

CheatCollectionE.04

COLLABORATORS

	<i>TITLE :</i> CheatCollectionE.04		
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REVISION HISTORY

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Chapter 1

CheatCollectionE.04

1.1 Cheat Collection

Cheat Collection English Version 1.27 (16.03.1997) Part 5

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

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

M

Mad Bomber 2
Cheat

Mad Professor Mariati
Cheat|Solve

Magazin, Das
Codes

Magic Garden
Hint

Magic Marble
Codes

Magic Pockets
Cheat|Codes

Magic Way, The
Cheat

Magicland Dizzy
Cheat

Major Motion
Cheat

Manager, The

Cheat

Manchester United
Cheat

Maniac Mansion
Solve

Manic Miner 1 and 2
Cheat

Manix - Millenium
Codes

Marble Madness
Other

Marble Rescue
Codes

Marblelous
Codes

Maria Whitakers Xmas Box
Cheat

Marvin's Marvelous Adventure AGA
Cheat|Codes

Master Ninja
Cheat

McDonaldLand
Cheat

Mean Arenas
Cheat

Mean Streets
Hint

Mega Twins
Cheat

Mega-Lo-Mania
Cheat|Codes

Megaball
Cheat

Megatraveller 1
Cheat

MegaWorm
Codes

Menace

Cheat

Mercenary - The Second City
Hint

Mercs
Hint

Metal Law
Cheat

Metal Masters
Cheat

Mickey Mouse
Cheat

Mickey Mouse 2
Codes

Microcosm CD\$^3\$\$^2\$ - Psygnosis
Cheat

Midnight Resistance
Cheat

Midwinter
Hint

Might & Magic II
Cheat|Hint

Might & Magic III
Cheat|Hint

Millenium 2.2
Solve

Mindshadow
Solve

Mister & Missis
Codes

Moktar
Codes

Monopoly
Cheat

Monty Python's Flying Circus
Cheat

Moon Mountain
Solve

Moonmist

Solve
Moonshine Racers
 Cheat
Moonstone
 Cheat
Mortal Kombat
 Cheat
Mortal Kombat II
 Cheat
Motorhead
 Cheat
Mouthman
 Cheat
Move' Em
 Codes
Mr. Blobby
 Cheat | Codes
Mr. Nutz - Ocean
 Cheat
Mr. Tomato
 Cheat
Munsters, The
 Cheat
Myth - System 3
 Cheat
Myth CD³\$²\$ - System 3
 Cheat

N

Narc
 Cheat
Narco Police
 Cheat
Naughty Ones AGA
 Cheat
Navy Moves
 Codes | Hint
Navy Seals
 Cheat

Nebula
Solve

Nebulus - Tower Toppler
Cheat

Nebulus 2
Cheat|Codes

Necris Dome
Cheat

Necronom
Cheat

Neuromancer
Cheat

Neuronics
Codes

Never Ending Story 2
Codes

Never Mind
Cheat|Codes

New York Warriors
Cheat

New Zealand Story
Cheat|Hint

Nick Faldo's Championship Golf
Cheat|Hint

Nicky Boom
Cheat|Codes

Nicky Boom 2
Cheat|Codes

Night Breed - Action
Cheat

Night Shift
Cheat|Codes|Hint

Ninja Mission
Cheat

Ninja Rabbits
Cheat

Ninja Spirit
Cheat

Ninja Warriors
Cheat

Nitro
Cheat

No Second Prize - Thalion
Cheat

North and South
Hint

Nova 9
Cheat

Nu
Cheat

Nuclear Submarine
Solve

O

Oil Imperium - Reline
Hint

Ollies Follies
Codes

One Step Beyond - Pushover 2
Codes

Ooops Up
Codes

Operation Lemmings
Cheat

Operation Thunderbolt
Cheat

Operation Wolf
Cheat

Ork
Cheat

Oscar AGA
Cheat

Osiris
Codes

Out to Lunch
Cheat|Codes

Outrun
Cheat

Outrun Europa - US Gold
Cheat

Outzone
Cheat | Codes

Over the Net
Cheat

Overkill AGA
Cheat

Overlander
Solve | Hint

Oxyd Magnum
Codes

P

P-47 Thunderbolt
Cheat

P.P. Hammer
Cheat | Codes

Pacific Islands
Cheat

Pacland
Cheat | Hint

Pandora
Solve

Pang
Cheat

Panza Kick Boxing
Cheat

Paperboy
Hint

Paradox - 5th Dimension
Cheat | Codes

Paradroid 90
Cheat | Hint

Parasol Stars
Cheat

Pawn
Cheat

Pegasus

Cheat|Codes

Pengo II

Cheat|Codes

Persian Gulf Inferno

Cheat|Solve

Personal Nightmare

Solve|Hint

Peter Beardsley's International Soccer

Cheat

PGA Tour Golf

Cheat

Phantasia III

Cheat

Pharaohs Curse

Cheat

Photon Storm

Cheat

Pinball Fantasies

Cheat

Pinball Magic

Cheat

Pipe Dream

Codes

Pipeline

Codes

PipeMania

Cheat|Codes

Pirates

Hint

PitFighter

Cheat

Plague, The

Cheat

Planetfall

Solve

Platoon

Cheat

Player Manager

Hint

Plundered Hearts
Solve

Pod
Cheat

Poing
Cheat

Police Quest 2
Cheat

Pool of Radiance
Cheat

Popeye 2
Codes

Populous
Cheat | Codes

Populous II
Cheat | Codes

Power, The
Cheat | Codes

Powerdrift
Cheat

Powerdrive CD\$^3\$\$^2\$ - US Gold
Codes

Powerdrome
Hint

Powermonger
Hint

Powerplay
Cheat

Predator
Cheat

Predator 2
Cheat

Prehistorik
Hint

Premier Manager
Cheat

Premier Manager 2

Cheat

Premier Manager 3
Cheat

Premiere
Cheat|Hint

Primal Rage AGA - Time Warner
Cheat

Prince of Persia
Cheat

Pro Tennis Tour
Cheat

Project X
Cheat|Hint

Project X - Revised Edition - Team 17
Cheat

Projectyle
Cheat

Prophecy I - The Viking Child
Cheat|Codes

Psyborg
Codes

Puffy's AGA
Cheat

Puggsy
Codes

Pushover
Codes

Putty - Silly Putty
Cheat

Putty Squad
Codes

Puzznic
Cheat|Codes

Q

Quadralien
Codes|Hint

Questron 2
Solve|Hint

Quiks the Thunder Rabbit
Cheat|Codes

Qwak
Cheat

R

R-Type
Cheat

R-Type 2
Cheat

Raider
Codes

Railroad Tycoon
Cheat

Rainbow Islands
Cheat

Rajd Przez Polske - Avalon
Cheat

Rally Championships
Cheat

Rally Cross Challenge
Cheat

Rambo II
Hint

Rambo III
Cheat|Hint

Rampage
Cheat

RBI Baseball 2
Cheat

Rebellion - Fun Factory
Cheat

Rectangle - Turtle Byte
Codes

Red Planet
Solve

Rescue
Codes

Resolution 101
Cheat

Return of the Jedi
Cheat

Return to Atlantis
Cheat

Return to Genesis
Cheat

Revelation
Codes

Revenge of Defender
Cheat

Revenge of the Mutant Camels
Codes

Rick Dangerous
Cheat

Rick Dangerous 2
Cheat

Rings of Medusa
Cheat

Rings of Medusa II - Return of Medusa
Cheat

Rings of Zon
Cheat

Rise of the Robot
Cheat

Risky Woods
Cheat

Road Blasters
Cheat

Road Rash
Cheat

Roadkill CD\$^3\$\$^2\$
Codes

Roadwar 2000
Hint

Robbeary
Cheat

Robin Hood
Cheat

Robin Hood - Legend Quest - Codemasters
Cheat

Robin Smith's Cricket
Cheat

Robocop
Cheat

Robocop 2
Cheat

Robocop 3
Cheat

Rock 'n' Roll
Cheat

Rock Star ate my Hamster
Cheat

Rocket Ranger
Solve|Hint

Rodland
Cheat

Rolling Ronny
Cheat

Rolling Thunder
Cheat

Rome AD92
Cheat

Rotor
Cheat|Codes

Rotox
Cheat

Rubicon
Cheat

Ruff 'n' Tumble - Renegade
Cheat|Codes

Ruff and Ready
Cheat

Running Man, The
Cheat|Solve

1.2 mad bomber 2

Press <F5> on the title screen. You will hear the word "Holiday" (from a song by Madonna), and the word "SKIP" will appear. Now when you start the game you will be on level 13. Repeat the procedure to deactivate the skip.

1.3 mad professor mariati

Wait for the demo to start (right after the highscore table is displayed) and type "PROFMANIAC". The screen will flash letting you know it worked. This will give you infinite lives and the ability to start at any level.

Here is the solution for the Chemistry Lab level:

From the starting screen, head left and trip the switch that you find there. This turns off some of the deadly electrical devices and allows you to enter a previously inaccessible screen. Go up the ladder and walk to the left, then use the conveyor belt to fall down and collect the crowbar.

Next make your way to the auto ladder. Use the crowbar and jump on the lever three times.

Go up and collect the jam jar, before returning down and heading right to where the other jar is. Go down two levels and head right. Use the jam jars, and you will be able to read the tiny password and pass through the locked door. Go right. Collect the hammer and take it up to the top level.

Head left and collect the phial (there's a clue about a "strong aroma"), and head down to where the 'test your strength' machine is. Use the potion and the hammer and you will ring the bell, revealing an oil can as your prize. Take this up to the top-right hand screen and use it on the pipe and, voila, you have completed the level!

1.4 Das Magazin

Level Codes:

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

1.5 magic garden

Here are some hints for this weird game: Never have more than nine items in your pockets at a time. There is a key hidden in one of the drawers of the shed. The second time you enter the old tree, you should find a heart. Use it behind the bird table to fly.

1.6 magic marble

Level Codes:

Level 1 - ADVERTISER
 2 - EVERYWHERE
 3 - TOOTHPASTE
 4 - CONNECTION
 5 - CLEVERNESS
 6 - COPYWRITER
 7 - TELEVISION
 8 - CIGARETTES
 9 - COMPLICATE
 10 - IMPOSSIBLE
 END - INTERESTED

1.7 magic pockets

When you loose your last life keep your finger on <FIRE> and the game will start again with your previous score, when you get to 100,000 you become super powered!

On the first level enter 3 secret rooms using the teleport helmet. In the third room you will find a golden chalice. Pick it up and you will start each level with full power-ups.

Level Codes:

Level 1	Level 2	Level 3	Level 4
01-"1053"	06-"6245"	12-"3505"	19-"8498"
02-"3425"	07-"5284"	13-"0692"	20-"4370"
03-"8282"	08-"4757"	14-"1786"	21-"3541"
04-"4476"	09-"2818"	15-"9877"	22-"2823"
05-"7766"	10-"1960"	16-"7962"	23-"1286"
RC-"1467"	11-"6331"	17-"4125"	24-"6067"
	BG-"8712"	18-"2219"	25-"5139"
		FT-"3123"	26-"4400"
			TH-"2456"

1.8 magic way, the

During play press <HELP> 30 times. This will give you infinite energy. Press to de-activate the cheat.

1.9 magicland dizzy

During play simply type in "DIAMONDS AND PEARLS", the screen will then flash and you will be blessed with infinite lives. During this process the game will pause itself, just press <P> to unpaue the game and away you go.

1.10 major motion

Using both the mouse and the joystick at the same time will give you more power for ramming other vehicles.

During play, type " TURBO TIMOTHY PURVES" (two space before and two spaces in between the words). Now use the following keys:

- <F5> Adds weapons to your arsenal
- <F6> Infinite lives
- <F7> Cars with bladed wheels can't knock you off
- <F8> Invincible to the heli's droppings
- <F9> Invincible to the jet
- <F10> Restart music on

1.11 The Manager

On the preference screen, put the cursor over the main menu icon and press <CTRL> and <D>. This should give every player on your side 99 strength and you will have \$24,999,999. Also, on the preference screen, hold down <D>, <A>, <P>, and <G>. This will give you lots of money and high statistics.

other way:

At any time click on the icon with the disk on it, now click on the preferences icon. Now press and hold down <CTRL> and <A> and move the cursor to the main menu icon, the border will turn white which means you have now got £24,999,999 to spend and all your players will be 99% fit. You can also try pressing <CTRL> + <S> or <CTRL> + <D>.

1.12 manchester united

If you're losing a game, whilst playing simply press the appropriate key to start a two player game and the other team should freeze letting you win kind of easily.

When you concede a penalty push the joystick up and keep the button pressed down and your goalie will always save it.

During play press <CTRL> and <ESC> simultaneously to loose with 5-0.

1.13 maniac mansion

USE characters Dave, Syd, and Razor.

Dave did all the moves and carried all the inventory in my game except where noted.

Go to front of mansion.

Pickup left bushes, door mat, and key.

Unlock front door and enter.

Open far right door and enter.
Open far right door again and enter.
(notice key in Chandelier)
Turn on lamp and go far right to loose panel.
Pull panel.
Pickup cassette tape and exit both rooms.
Push right gargoyle while another player goes to basement.
Turn on light, pickup silver key and exit basement for now.
Enter door by grandfather clock and pickup flashlight.
Open refrigerator and pickup old batteries and can of pepsi.
Go thru dining room to storage room.
Pickup jar & fruit drink.
Unlock door with silver key and enter to swimming pool area.
Fill jar in pool and return to main entrance.
Position someone by mail box to wait for package.
ITS BETTER TO SAVE YOUR GAME NOW!
Go upstairs and enter room on left.
Pickup wax fruit and paint remover.
Exit room.
Use key pad and enter correct codes.
Enter security door.
Go upstairs on right and give wax fruit then fruit drink to green tentacle.
Go upstairs on left and enter the first door on the left.
Pickup dime and walk to ladder by bed.
Climb ladder to room.
Pick up record and key on right wall.
Exit to hallway.
Go to 4th room on right and use hunk-a-matic machine.
Exit.
ITS BETTER TO SAFE YOUR GAME NOW!
When doorbell rings, switch to mailbox and pickup stamps on package.
(Don't pickup package).
Return to person on top floor.
While Ed is out of his room, you must enter the room.
Pickup the hamster, the card key, open the bank and pickup at least the dimes.
You have to be quick or he will caught you.
ITS BETTER TO SAFE THE GAME GEFORE!
Enter far right door and use jar on man-eater.
Use paint remover on blotch on wall.
Return to 2nd floor and enter codes for security door.
Enter.
Go to door on right and enter the room where the piano is.
Use cassette in player, use record in Victrola.
Turn on cassette and Victrola.
Turn off cassette and pickup tape.
Exit.
Go downstairs to room on right.
Open cabinet door, use cassette in player.
Turn on player.
Pickup old rusty key.
(The Key will get you out of dungeon).
Pickup cassette tape.
Exit.
Go upstairs to piano room with someone who can play it.
Use cassette in record.
Turn on recorder and play piano.
Turn on TV and watch.

Pickup cassette.
Exit room.
LET DAVE WATCH TV FOR ADDRESS!!
Go to room where green tentacle is and give tape.
Pickup demo tape.
Exit rooms.
Bring another member to top floor and give them both dimes.
Have them enter room with man-eater and switch to Dave.
Position Dave by door to right of Radio room on top floor.
SAFE THE GAME.
Enter room of old lady and quickly go up ladder to the right.
Turn on light and pull picture in front of safe.
Switch to person in man-eater room.
USE CAN OF PEPSI ON MANEATING PLANT.
Walk to hatch.
Use dime in coin slot.
Push right button.
Use second dime in coin slot and push right button again.
Use telescope and read safe combin.(1029!!)
Switch to safe room and open safe.
Pickup envelope but don't open it yet.
You will be caught when leaving.
Just use old rusty key to get out of dungeon.
Exit telescope room and man-eater room.
Use hunk-a-matic if you have not used it yet before leaving this floor.
Return to main floor to met Dave.
Send one strong person with yellow key to garage door behind the pool area.
Open door, open trunk, pickup tool box.
Go to pool.
If power goes out, wait 5-6 minutes for it to come back on.
Switch to another strong person and go to grating outside by porch.
Open grating and enter.
Go to water valve at right.
Turn on water.
Switch to pool and enter.
Pickup glowing key and radio.
Exit.
Switch to valve and turn off water.
Exit to kitchen.
Switch to pool and have him return to kitchen.
Give items to Dave.
Fill jar with water from faucet.
Use envelope and jar in microwave.
Turn on microwave.
Remove envelope and jar when cool.
Open envelope.
SAFE THE GAME NOW.
Take envelope to man-eater room and use with typewriter.
You will need tools and flashlight with good batteries with you.
Open room to right and enter room above.
Turn on lights and walk to open wires on left.
Put good batteries from radio in flashlight and wait.
Switch to another person and send them to breakers in the basement.
Open fuse box.
SAFE THE GAME NOW!
Turn off breakers and switch back to person in wire room.
Turn on flashlight and fix wires with tools.

Turn off flashlight and switch back to basement.
Turn on breakers and return both members to main lobby.
Use stamps on envelope, put demo tape in envelope.
Put envelope in mail box.
Pull flag and leave some there at mail box.
After Dr. Fred plays video game, go to room where video games are.
(second floor far right door)
Enter room and walk to Meteor Mess machine.
Use quarter in coin slot.
Write down high scores.(8640!)
Return to front door and wait for doorbell to ring.
Go to mail and open.
Pickup contract and return to house.
SAFE THE GAME.
Give contract to green tentacle in large speaker room.
Go to basement and open door with old rusty key.
Open Padlocks with glowing key.
Open inner door with numbers from video game machine.
SAFE THE GAME AGAIN!
Enter lab and walk to right.
Open door and enter.
Walk to cabinet at right.
Open cabinet and pickup suit.
Use card key on door and enter.
Turn off switch and pickup meteor at right.
Open door and enter to garage.
Use meteor in trunk.
Use yellow key in weird edsel.

1.14 manic miner 1 and 2

While playing, pause with <SPACE> and press the <*> on the numeric keypad.
Unpause the game with <SPACE> again, and you should have nine lives. Repeat
this when necessary.

1.15 manix - millenium

Level Codes:
01 MANIX 05 TIME 09 MIKE 13 IXION
02 ZONE 06 MOTIVATE 10 SARAH 14 KINETIC
03 SPACE 07 TOM 11 DOUG 15 TRAP
04 MOON 08 MAJOR 12 NEIL 16 CLIMAX

1.16 marble madness

Stay where you are on the first level for a surprise.

1.17 marble rescue

Level Codes:

```
FIRST GROOM LAKEU NORAD SILIC BLACK ALICE GLOOM
PAULA SIGMA NASCA LASER GLORY MUFON SPEED TROJA
TINYS FAMOS HEART RALLY QUIET PURSE JOINT HORSE
MONEY HARSH OCTUS PALUX NITIR RAXIS PERRY VENUS
AVRAG SMOKE HOLES STARS RIVER HISTO BLADE SPACE
```

1.18 marblelous

Level Codes:

```
01 FIRST      46 INKYTINKY
06 WATERFALL  51 BLOBBER
11 CODELIST   56 JESUS
16 BADPARENTS 61 DOPEMAN
21 CALCULATOR 66 SUICIDIAL
26 PETERTHEBEAST 71 HEADBANGER
31 ONOFF      76 NEARLY
36 DARKSOUL   80 FINAL
41 DEADSKIN
```

1.19 maria whitakers xmas box

Rename the file MARIA8 to MARIA8.BAK. Then rename the file MARIA1 to MARIA8 to start the game with Maria naked.

1.20 marvin's marvelous adventure aga

Enter "OSTERWALD YEAH" for the password and use <HELP> to skip levels during play.

Level Codes:

```
01 HEART OF GLASS 05 SPIKKELS 09 FALLING
02 BIG BANG SYSEX 06 MOTORCYCLE 10 APHEX TWIN
03 DOING THE DO 07 SO ALIVE 11 ELASTICA
04 ZERO PLUS ONE 08 TWIN PEAKS 12 MAX GOLDT
```

NOTE: The level codes do not correspond to the level number. The codes are in the order in which they appear in the game.

1.21 master ninja

On skill level screen, hit <SHIFT> <H> instead of choosing a level. You will get 100 of each weapon.

1.22 mcdonaldland

On the one or two player select screen, type "SPICY BEANBURGER" or "KID". The guy should then jump up and down. During play, but not on the map screen, press <=> to add guys. Press <ENTER> on the keypad to get a card.

When you get to the bonus room, if you fall down to the exit, then press <FIRE>, it will open. While it's open press <P>, and you should be given an other go at the bonus room.

1.23 mean arenas

Type "CHEAT" on the password bit. When you are in the level do not use the warp, instead collect everything on the way down. At the bottom of the maze collect the gem before collecting the coin. When you collect the gem the following list cheat keys will be available:

```
<HELP> Skip to next level
<W> fire weapon
<DEL> Activate shield
<B> bombs
<L> extra lives
<E> energy
<A> All coins collected
<F> Freeze monsters
```

Enter any of the following for your password:

```
"CHEATOFF" Shuts the above cheat off
"REVEAL" Reveals the locations of hidden passages
"TUTORIAL" ?
"SONIC" Increase game speed
"NORMAL" Revert back to normal speed
```

In one player mode enter "QSSIFS4UYLS2WGKUN3" for the password and you will be wisked away to level three with enough lives to complete the game with ease.

1.24 mean streets

The object of the game is to prevent project 'Overlord' - a satellite which can control people - from going into operation. The men behind this are the chiefs of Gideon Enterprises and the Law and Order party. To stop the satellite you need to collect the eight passcards which were issues to the eight scientists involved with the project (one of them being Carl Linsky). Be quick though, Carl's wasn't the first death and it's certainly not going to be the last, so make sure you visit the potential victims before anything happens to them.

Check out every possible location. If you miss an object you're in trouble. Quite simply, it may prevent you from getting any further.

SCIENTISTS NAV CODES

Carl Linsky 4660, 4663 (San Francisco), 4675 (Warehouse)
 Cal Davis 3720
 Sam Jones 0021
 John Klaus 7012
 Larry Hammond 4935
 Ron Morgan 1998, 6470 (Beach House), 1710 (Vacant Property)
 Greg Call 4753, 8911 (Lab), 1700 (Gold&Diamond mine)
 Bosworth Clark 9932

Here are the Colours of Passcards with Password and Location:

PASSWORD COLOUR LOCATION

Bishop Blue 4675 (Inside the Band Aid can)
 Rook Black 5194 (In a locker)
 Knight Purple 8911 (in the shelf near the vine)
 Pawn Green 7012 (John will give it to you)
 Checkmate Orange 3270 (In a box in the cage)
 King Grey 5037 (In the safe)
 Queen Yellow 0021 (Sam will give it to you)
 Stalemate Red 6470 (In the Piranha's pool)

Go to these People for Information

Sandra Larson 4599 (Carl's Girlfriend)
 Sylvia Linsky 4421 (Carl's daughter)
 Steve Clements 4680 (A policeman investigating Carl's death)
 Sonny Fletcher 5170 (A PI who worked for Linsky)
 Peter Dull 4674 (Works for an insurance company)
 Bash Dagot 4657 (Witnessed Linsky's death)
 Ron Meat 4525 (A freak who knows Larry Hammond)
 Wanda Peck 4621 (A useful source of Info)
 J St Gideon 3891 (The man behind Overlord)
 Frank Schimming 4650 (Boss at Gideon)
 Robert Knott 0132 (The Chief of Law and Order)
 Smiley Monroe 3615/3614 (A cop investigating the death of Cal Davis)
 Aaron Sternwood 0439 (A friend of Davis)
 Delores Lightbody 4920 (Carl Linsky's Fiance)
 Arnold Dweeb 4610 (Works for MTC, one of Gideon's projects)
 Tom Griffith 4590 (Schimming's right hand man)
 Della Lang 2111 (She's in love with Ron Morgan)
 Lola Lovetoy 4603/4605 (She worked for Gideon)
 Jim Slade 4927/4921/5612 (A killer who works for Knott)
 Bazil Mallory 2713 (The attorney for Law and Order)

Getting out and meeting people is the only way to gain information and to progress through the game. And it's usually a good idea to treat them with respect. Don't go in fists flailing. Be reasonable - it's more productive and you won't get hurt. When interrogating somebody try to find connections between them and other characters. A great many people in the game are linkd and these links will need to be exploited to help you get further in the mystery.

Other Persons and Positions:

David pope 6211

Melba Wiedbush 4122
 Stanford Demille 3199
 Bus Locker 5194
 Alcatraz 4550
 Jorge Valdez 4931
 Brenda Perry 4577
 Bosworth Clark 9932
 Maurice Gribble 8231
 Jerome Milbourne 4623
 Ed Bradley 7312
 Harry Rice 1231
 Blaze Weiner 1715

Interesting locations:

Bug Surf Hotel 5162
 Law and Order HQ 5037
 University 4663

Interesting codes:

CMKY CODE MONKEYS
 GOLD US GOLD

1.25 mega twins

Pause the game and type "PUNISHYOURMACHINE" for infinite credits.

1.26 mega-lo-mania

Level codes: (from 2 sources)

Epoch 2 BNYABDUNBHV or BTVCZLGPZSB
 3 COVCPMJVEBL MKIAVZLXXSJ
 4 WKCCHIEUKNL KPIANBSXXSF
 5 GATAVRXRONT ICNBBRKSPDP
 6 WWKDXGPXDBZ KECDXSPKFBB
 7 KUUCTOPLGHV YDGAFLZLDESB
 8 PEHAJBPKZAQ IMUBDWEPTPD
 9 GYJDJHPNFHN DAIAXVCUHTZ
 Mother Battle TJLBVSNNIGD JKBAHVOUIAV

You can't actually take part in the final battle "The Mother Of Battles" unless you have suspended some of your men from previous levels by freezing their towers.

And the following are cheat codes that give you lots of men per Epoch.

Madcap Scarlet

1 IVIAZXF1WMB OVIAYASIWMO 100 men
 2 ELEALUFOPNP KMEAKXROPNQ 200 men
 3 MOXALSLTFCZ SPXAKVXTFCA 300 men

4 IFTAJNFPOVN DGTAIQRPDVO 400 men
 5 MCOALOI XVPR SDOAGLLIVPS 500 men
 6 NZHPVHLMLEN SAIBUKXMLEO 600 men
 7 QWCPHELHGLP WXCGBGHXHLQ 700 men
 8 MMYAFZEZXF D SOYAECRZXFE 800 men
 9 IQUBTYQSPAD ORUBOBESP AE 900 men

1.27 megaball

On any level hit <RIGHT AMIGA> <P> for invincibility.

1.28 megatraveller 1

A quick tip to gain cash.

Find a High Tech world with a low law level and buy as many PGMP's as possible, although this may only be one initially. Then go to a lower Tech, higher law level world and sell the merchandise. The ideal planets are: LLUN/EFATE (when using the trader character on the disk you can purchase a PGMP for 130500 credits) and STUR/EFATE (where not only is there a PGMP lying on the floor nesar the Gun shop, but they can be sold for 244500 credits). In no time at all and with a little cost (because you are staying within the system) you will gain riches untold!

1.29 megaworm

Level Codes:

05 MASTERS OF WAR	32 DARK EYES	44 SLOW TRAIN
10 DESOLATION ROW	34 TRUST YOUR EYES	45 SOLID ROCK
14 IDIOT WIND	36 MAN OF PEACE	46 HEART OF MINE
18 FOREVER YOUNG	38 MOONSHINER	47 FOOT OF PRIDE
22 LENNY BRUCE	40 GOLDENLOOM	48 ISIS
25 HURRICANE	41 UNION SUNDOWN	49 GATES OF EDEN
28 JOKERMAN	42 LAY LADY LAY	
30 SHOOTING STAR	43 PRECIOUS ANGEL	

1.30 menace

While playing type in "XR3I TURBO NUTTER BASTARD" (or without <SPACE>). Try doing that without getting killed off! You should now have a large supply of shields, cannon and lasers. They will run out eventually so you have to type it in again.

<1> to <6> on the numeric keypad will take you to the level
 <HELP> will replenish weapons
 <RETURN> will take you to the end of level guardian (or give you extra weapons ?)

1.31 mercenary - the second city

Flying the Dominion Dart, fly to above 350 metres and level off. Now your speed should be 1,781 kph. Fire a missile. Pick the missile up once you get close to it, and then land. Go to 08,08, take the crashed inter-galactic craft and go to 08,06, go underground, exit your ship, go through the triangular door, and now you will be in the authors cheat room. Here you can get keys to every door, passes to get out of prison. and the ability to carry oodles of goodies in your pockets.

1.32 mercs

When on level 5, go to the right hand side of the screen, just before you reach the tank, and blast the hedge blocking your way. Keep blasting until it explodes, then you can go past it and into a hidden area containing heaps of pick-ups. There is also a clowns head here. If you pick it up you will be given a weapon that destroys everthing on contact.

1.33 metal law

During play, type "D-SWAT". Now use the following keys:

```
<F1>-<F5> Select fire power
<F6>      Shield on
<F7>      Shield off
<F8>      Skip level
<F9>      Skip world
```

1.34 metal masters

Press <F4> to turn off the enemy's automatic mode so that he can't move. You can now take a step forward and kick seven bells out of him without any damage.

1.35 mickey mouse

While playing, type in "61315688" and press . A flickering line should appear in the border, indicating that the cheat mode is in operation.

The following keys will now activate these handy features...

```
<F2> Opens the door to the next sub-game
<F3> Starts a fight between you and a witch
<F4> Refills your water pistol
```

On the section where you fight the witch press <.> on the keypad to automatically beat the witch. Press <ENTER> on the keypad to lose.

During any sub game press <.> on the keypad to complete the sub game. Press <ENTER> on the keypad to exit back to the tower without completing the sub game.

1.36 mickey mouse 2

Level Codes:

01 TIME	08 SIZE	15 ZERO	22 TYRE
02 TEST	09 QUIZ	16 FIRE	23 LOVE
03 GAME	10 DOLL	17 ROOT	24 NOTE
04 SHIP	11 DATE	18 READ	25 JAZZ
05 RACE	12 ZOOM	19 TAPE	26 HELP
06 WORD	13 DISK	20 UNIT	27 KING
07 SHOP	14 GOLD	21 SONG	28 GIFT

1.37 microcosm cd³² - psygnosis

The cheat is different every time you pause the game.

Pause the game and press the buttons. You should notice that one of the buttons will produce a sound with a higher pitch. Now press another button. If you don't get another high pitched sound press the button that first made the sound and continue to try the other buttons. The cheat is a sequence of 5 or 6 buttons. Just think of the game SIMON and remember the sequence until you get it right. You will hear a different sound when you complete the sequence. From now on your life never ends and you have access to the right brain with all weapons available, but all rendered sequences will appear grey shaded only.

When you're about to enter the Pod Bay at the start, and it goes to the cut sequence, pause the game and press the following buttons:

Green - Blue - Yellow - Red - Yellow - Down - Green - Right - Red - Up

The Title screen will turn black and white and the cheat will be activated. With this cheat, you're invulnerable; you can also warp around the map and have all the guns on the next level you play. To warp around the map, simply bring the map up. There's a solid white block displaying your location and another outlined block, press either the Blue or the Yellow button; to warp to that point, press the Green button. The only drawback to this cheat is that all the amazing cut sequences are in black and white. There are various other codes which do the same thing at different parts of the game. You can find these by pausing the game and pressing all the buttons until you find one that makes a different sound to the others. Press it then you have to find the next one that makes the same noise. Keep doing this until it makes that noise and the cut sequences are in black and white.

Or try the following:

At the start of level one, turn right and at the next crossroads push up. Pause the game, press Yellow, Red, Green, Blue, Up and Left. Unpause and

you'll be completely invincible.

There are two introduction sequences available, depending whether you hit the RED or GREEN button.

It seems that Psygnosis has put some music on the CD not used in MICROCOSM. Just try track 2 from the game CD on your audio CD player.

Sometimes you need to warp back to a junction because you took the wrong branch or because of an endless loop you are flying in. Just move to the map and place the outlined rectangle to the red mark you want to warp to (place it with the YELLOW or BLUE button). To actually warp press the GREEN button while you are on the map.

When you are walking into the pod base, try pressing the LEFT button and keep it pressed until you arrive at the crossway. Now all the maps level are upside-down.

1.38 midnight resistance

On the title screen, type

```
"IT'S EASY WHEN YOU KNOW HOW" (my be no apostrophe) or
"ITSEASYWHENYOUKNOWHOW" Infinite continues and energy
"SIAMESE" unlimited lives and following keys
  <F1> Normal rifle
  <F2> Full auto
  <F3> Three way
  <F4> Shot gun
"BLUEDAY" Turns everything blue
"IAMAFREINDOFIANS" Message
"VERSION" Version date
"CREDITS" Game credits
"HELLOS" Greeting to various people
```

1.39 midwinter

Don't bother with the tedious procedures of recruitment, just head straight for enemy HQ with some dynamite and introduce them to Mr. Big Explosion. Also if you start every game by clicking the mouse in exactly the same place on the START screen, every game will be set up identically.

At the start of the game:

You are on skis. Don't stop to snipe. Get as quickly as you can to the nearest garage. You need missiles against the bombers. Try to get a Wolf snow-buggy. You can dodge the mortars on skis the same way as on a buggy: turn quickly 90 degrees and speed off. If you stop to snipe, the mortars will get you. When you get the snow-buggy speed to your next point while blasting the bombers as they appear.

Tips On Invulnerability

** Against missiles

Whether you are skiing or driving a snow-buggy, the moment you hear the missile being launched, stop immediately and begin to turn around. Keep turning on the spot. The missile will narrowly miss you then come back and keep pace alongside you for a while until it finally speeds off to clobber someone else not so smart.

** Against mortars

Watch for the bomber. It will always come over the horizon in front of you. If you are stopped, wait until it is approximately half way to you (otherwise it may be able to dodge your missile) then blast it. If you are moving quickly, blast it the moment it appears over the horizon. If a bomber does manage to drop mortars, turn 90 degrees quickly and speed off.

1.40 might & magic ii

To earn heaps of experience points, make a backup of your original play disc. Now boot and insert the disk that contains your characters. Save them onto your second backup by going to the inn. Buy three tickets (green, yellow, red or black) and try to win in all three arenas. Remember to save after each victory. Once you have a victory in each arena, go to the castle where the bishop is held captive. Before entering flick the write protect tab to protect your disk. Then enter and free the bishop with the correct key. He will give you 10,000 experience points if you have won three fights of the same color. Exit and go to town. Open the write protect tab and save at the inn. You can repeat this several times. Once you have acquired mega-experience, save your party using your original backup of the play disk.

Here are also some locations:

Weapons:

```
A-01 Todilor - Luxus Palace - 00,06      }
J-26 Fluxer  - Castle Pinehurst - 07,06   }\  You need all of these
M-27 Radicon - Castle Woodhaven - 02,11   }/  to get the Elemental Orb
N-19 Capitor - Castle Hillstone - 03,13   }
Sword of Courage - D4 14,11
Sword of Nobility - D1 00,08
Sword of Valor   - A2 11,02
```

Discs:

```
Air Disc   - Castle Xabran - 15,15
Earth Disc - Castle Xabran - 06,02
Fire Disc  - Castle Xabran - 16,14
Water Disc - Castle Xabran - 15,00
```

Talons:

```
Air Talon   - On a pedestal in the Plane of Air - 11,07
Earth Talon - In a shrine in the Plane of Earth - 08,08
Fire Talon  - In the Plane of Fire      - 04,04
Water Talon - In a shrine in the Plane of Water - 10,10
```

People/Creatures/Places:

```
Castle Xabran - 9th century          - C2 14,08
```

Dead Eye and Red Duke - D1 14,01
 Lloyd of Lloyd's Beacon Fame - Corak's Cave - 07,11
 Mist Warrior - Mist Haven - 15,11
 Mr. Wizard - Arcane Wilderness - 01,14
 Queen Beetle - E2 11,06
 Serpent King - E3 05,06
 Sherman - Native's Cove - 10,01
 Spaz Twit - 7th century - A1 11,03
 Supreme Dragon Lord - D1 10,12
 The Gourmet - A3 07,07
 The Long One - 8th century - E2 05,04

To find the Evil Wizard, follow the dark path: 1-3-1-3-9-11-A-C-G-I
 To find the Good Wizard, follow the light path: 2-2-4-6-6-12-A-D-F-I

Clerical Spells:

Air Encasement - A1 - 01,14
 Air Transmutation - A1 - 08,08
 Earth Encasement - E4 - 14,01
 Earth Transmutation - E4 - 08,08
 Fire Encasement - E1 - 14,14
 Fire Transmutation - E1 - 08,08
 Frenzy - B4 - 08,01
 Holy Word - C1 - 09,07?
 Walk on Water - C2 - ??,??
 Water Encasement - A4 - 01,01
 Water Transmutation - A4 - 08,08

Sorcerer's Spells:

Lloyd's Beacon - Corak's Crypt - 07,11
 Wizard's Eye - Sandsobar
 Fingers of Death - C1 01,08
 Dancing Sword - A1 15,11

Hirelings

- Dead Eye and Red Duke are in Bozorc's (BOSS ORC) control in D1 at 14,01.
- Sir Kill and Jed I are in Sarakin's Mines. Unfortunately, you have to kill Sarakin first (and his undead friends!)
- Might Nakazama and Lord Peabody's servant Sherman were last seen having some problems with amazons near Native's Cove at 10,1.
- A couple of guys are in prison in Atlantium - break 'em out!
- A couple of kids are in kept in prison by kobolds in kobold's HQ in the dungeons beneath Middlegate
- Buy fried troll's liver at bar in Vulcania. I think there are a couple of hirelings who like your taste...But ya gotta demonstrate your skills to them first... (So what is killing a dozen cripples and misers...)
- A couple of hirelings are almost dinner for the snowbeast in Tundara. Kill the snowbeast (in the outer walls of the city), skip the emerald ring or you will be accused of murder, and save the 2 hirelings.
- A lichlord guards a high level wizard in Area D3.
- A couple of guys are currently being held in prison in Castle Hillstone.
- Anyway, with the exception of Sherman, most of the hirelings are not necessary to win the game. They are nice to have around. The most a hireling can cost is 50000 gold a day. There is a list of all the hirelings and their locations in the hall of hirelings in Castle Xabran.

General:

- New tips appear in the bars every odd, even, 30th and 180th days.
- Catch a Ferry to Murray's resort isle at C3-7,9.
- Star Burst is in the centre of the Dead Zone
- The password for use at Square lake is WAFE
- To unlock the frozen secrets of evil, try Right 46, Left 23.
- To free the mystic Thaumaturge of Good, enter Right 32, Left 64.
- Go to bar in Tundara and eat red-hot wolf nipple chips. Then go to Druid's Grove (C3 - 1,9) and you will find a druid eating the same thing. He'll like your breath so much he will give you the Nature's Gate spell
- For the clerical Divine Intervention spell, Go to the Druid's Cave, and at 14,15 is a arch druid who needs a favor from you. Find Horvath! Well, Horvath is within the cave (5,3?) find him and kill him. Horvath is a pretty tough opponet so beware. If you succeed, go back to the druid and he will grant you this spell.
- For the Eagle Eyes spell, complete Nordon's quest in Middlegate, and this spell is part of the reward.
- You will need some sort of protection to get the Starburst spell! It is supposed to be in the middle of the Dead Zone, but I do not know anyone who has actually got it.
- For the Enchant Item spell, find the Gemmaker in the Gemmaker's Cave (D1 - 10,12? - a bit north of Vulcania!) The Gemmaker is at 3,3 in the dungeon. Warning: His fee is TIME! (Your character gets AGED.)
- A list of all spells to be found is at the Hall of spells in Castle Xabran.
- On days 140-170 at B2 - 14,4 (the circus grounds), there is a circus. Now try a few events there. You will probably lose, but you do a consolation prize...A cupie doll! Now go (fly is quicker) to D3 7,13? (somewhere there!) and meet this old raving hermit. He will take the doll and direct you to the pool in the Inner Limits (E2 - 10,11?). Bath in this pool (usually it is acid) and you will feel like a WINNER! Go back to the circus grounds and choose a category you want to improve on. For example, if you want improved strength, try to ring the bell. Horseshoes for improved accuracy, Kissing booth for better personality, Shell game for better intelligence, Sack race for better speed, Head dunk for better endurance, etc. +10 to the category.

Individual Quests

For one to be true, each class must fulfil his quest. Each class must be alone or be in the company of thieves. When the quest is done, return to Mt. Farview in area D2 - 07,00 to claim true status (+) and 5 million experience.

Tasks for individual characters are:

Archers must defeat Baron Wilfrey. (B2 11,02)

Barbarians must defeat Brutal Bruno, the barbarian chieftain. (C4 00,15)

Clerics must defeat a haunt of ghosts at C1 10,15 in the Lost Soul's

Woods and collect Corak's Soul. Then go to Corak's Crypt and

reunite the soul with his body. One must have an Admit 8 Pass

to enter the crypt though, and to obtain one, you have to get it

from a zombie in the dungeon beneath Sandsobar (or find one as

treasure after a fight!)

Knights must defeat the Dread Knight of Jouster's Way. (B3 05,14)

Ninjas must assassinate the chaotic Dawn of Dawn's mist bog. (D4 08,09)

Paladins must defeat the Frost Dragon who resides in the dungeon beneath

the Forbidden Forest. (B3)

Sorcerers must release both the Good and the Evil wizards from the Isle

of the Ancients.

For Evil (dark), follow this set of markeddoors: 1, 3, 1, 7, 9, 11, A, C, G, I. The combination to free the evil wizard is Right 46 (type 46 when you enter the right alcove) and Left 23 (type 23 when you enter the left alcove!)

For Good (Light), follow this path: 2, 2, 4, 6, 6, 12, A, D, F, I. The combination to free the good wizard is Right 32 and Left 64.

Robbers must accompany some/all characters on their relevant quests.

Triple Crowns

Buy a key of the appropriate colour. Buy several arena tickets and then fight in the 3 different arenas (Middlegate's ARENA, Sandsobar's Monster Bowl, and Atlantium's Colliseum). Once you have won all 3 fights, you are a triple crown winner of that colour. Go to the bishop of the appropriate colour to claim the experience earned. There are 4 colours and 4 types of tickets.

Green Key - Key Shoppe in Middlegate
Green Ticket - Supplies Store in Middlegate
Green Bishop - Castle Woodhaven

Yellow Key - Key Shoppe in Sandsobar
Yellow Ticket - Supplies Store in Sandsobar
Yellow Bishop - Castle Hillstone

Red Key - Key Shoppe in Vulcania
Red Ticket - Supplies Store in Vulcania
Red Bishop - Castle Pinehurst

Black Key - Key Shoppe in Atlantium
Black Ticket - Supplies Store in Atlantium
Black Bishop - Luxus Castle

You have to be both True and a Black Triple Crown winner to qualify for the quest for Princess Lamanda (goal of the game).

To finish the game

Get the four weapons (Tolidor, Fluxer, etc.)

Get the Element Orb. (Dawns mist bog cavern - 10,15)

You can't leave with Orb in hand! There should be a teleporter in the dungeon (very near the entrance), use that instead and you should end up in Murray's Cave in Murray's Resort Isle. Another way is to transfer the Orb to the hireling and then Dismissing my hireling. Now I can leave the cave with no problem and I can find the hireling with the Orb same and sound back at the original inn.

Get the four elemental talons.

Use Lord Peabody's time machine to get to the 9th Century (Era 8), and go to Castle Xabran at C2 - 14,08.

Get the four discs

Using the time machine in Castle Pinehurst, or through the vortex holes at the corners of each elemental planes, travel back to the years 100, 200, 300, 400 to find the talons. The locations of the talons are given above. Each shrine which holds a talon requires the appropriate disc to open.

Now you should have all 4 talons and the orb. Go back to the 9th Century again and find King Kalohn at C4 - 14,5 and see him fighting the Mega

Dragon. When he sees you with the talons and Orb, you will have changed history because history had said the battle would have been lost. Now that the dragon has been vanquished, King Kalohn will live after all.

You return to the 10th Century and you go back to Luxus Palace. Instead of Princess Lamanda, you now see King Kalohn! He tells you of the final quest. To go to Square Lake and try to stop the villain that is going to doom Cron.

You enter this fantastic maze. At the end of this simple maze, you meet him. SHELTEM and his elemental friends...You should be able to defeat him, but alas, can you beat his recorded message? He has left a pre-recorded message and REAL-TIME cryptogram puzzle. If time expires, the world crashes into the Sun. Now, the encryption algorithm changes EVERY time so I can't help you with that. But the message is the same every time:

We, the people of Terra, in order to form a more perfect union, establish justice, insure domestic tranquility, provide for the common defense.

The answer of this is given already, Preamble. Now, find the corresponding encryption and translate the word Preamble to its encrypted code and then you are done! Cron is saved from crashing into the Sun.

1.41 might & magic iii

Teleport Codes:

HOME
SEADOG
FREEMAN
DOOMED
REDHOT
AIR
WATER
FIRE
EARTH

Enter "DOE MEISTER" at any Mirror Portal in order to be transported to a Secret Room in Dragon Cavern. The room contains a vast and secret hoard of gold which belonged to dragons long dead. Use Lloyd's Beacon or Mr. Wizard to leave the secret room, or perish in an eternal trap.

Enter "ORB MEISTER" at any Mirror Portal to enter the twisting passages beneath the pyramids where you can obtain a King's Ultimate Power Orb. Grateful kings offer much experience for the return of such orbs.

Enter "BLASTOFF" at any mirror Portal to view the award-winning End Game sequence, after which you may restart the game and continue your adventures throughout the Isles of Terra.

1.42 millenium 2.2

The first thing to do is to activate the Mk.I Solagen which is already in stock in the energy module. Once this is up and running, it's simply a question of initiating the Resource Complex to get enough material to build a Mk.II. Once the Mk.II has been researched, you'll find that there isn't enough energy to build the thing. Turn off the Resource Complex, build the Mk.II and then turn it back on again. After that, it's simply a matter of researching and building increasingly powerful Solagens up to the Mk.X. Don't worry about the failed Mk.III. Simply use the Mk.II which should be in store and repeat the process.

Once the base is operating properly, you have a number of options. But before many of the items can be built, extra minerals are needed. To get these quickly, and simply, research and build a small fleet of Grazers. These can continually ferry small amounts of much-needed ores from the asteroid field.

The central part of the game focuses on the growth and expansion of the moon and it's colonies. This is a matter of finding which moons or planets provide the best sources of raw materials, setting up colonies and shuttling to and from these. The colonies provide minerals and ores, while the moonbase sends replacement Solagens, Fighters and Orbital Lasers. The latter equipment - as if you hadn't already discovered - is employed in the continual fending off of Martian attacks. Orbital Lasers are very effective, but can only be used once: obviously it's best to keep a reasonable store in each colony and the Moonbase (later on in the game you'll need a full complement of lasers on the moon so keep building !)

To find more info about the Solar system, continually build and launch probes. However, don't bother sending them to the inner planets, Mars and it's moons, Jupiter and it's moons, or the asteroid belt, since they either get destroyed or yeild no/useless info.

The key to completing the game is Triton: probe, research and colonise as soon as possible, for reasons which will become clear later. When reports of Martian flu come in, research and produce the required vaccine. Don't just ferry it to the infected base though, but produce enough for all colonies and the Moonbase since the strain is virulent and soon spreads throughout the inhabited worlds.

At some point you will be informed of the crashed Martian Fleet Carrier, and the details beamed back to the Moonbase. Research this immediately: it's important that one be built. However, you'll find it takes rather a lot of materials!

Once the fleet carrier is built, fill it full of fighters and head for Mars. While in orbit the carrier is attacked by a fleet of Martians, at which point all the fighters should be launched (lower right icon on left hand side). A ferocious, if slightly tedious battle ensues but the Martians should eventually surrender.

After this, Mars can be colonised in the usual way. The colonists then find plans of a Martian transforming machine, capable of making the Earth's air breathable. Again, this should be researched and built ASAP. However, you'll find that the stock of chromium is pretty much nil. This is where Triton comes in: you should, by now, have enough chromium collected for shuttling back to the moon.

Once the Terraformer is built, you'll find that even the Fleet Carrier isn't large enough to carry it to Earth. Don't despair: the researchers redesign the ship so that the Terraformer just fits in. The newly customised juggernaut can now take it to the Earth, although it cannot take off again.

While the Earth is being transformed, previous reports of a huge Martian fleet prove to be true, when the Moonbase is attacked by over 200 fighters!

At this point the stockpile of Orbital Lasers - up to 16 - should be used, prior to launching your fighters. Even after all this, it stands a very good chance that the attack cannot be repelled completely, and the Moonbase still gets duffed up a treat. In this case you'll find that the Moonbase's population has been reduced to zero. Don't panic: send a couple of Carracks to the moon to dismantle them. The population increases by 80 for every Carrack destroyed.

Having survived the Martian final assault, it should now be just a question of time before Earth is colonisable. In the mean time, all your colonies start declaring independence. As long as you have a good stock of materials, don't worry about it. When a report comes in stating that Earth is once more habitable, build the necessary SIOS, and send it to Earth, and then throw your joystick around the room, and out through the window, as you are greeted with the naff ending sequence!

1.43 mindshadow

Complete Solution:

Firstly, Get Shell

Go to Hut

When inside the hut, Get Straw

Now, from the hut, go east to the Ship

Look Ship and Get Steel

Continue east to the jungle and Get Vine

Go Back to the beach, then east to the rocks

Drop all

Tie Vine to Rock

Climb the Vine and Enter the Cave

Look Cave and get Rock

Dig and get Map

- This map is used to get through the quicksand maze

Go back to Hut then go North to the Sign

Now go N,N,E,N,E,E,S,S,E

Look around and get Rum

Now W,N,N,W,W,S,W,S,S and back to the Beach

Now bang rock on steel

- This makes a spark which lights the straw on fire

When the Pirate arrives, give him the rum

Once on the ship, go N,W,S, to a group of pirates

Kick man

After the men all back off, go South into the kitchen and get the meat

Cleaver

Move to the anchor that is chained up and cut the chain with the cleaver

- This stops the ship so that you can get off
Return to where you were first let on and Go Plank
- It may take a few moves for the royal navy to catch up with you, so
- waste some time until 'er majesty's has caught up!
- Also, don't walk by the captain after cutting the chain or he will kill
- you for letting the navy catch him
Once the ship appears, Go Ship
After being deposited on the docks, keep going east to the alley, then
go south
Search the man and get all
From here, return to the street before the alley and go north
East to cafe, give hat once seated and have drink.
Look drink
Then follow man
Talk to man (Remember the name of the ship Tycoon?)
Think Tycoon
On your way out of the cafe, get hat
- Oo! Its changed!
Look at hat and think Bob
Once out of the cafe, go S,W,N
Bribe Man
Then S,S
Buy Pole
Return to Docks and use Pole
Get Newspaper
Read paper and think Arcman
From here go E,E,N,N
Say Chandralt and buy Ticket
From here go W,S,S,W,N,N
Go plane
Once out of plane N,E to Bar
Then Booth 11
Search Man, Get all
Read message and look ID
Think Jared
Think Bob Masters
Exit bar and continue north to the hotel
Go east to get in
Get room number
Climb stairs and go into your room
Once inside, duck
Get parchment
Look parchment
- The parchment shows you where something is buried, by the two trees
From outside Hotel go E,E,S,S,E
Dig and get paper
Read paper
Once back on the street, enter bank
Say AN11649 (The account on the paper)
Once you have the box, open it
Get Gun
Go back to hotel and up stairs to Jared's room
- For fun, you can try the other rooms, too!
Once in Jared's room, shoot man
Get note and Think William
- You will start to remember all types of things
Think Arcman

Think Jared
Think Tycoon
Think Bob Masters
Think William

You now have your memory back and the story is revealed.
Hooray, the end!

1.44 mister & missis

Level Codes:

0	Training Level	LUDWIG
1	Woodland	WOODLAND
2	Tower	DSCH
3	Factory	BABAYAGA
4	Desert	GLOBULE
5	Cavern	QUIXOTE
6	Sewer	THE MOJO
7	Dungeon	CLANGERS

1.45 moktar

Level codes :

6752	2845	3559
1015	9822	7541
2665	2466	1331
1802	0791	1204
2290	8311	2332
2578		

1.46 monopoly

When you are playing the computer and you land on a property, put it up for auction. Keep clicking <LEFT MOUSE> and you will get the property for \$10 as no other player has a chance to bid against you.

1.47 monty python's flying circus

Type "SEMPRINI" as your name in the highscores and you will be able to start on any level up to the one you reached in the previous game, as well as having the choice to show or hide the hidden bonuses.

1.48 moon mountain

push bed. get batteries in backpack.
 go door, sparkilng stream, meadow.
 get grass. make rope.
 go stream, clearing, mountain side & top.
 tie rope to tree. go rope.
 go rock bridge, forest.
 get branch. put batteries in flashlight (u already have one).
 go bush.
 get leaves. drop leaves. lift door.
 go narrow, passage, cavern, dry stream bed.
 lever boulder.
 go slope, cave.
 get bag. get coins.
 go stone curtain, sandy, water spray, clearing, road to civilization.

extras - centipede (killable), rattlesnake, lizard, beer can,
 bottle (smashable for hint).

1.49 moonmist

BLUE version:

x gate; press dragon; sir Iznogood Who; blue; yes; enter; yes;
 follow Tamara; bow to Jack; follow Tamara; again; nod; yes;
 follow Tamara; again; Tamara, tell me about ghost; wait; yes;
 Bolitho, tell me about ghost; yes; [notice "The Hall"] wait; yes;
 yes; yes; n; remove clothes; take bath; s; dress for dinner; look
 in drawer; go to dining room [if you are stopped by persons,
 repeat this sentence]; wait [until 7:54]; take butler's note,
 read it; drop it; eat dinner; z; look under bust; z; z; z; look
 under punchbowl; read clue; Jack, give clue to me; read it; w;
 take lantern; w; examine rack; take wine; examine bottle
 [note:OUR], go to Sitting Room; examine desk; take maid's note;
 read it; drop it; examine piano; take piece of music; read it
 [note:SUIT]; go to Drawing room; examine tapestry; examine maiden
 [note:ARM] go to New Great Hall; examine suit; look in it; take
 clue; read it [Now insert OUR, SUIT and ARM and we have the text:
 "My aLARM has no glamour; It's 'SUITE' tones do clamOUR.
 Can you find me ?"]; w; w; w; u;
 u; u; examine bell [WOW !!!]; drop clues; all; take skull; go to
 sitting room; give skull to Tamara[OK, now let's get that ghost];
 n; e; search floor; yes [Bolitho's piece of advice]; take lense,
 examine it; go to Vivien's room; open box; search box; take small
 box; search box[the large one]; take diary; go to my room; read
 diary; open small box; examine small box [wow! perhaps our lense
 fits into it ?]; put lense in small box; examine wall mirror;
 turn switch; n; take device [we might find a real ghost!]; s; e;
 s; turn on lantern; wait 60 minutes [or until the ghost appears];
 press button [WE'VE KILLED A GHOST!!! WOW!]; examine ghost;
 remove wig [aaaah, it is just Vivien]; arrest Vivien; yes.

GREEN version:

x gate; press dragon; Sir Erik; yes; green; yes; enter; yes;
 follow Tamara; greet Jack; follow Tamara; g; x; yes; no; z;
 follow Tamara; Tamara, tell me about ghost; z; yes; z; yes; yes;

z; yes; x device; drop it {you won't need it in this version}; n;
remove clothes; take bath; s; dress for dinner; look in drawer;
go to dining room; wait {until 7:54}; take butler's note; read
it; drop it; wait {till 8:00}; eat dinner; z; look under bust; z;
z; z; look under punchbowl; x it; Jack, give clue to me; x it
{notice the letter 'I'}; got to game room; x rhino head; get eye;
drop it; get third clue; x it; {in never but not in ever = 'N'};
go to my room; search wall mirror; pull switch; go to kitchen;
get lantern; go to my room; turn on lantern; e; n; n; w; s; get
fourth clue; x it {night vs knight = 'K'; together the letters
spell INK}; n; e; e; s; w; go to office; get INKwell; x it; drop
all clues; get journal; read it; drop it; go to sitting room;
search desk; get maid's note; x it; {notice the last four lines};
drop it; got to new great hall {remember what Bolitho said?};
search floor; yes; get lens; go to Wendish's room; search room;
yes; get box; open it; {if Wendish arrives; apologize to Wendish
and wait 10}; look in kit; x wig; go to library {this was tough
to discover!}; search room; yes; get notebook; read it; {now find
Wendish; look in the sitting room or go to Wendish's room and
search it several times and he'll come and protest to the search,
in which case you do the following;}; pull mustache; arrest
Wendish; yes

RED version:

x gate; press dragon; Sir Erik; yes; red; yes; enter; yes; follow
Tamara; curtsy to Jack; follow Tamara; g; x Iris; yes; Wendish,
yes; follow Tamara; Tamara, tell me about
ghost; z; yes; z; yes; yes; z; yes; x device; drop it {you won't
need it in this version}; n; remove clothes; take bath; s; dress
for dinner; look in drawer; go to dining room; wait {until 7:54};
take butler's note; read it; drop it; wait {till 8:00}; eat
dinner; z; look under bust; z; z; z; look under punchbowl; x it;
Vivien, give clue to me; x it; go to chapel; search window; get
third clue; x it; go to courtyard; e; e; dig ground; yes; get
fourth clue; x it; drop all clues; w; w; s; look in stand; get
cane; x it; remove paint; go to sitting room; give club to
Tamara; get maid's note; x it {notice the last two lines about
KEYHOLE}; drop it; go to kitchen; get lantern; go to my room;
turn on lantern; x wall mirror; pull switch; e; n; wait 200
{until about 12:41}; s; talk to ghost; w; go to drawing room;
search floor; yes; get jewel; go to my room; e; s; w; d; w; ne;
search room; yes; get necklace; insert jewel in necklace; open
door; peer through keyhole {remember the maid's note!}; e; x
crest; remove crest; play tape; w; arrest Jack; yes;

YELLOW version:

x gate; press dragon; Sir Erik; yes; yellow; yes; enter; yes;
follow Tamara; bow to Jack; follow Tamara; g; hug Iris; yes;
Wendish, no; follow Tamara; Tamara, tell me about ghost; z; yes;
Bolitho, tell me about ghost; nod; z; yes; yes; yes; x device;
drop it {you won't need it in this version}; n; remove clothes;
take bath; s; dress for dinner; look in drawer; go to dining
room; wait {until 7:54}; take butler's note; read it; drop it;
wait {till 8:00}; eat dinner; z; look under bust; z; z; z; look
under punchbowl; x it; Jack, give clue to me; x it; {does it ring
a bell?}; go to tower; u; u; u; look in bell; get third clue;
read it; drop it; drop first and second clue; d; d; d; d; e; get

lantern; w; w; turn lantern on; x maiden; enter maiden; x coffin; get clue; x it {think of the wine cellar; ; }; enter maiden; e; look; remove bricks; enter hole; x skeleton; g; get necklace; x it; out; go to my room; x wall mirror; pull switch; e; n; get all; look in blowgun; x costume; s; w; go to drawing room; search floor; yes; get jewel; go to Tamara's room; look in case {if you come here after midnight, go to the room through the secret passages and if Tamara enters, type; Tamara, apologize}; get earring; insert jewel in earring; look under bed; x journal; look under bed; x receipt; arrest Tamara {if she's not here, find her first}; yes;

1.50 moonshine racers

During play, type "CHICKEN MASALA" and use <F10> to advance to the next level. Make the race has started and you type it as fast as possible. You might want to enter it a few times or it might just end the game and go to the title screen.

1.51 moonstone

Take a trip to Stonehenge, keep hold of any valuable items and position the pointer at either the word GOLD, STRENGTH, CONSTITUTION or ENDURANCE and tap <FIRE>. The druids should continue the ceremony and you will get an extra life without losing any items whatsoever.

When you enter Stonehenge and you have to offer a magical item to Danu, click on the Strength (STR) for an extra live. Do this as often as you like.

1.52 mortal kombat

On the screen where you select to start the game or options, type "CATHULU" and the new selection {CHEATMODE} will appear. Enter the cheat menu and type "RJC" and a statistics screen will appear, press <SPACE> to return to selection menu.

On the screen that tells you about {CODES}, type "VAMPIRE" the words will turn white and you should hear a sound. This will turn off the blood.

Death Moves:

Opponent to the Right Opponent to the Left

KANO	L, L, F	R, R, F
SCORPION	D, D, F	D, D, F
RAIDEN	R, L, L, L, F	L, R, R, R, F
SONYA	R, R, L, L, F	L, L, R, R, F
LIU KANG	D, L, U, R, D	D, R, U, L, D
SUB-ZERO	R, D, R, F	L, D, L, F
JOHNNY CAGE	R, R, R, F	L, L, L, F

To activate the cheat mode, when the start game/options screen appears

type "ABCDEFGHJKLMNOPQRSTU" four times on your keyboard and a cheat menu option will appear.

To fight Reptile:

On the bridge level you must double flawless your opponent without blocking and then use your fatality move as one of the various shadows passes over the moon. If performed correctly text will appear across the screen announcing the fact that YOU HAVE FOUND REPTILE !.

1.53 mortal kombat ii

On the screen where you can select between {START} and {OPTIONS}, type "FIONA". The screen will flash green. This turns off the blood. To reactivate the blood type it again and the screen will flash red.

Select options from that same screen and type "ZEDWEB". A new option (DIAGNOSTICS) should appear at the bottom of the screen. Select this option and you will be given a list of cheat options.

1.54 motorhead

During play press <F1> to pause the game and type "BOMBER". Now press <F1> again to unpaue the game. The following keys will now be available for use:

```
<ESC>   Skip to the next level
<RETURN> Fill weapon power
<*> (keypad) kill all guys on the screen
```

1.55 mouthman

On the title screen hold down <RIGHT MOUSE>, <LEFT MOUSE>, <FIRE> and push the Joystick Left for 5 seconds until the title screen comes back. Select the empty space from the menu to enter the level editor.

1.56 move'em

Level Codes:

```
1 IHKSDCC    2 NHFSTJLL    3 IJGGFDSG   4 AKJSWEZE    5 ADDSFWWW
6 UTRQKLKK   7 LPAPWIEW    8 ZTTRDGFS   9 LKLSDGET   10 PLPLPWZZ
11 LKSFDRREE 12 DARSEZZE   13 IUEGDGHS  14 LHSVXVCD  15 LKJHJEZT
16 IIIEUWDD  17 LLKASHBC   18 CCDFFEJF  19 JJASDTES  20 LIEZGXCY
21 LNGGSIIW  22 OKDPWEOO   23 LASZEWQZ  24 MBCWZTED  25 LKASHHEE
26 LKVXXSAE  27 QWUICBVE   28 MNMNCBXW  29 ULNBUWEU  30 WNXYQZUE
31 HUETTWEW  32 PPOEUUCH   33 LJWQZECB  34 MBXCWICS  35 LASGFHEZ
36 LKDIUIWE  37 LKAZUWUE   38 SDNCEUZF  39 LKIIFGDW  40 BCNVDFWE
41 CXEIUWXS  42 AJDHXVWW   43 IRWEHCBS  44 MCSUZEOI  45 MCNWIVBD
46 MCLSOEIW  47 LLDFOIED   48 PEIRNFDN  49 PCEGXNBC  50 GRISWOLD
```

1.57 mr. blobby

Enter "DEBUG" for the password for technical information. Enter "EXIT" for something.

Level Codes:

01 AABA	16 HAPR	31 GOBT	46 FVCN
02 BABE	17 AACB	32 HBPS	47 GOCU
03 CCAH	18 BBBF	33 AADC	48 HCPT
04 DAKD	19 CCBI	34 BCBG	49 AAED
05 EMEA	20 DBLD	35 CCCJ	50 BDBH
06 FLAF	21 ENEB	36 DCMD	51 CCDK
07 GGAK	22 FMBF	37 EOEC	52 DDND
08 HAHJ	23 GGBL	38 FNCF	53 EPED
09 AIJA	24 HBHK	39 GGCM	54 FODF
10 BAJM	25 AIKB	40 HCHL	55 GGDN
11 CKAP	26 BBJN	41 AILC	56 HDHM
12 DASL	27 CKBQ	42 BCJO	57 AIMD
13 EUMA	28 DBTL	43 CKCR	58 BDJP
14 FTAN	29 EVMB	44 DCUL	59 CKDS
15 GOAS	30 FUBN	45 EWMC	60 DDVL

1.58 mr. nutz - ocean

On the map screen type "DONTPANIC" and use the following keys while on the map screen:

- <A> gives you all power ups
- <Q> adds stars to you
- <W> subtracts stars from you
- <F5> adds lives to your stock
- <F6> subtracts lives from your stock
- <F7> add gems to your stock
- <F8> subtract gems from your stock
- <F9> add bombs to your stock
- <F10> subtract bombs from your stock
- <F1>-<F4> jump to corresponding level
- <1>-<7> warp around the current world

Use the following keys during the platform sections:

- <F1> turns you in to the fire ball
- <F2> gives you a shield
- <F3> gives you a shield

On level one, when you come to the first teleporter, keep going right, until you find the the first ladder. Go up to it and get a blue flag - it has loads of gems, lives and hit points, so you can keep going until you have thousands of stars and 99 lives.

Pause the game and slowly type any of the following:

- "COOL JUMP NUT" for infinite lives
- "SORCERER" for invincibility

"OCEANSOFT" to activate the following keys
<F9> for bombs
<F10> for diamonds
<SPACE> to skip levels

On the Inca level, when you see a fish (he's behind the first brick you blow up), talk to him and select: 'Bubble Bubble? 'How do you know that?' Are you an enchanted prince?' and accept his offer. You can now have infinite trips to the warp zone even without gems!

1.59 mr. tomato

On the title screen type "INFINITE DREAMS" for invincibility.

1.60 The Munsters

On the screen where it says press space to start, type "STRATS" and press <RETURN>. You will now be invincible.

NOTE: The life meter will still appear to decrease.

1.61 myth - system 3

Pause the game and type "SNUFFLECAKE" for infinite lives.

1.62 myth cd³² - system 3

Hold down the two top buttons and the blue button, turn on the CD³² and release them when the red screen appears. Start the game and infinite lives are yours.

1.63 narc

When the game starts go right until the first dustbin appears. Kneel down in front of it and keep shooting. When it turns blue the cheat mode will be on and you will have infinite lives. You may have to walk into the dustbin after it turns blue.

1.64 narco police

Type the following codes (press return after each one you type):

```
"NOENEMIG"  Makes all enemies disappear
"COMENZAR"  Makes all enemies reappear
"ABRIR"     Opens all doors
"BLAST"     Set off smart bombs
"MUNICON"   More ammunition
"ETAPAUNO"  Moves you one level or zone
"NOAMETZ*"  No machine guns
             (Replace the * with a number to go to that level)
"NOCAMZ*"   No Cameras
             (Replace the * with a number to go to that zone)
"CONGRA"    Complete the game
```

Here are a few more: "ETAPADOS", "LISTADOS", and "CUADRICU".

1.65 naughty ones aga

On the title screen, type "JOSHUA" for infinite lives. During play press , <SPACE>, or <RETURN> to skip to the next level. Do not try to skip the last level or the game will crash. This cheat may also work on the standard version.

1.66 navy moves

The access code for part 2 is "786169"

PART 1: Move back slightly when you encounter a mine. They're much less sensitive from the rear. Avoid jetski bullets by jumping or ducking. When approaching sharks, move the up and down nut left and right. Octopi and sea monsters are easily thwarted by holding down fire until both missiles are ignited and then releasing. Struggle to dock with a submarine? Put a mini-sub in the gap between the tailfin and the hull, face the left of the screen and move upwards slowly, the computer takes over the docking procedure for you.

PART 2: The code is 948411.

Arrows indicate the direction of the lifts. Kill white marines and flamethrower troops to get more ammo. Stand over the body and search thoroughly. To get the code of an official, you must shoot him with a gun, not a flamethrower. To enter computer codes, stand by a terminal, push up and you'll be asked for a code. Two of the codes are: transmit message: 1st or 2nd transmission official open door: 1st or 2nd machine official to open the reactor door, use the terminal next to the reactor. The computer confirms the bomb is planted. Go out, use the same terminal you used to open the door and transmit the following: "OABERYAMD". Now type

"END" at the ready prompt and run like hell to the conning tower.

1.67 navy seals

Enter your name as "PSBOYS" in the highscores. (Or type it on title screen?) Now in game press <H> to pause and <ESC> to skip levels. Also type the word "WOZZI" in the highscores and you will get infinite credits.

1.68 nebula

3 places - AMUN, KNEPH, SERAPIS
Examine shelf -> decoder & instructions.

Find these items & places yourself

In Kneph: Examine skeleton -> key; Get plumice -> rope
Underground rooms in Amun: Unlock box with key; Push button
Avalanche: Light dynamite with match to clear avalanche
Lava : Drop block of ice on lava to freeze it
Ledge above pool: Drop ladder & climb ladder to reach ledge above pool
Plants: Dig plants with spade before u get them
Animals: Throw net to catch whooper & tongi; Climb banana tree -> banana;
Give banana to chimp; Get chimp
Ore: Tie rope to monument & climb rope for aurum & ferrum; Open meat tin with can opener; Give meat to primitive man -> argentum; Get man

1.69 nebulus - tower topler

Type "HELLOIAMJMP" very slowly on the title screen. This gives you unlimited Pogos, and you can go to each of the eight unfinished towers by hitting a function key. (<F1> to <F8>)
You can do the same with the second group by accepting the second mission before typing in the password.

1.70 nebulus 2

Level Codes:

Tower 5 ICEHOUSE
Tower 9 LANDANDLOVE
Tower 13 GREENTREES

If you can't collect enough weapons, type in
"HOUSEBLUES" on the 'up' towers, or
"BLUESHOUSE" on the 'down' towers.

On the title screen, type "HELLOIAMJMP" for infinite lives. Also, pressing <F1>-<F8> you can access any of the towers.

1.71 necris dome

Type in "SPRAY SUIT" to use the Thermo-plas suit.

1.72 necronom

On the title screen, Enter "CHEAT" for the password and press <FIRE>. Now start the game and use the following keys:

```
<F1>  speed increase
<F2>  faster bullets
<F3>  better weapon
<F8>  extra lives
<F9>  level skip
<1>-<7> Weapon select
```

1.73 neuromancer

When you first begin, sell all your body parts. You can get along just fine without them for now, and it gives you enough to get a half way decent deck. You will eventually need to buy them back before you start entering cyber-space, or you will be killed easily.

1.74 neuronics

Level Codes:

```
02 CIBCLM 26 QUTFFN 50 SCBLEB 74 FTUVLW 98 PTLGPG
03 HVLATI 27 EISYWQ 51 UDHHIU 75 NZWCGP 99 GKJBHH
04 TMBFHS 28 BJDDYQ 52 SGZPVV 76 LAYZVL      100 HKARSZ
05 XTOAEL 29 USENIE 53 ORHMIY 77 WWRUZW      101 JZGIRY
06 ZYORZY 30 AOIYSW 54 OGOUTW 78 CHXDUF      102 IPPRHB
07 TXGFWT 31 BVOIMJ 55 ALAFAJ 79 CVBKPY      103 MNZBEL
08 YRYQTX 32 HPIWGV 56 PLQOJF 80 JOVDBM
09 CCJEYT 33 SGKSOP 57 LWTAYS 81 VFPWZA
10 FFNZBE 34 CVQHAZ 58 GLNMZF 82 VOQWQV
11 WOQXOS 35 CTLKAL 59 YODAOA 83 RGULOI
12 AZMFED 36 RILWTK 60 XRPXYB 84 JLLEAH
13 AQXXZZ 37 PVQMRS 61 KCSGKQ 85 HEEIBJ
14 UQJNQF 38 JAQKRQ 62 QXDYMM 86 JHYVUQ
15 VAJDKH 39 YAEMVC 63 EIADJJ 87 ONNWFJ
16 MSILEK 40 DCGUSW 64 GTJFGS 88 ZGLUCJ
17 ZAGFNG 41 QQMVMC 65 UJEQPP 89 MJYENJ
18 IVCNKN 42 NVZRPQ 66 UYMHGZ 90 HVZBFP
19 EAZXGR 43 JLRNCV 67 XJXVDJ 91 XGJEOP
```

20 YFSNRB 44 OBLNKW 68 CKHNQJ 92 MBYRIE
21 UYUURP 45 HEMMAA 69 DGKYXQ 93 RJWZMG
22 UPVMER 46 AUAGQD 70 WTTNRL 94 PXSRSX
23 ACYNPG 47 KFHMAE 71 FBRRRN 95 ECDCTR
24 DUAGDK 48 UYGYMG 72 IHGUSG 96 NBAHTD
25 TSTIHH 49 QUICHN 73 BDYJPB 97 IGEHQY

1.75 never ending story 2

Level Codes:

- 1 PHZANLO
- 2 QCFDGOB

1.76 never mind

At the main screen type "328GTS". A message, "cheat now on steve", will appear. Now you can skip to the next level at any time by pressing <RIGHT MOUSE>.

Level Codes:

0 MMRHM 1 AMRHA 2 HMRHH 3 VMRHV
4 PMMRHP 5 GMRHG 6 IMRHI 7 RMRHR
8 MMRHW 9 AAMRHN 10 HAMRHZ 11 VAMRHT
12 HHMWHH 13 GAMRHQ 14 IAMRHB 15 RAMRHF
16 MHMWHM 17 AHMWHH 18 HHMWHJ 19 VHMWHV
20 PHMWHP 21 GHMWHG 22 IHMWHI 23 RHMWHR
24 VMWHW 25 AVMWHN

1.77 new york warriors

Stay all the way to the right on level 4 to reach the subway without much trouble.

During play, type "WAISTVICE" and use the following keys:

- <F1>-<F8> Jump to the corresponding level
- <T> Activate flame tower
- <G> Activate grenade launcher
- <H> Activate the homing missile
- <F> Activate the spread fire
- <S> Activate normal missiles
- <F10> Toggle invincibility
- <F9> Add guys

1.78 new zealand story

Before playing (or Pause game and press <M>), type in "MOTHERFUCKENKIWIBASTARD". With each key you press you will hear the sound of the laser gun being fired, and at the end you will hear the sound of the earthquake. Now start the game as normal and your lives will read 9+. You now have infinite lives and pressing <HELP> advances you a level.

In other game versions type in "FLUFFY KIWIS" for the same effect.

Hold <SHIFT> and type "PHILLIP" on the title screen for mega firepower.

To access the cheat mode just press "TRY CHEATING" (including the space) keys together while on the title screen. The border should turn grey and when you start the game you have infinite kiwi's and the ability to skip levels by pressing <CURSOR LEFT>.

The town names are:

AUCKLAND, ROTORUA, WAITOMO CAVES, STRAIT COOK, and MT COOK.

There are level warps on each level except the last two to be activated by firing arrows at certain areas of the screen. Here are most of them:

Level	Warp Location	Takes to Level
1-1	On the left hand side of the top ledge opposite Kiwi. Jump and fire left (if you have bombs you must get as far left as possible).	1-4 Where there are 2 Extend Life Pills
1-2	Shoot the baddies and collect the blue E on the floor to the right. Now hop back to the point you started at and stand on the the last two blocks on the left side of the second floor. Shoot towards the left wall while doing tiny hops, and the warp will appear.	1-2 Where there are 2 Extend Life Pills
1-3	From the starting position there are 12 ledges and a wall to the right. Go to the other side of the wall and fire to the left towards the second ledge from the bottom. Ship required.	2-1 near the end of the round
1-4	If you take the warp at 1-1 it takes you to level 1-4, where the Extend Life Pills are. Fire left.	2-1
2-1	Above your kiwi friend is a small tunnel which takes you to some stair-like ledges leading to a small cavern where there are two fruits. Fire at the fruit on the right. Ship needed to reach tunnel.	3-4
2-2	Find a balloon and float up to where the bears on balloons emerge. Stand to the right of the green left-pointing arrow and shoot the bears balloons away. Repeat this until the warp appears.	2-2 just jump to save the kiwi
2-2	There is a ledge with a green arrow pointing right. Jump up into the water.	2-2 takes you halfway through the level
2-3	Follow the first water you come to. At	2-3 takes you halfway

- the end are two ledges with spikes below. Stand on one ledge and fire at the other.
- 2-4 Just before you rescue the kiwi stand on top of the steps and shoot towards the right wall for the warp to appear.
- 4-1 Above the Extend Life Pills is a tunnel. Fire above the 2nd letter from the right. You must be on a duck ship for it to work.
- 4-4 Below the kiwi to the left are some spikes. Stand on the left hand side of Fire while doing tiny jumps (fire right)
- through the level
- 3-1 takes you past some deadly bullets (and the octoous)
- 4-2
- 5-1

When you reach the ice whale, move to the right-hand side of the spikes, avoid the crystals, and wait until he picks you up. Once inside the whale, you can start shooting, but avoid the ice drops.

Meeting the rock monster without bombs makes him difficult to pass. So collect bombs, go to the highest platform and shoot him. Kill it by either dodging the bullets and hitting it when the doors open, or by fireballs.

The last boss you encounter is the balloon seal. He cant be killed, by blows to the body, so you must hit the balloon. Be careful for the balloon seal is armed with a cannon and shoots cannon balls at Tiki.

1.79 nick faldo's championship golf

The tricky control system can be best mastered by following these tips. Don't concentrate too hard on wrist snap, - concentrate on the double click more (Wrist snap only adds 10% more power). Get used to less difficult clubs first, such as the three wood with it's larger strike bar.

Type in "MAJORTOM" on the title screen and you get a bonus nine hole course located on the barren planet Mars.

To get a hole in one everytime, choose to play as an amateur, then start the game. When you putt, the {A MULLIGAN} option will appear. Click on {OLD} and your shots should decrease by one. Repeat until you are on stroke one, and put the ball in.

1.80 nicky boom

Level Codes: (press <SPACE> in title screen to enter them)

- 2 MEDIT
- 3 KRATTY
- 4 MIRTES
- 5 ARRAY (ARRAX)
- 6 JANIR
- 7 TRINOS

8 SIXAN (SAXAN)

For infinite lives type "TRONIX" as your password and use the following keys during play: ("TINNY" may also do something)

 Skips to next level
<F1> Gives you a shield
<F2> Gives you ten bombs
<F3> Gives you ten keys
<F4> Gives you ten mega bombs

1.81 nicky boom 2

Level Codes: (press <SPACE> in title screen to enter them)

2 DRACO 6 PALET
3 ATIKH 7 MIURA
4 FIRAM 8 SLORY
5 LURNA

For infinite lives type "DRINN" as your password and use the following key during play:

<BACKSPACE> Skips to next level
<F1> Gives you a shield
<F2> Gives you nine firecrackers
<F3> Gives you nine keys
<F4> Gives you nine ultra sound whistles

1.82 night breed - action

Pause the game and type "RISEN FROM THE DEAD" for unlimited lives. Click on the pass key and make the shape below, now when you click on the START you will have infinite energy.

1.83 night shift

Level Code
02 Cherry, Banana, Banana, Lemon.
03 Banana, Cherry, Pineapple, Plum.
04 Pineapple, Lemon, Pineapple, Pineapple.
05 Pineapple, Pineapple, Lemon, Cherry.
06 Cherry, Plum, Plum, Pineapple.
07 Cherry, Pineapple, Lemon, Banana.
08 Pineapple, Banana, Pineapple, Cherry.
09 Pineapple, Lemon, Lemon, Cherry.
10 Lemon, Banana, Plum, Plum.
11 Banana, Pineapple, Cherry, Plum.
12 Cherry, Plum, Banana, Plum.
13 Plum, Cherry, Banana, Pineapple.

Type "ET" or "EP" on highscores to activate cheat mode for infinites.

In the highscores enter your name as "MPICKLE". Restart the game and you will be able to access the next level(s) no matter how poor you did.

Having got the BEAST running, the best place to stay is the paint control area with the three dials and flush chain. Moving up and down, try to position the scroll so that you can see both the colour in the paint trough AND the toy moulds in use. This way you can make sure that you've mixed the right colour for the right toy.

If you're not careful, a couple of toys can be painted incorrectly when the moulds change. With good timing, you need never waste one. If your BEAST is set up correctly, the first part of a toy to go in for painting should always be the body. When you see the moulds being changed, run to the required paint dial (or flush chain, if necessary) and wait.

You should see the last head from the 'old' toy being pushed out of the mould and enter the bin on the right of the screen. Then the first body of the 'new' toy should be thrown into the left bin. As the 'old' toy's head drops down the paint spray jets, quickly make all the paint changes needed. By the time the jets react, the toy head should have passed through and been painted the correct color, while the jets are now ready to spray the new color on the new body.

Lemmings and lawyers are a pain. Keep jumping and they won't get you. In the later levels, the lemmings start meddling with the BEAST, unscrewing bolts and flushing the paint trough. Leave flytraps beneath the area at risk to deal with that problem.

1.84 ninja mission

While playing, on entering a room, push the joystick in the direction of the enemy and hold the fire button. This will freeze them, making them a lot easier to beat up.

1.85 ninja rabbits

On the difficulty select screen, press <*> on the keypad and then press <C>. The screen will flash to let you now it worked. This will give you infinite lives.

1.86 ninja spirit

Try:

- 1) In-game pause with <F9> and press <LEFT SHIFT> press <F9> to unpause and you will find that the collision detection has been turned off.
 - 2) Press <F9> to pause the game and then press all the lettered keys at the same time. The game will restart and you will be invincible and have infinite time.
-

3) Pause the game, and press <CAPS LOCK>, then <CTRL>, then <SHIFT>, restart the game, with infinite lives and no collision detection.

Type "NO HUNS AT HAMPDEN AND NO SKOL AT IBROX", then press keys <0> - <9> to select that level.

1.87 ninja warriors

Press the <CAPS LOCK> and type in one of the following cheat codes, don't forget to include the spaces! Press <CAPS LOCK> again to turn it off and activate the cheat mode:

```
"A SMALL STEP FOR A MAN"  jumping baddies jump off screen
"CHEDDAS" or "CHEDDAR"    infinite credits
"GENESIS OF DALEKS"      photo-negative screen mode.
"KYLIE"                   flip screen upside down
"MAY THE FORCE BE WITH YOU" infinite energy
"MONTY PYTHON"           enemies walk on backwards
"OPEN THE POD BAY DOORS HAL" infinite shurikens
"SKIPPY"                  enemies bounce
"SNOW WHITE"              ninjas become dwarves
"STEVE AUSTIN"            <S> toggles slow motion on/off
"THE TERMINATOR"         body parts explode when you die
"WARP FACTOR ONE, MR SULU" or (after <CAPS LOCK> press <1>-<6> for level)
"WARP FACTOR ONE,MR SULU" or
"WARP FACTOR ONE MR SULU" skips levels
```

1.88 nitro

Enter your name as "MAJ" and you will be awarded 5000 fuel points and 50 coins.

Just type "NITRO" to skip to the next level.

1.89 no second prize - thalion

On the main option screen, type "HUMAN ATE ALIEN". A color cycling bar will appear at the top of the screen letting you know it worked. This will give access to all tracks and the use of the following keys during play:

```
<F1> Restart race
<F3> Toggle collision detection on/off
<F5> Do a 180 deg turn
```

1.90 north and south

An easy way to kill off enemy armies is to, in battle mode, bring your infantry to the bottom of the screen, move backwards to get them into retreat formation, then move forward to the enemy. You will see that the enemy cannot get quite as far down the screen as you and so they are stuck trying to move downwards. Now you can just advance and shoot them all down with minimal losses. This will only work when playing the computer of course. It may be harder to win if your human opponent has read this hint as well!

1.91 nova 9

There are several cheats in this game. Press these three keys together:

<CTRL>, <ALT> and

<HELP> Shield recharge & Damage fix

<RETURN> Adds Lasers & Rockets

<CURSOR UP> Level skip

1.92 nu

On the title screen, type "JOSHUA" and a message will appear {GREETING PROFESSOR FALCON....}. You will now be blessed with infinite lives.

1.93 nuclear submarine

1 do ur own inventory management. max of 5 objs.

2 parser is very particular of what u type in.

eg. "tv" cannot be used instead of "T.V."

u. look bunk -> rkey. open locker -> mariner's book. read book twice.
 n.n.n.n.n.n.d. push button in device controlling reactor.
 n.n.d. get salt. u.n.w. wake crew.
 n.d.s -> dinner. n.u. put dinner in stove. cook dinner. s. eat dinner.
 e.e. lift weights. w.n. open hatch & door.
 u -> wrench. d.d -> tool kit. u.s.d -> decoder. u.s.s.
 put decoder in radio. s.u.s.s.s.s.s.w.d.
 fix train. n.u. open hatch. u -> wkey. d.e.s. open door.
 d -> radio manual. u.n.n.n.n.n.d.n. read manual. fix radio.
 use radio. remember the combination. n.w.
 open safe using the EXACT combination (case & space sensitive) -> tape.
 e.n.w. put tape in player. watch T.V. e.n.e. open locker -> AR outfit.
 w.s.s.s.s.u.s.s.s.s.s.w. push button on ballast. e.n.n.
 open door. wear outfit. d. look reactor. s -> bkey. n.u.n.n.n.d.n.n.n.n.n.
 open locker -> uniform. wear uniform. s.s.s.s.s.u -> microphone.
 d. in main control room. say "surface". u.n.u. open hatch. n.

1.94 oil imperium - reline

1. When you sell all your oil in the beginning you get a lot of money.
2. When the prices are low, save the game and start it again.

1.95 ollies follies

To skip levels, wait until the game is running and type in one of the following codes:

```
05 FRANK 09 FANDA 15 NORBI 19 ZOOM
```

1.96 one step beyond - pushover 2

Level Codes:

```
01 48474 26 44215 51 40001 076 27720
02 39943 27 26705 52 56488 077 04473
03 22881 28 05384 53 30953 078 32193
04 62824 29 32089 54 31905 079 36666
05 20169 30 37473 55 52858 080 03323
06 17457 31 04026 56 09227 081 43312
07 37626 32 41499 57 62085 082 17765
08 55083 33 45525 58 05776 083 61077
09 27173 34 21488 59 02325 084 13306
10 16720 35 01477 60 08101 085 08847
11 43892 36 22965 61 10426 086 22153
12 60613 37 24442 62 18527 087 31000
13 38970 38 47407 63 28953 088 53153
14 34047 39 06313 64 47480 089 18617
15 07481 40 53720 65 10897 090 06234
16 41528 41 60033 66 58377 091 24851
17 49009 42 48217 67 03738 092 31085
18 25001 43 42714 68 62115 093 55936
19 08474 44 25395 69 00317 094 21485
20 33475 45 02573 70 62432 095 11885
21 41949 46 27968 71 62749 096 33370
22 09888 47 30541 72 59645 097 45255
23 51837 48 08509 73 56858 098 13089
24 61725 49 23514 74 50967 099 58344
25 48026 50 16487 75 42289 100 58344
```

1.97 oops up

Level Codes:

```
01 PO01 21 G8LD 41 XPE5 61 OOT8 81 SA3A
02 DK51 22 P49X 42 UP9F 62 TI27 82 S4A9
03 30FJ 23 A0A5 43 AQ1Q 63 W3RE 83 LA8D
04 FL59 24 39VS 44 S046 64 9O5W 84 MUE0
```

05 Q058	25 XPE4	45 VE96	65 TRP2	85 ER7E
06 FA20	26 FE5C	46 X94B	66 6GI3	86 NEPT
07 5F6J	27 CXE5	47 E114	67 REWQ	87 W8GA
08 CKD4	28 32H4	48 D824	68 IPOU	88 PI31
09 NF05	29 PD30	49 84D5	69 HGF6	89 2I10
10 D04G	30 10F4	50 S04L	70 FUK0	90 A234
11 40V8	31 D947	51 FOR0	71 30RT	91 X3Q1
12 FDL0	32 FD4G	52 2FF7	72 JUEE	92 NEC1
13 V03D	33 DK48	53 R4KG	73 MIRO	93 GUF7
14 49F8	34 206G	54 39GH	74 GULU	94 A3K9
15 WAQD	35 DK39	55 PW04	75 JUG8	95 C5J0
16 X038	36 DGLO	56 OEP5	76 R2T7	96 JH90
17 UU09	37 DO49	57 R4G6	77 TUP8	97 JUBI
18 40FJ	38 6P05	58 MF03	78 KOP9	98 V069
19 X03C	39 FO49	59 OW75	79 BIWI	99 T800
20 DK49	40 4G7H	60 MC90	80 EB01	100 4799

1.98 operation lemmings

To pick a level from which you can start from type "CYB Computers" in the high score table.

Swearing at the high score table brings up a few messages as well.

1.99 operation thunderbolt

Enter name as "WIGAN NINJA" for infinite lives in the highscores. Now hit <F2> or <F7> for level-skip. Type SPECCY MODE on the highscores (need 50,000 points) to bring on twice the number of enemies.

Enter your name on hi score table as "EDOM TAEHC" ("CHEAT MODE" spelled backwards) for infinite lives

Usually you have to shoot equipment boxes to get the laser sight, but press <F8> and <FIRE> at the same time on the title screen and you will start a 1 player game with laser sight. For 2 players press <F2> instead of <F8> on the title screen.

Hit the following keys in sequence to have the laser sight throughout the game:

<F8>, <F7>, <F6>, <F5>, <F4>, <F3>, <F8>, <F1>, <F1>, <F1> (one player game)

<F8>, <F7>, <F6>, <F5>, <F4>, <F3>, <F8>, <F2>, <F2>, <F2> (two player game)

1.100 operation wolf

At the end of a level between when you kill the last bastard and the time the appears, rolling the mouse down causes damage to decrease.

Pause the game with <F1> and aim your gun while paused, then unpaue.

1.101 ork

Stand by a computer and pull down and press <FIRE>. Now point the cursor in all four corners of the options screen, the cheat mode will now be active. Now exit the screen and press any of the following:

- <A> for Ammunition
- <F> for Fuel
- <H> for Help or top up Health
- <RETURN> to Take off or land whenever necessary
- <E> replenish energy.

1.102 oscar aga

On the level select screen, enter the door marked {SCREEN 2} The Horror Level. After the level has loaded and before you press <FIRE> to start the level, push up on the joystick and hold down <K>. While still holding both, press <FIRE> to enter the level. Once the level has started you can let go of the joystick and <K> key. Now press <ESC> to skip levels.

1.103 osiris

Level Codes:

02 HIPPO 27 STARS 52 ALIGATOR 77 CLAIRE
03 SAHARA 28 KAFTAN 53 ABBIS 78 BRIDGE
04 OSIRIS 29 STARTREK 54 AMDUAT 79 MIDSLIDE
05 PIXLERS 30 OUTSIDE 55 THINIS 80 MINARET
06 INCREDIBLE 31 SINAI 56 WRONGWAY 81 HANDSUP
07 TRISTAR 32 PHARAO 57 ZAGAZIG 82 INTIME
08 AHMOSE 33 BUDDIE 58 SLIPPERY 83 FALLOUT
09 ARENA 34 TRYAWAY 59 ICEHOUSE 84 ISIS
10 ATAPAN 35 BOMBTREE 60 BLIZZARD 85 BATTLE
11 MOSHEE 36 GURU 61 CELINE 86 CAVES
12 BLOCKADE 37 CROCODIL 62 CHESED 87 KOMOMBO
13 OASE 38 MOVEUP 63 CHEOPS 88 CANYON
14 KAIRO 39 CLEANUP 64 TSHADOR 89 CHEPHREN
15 NIL 40 MEKKA 65 TAURUS 90 MANETHO
16 TRAP 41 ISLAM 66 THEBEN 91 ECHNATON
17 RHODOS 42 NOFRETETE 67 SOL 92 DJOSER
18 HALEF 43 FAROUT 68 DAMANHUR 93 NUBIEN
19 STRANGER 44 MINES 69 GRAVE 94 BADARI
20 ENTRY 45 TROUBLE 70 HURRICAN 95 SABBATH
21 ABUSIR 46 DELTA 71 KLEOPATRA 96 GAZA
22 BASAR 47 KUWAIT 72 MENES 97 BLOCKOUT
23 HORUS 48 NAPATA 73 SPHINX 98 UNAS
24 ENEMIES 49 RA 74 OMAR 99 MULLAH
25 CHOKMAH 50 SAKKARA 75 HOROS
26 OLISQUEST 51 SYSIPHUS 76 DOWNWIND

1.104 out to lunch

Enter "FEEDME" for the password. Cheat activated should flash near the bottom of the screen. You will now be presented with a selection menu. You can play any level and all the secret levels.

Level Codes:

- 2 TZATZIKI
- 3 PLANTAIN
- 4 FAJITAS
- 5 WONTON
- 6 CHOUX

1.105 outrun

While playing, type in "RED BARCHETTA" (This cheat may only work with the European version) or "STARION" and use the following keys:

- <T> Increase time by 10 seconds (after 100 seconds time looks garbled)
- <G> advance a stage
- <S> Skip Level
- Restart current level (and get bonus points)
- <X> Quit
- <D> Save screen in Degas format
- <Q> Program info

1.106 outrun europa - us gold

Pause the game with <CTRL> and type "ORINJ". Press <HELP> to skip levels and press <CURSUR UP> to add time.

1.107 outzone

Level Codes:

- 08 SOUTHSIDE 15 R MATTHEWS 22 Z
- 02 CHARLEY 09 HUELSBECK 16 TEXAS 23 DRACULA
- 03 BREWSTER 10 BFIDEL 17 J BURNS 24 POLEDOURIS
- 04 RV W RAMA 11 BITMAP BRO 18 SILVESTRI 25 STARDUST
- 05 THE ABYSS 12 M BIEHN 19 T HOLLAND 26 SOON
- 06 JCAMERON 13 FACTORY 20 CAULDRON2 27 HORROR
- 07 LBRITISH 14 J HIPPEL 21 MOORCOCK 28 TALES

1.108 over the net

First, choose a one set game, play the sea-cup and enter one team or two human players.

When it's your turn to serve, move the non-serving player up to the top of the court close to the net.

This will force one of the computer players to follow him.

Now do a jump serve (push up and fire), then hit the ball to the other computer player by pushing right then down. The ball should drop between him and the net and he should miss the ball. Hopefully this plan should work. I don't know if it works with the other teams like Coco, Freaks etc but it works with the Rollers and the Golden Boys."

1.109 overkill aga

Enter "NZL" for your initials on the high score table. When you restart the game you'll find you have infinite lives.

1.110 overlander

- * When cruising the highway don't stop shooting.
- * Always choose the highest paid mission.
- * Buy fuel carefully - only enough for that level.
- * After level 1 you MUST buy a leanburner.
- * Try to stay in the middle of the road and travel fast - travelling slowly only burns more fuel.
- * Fire bombs are more useful than smart bombs when you learn how to use them.
- * Bulletproofing is necessary after level 2.
- * When travelling through the barriers the best speed is 90-120mph.

Level 1:

1. Select counterfeit money.
2. Fuel up to 14 notches on the fuel guage.
3. Get turbo, 4 battering rams and two flare bombs.
4. After the first bikes slow down or the gunners will kill you.
5. Destroy trucks from as far away as possible.
6. Slow to 100-150 mph to negotioate barriers.
7. If you stay in the middle lane when you come to the wrecks you wont die.

Level 2:

1. Select kidnapped official.
2. Fuel up to half full.
3. Buy leanburner, a few bullet proofs, rams, and flare bombs.
4. After first bikes there's a nasty surprise in the valley below.

Level 3: DARKLANDS

1. Select plutonium.
2. Fuel up to half full (if you have leanburner - if you don't then fill up to the max.
3. Buy rams, bullet proofing, flare bombs and lives if you need them.
4. The toughest part of the course is early on, so don't be afraid to let loose with the flare bombs.

Level 4: THE GUTTER RUN

1. Select illegal chemicals. fill up to max level.
 2. Buy maximum rams, bullet proofs and as many lives as you can afford and flare and smart bomb depending on your bank balance.
-

3. The barriers are every where on this level and you will need to be at 90 - 100 mph to avoid them all. Try to save your rams for later in the level.
4. The alleys in 4 are real mean. Smartbombs and bullet proofing are your best chances of survival.

Level 5: GRAVEYARD

1. Choose the president. Fill up to maximum fuel.
2. Buy everything \$40,000 up front plus whatever you had from the last level should be enough, lives should be on the top of your shopping list followed by rams, proofing, brakes, armour and weapons - don't bother with the wheelblades!
3. Do the same as for the last level. Because your car's at maximum everything, this level shouldn't prove too difficult.

1.111 oxyd magnum

Level Codes:

```
01 12315524 11 44590444 21 30124217 31 62087948 41 76588783
02 98242163 12 35787325 22 70220598 32 64526776 42 85245124
03 89693796 13 68099940 23 65870799 33 58468944 43 52876649
04 12343596 14 88815926 24 20527223 34 14213476 44 50310209
05 93255867 15 13236967 25 06002006 35 76231232 45 57899374
06 07659199 16 24629215 26 94254906 36 27333386 46 13834195
07 96549204 17 49344163 27 86510660 37 18604278 47 96169827
08 31222519 18 11076228 28 86993842 38 03298891 48 89062821
09 63343665 19 65670965 29 98493601 39 99454196 49 99490654
10 40222617 20 22763196 30 04496947 40 41961156
```

1.112 p-47 thunderbolt

Type your name in as "ZEBEDEE" on the high score table.

- <F1> Skips Level and
- <F2> Renews Lives

1.113 p.p. hammer

If you press <1> on the keyboard - you will instantly obtain any item that you want.

Level Codes:

```
01 NO PASSY 02 TCJHHTCE 03 ABGHBSUE 04 DWWGDJTD
05 WVJFUICC 06 SUGFWHUC 07 ASWERFTB 08 ERTDTEHA
09 AJFCGDVA 10 THCDIBIW 11 AGSDCAHW 12 EFIADWCV
13 BDBBVUJU 14 UCVBATEU 15 BBGVRSDT 16 FADWTRVS
17 AVUAGIFS 18 TURSIBHR 19 BTDSGAR 20 FRARFESJ
21 BJJUWDCI 22 UIGUBCUI 23 BGWTSATH 24 FFTHTWHG
25 REFHSVVG 26 RCCHFTJF 27 CBSHHSIF 28 CAIIBRDE
29 JVBBDIRD 30 JUVJUHF 31 CTICAGDC 32 CRBDRERB
```

33 RJUDTDFB 34 RIGWGCEA 35 CHDWIBWA 36 CFTVBWFW
 37 SERFEVAV 38 SDDFVUWU 39 DBAEASRU 40 DAJDRRBT
 41 RWGDTJTT 42 RUWDGHSS 43 DTTDJGGS 44 DSFIDFVR
 45 SJCJFDJJ 46 SISJWCIJ 47 DHIGBBDI 48 DFBHRWRH
 49 TEVHJVFH 50 ADHVSUEG 51 ECESFTWG 52 AAURHRGF
 53 SWRUBJBE 54 WVDUDIAE 55 ETATVGSD 56 ASJWAFBC
 57 TRCWREAC 58 AIWVTCSB 59 EHIWGBCB 60 AGGAIUAU
 61 UEWBCVSW 62 BDTBEVGW 63 FCFCVTUV

TO USE THIS CODES YOU MUST USE THE NAME "TRITON", BECAUSE THE PASSWORD CALCULATIONS IS BASED ON THE NAME!

1.114 pacific islands

On the filling screen simply pop up a file and instead of your name type in "Let me cheat!" (making sure you include the capital and exclamation mark). Now instead of pressing <RETURN>, hit the Reset button. The number next to the losses column will now be 1, and this shows you are in the cheat mode. Now type your name in and you can get into the game as normal. When you reach the map screen where you choose which battle area to attack, you are now able to get to any of the squares on the map simply by holding down <RIGHT MOUSE> while clicking on any square. In this cheat mode there are two major facilities. If you press <LEFT AMIGA> and <W> during a scenario you will automatically win the battle. And if you go to the map screen during the game, and select a destination using the mouse, then pressing <LEFT AMIGA> followed by the number of the unit you are playing (1, 2, 3 or 4), that unit will instantly go to the destination marked.

1.115 pacland

During play hold down <S>, <I>, <U>, and press <RIGHT ALT>. There should be a slight pause and the ghosts will reset to the starting position. This will give you infinite lives.

When the title screen appears, type "AVALON". It should flash indicating you now have unlimited lives! If that doesn't work, try the following:

Start a 2 player game. Make it as far as you can with player 1. With player 2, you must be able to make it as far as the fairy to collect your boots. Now that you have gotten your boots, you are going backwards to where you started. Push the THIRD cactus on the way back, and a yellow pacman will appear. Get it, now kill player 2. Continue playing with player 1. Every time player 1 dies, get the yellow pacman with player 2 and kill player 2 immediately. As long as you keep getting the yellow pacman with player 2, player 1 will never die.

Hints:

Level 1 Run to the third fire hydrant, and when you get there, jump over it and push it to the left. This will give you a blue hat that will make you invulnerable to the little ghosts that fall from planes.

Level 2 Run to the third cactus, and push it to the left. You will now be invulnerable for the entire level!

Level 3 After getting your magic boots, push the third cactus on the way back for a free life.

- Jump on the roof of ghost's car to escape
- Only use powerpills when ghosts are in range, or else it is wasted
- When you reach the breaktime sign, jump when you are about 1 inch away for a bonus (depending how high you are when the level ends)

1.116 pandora

Complete Solution:

- 1: Wait a few moments for amy to appear.
- 2: Take ID Amy and find the Second Officer. Pick up the Lazer Rifle from the table next to him.
- 3: Put Lazer Rifle into backpack-don't use it yet.
- 4: Find the Engineer, take his ID and the Sonic Driver.
- 5: Find the Lt Commander, take his ID and carry it.
- 6: Find the Commander, take his ID and carry it. Also take the Code Blue and Code Scarlet.
- 7: Find the Captain, take his SDI disk and leave the ID Lt. Commander.
- 8: Shoot the Ice Lord with the Lazer Rifle.
- 9: Carry the ID Engineer to go through the force field.
- 10: Find the AWOL officer and take his ID.
- 11: Carry the Sonic Driver and head for the Robomechanic.
- 12: Swap the Sonic Driver for the Code Ochre.
- 13: Carry the SDI Disk and go to the SDI computer.
- 14: Give the SDI computer these items in the following order: SDI Disk, Code Scarlet, Code Ochre and Code Blue.
- 15: Carry the Engineer's ID and exit the Engineering Section. Then swith to ID AWOL.
- 16: Go the transporter and enter along the arrow.
- 17: That's all folks.

1.117 pang

On the map screen, type in "WHAT A NICE CHEAT". The picture should then turn purple and allow you to travel to any location.

1.118 panza kick boxing

The best moves to use are upper cut, round house, low leg kick. The low leg kick is useful for keeping your opponent out of range and on target for a round house followed by an upper cut. The double backfist is also very powerful and often provides a knockout punch.

If you are losing a fight, and don't have much chance of recovery, then press <ESC> so that your stats remain intact.

Efficient boxer:

A 34
B 5
C 17
D 11
E 8
F 32
G 4
H 33
I 1
J 55
K 10
L 25
M 16

1.119 paperboy

A hundred points are scored for the successful delivery of a paper into a mailbox or on a doormat.

Fifty points are scored for picking up a bundle of news-papers - this also resets the number of papers you have to eight.

Bonus points are awarded for breaking windows, lamps and gravestones and for knocking the lids off dustbins.

Go for as many broken windows as possible, as these will build up your bonus total which is added to your points total at the start of the target course.

Don't throw away your papers recklessly - make sure that you have enough left for the deliveries before the next bundle pick-up.

Don't ride over drains or manhole covers as these will cause you to crash.

Don't bump into anything that moves, as this will cause you to fall off your bike - some hazards may be stopped in their tracks by hitting them with a paper.

If you deliver a paper to every house with a mailbox (subscriber), you will score a perfect delivery and will be awarded an extra subscriber on the following day.

Don't hit the man in front of houses with mailboxes, otherwise you will lose their subscription on the next day.

If you fail to deliver a paper to a subscriber's house, then he will cancel his subscription and will not be available on the following days.

THE TARGET COURSE:

250 points are scored for hitting a target.

On the target course, ride flat out - do not slow down. Use your papers to hit only the targets - not points are scored for breaking the orange blocks with your papers.

Riding your bike over the ramps will replenish your supply of papers.

If you complete the course in time, the remaining time will be converted into bonus points and added to your points total.

1.120 paradox - 5th dimension

Enter one of the following for the password:

"ENDINGTIME" game ending

"AVOIDING FATE" 100 lives

Level Codes:

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

1.121 paradroid 90

On the title screen hit <F3> to bring up an options menu

The extra ship is the Pirate Mothership. To reach it, collect the Grafgold Key hidden on every ship. (The Grafgold Keys are usually found under crates and so on. Collecting a key keeps the Pirates at bay for a further three minutes. A 5000 point bonus is given for completing a ship with Grafgold key.) Complete the final ship with every Grafgold Key to be beamed aboard the Pirate Mothership for a fight to the death.

1.122 parasol stars

When you are in Ocean World on the fourth level, paralyse all the nasties and get the purple heart in the top left corner (if there is one). Get all three green fruits, and you will be transported to the last world.

On level 3, world 3 kill all the nasties who are in the box. Some green pepper-like things should appear and if you collect them all you'll be transported to the hidden world.

The cheat mode is activated by typing "CYNIX" or "A WORD" during the game. You can then use the following keys:

```
<M>  get all three stars
<T>  end the stage
<G>  kill all the badies on the screen
<1> - <7> skip to that stage
<C>  extra credit
<F1>-<F10> skip to that level
<D>  die
<B>  skip to bonus screen
<X>  skip to extra level
<L>  extra lives
```

Start a one-player game and plug in the mouse into player two's socket. Press <RIGHT MOUSE> to clear a level. (Try using a Sega Genesis controller with three buttons to play the game using this cheat method.)

1.123 pawn

After completing the game, once you have examined the listing type in "DEBUG". You will see the ">" prompt change to "]", and you will now be invincible, able to wander anywhere in the game without being hurt. Try typing in "DEBUG" at the beginning of the game for the same effect.

1.124 pegasus

On the title screen press <P> and enter "FRUITBAT" for the password. On the main titlescreen when press fire is flash use the <CURSOR LEFT> and <CURSOR RIGHT> to select the starting level. During play use any of the following keys:

```
<F1> Add extra lives
<F2> Select power-up (press <SPACE> to activate)
<F3> Add extra shots to special weapon
<F5> Advance levels
<F7> Shield
```

Enter "CATFOOD" for the password for greets.

Level Codes:
10 JUPITER

11 SCREECH
20 CHRISTMAS
21 DRAGONFLY
30 COSMOLOGY
31 BEEBOP
40 PENTAGON
41 CELESTIAL
50 COATHANGER

1.125 pengo ii

Enter "CHEETAAH" for your password and use <HELP> to skip levels.
Enter "ULTIMATE" to view the ending.

Level Codes:

0 POSTCARD	4 REPLAMAN	8 BULLROAR
1 U2U2U2U2	5 RIVERGOD	9 XENOCIDE
2 SILENCIO	6 GAUSSIAN	
3 NEURONET	7 BJORK4U2	

1.126 persian gulf inferno

Blowing the locked doors: press <SPACE> and stand back.

Every picture in this game is an IFF ILBM. You can change them using a painting program.

Game controls:

Joystick movement and shooting
Function keys weapon change (if you got them)
<SPACE> blowing the doors (when locked)

Symbols:

u up
d down
l left
r right
od open door

Go to the stairs, u, l to the lift, u (by lift) to 5th floor, r to door, od, r, od, back to lift, u to 7th floor, r, od, back to lift, d to 4th floor, l to the end of corridor, upstairs to the top floor, l, od, back to stairs, downstairs to the lowest floor, r, od, l to the end of corridor, od, back to stairs upstairs to higher floor, l to stairs, upstairs to the higher floor, l, od, back to stairs, upstairs to 7th floor, l to the stairs, downstairs to 4th floor l, od, r to stairs, upstairs to 9th floor, r to the end of corridor, od, back to stairs, upstairs to 10th floor, l, od, back to stairs, downstairs to 6th fl, l to the second lift, u to 12th floor, l, od, back to lift, u to 16th floor, r to lift, u to 18th floor, l to the end of corridor, downstairs to 17th floor, r, od, cut the green wire.

1.127 personal nightmare

The safe can be opened by reading the date on the painting.

FIRST SOME RULES FOR THE GAME

- 1 When you leave a room, just close any door you've opened
- 2 OBJECTS signed with <POLICE> must be delivered to police at least at the 4th day.
Its better to do it rightaway when you find the things
- 3 Opponents who are there only for information I didn't mention because the list would be too long

THE FIRST DAY.

FIRST WAIT TILL jimmy leave the PUB. Do follow him.

JIMMY is lay down on the street.

When you 've examined him.You find in ROOM a key.

A FILM and a PLATE WITH A NUMBER.Take it all with you.

Go back to the pub and wait till MR.ROBERTS leaves.

Examine COAT and take KEY.

Now go to REGISTRY OFFICE.READ PAINTING on the wall.

Open the safe with DIAL 1815.

Take PAPERS and close SAFE.

In the ROOM you find a CERTIFICATE <POLICE>.

Now go to IVY COTTAGE.In the kitchen go WEST to the PHOTOLAB.

Here LOOK under TABLE and find a PHOTOMAGAZINE.

Click this one in INVENTORY and a VOUCHER will be to seen.

VOUCHER=BORG/BEWYS/BON/VRYKAART Maar dat wisten jullie al ?.

Put MAGAZINE back.SOUTH of the kitchen there is a TOOLBOX.

You find in ROOM a SLEDGEHAMMER,SECATEURS,MUZZLE,and with LOOK BEHIND PAINT PODS an OILSTONE.

Now go to the CHURCH.enter the OFFICE and open desk by HIT DESK WITH HAMMER.

Take the KEY.And now go to the CHURCHYARD.

At the STATUE where the FAMILY-VAULT is go down type..

LOOK IN WEEDS (its near the big statue)

and GET GARLIC.Go now to the PRESBYTERY(pastorie).

On the floor HIT WALL WITH HAMMER 3X!The built in woman you see now CUT FINGERS WITH SECATEURS to get fingers of here.

Now you can take PRAYER BOOK.And READ PRAYER BOOK.And put it back.

Back in the livingroom examine CHAIR and take WOOL.

Go to the first floor and just enter the BOXROOM.

Here LOOK IN BOOKS.And find in ROOM the book TREASURE ISLAND.

Click on it and the SAVINGS BOOK you see.TAKE IT with you.

Go now to the CHURCHYARD again and go down into the FAMILY-VAULT.

Here you find a COFFIN . What else do you expect to find in a family-vault?

And here lives the vampire MICHAEL WILLIAMS (we kill him later!)

OPEN the door behind the coffin.UPSTAIRS and DROP SHOES.

You are now in HONEYSUCKLE COTTAGE !

Enter the left room and type EXAMINE ALICE,GET KEY,LOOK UNDER BED.

Get out and take on your shoes again and DROPP LADDER.

GO UP THE LADDER.

Open the doors to the GARRET.GET JUG.

And FILL JUG WITH WATER and POUR WATER over SUIT

The WITCH is dead?

Free the woman by UNLOCK JUDY. First go now to MANOR HOUSE.
Here from 23.00 hours HIT DOG WITH STAKE. When the beast gets closer
just kill it with RETURN.
Now enter the house and jump over the hole in the ground by
SWING OVER HOLE. Upstairs and get into the room.
EXAMINE the coat of the BODY. TAKE the BOTTLE.
And get back to the PUB.
Go to your room and PUT into the WARDROPE the next things..
BRASS KEY, STAKE, SHINEY KEY, YALE KEY, VICARAGE KEY, MUZZLE, SECATEURS,
CERTIFICATE, BRIEFCASE and LEI.
Go to the PUB again. TAKE BUGLE and go to the kitchen.
IMMEDIATLY type PUB PLUG IN SINK, Otherwise you can get a knife
into your BRAINS. IF YOU HAVE NO BRAINS IT DOESN'T MATTER.
LOOK IN WASHING MACHINE. Herein you find JEANS.
GET KEY.
Get back to your room and BUGLE IN WARDROBE and get some SLEEP.
AIN'T THAT MUCH DOING ON ONLY ONE DAY??

THE SECOND DAY.

First we EXAMINE the room in the PUB.
And than we (YOU) go to JONES' ROOM.
Its the room nextdoors.
GET MIRROR.
ROOM.
Click PILLOW and GET DIARY. UNLOCK DIARY.
<POLICE>.
Find the policeman (he is probably near the postoffice)
And GIVE DIARY TO POLICEMAN.
Now go to the GARAGE and wait for MR. MASON opens the doors.
LOOK IN BIN.
And here you find the SECOND PLATE WITH A NUMBER !!
<POLICE>
Your first way is to go now to the POSTOFFICE.
Hand the SAVINGS BOOK over to the POSTMISTRESS. And BUY STAMP.
Than LOOK IN DISPLAY STAND and take an ENVELOPE.
Put stamp on envelope and PUT FILM and VOUCHER INTO it.
And outside warp it into the POSTBOX.
Now you go to the FAMILY-VAULT to kill the vampire.
The MIRROR MUST be in your INVENTORY!!
In the family-vault you've to wait till the COFFIN LID opens.
Now go W-W-W-W and wait till the vampire reaches just at your nose.
And type REFLECT LIGHT WITH MIRROR and
COUNT DRACULA AINT NOMORE ALIVE.
Go to the street somewhere and wait till the clock hits
0:00 hours
Go back to the PUB and wait on the FRONTDOOR.
Now MR. MASON has to come and wants to OVERRIDE us (YOU!).
Immediatly when the car arrives go to the N-E.
Do this as long as the CAR HITS THE TREE. Get into the car
and OPEN GLOVE BOX and TAKE KEY. Now back to your room and
GET BUGLE and go to SLEEP. PHUUUUUH ANOTHER DAY.

THE THIRD DAY.

The third day starts with a SUPPRISE.
TONYS TINNSOLDIERS wants to SHOOT you!

As they arrive in the picture just type SOUND BUGLE
and they FUCKOFF.Infront of your door you'll find a POPGUN
and TONY'S CATS in ROOM.Get the gun and DROPP the WOOL.
Type SHOOT POPGUN and TAKEOFF CORK.
Put away POPGUN and CLEANBOTTLE.Get the shortest way to the CHURCH.
Go rightaway INFRONT of the ANGLE and PRAY.
The angle gets to cry and type PUT TEARS IN BOTTLE.Close the
bottle by PUT CORK IN BOTTLE.
Get out and go to the GARAGE.
Here you've to go to the DESK and LOOK OLD PAPERS.
GET BILL.
<POLICE>
Get back to desk and LOOK IN BENCH and GET SPANNER.
Get behind to the car and PUSH RED BUTTON
to ACTIVATE the HYDRAULIC-LIFT.
Get under the car and CLEAN SUMP NUT and TURN SUMP NUT to open it.
Now PUT OILSTONE IN OIL and GET OILSTONE for oiling the stone.
Now get your ass to ROSE COTTAGE and find a ROBE in
the BEDROOM-WARDROPE.
CLICK on the FRUITS in the livingroom.And now a NOTE appears.
<POLICE>
Get your bloody ASS together and go to the PUB again.
Wait till it is 18:00 hours and SLEEP.
!%!^#@!!ANOTHER BLOODY DAY ALIVE !!

THE LAST DAY.

Get down at the bar and WAIT as long as the bar openes.
Now you get a kind of PHOTOBOOK from MRS.JONES
GET PHOTOS and give'm to the POLICEMAN.
CONTROL NOW FOR ALL THE OPPONENTS TO BE AT THE POLICE.
Only don't take the CERTIFICATE.
Back to the PUB to INVENTORY SUIT,SHOES,RAINCOAT,OILSTONE,
SLEDGEHAMMER,ROBE,BOTTLE,MUZZLE and...
REMOVE HANDLE FROM MUZZLE.And put back muzzle into WARDROBE.
Go to the MANOR HOUSE and WAIT till 23:00 heures.
Go to the front of the house and go WEST to the
MAUSOLEUM.
HIT MAUSOLEUM WITH HAMMER to ENTER.
Now GET AXE,PUT HANDLE ON AXE,SHARP AXE WITH OILSTONE.
WEAR ROBE.
MOVE COFFIN and get down.Go to the door and wait.
Short after 12:00 hours arrive TWO ACOLYTES out of the room.
CLICK on the door when they have gone.
When arrived at the other room immediately
HIT ACOLYTE WITH AXE.
When the message come "YOU REALIZE THAT THE CHIEF
ACOLYTE IS YOUR FATHER"
Kick on the RETURN KEY.
Now you stand infront of the DEVIL HIMSELF!
Do fast HIT DEVIL WITH BOTTLE.
And now you think all place is clean ? DON'T YOU THINK?
WELL I (M W B) DID IT AGAIN.

1.128 peter beardsley's international soccer

Continual tapping of <FIRE> while in possession of the ball prevents other players from tackling you.

1.129 pga tour golf

Before you tee off on the first hole click <FIRE> for the tournament statistics. Look through all of these and then play the game as usual and you'll find that your opponents have dropped quite a few shots. Do this on each hole, and by the end of the game the computer players will be quite a way behind you.

1.130 phantasia iii

When you go to deposit some gold and asked how much type 9999999. This is turned into a deposit of 27009. Do not deposit any more or your account will go back to nothing.

1.131 pharaohs curse

Type "SPHINX" to start on level 2 or type "RAIDER" for level 3.

1.132 photon storm

Pause the game and type "YOUR-MIND-IS-MY-ASHTRAY" for invincibility. Were the <-> (minus signs) are on the main keyboard.

1.133 pinball fantasies

After you loaded a pinball table and it scrolls up and down you can enter these codes (WITH spaces, no Return required)

Enter these cheats before you select the number of players:

```
"FAIR PLAY"    Disables all previously entered cheats
"EARTHQUAKE"   You may 'tilt' the table as you like
"EXTRA BALLS"  Gives you 5 balls instead of 3
"DIGITAL ILLUSIONS" The ball cannot leave the table
                (You can only leave the game by pressing
                <P> for pause and <ESC> to quit the table)
"VACUUM CLEANER" Clears the highscore list
"HIGHLANDER"   Makes your ball heavier
"TECH STUFF"   Technical stuff
"THE SILENTS"  Message
```

```
"ULF"      Message
"OLOF"     Message
"MARKUS"   Message
"ANDREAS"  Message
"BARRY"    Message
"FREDRIK"  Message
```

1.134 pinball magic

When the exit to the next level opens, you can press <F4> to go to the next level.

1.135 pipe dream

Level Codes:

```
5 HAHA
9 GRIN
13 REAP
17 SEED
21 GROW
25 TALL
29 YALI
```

1.136 pipeline

Level Codes:

```
FOLD
EYES
EGGS
TEAR
PEAS
DUCT
PODS
```

1.137 pipemania

Level Codes:

```
4 GRIP
8 TICK
12 DOCK or DUCK
16 OOZE
20 BLOB
24 BALL
28 WILD
```

For a 4000 point bonus, you need to get the flooze to cross itself FIVE

times. But remember not to get too cocky, and wait until the end of the pipe to do this.
There is also a secret bonus of 50,000 points if you completely fill the screen with pipes.

1.138 pirates

When fighting against unbelievable odds don't panic. Choose the long-sword. Keep using the slash-high attack to cause the most damage. You may get down to only one man left, but you can still defeat the enemy captain. After you win, select Send A Prize Crew so you will have enough people to sail your ship.

Don't attack a nation your home country is allied with, it will upset both of them.

Don't wed till you've got all your promotions, your opportunities will be much better. Make conversation with all the Governor's daughters, however, they might gather important information for you from the Governor's mansion.

1.139 pitfighter

Start the game as normal, and while playing, hold down <LEFT SHIFT> and type in "LOBSTERS". Now you can use the following keys for various effects:

<1> to <0> Jump to selected level (on keypad ?)
<C> Jump to championship level
<G> Jump to grudge match
<L> or <E> Jump to elimination match

1.140 The Plague

First make your score end in a three (by shooting the bubbles). Then hit <P> to pause the game, then hit <ESC>, then click "No" when asked if you want to play again. This takes you to the title screen with the drooling barbarian. Now type the following
"KOM JE ILLEGAAL DOOR DE PLAAG DAN GRIJPT DE JUNGLE COMMAND JE IN DE KRAAG",
then hit <RETURN>. Border should turn green. Hit <FIRE> to return to game. Now you have infinite lives. You must do all this on Level 1 before you are killed even once.

1.141 planetfall

The third in Infocom's wonderful series of Science Fiction Adventures is Planetfall. You will be delighted by the humor of the game. It is always charming you somehow. The game features

several logical puzzles that can be solved with no greater magic than common sense. The point of the game: You begin on the spaceship Feinstein. You are lowly cleaning help scrubbing the deck, when all of the sudden the ship explodes--and by an accident of fate you happen to be standing near the escape pod right at the moment. You jettison from the Feinstein and land on a nearby planet with a strange mystery. It seems to have been recently abandoned for no reason. Survival is point one. You'll need food and rest. Repair many of the broken machines that you find. And then figure out why everyone is missing. Let's get started. Deck Nine - All you have to do is keep waiting until the explosion - stay here - you'll be entertained (randomly) by the Ambassador from Blow' K-bibben-Gordo. After the ship explodes immediately go Port. Get in the Webbing. Wait -- until the Pod lands and the Emergency Kit appears. Get out of Webbing. Take kit. Open Door. Go up. Keep going up until you get to Courtyard. Drop the brush and your ID. (You won't be needing the brush or the ID - they are excess baggage.) Go north to the Plain Hall, then go NE. Go east until you get to the corridor Junction. Then continue south until you get to the Machine Shop. Go west to the Tool Room, take Laser (but drop the old battery) take the pliers and the flask and the Metal Bar. Then go back to the Machine Shop and put the flask under the spout. Then go north to the Corridor Junction. Then go east till you get to Booth 2. In Booth 2 drop the Laser and the pliers. Then go west to the elevator lobby and push both buttons. Then go west till you get to the Corridor Junction. (If you're hungry, open the kit and enjoy a treat of goo.) From the Corridor Junction, go south then go east. Take the box. Then go back to the Booth 2. Drop the box. Then go back to the Corridor Junction. Now go north to the Administration Corridor, go north and south between the South Administration Corridor and the Administration Corridor until you see the glint of light (random). Then search the crevice in the Administration Corridor South. Hold the bar near the key (it's a magnet) and bingo...you got it. (If you don't get the key the game can't even begin.) Now drop the bar once you have the key. (If the bar comes in contact with any of the cards you'll find that they get scrambled--something you will regret.) Now go to the Mess Corridor. Unlock the padlock with the key. Drop the padlock and the key and open the door. Drop everything except your uniform. Take the ladder and go back to the Administration Corridor. Drop the ladder. Open the ladder. Put ladder over the rift. Then go north over the ladder. Then go west into the offices. Open the drawers in the desks and take the kitchen card, the shuttle card, and the upper elevator card. By this time you should be getting tired. It's important that you find a place to sleep that is safe. Go back to the Dorm Area and get in bed. When you wake up you'll be bright and chipper for tomorrow.

Get out of bed and take your things. Go to the Mess Corridor. Go south into the Mess Hall. Take the canteen and open it up. Slide the kitchen card through the slot and go south. Put the canteen under the spout and push the button. Take the canteen. You've now found an unlimited source of food. Just make sure that you keep your canteen filled and you'll be O.K. Go back inside the Mess Hall and drop the Kitchen access card. Now go back to the Machine Room. From the Machine Room, go east to the Robot Room. Search

the robot. Then turn it on. Go to the elevator lobby. Go south inside the lower elevator and drop the lower card and the shuttle card. Then go to the upper elevator. By this time your valuable friend Floyd should be bugging you for attention and loving. Eat when you are hungry...it's better to eat from your canteen than the kit. You might want to save the goo in the kit for emergencies. Just go back to the kitchen and refill your canteen when you need to. But don't forget to drop the kitchen card in the Mess Hall. Go to the Upper Elevator. Slide the upper card through the slot. Push the up button. Wait. When the elevator door opens go south then go northeast to the Comm Room. Pay attention to the color of the flashing light. This will be the same color koulant that you'll have to get in the Machine Room. Go back to the elevator, activate the elevator and go downstairs to the Machine Room. Fill the flask. Push the same color button as the flashing light in the Comm Room, then take the flask. Go back to the Comm Room and empty the flask in the hole. Pay attention to the new color light. Take the flask back downstairs to the Machine Room and push the new colored light koulant code. Take the filled flask back upstairs and empty the flask in the hole again. Do this one more time (there are three lights in all). This will fix the Comm Room. You can drop the flask since you won't be needing it any more. Now go back downstairs to the elevator lobby. Don't forget to drop the upper card in the upper elevator. Eat if you have to, but try to only eat from the canteen. If the canteen needs to be filled, do it now. Go to the lower elevator. Slide the lower card through the slot. Then push the down button. Wait. Drop the lower card and take the shuttle access card. When the elevator stops get out by going north. Then go east. Go south and then go east. Slide the shuttle card through the slot. Push the lever up. Do it again. Wait until the display says 60. Then push the lever down. Again. Wait until the shuttle slides into the station. Go west and drop the shuttle card. Go north, then go east. Go east again. At the fork go southeast to the Project Corridor West. Go east to the Project Corridor. Then go south to the Projcon Office. Go east to the Computer Room. Take the output and read the output. (By the way make sure that Floyd joins you in the Computer Room.) With Floyd go south. Then go north until the Project Corridor east. Then go east to the Main Lab. From the Lab go south. Search the lab uniform pocket and take the card and the paper and the battery. The paper has the clue for opening up the combination lock in the Rec Corridor (a puzzle that you'll never need). Go back to the Project Corridor East. Then go north to the Library Lobby. Play with the machine if you want. It's very good for clues about the whys of the story, and a lot of fun to translate. But time is of the essence. Go east to Booth 3. Slide the card through the slot and push the beige button. Zap!!! You find yourself back in Booth 2. Take a look around; everything you put inside the Booth is waiting for you. Slide the card through the slot again and this time push the tan button. Wheeeeeee! Now you and your supplies are back in Booth 3. Take the pliers and the bedistor. Go west. Then go north. Then go north again to the Course Control. Open the cube. Remove the fused bedistor with the pliers. Drop the fused bedistor and the pliers. Take the good bedistor and put it in the cube. Close the cube.

Go to Systems Corridor West. Go down into the Repair Room. Make certain that Floyd is with you here. If he's not, just wait and he'll turn up. When Floyd shows, tell him to go north. When he comes back, tell Floyd to take the Fromitz. Go back to the Systems Corridor. Then go north to the Planetary Defense. Open the panel. Take the second board. Put the shiny Fromitz in the socket. Close panel. You have now completed the middle portion of the game. Eat when you have to. Now go to the Main Lab. Open the Bio-Lock, go southeast then go east. Make sure that Floyd is with you. He'll volunteer for an important mission; let him. Open the door, close the door, wait, open the door, close the door. Floyd will be out of commission. Take the card and sing your song about the legend of Starcross. Go back to Booth 3. By now it's late in the day and time for rest. Once in Booth 3, slide the teleportation card through the slot and push the beige button. If you still have time before you rest, go ahead and fill your canteen in the kitchen, then go to sleep in the dorm area. By now you're starting to feel pretty sick. If you didn't get a chance last night to fill your canteen, you'd better do that now. Head down to the Booth 2. Do your teleportation routine. Drop the teleport card, and make certain that you have the miniaturization card. Take the laser with the new battery. Go to the miniaturization booth. Slide the card through the slot then -- type 384 (that was the number from the computer output). Please do a game save at this point because you won't be able to waste any moves after this. You have shrunk down to the size of a chip. At Station 384 go east to the Strip near the station. Then go north to the Strip near the relay. Look inside the relay. Make sure that your laser is set to 1. Fire the laser at the speck. Keep on doing that until the speck is no more. Once that's done, turn the dial on the laser to 6. Now head back south. Oh no! A killer microbe. Fire the laser at the microbe. Keep firing until you find yourself holding a HOT laser. Once the laser is HOT, throw the laser over the side. The microbe will follow the laser and vanish to its death. Now head back to the Booth. From the Auxiliary Booth go north to the Lab Office. Do another game save at this point (this will be your last chance to take a rest). Search the desk, then take and wear the gas mask. Push the red button. Open the door. Go west into the Bio Lab. Open the lab door. Go west to the Bio-lock west. Open the Bio-lock and go west into the Main Lab. Run back to the Projcon office. Go south into the Cryo-elevator. Push the Button. Whewww!! Just wait a little bit and now all will come clear.

1.142 platoon

Type in "HAMBURGER" at the title screen. The word 'Cheat' will appear below the credits. Press <FIRE>, then <F5> when the jungle screen comes up. Your man is now invulnerable to the attacks of the little Commie @#!!\$&*s.

From here

- <F1> starts you where you are,
- <F2> puts you at the location of the explosives,
- <F3> takes you to the bridges that you have to blow up,
- <F4> takes you straight to the village where the entrance to the tunnels is hidden in one of the huts.

From here on the cheat no longer works, the game runs as normal and you can die but it certainly gets you further along the track.

If you type "-HILL" or " - HILL" (where the hyphen is the minus on the keypad) after you have typed "HAMBURGER" when the credit screen re-appears the words {MEGA CHEAT} will appear when the credits scroll. You get additinally to above:

<F5> immunity from everything

1.143 player manager

- 1) Buy a few young, cheap players and keep them in the squad for a whole season. Next year, their price will have increased and you should have no trouble selling them for a huge profit.
- 2) Only buy players with very high agility ratings, as this effects all their other attributes. If agility is high (about 200), expect the player to become an excellent footballer, given a season or two.
- 4) Remove 8 or 9 players from your team, then after 2 or 3 big defeats you will receive sponsorship.

1.144 plundered hearts

```
get up: inventory: look under bed: take coffer: examine coffer: x
smelling salts: read tag: x banknote: look: {Andy Crulley
arrives}: hit andy with coffer (2x): wait: {Nicholas Jamison}:
read missive: yes: wait: {... TWO DAYS LATER ...}: get up:
inventory: wait: {Cookie, deaf but capable}: wait: wait: look:
examine window: open curtain: wait: {Jamison returns, gives you
brooch}: {Rodney will stay with me, if men go to help captain}:
take coffer: open coffer: take invitation: read invitation:
{Lafond, governer of St: Sinistra}: n: d: n: {notice the fuse!}:
x cage {gap of 6 inches}: n: take bottle [1pts]: {hear Crulley
and his plan}: take mirror: s: look: inventory {notice the canvas
hatch}: s: u: open door: enter bed: take clothes [1pts] {breeches
and shirt}: n: s: x window: {ladder!}: throw coffer through
window [1pts]: undress: wear breeches: wear shirt: grab ladder:
s: grab ladder: u (4x): [1pts]: n: n: n: x winch: read lever:
pull lever up [1pts]: enter shack {Cookie says sth: about signal
+ crows nest}: take dagger: out: s: look: x barrels: open canvas:
x frock: {..."often tearing"; will happen later if you don't do
it yourself, which is a good hint!}: cut frock: put rag in water:
d: throw rag at fuse [1pts]: u: s: enter cask: cut line [1pts]:
take slab of pork: wait (3x): get out of cask: w: {Helena Louise
to the east}: n: e: move bamboo slat: tell jamison about crulley:
wait: yes: wait: w: w: n: e: wait: take garter: w: s: ne: u:
undress: take gown: wear gown [1pts]: n: e: d: s: show invitation
to butler [1pts]: s: wait: {library;passage?}: wait: {signal men
from upstairs window....}: wait: {call me Nicholas.....}: wait:
open door: s: n: yes: {Lafond}: wait: examine ring: {Butler will
summon you! [1pts]}: e: n: n: take hat: x books: take treatise of
```

```

power [1pts]: x globe: press st sinistra [1pts]: n: close
portrait: d: e: e: take horn and key [1pts]: w: s: open door: e:
w: close door: n: w: s: x bottle: read label: put laudanum on
pork: give pork to crocodile: wait (2x) [1pts]: s: w: unlock door
with key: open door: n [1pts]: wait: {meet at beach}: s: e: n: n:
u: open portrait: s: close portrait {Jamison caught....}: u: w:
s: wait: {butler shows you!}: n: e: e: open door: n [1pts]: {blue
goblet for your....}: drink wine: fill blue goblet: put laudanum
in blue: {notice spices....}: put mirror in beam {HL signals back
[1pts]}: wait: {question: green goblet mine?}: yes: {he switches
them, so you get the green, good one!}: drink wine: {butler
drinks blue and will regret it!}: wait (3x): [1pts]: {thump-phoosh}:
take spices: blow spices at Lafond: [1 pts]: s: n: take
all: s: w: d: Cookie, follow me: e: n: take hat: take treatise of
power: push st sinistra: n: d: s: s: take rapier: fight crulley
with rapier (2x): [1pts]: close trapdoor: give smelling salts to
jamison [1pts]: unlock chains with brooch [1pts]: n: n: u: s: s:
w: u: e: s: untie rope: take rope {1 move before: ...Nicholas
cannot move}: go down with rope [1pts]: take all: s: s: s: take
stone: x stone: yes: take pistol: load pistol: [1pts]: wait:
shoot crulley [1pts]

```

1.145 pod

On the title screen, type "BIGCOUNTRY" and then a level number.

EXAMPLE:

Type "BIGCOUNTRY45", then press <F1> (1 player) or <F2> (2 players).
You will start on level 45.

1.146 poing

On the title screen, hold <LEFT SHIFT> and press <[> to enter the editor.

1.147 police quest 2

Your business card, which you need for your locker combination, is in your wallet.

1.148 pool of radiance

Once you find any item you can make as many copies of it as you want.

- 1 Create a dummy character.
- 2 Load a saved game and transfer all the good items to the dummy.
- 3 Remove the dummy character from the party.
- 4 Load the dummy character back in.
- 5 Transfer the items to other members.

6 Drop the dummy character from the party.

7 Repeat steps 4-6 as many times as needed.

This also works for Curse of the Azure Bonds and Champions of Krynn.

1.149 popeye 2

Level Codes:

2 SUBURBAN

3 SOOTY

4 DUCKULA

1.150 populous

On the title screen, type "KILLUSPAL" to warp to level 999.

Fill the landscape with the maximum of 200 people to force one of the three hidden monsters to appear.

First load the conquest game as usual, and click on the game setup icon. Then select custom game and go to game options, changing anything you like. Finally click on evil, then two players, and then cancel. The enemy will now be unable to alter the landscape, preventing him from making any progress.

For Level Codes see German Part.

1.151 populous ii

Type "ADKITAKDVGZLRGWZ" at password prompt. This should give you maximum everything. It may be "ADKIUCMCZNDIFINL", "ADKIUCKBZNZEFIWX", or "ADKITDMEVQDPXWTN".

To activate lightning, hold down <LEFT MOUSE>, press <1> on the keyboard, and release <LEFT MOUSE>. Now the lightning remains and your manna won't decrease.

Also, try typing in "MUSIC" as a special code for different music and click on the writing that goes round the game area for special effects.

For Level Codes see German Part. There are also the Codes to the Challenge disks.

1.152 The Power

Hold down any of the following key combinations during play.

<CTRL>, Background scroll stops

<LEFT SHIFT>, <RIGHT SHIFT>, <T> Time stops

<LEFT ALT>, <RIGHT ALT>, <H> All hearts collected
 <LEFT AMIGA>, <RIGHT AMIGA>, <S> Skip levels
 Level codes:

2 LEVEL2 3 VISUAL 4 COWBOY 5 URGENT
 6 OOPSUP 7 TOPTEN 8 D14DH7 9 ASDFGH
 10 SOLONG 11 SURFIN 12 RACKET 13 BULLIT
 14 QRAZZY 15 36F6FR 16 UNLINK 17 PIXXEL
 18 EUROPE 19 NEWTON 20 FREEZE 21 LAUNCH
 22 M7MS49 23 GALVAN 24 KLOWWM 25 INDIGO
 26 JINGLE 27 JOGGER 28 INSIDE 29 5P25PS
 30 KNIGHT 31 HINOON 32 NOBODY 33 GOODIE
 34 OQZAYB 35 ELTRIC 36 187293 37 QROVVY
 38 DOUBLE 39 ROLLER 40 CLOSET 41 SLOWLY
 42 BISNEZ 43 124816 44 TARGET 45 ANZING
 46 VOHDOH 47 Z97531 48 WOODIS 49 Y2X3W5
 50 XUQZOX

1.153 powerdrift

Select any course except D and win all the races (you must win them to get a gold medal - finishing in the top 3 is NOT good enough!). Collect all the gold medals and you enter a bonus round on a secret course with you in control of the F-14 Tomcat from Afterburner! (With no collision detection) Do the same thing on course D and collect all the gold medals and this time you will be in control of the Super Hang-On bike!

1.154 powerdrive cd³² - us gold

Level Codes:

5 CLJBUCXFQBBCLG2XXMHX
 6 BUPBOFFFQBBDWYQXMHM
 7 BQDUJB2VQBBFLNCHXMHR

1.155 powerdrome

Here are some tips on the various tracks:

Oval:

The secret with this track is to use as much afterburner as possible, but without blowing up your engines. Keep your eye on the temperature gauge. This track is fairly wide, so switch the centering field OFF and pick up speed. Go around as fast as you can.

Antacorp:

A difficult track. Turn the centering field up to four or five, which will put you in the middle of the course. When you go through the underground chicane, hold down <RIGHT SHIFT>. This will take you through the vertical scanner without slowing down; then straighten.

Clortek:

Shortly after the start line, you will encounter a trench. Don't waste your time flying through it; just go over it. When you reach the pressure gate, which is around half way, don't slow down. If you're going to crash into it then slow down. Hopefully this won't occur, but in this instance it's no use fighting the consequences. When you come out of the exit, switch the afterburners on. Go for speed on this next stretch.

Otyaka:

It's main section's underground, very dark and at first quite difficult. The track careers from left to right so turn the centering on at around level five. Once you emerge into the open, you'll come across a nasty right hand hairpin, so hold down the centering key again. This section takes some practice.

Banzal:

So named because it really is the hardest track. Crank the centering up as much as possible but reduce it down to six if feasible and necessary. You'll encounter the same kind of underground dip as on the Otyaka course, so use the same tactics.

Apocalypt:

This section has an alarmingly tight hairpin situated three corners from the start. Take it using centring mode. While underground you will go through a loop de loop. You get through this using gentle movements of the mouse, with centring set around six. This should see you right.

Estoria:

Back into sunny climes and a fairly wide track. Bomb around the course with a low centring setting or none at all.

General:

As you've probably noticed, the centring field is a pretty useful gizmo in this game. Specifically introduced to the Amiga version, the centring field should make Powerdrome accessible to beginners.

1.156 powermonger

In winter, take a lone captain to the north of the map. Leave him there, but keep an eye on him, because apparently he starts shearing a sheep. And then, apparently, he eats it.

Instruct your captain to invent something, pause the game, put the game speed up to full, and wait a couple of minutes. Now unpaue the game, the captain will have kept inventing during the pause!

When you wish to invent in double quick time, click Invent and when your men leave, click on it again. This often makes a catapult immediately. This cheat works only once on each island.

1.157 powerplay

Remove disc B from the drive and replace it with a blank disc. You should now be asked the same question every time.

1.158 predator

If your energy gets on the low side, simply press <F10> to restore it.

1.159 predator 2

Pause the game with <P> and type in "YOU'RE ONE UGLY MOTHER". Now restart the game and you should have unlimited lives and bullets and can skip levels by pressing <1> on the main keyboard. If this doesn't work, try typing it "YOUR ...".

1.160 prehistorik

After killing the strange turtle-like creature on the first level, you should come to a screen with two carnivorous fish bouncing up and down in the water, as well as four banks. Do not jump over the first well! Jump inside it and you will fall down into a secret room.

Later on in the first level, look out for a ladder near some water which leads up to a platform and an egg. Climb the ladder, take the egg, then go to the left, into the water, and you will find a submarine secret room.

There is also a way to find some hidden extra food. Go to the third screen of level three and jump forward hitting empty space. The hidden food should now appear.

1.161 premier manager

Dial any of the following on the phone:

753423 Gives you an amazing goalie
781560 Sets everything to 99 and gives you \$20 million
250967 Sets tackling (TK) to 99
000123 Sets passing (PS) to 99
220769 Sets shooting (SH) to 99

1.162 premier manager 2

Go to the phone and dial:

781560 You will be presented with a fruit machine
896610 You won't lose at the fruit machine.
000123 You will lose.

089869 to get the club secretary. When you click on her leg or boobs she screams. If your directors (supporters) confidence and managerial rating are at 100 percent she goes instead.

1.163 premier manager 3

Dial "400040" and your players will have a higher fitness rate and better moral.

Dial "343343" for extra money.

1.164 premiere

On the title screen (the one where it says "Press Fire to roll cameras") type "SPARKPLUGS" to obtain infinite lives. The word cheat will flash to let you know that the cheat works. When you start the game you should be able to skip levels by pressing </> on the numeric keypad or <SPACE>.

How to defeat the end-of-level guard that looks like a bulldog: Watch his hand, and when he has moved his finger three times it means he will reach for his gun - so shoot as quickly as possible. Next time he will fire at you after moving his fingers five times, and finally four times. By anticipating all of his quick-draws in this way, you should always manage to kill him.

1.165 primal rage aga - time warner

On the main option screen, type "GETITON" and a new option will appear.

1.166 prince of persia

While playing:

<SHIFT> + <K> kill guard
<SHIFT> + <+> add time
<SHIFT> + <W> levitate when falling
<SHIFT> + <T> for full strength
<SHIFT> + <L> next level

1.167 pro tennis tour

Climbing the world tennis rankings!
Play the first set; when the score screen appears, press <FIRE>, then <ESC>. The screen will then declare "Game, Set and Match" to your opponent. Even so, you'll find your ranking has just dropped from 64 to around 54. Repeat the process until you find an opponent you can beat!

1.168 project x

If you fly into the first end of level baddie when its jaws opens up, avoiding its fire and being careful not to touch it, you will be presented with a version of Space Invaders. Complete one wave and you will be given three extra lives and be thrown back into the fray.

When you die, pilot your flashing ship down below the score at the bottom of the screen to have a free tunnel of aliens.

1.169 project x - revised edition - team 17

During play hold down <RIGHT MOUSE>, press <ESC>, and quickly press <RETURN> to skip levels. Do not let up on <RIGHT MOUSE> until you have pressed both keys.

1.170 projectyle

Use your scanner to pick up off-screen freeze capsules. In your own zone, hang around the goal mouth until someone takes a shot. This should give you a chance to get the ball straight into the tunnel in the shortest possible time, while decreasing the risk of conceding goals.

1.171 prophecy i - the viking child

Here are the codes to help you get through the game:

DENIS or IMAGITEC The Forest
THE BLIZ or JOJO SRN The Bridge
SHARKMAN or GUSTAVUS The Labyrinth
NYMHARSW or NINJASDL The Desert

Enter any of the following for your name on the highscore table:

"DENIS(E) SYKES" Reduces amount of damage done by half
"BLOWN OUT" a message
"THE BRUNDLE FISH" ?
"NELSON MANDELA" a message
"I AM HUNG UP" a message

1.172 psyborg

Level codes:

ANACREON	KRYPTON	TERMINUS	TRANTOR	KALGAN	ZORGON	SOL
1 N/A	1 7564	1 0722	1 6619	1 0413	1 4640	1 3610
2 1610	2 5027	2 4464	2 7672	2 9411	2 4412	2 2349
3 1510	3 5269	3 9802	3 6765	3 6855	3 2436	3 3482
4 1704	4 7235	4 9972	4 0218	4 9591	4 8883	4 2613
	5 4794	5 2972	5 9336	5 4269	5 5564	5 7292
	6 5804	6 3704	6 1902	6 2022		
	7 4970	7 4425				

1.173 puffy's aga

While playing, press all the Function keys from <F1> to <F7> individually for extra keys, help points and a warp to the next level.

Press <F5> and <F6> together and you will be advanced to level 7. Press to go to level 8 press it again to go to level 9

Also, if you have 2 goms, you can call up a map of the level by pressing <F6> and/or <F7>.

1.174 puggsy

Level Codes:

THE COVE RED WOODS REDWOOD KEEP
 777 726 503 377 726 743 376 726 742
 137 125 743 137 135 347 135 135 347
 066 172 404 066 172 404 066 152 404

STARFALL LAKE SPLINTER TOWN DARKBLADE FOREST
 376 326 746 757 306 356 747 306 356
 325 135 347 224 125 747 220 125 747
 026 172 004 026 172 000 026 172 200

DIAMOND MINES DARKSKULL CAST. DIAMOND MINES
 747 226 376 347 226 776 247 246 576
 120 125 707 121 035 707 031 225 707
 026 572 200 326 552 200 326 552 200

The following code allows you to have free access to all of the other levels of the game: 301 267 676 250 243 717 337 520 412

1.175 pushover

Level Codes:

1 00512 11 07168 21 15878 31 08206 41 31246

```

2 01536 12 05122 22 14854 32 24590 42 32270
3 01024 13 05634 23 14342 33 25103 43 31758
4 03072 14 04610 24 10246 34 26126 44 29726
5 03584 15 04098 25 10758 35 25614 45 30238
6 02560 16 12290 26 11782 36 27662 46 29214
7 02048 17 12820 27 11270 37 28174 47 28702
8 06144 18 13856 28 09222 38 27150 48 20510
9 06656 19 13314 29 09734 39 26638 49 21022
10 07680 20 15362 30 08718 40 30734 50 22046

51 21534 61 17982 71 18559 81 29439 91 28159
52 23582 62 16958 72 22655 82 30463 92 26111
53 24094 63 16510 73 23167 83 29951 93 26623
54 23070 64 16511 74 24191 84 31999 94 25599
55 22558 65 17023 75 23679 85 32511 95 25087
56 18494 66 18047 76 21631 86 31487 96 08703
57 19006 67 17535 77 22143 87 30975 97 09215
58 20030 68 19583 78 21247 88 26879 98 10239
59 19518 69 20095 79 20735 89 27647 99 09727
60 17470 70 19071 80 28927 90 28671 100 44543

?? 11775

```

1.176 putty - silly putty

In the highscores after the games is over (you don't need a high score), type "HEADLIKEAHOLE" and press the <ENTER> on the keypad. Use now <F1>-<F10> to skip levels. This also gives you infinite lives. Hold <SHIFT> or <CTRL> and press the function keys to access the other levels.

1.177 putty squad

Level Codes:

```

CAPRI GAIA PREY CHRIS ARABIA MELON
GONDOLA KATE SPICE CHERRY NICKEL BURGER
ORGAN DREAMER BAZGIBB JET RHUBARD ARIES
FODDER TIMB BUTLER SENNA

```

(may be RHUBARB)

1.178 puzznic

When playing the game, press <SPACE> to bring up the retry screen, but don't release <SPACE>. All the time that it is held down the game will be paused and you can work out what to do without having to rush.

Level Codes:

```

48 ICHI NICH
49 IGAN BARO
50 PASS WORD

```

51 MINA SAMA
52 NO.O KAGE
53 DE.N ANTO
54 KASH IAGA
55 RIMA SITA
56 THAN KYOU
57 MAID OOKA
58 IAGE ITAD
59 AKIM ASHI
60 TEAR IGAT

1.179 quadralien

Level Codes:

2 170961
3 010655
4 610169

Tips: Once in the core, you can't quit. So choose droids with good lasers, Jack and Spud for example. The Quadralien mother is made up of 4 separate pieces grouped together and surrounded by Earthling boxes. The mother can only be destroyed by blowing up each box from a different direction. From the starting point there are three exits: north, east, and west. Go east and destroy the first box, return to the starting point, and go north to destroy the second box. You will now have both droids to blow the remaining boxes. Go west through the one-way force field, and get the other. Don't forget to keep recharging.

1.180 questron 2

General hints:

While playing Wizards Squares, I find that the ball usually lands on Red or Blue.

If you have low hit points, watch out for Slasher Boars. Also, steer clear of swamps and mountains, as they contain the toughest of monsters (Hurlers, Ice Urchins, Spikers, etc.). Grub Snufflers are the best monster to meet because they have a much greater profit ratio. (hit points against gold carried)

The game is finished in the realm of sorcerers, in the Dungeon of Despair. You must have about 10,000 hit points and many spells to finish it. An absolute necessity is the "Scroll of Scalna", which can be found in the other dungeon in the realm. The Scroll is a magical map, and it automatically maps your path.

Watch out in the dungeons, and constantly check ahead of you with the "Xamine" command at the bottom of the list of commands, as bear traps or spikes whip up and destroy your amour, or do up to 4000 hit points damage.

Some weapons are better than others for killing certain monsters. Here is a table indicating what weapon is best against some of the different monsters.

Tanglers	Dagger
Wave Slappers	Rapier
Spincers	Rapier
Mutant Carps	Cudgel
Slasher Boars	Spear
Ramdarts	Bow and Arrow
Giant Cockroach	Fauchard
Spiker	Staff

Make sure that you have plenty of food before descending into any dungeons or tombs, as you may get lost and run out of food. This will cause you to starve to death

Some magic items can help you in your quest - If you Use the wand of power, you gain 200 hit points, and if you Use the moonstone amulet, you gain 100 food.

Partial Solution:

Start outside Folman
Redstone Castle
Go hall of visions - use gold key to get in
Speak - GO UP LEVEL
Lyton
Gamble - get about 400 gold
Seacrest
Buy hatchet - weaponry shop
Sell dagger - weaponry shop
Buy hit points
Gamble - get as much gold as possible
Octapoint
Buy ring mail - armour shop
Sell rawhide - armour shop
Buy rope and hooks - travel shop
Buy as many spells as possible - spell shop
Outside Lyton
Fight to get gold from monsters
Lyton
Gamble - get as much gold as possible
Buy hit points
Octapoint
Buy as many spells as possible - spell shop
(you should have at least 30 magic missiles and 30 fireballs)
Rivercrest Cathedral
Loot chest (not the one next to the priest)
Kill the first two guards to attack you
Go into tomb
Get moonstone amulet
Get brass key from Morle
Exit tomb
Octapoint
Buy spells - as many as possible
Rivercrest Cathedral

Outside - fight monsters to get gold
OPTIONAL - Gamble at Lyton to get more gold
Buy bread of life - Rivercrest cathedral
Redstone Castle
Raid Redstone - steal all treasure, kill all guards
(to raid Redstone you must have at least 150 food, the moonstone amulet,
and total hit points [hit points + bread of life] of about 600)
(After raiding Restone, your items should be as follows:
Gold Key, Iron Key, Brass Key, Copper Key, Emerald Key, Unicorn Horn,
Book of Magic, Moonstone Amulet, Rope and Hooks)
Octapoint
Buy spells - as many as possible
Rivercrest Cathedral
Go into tomb - must have at least 250 food and total hit points of about 500
Go to emerald door - use emerald key to get past
Get wand of power
Exit tomb
Redstone Castle
Go hall of visions
Speak - GO UP LEVEL
Get Magical Orb
Seacrest
Buy staff - weaponry shop
Sell hatchet - weaponry shop
Octapoint
Buy bar mail - armour shop
Sell ring mail - armour shop
Buy sonic whine spells - spell shop - as many as you can afford
Buy food
Rivercrest Cathedral
Go to Morle the Magician in the tomb
Speak to him and accept his offer

YOU WILL THEN BE TELEPORTED TO THE REALM OF SORCERERS!!!

1.181 quiks the thunder rabbit

Enter "SUCOLOKU" for the password. Start the game and you will be invincible.

Level Codes:
2 SILIRONE
3 FUNETOC
4 URODECOLE

1.182 qwak

During a one player game when you die and have no more credits, press
<LEFT MOUSE> to restart the game on the level you last died on.

1.183 r-type

Enter your name as "SUMITA." (with full stop) into the high score table for infinite lives.

Load the game; when you get the "insert disk 2 and press space" prompt, press <HELP> and type "ME", then press the up arrow (on numeric keypad ?) Now insert disk 2 and press space. While playing the game:

<F5> makes impervious to collisions

<F6> makes impervious to enemy fire

<F7> infinite credits

<F8> put the orb in the control of a second player with a stick plugged in the mouse port

1.184 r-type 2

While playing, press <P> to pause the game, hold down <LEFT MOUSE> and press <F1>, then release both. The screen will turn green, then press <P> to unpause the game. You are now invincible.

1.185 raider

Level Codes: SHOT DYKE HIGH LINK PEAR KILN BAND

1.186 railroad tycoon

While playing, hold down <SHIFT> and <Y> for lots of money. Stop at about 32 million.

To increase your cash balance by \$500,000, enter the <F1> screen. Hold down <SHIFT> and <4> to produce a dollar sign. You'll immediately inherit lots of money. Apparently this only works from the main continent screen.

1.187 rainbow islands

At the title screen featuring the colour-cycling rainbow, the following codes may be typed in.

SJBLRJSR Slow enemies down
BLRBJSBJ awards permanent fast shoes
RJSBJSBR awards permanent double rainbows
SSLLRRS awards permanent fast rainbows
BJBJBJRS Hint 1
LJLSLBLE Hint 2
LBSJRLJL Continue after Island Five
RRLBBS All hidden food becomes money
RRRSBSJ Does both of the previous two
SRBJSLSB Gives you a 100 Million Points Counter

When you have typed in the code, click up a credit and an icon should appear in the bottom left hand corner of the start screen. This bonus is now operative throughout the game, but you will have to re-enter the code after all credits are used.

Collecting the seven different-colored gems gives you an extra life and a 100,000 Bonus Gem once the Boss is defeated. But collecting all of the gems in the correct order of color (from left to right on the gem counter) not only awards you the life and Bonus Gem, it also grants you access to a magical secret room. When you reach the end of the level, a silver door appears. You don't have to fight the Boss.

Even more useful is how to create any color gem. The screen is split into several invisible vertical stripes of color. When a gem falls, its color is determined by the 'color' of the area into which it fell. Now all you have to do is gauge carefully where the dead enemy will fall to create the gem color of your choice.

On the fifth island you'll find a box in the secret room which you should collect. There's also a gate with a '7' on it, leading to island 7.

For infinite lives, choose three credits, hold down 'QWERTY' keys and press your joystick button. When the game loads you should have infinite lives.

1.188 rajd przez polske - avalon

At anytime, type any of the following:

```
"AKADEMIKRULEZ"   Auto pilot/drive
"WODKAITANCE"     Disables collision with other cars
"PATRYCJA"        Continue after time runs out
"KOCHAMPATRYCJE" Continue after time runs out
```

1.189 rally championships

Find a car you want, but cant afford. Now, leave the game. Find the name of the car you want and .txt, so if you wanted an Escort, you would find Escort.txt. Now use a text editor and find a number (at the beginning). It should look something like 00000012345. Now, replace the places where the 12345 # is and put 0s in there place. Now just leave a trailing 1. Now the car will cost all of \$10. This is not only a way to get the car you want, but makes it cheaper to just buy a new car each time instead of refueling/fixing dammage.

1.190 rally cross challenge

On the fifth track, drive around until you reach the wooden level crossing. Turn the car 90 degrees and drive down the track at full speed, until you reach the end. The race will end giving you 28 race points. When the game starts, follow the railroad tracks and

the screen will go blank. Now you will find yourself with 24 tokens.

1.191 rambo ii

Stage 2: When you are back in camp again, walk to the bottom left.

There is a black shed here. Throw knives at it from the bottom and the POWs will be released. Now go back to your helicopter.

Stage 3: Have another joystick in port 1 and pull it back while pushing the other one forward. This makes your chopper fly faster. A word of warning - don't let go!

1.192 rambo iii

Type in "RENEGADE" on the high score table, then, while playing, pressing <1>, <2> or <3> will take you to the appropriate level.

And now for some tips:

- 1) When inside the 2nd building, wear your IR goggles.
- 2) Don't walk in front of soldiers, since it will trigger an alarm and about 8 soldiers will jump you!
- 3) If you enter a dark room, use the glow tube.
- 4) Never use a gun without a silencer.
- 5) Turn off the electric door with switch located several rooms away.
- 6) The mine detector won't work without the generator.
- 7) The IR goggles won't work without a battery.
- 8) Watch out for IR beams, since they also trigger alarms.

Here's a list of items you can find: arrows, silencer, first aid kit, IR goggles, glow tube, battery, key, mine, detector (in 2 pieces), pistol, ammo, rubber gloves (you never know when you can be expected to perform major surgery!!!)

1.193 rampage

If you're on the last building and a cloud of dust appears under it punch in any direction and keep your finger on the fire button until the next screen is displayed, whereupon you will be able to climb up an invisible building which is in the same place as the last building on the previous screen.

1.194 rbi baseball 2

If you stand in the very top corner when batting it is possible to hit the ball out of the stadium.

When your opponent reaches third base, hold the joystick left, hold down

<SHIFT> and press <FIRE>, and he will be hit out.

When the computer is pitching, press <P> to go to the substitution screen where you can change the computers pitcher for an inferior one.

1.195 rebellion - fun factory

On the title screen, type "I AM GOD HERE." and the screen should flash green. Now press <FIRE> and you will be presented with a cheat menu.

During play press:

<F1> skip level
<F2> ten rockets

1.196 rectangle - turtle byte

Level Codes:

	A	B	C
01		898071	912789
02	534662	350807	497786
03	478656	717464	450208
04	817674	738646	395054
05	790657	232620	430397
06	728636	126108	775057
07	690809	270848	769547
08	161118	286341	746061
09	118675	627935	599396
10	577554	815362	271963

1.197 red planet

- 1 Find all visible items yourself.
- 2 Beam up/down in the transporter.
- 3 To read martian, use your decoder to DECODE it.

hare krishna - shoot.

priest - give salami, then shoot.

canal - swim.

worm - shoot. dig sand with spade.

rat - feed it poison.

bird - drop blaster. throw net.

ridge - climb.

orb - break with sledge hammer. examine trumpet (x=272829)

tree - tie rope to hook, throw hook. climb rope. fix sunship with gear.

maze - decode writing on slabs for direction.

underground drain - pump drain. break glass with sledge hammer. push statue.

rift - jump.

cliff - examine cliff (y=x+1810). fly sunship.

mountain door - open with 27,46,39. get uranium by lighting fuse of dynamite. transport all ore but gold by sunship. for gold, throw it from the summit & pick it up from the base of the cliff.

1st-aid kit - cut tape with scalpel.
Radiation area in space-ship - unlock door with glowing key in the foot locker. eat anti radiation pill & fill power cell with uranium.
Push red button at the computer.

1.198 rescue

Level Codes:

06 Berge 11 Laser 16 Super
02 Level 07 Hoehle 12 Regen 17 Schnee
03 Game 08 Runde 13 Power 18 Zocker
04 Nebel 09 Land 14 Jumpman
05 Chopper 10 Schuss 15 Wasser

1.199 resolution 101

Press <SHIFT> and <A> to go to level 2, <SHIFT> and for level 3 etc.

1.200 return of the jedi

Enter your name as "DARTH VADER" on the high score table, then while playing pressing <F2> will advance you a level.

1.201 return to atlantis

If you fail a mission (ie. the mission is terminated and you have not recieved a "reward" screen) DO NOT return to base or you will lose all the health points spent on the current assignment. Re-boot your computer and play the assignment again, so you will be able to keep those precious experience points each time you re-play the assignment.

1.202 return to genesis

Type "WASP.ASM" on the title screen and then press <F5> for invincibility.

1.203 revelation

Level Codes:

10 Sirens
20 Loader
30 Player
40 Result
50 Dollar
60 Change
70 Finger

1.204 revenge of defender

During play press <SPACE> to view the options screen. Move down to the VIEW GAME SCREEN option and push the JOYSTICK LEFT and hit <FIRE>. The game screen should appear. Center the joystick and press <FIRE> again. The option screen should now reappear. Move down to the SOUND ON/OFF option and push the JOYSTICK RIGHT and hit <FIRE>. Now go back up to the VIEW GAME SCREEN option and push the JOYSTICK RIGHT, while holding the joystick in this direction hold down <RIGHT MOUSE> and press <LEFT MOUSE>. The option screen should change to cheat mode. Now go to resume game and press <FIRE>. You now have unlimited shields and can select any level on the options menu. If it doesn't work repeat the whole thing over (start by resuming the game and pressing <SPACE> to go back to the options screen.

1.205 revenge of the mutant camels

Level Codes:

- 1 SIETCH TABR
- 2 OLLANTAYAMBO
- 3 RAVEADELICA
- 4 NEWCASTLE EMLYN
- 5 DROMEDARIA ZOOPHILIA
- 6 THIS IS BASINGSTOKE
- 7 OCCAM II
- 8 SMOKE ME A KIPPER
- 9 RASPBERRY INFUNDIBULUM
- 10 GOATS GOATS AND MORE GOATS

1.206 rick dangerous

Enter your name as "POOKY" in the high score table and you will be able to continue from the highest level you managed to get to. It is of no use until you can pass level 1.

1.207 rick dangerous 2

Enter your name as "POOKY" in the high score table and you will be able to choose whether you want to play short or long levels.

Simply type "Burn in Hell" on the title screen for unlimited lives.

1.208 rings of medusa

After entering your name, type "DESOXYRIBONUKLEINSAEURE", then press <HELP>. This will give you a cheat menu.

1.209 rings of medusa ii - return of medusa

If you select the selection menu (middle-under) twice, the name {Till Bubeck} will appear. Click on the "I" with <BOTH MOUSE> while holding down <HELP>. A cheat menu will appear.

1.210 rings of zon

On the games options screen press <LEFT AMIGA> to activate cheat mode, then in the game use <F9> and <F10> to cheat.

1.211 rise of the robot

Play the military droid and lose. Then set the options to the following:

```
Difficulty Hard
Timer off
7 bouts
Cinematics On
Shadows On
Screen Shake On
```

Now select two players, and on the handicap screen push left so that the red bar moves about quarter into the player one side and back again about six times until the screen flashes. After this has happened, cycle through the opponents and after the sentry droid, there she'll be. Player two can now play as her, with special moves being; down, towards, up, for a mutation, or; down, back, and up, quickly, to melt and reform.

1.212 risky woods

Type "RIP" in the start picture and use any of the following keys during play:

```
<F1> for more lives
<F2> for more money
<F3> to skip level
```

1.213 road blasters

When on the starting line, type "LAVILLASTRANGIATO", then:

```
<X> Spins Car
<S> Next Stage
<P> or <F> Refuel
<G> End Game
```

```

<1> Mount UZ Cannon
<2> Cruise Missiles
<3> Electro Shields
<4> Nitro Injectors
<0> Remove all Weapons

```

1.214 road rash

On the track select screen, press <F3> for the password screen and enter "11111 02881 RNLKC 5FJ7K". Start the race and then press <F10> to abort. When the screen with the repair costs comes up, press <FIRE> to see the ending. The game will restart at level 1, and you will still have the diablo 1000.

```

00000 00J00 102VS 21JUD   PANDA 600
00000 00J01 113BT 22KDP   BANZAI 750
00000 00R00 013VS 32RV4   BANZAI 750
00000 00S20 117H5 33UV1   KAMIKAZE 750
00000 01421 109G5 448VN   SHURIKEN 1000
00000 01420 019G5 457VO   FERRUCI 850
00000 01S91 0OEGJ 567HM   PANDA 750
00000 01S90 10EGJ 576IK   DIABLO 1000

00000 01000 MTPN8 4NPBI   millions of $, level 4
00000 REDC0 QNGM5 172SU   millions of $, level 1, Diablo 1000

```

1.215 roadkill cd³²

Level Codes:

```

0   LQPONTQNJ0
1   LQPONRHCMN
2   LQPONUPQCK
3   LQPONTMBCH

```

Badland MegaSmash HQPOOOCENT

Some others: LQPONSSFRP LQPONTCONF HQPOOTCMJM PQPOPGSPRT

1.216 roadwar 2000

When you visit certain cities, special options are given to you. For example, in the sequel to Roadwar 2000, Roadwar Europa, if you visit Bordeaux in France, you are given the opportunity to allow your men to indulge in a little wine quaffing, and if you do they get into a drunken brawl. The cities and choices in Roadwar 2000 are:

Anaheim / Santa Ana / Garden Grove

There is an amusement park here - If you allow your men to have a go on the rides, morale is improved.

Dallas / Fort Worth

Here you can get some fuel addatives.

Detroit

Huge power-ups for your vehicles.

Houston

The space research centre is here! You can get some food additives here.

Las Vegas

You can allow your men to gamble. I'm not sure what this does, though!

Minneapolis / St. Paul

The home of the Mayo Clinic. You can get a doctor here.

Napa / Vallejo / Fairfield

Wine country! If you allow your men to indulge some wander off in a state of drunkenness. Lose some men!

New Orleans

The Mardi Gras is in town! If you allow your men to join in with the celebrations morale is improved.

New York

The home of the U.N. - get a politician.

Pittsburgh

Huge power-ups for your vehicles.

San Jose / Mtn. View

You can visit SSI headquarters! Here your game will be altered by an SSI official and you will gain many things (Power ups for your vehicles, doctor, politician, drill sergeant.)

These may not be all of the special cities, though. Explore and find out.

1.217 robbery

As soon as you die or when you know your going to press and hold <LEFT MOUSE> and then press <RIGHT MOUSE>. The level should reset without taking a life.

1.218 robin hood

Here are some cheats. To use them, hold down the <ALT> key and type them in:

370 Outlaw stag hunting

371 Outlaw Robin Hood

372 Outlaw Merry Men

373 Put a price on Robin's head

441 Cycle through the seasons

213 Move to island near Little John
214 Move to spring near Wizard
659 Make Merry men join up
103 Make Marion fall in love with Robin
166 Maximum heroism
167 Minimum heroism
666 Start a church service
828 Legalise Robin Hood

1.219 robin hood - legend quest - codemasters

Enter "PUGWASH" for your name on the high score table. This will give you infinite lives and health.

1.220 robin smith's cricket

To bowl out the computer everytime, simply move the bowler to the far left or the far right of the wicket, set the strength meter to full and the spin meter to around halfway.

1.221 robocop

While playing, pause the game and type in "BEST KEPT SECRET" for infinite shields.

Pause the game and hold down <SHIFT>. Type "ALEX MURPHY" and you can now recharge your energy by holding down <LEFT MOUSE>.

1.222 robocop 2

On the title screen type in "SERIALINTERFACE". Then while playing:

<F9> will replenish lost energy and

<F10> will skip the main levels.

Once loaded press <F3> to access the high-score table and type in "BAMBOOZULEM" followed by <HELP>. You should have infinite energy.

When you're in the shooting gallery don't move the joystick and you will have 1186 targets.

1.223 robocop 3

Hold down <RIGHT SHIFT> and type "THE DIDDY MEN" of "THE DIDDY MEN". Now press <ESC> to get onto the next level. This must be retyped at the start of each section.

During the jet-pack round push <RIGHT SHIFT> and type "MY FRIEND BILL" to activate the cheat mode. If you do it right, you will get to see a limmerick.

1.224 rock 'n' roll

This cheat will allow you to start on any level. Start the game but enter your name as "RAINBOW ARTS". Twelve noughts will then be shown.

To warp to any level, enter the following:

Level number, XX, followed by four digits that when added together equal the level number, XX, and then the level number reversed.

Examples: To play level 6, Enter -> 06 XX 1113 XX 60

To play level 12, Enter -> 12 XX 3333 XX 21

12 = Level number, XX, 3+3+3+3 =12 etc.

Then, while playing:

<F3> gives you an extra pick axe

<F4> gives you an extra speed up

<F5> supplies you with some spikes

<F6> supplies you with some armour

<F7> supplies you with an extra bomb

<F8> gives you an extra parachute

<F9> increases the map depth

<F10> takes you to the next level

<1>-<4> have various effects.

Type "COUNTRY" and a music-menu will appear.

Type "MAGIC MAP" and when you use the Eye the map comes in depth 34.

Find the special hole on level 1. It's surrounded by 3 left pointing arrows. Fall down the hole, and press <LEFT MOUSE>. You are now warped to level 33 (one after the last)!

1.225 rock star ate my hamster

Simply type the word "COLBOPS" and now press

<F7> for extra 100,000 pounds

<F8> to make your band play as well as it possibly can

<F9> to produce maximum crowds at your gigs

1.226 rocket ranger

Tips:

Rescue the professor as this slows down the nazis, they can't use him to

increase their efficiency. You will waste valuable time unless you rescue him from the Zeppelin while he is over the Atlantic. Shooting the gunner in the Gondola is tricky, the best method being shoot below the gunner and move left and right until you are on target. Gradually move up until you hit the Gondola. When you hit it there is a flash, stop firing and after a few seconds you'll be inside the Gondola.

Find the supply of Lunarium before the Fort Knox supply runs out, so infiltrate the Nazi base which receives Lunarium from the moon. It is in South America or Africa, once infiltrated, your agent there will carry on sending you Lunarium throughout the game. You will have to storm the Nazi base first.

NOTE: Possibly don't waste time rescuing the professor, as you will be always too late. Instead use the agents to find rocket factories, and uranium depots.

Complete Solution:

* Starting the Game

When you have loaded the game and you are greeted with the option menu, go straight to the War Room. Now move two of your agents to South America, and place the other three agents in Africa. Forget about flashy Joe on Germany, move them straight to these areas, then exit. Now takeoff. Forget the fuel depot. Enter 23 into your tank to get you to the Atlantic.

* The Zeppelin

On the first screen, the Zeppelin will move from left to right across the screen. You can not hit it with your gun, but you can destroy the torpedoes that are fired at you. Once ten torpedoes have been fired, regardless of whether you have hit them all or not, you go automatically onto the next screen.

On the second screen, the zeppelin is much closer. Here you have to aim at the gondola just below the main airsack. Torpedoes are also fired at you. Try to dodge them; do not bother about destroying them unless they get in the way. The main objective here is to shoot the gondola. If you successfully hit it, a green flash will appear. Do not fire anymore, and you will go onto the next screen. If you accidentally shoot the airsack on the zepp, then it blows up and you have failed this bit. But do not worry, as you have not lost the game. See the 'Barnstoff's Captured' section in this solution for more details.

On the third screen, you will now be in the zeppelin gondola, where Jane and the Prof are. After she says something to you, on the FIRST time you successfully rescue them, you reply like this:

"Loosen up Dollface"

"I like your style"

"I oughtta teach you"

"I took the scenic route"

"Can you use some help?"

Once this has been entered, you automatically fly back to Fort Dix, with Jane and the Prof. Later in the game, the Nazi's capture Jane and the Prof again from the USA, in which you have to attack the Zeppelin again, it happens three times in all. The second time you successfully get into

the Gondola your relies are:

"I'm glad to see you too"
"I just want to help you"
"Can you use some help?"

The third time, your replies are :-

"I'd be happy to leave"
"I just want to help you"
"Can you use some help?"

These replies ALWAYS work successfully if you enter them in the correct order, unlike some suggestions that I have seen in magazines concerning this game !!

* The War Room

You should return here after you have returned from the first zeppelin raid. Your agents should be flashing so read the reports. Your first objective is to find the Nazi Bases. The next objective is to find the 5 Rocket parts, organise resistance in the west, and knock Nazi efficiency down a bit.

The Temple base is nearly always in SOUTH AMERICA, whereas the DESERT BASE is nearly always in AFRICA. Try these places for both bases:

South America: Venezuela, Columbia, etc

Africa: Middle-East, Kenya, East Africa, Egypt, etc.

Once a base is found, organise resistance and fly to it straight away. When you go for a fly, try to visit more than one country if possible. ie, attack a Rocket Factory, then go to a base. Once resistance is organized, Lunarium comes flooding in.

It is also useful having a bash at a Zeppelin Factory, or a fighter base, or a brain washing plant just to slow the Zeppelins down. Once the two bases are found etc, you must locate the 5 parts of the Rocket. It is also useful to try and get Canada, and all of South America turned brown, which means resistance organized, as it gives you extra time for locating rocket parts, as the zeppelins take longer to occupy a country with resistance organized in it.

Try to keep two agents in the left side of the world, leaving three agents to investigate the right part. If you have less than three agents left, and you are still locating the two bases, FORGET IT - start again! Once you have all 5 parts, and enough Lunarium, you can construct your rocket and fly to the moon.

* Barnstoff's Captured

If you blow up the zeppelin (silly bod!) then they are first taken to Germany in a sub, when you get back to Fort Dix, you get a message saying that they are going to get exterminated, and it suggests you fly to Germany. Well I strongly advise you not to. I have completed the game by ignoring this message, it is up to you, but I advise you don't. If you forget about it, you later get another message saying they have been taken to the desert base (one of the Lunarium ones you are trying to

find!). If you ignore it again, they just get sent to the moon unharmed.

If you want to fly to Germany, when you get the message about Jane and the Prof, then you get the Shoot Planes screen.

If you kill them (easy as there are only eight!) you land in Germany, where you get immediately captured, you then get interrogated, and you answer as the zeppelin screen. I never got this right. I once told him that "Hitler eats Babies" in which I escaped to another country, but I did not free Jane and the Prof.

If you are unsuccessful, then when you get the next message about them being taken to the Desert Base, fly to it (that is if you have found it!) and you get captured again, with the same screen as Germany! Which is why I ignored it as I could never get the answers right! As I mentioned before, it is not necessary to go through this bit.

If you fly to Germany when Jane and the Prof are not there, and successfully shoot the planes down, then when you land you get a message saying well done, and Nazi efficiency has gone down by 5%.

* Nazi Efficiency

This is where you can knock down the percentage in the top right hand screen, to slow the Zeppelin down. You do this by your agents reporting about a brainwashing plant, or looting of art treasure, zeppelin factory. If you fly to the country, then all it is, is the plane shoot, and once this is done you get a suitable message saying efficiency down by 10%. It is only worth doing this in the early stages of the game, as the plane shoot gets much harder later on.

* ME 109's

On this screen you are soaring above the clouds, ME 109's attack in formations, the best way I have found is to stay at the bottom and pick them off. This screen, in my opinion, is the hardest screen of the game, except for perhaps the moon shoot out. Once you have been hit three times, then kaput. You'd better have enough Lunarium to get home!

* Takeoff

Make sure you have loaded up with enough Lunarium - a heavy load is harder to take off of course, but if you press the button, in time to his legs being directly underneath his body, you should manage it. Watch out for the lame seagull, and also watch out for the UFO which appears from time to time on the screen where you soar up through the sky.

* The Ack-Ack Screen

This is the attack on the Desert Base. It is at night, and ack-ack batteries come at you from the top of the screen. If you fire your gun a bit before the batteries, you will destroy them. Once you have hit ten you have done it! You can only take three hits from Flak! Very easy.

* The Temple Shootout

This is also very, very easy. This places you in front of a temple, where you have to knock out machine guns positioned at the windows. Pull down on the joystick and the bullets miss you, you have three seconds before the machine gun opens up, so rush to the window and fire slightly above it, and KABOOM! If you get hit three times then you have failed. Once you destroy all guns, the door opens and you have done it!

* The Punch Up

When you fly to a rocket factory, upon landing you have to bash the pulp out of a guard. There are four moves and two ducks, the ducks are useless. The first three guards are dead easy, the last two can be sorted out if you keep the joystick pressed up, and press the firebutton when his face is uncovered, knock his bar down, and BLAM, you did it!

* The Moonbase

Once you have the final rocket part and 500 units of Lunarium, assemble your rocket, load the Lunarium and blast off!
You will then find yourself in the Mine. You have to shoot the women zombie slaves from the platforms in similiar fashion to the Temple shoot out. To hit them stay down until the girls cease firing, then move over and shoot them. Be quick as they will escape on ropes and return. Repeat the process carefully, for those on the right. Don't forget that your vision becomes impaired due to the effects of the Lunarium, so hurry. If you have succeeded, the world is saved! If you are to slow, then Nazi's are in the Whitehouse!

1.227 rodland

Begin play and pause the action. Press the <HELP> key exactly five times (no more, no less). Unpause to resume play and the cheat mode will be active. You will have infinite lives and you can advance to the next scene when you press <SPACE>. Hopefully you should see a tiny love heart at the top of the score and status panel that will show that the cheat is active.

1.228 rolling ronny

To fly and avoid nasties try:

Enter "RONNY" as your name in highscores.

Enter "CHEAT" as your name in highscores.

Enter "TRACTOR" as your name in highscores.

Hit <C> during game play.

Enter "MICHAEL" at the end of game, when you die.

Try pressing <F9> to get energy back.

1.229 rolling thunder

As soon as the digitized laugh has played, type "JIMBBBY" and a message saying the cheat mode is on will appear. You now have infinite lives and can skip levels by pressing <1> or <I>.

1.230 rome ad92

Hold down the <ALT> key and type any of the following numbers:

overall codes:

- 888 Abort game and return to dos
- 998 Freeze for screenshots

HERCULANEUM:

- 764 Starts thunder and lightning
- 826 Starts volcano exploding
- 293 Give host money
- 119 Give host toga
- 275 Force ship to dock
- 472 Win level
- 518 Test stabbed anim
- 337 Test allover anim (dies under lava)

ROME 1:

- 682 Win level
- 792 Add to hector's cash
- 092 Pretends hector successfully came from here
- 442 Evening
- 443 Night
- 624 Start a dice game
- 635 Start a play
- 426 Start a slave auction
- 857 Emperor's speech
- 608 Buy a slave girl
- 719 Buy a slave
- 702 Start games
- 299 Put hector inside palace
- 239 Test thrown to the lions
- 314 Test games interleave
- 012 Test play rehearsals
- 083 Test herald anim
- 283 Test stabbed anim
- 522 Test dice anim

BRITAIN:

- 232 Rainfall
- 233 Fine
- 234 Night
- 235 Day
- 868 Monitor sentinels' strategies
- 490 Win level
- 661 Enable map blips for enemy and friend
- 260 Test lose anim

ROME 2:

- 362 Win level
 - 102 Start registration of candidates
 - 103 Auto register hector as candidate
 - 114 Buy a slave
 - 305 Start games
 - 436 Start election (Hector as candidate)
 - 437 Start election (Hector isn't candidate)
 - 410 Pretend you've borrowed money
 - 792 Add to hectors cash
 - 442 Evening
 - 443 Night
-

551 Own a slave girl
340 Test lose anim
314 Test games interleave
083 Test herald anim
283 Test stabbed anim
522 Test dice anim
662 Test lose game anim (despond)
EGYPT:
691 Enable map blips for sentinals
661 Monitor sentinals strategies
809 Win level
236 Test lose anim
ROME 3:
624 Win level
403 Night
434 Buy a slave
305 Start games
210 Start games
792 Add to Hector's cash
796 Test winning crowd scene (min alive)
457 Test winning crowd scene (min dead)
211 Test games interleave (different from previous levels)
633 Test lose game anim

1.231 rotor

Level Codes:

1 GAG
2 LIP
3 FLY (SLY)
4 MEN
5 AWE
6 TNT

Also, "PIT" allows access to the battle simulator.

1.232 rotox

At any time, type "AARDVARK" and hit <RETURN> for infinite credits.

1.233 rubicon

While playing, pause the game with <SPACE> and type "THE REAPER". (with or without space) You now have infinite lives. Now press:

<F1> - <F7> select weapons
<F10> recharge weapons
Pause + <L> skip levels

1.234 ruff 'n' tumble - renegade

Enter any of the following for the password:

6581 Level 2
3178 Level 3
8392 Level 4
7339 the game ending
6717 Infinite lives

1.235 ruff and ready

During play, hold down <HELP> and press <LEFT MOUSE>. A secret screen will appear. While still on the secret screen press <LEFT AMIGA> 5 times and then press <SPACE> to go back to the game. If you hold <HELP> and press <LEFT MOUSE> again, you will notice that the secret screen now shows that the cheat mode is on. You will now be invincible.

1.236 The Running Man

Enter your name as "DdIiSsKk" on the high score table, and you should now have infinite energy.

Alternatively, here is a complete solution:

Level 1

Right just make your way rightwards kicking the dog occasionally until you spot the crevasse, now, you need to run up to the first ice platform from the floor, and when you are a couple of paces from it, jump, and keep jumping until you are over the crevasse. Once you've done this, the only trouble you'll have is the 'stalker' and a dog. Oh and also once you have killed the 'stalker', the place fills with gas. What you do is this, run right, and kick the 'stalker', when he comes by, the only way he can harm you is by whacking his exploding pucks at you, or whacking you with his stick (whatever you call it, and he doesn't do this very often!) If he comes up behind you, run towards him and kick him, then continue right. It is important that you get as far right as you can, so that when you have killed the 'stalker', you don't get killed by the gas as you are running to the exit.

Level 2

Make your way to the right, when the dog comes give it a boot. Eventually you will come to the brick, pick this up and run with it until you come to the pipe. Now chuck the brick, pick up the pipe, run with pipe to right. You will then find the brick again. Put down the pipe, pick up the brick, and chuck it again, pick up the pipe and continue running right. Repeat this process of chucking the brick, putting down the pipe, pickup the brick, chuck the brick, pickup the pipe, continue right. Eventually you will get to a much needed medical pack. Collect this, then collect the brick and crawl through the metal tube that's ahead, when through, chuck the brick. Go back through the metal pipe,

and pick up the pipe, then go back through the metal pipe again, with the pipe in your hand. Keep running to the right, kick the dog if necessary, chuck the brick when you find it. The 'stalker' will appear, chuck the brick at him, bash him with the pipe, after you have hit him, crawl, as he can't get you if you duck and crawl, then hit him again, don't forget to kick the dog, as the dog can get you when you crawl/duck. Once killed, run for the exit (no gas this time!)

Level 3

Run to the medical pack and collect it, kick the dog when it comes. Keep running until you find the 'stalker'. Don't try hitting him, because if you do, you'll get electricuted. Your objective now is to get past the 'stalker'. If he raises his hand and fires, duck and crawl past him. If he lowers his hand and fires, just run and jump past him. Keep going to the right until you come to the brick. When the 'stalker' comes at you in his battle car, jump at it in the way it's coming at you. This way it won't knock you over. When you have found the brick collect it, throw at the 'stalker', then run or crawl towards it again, collect it and throw it at the 'stalker' again. Keep doing this until he is dead, and run for the exit.

Level 4

Run to the right, kick the dog until you come to the 'stalker'. When you find him, keep moving about until he flies into the air (using his flame thrower as a jet pack). Now keep running about in both directions, and when he comes near punch or kick him, watch out for the flames though - duck. (quack!). When he is a dead duck, go to the exit.

Level 5

Very simple really: keep going to the right, bashing the dogs and biffing the guards, and spiffo, you have reached the exit and finished.
