

## **Sweet Cheater by Keith Krellwitz**

**COLLABORATORS**

	<i>TITLE :</i> Sweet Cheater by Keith Krellwitz		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Sweet Cheater by Keith Krellwitz

### 1.1 Sweet Cheater Version 3.5

SWEET CHEATER V3.5

by Keith Krellwitz

aka

(Abaddon)

3-23-95

This file contains over 850 cheats, hints, and level codes. I have put quite a bit of time into finding some of these cheats, so if you add any to your list all I ask is that you give me credit. The game titles with my name after them are the ones that I have found. All the games with an \* in front of them have been verified. If the game has been verified and has more than one cheat, the one right after the game title is the one that has been verified, but in some cases all the cheats may work.

CD\$^3\$\$^2\$ hints, level codes, and cheats are also included in the list. If anybody has any CD\$^3\$\$^2\$ hints, level codes or cheats I would really appreciate it if you could email or snail mail them to me at the addresses below.

A lot of the cheats have been changed throughout the list, due to the fact that I verified a lot of them and made corrections when needed. I try to verify as many as I can, but I don't have most of the games. I won't put an asterick in front of a game unless I personally have tested it and found that the cheat works. The list will continually be updated as long as I own an Amiga. Even though I am getting an IBM (for school related junk) I plan on keeping my 1200 and 500.

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

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

Keith Krellwitz

---



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

or send mail to my Internet address: KKRELLWI@NMU.EDU

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

MENU

## 1.2 Sweet Cheater 3.5

SWEET CHEATER V3.5

By Keith Krellwitz

aka

(Abaddon)

3-23-95

CHEATS #-K

Go to the cheat select menu.

WHAT'S NEW

What's new since last version.

SOURCES

Where the cheats originated.

INFO

Information on Sweet Cheater.

THANKS

Contributers.

## 1.3 Sweet Cheater Version 3.5 (# - K)

SWEET CHEATER V3.5

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By Keith Krellwitz

BACK

#

D

H

A

E

I

B

F

J

C

G

K

## 1.4 Sweet Cheater

SWEET CHEATER V3.5

BACK

ULTIMATE CHEAT LIST  
ACTION

AMIGA ↔

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

AMIGA FORMAT  
PETE PALUCH  
AMIGA POWER  
TERRY WOOD  
CU AMIGA  
LSD

## 1.5 New cheats, hints, and level codes.

New Cheats: (Since 3.0)

\*Allo' Allo  
\*Edd the Duck 2  
\*Arnie 2

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- \*Brian the Lion AGA
- \*Dinosaur Detective Agency
- \*Empire Strikes Back (verified and changed)
- \*The Magic Way
- \*Parasol Stars (New cheat added)
- \*Darkman (Cheat was wrong)
- \*Galaxy' 93
- \*CyberPunks
- \*Galactoid
  - Cliffhanger
- \*Gamma Zone
- \*Bob's Bad Day
- \*Cool World
- \*Baal (Finally figured out the whole cheat)
- \*Last Action Hero
- \*Better Dead Than Alien (Verified, figured out supercheat mode)
- \*Helter Skelter (the real cheat)
- \*Arkanoid 2 (Changed)
- \*Midnight Resistance (Cheat was slightly wrong, others added)
- \*Indy Heat
- \*Shadow Warriors (Cheat was wrong)
- \*Strider 2 (added more keys)
- \*Artura
- \*Zoom (The real cheat)
- \*Alien 3 (The real cheat)
- \*Snapperazzi
- \*James Pond II (AGA) (Added keys)
- \*Triple X (Alphadroid)
- \*Advanced Ski Simulator
- \*Dragon Ninja (Cheat was wrong)
- \*Awesome (Verified, added keys)
- \*Alien Breed (Verified and added)
- \*Horror Zombies from the Crypt (Cheats were wrong)
- \*Alien Breed Special Edition 92 (Verified and added)
- \*Flying Shark (Verified and fixed)
- \*Hell Raisers
- \*Street Fighter (verified and fixed)
- \*Escape From Tharkan
- \*Krypton Egg
- \*Terry's Big Adventure
- \*Body Blows Galactic ECS & AGA (Cheat was wrong)
- \*Simcity2000
- \*Mean Arenas (Verified & added)
  - Diggers CD\$^3\$\$^2\$
- \*Disposable Hero (Cheat was incomplete)
  - Deep Core CD\$^3\$\$^2\$
- \*Cybersphere
- \*Saint Dragon (Verified and added)
- \*Ninja Rabbits
- \*Ice Runner
- \*Sarakon
- \*Mickey Mouse (Cheat was incomplete added new keys)
- \*Volfied
  - Zeewolf
  - Banshee CD\$^3\$\$^2\$
  - Theme Park
  - Premier Manager 3

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Ultimate Bodyblows CD\$^3\$\$^2\$  
Charlie J Cool  
F.I.F.A. International Soccer CD\$^3\$\$^2\$  
\*Wonderdog  
\*Akira  
\*Crystal Kingdom Dizzy (cheats added)

New Hints and Level Codes: (Since 3.0)

\*Bob's Bad Day (Last 50 level codes added)  
\*Snapperazzi  
\*Bomb X  
\*Deluxe Galaga  
\*Bubba n Stix  
K240  
Jungle Strike  
Jungle Strike AGA  
Empire Soccer  
Alien Breed - Tower Assault  
Roadkill CD\$^3\$\$^2\$  
Rise of the Robot  
Brutal Sports Football CD\$^3\$\$^2\$  
Christmas Lemmings 94  
Death Mask  
Marblelous  
Stable Master Version 3  
Top Gear AGA  
X-It  
\* Super Gem Z  
\*Cosmic Spacehead

BACK

## 1.6 The people that contributed to Sweet Cheater

BACK

SWEET CHEATER V3.5

The following is a list of people who have sent me cheats to add to the list (small list eh). Thanks for the cheats.

Terry Wood

Sean Courtney

Pete Paluch

## 1.7 Sweet Cheater

PREVIOUS

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3D POOL

4D SPORTS BOXING

## 1.8 Sweet Cheater

PREVIOUS

-----A-----

A-TRAIN  
\* ALLO' ALLO  
ARMOURGEDDEN

AAARGH!  
AMAZING SPIDERMAN  
ARMY MOVES

ABANDONED PLACES 2  
AMIGANOID  
\* ARNIE 2

\* ACTION FIGHTER  
\* AMNIOS  
\* ARTURA

\* ADDAM'S FAMILY  
AMOS PROFESSIONAL  
\* ASSASSIN

\* ADVANCED SKI SIMULATOR  
\* ANARCHY  
\* ASSASSIN SPECIAL ED.

AFTER THE WAR  
ANTEP  
ASTERIX & OBELIX

AFTERBURNER  
\* APACHE  
ASTRO MARINE CORP

\* AGONY  
\* APB  
ASYLEM

\* AIRBALL  
\* APIDYA  
\* ATAX

---

AIRBUS A320 USA  
\* APPRENTICE  
ATHLETICS

\* AKIRA  
AQUAVENTURA  
\* ATOMIC ROBOKID

\* ALADDIN (AGA)  
\* ARABIAN NIGHTS  
ATOMINO

\* ALFRED CHICKEN ECS/AGA  
ARCADE POOL  
ATOMIX

\* ALIEN 3  
ARCHER M'S POOL  
\* ATOMSMASHER

\* ALIEN BREED  
\* ARCHIPELAGOS  
\* AUNTARCTIC ADVENTURE

\* ALIEN BREED 92  
ARCTIC FOX  
AUSTRALO PITICUS MECH.

\* ALIEN BREED II ECS/AGA  
\* ARKANOID  
\* AWESOME

ALIEN BREED TOWER ASSA  
\* ARKANOID II  
\* AXELS MAGIC HAMMER

ALIENS US  
\* ARMALYTE  
AZTEC TOMB

## 1.9 Sweet Cheater

PREVIOUS

-----B-----

\* BAAL  
BATTLE VALLEY  
BONECRUNCHER

BABY JO  
\* BC KID

BOOTY

BACK TO THE FUTURE II  
\* BEACH VOLLEYBALL  
\* BOROBODUR

\* BACK TO THE FUTURE III  
BEAST BUSTERS  
\* BOUNCE-N-BLAST

\* BALDY  
\* BEAVERS  
\* BOUNCING BILL

BANE THE COSMIC FORGE  
BENEFACTOR  
BRAIN BALL

\* BANSHEE AGA  
\* BETTER DEAD THAN ALIEN  
BRAT

BANSHEE CD\$^3\$\$^2\$  
BEVERLY HILLS COP  
\* BRIAN THE LION

BARBARIAN (Palace)  
BEYOND THE GATES  
\* BRIAN THE LION AGA

\* BARBARIAN (PSYGNOSIS)  
BIG RUN  
BRIDES OF DRACULA

BARBARIAN II (PALACE)  
BIO CHALLENGE  
BRUTAL SPORTS F CD\$^3\$\$^2\$

\* BARBARIAN II (PSYG)  
\* BIONIC COMMANDO  
BRUTAL SPORTS FOOTBALL

BARDS TALE I  
\* BLACKTIGER  
BSS JANE SEYMOUR

BARDS TALE II  
\* BLOB  
\* BUBBA N STIX

BARDS TALE III  
\* BLOCKBUSTER  
\* BUBBLE & SQUEAK AGA

\* BART VS. SPACE MUTANTS  
BLOOD MONEY  
BUBBLE BOBBLE

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- \* BART VS. THE WORLD
- \* BLUES BROTHERS
- \* BUBBLE DIZZY
  
- \* BATMAN THE MOVIE
- \* BOB'S BAD DAY
- BUILDERLAND
  
- BATTLE ISLE
- BODY BLOWS
- BULLDOG
  
- BATTLE ISLE 93
- \* BODY BLOWS GALACTIC
- BUMBY'S ARCADE FANTASY
  
- BATTLE ISLE-SCENARIO 1
- \* BOMB X
- BUMP N BURN
  
- \* BATTLE SQUADRON
- \* BOMBUZAL
- BUNNY BRICKS
  
- \* BONANZA BROS

## 1.10 Sweet Cheater

PREVIOUS

-----C-----

- CABAL
- CHARLIE CHIMP
- COSMIC PIRATE
  
- CADAVER
- CHARLIE CHIMP II
- \* COSMIC RELIEF
  
- CAMPAIGN
- CHARLIE J COOL
- \* COSMIC SPACEHEAD
  
- \* CANNON FODDER
- CHARLY
- COVER GIRL POKER
  
- \* CANNON FODDER II
- CHASE HQ
- \* CRACKDOWN



CAPONE  
CHASE HQ II  
CRAZY CARS

CAPTAIN BLOOD  
CHIPS CHALLENGE  
CRAZY CARS II

CAPTAIN DYNAMO  
CHRISTMAS LEMMINGS 94  
\* CRAZY SUE

CAPTAIN PLANET  
\* CHROME  
\* CRAZY SUE II

CAPTIVE  
CHUBBY GRISTLE  
CREATURES

CAPTIVE 2 CD\$^3\$\$^2\$  
\* CHUCK ROCK  
CRICKET

CAR-VUP  
CHUCKIE EGG 2  
CRIME DOES NOT PAY

\* CARDIAXX  
\* CISCO HEAT  
\* CRYSTAL HAMMER

\* CARLOS  
CIVILISATION  
\* CRYSTAL KINGDOM DIZZY

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

CASTLE MASTER  
CLICK CLAK  
CUBE X

\* CATCH'EM  
CLIFFHANGER  
CURSE OF AZURE BOND

CAVERUNNER  
CLOCKWISER  
CURSE OF RA

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

CHAMPIONS OF KRYNN

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CONTINENTAL CIRCUS  
CYBERNOID

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

\* CHAOS ENGINE  
\* COOL SPOT  
\* CYBERPUNKS

CHAOS STRIKES BACK  
\* COOL WORLD  
\* CYBERSPHERE

CHARIOTS OF WRATH

## 1.11 Sweet Cheater

PREVIOUS

-----D-----

D-GENERATION  
\* DESERT STRIKE  
\* DRAGON SCAPE

DALEK ATTACK  
DETROIT (ECS & AGA)  
DRAGON SPIRIT

DALEY THOMPSON  
DEUTEROS  
DRAGON WARS

DALLAS QUEST  
DEVIOUS DESIGNS  
DRAGON'S LAIR

DAMOCLES  
DIGGERS CD32  
\* DRAGON'S LAIR 3

\* DARK CASTLE  
\* DINOSAUR DETECTIVE AG.  
DRAGON'S LAIR II TWARP

\* DARKMAN  
\* DISPOSABLE HERO  
DRAGON'S LAIR S CASTLE

\* DARKSIDE  
DOGS OF WAR

\* DRAKKHEN

DAS MAGAZIN

\* DOJO DAN  
DRILLER

\* DATASTORM

\* DOMINATOR  
DRIVING FORCE

\* DAYS OF THUNDER

\* DONK  
DUCK TALES

DEATH MASK

\* DOODLEBUG  
DUNE II

DEEP CORE

\* DOODY  
DUNGEON MASTER

DEEP CORE CD\$^3\$\$^2\$  
DOUBLE DRAGON  
DUNGEON QUEST

DEFENDER II

\* DOUBLE DRAGON II  
DUNGEONS OF AVALON 1&2

DEFENDER OF THE CROWN

\* DR. PLUMMET'S HOUSE  
DYNABLASTERS

DEFLEKTOR

\* DRAGON BREED  
DYNAMITE DUX

DELUXE GALAGA  
DRAGON LORD  
DYNASTY WARS

DENARIS

\* DRAGON NINJA  
DYTER 07

## 1.12 Sweet Cheater

PREVIOUS

-----E-----

E-MOTION

---

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

## 1.13 Sweet Cheater

PREVIOUS

-----F-----

F-117 STEALTH FIGHTER  
 FIFA INT. SOCCER CD\$^3\$\$^2\$  
 FLY HARDER CD\$^3\$\$^2\$  
  
 F-15 STRIKE EAGLE II  
 \* FIGHTER BOMBER  
 \* FLYING SHARK  
  
 F-16 COMBAT PILOT  
 FIGHTING SOCCER  
 FOOTBALL DIRECTOR 2  
  
 F-19 STEALTH FIGHTER  
 FINAL BLOW BOXING

FOOTMAN

F-29 RETALIATOR  
FINAL FIGHT  
\* FORGOTTEN WORLDS

F.O.F.T.  
\* FINAL MISSION  
FORMULA ONE GRAND PRIX

F17 CHALLENGE  
FIRE & BRIMSTONE  
\* FOUNDATION WASTE

FA-18 INTERCEPTOR  
FIRE AND ICE  
\* FRANKENSTEIN

FAERY TALE ADVENTURE  
FIREFORCE  
FRONTIER

FALCON  
FIRST SAMURAI  
\* FRUIT SALAD

\* FANTASTIC VOYAGE  
\* FLASHBACK  
FULL CONTACT

\* FANTASY WORLD DIZZY  
\* FLIMBO'S QUEST  
FUSION

FAST LANE  
FLOOD  
FUTURE WARS

FERNANDEZ MUST DIE  
\* FLY HARDER  
FUZZBALL

## 1.14 Sweet Cheater

PREVIOUS

-----G-----

\* GALACTOID  
GENGHIS KHAN  
GODS

\* GALAGA' 92

GHOST 'N' GOBLINS  
GOLDEN AXE

GALAXY FORCE II  
\* GHOSTBUSTERS II  
\* GOLDRUNNER

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

GAME OVER II  
\* GIGANOID  
GRAVITY FORCE

\* GAMMA ZONE  
\* GLOBAL GLADIATORS  
\* GRAVITY FORCE II

\* GANYMED  
\* GLOBDULE  
GREAT GIANA SISTERS

GAUNTLET  
GLOBULUS  
GREMLINS

GAUNTLET II  
GOAL  
\* GREMLINS II

GAZZA 2  
GOBLIIINS  
\* GUNBOAT

GEM-X  
GODFATHER  
\* GUY SPY

GEMINI WING

## 1.15 Sweet Cheater

PREVIOUS

-----H-----

HACKER  
HAWKEYE  
\* HOLIDAY LEMMINGS 93

\* HACKER II  
HEIMDALL

\* HOLLYWOOD POKER PRO

HADES NEBULA  
HEIMDALL 2  
HOOK

\* HAGAR THE HORRIBLE  
\* HELL RAISERS  
\* HORROR ZOMBIES

HAMMERFIST  
\* HELTER SKELTER  
\* HUDSON HAWK

\* HARD DRIVIN 1  
HERO QUEST  
HUMANS

HARD DRIVIN 2  
HEROES OF THE LANCE  
HUMANS JURASSIC LEVELS

HARDBALL  
HILLSFAR  
HUNT FOR RED OCTOBER

HARE RAISING HAVOC  
\* HIRED GUNS  
HUNTER

HARLEQUIN  
HISTORYLINE 1914-1918  
\* HYBRIS

\* HATE  
\* HOI  
HYDRA

## 1.16 Sweet Cheater

PREVIOUS

-----I-----

\* ICE RUNNER  
\* INDIANA JONES LAST ACT  
INTERNATION ATHLETICS

\* IK+  
INDIANAPOLIS 500  
INTERNATIONAL HOCKEY

\* IKARI WARRIORS

\* INDY HEAT  
INTERPHASE

IMMORTAL  
INFESTATION  
\* INVADERS II

IMPACT  
\* INSANITY FIGHT  
ISHAR 3

IMPOSSAMOLE  
INTERCEPTOR  
IT CAME FROM DESERT

IMPOSSIBLE MISS. 2025  
INTERCHANGE  
IVANHOE

INDIANA JONES FATE ACT  
INTERLOCK

## 1.17 Sweet Cheater

PREVIOUS

-----J-----

JAGUAR XJ220  
JET STRIKE  
JUNGLE STRIKE

\* JAMES POND  
JIMMY WHITE'S SNOOKER  
JUNGLE STRIKE AGA

\* JAMES POND II  
JOHN MADDEN'S FOOTBALL  
\* JUPITER PROBE

\* JAMES POND II AGA  
JUDGE DREDD  
JURASSIC PARK

\* JAMES POND III AGA  
JUG  
\* JURASSIC PARK AGA

## 1.18 Sweet Cheater

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PREVIOUS

-----K-----

K240  
 KICK OFF 2  
 KINGS QUEST III  
  
 KAISER  
 \* KID CHAOS  
 \* KLAX  
  
 \* KARATE KID II  
 \* KID GLOVES  
 KNIGHTMARE  
  
 KATAKIS  
 KILLING CLOUD  
 KRISTAL  
  
 KEEF THE THIEF  
 \* KILLING GAME SHOW  
 \* KRUSTY'S SUPERFUNHOUSE  
  
 KICK OFF  
 KINGS OF THE BEACH  
 \* KRYPTON EGG

## 1.19 3dpool

GO BACK ONE PAGE

BACK TO THE ALPHABET

3D POOL:

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

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

---

## 1.20 4dsportsboxing

BACK TO NUMBERED CHEATS

BACK TO THE ALPHABET

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4D SPORTS BOXING:

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

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## 1.21 a01

GO BACK ONE PAGE

BACK TO THE ALPHABET

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A-TRAIN:

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

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## 1.22 a02

GO BACK ONE PAGE

BACK TO THE ALPHABET

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AAARGH!:

At the start of each screen you'll find various buildings. Blow fire over them, and then hit them. This will make them fall down a lot faster. When you burn or knock down a house you get an egg. To beat the other monsters in a fight for an egg, don't jump around and breath fire, just hold your ground and punch forward. After

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three or four falls, your foe will stay down. Keep eating, even if it doesn't show any increase on screen, your health will skyrocket.

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## 1.23 a03

GO BACK ONE PAGE

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ABANDONED PLACES 2:

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

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## 1.24 a04

GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*ACTION FIGHTER:

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

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## 1.25 a05

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GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*ADDAM'S FAMILY:

Enter any of the following for your password:

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

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

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

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## 1.26 a06

GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*ADVANCED SKI SIMULATOR: (Keith Krellwitz)

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

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## 1.27 a07

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GO BACK ONE PAGE

BACK TO THE ALPHABET

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AFTER THE WAR:

During play hold the following keys for invicibility:

ON LEVEL 1\_\_\_\_\_ 'ALT', '1', AND 'B'

ON LEVEL 2\_\_\_\_\_ 'ALT', '1', AND 'M'

The level two password is \_\_\_\_\_ "101069"

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## 1.28 a08

GO BACK ONE PAGE

BACK TO THE ALPHABET

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AFTERBURNER:

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

'G' \_\_\_\_\_ More missiles.

'T' \_\_\_\_\_ Less missiles.

'N' \_\_\_\_\_ Extra lives.

'<' \_\_\_\_\_ Go down a stage.

'>' \_\_\_\_\_ Go up a stage.

---

## 1.29 a09

GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*AGONY:

On the main title screen (when the piano music is playing), type

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"FANTASY" to activate the cheat. Use 'F1'-'F3' for various things.

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

---

### 1.30 a10

GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*AIRBALL:

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

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### 1.31 a11

GO BACK ONE PAGE

BACK TO THE ALPHABET

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AIRBUS A320 USA:

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

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### 1.32 a60

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GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*AKIRA: (Keith Krellwitz)

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

"SKIPLEVELS"\_\_\_\_\_Right mouse button skips levels.  
 "LIVES"\_\_\_\_\_For infinite lives.  
 "SHIELD"\_\_\_\_\_For infinite shields.  
 "FUEL"\_\_\_\_\_For infinite fuel.  
 "COLLISION"\_\_\_\_\_For invincibility.  
 "ALL CHEATS"\_\_\_\_\_Enables all previous cheats.  
 "GASTON"\_\_\_\_\_To be a living legend?  
 "SPLATT!"\_\_\_\_\_To be a living legend?  
 "CREDITS"\_\_\_\_\_Shows the game credits.

(LEVEL CODES)

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

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### 1.33 a12

GO BACK ONE PAGE

BACK TO THE ALPHABET

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\*ALADDIN (AGA): (Keith Krellwitz)

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

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

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

'F10'\_\_\_\_\_Completes level and goes to bonus game.  
 '1'-'9'\_\_\_Skip to the corresponding level (No bonus game).  
 'Z'\_\_\_\_\_Move Aladdin anywhere using the joystick.  
 '+'\_\_\_Speeds up movement when used in conjunction with 'Z'.  
 '-'\_Slows down movement when used in conjunction with 'Z'.

---

'0' \_\_\_\_\_ Another pause mode???

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

Or you could enter this other sequence:

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

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

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### 1.34 a13

GO BACK ONE PAGE

BACK TO THE ALPHABET

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

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

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

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### 1.35 a14

GO BACK ONE PAGE

BACK TO THE ALPHABET

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## \*ALIEN 3:

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

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

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**1.36 a15**

GO BACK ONE PAGE

BACK TO THE ALPHABET

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## \*ALIEN BREED:

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

"I CANT BE ARSED TO PLAY THE FIRST LEVELS"\_\_\_\_\_Skips to level 3.  
 "AND THE GOOD LORD SAID LET THERE BE FLAPSHOTS"\_\_Skips to level 4.  
 "I WONDER IF DOLLY PARTONS FANNY IS AS BIG AS HER TITS"\_\_\_Level 5.  
 "MANCHESTER UNITED CANT FLY AIRPLANES"\_\_\_\_\_Skips to level 6.  
 "SHINE ON YOU CRAZY DIAMOND"\_\_\_\_\_Shows the ending.  
 "OH GIMME SOME KEYS IVE GOT A HARD ON"\_\_\_\_\_Infinite keys.  
 "I AM IMMORTAL OR SUMMAT LIKE THAT"\_\_\_\_\_Invicibility.  
 "IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD"\_\_Makes aliens weaker.  
 "PISSSED AS A FART"\_\_\_\_\_Reverse joystick controls.  
 "THE IRAQIS MADE THE WEAPONS"\_\_\_\_\_Makes players weapons crap.  
 "SALMAN RUSHDIE PLAYS ALIEN BREED"\_\_\_\_\_Makes player invisible.  
 "BEWARE ALIENS SPADGE HAS DROPPED ONE"\_\_\_\_\_Makes aliens run away.  
 "PITBULLS ON THE LOOSE"\_\_\_\_\_Makes aliens extra nasty.  
 "ALIENS ARE FAGGOTS"\_\_\_\_\_Infinite health.  
 "PUFFNUTS MODE"\_\_\_\_\_Makes aliens slow.  
 "BEN JOHNSON TRAINED THESE ALIENS"\_\_\_\_\_Makes aliens fast.  
 "STEVIE WONDER"\_\_\_\_\_Turns the screen purple.  
 "GURU TIME"\_\_\_\_\_Reset the computer.  
 "ST EMULATOR"\_\_\_\_\_Gives you shit graphics.  
 "PC EMULATOR"\_\_\_\_\_Disables the Intex Computer.  
 "US GOLD"\_\_\_\_\_?????  
 "GIVE ME POWER YOU POXY FUCKWIT"\_\_\_\_\_?????  
 "LET ME SPONGE SOME CASH YER TWAT"\_\_\_\_\_?????  
 "PASS THE BUCKOS NOBFACE"\_\_\_\_\_?????

---

"I EAT PITBULLS FOR FUCKING BREAKFAST MATE"\_\_\_\_\_?????  
 "JUST CALL ME DEEP THROAT"\_\_\_\_\_?????  
 "BLIMEY GUVNOR LOOK AT THE SIZE OF HIS JOHN THOMAS"\_\_\_\_\_?????  
 "ELVIS MODE"\_\_\_\_\_Play the game through the kings eyes.

For various comedy messages try any of the following:

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

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

## 1.37 a16

GO BACK ONE PAGE

BACK TO THE ALPHABET

\*ALIEN BREED SPECIAL EDITION 92:

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

"ALIENS ARE BENDERS"\_\_\_\_\_Infinite energy.  
 "WON THE POOLS"\_\_\_\_\_?????????  
 "BANK RAID"\_\_\_\_\_?????????

"KEY TO THE CITY"\_\_\_\_\_Infinite keys.  
 "MR YALE OR WHAT"\_\_\_\_\_?????????  
 "JUST CALL ME MOGGY"\_\_\_\_\_?????????  
 "WHY NOT CALL ME MOGGY AS WELL"\_\_\_\_\_?????????  
 "JESUS THIS JIM BEAMS IS GOOD STUFF"\_\_\_\_\_Infinite energy.  
 "AHH BUT WILL SHE SWALLOW IT"\_\_\_\_\_?????????  
 "STEVIE WONDER"\_\_\_\_\_Turns the screen purple.  
 "KNACKERED JOYSTICK"\_\_\_\_\_Reverses joystick controls.  
 "HARD BASTARDS"\_\_\_\_\_Make aliens move fast.  
 "ALIENS LIKE MICHAEL BOLTON"\_\_\_\_\_?????????  
 "FUCK OFF"\_\_\_\_\_Resets the computer.  
 "JANUARY SALE NOW ON"\_\_\_\_\_?????????  
 "ST EMULATOR"\_\_\_\_\_Shit graphics.  
 "KATRINA HAS FARTED AND ITS A BEAUTY"\_\_\_\_\_Makes aliens disappear.  
 "PC EMULATOR"\_\_\_\_\_Disables the Intex computer.  
 "SALMAN RUSHDIE PLAYS ALIEN BREED"\_\_\_\_\_Makes player invisible.  
 "THE IRAQIS MADE THE WEAPONS"\_\_\_\_\_Shit weapons.  
 "ELVIS MODE"\_\_\_\_\_Play the game through the kings eyes.  
 "ST USERS"\_\_\_\_\_?????????  
 "PPEAB"\_\_\_\_\_Advance to level ten.  
 "I WANT FISH"\_\_\_\_\_Use the following keys:

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

Enter any of the following for various messages:

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

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

will restart at the beginning.

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

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

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

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

---

### 1.38 a17

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\*ALIEN BREED II (ECS & AGA):

Enter these for your password:

"378829"\_\_\_\_\_Fifty keys.

"736353"\_\_\_\_\_credits.

"098654"\_\_\_\_\_Ten lives.

"243433"\_\_\_\_\_Activates level skip.

(Use 'N' during play to skip levels)

(LEVEL CODES)

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

---

### 1.39 a59

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ALIEN BREED - TOWER ASSAULT:

(LEVEL CODES)

Security level 3----"FCDBMDEASDCAAADM"

Security level 3----"FCCELDAAHDCAA AEK"

Engineering level 1-"FKBDMDEAFDCAA AEB"

Science level 3-----"JGCJNDEAPDCAA ACS"

Military level 3----"EPAEMDEBBDCAA AEA"

Military level 3----"IPCBSDADSDCAA ACI"

Main tower level 2--"LAAPJDAISDCAA ACM"

Main tower level 2--"LACJPDADSDCAA ACS"

Main tower level 3--"HCAPJDADSDCAA ADD"

Main tower level 4--"HCBPSLADSDCAA ACB"

Stores level 3-----"EJDCPDAASDCAA ADG"

Civilian level 3----"EEHBNDAAASDCAA ADK"

Miscellaneous Codes

"FKASMCEABDCAA ADI"

"JGAFICEABDCAA AEJ"

"FKANLCEABDCAA ADP"

---

## 1.40 a18

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ALIENS US:

(LEVEL CODES)

APC Rescue-----"272H"

Oproom Defence-"1106D"

Air duct Maze---"2361F"

Newt Rescue----"7140E"

---

Queens Battle--"7163H"

---

## 1.41 a19

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\*ALLO' ALLO: (Keith Krellwitz)

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

---

## 1.42 a20

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AMAZING SPIDERMAN, THE:

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

---

## 1.43 a21

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AMIGANOID:

--"HELLO"    ---"SIDE"    ---"BLOB"    --"ACIEED"    --"CHESS"  
----"CAR"    --"ARROW"    ---"LUCK"    ---"HOUSE"    ---"FUN?"

---

```

-"ROCKET"  --"ANGLE"  ---"OLLE"  -----"GNU"  --"CROSS"
---"HOLE"  ---"CUBE"  -"BOUNCE"  --"FELLOW"  ----"CBM"
---"DISK"  --"LABBY"  ---"DICE"  ----"LAST"

```

---

## 1.44 a22

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\*AMNIOS:

(THE LEVEL CODES)

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

---

## 1.45 a23

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AMOS PROFESSIONAL:

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

Try these names (watch the capitals):

Carrine	Mel	Dithell	Stephen
Daisy	Pudsie	Lionet	Vanner

---

## 1.46 a24

---

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\*ANARCHY: (Keith Krellwitz)

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

'1' \_\_\_\_\_Increases your boost by 100.  
'2' \_\_\_\_\_Fills the spreadshot meter.  
'3' \_\_\_\_\_Gives you smart bomb.  
'4' \_\_\_\_\_Fills the canon meter.  
'5' \_\_\_\_\_Fills double shot meter.  
'6' \_\_\_\_\_Gives you 500 boost.  
'7' \_\_\_\_\_Fill up life meter.  
'8' \_\_\_\_\_Gives you a shield for your ship.  
'9' \_\_\_\_\_Gives you a shield to put on the people.  
'0' \_\_\_\_\_Not sure.  
'-' \_\_\_\_\_Fills the canon meter.

---

## 1.47 a25

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ANTEP:

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

---

## 1.48 a26

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\*APACHE: (Keith Krellwitz)

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

'S' \_\_\_\_\_?????  
'D' \_\_\_\_\_?????  
'R' \_\_\_\_\_?????  
'E' \_\_\_\_\_?????  
'W' \_\_\_\_\_Full weaponry.  
'M' \_\_\_\_\_Terminate mission.  
'1'-'5'\_\_\_Skip to corresponding level.  
'6' \_\_\_\_\_Skip to bonus level.

-----

## 1.49 a27

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\*APB:

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

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## 1.50 a28

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\*APIDYA: (Keith Krellwitz)

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

On the title screen type one of the following:

---

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

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

---

## 1.51 a29

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\*APPRENTICE: (Keith Krellwitz)

During play, press and hold 'DEL' and 'F3' for 50 guys and all the extras. On the title screen press the 'TAB' key to go to the password screen. Now type any of the following level codes: "WIZARD", "GUILD", "SPELLS", "ARCANE", "DRUID", AND "FAERIE".

---

## 1.52 a30

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AQUAVENTURA:

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

'L' \_\_\_\_\_ Skips levels.  
'T' \_\_\_\_\_ Skips to the tunnel section.

---

## 1.53 a31

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\*ARABIAN NIGHTS:

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

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

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

---

## 1.54 a32

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ARCADE POOL: (Terry Wood)

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

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

---

**1.55 a33**

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ARCHER M'S POOL:

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

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**1.56 a34**

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\*ARCHIPELAGOS:

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

---

**1.57 a35**

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ARCTIC FOX:

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

KEY	STARTING	LOCATIONS
-----	----------	-----------

---

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

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

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## 1.58 a36

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\*ARKANOID:

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

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

---

## 1.59 a37

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

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

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

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

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

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

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## 1.60 a38

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\*ARMALYTE:

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

---

## 1.61 a39

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ARMOURGEDDEN:

When in the HQ, access the messages screen. Move the arrow so it points to the first letter of the message highlighted in yellow. Now hold down 'ESC' and press the LEFT MOUSE BUTTON. The message {YOU WOULDN'T LET IT LIE} should appear. This indicates that the

---

cheat mode is active. You now have invincible craft and infinite supplies of fuel and firepower. To turn the cheat mode off (you need to do this to complete the game), simply access the message screen again, point at the first letter of the message highlighted in yellow, press and hold down 'ESC' and press the LEFT MOUSE BUTTON. The message {LOOK AT THE SIZE OF THAT SAUSAGE!} should appear. The cheat mode is de-activated.

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

---

## 1.62 a40

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ARMY MOVES:

During play hold the following keys for invicibility:

ON LEVEL 1\_\_\_\_'ALT', '1', AND 'D'

ON LEVEL 2\_\_\_\_'ALT', '1', AND 'J'

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

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## 1.63 a41

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\*ARNIE 2: (Keith Krellwitz)

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

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## 1.64 a42

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\*ARTURA: (Keith Krellwitz)

During play type "MOLE" for unlimited energy.

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## 1.65 a43

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\*ASSASSIN:

On the high score table, enter one of the following:  
"ASSASSIN", "THE ONE THE ONLY", "SUPERFROG", "ALIEN BREED",  
"PROJECT X", "PSIONIC SYSTEMS". Enter "MIDAN" to continue from  
where you left off. On the first level, climb the left side of the  
first tree you come to, climb to the very top. Now pause the game  
and type "ACEVIEWFROMUPHEREMATE" and the screens border will flash.  
Unpause the game and use the following keys:

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

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## 1.66 a44

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\*ASSASSIN SPECIAL EDITION:

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

'W' \_\_\_\_\_For full weapons.  
'D' \_\_\_\_\_To die.  
'N' \_\_\_\_\_To skip levels.  
'E' \_\_\_\_\_End of level guardian.

-----

## 1.67 a45

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ASTERIX & OBELIX - OPERATION HINKELSTEIN:

Press 'F7' when you run out of lives.

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## 1.68 a46

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ASTRO MARINE CORP:

(LEVEL CODES)

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

-----

## 1.69 a47

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ASYLEM:

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

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## 1.70 a48

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\*ATAX: (Keith Krellwitz)

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

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## 1.71 a49

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ATHLETICS:

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

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## 1.72 a50

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\*ATOMIC ROBOKID:

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

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### 1.73 a51

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ATOMINO:

Here are some level codes:

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

---

### 1.74 a52

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ATOMIX:

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

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**1.75 a53**

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\*ATOMSMASHER:

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

'S' \_\_\_\_\_Skip levels.  
 'L' \_\_\_\_\_Toggle infinite lives on or off.  
 'I' \_\_\_\_\_Toggle invulnerability on or off.

(LEVEL EDITOR)

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

'ESC' \_\_\_\_\_Return to the main menu.  
 'DEL' \_\_\_\_\_Totally clears the selected depth.  
 'M' \_\_\_\_\_Toggle between "block" and "baddie" mode.  
 'G' \_\_\_\_\_toggles graphic style through.  
 Metal, Rock, Snow, Brick and Crypton (Use on depth 2).  
 '[' & ']' \_\_\_\_\_Toggle through existing levels.  
 'F1' \_\_\_\_\_Play level in one player mode.  
 'F2' \_\_\_\_\_Play level in two player mode.

(DESIGNING A MAZE)

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

(PLACING CHARACTERS)

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

'Up' \_\_\_\_\_Increase baddie speed.  
 'left' \_\_\_\_\_Decrease rate the baddies drop hazards.

---

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

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

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## 1.76 a54

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\*AUNTARCTIC ADVENTURE: (Keith Krellwitz)

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

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## 1.77 a55

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AUSTRALO PITICUS MECHANICUS:

Press 'CAPS LOCK' to activate the cheat mode.

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## 1.78 a56

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\*AWESOME:

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

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

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## 1.79 a57

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\*AXELS MAGIC HAMMER:

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

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## 1.80 a58

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AZTEC TOMB:

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

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## 1.81 b01

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\*BAAL:

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

"XR4IMEGATURBONUTTERTWATTINGBASTARD-OVERTOYOU DAVE"

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

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

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

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

LEVEL 3: NO JETPACKS ON THIS LEVEL.

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## 1.82 b02

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BABY JO:

LEVEL CODES:

"MUMMY"      "GLOUP"      "YOUPI"

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### 1.83 b03

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BACK TO THE FUTURE II:

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

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### 1.84 b04

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\*BACK TO THE FUTURE III:

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

LEVEL 1 \_\_\_\_\_ "ROTTEN CHEAT".  
LEVEL 2 \_\_\_\_\_ "LOUSY CHEAT".  
LEVEL 3 \_\_\_\_\_ "LOW DOWN CHEAT".

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### 1.85 b05

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\*BALDY:

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

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## 1.86 b06

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BANE OF THE COSMIC FORGE:

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

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

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

---

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

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## 1.87 b07

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\*BANSHEE AGA: (Keith Krellwitz)

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

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

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## 1.88 b08

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

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

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

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**1.89 b09**

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BARBARIAN (Palace):

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

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**1.90 b10**

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\*BARBARIAN (PSYGNOSIS):

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

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**1.91 b11**

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\*BARBARIAN II (PSYGNOSIS):

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

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

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## 1.92 b12

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BARBARIAN II (PALACE) :

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

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

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

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## 1.93 b13

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BARDS TALE I:

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

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**1.94 b14**

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BARDS TALE II:

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

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**1.95 b15**

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BARDS TALE III:

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

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**1.96 b16**

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\*BART VS. THE SPACE MUTANTS:

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

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

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## 1.97 b17

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\*BART VS. THE WORLD: (Keith Krellwitz)

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

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## 1.98 b18

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\*BATMAN THE MOVIE:

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

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## 1.99 b19

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BATTLE ISLE:

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

---

play the game. Here are the level codes:

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

## 1.100 b20

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BATTLE ISLE-SCENARIO DISK 1:

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

(LEVEL CODES)

One player game:

1-"BLOCK"	07-"YUKON"	13-"SOUND"	19-"NOUTH"
2-"WATCH"	08-"POINT"	14-"TWEAK"	20-"FJORD"
3-"LAGUN"	09-"FROGS"	15-"NIPON"	21-"DONOR"
4-"BIRMA"	10-"ITALY"	16-"FLAIR"	22-"LEYES"
5-"SERPT"	11-"LINES"	17-"ARROW"	23-"JUMPY"
6-"RAMBO"	12-"VARUS"	18-"KORSO"	24-"WERFT"

Two player game:

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

**1.101 b21**

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BATTLE ISLE 93:

(LEVEL CODES)

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

**1.102 b22**

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\*BATTLE SQUADRON:

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

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



**1.103 b23**

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BATTLE VALLEY:

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

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**1.104 b24**

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\*BC KID:

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

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**1.105 b25**

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\*BEACH VOLLEYBALL:

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

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**1.106 b26**

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BEAST BUSTERS:

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

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**1.107 b27**

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\*BEAVERS:

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

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

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**1.108 b28**

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BENEFACTOR: (Pete Paluch)

(LEVEL CODES)

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

---

"3NQLGQQLGQ"	"3NQLQQQLQQ"	"MNQP4QSRQS"
"3NQLMQ5PQ5"	"3NQLSQ4JQ4"	"MMQP3PSRKR"
"3NQL4QSNQS"	"MMQP2P4NCN"	"MMQPKP5T4T"
"3MQL3PSNKR"	"MMQPGPQPQP"	"MMQPQPQPQP"
"3MQLKP5P4T"	"MMQMP5TQT"	"MMQSP4NQN"
"3MQLQPQLQP"	"MMQP4PSRQR"	"MNQP3QSRKS"

## STONES &amp; BONES

## MERRY WINTERLAND

## THE TECHNO TREAT

"MNQPQQQPQQ"	"3MQJGN5NKR"	"MMQNKNWTQT"
"MNQPSQ4NQ4"	"3MQJ3NWP4T"	"MMQNMN5RQR"
"3MQJCNQJCN"	"3MQJ4NSLQP"	"MNQNC4QNC4"
"3MQJ2NSLGP"	"3MQJQNQJQN"	"MNQN24SPGQ"
"3MQJKNWPQT"	"3NQJG45NKS"	"MNQNK4WTQ5"
"3MQJMN5NQR"	"3NQJ34WP45"	"MNQNM45RQS"
"3NQJC4QJC4"	"3NQJ44SLQQ"	"MMQNGN5RKR"
"3NQJ24SLGQ"	"3NQJQ4QJQ4"	"MMQN3NWT4T"
"3NQJK4WPQ5"	"MMQNCNQN CN"	"MMQN4NSPQP"
"3NQJM45NQS"	"MMQN2NSPGP"	"MMQNQNQNQN"

## TO HELL WITH MINNIAT

"MNQNG45RKS"  
"MNQN34WT45"

**1.109 b29**

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## \*BETTER DEAD THAN ALIEN:

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

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

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

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

change the games parameters:

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

(LEVEL CODES)

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

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

## 1.110 b30

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BEVERLY HILLS COP:

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

## 1.111 b31

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BEYOND THE GATES:

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

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## 1.112 b32

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BIG RUN:

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

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## 1.113 b33

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BIO CHALLENGE:

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

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

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

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

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### 1.114 b34

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\*BIONIC COMMANDO:

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

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### 1.115 b35

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\*BLACKTIGER: (Keith Krellwitz)

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

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### 1.116 b36

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\*BLOB: (Keith Krellwitz)

Enter "ANKH" for the password and receive infinite lives. Here

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are the passwords: "EASY", "TAXY", "TWIN", "XNOR", "HYPO",  
"HIHO", "FLUF", "WANE", "MIST", AND "JOWL".

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### 1.117 b37

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\*BLOCKBUSTER:

(LEVEL CODES)

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

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### 1.118 b38

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BLOOD MONEY:

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

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### 1.119 b39

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\*BLUES BROTHERS, THE: (Keith Krellwitz)

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

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

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

## 1.120 b40

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

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

(LEVEL CODES)

001-"ZAABCZOD"	026-"TOPGGWPH"	051-"NDPLKWOL"	076-"HEAQOVNP"
002-"ZBFBCYPD"	027-"TOPGGWOH"	052-"NEALKVNL"	077-"GDPQOWQP"
003-"ZBFBCYOD"	028-"TEAGGVNH"	053-"MDPLKWQL"	078-"GEAQOVPP"
004-"ZXKBCZND"	029-"SDPGGWQH"	054-"MEALKVPL"	079-"GEAQPVOQ"
005-"YBFBOYQD"	030-"SEAGGVPH"	055-"MEALLVOM"	080-"GFFQPUNQ"
006-"YCKCCXPD"	031-"SEAHHVOI"	056-"MFFMLUNM"	081-"FCKRPXQQ"
007-"YCKCDXOE"	032-"SFFHHUNI"	057-"LDPMLWQM"	082-"FDPRPWPO"
008-"YPCDWNE"	033-"RBFHHYQI"	058-"LEAMLVPM"	083-"FDPRPWOQ"
009-"XBFCDYQE"	034-"RCKHHPXI"	059-"LEAMLVOM"	084-"FEARPVNQ"
010-"XCKCKXPE"	035-"RCKHHXOI"	060-"LFFMLUNM"	085-"EDPRQWQR"
011-"XCKDDXOE"	036-"RDP IHWNI"	061-"KEANMVQN"	086-"EEASQVPR"
012-"XDPDDWNE"	037-"OCKIIXQJ"	062-"KFFNMUPN"	087-"EEASQVOR"
013-"WCKDEXQE"	038-"QDP I IWPJ"	063-"KFFNMUON"	088-"EFFSQUNR"
014-"WDPDEWPF"	039-"QDP I IWOJ"	064-"KGKNMTNN"	089-"DDPSQWQR"
015-"WDPDEWOF"	040-"QEAIIVNJ"	065-"JBFNMYQN"	090-"DEASQVPR"
016-"WEAEEVNF"	041-"PCKJIXQJ"	066-"JCKOMXPN"	091-"DEATRVOS"
017-"VBFEEEXP"	042-"PDPJIWPJ"	067-"JCKONXOO"	092-"DFFTRUNS"
018-"VCKEEXP"	043-"PDPJJWOK"	068-"JDPONWNO"	093-"CEATRVQS"
019-"VCKEFXOG"	044-"PEAJJVNK"	069-"ICKONXQO"	094-"CFFTRUPS"
020-"VDPEFWNG"	045-"ODPJWQK"	070-"IDPONWPO"	095-"CFFTRUOS"
021-"UCKFFXQG"	046-"OEAKJVPK"	071-"IDPPNWOO"	096-"CGKURTNS"
022-"UDPFFWPG"	047-"OEAKJVOK"	072-"IEAPNVNO"	097-"BCKUSXQT"
023-"UDPFFWOG"	048-"OFFKJUNK"	073-"HCKPOXQP"	098-"BDPUSWPT"
024-"VEAFFYNG"	049-"NCKKKXQL"	074-"HDPPOWPP"	099-"BDPUSWOT"



025-"TCKFGXQH" 050-"NDPKKWPL" 075-"HDPPOWOP" 100-"BEAUSVNT"

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BODY BLOWS:

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

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

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### 1.122 b42

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\*BODY BLOWS GALACTIC (ECS & AGA):

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

"DESIRE93"\_\_\_\_\_For infinite continues.  
"LARDARSE"\_\_\_\_\_For infinite energy.

---

### 1.123 b43

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\*BOMB X:

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

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

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## 1.124 b44

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\*BOMBUZAL:

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

(LEVEL CODES)

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

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**1.125 b45**

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\*BONANZA BROS: (Keith Krellwitz)

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

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**1.126 b46**

GO BACK ONE PAGE

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BONECRUNCHER:

(LEVEL CODES)

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

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**1.127 b47**

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BOOTY:

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

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## 1.128 b48

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\*BOROBODUR: (Keith Krellwitz)

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

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## 1.129 b49

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\*BOUNCE-N-BLAST: (Keith Krellwitz)

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

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**1.130 b50**

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\*BOUNCING BILL: (Keith Krellwitz)

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

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

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**1.131 b51**

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BRAIN BALL:

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

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**1.132 b52**

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BRAT:

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

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

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### 1.133 b53

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\*BRIAN THE LION: (Keith Krellwitz)

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

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

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

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

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

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with jewels and energy.

(LEVEL CODES)

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

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## 1.134 b54

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\*BRIAN THE LION AGA: (Keith Krellwitz)

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

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

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

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

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

(LEVEL CODES)

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

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**1.135 b55**

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BRIDES OF DRACULA:

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

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**1.136 b56**

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BRUTAL SPORTS FOOTBALL:

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

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

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**1.137 b67**

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

(LEVEL CODES)

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

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### 1.138 b57

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BSS JANE SEYMOUR:

(LEVEL CODES)

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

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

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### 1.139 b58

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\*BUBBA N STIX:

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

(LEVEL CODES)

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

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## 1.140 b59

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BUBBLE BOBBLE:

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

'F1' \_\_\_\_\_To advance 1 level.  
'F2' \_\_\_\_\_To advance six levels.  
'F3' \_\_\_\_\_To advance eleven levels.

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## 1.141 b60

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\*BUBBLE DIZZY: (Keith Krellwitz)

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

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## 1.142 b61

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\*BUBBLE & SQUEAK AGA: (Keith Krellwitz)

Enter any of the following for your password:

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

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## 1.143 b62

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BUILDERLAND:

(LEVEL CODES)

LEVEL 1-"BUILD1"  
LEVEL 2-"YOTTHA"

LEVEL 3-"BEARBY"  
LEVEL 4-"OCTOPY"

LEVEL 5-"DIABLO"  
LEVEL 6-"GOTIUS"

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## 1.144 b63

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BULLDOG:

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

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## 1.145 b64

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BUMBY'S ARCADE FANTASY:

(LEVEL CODES)

2-"ACCESS"	5-"PRETTY"	8-"LOVELY"
3-"BUTTON"	6-"WINNER"	9-"SYSTEM"
4-"ISLAND"	7-"ZOMBIE"	

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## 1.146 b65

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BUMP N BURN:

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

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

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**1.147 b66**

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BUNNY BRICKS:

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

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

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

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

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**1.148 c01**

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CABAL:

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

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

(GENERAL HINTS)

1. Shoot as many of the buildings as you can, as they block your shots at attacking / hiding enemies.
  2. Shoot the enemies at the bottom of the screen as the bullets they fire need less time to get to you and can often trap you in a corner.
  3. Don't forget that you can shoot the enemies' bullets!
  4. Try to pick up the bonuses straight away. The 100, 200 and 300 point bonuses are very useful if you want extra lives.
  5. Collect special weapons straight away as their rapid fire
-

removes buildings faster, giving more breathing space.

6. The grey uniformed soldiers (the ones that take a few shots to kill) can give a grenade or a special weapon. When he does, two men carrying a stretcher will appear. Shoot these and they will give you two grenades, collect them and then shoot them again before they go, to receive two more grenades.
  7. Never stay in corners for too long, the enemy has a habit of zeroing in on you.
  8. Don't waste grenades on buildings unless you really need to. If you opt to shoot in small bursts at every building rather than concentrating on one building at a time then a grenade may finish the job a lot quicker.
  9. Try not to get killed when the end-level guardians appear otherwise your FOE meter will drop to zero and you'll have to start again.
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## 1.149 c02

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CADAVER:

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

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## 1.150 c03

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CAMPAIGN:

If you find yourself with light tanks facing up to much heavier

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opposition on the simulator, use your speed and ram the enemy. Then fully depress your gun and open fire, it only takes a few rounds to obliterate your enemy (easier from side or rear).

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## 1.151 c04

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### \*CANNON FODDER:

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

(HINTS)

1. In Choppas, land on the enemy to kill them, safer than landing and getting out.
  2. I missions in which you have control of a lot of troopers seperate the lowest ranking trooper from the rest and give him all the weapons, make sure the rest are safe, then attempt the mission with one trooper. If the trooper dies just press 'ESC'. This saves a lot of troopers later, such as in mission 18 phase 5 of 5 - The Door.
  3. Troopers are able to throw grenades quite along way and over walls, trees, and buildings. Use this to your advantage to protect against Biggunz and Jeeps. To throw a grenade a long way, simply position the pointer further than needed.
  4. Buildings can be destroyed even if you can't see them. For instance, if a trooper is in Biggun and there is a building slightly off the edge of the screen, roughly aim at the building making sure the pointer is at the very edge of the screen and fire.
  5. Learn to control Jeeps and Skidooz early on (how to skid them). In later levels you may need good control to hit ramps at correct angles otherwise you can blow up if you hit walls. This is also useful to get away from shells, rockets, and grenades.
  6. An effective way of destroying snipers is to just run straight towards them and shoot you guns. Don't waste grenades on them unless it is necessary.
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**1.152 c05**

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\*CANNON FODDER II:

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

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**1.153 c06**

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CAPONE:

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

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**1.154 c07**

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CAPTAIN BLOOD:

When you encounter a particularly friendly alien, ask it the

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

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### 1.155 c08

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CAPTAIN DYNAMO:

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

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### 1.156 c09

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CAPTAIN PLANET:

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

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

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### 1.157 c10

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CAPTIVE:

Combos for the bases in mission one:

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

Combos for the bases in mission two:

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

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

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## 1.158 c11

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

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

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**1.159 c12**

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CAR-VUP:

On the high score table type one off the following:

"R.J.TOONE"\_\_\_\_\_For infinite lives.  
"BUMPER"\_\_\_\_\_For infinite bumpers.  
"PUSSYCAT"\_\_\_\_\_For nine extra lives.  
"BARMY CAR"\_\_\_\_\_For an extra 1000 points.  
"WOOAARRGGH"\_\_\_\_\_For faster turns.  
"WHOOPSIE"\_\_\_\_\_To skip levels.  
"ARNIECAR"\_\_\_\_\_100,000 bonus points.

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

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**1.160 c13**

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\*CARDIAXX: (Keith Krellwitz)

Pause the game and type any of the following:

'H','E','L','L-SHIFT','G','R','A','C'\_\_\_\_\_Stops timer.  
'F','A','Y','E','R-SHIFT','C','CTRL','RETURN'\_\_\_Infinite lives.  
'I','L','Y','C','A','R','O','L'\_\_\_\_\_Invincibility.

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**1.161 c14**

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\*CARLOS: (Keith Krellwitz)

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

(LEVEL CODES)

Level 2-"BONGO"

Level 3-"GALET"

Level 4-"PATAU"

Level 5-"SIRTA"

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## 1.162 c15

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CARRIER COMMAND:

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

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

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

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on doing this and hundreds of missiles can be yours.

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

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## 1.163 c16

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CASTLE MASTER:

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

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## 1.164 c17

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\*CATCH'EM: (Keith Kellwitz)

Enter any of the following for the password:

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

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

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

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

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## 1.165 c18

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CAVERUNNER:

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

'F1' \_\_\_\_\_ EXTRA LIVES.  
'F2' \_\_\_\_\_ EXTRA TIME.  
'F3' \_\_\_\_\_ LEVEL SKIP.

---

## 1.166 c19

GO BACK ONE PAGE

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---

CHAMBER OF THE SCI-MUTANT PRIESTESS:

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

---

## 1.167 c20

GO BACK ONE PAGE

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CHAMPIONS OF KRYNN:

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

-----

## 1.168 c21

GO BACK ONE PAGE

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CHAMPIONSHIP MANAGER 93/94:

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

-----

## 1.169 c22

GO BACK ONE PAGE

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\*CHAOS ENGINE, THE:

Enter all T's, V's, X's, or Y's as the password. This will allow you to enter a shop with lots of money and then you will start on level one.

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

-----

"YYYYYYYYYYYYY"	Thug, Gentleman	1	20000
"TTTTTTTTTTTTT"	Mercenary, Gentleman	1	45000

## (SECRET EXIT LOCATIONS)

## (LEVEL 1)

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

## (LEVEL 2)

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

## (LEVEL 3)

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

## (LEVEL 4)

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

---



**1.170 c23**

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CHAOS STRIKES BACK:

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

How to kill any dragon:

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

Using the Vorpall Blade:

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

---

**1.171 c24**

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CHARIOTS OF WRATH:

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

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**1.172 c25**

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CHARLIE CHIMP:

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

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

---

**1.173 c26**

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CHARLIE CHIMP 2:

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

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

---

**1.174 c68**

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CHARLIE J COOL:

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

"CURRY AND RICE"\_\_\_\_\_Increases lives to 20.

"WAIT DA MAN"\_\_\_\_\_If you die,you wont lose a life.

"BADBOY"\_\_\_\_\_Skip to next level.

"DREAMZONE"\_\_\_\_\_Invincibility.

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

---

## 1.175 c27

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CHARLY:

2-"ROOM"	11-"HAIR"	20-"STAG"	29-"LOAD"	38-"TASK"	47-"FOUL"
3-"CLAW"	12-"SPOT"	21-"LEAP"	30-"LIFE"	39-"BOSS"	48-"CALL"
4-"NEST"	13-"NAME"	22-"WORK"	31-"PICK"	40-"LAND"	49-"LINE"
5-"WORD"	14-"EDGE"	23-"GLAS"	32-"POST"	41-"FREE"	50-"BEER"
6-"FISH"	15-"DEEP"	24-"LOOP"	33-"RING"	42-"BANK"	
7-"AUNT"	16-"CASH"	25-"DARK"	34-"GREY"	43-"BABY"	
8-"RUSH"	17-"SALT"	26-"ATOM"	35-"BEST"	44-"STAR"	
9-"TUBE"	18-"PACT"	27-"TALK"	36-"DEAD"	45-"HINT"	
10-"RICH"	19-"FIRE"	28-"COAT"	37-"KNOB"	46-"CHAT"	

---

## 1.176 c28

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\*CHASE HQ:

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

---

## 1.177 c29

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CHASE HQ II:

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

'N' \_\_\_\_\_ Skips levels.

'1-6' \_\_\_\_\_ Jump to corresponding level.

'W' \_\_\_\_\_ Rocket thing.

'T' \_\_\_\_\_ More time.

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

---

## 1.178 c30

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CHIPS CHALLENGE:

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

"I THINK THEREFORE I AM" \_\_\_\_\_ Exit level without getting chips.

"09/12/57" \_\_\_\_\_ Unlimited time.

"SAGITTARIANS MAKE BETTER LOVERS" \_\_\_\_\_ For infinite extras.

Press 'C' to skip levels.

(LEVEL CODES)

---

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

**1.179 c69**

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CHRISTMAS LEMMINGS 1994:

(LEVEL CODES)

FROST AREA (1 PLAYER)

LEVEL 01-"CAJRLDNBCG"  
 LEVEL 02-"IJRLDNCCCP"  
 LEVEL 03-"NRLDNCADCM"  
 LEVEL 04-"RLDNCINECF"  
 LEVEL 05-"LDNCAJVFCO"  
 LEVEL 06-"DNCIJVLGCH"  
 LEVEL 07-"NCANVLDHCE"

FROST AREA (2 PLYS)

LEVEL 01-"KAJRLDOBMJ"  
 LEVEL 02-"IJRLDOKCMS"  
 LEVEL 03-"NRLDOKADMP"  
 LEVEL 04-"RLDOKINEMI"  
 LEVEL 05-"LDOKAJVFMK"  
 LEVEL 06-"DOKIJVLGMK"  
 LEVEL 07-"OKANVLDHMH"

-----

LEVEL 08-"CINVLDNICN"  
 LEVEL 09-"CAJRMNDNJCP"  
 LEVEL 10-"IJRMDNCKCI"  
 LEVEL 11-"NRMDNCALCF"  
 LEVEL 12-"RMDNCINMCO"  
 LEVEL 13-"MDNCAJVNCH"  
 LEVEL 14-"DNCIJVMOCQ"  
 LEVEL 15-"NCANVMDPCN"  
 LEVEL 16-"CINVMDNQCG"

LEVEL 08-"KINVLDQIMQ"  
 LEVEL 09-"KAJRMDOJMS"  
 LEVEL 10-"IJRMDOKKML"  
 LEVEL 11-"NRMDOKALMI"  
 LEVEL 12-"RMDOKINMMR"  
 LEVEL 13-"MDOKAJVNMK"  
 LEVEL 14-"DOKIJVMOMD"  
 LEVEL 15-"OKANVMDPMQ"  
 LEVEL 16-"KINVMDQOMJ"

## HAIL AREA (1 PLAYER)

LEVEL 01-"CAJRLFNBDJ"  
 LEVEL 02-"IJRLFNCCDS"  
 LEVEL 03-"NRLFNCAADDP"  
 LEVEL 04-"RLFNCINEDI"  
 LEVEL 05-"LFNCAJVFDR"  
 LEVEL 06-"FNCIJVLGDK"  
 LEVEL 07-"NCANVLFHDH"  
 LEVEL 08-"CINVLFNIDQ"  
 LEVEL 09-"CAJRMFNJDS"  
 LEVEL 10-"IJRMFNCKDL"  
 LEVEL 11-"NRMFNCALDI"  
 LEVEL 12-"RMFNINMDR"  
 LEVEL 13-"MFNCAJVNDK"  
 LEVEL 14-"FNCIJVMOED"  
 LEVEL 15-"NCANVMFPDQ"  
 LEVEL 16-"CINVVMFNQDJ"

## HAIL AREA (2 PLYS)

LEVEL 01-"KAJRLFOBNM"  
 LEVEL 02-"IJRLFQKCNF"  
 LEVEL 03-"NRLFQKADNS"  
 LEVEL 04-"RLFQKINENL"  
 LEVEL 05-"LFQKAJVFNE"  
 LEVEL 06-"FOKIJVLGNN"  
 LEVEL 07-"OKANVLFHMK"  
 LEVEL 08-"KINVLFQIND"  
 LEVEL 09-"KAJRMFOJNF"  
 LEVEL 10-"IJRMFOKKNQ"  
 LEVEL 11-"NRMFOKALNL"  
 LEVEL 12-"RMFOKINMNE"  
 LEVEL 13-"MFOKAJVNNN"  
 LEVEL 14-"FOKIJVMONG"  
 LEVEL 15-"OKANVMFPND"  
 LEVEL 16-"KINVVMFOQNM"

## FLURRY AREA (1 PLAYER)

LEVEL 01-"CAJRLDOBEJ"  
 LEVEL 02-"IJRLDOCCES"  
 LEVEL 03-"NRLDCADEP"  
 LEVEL 04-"RLDOCINEEI"  
 LEVEL 05-"LDCAJVFER"  
 LEVEL 06-"DOCIJVLGEK"  
 LEVEL 07-"OCANVLDHEH"  
 LEVEL 08-"CINVLDQIEQ"  
 LEVEL 09-"CAJRMDOJES"  
 LEVEL 10-"IJRMDOCKEL"  
 LEVEL 11-"NRMDOCALEI"  
 LEVEL 12-"RMDOCINMER"  
 LEVEL 13-"MDOCAJVNEK"  
 LEVEL 14-"DOCIJVMOED"  
 LEVEL 15-"OCANVMDPEQ"  
 LEVEL 16-"CINVMDQOEJ"

## FLURRY AREA (2 PLYS)

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

## BLIZZARD AREA (1 PLAYER)

LEVEL 01-"CAJRLFOBFM"  
 LEVEL 02-"IJRLFQCCFF"  
 LEVEL 03-"NRLFQCADFS"  
 LEVEL 04-"RLFQKINEFL"

## BLIZZARD AREA (2 PLYS)

LEVEL 01-"OAJRLFNBPB"  
 LEVEL 02-"IJRLFQNOCPK"  
 LEVEL 03-"NRLFQNOADPH"  
 LEVEL 04-"RLFQKINEPQ"

LEVEL 05-"LFOCAJVFFE"	LEVEL 05-"LFNOAJVFPJ"
LEVEL 06-"FOCIJVLGFN"	LEVEL 06-"FNOIJVLGPS"
LEVEL 07-"OCANVLFHFK"	LEVEL 07-"NOANVLFHPP"
LEVEL 08-"CINVLFIOFD"	LEVEL 08-"OINVLFNIFI"
LEVEL 09-"CAJRMFOJFF"	LEVEL 09-"OAJRMFNJPK"
LEVEL 10-"IJRMFOCKFO"	LEVEL 10-"IJRMFNOKPD"
LEVEL 11-"NRMFOCALFL"	LEVEL 11-"NRMFNOALPQ"
LEVEL 12-"RMFOCINMFE"	LEVEL 12-"RMFNOINMPJ"
LEVEL 13-"MFOCAJVNFN"	LEVEL 13-"MFNOAJVNPS"
LEVEL 14-"FOCIJVMOFG"	LEVEL 14-"FNOIJVMOPL"
LEVEL 15-"OCANVMFPFD"	LEVEL 15-"NOANVMFPPI"
LEVEL 16-"CINVMFOQFM"	LEVEL 16-"OINVMFNQPR"

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**1.180 c31**

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\*CHROME (PD) :

(LEVEL CODES)

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

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**1.181 c32**

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CHUBBY GRISTLE:

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

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**1.182 c33**

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\*CHUCK ROCK:

On the title screen type the following:

"FAST AINT THE WORD"\_\_\_\_\_Infinite lives.  
"UNCLE SAMS"\_\_\_\_\_Infinite lives.  
"ITS FAIRY BOWBELZ"\_\_\_\_\_Infinite lives.  
"SHE LOVES CLEANING WINDOWS"\_\_\_\_\_Infinite lives.  
"LIFE IS MY DREAM"\_\_\_\_\_Infinite lives.  
"MORTIMER"\_\_\_\_\_F1-F5 select stage.  
"TURN FRAME"\_\_\_\_\_1-5 selects level.  
"ESTRANO"\_\_\_\_\_Lets you fly.  
(Use the 'LEFT SHIFT' key to toggle fly mode on and off)

---

**1.183 c34**

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CHUCKIE EGG 2:

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

---

**1.184 c35**

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BACK TO THE ALPHABET

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\*CISCO HEAT: (Keith Krellwitz)

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

'T' \_\_\_\_\_For more time.  
'G' \_\_\_\_\_To abort.  
'Q' \_\_\_\_\_Show free memory.  
'N' \_\_\_\_\_Next race.  
'2-5' \_\_\_\_\_Go to corresponding level.

---

## 1.185 c36

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CIVILISATION:

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

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## 1.186 c37

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CJ'S ELEPHANT ANTICS:

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

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## 1.187 c38

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CLICK CLAK:

(LEVEL CODES)

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

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## 1.188 c39

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CLIFFHANGER:

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

---

## 1.189 c40

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CLOCKWISER:

(LEVEL CODES)

EASY PEASY	TOUGHISH	NERVEWRECKING	IMPOSSIBLE
------------	----------	---------------	------------

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

**1.190 c41**

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CLOWN 'O' MANIA:

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

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

**1.191 c42**

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CONTINENTAL CIRCUS:

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

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## 1.192 c43

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BACK TO THE ALPHABET

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\*COOL CROC TWINS: (Keith Krellwitz)

(LEVEL CODES)

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

---

## 1.193 c44

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\*COOL SPOT: (Keith Krellwitz)

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

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

---

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

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

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

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

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

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

---

## 1.194 c45

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\*COOL WORLD: (Keith Krellwitz)

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

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

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## 1.195 c46

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COSMIC PIRATE:

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

---

## 1.196 c47

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\*COSMIC RELIEF: (Keith Krellwitz)

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

---

## 1.197 c70

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\*COSMIC SPACEHEAD: (Keith Krellwitz)

(LEVEL CODES)

First password:	"YGZZ TEEA FEWI OQIA MS60"
Second password:	"DRCL JEE6 WWWI 9S8R M76M"
Last password:	"7VHL 9FES ZWLY LRWW TM6Q"

---

## 1.198 c48

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COVER GIRL POKER:

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

---

## 1.199 c49

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\*CRACKDOWN: (Keith Krellwitz)

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

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

---

## 1.200 c50

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CRAZY CARS:

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

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**1.201 c51**

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**CRAZY CARS II:**

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

The routes to take for each of the stages:

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

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

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

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

---

**1.202 c52**

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

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

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

---



Left and right cursor keys control slow motion.

---

## 1.203 c53

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

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

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

Left and right cursor keys control slow motion.

---

## 1.204 c54

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CREATURES:

Plug your joystick in port 2. Load the game and wait for the title music to start. When this happens, on the high score table the clydes will stop. Waggle your joystick furiously. The clydes should do a dance and turn grey. You now have infinite lives, except on the torture screens.

Pause the game and type "A FINE KETTLE OF FISH". Now use the following keys:

'F1' _____	STAGE 1.1	'F4' _____	STAGE 2.1'	F7' _____	STAGE 3.1
'F2' _____	STAGE 1.2	'F5' _____	STAGE 2.2'	F8' _____	STAGE 3.2
'F3' _____	TORTURE 1	'F6' _____	TORTURE 2'	F9' _____	TORTURE 3

---

'F10'\_\_Skips to next level.            'C'\_\_Shuts cheat off (WHY?).

---

## 1.205 c55

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CRICKET:

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

---

## 1.206 c56

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CRIME DOES NOT PAY:

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

---

## 1.207 c57

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\*CRYSTAL HAMMER:

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

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**1.208 c58**

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\*CRYSTAL KINGDOM DIZZY:

Enter these codes into the game genie:

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

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

---

**1.209 c59**

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CRYSTALS OF ARBOREA:

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

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**1.210 c60**

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CUBE X:

(LEVEL CODES 0-149)

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

049-----"MARK"

099-----"PLANE"

149-----"HAMMER"

**1.211 c61**

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CURSE OF RA:

(LEVEL CODES)

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

**1.212 c62**

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CURSE OF THE AZURE BOND:

See the POOL OF RADIANCE cheat.

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

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

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**1.213 c63**

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\*CYBERBLAST: (Keith Krellwitz)

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

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**1.214 c64**

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CYBERNOID:

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

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

---

## 1.215 c65

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\*CYBERNOID II:

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

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

---

## 1.216 c66

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\*CYBERPUNKS: (Cheat by K. Krellwitz)

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

---

'F1'-'F5' \_\_\_\_\_Skip to corresponding level.  
'1'-'4' \_\_\_\_\_Warp around current level.  
'A' \_\_\_\_\_Deploy stationary drone gun.  
'S' \_\_\_\_\_Activate shield.  
'D' \_\_\_\_\_Deploy drone.  
'Z' \_\_\_\_\_Select red players weapon.  
'X' \_\_\_\_\_Select blue players weapon.  
'C' \_\_\_\_\_Select blue players weapon.  
'LEFT SHIFT' \_\_\_\_\_Smart Bomb.

(LEVEL CODES)

MISSION 1 - "471174"                      MISSION 3 - "066990"  
MISSION 2 - "159361"                      MISSION 4 - "135642"

---

## 1.217 c67

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\*CYBERSPHERE:

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

---

## 1.218 d01

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D-GENERATION:

The password for the computer is "DEATH".

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

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**1.219 d02**

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DALEK ATTACK:

Type any of the following during play:

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

(INVICIBILITY)

"JAMES BOND AND OLIVER REED WERE NEVER GOOD SINGERS"

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

---

**1.220 d03**

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DALEY THOMPSON OLYMPIC CHALLENGE:

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

---

**1.221 d04**

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DALLAS QUEST:

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

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## 1.222 d05

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DAMOCLES:

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

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

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## 1.223 d06

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\*DARK CASTLE:

---

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

---

## 1.224 d07

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\*DARKMAN: (Keith Krellwitz)

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

'I' \_\_\_\_\_Invincibility.  
'Z' \_\_\_\_\_Kills enemies on the screen.  
'D' \_\_\_\_\_Gives darkman the disguise.  
'P' \_\_\_\_\_Refills life meter.  
'R' \_\_\_\_\_??????  
'SPACE' \_\_\_\_\_Bypass photo session w/ disguise.  
'1'-'6' \_\_\_\_\_Skip to the corresponding level.  
'F1'-'F7' \_\_\_\_\_Skip to the corresponding level.  
'F8' \_\_\_\_\_Skip to next level.  
'J' \_\_\_\_\_Move darkman anywhere on the level with joystick.  
( 'J' toggles this on/off)

---

## 1.225 d08

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\*DARKSIDE:

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

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**1.226 d09**

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DAS MAGAZIN:

(LEVEL CODES)

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

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**1.227 d10**

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\*DATASTORM:

Hit 'F10' for a message.

---

**1.228 d11**

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DAYS OF THUNDER:

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

---

**1.229 d57**

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DEATH MASK:

(LEVEL CODES)

01-"52385"	12-"28283"	23-"82855"
02-"22428"	13-"85325"	24-"58474"
03-"84843"	14-"10769"	25-"38392"
04-"22087"	15-"25324"	26-"55276"
05-"38641"	16-"43542"	27-"68163"
06-"06395"	17-"62156"	28-"75156"
07-"33224"	18-"84678"	29-"70948"
08-"35527"	19-"57093"	30-"54334"
09-"48962"	20-"29264"	31-"39814"
10-"65074"	21-"47446"	32-"52262"
11-"62438"	22-"75330"	33-"73164"

---

**1.230 d12**

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DEEP CORE:

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

- "REANIMATOR".....Gives access to levels 4-6.
- "PSYCHONAUT".....Gives access to levels 7-9.

During play type any of the following:

- "I NEED OXYGENE".....For full oxygen.
  - "I NEED ENERGY".....For full energy.
  - "TRAINER MODE".....For infinite everything.
-

**1.231 d13**

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

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

**1.232 d14**

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DEFENDER II:

"GOATY" \_\_\_\_\_ Invincibility.  
 "INCAS" \_\_\_\_\_ Replaces invis with smart laser in stargate.  
 "ANDES" \_\_\_\_\_ Power is restored when the laser is fired.  
 "RAVEN" \_\_\_\_\_ Activates the three following keys.

'I' \_\_\_\_\_ Invicibility on/off.  
 'N' \_\_\_\_\_ Next level.  
 'D' \_\_\_\_\_ Fly auto pilot 23 levels.

(LEVEL CODES)

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

**1.233 d15**

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DEFENDER OF THE CROWN:

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

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## 1.234 d16

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DEFLEKTOR:

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

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## 1.235 d17

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

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

(OTHER HINTS)

1. It is generally not a good idea to spend any credits until you have 500. When you get 500 credits, buy the Super Weapon.
-

2. If you hold down the fire button (make sure to disable autofire if you have it on) from the moment you grab the Meteor Storm icon right up to the end of the Meteor Storm, you will get the secret \$5000 bonus (This only works in version 2.4 and possibly the upcoming 2.5).
  3. On Version 2.4, it is not a good idea to buy the \$3000 weapon until you're in levels 51-75.
  4. The weapons that cost \$750 and higher are generally not very handy unless you have autofire (Ver 2.4). If you do have autofire and have one of these weapons, what you have is an incredibly nasty weapon!
  5. You can also "cheat" by using a hex editor and editing the main program. Just find the part of the code that lists all the prices in the tax-free shop (make sure they are not part of the menu, if you modify the menu in any way the game won't run!) and change the numbers to whatever you want. This way, you can make everything cost nothing if you want! However, you'll still need \$50 to enter the shop, and \$400 for continues (or \$200, in version 2.3).
- 

## 1.236 d18

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DENARIS:

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

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## 1.237 d19

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\*DESERT STRIKE:

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

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

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

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## 1.238 d20

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DETROIT (ECS & AGA): (Terry Wood)

If you want to be sure to earn a profit in your first month of DETROIT, you can plug the following number values into the appropriate places in the tutorial (see "Technical Supplement and Tutorial" booklet). They will guarantee you a reasonable return for at least your first few months in business. The first set of values gives you hints, the second set gives you decent, but not optimal exact numbers, and the third set gives you the absolute best numbers.

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

HINT:

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

GOOD NUMBERS:

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

## BEST NUMBERS:

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

**1.239 d21**

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## DEUTEROS:

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

**1.240 d22**

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DEVIOUS DESIGNS:

(LEVEL CODES)

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

## 1.241 d23

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DIGGERS CD32:

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

## 1.242 d24

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\*DINOSAUR DETECTIVE AGENCY: (Keith Krellwitz)

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

Type "DINODICK" on level 1 to skip to the end of level 1.  
Type "JURASSIC" on level 2 to skip to the end of level 2.  
Type "DINOSORE" on level 3 to skip to the end of level 3.  
Type "DINOMITE" on level 4 to skip to the end of level 4.

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

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## 1.243 d25

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\*DISPOSABLE HERO:

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

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## 1.244 d26

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DOGS OF WAR:

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

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**1.245 d27**

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\*DOJO DAN:

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

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

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**1.246 d28**

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\*DOMINATOR:

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

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**1.247 d29**

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\*DONK: (Keith Krellwitz)

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

'F1' \_\_\_\_\_ Increase shields.

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'F2' \_\_\_\_\_ Increase bombs.  
'F3' \_\_\_\_\_ Increase jumps.  
'F4' \_\_\_\_\_ Increase floats.

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## 1.248 d30

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\*DOODLEBUG: (Keith Krellwitz)

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

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

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## 1.249 d31

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\*DOODY (PD): (Keith Krellwitz)

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

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## 1.250 d32

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DOUBLE DRAGON:

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

"LEVEL ONE PLEASE"\_\_\_\_\_Go to level one.  
"LEVEL TWO PLEASE"\_\_\_\_\_Go to level two.  
"LEVEL THREE PLEASE"\_\_\_\_\_Go to level three.  
"LEVEL FOUR PLEASE"\_\_\_\_\_Go to level four.  
"LAST LEVEL PLEASE"\_\_\_\_\_Go to last level.  
"GIVE ME MORE HEALTH PLEASE"\_\_\_\_\_Lots of energy.  
"I DO NOT WANT TO DIE PLEASE"\_\_\_\_\_Invicibility.

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

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

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## 1.251 d33

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\*DOUBLE DRAGON II: (Keith Krellwitz)

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

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

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## 1.252 d34

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\*DR. PLUMMET'S HOUSE OF FLUX:

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

'F1' \_\_\_\_\_Skip levels.  
'F2' \_\_\_\_\_Invincibility.  
'F3' \_\_\_\_\_Restock everything.

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## 1.253 d35

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\*DRAGON BREED:

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

'N' \_\_\_\_\_Advance to next level.  
'B' \_\_\_\_\_Advance to the next main guy.

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## 1.254 d36

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

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

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

---



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

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## 1.255 d37

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DRAGON LORD:

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

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## 1.256 d38

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\*DRAGON SCAPE:

Press the down cursor key to skip levels.

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## 1.257 d39

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DRAGON SPIRIT:

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

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## 1.258 d40

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DRAGON WARS:

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

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## 1.259 d41

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DRAGON'S LAIR:

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

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

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## 1.260 d42

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DRAGON'S LAIR II (TIME WARP):

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

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## 1.261 d43

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\*DRAGON'S LAIR 3:

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

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## 1.262 d44

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DRAGON'S LAIR - SINGES CASTLE:

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

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## 1.263 d45

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\*DRAKKHEN:

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

Or you can also do the following:

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

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

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

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

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## 1.264 d46

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DRILLER:

Start the game and shoot the small shed about 25 times and you'll

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transform into a jet.

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## 1.265 d47

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### DRIVING FORCE:

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

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## 1.266 d48

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### DUCK TALES:

#### INVESTMENT:

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

#### MONEY BANK:

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

#### PLACES:

These are the best places to visit;

EL CAPITAN

WHATSAMATTERHORN

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NOVAY  
VALLEY OF GOLD  
BERMUDA TRIANGLE  
SWANSYLVANIA

AYERS ROCK  
THUNDERCLAP MOUNTAIN  
TRALALA

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

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## 1.267 d49

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DUNE II:

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

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

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## 1.268 d50

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DUNGEON MASTER:

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

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

Here are some undocumented spells:

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"YA BRO ROS" \_\_\_\_\_ Leaves a trail of footprints.  
"VI BRO" \_\_\_\_\_ Shield poison.  
"DES IR SAR" \_\_\_\_\_ Darkness.  
"FUL BRO NETA" \_\_\_\_\_ Fire ball shield.  
"OH KATH RA" \_\_\_\_\_ Lightning bolt.  
"ZO" \_\_\_\_\_ Open doors.  
"DES EW" \_\_\_\_\_ Weakens undead beings.

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## 1.269 d51

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DUNGEON QUEST:

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

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## 1.270 d52

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DUNGEONS OF AVALON 1 & 2:

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

5. Now load in the other five characters that are pre-made at the start of the game. You can now start your quest with somewhere in the region of 1000 gold pieces - unless you kit everyone up at the weapon store, train, etc. You can repeat this as many times as you want each go, giving you in effect infinite money.

## 1.271 d53

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DYNABLASTERS:

(LEVEL CODES)

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

## 1.272 d54



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DYNAMITE DUX:

On the title screen, type "CHEAT" and use 'F1'-'F6' to advance to the corresponding level. Type "NUDE" to enter the boxing sub game.

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### 1.273 d55

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DYNASTY WARS:

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

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

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### 1.274 d56

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DYTER 07:

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

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**1.275 e01**

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ECO:

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

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**1.276 e02**

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EDD THE DUCK:

Press the left mouse button to skip levels.

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**1.277 e03**

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\*EDD THE DUCK 2: (Keith Krellwitz)

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

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**1.278 e04**

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\*ELF:

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

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## 1.279 e05

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\*ELIMINATOR:

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

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

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## 1.280 e06

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ELITE:

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

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the arms and cargo.

BYTE NUMBER	NEW VALUE	USAGE
12	00-FF	Create a new galaxy.
13	00-FF	Create a new galaxy.
18	FF	Loads of credits.
1F	46	7 light years fuel.
20	01	Escape capsule.
23	02	Large cargo bay.
24	01	E.C.M. system.
26	01	Pulse laser.
28	01	Galactic hyperdrive.
2C	01	Escape pod.
2F	01	Energy bomb.
31	01	ECM jammer.
32	01	Docking computer.
34	03	Galactic hyperdrive.
36	01	Mining laser.
38	01	Military laser.
3F	01	Cloaking ('Y'=on/off).
40	01	Loads of food.
47	01	Loads of textiles.
49	01	Loads of radioactives.
4C	01	Loads of slaves.
50	01	Loads of wine.
54	01	Loads of narcotics.
5C	01	Loads of computers.
63	01	Loads of machinery.
67	01	Loads of alloys.
69	01	Loads of firearms.
6C	01	Loads of furs.
72	01	Loads of minerals.
75	01	Loads of gold.
79	01	Loads of platinum.
83	01	Loads of gem stones.
84	01	Loads of alien items.
88	01	Refugees from Super Nova.
8C	01	Important thargoid doc.
97	01	Clean legal status.
97	00-08	Harmless - Elite ranking.
3C	01	E.C.M. system jammer
		('L' toggles jammer on and off)

## 1.281 e07

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EMPIRE SOCCER:

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

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## 1.282 e08

GO BACK ONE PAGE

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\*EMPIRE STRIKES BACK:

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

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## 1.283 e09

GO BACK ONE PAGE

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ENCHANTED LANDS:

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

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## 1.284 e10

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GO BACK ONE PAGE

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ENDURO RACER:

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

'T' \_\_\_\_\_ Extra ten seconds.

'S' \_\_\_\_\_ Advance one checkpoint.

'F' \_\_\_\_\_ Turbo speed.

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## 1.285 e11

GO BACK ONE PAGE

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ENLIGHTENMENT-DRUID II:

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

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## 1.286 e12

GO BACK ONE PAGE

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EPIC:

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

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

(LEVEL CODES)

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

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## 1.287 e13

GO BACK ONE PAGE

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\*ESCAPE FROM THARKAN: (Keith Krellwitz)

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

'F1' \_\_\_\_\_The computer will play for you (on/off).  
'F2' \_\_\_\_\_Stops the tanks from firing.  
'F3' \_\_\_\_\_Invincibility.  
'F4' \_\_\_\_\_Eliminates flying section to get to new levels.  
'F5' \_\_\_\_\_Disables active cheats.  
'F6' \_\_\_\_\_The computer will play ('F1' turns it off).  
'F10' \_\_\_\_\_Make the bricks unbreakable (on/off).

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## 1.288 e14

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\*ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS:

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

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**1.289 e15**

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ESPANA '92:

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

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**1.290 e16**

GO BACK ONE PAGE

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\*ESWAT:

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

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**1.291 e17**

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\*EVIL GARDEN: (Keith Krellwitz)

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

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blessed with infinite lives.

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**1.292 e18**

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EXECUTIVE LEADER BOARD:

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

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**1.293 e19**

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EXOLON:

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

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**1.294 e20**

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EXTASE:

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

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**1.295 e21**

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\*EXTREME VIOLENCE:

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

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

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

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**1.296 e22**

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\*EYES OF HORUS:

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

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**1.297 e23**

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EYE OF THE BEHOLDER:

Make two copies of disk 2 then make up your parties on both disks.

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

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## 1.298 e24

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EYE OF THE BEHOLDER II:

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

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

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**1.299 e25**

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E-MOTION:

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

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

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**1.300 f01**

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F-15 STRIKE EAGLE II:

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

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**1.301 f02**

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F-16 COMBAT PILOT:

If you're fed up with landing try the following: Jetison all fuel and weapons and climb to 65000ft. Stay there until the last of your fuel runs out. Dive towards the ground and at 10 or 11 thousand

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feet pull up hard. You will then be able to rise about 4000 ft and then start falling towards the ground. Just as you hit the ground the mission will end safely.

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### 1.302 f03

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F17 CHALLENGE: (Terry Wood)

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

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### 1.303 f04

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F-117 STEALTH FIGHTER:

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

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### 1.304 f05

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## F-19 STEALTH FIGHTER:

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

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**1.305 f06**

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## F-29 RETALIATOR:

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

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

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**1.306 f07**

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## FA-18 INTERCEPTOR (ELECTRONIC ARTS):

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

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

Select option 2 {FREE FLIGHT, NO ENEMY CONFRONTATION} from the main menu. Then select zero instead of 1 to 4. The screen will go into a spiral and scroll way south to 34 by 117 degrees, placing your

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plane somewhere without a runway. This happens to be in the middle of Edwards Air Force Base, where the F/A-18 was flight tested. To take off you have to use the afterburners. 117 degrees is the furthest south you'll be able to fly, but you can go in other directions. Is there more to this back door?

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### 1.307 f08

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#### FAERY TALE ADVENTURE:

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

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

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

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

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

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

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

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

ARROW KEYS\_\_\_\_\_Move very fast over any terrain.  
 'B' \_\_\_\_\_Summon gold swan.  
 'R' \_\_\_\_\_Rescue princess.  
 '=' \_\_\_\_\_Display coordinates.

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'F9' \_\_\_\_\_ Increase time by one hour.  
'F10' \_\_\_\_\_ Location in coordinates.

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### 1.308 f09

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FALCON:

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

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

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### 1.309 f10

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\*FANTASTIC VOYAGE: (Keith Krellwitz)

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

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**1.310 f11**

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\*FANTASY WORLD DIZZY:

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

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**1.311 f12**

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FAST LANE:

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

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**1.312 f13**

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FEDERATION OF FREE TRADERS:

Advancement in rank has nothing to do with the amount of credits to your name. It is related to the number of missions you complete and ships destroyed. The only way to earn a lot of credits is to haggle on the trade-net. By staying in the space station on the

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net, and trading in guns, food and gold, you will quickly build a fortune. Travelling to space stations requires you to jump until you cannot get any further. Guide to completing the missions:

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

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

MISSION 03: Destroy sat!

MISSION 04: Escort convoy. Use E pod.

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

MISSION 06: Search for survivors.

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

MISSION 08: Go and report.

MISSION 09: Destroy alien.

MISSION 10: Rescue civilians. Land on planet.

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## 1.313 f14

GO BACK ONE PAGE

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FERNANDEZ MUST DIE:

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

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## 1.314 f42

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

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

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

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### 1.315 f15

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\*FIGHTER BOMBER:

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

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### 1.316 f16

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FIGHTING SOCCER:

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

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**1.317 f17**

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FINAL BLOW BOXING:

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

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**1.318 f18**

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FINAL FIGHT:

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

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**1.319 f19**

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\*FINAL MISSION: (Keith Krellwitz)

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

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lives. (STAR COLLECTION)

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### 1.320 f20

GO BACK ONE PAGE

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FIRE & BRIMSTONE:

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

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### 1.321 f21

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FIRE AND ICE:

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

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

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### 1.322 f22

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FIREFORCE:

Start the game as normal with just one bazooka shell. Arm the weapon, press and hold the fire button. Now press 'ESC'. Go to

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the armory and get rid of all your rockets. Now you can start the mission with infinite supply of bazooka shells. The same applies to all weapons as well.

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### 1.323 f23

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FIRST SAMURAI:

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

'F1' \_\_\_\_\_Infinite energy and infinite weapons.  
'F2' \_\_\_\_\_Infinite energy.  
'F3' \_\_\_\_\_Infinite lives.

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

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### 1.324 f24

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FLASHBACK:

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

The level codes are:

1        2        3        4        5        6        7

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EASY: "BACK" "LOUP" "CINE" "GOOD" "SPIZ" "BIOS" "HALL"  
 NORMAL: "PLAY" "TOIT" "ZAPP" "LYNX" "SCSI" "GARY" "PONT"  
 DIFFICULT: "CLOP" "CARA" "CALE" "FONT" "HASH" "FIBO" "TIPS"

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**1.325 f25**

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\*FLIMBO'S QUEST: (Keith Krellwitz)

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

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**1.326 f26**

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FLOOD:

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

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**1.327 f27**

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\*FLY HARDER: (Keith Krellwitz)

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

(LEVEL CODES)

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

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## 1.328 f28

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

(LEVEL CODES)

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

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

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

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

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## 1.329 f29

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\*FLYING SHARK:

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

"KDJ"\_\_\_\_\_For infinite lives.  
"PJA"\_\_\_\_\_Infinite smart bombs.  
"RLH"\_\_\_\_\_For acid men.  
"JGL"\_\_\_\_\_For full firepower.  
"RAB"\_\_\_\_\_Invincibility.  
"HSC"\_\_\_\_\_Turns the screen black.

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

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### 1.330 f30

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FOOTBALL DIRECTOR 2:

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

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### 1.331 f31

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FOOTMAN:

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

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from the fruit that appear periodically.

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### 1.332 f32

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#### \*FORGOTTEN WORLDS:

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

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### 1.333 f33

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#### FORMULA ONE GRAND PRIX:

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

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

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

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### 1.334 f34

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\*FOUNDATION WASTE: (Keith Krellwitz)

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

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### 1.335 f35

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\*FRANKENSTEIN: (Keith Krellwitz)

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

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### 1.336 f36

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FRONTIER:

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

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### 1.337 f37

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\*FRUIT SALAD: (Keith Krellwitz)

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

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### 1.338 f38

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FULL CONTACT:

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

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### 1.339 f39

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FUSION:

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

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

Start the game as normal, collect the ship and fly to the extreme top left of the playing area. Disambark from the ship and drive

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

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### 1.340 f40

GO BACK ONE PAGE

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FUTURE WARS:

After you have travelled into the future, been into the sewer and discovered the beast attacking the woman and her child, and also have the fuses and have uncovered the tap, go back up to the surface and hunt through the rubble until you find the blowtorch. Take this down into the sewer, fill it with gas from the tap and incinerate the monster.

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### 1.341 f41

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FUZZBALL:

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

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### 1.342 g01

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\*GALACTOID:

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

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### 1.343 g02

GO BACK ONE PAGE

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\*GALAGA'92: (Keith Krellwitz)

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

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

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### 1.344 g03

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GALAXY FORCE II:

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

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**1.345 g04**

GO BACK ONE PAGE

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\*GALAXY'93: (Keith Krellwitz)

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

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

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**1.346 g05**

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GAME OVER II:

The code for level two is "11423".

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**1.347 g06**

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\*GAMMA ZONE: (Keith Krellwitz)

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

"ZASTER"\_\_\_\_\_Give you 400 coins.  
 "KNIGHTRIDER"\_\_\_\_Gives you the shield and other extras.  
 "MAGIC"\_\_\_\_\_Gives you magic.  
 "FOREVERYOUNG"\_\_\_\_\_Puts your time up to 600.  
 "STEFFI"\_\_\_\_\_Gives you hearts (energy).  
 "IMWALKING"\_\_\_\_\_Gives you fuel.  
 "WINNER"\_\_\_\_\_Completes current level.

(LEVEL CODES)

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

## 1.348 g07

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\*GANYMED: (Keith Krellwitz)

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

## 1.349 g08

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GAUNTLET:



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

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

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### 1.350 g09

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GAUNTLET II:

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

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

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### 1.351 g10

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GAZZA 2:

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

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### 1.352 g11

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GEM-X:

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

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

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## 1.353 g12

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GEMINI WING:

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

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

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

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## 1.354 g13

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GENGHIS KHAN:

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

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### 1.355 g14

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GHOST 'N' GOBLINS:

On the high score table, enter your name as "!", maybe ")!(". This will make you invincible. Also, if you type "DELBOY" on the credit screen, you will be invincible.

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### 1.356 g15

GO BACK ONE PAGE

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\*GHOSTBUSTERS II:

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

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### 1.357 g16

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\*GHOULS 'N' GHOSTS:

Start the game and type "KAREN BROADHURST" for invincibility.

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### 1.358 g17

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\*GIGANOID:

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

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### 1.359 g18

GO BACK ONE PAGE

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\*GLOBAL GLADIATORS: (Keith Krellwitz)

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

To complete the level you are currently on and go to the bonus game enter the following sequence with the joystick.  
U,L,D,R,U,L,F,D,R,F,F,D,R,U,L,F, and F. Now press 'P'.

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**1.360 g19**

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\*GLOBDULE: (Keith Krellwitz)

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

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

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

(LEVEL CODES)

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

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**1.361 g20**

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GLOBULUS:

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

The most important thing to remember is that all the puzzles can be solved without losing a life, so if you lose a life and think its the only way to solve the screen, look closely. Some of the

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puzzles get pretty obscure after level 10, but once you eventually beat them you'll kick yourself for not seeing the solution earlier.

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

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

## 1.362 g21

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GOAL:

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

## 1.363 g22

GO BACK ONE PAGE

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GOBLIIINS:

(LEVEL CODES)

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

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**1.364 g23**

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GODFATHER, THE:

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

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**1.365 g24**

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GODS:

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

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**1.366 g25**

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GOLDEN AXE:

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

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## 1.367 g26

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\*GOLDRUNNER:

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

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## 1.368 g27

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\*GOLDRUNNER II:

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

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**1.369 g28**

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GRAVITY FORCE:

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

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**1.370 g29**

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\*GRAVITY FORCE II:

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

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

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**1.371 g30**

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GREAT GIANA SISTERS:

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

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### 1.372 g31

GO BACK ONE PAGE

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GREMLINS:

Same cheat as GREMLINS II.

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### 1.373 g32

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\*GREMLINS II:

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

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

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### 1.374 g33

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\*GUNBOAT:

Enter "TJL" for your codename.

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### 1.375 g34

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\*GUY SPY:

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

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

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### 1.376 h01

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HACKER:

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

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

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

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### 1.377 h02

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\*HACKER II:

Type any of the following at logon:

"cover"\_\_\_\_\_End screen.

"title"\_\_\_\_\_Title page.

"demo pam"\_\_\_\_\_Speeds play and jumps check procedure.

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### 1.378 h03

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HADES NEBULA:

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

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### 1.379 h04

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\*HAGAR THE HORRIBLE:

(LEVEL CODES)

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

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

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don't work.

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

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## 1.380 h05

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HAMMERFIST:

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

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## 1.381 h06

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HARDBALL (ACCOLADE):

VARIOUS HINTS:

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

- Change pitchers after a few innings, because as they get tired, their accuracy and speed get worse.
- 

### 1.382 h07

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\*HARD DRIVIN 1:

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

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### 1.383 h08

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HARD DRIVIN II:

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

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

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### 1.384 h09

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HARE RAISING HAVOC:

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

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### 1.385 h10

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HARLEQUIN:

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

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

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### 1.386 h11

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\*HATE: (Keith Krellwitz)

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

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## 1.387 h12

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HAWKEYE:

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

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## 1.388 h13

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HEIMDALL:

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

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## 1.389 h14

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HEIMDALL 2:

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

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

```

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

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

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## 1.390 h15

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\*HELL RAISERS: (Keith Krellwitz)

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

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## 1.391 h16

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\*HELTER SKELTER:

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

'-' (on the keypad)\_\_\_\_\_Skip to previous level.  
'ENTER" (on the keypad)\_\_\_\_\_Skip to next level.

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

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

(LEVEL CODES)

11-"SPIN"	31-"BALL"	51-"LEFT"	71-"PLAY"
21-"FLIP"	41-"GOAL"	61-"TWIN"	

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## 1.392 h17

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HERO QUEST:

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

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## 1.393 h18

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HEROES OF THE LANCE (SSI):

SOME GENERAL TIPS:

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

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

KILLING BOZAKS: TWO METHODS:

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

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

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

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

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

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## 1.394 h19

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HILLSFAR:

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

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**1.395 h20**

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\*HIRED GUNS:

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

"AMIGA"\_\_\_\_\_For infinite energy and ammo.

"APPLEGATE"\_\_\_\_\_To open all doors.

"CHRISTINA"\_\_\_\_\_Choose any mission and character.

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**1.396 h21**

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HISTORYLINE 1914-1918:

(LEVEL CODES FOR 1 PLAYER)

(GERMAN)

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

(ALLIED)

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

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(LEVEL CODES FOR 2 PLAYERS)

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

---

**1.397 h22**

GO BACK ONE PAGE

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\*HOI:

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

---

**1.398 h23**

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HOLIDAY LEMMINGS 93: (Terry Wood)

(FLURRY LEVELS)

02-Floating lemming flurry:	"IJJLDNCCCN"
03-Holiday lemmings:	"OJNLHCEDCT"
04-Lemming tracks in the snow:	"HLDLCMNECT"
05-Christmas south of the equator:	"LDLCAJNFCK"

---

06-Lemming snowfall:	"LHCKKONGCN"
07-Lemming snowjourn:	"LCANNLDHQC"
08-Clouds of lemmings:	"CINLLHICL"
09-A block from home:	"CAJHMDLJCJ"
10-Lemmings below zero:	"MJHMDLCKCW"
11-At me in a cave:	"NJOLHCGLCN"
12-Presents of mind:	"JMDLCINMCK"
13-Yo-yo-lem-lem:	"MDLCAKLNCS"
14-Marshmallow land:	"DLCKJNMOCO"
15-Head for the hills:	"LCENMMDPCM"
16-The long way around:	"CKNOMDLQVC"

## (BLIZZARD LEVELS)

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

## (HINTS)

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

---

**1.399 h24**

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\*HOLLYWOOD POKER PRO:

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

-----

## 1.400 h25

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HOOK:

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

-----

## 1.401 h26

GO BACK ONE PAGE

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\*HORROR ZOMBIES FROM THE CRYPT:

Enter "BOGEYEATER" for the password for infinite lives.

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

(LEVEL CODES)

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

-----

**1.402 h27**

GO BACK ONE PAGE

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\*HUDSON HAWK:

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

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

-----

**1.403 h28**

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HUMANS:

(LEVEL CODES)

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

-----



23----	"BORO4LEEDS1"	49--	"RAB C NESBITT"	75-	"LORDS OF CHAOS"
24-----	"EASY LIFE"	50-----	"RANGERS"	76---	"NOW ITS DONE"
25-----	"JIMS TIES"	51-----	"RAINBOW"	77-	"IM OUT OF HERE"
26-----	"PARKVIEW"	52-----	"DOODY"	78-----	"HERES TO A"
	79----	"BETTER LIFE"	80----	"BYE BYE BYE"	

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## 1.404 h29

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HUMANS - THE JURASSIC LEVELS:

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

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## 1.405 h30

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HUNT FOR RED OCTOBER:

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

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## 1.406 h31

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HUNTER:

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

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

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

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

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## 1.407 h32

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\*HYBRIS:

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

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## 1.408 h33

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HYDRA:

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

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## 1.409 i01

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\*ICE RUNNER: (Keith Krellwitz)

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

"FUNNY"\_\_\_\_\_Speeds up the enemy.

"MAGIC"\_\_\_\_\_Infinite lives.

"GURKE"\_\_\_\_\_Invincibility and infinite everything.

(Use 'F9' to advance levels)

---

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**1.410 i02**

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\*IK+: (Keith Krellwitz)

Codes to type in while playing:

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

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

---

**1.411 i03**

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\*IKARI WARRIORS:

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

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## 1.412 i04

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IMPACT:

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

(LEVEL CODES)

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

---

## 1.413 i05

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\*IMMORTAL:

Here are the level codes:

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

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**1.414 i06**

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IMPOSSAMOLE:

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

"LUMBAJAK"\_\_\_\_\_Doubles the length of monty's energy bar.  
 "HEINZ..."\_\_\_\_\_Gives monty three energy bars.  
 "ANNFRANK"\_\_\_\_\_Tops off low energy.  
 "OUCHOUCH"\_\_\_\_\_Lets monty walk on water.  
 "COMMANDO"\_\_\_\_\_Turns off the time limit.  
 "JUGGLERS"\_\_\_\_\_Suprise.

---

**1.415 i07**

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IMPOSSIBLE MISSION 2025:

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

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**1.416 i08**

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INDIANA JONES FATE OF ATLANTIS (ACTION):

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

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## 1.417 i09

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\*INDIANA JONES LAST CRUSADE (ACTION):

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

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

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## 1.418 i10

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INDIANAPOLIS 500:

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

CAR: LONA/BUICK

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

---

STAGGER: NO DIFFERENCE

RUBBER:	RIGHT FRONT	RIGHT BACK	LEFT FRONT	LEFT BACK
	HARD	MEDIUM	SOFT	SOFT

CAMBERS:	RIGHT FRONT	RIGHT BACK	LEFT FRONT	LEFT BACK
	-.50	+.25	+.25	+1

PRESSURE: ALL AT 25

SHOCKERS:	RIGHT FRONT AND BACK	LEFT FRONT AND BACK
	BOTH AT BOTTOM	BOTH AT BOTTOM

LEVERS ON DASH: BOTH FULL FORWARD

---

## 1.419 i11

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\*INDY HEAT: (Keith Krellwitz)

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

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## 1.420 i12

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INFESTATION:

To get into the underground complex, first find a small, upright, rectangular box with two flashing squares on it; thats the computer

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terminal. Face the flashing squares, hit 'F2' to bring up the computer, and enter the words "KAL SOLAR" to activate it. hit 'F2' again to exit. On your way to the computer, you should have passed a shower like structure. That's the transporter.

---

### 1.421 i13

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\*INSANITY FIGHT:

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

---

### 1.422 i14

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INTERCEPTOR:

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

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### 1.423 i15

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INTERCHANGE:

---

## (LEVEL CODES)

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

---

**1.424 i16**

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INTERLOCK:

## (LEVEL CODES)

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

---

**1.425 i17**

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INTERNATIONAL ATHLETICS:

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

---

### 1.426 i18

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INTERNATIONAL ICE HOCKEY:

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

---

### 1.427 i19

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INTERPHASE:

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

---

### 1.428 i20

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\*INVADERS II-(MENTAL IMAGE):

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

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### 1.429 i21

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ISHAR 3:

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

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## 1.430 i22

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IT CAME FROM THE DESERT:

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

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

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

For those who are having trouble getting to the ants hideout, it is located about one screen due south of mine one. The best way to gain access to the tunnel is on the morning of day 11. Go to the airport and get the plane. Fly to mine one (southeast from the airport) and land on the road in front of mine one. Get out of your plane and walk to the center of the main building of mine one.

---

Walk south about one and a half screens and the hole should open and a ant will crawl out. You must kill the ant and run to the hole before it closes. You will get about 4 or 5 chances to get in. Once you are in the hole you will automatically have the flame thrower and the timed dynamite charges. There are two levels of the ants chambers, a top level and a bottom level. You must make a map as to where you have checked. YOU can do this by putting the game on pause with the left mouse button. This will keep the ants off you while you draw maps. Once you have made it to the bottom chamber repeat the map drawing till you find the queen ants chamber. You will need it to get out after you plant the charges. To plant the charges once in the queens chambers move close to the queens left side of her body. Once you walk around her left side the music will stop and a slow ticking will start. You will have to get back to the place you entered on the second level. If you get back before the bomb goes off you will win the game.

NOTE:

It means nothing to gather information about the ants through out the game. The mayor will not listen to anything you present in evidence. He will call an alert only after his car gets eaten on the afternoon of June 11.

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

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

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## 1.431 i23

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IVANHOE:

Pause the game and type "JC IS THE BEST". Now unpause the game and press any of the following keys.

'N' \_\_\_\_\_ Skip to next level.

---

'DEL' \_\_\_\_\_ Kills all enemies on screen.  
'CTRL' \_\_\_\_\_ Kills the big boss in the bonus stage.

Pause the game and Type "ZOBINETTE" followed by return, then unpause the game. Now press the comma ',' key for an extra life or the 'N' key to skip to the next stage.

-----

## 1.432 j01

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JAGUAR XJ220:

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

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

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

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## 1.433 j02

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\*JAMES POND:

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

'RETURN' \_\_\_\_\_ toggles cheat mode on and off.  
'D' \_\_\_\_\_ make all locks disappear.  
'Z' \_\_\_\_\_ Warp to level 3.  
'X' \_\_\_\_\_ Warp to level 4.

---

'C' \_\_\_\_\_ Warp to level 5.  
'V' \_\_\_\_\_ Warp to level 6.  
'B' \_\_\_\_\_ Warp to level 7.  
'N' \_\_\_\_\_ Warp to level 8.  
'M' \_\_\_\_\_ Warp to level 9.  
'F7' \_\_\_\_\_ Increase size of screen and speed.  
'F10' \_\_\_\_\_ Make the border flash.

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## 1.434 j03

GO BACK ONE PAGE

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\*JAMES POND II AGA (ROBOCOD):

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

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

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## 1.435 j04

GO BACK ONE PAGE

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\*JAMES POND II (ROBOCOD):

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

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

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

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

In some point of the game (I do not know where), there are five objects that spell out the word POWER. Collect them in the following order: Penguin, Oil, Wine, Earth and Racquet.

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

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



18 Level 3-4

36 Bonus Level 9

## (SECRET ROOM LOCATIONS)

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

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

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

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

On the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level.

Complete a level with does not feature a guardian and you will always find something new when you return to the castle "selection" screen. In one case you will find a whole sequence of lifts and things (see above) that lead to a door that you cannot normally get to. If you go to the very right of the factory screen and look down you will see a load of crowns, which you can access after coming back from other levels.

It is possible to finish Robocod by only doing half the levels. A choice of two new doors to enter is given when the correct level is completed. Start by completing the Fluffy Toys one and then by doing the Cars one.

Finish the bath levels and as soon as you come out of the door run straight to the golden snowmen in the bottom far left outside the castle. Jump into these snowmen and you'll float upwards to the top of the screen where you'll be met by a door. Getting through this door is tricky but worth it. Inside are loads of extra lives and

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

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## 1.436 j05

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\*JAMES POND 3 AGA: (Keith Krellwitz)

On the map screen, type any of the following:

"EVAS"\_\_\_\_\_Save game at any time.  
 "UNCLE ROGER"\_\_\_\_\_Message from the programmer.  
 "FORMAT"\_\_\_\_\_Erase all previously saved games.

During play, type "NIGHTMARE" and press 'F10' to access the cheat menu. Lots of options to choose from.

If you choose to play Finnius, you must pause the game and press 'ESC' to restart the level.

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## 1.437 j06

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JET STRIKE:

(LEVEL CODES)

01-"TDEJQNQL"	04-"VZQRUDOP"	07-"RPSREBSX"
02-"JHALMROB"	05-"HTETAPOJ"	08-"XHYJMVKX"
03-"R2WVUVCV"	06-"NFYHOTAR"	09-"XHYJMVKX"
10-"HHSFMBQX"	11-"HXEXWPWV"	

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**1.438 j07**

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JIMMY WHITE'S 'WHILWIND' SNOOKER:

During play, press 'F7', 'F4', and 'F1' (you should hear a double click noise). Exit to the main menu and select demo mode. A new option should have appeared {DO A 147 BREAK}. Select it and watch the computer play perfectly.

When all the red balls are off the screen you can choose the color of the next ball to hit the pocket by pressing:

'2' - YELLOW	'5' - BLUE
'3' - GREEN	'6' - PINK
'4' - BROWN	'7' - BLACK

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**1.439 j08**

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JOHN MADDEN'S AMERICAN FOOTBALL:

To get the ball back when you're kicking off (all the time with some teams). When the kicking meter is on the screen put the direction full to the right with no power at all. Cincinnati, Kansas, All Madden, and Minnesota can get the ball all the time.

(PASSWORDS)

"0540300"-QUARTER FINAL  
"0150361"-SEMI FINAL  
"0550361"-SUPER BOWL FINAL

If you go to the password screen and type in the first three numbers as 665, and then any other numbers after that, you will be in the final game. The number you type in after 665 determines the team you play. An example code is 6657657.

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**1.440 j09**

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JUDGE DREDD:

Log on as "DREDD", then type "BRUCKEN PLAYING HERO QUEST" and hit 'RETURN'. During play hit the 'HELP' key to advance to the end of the level.

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**1.441 j10**

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JUG:

On the title screen hold down 'ESC' and click the mouse pointer on the right edge of the picture to activate the cheat mode. This will give you infinite energy and lives.

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**1.442 j15**

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JUNGLE STRIKE AGA:

(LEVEL CODES)

02-"R9XVWT74JKR"	05-"VWNL4S6HDBT"	08-"7NS6MHPGCDY"
03-"9XVWT7NSGFJ"	06-"WTL4S6MPYRN"	09-"NL6MHPGCZY3"
04-"XVWT7NL6CDY"	07-"T74S6MHPGFF"	10-"L4MHPGCZJKR"

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**1.443 j11**

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JUNGLE STRIKE:

(LEVEL CODES)

02-"RXMCK3RVMCZ"	05-"VHKRWPCJR79"	08-"7LJYk39XV49"
03-"9VMZBW74PFB"	06-"W74JV6PC3WY"	09-"N4J3RWNL4GG"
04-"XNGDXN4MZ34"	07-"TN6Z3L6MHFB"	10-"L6DMYRVWT67"

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**1.444 j12**

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\*JUPITER PROBE: (Keith Krellwitz)

On the title screen, type "BOO" and press 'F3' for invincibility.  
Now, during play press the 'P' key to advance levels. Press the  
space to stop advancing levels.

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**1.445 j13**

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JURASSIC PARK:

(LEVEL CODES)

02-"8EB75C3D"	05-"BEB75C25"	08-"CE5FBOC5"
03-"DE5FB8C5"	06-"AEA7542D"	09-"FE6FA8DD"
04-"EEE7740D"	07-"BEA7542D"	10-"EE77780D"

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11-"9E074035"

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## 1.446 j14

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\*JURASSIC PARK (AGA) :

(LEVEL CODES)

02-"E54C67AA"	05-"95B48B42"	08-"F54C6FAA"
03-"B5A48352"	06-"85A4834A"	09-"C57C77B2"
04-"D5F4AB62"	07-"85B48B42"	10-"D56C7FBA"
	11-"A5149F5A"	

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## 1.447 k01

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K240:

On the disk operations screen, select play a saved game. When you are asked to insert a saved game disk, leave disk two in and press the left mouse button. When the list of saved games appears, click on the first slot. You will now be rewarded with an extra hard opponent.

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## 1.448 k02

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KAISER:

Break the start-up sequence when the game start loading using 'CTRL' and 'D', then press 'ENTER', type "KROENUNG" and press 'ENTER' again.

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## 1.449 k03

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\*KARATE KID II:

Press the 'P' key to skip levels. If this doesn't work try typing "MYAGI" for your name on the high score table.

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## 1.450 k04

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KATAKIS:

After inserting disk 2, press 'Y' and use the mouse in port 2, press the RIGHT BUTTON until level 1 has loaded.

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## 1.451 k05

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KEEF THE THIEF:

For something interesting in this game go up into the tree houses near the left side of the map. When you see a commercial like screen with a woman in it make this spell: RHINO HORN, BLACK PEARL, NARCICUS ROOT.

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## 1.452 k06

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KICK OFF:

You can always make the other guy miss the shot totally just by holding down the firebutton while he attempts to make a shot, it will be blocked.

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## 1.453 k07

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KICK OFF 2:

Switch on autofire, or repeatedly press the fire button and the result will be that your keeper will save the ball every time.

Keep pressing the 'R' key when you take a penalty, this will show you where the players going to kick the ball.

In mid-match press all the function keys from left to right 'F1' to 'F10'. "S12" or "S14" should appear in the top right hand corner. You will now be able to substitute the computer's keeper and the new guy will be completely useless.

Substitute the opposing goalkeeper twice and he will not save your

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shots.

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## 1.454 k08

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\*KID CHAOS: (Terry Wood)

Enter any of the following for your password:

"ARCADEGAMES"\_\_\_\_\_Sub game menu.  
"HARDASNAILS"\_\_\_\_\_Cheat menu.  
"BMNEPGHITJJ"\_\_\_\_\_????????????

(LEVEL CODES)

World two\_\_\_\_\_ "LFEGOKOKQCK"  
World three\_\_\_\_\_ "MDORQAPKHOL"  
World four\_\_\_\_\_ "NRLQTAGASIM"  
World five\_\_\_\_\_ "OPTSQARBLOD"

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## 1.455 k09

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\*KID GLOVES:

During play, press 'F1' to pause the game, then type "RHIANNON".  
Then press one of the following:

'F9'\_\_\_\_\_Invincibility.  
'F8'\_\_\_\_\_For keys, spells, and money.  
'F7'\_\_\_\_\_Select level.  
'F6'\_\_\_\_\_To appear in a shop.

(If you want more stuff you'll have to retype "RHIANNON" and press  
the desired key)

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**1.456 k10**

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KILLING CLOUD, THE:

Enter the mission code as "1KILLING". You'll receive 28 nets and 29 pups.

(LEVEL CODES)

Mission 02-"A66TRDEX"	Mission 03-"2WWTR7EX"
Mission 04-"Q44FRCE2"	Mission 05-"3XX8RCCM"
Mission 06-"XXX8VCCN"	Mission 07-"4338VCCN"
Mission 08-"W3Q8VCAM"	Mission 09-"63QTGDEX"
Mission 10-"CA2TG7EF"	

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**1.457 k11**

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\*KILLING GAME SHOW, THE:

To see a map of the level your about to start press the 'HELP' key.

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**1.458 k12**

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KINGS OF THE BEACH:

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(LEVEL CODES)

LEVEL 1--"SIDEOUT"	LEVEL 2----"GEKKO"
LEVEL 3--"TOPFLITE"	LEVEL 4--"SUNDEVIL"
"LOGIC ON"_____	The computer plays for you.
"LOGIC OFF"_____	Deactivated logic on.
"CHEAT ON"_____	Obvious.
"CHEAT OFF"_____	Deactivates cheat.
"EAT ME"_____	Bigger sprites.
"DRINK ME"_____	Smaller sprites.

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## 1.459 k13

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KINGS QUEST III:

When casting a spell and are asked to recite a verse, press 'RETURN'. The king's quest series of games uses the debug and interpreter for the programmers (up to KGIII). Press 'ALT', 'D', and hit 'RETURN OR ENTER' twice. Now, type "GET OBJECT" (and type a random number) or type "TP" (and a random number) to transport to different locations.

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## 1.460 k14

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\*KLAX:

Press '4' to go to the 100th level.

Begin play and hold down either 'SHIFT' key and the 'SPACE BAR'. Now press any of the following keys: '1', '2', '3', and '4'.

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**1.461 k15**

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**KNIGHTMARE:**

This cheat involves the woodland section on the first level. Use the spade to help you find the five apples. Take these apples and throw them at the quest shield that hangs on the wall, and make each character consume two rabbit pies from the inventory screen. Continue with your quest and you should find that your hit points never decrease.

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**1.462 k16**

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**KRISTAL:**

FIGHTS - Proficient swordplay is essential if your to get anywhere in the game. The neck chop is one of the more effective blows, but the program blocks repetition of single moves. To get around this, occasionally switch to a differnt move in order to enable the neck chop once again. Give generously to the poor and you'll be a step closer to obtaining the sword of the spheres.

THE PALACE - To enter the palace, you'll need to get the invitation from the elusive Gloop, found in Novala. Once you have it, keep out of fights or you could lose it for good. When you get into the palace, ask nedrod three questions and he will give you the talisman, which can help you find another useful item. Answer the princess's question with {ITS A SECRET}. She will give you the ring of belz, which will only work in conjunction with the spell scroll.

IN GENERAL - Objects are not always found in the same places from game to game, so a detailed search of both fore and backgrounds is often in order. To survive the final confrontation, a high psychic rating is needed, which can be increased by donating skringles to the poor. Disorderly conduct can have the opposite effect. The safest technique in the space battles, is to slow right down as soon as you see the aliens shoot them all, then power at full steam until the next lot. Follow readheads ship if you see it. Heatpro tablets

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are necessary if you beam down to one of the hotter planets. Makes notes of what you are told, and use any new names or subjects to weavel out every last bit of information from the characters.

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## 1.463 k17

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\*KRUSTY'S SUPER FUNHOUSE:

Enter "ZACHARY" for the password and you will be given infinite lives. You will also be able to go anywhere.

(LEVEL CODES)

Level 2-"NELSON"	Level 3-"PATTIE"	Level 4--"MRPLOW"
	Level 5-"MAGGIE"	

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## 1.464 k18

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\*KRYPTON EGG:

When the game starts to load hold down the LEFT MOUSE BUTTON and the 'HELP' key. During play use the following keys:

'ESC' \_\_\_\_\_Advances levels.  
'F10' \_\_\_\_\_Unlimited lives.  
'CTRL' \_\_\_\_\_Advance to the last monster.

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