

Cheats A-G

#####•#####•#####•#####•#####•#####

ABSOLUTE ZERO

Skip Mission:

On the Mission Selection screen type in the quote from the author of the scenario you are currently ON. (The quotes can be found in the Credit's screen (not the job title, the quote) and the author can be found in the Addendum.) Punctuation and capitalization are not required, and neither is spacing, but spelling DOES count

Thanks to: [Matt Hillman <dhillman@netgate.net>](mailto:dhillman@netgate.net)

#####•#####•#####•#####•#####•#####

ALONE IN THE DARK demo

When you see the picture of the armadillo press **space bar** over and over until you're playing. What does it do? I'm not telling!

#####•#####•#####•#####•#####•#####

AL UNSER'S ARCADE RACING

Extra Demo Tracks:

Open the DATA folder. **rename** ROAD131 to something else (like ROAD131original). Now **rename** one of the other road files (132,137, and 139) to **ROAD131**. Start up Al Unser as usual, and instead of the normal track you'll be playing on a different one.

#####•#####•#####•#####•#####•#####

APEIRON

Press CAPS LOCK to pause the game and type any of the following codes (this forfeits any chances of a high score):

HECTOR - 8 lives
SQUISH - Machine Gun
NALA - Invincible
MORRISON - Complete the level
NICE BOX - Curve Gun
DJARUM - Pass through mushrooms
USMC - Adds 5,000 to bonus
NUKE EM - Destroys all nearby mushrooms
SCUMDOG - ???
SNAPPLE - Padlock

Message Easter Egg:

Typing 'X' on the title screen will reveal a trademark Ambrosia hidden message.

#####●#####●#####●#####●#####●#####

ARKANOID

"super-player" mode:

Start the game as normal and then pause the game. Type: dsimagic. Resume the game, and catch the special "DS" capsule coming down. Press a key to get a power

A = sound toggle
B = Boss screen
C = catch
D = extra balls
F = go to last round (level 33)
L = laser
P = player (extra life)
S = slow
W = break to next level
X = let computer play
0 = pause
9 = resume

#####●#####●#####●#####●#####●#####

BARRACK

while the game is paused, type one of these codes:

ECHO : Get 1000 time bonus (?)
ICENINE : Moves you forward to the next set of levels. It also removes all the

balls.

LAND : Get the land shark.

MANA : Five extra lives

ONYACK : Get a free magnet

RIDE : Gives more power (the bar beside the lightning bolt).

SRV : Get a free laser

CIRCLES : Adds 1 glass ball if typed when balls are being born.

CUNIBERTI : Adds 1 ooze ball if typed when balls are being born.

OPTIC : Adds 1 sentry ball if typed when balls are being born.

PLAT : Adds 1 nuclear ball if typed when balls are being born.

Note: If you cheat you won't get a highscore

#####●#####●#####●#####●#####●#####

CASTLES SIEGE & CONQUEST

Hey Robert!

I like the codebook, and in return for the work you have put in it, I will give you a couple cheat for a game. The game Castles Siege & Conquest. Here it is:

When the game asks you to put in your name, and select who you want to be (i.e. Burgandy), fill in all the goodies. Before you click ok, **hold down the shift button**, and hold it down till the game starts up completely. This will give you all kinds of everything (money, knights, food, timber, etc.).

Here is the second:

If you want to speed up the game, like when you are building stuff, like a castle, or sending scouts, etc. hold down **OPTION-SHIFT** and time will "fly".

Thanks to: [Chris Burgy <Hidsysop@ix.netcom.com>](mailto:ChrisBurg@ix.netcom.com)

#####●#####●#####●#####●#####●#####

CIVILIZATION

To see the whole map in the small map window... wait until your screensaver; **After Dark**, or **Disney AD** shows up. Then move the mouse and see the whole map for a few seconds! (This cheat requires After dark or Disney AD screen savers!)

Here's one from [Adam Stasiak <palesius@eden.rutgers.edu>](mailto:AdamStasiak@eden.rutgers.edu)

If you save the game at the end of your turn... quit and then load it again all

the moves your units made and all the work your settlers did is still done but no time has passed (this doesn't help with building city improvements or population increase)

When playing at the higher levels start out as the Romans- you'll usually be given two settlers units to start the game with. Found a city with one and use the other for exploration. If you come across another civilization early in the game use this second settlers unit to attack - I've defeated two cities right off the bat like this (at Emp. lvl.).

#####●#####●#####●#####●#####●#####

COLONIZATION

Hold down the "control" key and type WIN and you'll receive a "cheats" menu.

Make the game run a bit faster by holding down command shift option and type bedtimeforbarney <enter> followed by command - icheatbecauseistink.

#####●#####●#####●#####●#####●#####

CRYSTAL CALIBURN

as in Looney labyrinth, tiltowait during the game enables a cheat menu.

#####●#####●#####●#####●#####●#####

DARK CASTLE

Just as you start to go up or down a set of stairs, hold down the 'duck' key. At the end of the staircase, you'll be walking approx. three feet off the ground, in game terms. This requires some careful timing, so it may take a few tries. Be careful, though; you still can't walk off ledges safely... You can avoid rats and still pick stuff up, however. Enjoy.

Thanks to: [Chase Tingley \(chase_tingley95@blake.pvt.k12.mn.us\)](mailto:chase_tingley95@blake.pvt.k12.mn.us)

It is well known that the shield only lasts for about 8 seconds. To make the most out of it, hit the shield key quickly and repeatedly. This allows one to stand in one spot while the 'nasties' pass thru.

Set your computer date to friday 13th, load Dark Castle and get a pleasant surprise.

Thanks to: [Jonathan Tow \(jtow@acs.itd.uts.edu.au\)](mailto:jtow@acs.itd.uts.edu.au)

Christmas Easter Egg:

Set the date on your clock to **December 25th** using the 'Date & Time' control panel. There should be a few differences in the hall.

#####●#####●#####●#####●#####●#####
DAY OF THE TENTACLE

You need to go into Wierd Ed's room and have Bernard "USE" the **computer** in there **5 times** to get to the old maniac mansion 1!

By: ddreyer@direct.ca (David Dreyer)

#####●#####●#####●#####●#####●#####
DESCENT

Some happy happy codes:

Hi I got alot of codes for you!

type in all except the one with a * then push the the buttons

gabbagabbahey	= cheats enabled!
scourge	= wowiezowie wepons!
mitzi	= all key!
racerox	= ivulnerabbility on/off!
guile	= cloak on/off!
twilight	= shields recharged!
farmerjoe	= warp to which level?
* option-f	= full map enter when in map mode
bigred	= super wowiezowie wepons!
buggin	= turbo everything!
bruin	= Extra life!
flash	= exit path illuminated!
ahimsa	= robot firing on/off!
porgys	= mega wowiezowie wepons!
astral	= ghostly mode!fly through doors
lunacy	= robots fly fast, but hardly fire
plectchxxx	= robot painting with texture xxx=001-999
biopsytoys	= start reactor's self-distruction mode
poboys	= start reactor's self-distruction mode

Ryan_Yoong01@blake.pvt.k12.mn.us (Ryan Yoong01)

I've heard that on the modem games put in "hubbahubbayou" cheats enabled and type in "killer" OR "ghost" and your invincible

From Jordan Campbell <icampbel@direct.ca>

#####

DESCENT 2

(for the PC, but will probably be the same for mac)

almighty = invincibility.
gowingnut = guidebot fires mega and smart missiles.

Thanks to: Cody Mead <Margo_Mead@pmug.org>

#####

DIRT BIKE

Track Start:

Start anywhere on the track. Hold down Shift and Option and click on a position before the race starts. However this starts you off at '-1' laps.

#####

DUNGEON MASTER 2

Small Easter Egg:

From the About Box, get the four names of the main programmers. Then edit your characters names to match each of the four programmers. Their pictures should now replace the original pictures of your characters.

Thanks to: JAL (libenson@pricequest.com)

#####

EXILE II

In the tower of Magi in the fourth chapter, go to the teleporter and type the coordinates: eas ter egg for something fun to happen.

LOADS OF MORE HELP IN MY EXILE II FAQ FOUND AT MY EXILE II PAGE:
<http://www.abc.se/~m9343/ROBMAN/Exile/>

FACTORY

Skip to an arbitrary level (for Mac version 1.1)

1. In the new game dialog type # followed by a letter representing the day (day 1 = A, day 2 = B, etc.).
2. Hold down Command-Option-shift-Capslock and hit the OK button.

F/A-18 HORNET

•Select option 2. 'Free Flight, No Enemy Confrontation.' from the main menu. Now, instead of entering 1-4, hit 0. The screen should go very far to the south. Is there more to this backdoor?

•Hold down OPTION while selecting "Tour of Duty" from the "Pilot" menu. (I think it's Pilot... check all the other menus for "Tour of Duty")

•Want to play 2 player hornet with only one copy of the game?
type 50 as the rego code for the 2nd game

•all you f-18 turkeys probably know this one but here it is anyway
"hold down the option key and click on breifing to go to the next mission" do it as many times as you like

FULL THROTTLE

To win fights on the old mine road: press left shift and type v.

THANKS TO: Marco DeCaro <NOE-MAIL>

shift w : You finish the game
Thanks to: Max RudBerg, Torsby ängsväg, 139 51 Värmdö, Sweden.

PS... If you stop moving and don't touch anything for a few min, a screen will come up that shows a bunch of different vehicles and rotates them.

GALACTIC EMPIRE

when it is scrolling through the storyline hold down shift
and the keys at the top (not numeric keypad) until the screen
unlimited comes up and you will have unlimited time,money,
parts,supplies and fuel

