the nodes, shoot 1nd one, go up toward exit, pick up GOLD KEY5 to the right, go down newly formed stairs and shoot node3, exit.

(LEVEL 3)

Go down and pick GOLD KEY1 behind small rockface to create stairs further down the road. Go up (right/up or back and then up/r/up). When you reach the circle with the dynamite, bugs will appear, use dynamite then; pickup GOLD RING that appeared. Go up rock ring, pickup GOLD KEY3, blast monsters below, go down again. Shoot SILVER PILLAR, go up, shoot node1, go up/right, pickup GOLD KEY4 and shoot node2. Go left until you reach a room (down) containing SILVER KEY2. pick it up to open room to the right (backstep) with

node3 and SILVER KEY3. Dont pick SILVER KEY3 yet, shoot node3. SILVER KEY4 appears below you, pick it up and go back to room where you found SILVER KEY3. A new passage to the right should be open, go there and pickup GOLD KEY5, another passage will open to the far left, going down to a row of pillars. Go there, shoot ALL pillar, some will leave stuff. Go all the way down and pickup GOLD KEY6. Then go back UP and pickup SILVER KEY5. Go right and pickup GOLD RING. Find node4, shoot it and follow the new passage to GOLD KEY6. Pickup GOLD KEY6, and you can now exit from A or B.

(LEVEL 4)

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

1.178 c23

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CHAOS STRIKES BACK:

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

How to kill any dragon:

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

Using the Vorpall Blade:

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

dead.

1.179 c24

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CHARIOTS OF WRATH:

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

1.180 c25

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CHARLIE CHIMP:

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

'1' _____	Baseball bat.	'HELP' _____	Jump to next level.
'2' _____	Golf club.	'I' _____	Invulnerability.
'3' _____	Tennis racquet.	'L' _____	Get an extra life.
'R' _____	Sets time to 24.	'B' _____	Collect all BONUS letters.
'T' _____	Sets time to 99.	'E' _____	Collect all EXTRA letters.

1.181 c26

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CHARLIE CHIMP 2:

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

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

1.182 c27

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CHARLIE J COOL:

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

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

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

1.183 c28

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CHARLY:

2-"ROOM"	11-"HAIR"	20-"STAG"	29-"LOAD"	38-"TASK"	47-"FOUL"
3-"CLAW"	12-"SPOT"	21-"LEAP"	30-"LIFE"	39-"BOSS"	48-"CALL"
4-"NEST"	13-"NAME"	22-"WORK"	31-"PICK"	40-"LAND"	49-"LINE"

5-"WORD"	14-"EDGE"	23-"GLAS"	32-"POST"	41-"FREE"	50-"BEER"
6-"FISH"	15-"DEEP"	24-"LOOP"	33-"RING"	42-"BANK"	
7-"AUNT"	16-"CASH"	25-"DARK"	34-"GREY"	43-"BABY"	
8-"RUSH"	17-"SALT"	26-"ATOM"	35-"BEST"	44-"STAR"	
9-"TUBE"	18-"PACT"	27-"TALK"	36-"DEAD"	45-"HINT"	
10-"RICH"	19-"FIRE"	28-"COAT"	37-"KNOB"	46-"CHAT"	

1.184 c29

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*CHASE HQ:

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

1.185 c30

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CHASE HQ II:

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

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

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

1.186 c31

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CHIPS CHALLENGE:

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

"I THINK THEREFORE I AM"_____Exit level without getting chips.

"09/12/57"_____Unlimited time.

"SAGITTARIANS MAKE BETTER LOVERS"_____For infinite extras.

Press 'C' to skip levels.

(LEVEL CODES)

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

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BACK TO THE ALPHABET

CHRISTMAS LEMMINGS 1994:

(LEVEL CODES)

FROST AREA (1 PLAYER)

LEVEL 01-"CAJRLDNBCG"
 LEVEL 02-"IJRLDNCCCP"
 LEVEL 03-"NRLDNCADCM"
 LEVEL 04-"RLDNCINECF"
 LEVEL 05-"LDNCAJVFCO"
 LEVEL 06-"DNCIJVLGCH"
 LEVEL 07-"NCANVLDHCE"
 LEVEL 08-"CINVLDNICN"
 LEVEL 09-"CAJRMNDNJCP"
 LEVEL 10-"IJRMDNCKCI"
 LEVEL 11-"NRMDNCALCF"
 LEVEL 12-"RMDNCINMCO"
 LEVEL 13-"MDNCAJVNCH"
 LEVEL 14-"DNCIJVMOCQ"
 LEVEL 15-"NCANVMDFPCN"
 LEVEL 16-"CINVMDNQCG"

FROST AREA (2 PLYS)

LEVEL 01-"KAJRLDOBMJ"
 LEVEL 02-"IJRLDOKCMS"
 LEVEL 03-"NRLDOKADMP"
 LEVEL 04-"RLDOKINEMI"
 LEVEL 05-"LDOKAJVFMR"
 LEVEL 06-"DOKIJVLGMK"
 LEVEL 07-"OKANVLDHMH"
 LEVEL 08-"KINVLDIOIMQ"
 LEVEL 09-"KAJRMDOJMS"
 LEVEL 10-"IJRMDOKKML"
 LEVEL 11-"NRMDOKALMI"
 LEVEL 12-"RMDOKINMMR"
 LEVEL 13-"MDOKAJVNMK"
 LEVEL 14-"DOKIJVMOMD"
 LEVEL 15-"OKANVMDFPMQ"
 LEVEL 16-"KINVMDOQMJ"

HAIL AREA (1 PLAYER)

LEVEL 01-"CAJRLFNBDJ"
 LEVEL 02-"IJRLFNCCDS"
 LEVEL 03-"NRLFNCAADP"
 LEVEL 04-"RLFNCINEDI"
 LEVEL 05-"LFNCAJVFDR"
 LEVEL 06-"FNCIJVLGDK"
 LEVEL 07-"NCANVLFHHD"
 LEVEL 08-"CINVLFNIDQ"
 LEVEL 09-"CAJRMFNJDS"
 LEVEL 10-"IJRMFNCKDL"
 LEVEL 11-"NRMFNICALDI"
 LEVEL 12-"RMFNINMDR"
 LEVEL 13-"MFNCAJVNDK"
 LEVEL 14-"FNCIJVMODD"
 LEVEL 15-"NCANVMFDPQ"
 LEVEL 16-"CINVFMFNQDJ"

HAIL AREA (2 PLYS)

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

FLURRY AREA (1 PLAYER)

LEVEL 01-"CAJRLDOBEJ"
 LEVEL 02-"IJRLDOCCES"
 LEVEL 03-"NRLDOCADEP"
 LEVEL 04-"RLDOCIINEEI"
 LEVEL 05-"LDOCAJVFER"

FLURRY AREA (2 PLYS)

LEVEL 01-"OAJRLDNBOO"
 LEVEL 02-"IJRLDNOCOH"
 LEVEL 03-"NRLDNOADOE"
 LEVEL 04-"RLDNOINEON"
 LEVEL 05-"LDNOAJVFOG"

LEVEL 06-"DOCIJVLGEK"	LEVEL 06-"DNOIJVLGOP"
LEVEL 07-"OCANVLDDHEH"	LEVEL 07-"NOANVLDDHOM"
LEVEL 08-"CINVLDOIEQ"	LEVEL 08-"OINVLDNIOF"
LEVEL 09-"CAJRMDOJES"	LEVEL 09-"OAJRMDNJOH"
LEVEL 10-"IJRMDOCKEL"	LEVEL 10-"IJRMDNOKOQ"
LEVEL 11-"NRMDOCALEI"	LEVEL 11-"NRMDNOALON"
LEVEL 12-"RMDOCINMER"	LEVEL 12-"RMDNOINMOG"
LEVEL 13-"MDOCAJVNEK"	LEVEL 13-"MDNOAJVNOP"
LEVEL 14-"DOCIJVMOED"	LEVEL 14-"DNOIJVMOOI"
LEVEL 15-"OCANVMDPEQ"	LEVEL 15-"NOANVMDPOF"
LEVEL 16-"CINVMDOQ EJ"	LEVEL 16-"OINVMDNQOO"

BLIZZARD AREA (1 PLAYER)

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

BLIZZARD AREA (2 PLYS)

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

1.188 c33

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*CHROME (PD) :

(LEVEL CODES)

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

1.189 c34

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CHUBBY GRISTLE:

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

1.190 c35

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*CHUCK ROCK:

On the title screen type the following:

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

1.191 c36

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CHUCKIE EGG 2:

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

1.192 c37

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*CISCO HEAT: (Keith Krellwitz)

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

'T' _____ For more time.
'G' _____ To abort.
'Q' _____ Show free memory.
'N' _____ Next race.
'2-5' _____ Go to corresponding level.

1.193 c38

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CIVILISATION:

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

1.194 c39

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*CJ'S ELEPHANT ANTICS:

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

1.195 c40

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CLICK CLAK:

(LEVEL CODES)

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

1.196 c41

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CLIFFHANGER:

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

1.197 c42

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CLOCKWISER:

(LEVEL CODES)

EASY PEASY	TOUGHISH	NERVEWRECKING	IMPOSSIBLE
01-"*****"	26-"HATSEKIE"	51-"BLAARZAK"	76-"ZWAZZAZZ"
02-"QWERTYUI"	27-"OSSEFROS"	52-"KWEENIET"	77-"BRAZMRAZ"
03-"HOTSSSSS"	28-"GRATGOPL"	53-"WALDRILK"	78-"FLOBBEDO"
04-"MONINANU"	29-"HUIPERTU"	54-"CHRIETIT"	79-"DIDELDEE"
05-"KREZUWEE"	30-"OLKEPOLK"	55-"SLISTOPI"	80-"MALLABOO"
06-"STALIOPA"	31-"HATSJIEH"	56-"DRUIPIDO"	81-"JITNEFOO"
07-"ZWEETSOK"	32-"GRUMPIER"	57-"PLOGHIOK"	82-"SNITNEDO"
08-"LAARSMIO"	33-"AIAKKIJA"	58-"GROEZELT"	83-"RUDOBORO"
09-"PORFEDIE"	34-"BRUIMBIE"	59-"REMMELCK"	84-"BOLIBELI"
10-"DERFGENO"	35-"KWEZELTA"	60-"KROKKULN"	85-"REFKELEN"
11-"IELBEDIE"	36-"GRINOLDE"	61-"ALLEMAFP"	86-"ZEBEDEBO"
12-"BRABEKIL"	37-"RHINBOLD"	62-"KIKELSTO"	87-"BOODJING"
13-"PLUISJES"	38-"HUIFREZI"	63-"PAPAZAKS"	88-"KRIKEPIK"
14-"ATSEWENT"	39-"OEPSADAI"	64-"BIBOBATS"	89-"DIDODEDO"
15-"CHACHOLI"	40-"PEAHSOUP"	65-"PEPODROL"	90-"SCHEBEDO"
16-"PIROWARF"	41-"HASHNIPO"	66-"HATSIKOO"	91-"NITNEJOO"
17-"JILSAPOI"	42-"AKIRAJAN"	67-"PERIDORO"	92-"FITNEDOB"
18-"DRILBILL"	43-"BEBIBOLK"	68-"ADROPORI"	93-"LAUWMAUW"
19-"FLOSEPIL"	44-"SPRITSOR"	69-"RUISLIBS"	94-"VUUAUMK"
20-"BLUBSALF"	45-"FLUIMPIE"	*70-"FDDELEH"	95-"VOELBOEL"
21-"MEGABYTE"	46-"GNEZOLIP"	71-"FOFOFOFO"	96-"DUBBELUP"
22-"YABADABA"	47-"PILIPOLT"	72-"PIELEMOS"	97-"DRIBELDI"
23-"KRAKAMIK"	48-"POLKAZAR"	73-"BIBELEBO"	98-"DROLZWAK"
24-"KIKASTIK"	49-"SNOZALAF"	74-"BELLEBEE"	99-"KWAKSLAB"
25-"OKIDOKIH"	50-"PRETOVYT"	75-"FIDELDOM"	

1.198 c43

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CLOWN 'O' MANIA:

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

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

1.199 c44

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CONTINENTAL CIRCUS:

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

1.200 c45

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*COOL CROC TWINS: (Keith Krellwitz)

(LEVEL CODES)

LEVEL 06-"TRIAX"

LEVEL 11-"DREAM"

LEVEL 16-"MUNGO"

LEVEL 21-"JANKO"

LEVEL 26-"HENRI"

LEVEL 31-"DOORS"

LEVEL 36-"FLOYD"

LEVEL 41-"BRUNO"

LEVEL 46-"MONEY"

LEVEL 51-"HUMAN"

LEVEL 56-"GIRLS"

1.201 c46

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*COOL SPOT: (Keith Krellwitz)

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

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

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

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

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

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

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

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

1.202 c47

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*COOL WORLD: (Keith Krellwitz)

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

You could also type "COLIN BROKE MMY WALKMMAN" on the section where you have to collect nickles. The reason why you have to type two M's is because the 'M' key calls up the map screen and does not register the first 'M' as part of the cheat.

1.203 c48

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COSMIC PIRATE:

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

1.204 c49

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COSMIC RELIEF: (Keith Krellwitz)

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

1.205 c50

GO BACK ONE PAGE

BACK TO THE ALPHABET

*COSMIC SPACEHEAD: (Keith Krellwitz)

(LEVEL CODES)

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

1.206 c51

GO BACK ONE PAGE

BACK TO THE ALPHABET

COVER GIRL POKER:

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

1.207 c52

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRACKDOWN: (Keith Krellwitz)

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

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

1.208 c53

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRAZY CARS:

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

1.209 c54

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRAZY CARS II:

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

The routes to take for each of the stages:

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

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

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

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

1.210 c55

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRAZY SUE (PD): (Keith Krellwitz)

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

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

Left and right cursor keys control slow motion.

1.211 c56

GO BACK ONE PAGE

BACK TO THE ALPHABET

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

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

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

Left and right cursor keys control slow motion.

1.212 c57

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CREATURES:

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

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

1.213 c58

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRICKET (ROBIN SMITH'):

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

1.214 c59

GO BACK ONE PAGE

BACK TO THE ALPHABET

CRIME DOES NOT PAY:

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

1.215 c60

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BACK TO THE ALPHABET

CRYSTAL DRAGON:

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

1.216 c61

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CRYSTAL HAMMER:

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

1.217 c62

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BACK TO THE ALPHABET

*CRYSTAL KINGDOM DIZZY:

Enter these codes into the game genie:

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

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

1.218 c63

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CRYSTALS OF ARBOREA:

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

1.219 c64

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BACK TO THE ALPHABET

CUBE X:

(LEVEL CODES 0-149)

000-----"EAGLE"	050-----"PEN"	100-----"ZERO"
001-----"HARD"	051-----"INK"	101-----"FIRE"
002-----"TIME"	052-----"DUNGEON"	102-----"WOODEN"
003----"LIBERTY"	053-----"MASTER"	103-----"BURIED"
004----"FIGURE"	054-----"KING"	104-----"EIRE"
005-----"GOLEM"	055-----"LASER"	105-----"GERMANY"
006-----"SWORD"	056-----"RAZOR"	106-----"TANK"
007----"MIRROR"	057-----"SOAP"	107-----"WEAPON"
008----"DRAGON"	058-----"SNOW"	108-----"CAKE"
009----"SUCCESS"	059-----"PEOPLE"	109----"POTATOE"
010----"STONED"	060-"WONDERLAND"	110--"PERISCOPE"
011-"LIGHTNING"	061-----"ALICE"	111-----"CUBE"
012-----"FLAME"	062-----"EDISON"	112-----"FIELD"
013----"PEANUT"	063----"EINSTIEN"	113--"BATTLECRY"

014-----"FOOD"	064----"BISMARCK"	114-----"HIDDEN"
015-----"TABLE"	065-----"BIRD"	115-----"OFF"
016----"MONKEY"	066----"PENGUIN"	116----"MISTAKE"
017-----"DISC"	067----"T SHIRT"	117-----"TURN"
018-----"KNEE"	068-----"MILK"	118--"HIERARCHY"
019---"UNKNOWN"	069-----"NAIL"	119---"ALLIANCE"
020---"HOT DOG"	070-----"WATER"	120-----"DOS"
021---"AMERICA"	071----"KITCHEN"	121---"MEGABYTE"
022-----"ZEUS"	072-----"RADIO"	122----"PERCENT"
023----"LEADER"	073--"CIGARETTE"	123-----"BIKE"
024----"PEACE"	074--"NEWSPAPER"	124----"TEMPLE"
025---"GO HOME"	075-----"WAR"	125----"ORACLE"
026---"CODEING"	076---"TWILIGHT"	126-"MYSTERIOUS"
027---"STRANGE"	077-----"ZONE"	127-----"SIGN"
028---"SILENCE"	078-----"OIL"	128----"CANDLE"
029----"VOICE"	079-----"EGGS"	129-----"DREAM"
030----"ATTACK"	080----"CHICKEN"	130--"NIGHTMARE"
031----"SHIELD"	081----"HUNTER"	131-----"KNIFE"
032----"APPLE"	082-----"LINE"	132-----"CHAIR"
033-"MANHATTAN"	083--"PROGRAMME"	133-----"SAIL"
034----"BLACK"	084-----"BOX"	134--"BREAKFAST"
035-----"PINK"	085-----"HIT"	135-----"LUNCH"
036----"SWEET"	086-----"SONG"	136----"DINNER"
037-----"COLD"	087---"ELEPHANT"	137-----"CHIP"
038-----"ICE"	088-----"LION"	138-----"GAME"
039----"ARMED"	089--"CROCODILE"	139---"JOYSTICK"
040----"RETRY"	090----"KILLER"	140-----"MICE"
041----"BOTTLE"	091----"MURDER"	141---"YUNKYARD"
042----"MONEY"	092---"MISSISSIPPI"	142-----"CABLE"
043-----"GOLD"	093---"NEW YORK"	143-----"CALL"
044---"FOREVER"	094---"DOWNTOWN"	144-----"BALL"
045-"EVERGREEN"	095-----"RAT"	145-----"BOOK"
046-----"OLD"	096-----"MAD"	146-----"CAR"
047----"POWER"	097----"CRAZY"	147----"ISLAND"
048-----"NOSE"	098----"LICENSE"	148-----"SPOON"
049-----"MARK"	099-----"PLANE"	149----"HAMMER"

1.220 c65

GO BACK ONE PAGE

BACK TO THE ALPHABET

CURSE OF RA:

(LEVEL CODES)

01-----"WOBLER"	34-----"VON KOCH"	67-----"DRAGONLANCE"
02-----"YEG"	35-----"CHRISTUS"	68-----"HATHEGA KLA"
03-----"CTHULHU"	36-----"JEHOVA"	69-----"INQUANOK"

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

1.221 c66

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BACK TO THE ALPHABET

CURSE OF THE AZURE BOND:

See the POOL OF RADIANCE cheat.

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

Flaming Bond, which is the Symbol of Tyranthraxus.

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

1.222 c67

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BACK TO THE ALPHABET

*CYBERBLAST: (Keith Krellwitz)

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

1.223 c68

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BACK TO THE ALPHABET

*CYBERNOID:

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

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

1.224 c69

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERNOID II:

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

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

1.225 c70

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BACK TO THE ALPHABET

*CYBERPUNKS: (Cheat by K. Krellwitz)

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

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

(LEVEL CODES)

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

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

1.226 c71

GO BACK ONE PAGE

BACK TO THE ALPHABET

*CYBERSPHERE:

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

1.227 d01

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BACK TO THE ALPHABET

D-GENERATION:

The password for the computer is "DEATH".

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

1.228 d02

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BACK TO THE ALPHABET

DALEK ATTACK:

Type any of the following during play:

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

(INVICIBILITY)

"JAMES BOND AND OLIVER REED WERE NEVER GOOD SINGERS"

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

1.229 d03

GO BACK ONE PAGE

BACK TO THE ALPHABET

DALEY THOMPSON OLYMPIC CHALLENGE:

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

1.230 d04

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DALLAS QUEST:

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

1.231 d05

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BACK TO THE ALPHABET

DAMOCLES:

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

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

1.232 d06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DARK CASTLE:

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

1.233 d07

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*DARKMAN: (Keith Krellwitz)

During play type "MEA CULPA" and use the following keys:

'I' _____Invincibility.
'Z' _____Kills enemies on the screen.
'D' _____Gives darkman the disguise.
'P' _____Refills life meter.
'R' _____?????
'SPACE' _____Bypass photo session w/ disguise.
'1'-'6' _____Skip to the corresponding level.
'F1'-'F7' _____Skip to the corresponding level.
'F8' _____Skip to next level.
'J' _____Move darkman anywhere on the level with joystick.
('J' toggles this on/off)

1.234 d08

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*DARKSIDE:

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

1.235 d09

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DAS MAGAZIN:

(LEVEL CODES)

1-"HEIMDAL"	3-"ATACAMA"	5-"CHANGAI"
2-"TSCHAKO"	4-"NEMESIS"	6-"ZWINGER"
	7-"CYCLAME"	

1.236 d10

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*DATASTORM:

Hit 'F10' for a message.

1.237 d11

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*DAYS OF THUNDER:

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

1.238 d12

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DEATH MASK: (Cheat by K. Krellwitz)

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

(LEVEL CODES)

02-"52385"	13-"28283"	24-"82855"
03-"22428"	14-"85325"	25-"58474"
04-"84843"	15-"10769"	26-"38392"

05-"22087"	16-"25324"	27-"55276"
06-"38641"	17-"43542"	28-"68163"
07-"06395"	18-"62156"	29-"75156"
08-"33224"	19-"84678"	30-"70948"
09-"35527"	20-"57093"	31-"54334"
10-"48962"	21-"29264"	32-"39814"
11-"65074"	22-"47446"	33-"52262"
12-"62438"	23-"75330"	34-"73164"

1.239 d13

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DEEP CORE:

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

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

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

During play type any of the following:

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

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

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

1.240 d14

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

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

1.241 d15

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DEFENDER II:

"GOATY"_____Invincibility.
 "INCAS"_____Replaces invisio with smart laser in stargate.
 "ANDES"_____Power is restored when the laser is fired.
 "RAVEN"_____Activates the three following keys.

'I'_____Invicibility on/off.
 'N'_____Next level.
 'D'_____Fly auto pilot 23 levels.

(LEVEL CODES)

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

1.242 d16

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BACK TO THE ALPHABET

DEFENDER OF THE CROWN:

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

1.243 d17

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DEFLEKTOR:

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

1.244 d18

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

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

(OTHER HINTS)

1. It is generally not a good idea to spend any credits until you have 500. When you get 500 credits, buy the Super Weapon.
 2. If you hold down the fire button (make sure to disable autofire if you have it on) from the moment you grab the Meteor Storm icon right up to the end of the Meteor Storm, you will get the secret \$5000 bonus (This only works in version 2.4 and possibly the upcoming 2.5).
 3. On Version 2.4, it is not a good idea to buy the \$3000 weapon until you're in levels 51-75.
 4. The weapons that cost \$750 and higher are generally not very handy unless you have autofire (Ver 2.4). If you do have autofire and have one of these weapons, what you have is an incredibly nasty weapon!
 5. You can also "cheat" by using a hex editor and editing the main program. Just find the part of the code that lists all the
-

prices in the tax-free shop (make sure they are not part of the menu, if you modify the menu in any way the game won't run!) and change the numbers to whatever you want. This way, you can make everything cost nothing if you want! However, you'll still need \$50 to enter the shop, and \$400 for continues (or \$200, in version 2.3).

(GAME SECRETS)

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

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DENARIS:

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

1.246 d20

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*DESERT STRIKE:

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

LEVEL 2-"BQQQAEB" LEVEL 3-"KLJLTOE" LEVEL 4-"WEIVVJT"
THE END-"ONKKQKF"

"BQQQAEZ"-10 guys and when you run low on ammo press 'F10' or '0' to call up the map and press either again to go back to the game and you will find all ammo is restocked.

1.247 d21

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BACK TO THE ALPHABET

DETROIT (ECS & AGA): (Terry Wood)

If you want to be sure to earn a profit in your first month of DETROIT, you can plug the following number values into the appropriate places in the tutorial (see "Technical Supplement and Tutorial" booklet). They will guarantee you a reasonable return

for at least your first few months in business. The first set of values gives you hints, the second set gives you decent, but not optimal exact numbers, and the third set gives you the absolute best numbers.

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

HINT:

Assembly Workers to Hire:	50
Technicians to Hire:	20
Assembly Workers Wages:	\$80
Technicians Wages:	\$70
Assembly Workers per Line:	20
Technicians per Research Project	
Engines, Brakes, Cooling, Safety:	20
Suspension, Body Luxury:	40
Advertising (NE USA only)	
Billboards:	\$90
Newspapers:	\$100

GOOD NUMBERS:

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

BEST NUMBERS:

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

1.248 d22

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEUTEROS:

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

1.249 d23

GO BACK ONE PAGE

BACK TO THE ALPHABET

DEVIOUS DESIGNS:

(LEVEL CODES)

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

1.250 d24

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DIE HARD 2: (K. Krellwitz)

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

'F1' _____ Jump to part one of the current level.
'F2' _____ Jump to part two of the current level.
'F3' _____ Jump to part three of the current level.
'1'-'5' _____ Jump to the corresponding level.
'U' _____ Flip screen upside down and back.
'R' _____ Restart current level and collect bonus.
'W' _____ Select weapon.
'D' _____ Program information.
'G' _____ Add grenades.
'M' _____ Add gun clips.
'.' _____ Add to life meter.
'ENTER' (keypad) _____ Kill all enemies on the screen.

1.251 d25

GO BACK ONE PAGE

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DIGGERS CD32:

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

1.252 d26

GO BACK ONE PAGE

BACK TO THE ALPHABET

DIMO'S QUEST:

(LEVEL CODES)

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

1.253 d27

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DINOSAUR DETECTIVE AGENCY: (Keith Krellwitz)

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

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

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

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

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

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

1.254 d28

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DISPOSABLE HERO:

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

1.255 d29

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DOGS OF WAR:

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

1.256 d30

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*DOJO DAN:

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

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

1.257 d31

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*DOMINATOR:

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

1.258 d32

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*DONK: (Keith Krellwitz)

Collect all the gems on any level and type "ABLE TO CHEAT". Use the following keys during play:

'F1' _____ Increase shields.
'F2' _____ Increase bombs.
'F3' _____ Increase jumps.
'F4' _____ Increase floats.

1.259 d33

GO BACK ONE PAGE

BACK TO THE ALPHABET

*DOODLEBUG: (Keith Krellwitz)

During play, hold down 'A', 'G', 'E', 'S', and press the left mouse button for infinite everything. Now use the following keys during play (doesn't work on the amiga 1200).

'F1-F5' _____ Jump to corresponding level.
 '1-3' _____ Jump to the corresponding sub-level.
 '4' _____ Jump to the end of level boss.
 'F6' _____ Atari mode.

1.260 d34

GO BACK ONE PAGE

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*DOODY (PD): (Keith Krellwitz)

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

1.261 d35

GO BACK ONE PAGE

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DOUBLE DRAGON:

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

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

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

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

get infinite lives.

1.262 d36

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*DOUBLE DRAGON II: (Keith Krellwitz)

Start a two player game, then press both fire buttons and the "ESC" key. You will now have unlimited lives.

On the title screen press 'ESC' then type
"YEP, I CHANGED THE CHEAT MODE ON THIS VERSION".
Now press 'RETURN'. Start the game and you will be playing upside
down.

1.263 d37

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BACK TO THE ALPHABET

*DR. PLUMMET'S HOUSE OF FLUX:

During play, press 'HELP' to activate the cheat mode, and then use
any of the following:

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

1.264 d38

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*DRAGON BREED:

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

'N' _____ Advance to next level.
'B' _____ Advance to the next main guy.

1.265 d39

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DRAGON LORD:

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

1.266 d40

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BACK TO THE ALPHABET

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

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

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

During the game, type "TERRIFIC" and press 'L' to skip levels and

'F3' gives you infinite lives.

1.267 d41

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*DRAGON SCAPE:

Press the down cursor key to skip levels.

1.268 d42

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DRAGON SPIRIT:

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

1.269 d43

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DRAGON WARS:

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

1.270 d44

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DRAGON'S LAIR:

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

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

1.271 d45

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DRAGON'S LAIR II (TIME WARP):

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

1.272 d46

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*DRAGON'S LAIR 3:

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

1.273 d47

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DRAGON'S LAIR - SINGES CASTLE:

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

1.274 d48

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*DRAKKHEN:

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

Or you can also do the following:

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

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

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

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

1.275 d49

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DRILLER:

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

1.276 d50

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DRIVING FORCE:

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

1.277 d51

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DUCK TALES:

INVESTMENT:

Always buy shares in lake doughbegone. The best prices to buy at are \$30-\$50. Don't buy any shares at over \$70.

MONEY BANK:

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

PLACES:

These are the best places to visit;

EL CAPITAN

WHATSAMATTERHORN

NOVAY

AYERS ROCK

VALLEY OF GOLD

THUNDERCLAP MOUNTAIN

BERMUDA TRIANGLE

TRALALA

SWANSYLVANIA

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

1.278 d52

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*DUGGER: (Keith Krellwitz)

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

'F1'-Skips levels. 'F2'-Restart level. 'F3'-Extra lives.

1.279 d53

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DUNE II:

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

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

1.280 d54

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DUNGEON MASTER:

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

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

Here are some undocumented spells:

"YA BRO ROS"_____Leaves a trail of footprints.

"VI BRO"_____Shield poison.

"DES IR SAR"_____Darkness.

"FUL BRO NETA"_____Fire ball shield.

"OH KATH RA"_____Lightning bolt.

"ZO"_____Open doors.

"DES EW"_____Weakens undead beings.

1.281 d55

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BACK TO THE ALPHABET

DUNGEON QUEST:

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

1.282 d56

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DUNGEONS OF AVALON 1 & 2:

1. Go to the adventures guild, and load in one of the characters given at the start (let's say you chose amber).
 2. Create five new characters, of any race or type. Make sure that all five people have at least 130 gold pieces.
 3. Go to the weapon shop, and pool all the gold, giving it to amber.
 4. Go back to the adventurers guild and remove all players but amber.
 5. Now load in the other five characters that are pre-made at the start of the game. You can now start your quest with somewhere in the region of 1000 gold pieces - unless you kit everyone up at the weapon store, train, etc. You can repeat this as many times as you want each go, giving you in effect infinite money.
-

1.283 d57

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DYNABLASTERS:

(LEVEL CODES)

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

1.284 d58

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*DYNAMITE DUX:

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

Type "NUDE" to enter the boxing sub game.

1.285 d59

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DYNASTY WARS:

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

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

1.286 d60

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DYTER 07:

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

1.287 e01

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ECO:

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

1.288 e02

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*EDD THE DUCK:

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

1.289 e03

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*EDD THE DUCK 2: (Keith Krellwitz)

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

1.290 e04

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*ELF:

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

1.291 e05

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*ELIMINATOR:

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

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

1.292 e06

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ELITE:

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

BYTE NUMBER	NEW VALUE	USAGE
12	00-FF	Create a new galaxy.
13	00-FF	Create a new galaxy.
18	FF	Loads of credits.
1F	46	7 light years fuel.
20	01	Escape capsule.
23	02	Large cargo bay.
24	01	E.C.M. system.

26	01	Pulse laser.
28	01	Galactic hyperdrive.
2C	01	Escape pod.
2F	01	Energy bomb.
31	01	ECM jammer.
32	01	Docking computer.
34	03	Galactic hyperdrive.
36	01	Mining laser.
38	01	Military laser.
3F	01	Cloaking ('Y'=on/off).
40	01	Loads of food.
47	01	Loads of textiles.
49	01	Loads of radioactives.
4C	01	Loads of slaves.
50	01	Loads of wine.
54	01	Loads of narcotics.
5C	01	Loads of computers.
63	01	Loads of machinery.
67	01	Loads of alloys.
69	01	Loads of firearms.
6C	01	Loads of furs.
72	01	Loads of minerals.
75	01	Loads of gold.
79	01	Loads of platinum.
83	01	Loads of gem stones.
84	01	Loads of alien items.
88	01	Refugees from Super Nova.
8C	01	Important thargoid doc.
97	01	Clean legal status.
97	00-08	Harmless - Elite ranking.
3C	01	E.C.M. system jammer

('L' toggles jammer on and off)

1.293 e07

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EMPIRE SOCCER:

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

able to run circles around the opposing team.

1.294 e08

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*EMPIRE STRIKES BACK:

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

1.295 e09

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ENCHANTED LANDS:

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

1.296 e10

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ENDURO RACER:

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

'T' _____Extra ten seconds.
'S' _____Advance one checkpoint.
'F' _____Turbo speed.

1.297 e11

GO BACK ONE PAGE

BACK TO THE ALPHABET

ENLIGHTENMENT-DRUID II:

To find the secret levels at the start of the game immediately go left to the desert, then continue left to the firezone. Head to the upper most left corner of this area and you should see lava with a patch on it that looks like a section of the firewall spell. As quickly as you can, walk on this patch and you will be whisked away to secret levels.

1.298 e12

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EPIC:

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

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

(LEVEL CODES)

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

1.299 e13

GO BACK ONE PAGE

BACK TO THE ALPHABET

*ESCAPE FROM THARKAN: (Keith Krellwitz)

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

'F1' _____The computer will play for you (on/off).
'F2' _____Stops the tanks from firing.
'F3' _____Invincibility.
'F4' _____Eliminates flying section to get to new levels.
'F5' _____Disables active cheats.
'F6' _____The computer will play ('F1' turns it off).
'F10' _____Make the bricks unbreakable (on/off).

1.300 e14

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*ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS:

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

1.301 e15

GO BACK ONE PAGE

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ESPANA `92:

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

1.302 e16

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BACK TO THE ALPHABET

*ESWAT:

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

1.303 e17

GO BACK ONE PAGE

BACK TO THE ALPHABET

*EVIL GARDEN: (Keith Krellwitz)

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

1.304 e18

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EXECUTIVE LEADER BOARD:

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

1.305 e19

GO BACK ONE PAGE

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EXOLON:

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

1.306 e20

GO BACK ONE PAGE

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EXTASE:

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

1.307 e21

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*EXTREME VIOLENCE:

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

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

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

1.308 e22

GO BACK ONE PAGE

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*EYES OF HORUS:

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

1.309 e23

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BACK TO THE ALPHABET

EYE OF THE BEHOLDER:

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

1.310 e24

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EYE OF BEHOLDER II:

1. Load the game as normal and select "CREATE NEW PARTY". When the empty boxes appear, click on the top left box, then select race, class, alignment and portrait. Now go to the modify box and boost all the statistics in this order: STRENGTH, INTELLIGENCE, WISDOM, DEXTERITY, CONSTITUTION, CHARISMA, AND HIT POINTS. Now you can click on strength and boost it to maximum, regardless of limitation put on the race or class of the character, so from now on, for example, you can have a super-hard wizard with a strength of 18/99.
2. At the character generation screen, always increase all stats that you can (that includes hit points) to as high as they will go.
3. If you want a mage, cleric or paladin to use a two handed weapon as well as magic, then do the following. Put the weapon down on the ground, and their spellbook or magic symbol in their second hand. Click the right mouse button on this for a list of spells to appear. Pick up the two handed weapon and place it in the characters primary hand. As the list of spells is still up, they can now cast spells and use a two handed weapon at the same time. You will have to repeat this process after using the compass etc.

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

1.311 e25

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E-MOTION:

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

'F1' _____ Forward a level.
'F2' _____ Back a level.
'F3' _____ Forward ten levels.
'F4' _____ Back ten levels.

1.312 f01

GO BACK ONE PAGE

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*F1 WORLD CHAMPIONSHIP EDITION:

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

1.313 f02

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F-15 STRIKE EAGLE II:

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

1.314 f03

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F-16 COMBAT PILOT:

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

1.315 f04

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F17 CHALLENGE: (Terry Wood)

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

1.316 f05

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F-117 STEALTH FIGHTER:

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

1.317 f06

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F-19 STEALTH FIGHTER:

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

1.318 f07

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F-29 RETALIATOR:

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

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

1.319 f08

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FA-18 INTERCEPTOR (ELECTRONIC ARTS):

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

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

Select option 2 {FREE FLIGHT, NO ENEMY CONFRONTATION} from the main menu. Then select zero instead of 1 to 4. The screen will go into a spiral and scroll way south to 34 by 117 degrees, placing your plane somewhere without a runway. This happens to be in the middle of Edwards Air Force Base, where the F/A-18 was flight tested. To take off you have to use the afterburners. 117 degrees is the furthest south you'll be able to fly, but you can go in other directions. Is there more to this back door?

1.320 f09

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FAERY TALE ADVENTURE:

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

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

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

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

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

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

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

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

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

1.321 f10

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BACK TO THE ALPHABET

FALCON:

If your ammo runs low, press 'CTRL' and 'X' during the game and watch the extra 500 rounds and 9 sidewinders clock up on the instruments. It maybe 'CTRL', 'L SHIFT', and 'X'. For a perfect landing, hold the 'HELP' key down about 10 to 20 feet above the runway.

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

1.322 f11

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BACK TO THE ALPHABET

*FANTASTIC DIZZY:

On the title screen, hold down 'L SHIFT', 'S', 'U', and 'B'. You

will then be presented with a subgame menu. Once you exit the this menu the game will start. Press 'F10' for more lives.

1.323 f12

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BACK TO THE ALPHABET

*FANTASTIC VOYAGE: (Keith Krellwitz)

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

1.324 f13

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BACK TO THE ALPHABET

*FANTASY WORLD DIZZY:

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

1.325 f14

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FAST LANE:

Although not stated in the manual, there is an automatic gearbox. Pressing 'G' toggles between manual and automatic transmission. During qualification pause the game with 'F1' and then unpause with the 'SPACE BAR'. The qualifying time is now frozen, allowing you to go as slowly as you want while remaining in pole position.

1.326 f15

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FEDERATION OF FREE TRADERS:

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

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

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

MISSION 03: Destroy sat!

MISSION 04: Escort convoy. Use E pod.

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

MISSION 06: Search for survivors.

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

MISSION 08: Go and report.

MISSION 09: Destroy alien.

MISSION 10: Rescue civilians. Land on planet.

1.327 f16

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BACK TO THE ALPHABET

FERNANDEZ MUST DIE:

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

1.328 f17

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BACK TO THE ALPHABET

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

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

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

1.329 f18

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*FIGHTER BOMBER:

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

1.330 f19

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FIGHTING SOCCER:

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

1.331 f20

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BACK TO THE ALPHABET

FINAL BLOW BOXING:

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

1.332 f21

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FINAL FIGHT:

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

1.333 f22

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*FINAL MISSION: (Keith Krellwitz)

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

1.334 f23

GO BACK ONE PAGE

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FIRE & BRIMSTONE:

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

1.335 f24

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FIRE AND ICE:

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

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

1.336 f25

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FIREFORCE:

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

1.337 f26

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BACK TO THE ALPHABET

FIRST SAMURAI:

Pause game then type "DIPUTS". Pressing the number keys now lets you teleport around the level. When you load up disk one and the word {GOONIES} appears, hold down one of these mystical keys for various effects:

```
'F1' _____Infinite energy and infinite weapons.
'F2' _____Infinite energy.
'F3' _____Infinite lives.
```

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

1.338 f27

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*FLASCHBIER:

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

1.339 f28

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*FLASHBACK:

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

The level codes are:

	1	2	3	4	5	6	7
EASY:	"BACK"	"LOUP"	"CINE"	"GOOD"	"SPIZ"	"BIOS"	"HALL"
NORMAL:	"PLAY"	"TOIT"	"ZAPP"	"LYNX"	"SCSI"	"GARY"	"PONT"
DIFFICULT:	"CLOP"	"CARA"	"CALE"	"FONT"	"HASH"	"FIBO"	"TIPS"

1.340 f29

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*FLIMBO'S QUEST: (Keith Krellwitz)

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

1.341 f30

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

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

(SPELLS)

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

1.342 f31

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FLOOD:

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

1.343 f32

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BACK TO THE ALPHABET

*FLY HARDER: (Keith Krellwitz)

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

(LEVEL CODES)

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

1.344 f33

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

(LEVEL CODES)

2-"PHO" 3-"MET" 4-"BLA" 5-"SUP" 6-"TRA" 7-"QUA" 8-"NEO"

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

Try entering "MEC" for your password for infinite lives.

Try entering "BIG" for your password to see the ending.

1.345 f34

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*FLYING SHARK:

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

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

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

1.346 f35

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FOOTBALL DIRECTOR 2:

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

1.347 f36

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FOOTMAN:

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

1.348 f37

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*FORGOTTEN WORLDS:

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

1.349 f38

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FORMULA ONE GRAND PRIX:

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

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

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

1.350 f39

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*FOUNDATION WASTE: (Keith Krellwitz)

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

1.351 f40

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*FRANKENSTEIN: (Keith Krellwitz)

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

1.352 f41

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FRONTIER:

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

1.353 f42

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*FRUIT SALAD: (Keith Krellwitz)

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

1.354 f43

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FULL CONTACT:

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

1.355 f44

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FUSION:

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

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

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

1.356 f45

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FUTURE WARS:

After you have travelled into the future, been into the sewer and discovered the beast attacking the woman and her child, and also have the fuses and have uncovered the tap, go back up to the surface and hunt through the rubble until you find the blowtorch.

Take this down into the sewer, fill it with gas from the tap and incinerate the monster.

1.357 f46

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FUZZBALL:

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

1.358 g01

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*GALACTOID:

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

1.359 g02

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BACK TO THE ALPHABET

*GALAGA'92: (Keith Krellwitz)

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

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

1.360 g03

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GALAXY FORCE II:

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

1.361 g04

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*GALAXY'93: (Keith Krellwitz)

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

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

1.362 g05

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAME OVER II:

The code for level two is "11423".

1.363 g06

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GAMMA ZONE: (Keith Krellwitz)

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

"ZASTER"_____Give you 400 coins.
 "KNIGHTRIDER"____Gives you the shield and other extras.
 "MAGIC"_____Gives you magic.
 "FOREVERYOUNG"_____Puts your time up to 600.
 "STEFFI"_____Gives you hearts (energy).
 "IMWALKING"_____Gives you fuel.
 "WINNER"_____Completes current level.

(LEVEL CODES)

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

1.364 g07

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GANYMED: (Keith Krellwitz)

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

1.365 g08

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAUNTLET:

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

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

1.366 g09

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAUNTLET II:

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

To avoid tricky levels, pause the game and wait for three minutes. Press fire and all the walls turn to exits. This happens anyway, but if you pause the game, you don't lose energy, and won't get

attacked while waiting three minutes.

1.367 g10

GO BACK ONE PAGE

BACK TO THE ALPHABET

GAZZA 2:

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

1.368 g11

GO BACK ONE PAGE

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GEM-X:

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

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

1.369 g12

GO BACK ONE PAGE

BACK TO THE ALPHABET

GEMINI WING:

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

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

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

1.370 g13

GO BACK ONE PAGE

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GENGHIS KHAN:

If you get a land that isn't connected with an enemy, move everything to your home country. The land will be safe, but if another leader captures a nearby land, make sure you put something back in or he will attack on his next turn. Don't move all your forces into your command unit, or an enemy commander will wait till he is down to his last few men and challenge you to a one on one fight. If you loose he will get half your command unit.

1.371 g14

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOST 'N' GOBLINS:

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

The following didn't work on my version:

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

1.372 g15

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOSTBUSTERS II:

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

1.373 g16

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GHOULS 'N' GHOSTS:

Start the game and type "KARENROADHURST" for invicibility.

1.374 g17

GO BACK ONE PAGE

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*GIGANOID:

On the player select screen, press the 'CAPS LOCK' key, so the key light is on. Now press and hold the 'CAPS LOCK' and press fire. A

message should appear letting you know the cheat is active. If you held down the fire button a little too long the game may have started and bypassed the message, but you should notice you have a lot of lives.

1.375 g18

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GLOBAL GLADIATORS: (Keith Krellwitz)

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

To complete the level you are currently on and go to the bonus game enter the following sequence with the joystick.

U, L, D, R, U, L, F, D, R, F, F, D, R, U, L, F, and F. Now press 'P'.

1.376 g19

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GLOBDULE: (Keith Krellwitz)

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

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

When you press 'DEL' on the main map screen you can go to any

level. On the level map pressing 'DEL' will let go to any stage in any order. Press 'DEL' during actual play lets you move any where.

(LEVEL CODES)

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

1.377 g20

GO BACK ONE PAGE

BACK TO THE ALPHABET

GLOBULUS:

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

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

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

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

1.378 g21

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GOAL:

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

1.379 g22

GO BACK ONE PAGE

BACK TO THE ALPHABET

GOBLIIINS:

(LEVEL CODES)

02-"VQVQFDE"	03-"ICIGCAA"	04-"ECPQPCC"	05-"FTWKFEN"
06-"HQWFTFW"	07-"DWNDGBW"	08-"JCJCJHM"	09-"ICVGCCT"
10-"LQPCUJV"	11-"HNWVGKB"	12-"FTQKVLE"	13-"DCPLQMH"
14-"EWDGPNL"	15-"TCNGTOV"	16-"TCVQRPM"	17-"IQDNKQO"
18-"KKKPURE"	19-"NGOGKSP"	20-"NNGWTTT"	21-"LGWFGUS"
	22-"TQNGFVC"		

1.380 g23

GO BACK ONE PAGE

BACK TO THE ALPHABET

GODFATHER, THE:

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

1.381 g24

GO BACK ONE PAGE

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GODS:

On level two, buy a shield and a magic potion, then get three fireballs and three stars. Spend all of your remaining money on food and health. Collect all the gems in the usual manner, then get a key and make for the exit. Now comes the tricky bit. When you descend the last ladder, two thieves will appear. Make sure that you don't quite have enough energy to survive a direct contact! Before going down the ladder, release your magic potion, then climb down and open the door. Stand in front of the door ready to leave, but don't push up yet! Wait until the thieves jump down at you and as soon as they touch you push the joystick up. You may lose that life, but then something rather strange will happen. The bonus will start to whiz up for quite some time, until the game starts again on world two with 28 extra men and about five million points!

1.382 g25

GO BACK ONE PAGE

BACK TO THE ALPHABET

GOLDEN AXE:

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

1.383 g26

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*GOLDRUNNER:

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

1.384 g27

GO BACK ONE PAGE

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*GOLDRUNNER II:

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

1.385 g28

GO BACK ONE PAGE

BACK TO THE ALPHABET

GRAVITY FORCE:

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

1.386 g29

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BACK TO THE ALPHABET

*GRAVITY FORCE II:

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

"CHEAT MENU"_____Lets you put your live up to 250.
"GLAPPKONTAKT"_____Cause your opponent's engine to fail.
"ULE"_____????????
"SHOW LT"_____????????
"BITS"_____????????
"BARF"_____????????
"ROXER"_____????????
"TOMAS"_____????????
"SNIX"_____????????

1.387 g30

GO BACK ONE PAGE

BACK TO THE ALPHABET

GREAT GIANA SISTERS:

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

1.388 g31

GO BACK ONE PAGE

BACK TO THE ALPHABET

GREMLINS:

Same cheat as GREMLINS II.

1.389 g32

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*GREMLINS II:

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

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

1.390 g33

GO BACK ONE PAGE

BACK TO THE ALPHABET

*GUNBOAT:

Enter "TJL" for your codename.

1.391 g34

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*GUY SPY:

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

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

1.392 h01

GO BACK ONE PAGE

BACK TO THE ALPHABET

HACKER:

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

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

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

1.393 h02

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BACK TO THE ALPHABET

*HACKER II:

Type any of the following at logon:

"cover"_____End screen.

"title"_____Title page.

"demo pam"_____Speeds play and jumps check procedure.

1.394 h03

GO BACK ONE PAGE

BACK TO THE ALPHABET

HADES NEBULA:

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

1.395 h04

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*HAGAR THE HORRIBLE:

(LEVEL CODES)

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

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

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

1.396 h05

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HAMMERFIST:

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

1.397 h06

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HARDBALL (ACCOLADE) :

VARIOUS HINTS:

- Allstars are better than champs.
 - Only steal if you actually hit the ball.
 - Try to get a lot of runs early, as the computer team improves towards the end.
 - Bunting rarely works.
 - Halfway through the match, swap Laws for Wells and Wratten for Harris.
 - The best pitchers are OLIVER, PEREZ, LEARY, COOK. The others will only be successful for a short while.
 - Never pitch fastballs to the center as they will usually result in home runs.
 - Change pitchers after a few innings, because as they get tired, their accuracy and speed get worse.
-

1.398 h07

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*HARD DRIVIN 1:

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

1.399 h08

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HARD DRIVIN II:

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

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

1.400 h09

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HARE RAISING HAVOC:

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

1.401 h10

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HARLEQUIN:

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

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

1.402 h11

GO BACK ONE PAGE

BACK TO THE ALPHABET

*HATE: (Keith Krellwitz)

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

1.403 h12

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BACK TO THE ALPHABET

HAWKEYE:

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

1.404 h13

GO BACK ONE PAGE

BACK TO THE ALPHABET

HEIMDALL:

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

1.405 h14

GO BACK ONE PAGE

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HEIMDALL 2:

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

```

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

```

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

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

1.406 h15

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*HELL RAISERS: (Keith Krellwitz)

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

1.407 h16

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*HELTER SKELTER:

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

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

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

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

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

(LEVEL CODES)

11-"SPIN"

31-"BALL"

51-"LEFT"

71-"PLAY"

21-"FLIP"

41-"GOAL"

61-"TWIN"

1.408 h17

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HERO QUEST:

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

1.409 h18

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HEROES OF THE LANCE (SSI):

SOME GENERAL TIPS:

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

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

KILLING BOZAKS: TWO METHODS:

- (1) Get raistlin to use a web, sleep or charm spell to stun it, then send a warrior to clobber it to death
 - (2) Select Flint, who is a dwarf; 9 out of 10 times, the bozak's
-

shots will go over his head; get close to enter melee combat, and use low thrusts to kill it.

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

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

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

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

1.410 h19

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HILLSFAR:

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

1.411 h20

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*HIRED GUNS:

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

"AMIGA"_____For infinite energy and ammo.

"APLEGATE"_____To open all doors.

"CHRISTINA"_____Choose any mission and character.

1.412 h21

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HISTORYLINE 1914-1918:

(LEVEL CODES FOR 1 PLAYER)

(GERMAN)

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

(ALLIED)

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

(LEVEL CODES FOR 2 PLAYERS)

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

1.413 h22

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BACK TO THE ALPHABET

*HOI:

Try the following to gain access to the first four levels (the last

level, level 5, is only available when you complete level 4): On the level-access screen, place the "LVL" mouse pointer in the far bottom right of the green quarter screen. The bottom "L" must be positioned in the corner with pixel perfect precision (two pixels on the pointer will be hanging over the edge to the right). Click the left mouse button, then shift the "LVL" mouse pointer to the very top left of the screen (as far as you can physically move the mouse to the top left) and click the left mouse button again. Now you can get 12 lives at any time by pressing 'F4' during the game.

1.414 h23

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*HOLIDAY LEMMINGS 93: (Terry Wood)

(FLURRY LEVELS)

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

(BLIZZARD LEVELS)

01-Odgil lemmings:	"CAJKNNHBDM"
02-Lemmings up high:	"KJKLFLCCDR"
03-Check your hints:	"KJLGNCADDO"
04-Santus lemmingus:	"JLFLCKNEDW"
05-It came upon a lemnigh clear:	"LFLCAJOFDO"
06-A single lemming:	"FLCKJNLGDY"
07-Break on through:	"LCANNLGHDU"
08-Presents of mind 2:	"CMOONOHIDJ"
09-Lemmings..The motion picture:	"CAJMFNJDQ"
10-The wrath of lem:	"KKHMFNCKDK"
11-The search for lem:	"NKMFCALDX"
12-The voyage home:	"KMGLCKNMDR"

13-The final frontier:	"MFLCCJMNDX"
14-The undiscovered country:	"NJCMKNDGDM"
15-The needs of many:	"LCANNMFPDM"
16-The next lemeration:	"BDNNMONQDV"

(HINTS)

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

1.415 h24

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*HOLLYWOOD POKER PRO:

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

1.416 h25

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BACK TO THE ALPHABET

HOOK:

Go to the bait and tackle shop and pick up the mug next to the

candle. Then keep doing 'pick up' in the space where the mug was and you'll get all the items you need to complete the game.

1.417 h26

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*HORROR ZOMBIES FROM THE CRYPT:

Enter "BOGEYEATER" for the password for infinite lives.

Enter " CUSTODES" for the password (don't forget the space before the word) to enable the level skip. Press 'F10 to skip levels.

(LEVEL CODES)

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

1.418 h27

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*HUDSON HAWK:

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

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

1.419 h28

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HUMANS :

(LEVEL CODES)

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

1.420 h29

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HUMANS - THE JURASSIC LEVELS:

01-"WHEELS OF FIRE"	27-----"ABSOLUTELY"	53-----"TOP BODIES"
02---"ROLLING DOWN"	28-----"FABULOUS"	54-"WHOSIDEAWASIT"

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

1.421 h30

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HUNT FOR RED OCTOBER:

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

1.422 h31

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HUNTER:

Here are the co-ordinates (in order) for the places you need to visit while playing in adventure mode.

01. First man:	(163,080)	10. Security pass:	(224,153)
02. Old man:	(181,197)	11. Computer:	(224,199)
03. Second man:	(099,061)	12. Prison:	(135,239)
04. Professor:	(059,046)	13. Saw:	(151,121)
05. Master key:	(164,169)	14. Green monk:	(085,174)
06. Nuclear device:	(028,227)	15. Animal:	(035,248)
07. Disk:	(100,225)	16. Hurt soldier:	(010,036)
08. Third man:	(195,119)	17. Scroll:	(091,173)
09. Fuel:	(224,123)	18. General:	(135,239)

Here are some co-ordinates for the locations of fuel, which you may well need to power whatever vehicle you are using:

(006,145)	(008,124)	(063,039)
(084,245)	(101,134)	(110,106)
(120,155)	(134,068)	(143,030)
(145,051)	(168,107)	(176,249)
(224,123)	(242,077)	(249,109)
(250,237)	(251,100)	

1.423 h32

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*HYBRIS:

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

1.424 h33

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HYDRA:

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

1.425 i01

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*ICE RUNNER: (Keith Krellwitz)

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

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

1.426 i02

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*IK+: (Keith Krellwitz)

Codes to type in while playing:

"FREZ".....Freeze the game.
"PAC".....Pacman moves across screen.
"FISH".....Makes a fish leap out of water.

"BIRD".....Bird flies across screen.
"PERI".....Periscope rises out of water.
"ANBK".....Message.
"ANGL".....Message.
"EDHK".....Message.
"FOOK".....Message.
"GLZP".....Message.
"GPZP".....Message.
"SHAH".....Message.
"SIMR".....Message.
"STEW".....Message.
"SUNL".....Message.
"TOTO".....Message.
"FUCK".....Resets the game if you type it in twice.
"CUNT".....Resets the game if you type it in twice.
"FAST".....Not sure.
"TITL".....Back to title screen.
"ARCH".....Message.
"JACQ".....Message.
"SLAN".....Message.
"DATE".....Message.
"WANK".....Message.
"DICK".....Message.
"JUMP".....Message.
"GERM".....Switch to german.
"FILT".....Filter on/off.

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

1.427 i03

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*IKARI WARRIORS:

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

1.428 i04

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IMPACT:

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

(LEVEL CODES)

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

1.429 i05

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*IMMORTAL:

Here are the level codes:

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

1.430 i06

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IMPOSSAMOLE:

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

"LUMBAJAK"_____Doubles the length of monty's energy bar.
 "HEINZ..."_____Gives monty three energy bars.
 "ANNFRANK"_____Tops off low energy.

"OUCHOUCH" _____ Lets monty walk on water.
 "COMMANDO" _____ Turns off the time limit.
 "JUGGLERS" _____ Surprise.

1.431 i07

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IMPOSSIBLE MISSION 2025:

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

1.432 i08

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*INCREDIBLE CRASH DUMMIES: (K. Krellwitz)

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

1.433 i09

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INDIANA JONES FATE OF ATLANTIS (ACTION) :

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

1.434 i10

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*INDIANA JONES LAST CRUSADE (ACTION) :

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

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

1.435 i11

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INDIANAPOLIS 500:

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

CAR: LONA/BUICK

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

STAGGER: NO DIFFERENCE

RUBBER: RIGHT FRONT RIGHT BACK LEFT FRONT LEFT BACK

	HARD	MEDIUM	SOFT	SOFT
CAMBERS:	RIGHT FRONT -.50	RIGHT BACK +.25	LEFT FRONT +.25	LEFT BACK +1
PRESSURE:	ALL AT 25			
SHOCKERS:	RIGHT FRONT AND BACK BOTH AT BOTTOM		LEFT FRONT AND BACK BOTH AT BOTTOM	
LEVERS ON DASH:	BOTH FULL FORWARD			

1.436 i12

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*INDY HEAT: (Keith Krellwitz)

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

1.437 i13

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INFESTATION:

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

1.438 i14

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*INSANITY FIGHT:

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

1.439 i15

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INTERCEPTOR:

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

1.440 i16

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INTERCHANGE:

(LEVEL CODES)

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

45-"SHOT"

1.441 i17

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INTERLOCK:

(LEVEL CODES)

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

1.442 i18

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INTERNATIONAL ATHLETICS:

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

1.443 i19

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INTERNATIONAL ICE HOCKEY:

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

1.444 i20

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INTERPHASE:

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

1.445 i21

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*INVADERS II-(MENTAL IMAGE):

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

1.446 i22

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ISHAR 3:

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

1.447 i23

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IT CAME FROM THE DESERT:

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

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

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

For those who are having trouble getting to the ants hideout, it is located about one screen due south of mine one. The best way to gain access to the tunnel is on the morning of day 11. Go to the airport and get the plane. Fly to mine one (southeast from the airport) and land on the road in front of mine one. Get out of your plane and walk to the center of the main building of mine one. Walk south about one and a half screens and the hole should open and a ant will crawl out. You must kill the ant and run to the hole before it closes. You will get about 4 or 5 chances to get in. Once you are in the hole you will automatically have the flame

thrower and the timed dynamite charges. There are two levels of the ants chambers, a top level and a bottom level. You must make a map as to where you have checked. YOU can do this by putting the game on pause with the left mouse button. This will keep the ants off you while you draw maps. Once you have made it to the bottom chamber repeat the map drawing till you find the queen ants chamber. You will need it to get out after you plant the charges. To plant the charges once in the queens chambers move close to the queens left side of her body. Once you walk around her left side the music will stop and a slow ticking will start. You will have to get back to the place you entered on the second level. If you get back before the bomb goes off you will win the game.

NOTE:

It means nothing to gather information about the ants through out the game. The mayor will not listen to anything you present in evidence. He will call an alert only after his car gets eaten on the afternoon of June 11.

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

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

1.448 i24

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*IVANHOE:

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

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

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

1.449 j01

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JAGUAR XJ220:

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

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

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

1.450 j02

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*JAMES POND:

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

'RETURN' _____ toggles cheat mode on and off.
'D' _____ make all locks disappear.
'Z' _____ Warp to level 3.
'X' _____ Warp to level 4.
'C' _____ Warp to level 5.
'V' _____ Warp to level 6.
'B' _____ Warp to level 7.
'N' _____ Warp to level 8.

'M' _____Warp to level 9.
'F7' _____Increase size of screen and speed.
'F10' _____Make the border flash.

1.451 j03

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*JAMES POND II AGA (ROBOCOD):

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

'F' _____Gives robocod some wings.
'P' _____Gives robocod the plane.
'B' _____Gives robocod the bath.
'C' _____Gives robocod the car.
'X' _____Go straight to the exit.
'S' _____Save position.
'K' _____Kill robocod.
'M' _____Map selector.
'RETURN' _____Invincibility on/off.
'F6' _____50 Hz.
'F7' _____60 Hz.
'F9' _____Screen effects.

1.452 j04

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*JAMES POND II (ROBOCOD):

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

'F' _____Gives robocod some wings.
'P' _____Gives robocod the plane.
'B' _____Gives robocod the bath.
'C' _____Gives robocod the car.

'X' _____ Go straight to the exit.
 'S' _____ Save position.
 'G' _____ GOTO POSITION.
 'K' _____ Kill robocod.
 'M' _____ Map selector.
 'RETURN' _____ Invincibility on/off.
 'F6' _____ 50 Hz.
 'F7' _____ 60 Hz.
 'F9-F10' _____ Screen effects.

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

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

In some point of the game (I do not know where), there are five objects that spell out the word POWER. Collect them in the following order: Penguin, Oil, Wine, Earth and Racquet.

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

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

(SECRET ROOM LOCATIONS)

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

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

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

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

On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

Complete a level with does not feature a guardian and you will always find something new when you return to the castle "selection" screen. In one case you will find a whole sequence of lifts and things (see above) that lead to a door that you cannot normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.

It is possible to finish Robocod by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.

Finish the bath levels and as soon as you come out of the door run straight to the golden snowmen in the bottom far left outside the castle. Jump into these snowmen and you'll float upwards to the top of the screen where you'll be met by a door. Getting through this door is tricky but worth it. Inside are loads of extra lives and energy stars. Go to the same place after finishing the circus room (the last room before the end of game baddy) and stand on the golden snowmen again. A platform made of two bonus blocks should float upwards revealing a secret tunnel. At the end of this are even more

extra lives and stars.

1.453 j05

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*JAMES POND 3 AGA: (Keith Krellwitz)

On the map screen, type any of the following:

"EVAS"_____Save game at any time.

"UNCLE ROGER"_____Message from the programmer.

"FORMAT"_____Erase all previously saved games.

During play, type "NIGHTMARE" and press 'F10' to access the cheat menu. Lots of options to choose from.

If you choose to play Finnius, you must pause the game and press 'ESC' to restart the level.

1.454 j06

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JET STRIKE:

(LEVEL CODES)

01-"TDEJQNQL" 04-"VZQRUDOP" 07-"RPSREBSX"

02-"JHALMROB" 05-"HTETAPOJ" 08-"XHYJMVKX"

03-"R2WVUVCP" 06-"NFYHOTAR" 09-"XHYJMVKX"

10-"HHSFMBQX" 11-"HXEXWPWV"

1.455 j07

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JIMMY WHITE'S 'WHILWIND' SNOOKER:

During play, press 'F7', 'F4', and 'F1' (you should hear a double click noise). Exit to the main menu and select demo mode. A new option should have appeared {DO A 147 BREAK}. Select it and watch the computer play perfectly.

When all the red balls are off the screen you can choose the color of the next ball to hit the pocket by pressing:

'2' - YELLOW	'5' - BLUE
'3' - GREEN	'6' - PINK
'4' - BROWN	'7' - BLACK

1.456 j08

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JOHN MADDEN'S AMERICAN FOOTBALL:

To get the ball back when you're kicking off (all the time with some teams). When the kicking meter is on the screen put the direction full to the right with no power at all. Cincinnati, Kansas, All Madden, and Minnesota can get the ball all the time.

(PASSWORDS)

"0540300"-QUARTER FINAL
"0150361"-SEMI FINAL
"0550361"-SUPER BOWL FINAL

If you go to the password screen and type in the first three numbers as 665, and then any other numbers after that, you will be in the final game. The number you type in after 665 determines the team you play. An example code is 6657657.

1.457 j09

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JUDGE DREDD:

Log on as "DREDD", then type "BRUCKEN PLAYING HERO QUEST" and hit 'RETURN'. During play hit the 'HELP' key to advance to the end of the level.

1.458 j10

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JUG:

On the title screen hold down 'ESC' and click the mouse pointer on the right edge of the picture to activate the cheat mode. This will give you infinite energy and lives.

1.459 j11

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JUNGLE STRIKE AGA:

(LEVEL CODES)

02-"R9XVWT74JKR"	05-"VWNL4S6HDBT"	08-"7NS6MHPGCDY"
03-"9XVWT7NSGFJ"	06-"WTL4S6MPYRN"	09-"NL6MHPGCZY3"
04-"XVWT7NL6CDY"	07-"T74S6MHPGFF"	10-"L4MHPGCZJKR"

1.460 j12

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JUNGLE STRIKE:

(LEVEL CODES)

02-"RXMCK3RVMCZ"	05-"VHKRWPCJR79"	08-"7LJYk39XV49"
03-"9VMZBW74PFB"	06-"W74JV6PC3WY"	09-"N4J3RWNL4GG"
04-"XNGDXN4MZ34"	07-"TN6Z3L6MHFB"	10-"L6DMYRVWT67"

1.461 j13

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*JUPITER PROBE: (Keith Krellwitz)

On the title screen, type "BOO" and press 'F3' for invincibility.
Now, during play press the 'P' key to advance levels. Press the
space to stop advancing levels.

1.462 j14

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JURASSIC PARK:

(LEVEL CODES)

02-"8EB75C3D"	05-"BEB75C25"	08-"CE5FBOC5"
03-"DE5FB8C5"	06-"AEA7542D"	09-"FE6FA8DD"
04-"EEE7740D"	07-"BEA7542D"	10-"EE77780D"

11-"9E074035"

1.463 j15

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*JURASSIC PARK (AGA) :

(LEVEL CODES)

02-"E54C67AA"	05-"95B48B42"	08-"F54C6FAA"
03-"B5A48352"	06-"85A4834A"	09-"C57C77B2"
04-"D5F4AB62"	07-"85B48B42"	10-"D56C7FBA"
	11-"A5149F5A"	

1.464 k01

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K240:

On the disk operations screen, select play a saved game. When you are asked to insert a saved game disk, leave disk two in and press the left mouse button. When the list of saved games appears, click on the first slot. You will now be rewarded with an extra hard opponent.

1.465 k02

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KAISER:

Break the start-up sequence when the game start loading using 'CTRL' and 'D', then press 'ENTER', type "KROENUNG" and press 'ENTER' again.

1.466 k03

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*KARATE KID II:

Press the 'P' key to skip levels. If this doesn't work try typing "MYAGI" for your name on the high score table.

1.467 k04

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KATAKIS:

After inserting disk 2, press 'Y' and use the mouse in port 2, press the RIGHT BUTTON until level 1 has loaded.

1.468 k05

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KEEF THE THIEF:

For something interesting in this game go up into the tree houses near the left side of the map. When you see a commercial like screen with a woman in it make this spell: RHINO HORN, BLACK PEARL, NARCICUS ROOT.

1.469 k06

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KICK OFF:

You can always make the other guy miss the shot totally just by holding down the firebutton while he attempts to make a shot, it will be blocked.

1.470 k07

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KICK OFF 2:

Switch on autofire, or repeatedly press the fire button and the result will be that your keeper will save the ball every time.

Keep pressing the 'R' key when you take a penalty, this will show you where the players going to kick the ball.

In mid-match press all the function keys from left to right 'F1' to 'F10'. "S12" or "S14" should appear in the top right hand corner. You will now be able to substitute the computer's keeper and the new guy will be completely useless.

Substitute the opposing goalkeeper twice and he will not save your

shots.

1.471 k08

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*KID CHAOS: (Terry Wood)

Enter any of the following for your password:

"ARCADEGAMES"_____Sub game menu.
"HARDASNAILS"_____Cheat menu.
"BMNEPGHITJJ"_____????????????

(LEVEL CODES)

World two_____ "LFEGOKOKQCK"
World three_____ "MDORQAPKHOL"
World four_____ "NRLQTAGASIM"
World five_____ "OPTSQARBLOD"

1.472 k09

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*KID GLOVES:

During play, press 'F1' to pause the game, then type "RHIANNON".
Then press one of the following:

'F9'_____Invincibility.
'F8'_____For keys, spells, and money.
'F7'_____Select level.
'F6'_____To appear in a shop.

(If you want more stuff you'll have to retype "RHIANNON" and press
the desired key)

1.473 k10

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*KID GLOVES 2: (K. Krellwitz)

Enter "CHEAT ON" as your name in the high score table. Now during play press 'ESC' to advance levels.

1.474 k11

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KILLING CLOUD, THE:

Enter the mission code as "1KILLING". You'll receive 28 nets and 29 pups.

(LEVEL CODES)

Mission 02-"A66TRDEX"	Mission 03-"2WWTR7EX"
Mission 04-"Q44FRCE2"	Mission 05-"3XX8RCCM"
Mission 06-"XXX8VCCN"	Mission 07-"4338VCCN"
Mission 08-"W3Q8VCAM"	Mission 09-"63QTGDEX"
Mission 10-"CA2TG7EF"	

1.475 k12

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*KILLING GAME SHOW, THE:

To see a map of the level your about to start press the 'HELP' key.

1.476 k13

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KINGPIN BOWLING: (LSD)

This cheat requires really fast autofire, but you may be able to emulate it on a joystick/pad by pressing the fire button really quickly. During play, if you line up the man where you want, and then press down the autofire, it will generally throw the ball down the center of the lane. The less force there is, the closer to the center of the lane the ball will be bowled. If you put your man to the far right, and put the speed up to almost full force, you can generally bowl a perfect strike. Its a very useful technique.

Also, if you have a single pin left, or a similar situation in your game, then this is an excellent technique to line up the ball.

NOTE: This cheat will not guarantee a strike, or spare every time.

1.477 k14

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KINGS OF THE BEACH:

(LEVEL CODES)

LEVEL 1--"SIDEOUT"	LEVEL 2----"GEKKO"
LEVEL 3-"TOPFLITE"	LEVEL 4-"SUNDEVIL"

"LOGIC ON"_____The computer plays for you.

"LOGIC OFF"_____Deactivated logic on.

"CHEAT ON"_____Obvious.

"CHEAT OFF"_____Deactivates cheat.
"EAT ME"_____Bigger sprites.
"DRINK ME"_____Smaller sprites.

1.478 k15

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*KINGS QUEST III:

When casting a spell and are asked to recite a verse, just press 'RETURN'.

The king's quest series of games uses the debug and interpreter for the programmers (up to KGIII). Hold down 'ALT' and press 'D'. Now let up on the keys and press 'RETURN' or 'ENTER' twice. Next type "GET OBJECT" and press return. The prompt 'OBJECT NUMBER:' will appear. Now enter a random number. Or, type "TP" and press 'RETURN' and when the prompt appears enter a random number to be transported to different locations.

1.479 k16

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*KIRO'S QUEST:

Enter any of the following for your name in the high score table:

"KIRO"_____Start game with one extra life.
"MORE"_____Gives you swirl shot.
"FLIP"_____Play upside down.

Also, try entering these for your name in the high score table:

"FUCK", "WANK", "SHIT", "COCK", "CUNT", "CRAP", and "ARSE".

(LEVEL CODES)

05-"JJIK"
09-"TRQD"
13-"YAFS"
17-"RTMI"
21-"DIXG"
25-"DWLD"
29-"EBQQ"
33-"MAIS"
37-"JHHN"

Note: This was from a demo of the game and the level codes and the cheats may be changed in the Full version.

1.480 k17

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*KLAX:

Press '4' to go to the 100th level.

Begin play and hold down either 'SHIFT' key and the 'SPACE BAR'.
Now press any of the following keys: '1', '2', '3', and '4'.

1.481 k18

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KNIGHTMARE:

This cheat involves the woodland section on the first level. Use the spade to help you find the five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen. Continue with your quest and you should find that your hit points never decrease.

1.482 k19

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KRISTAL:

FIGHTS - Proficient swordplay is essential if your to get anywhere in the game. The neck chop is one of the more effective blows, but the program blocks repetition of single moves. To get around this, occasionally switch to a differnt move in order to enable the neck chop once again. Give generously to the poor and you'll be a step closer to obtaining the sword of the spheres.

THE PALACE - To enter the palace, you'll need to get the invitation from the elusive Gloop, found in Novala. Once you have it, keep out of fights or you could lose it for good. When you get into the palace, ask nedrod three questions and he will give you the talisman, which can help you find another useful item. Answer the princess's question with {ITS A SECRET}. She will give you the ring of belz, which will only work in conjunction with the spell scroll.

IN GENERAL - Objects are not always found in the same places from game to game, so a detailed search of both fore and backgrounds is often in order. To survive the final confrontation, a high psychic rating is needed, which can be increased by donating skringles to the poor. Disorderly conduct can have the opposite effect. The safest technique in the space battles, is to slow right down as soon as you see the aliens shoot them all, then power at full steam until the next lot. Follow readheads ship if you see it. Heatpro tablets are necessary if you beam down to one of the hotter planets. Makes notes of what you are told, and use any new names or subjects to weavel out every last bit of information from the characters.

1.483 k20

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*KRUSTY'S SUPER FUNHOUSE:

Enter "ZACHARY" for the password and you will be given infinite lives. You will also be able to go anywhere.

(LEVEL CODES)

Level 2-"NELSON" Level 3-"PATTIE" Level 4--"MRFLOW"
Level 5-"MAGGIE"

1.484 k21

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*KRYPTON EGG:

When the game starts to load hold down the LEFT MOUSE BUTTON and the 'HELP' key. During play use the following keys:

'ESC' _____Advances levels.
'F10' _____Unlimited lives.
'CTRL' _____Advance to the last monster.
