



TIPS & CHEATS

HINTS & STRATEGIES

QUESTIONS & ANSWERS

CODES & WALKTHROUGHS

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GENERAL

QUESTIONS & ANSWERS



What Is the Atari Lynx?

The world's first hand-held color video game system. Sold by Atari, the Lynx offers true multi-player competition, built-in 30 and distortion graphic effects, reversible controls, and fast arcade action for under \$100.

What's the relationship between the Atari Lynx and Epyx?

The Lynx was originally conceived by Epyx in 1987. It was called the "Handy" at that time. Two creators of the system, Dave Needle and R.J. Mical, were also members of the Amiga design team. Atari bought the rights, and the rest is history.

While it is true that Epyx no longer does Lynx development, Epyx is still required by its contract with Atari to provide technical support, which it still do

Are Lynx game cards encoded with any encryption scheme?

Yes and no. Most of the game card is not encrypted, just a few hundred bytes. The game-card verification system was

introduced to enforce game quality, which Epyx perceived as a major threat after looking at what happened to the Atari 2600 (VCS) toward s the end.

Atari does NOT do the encoding of the game cartridges. Epyx still does them. Epyx makes no judgment on what is encoded, but encodes everything that Atari requests.

What are the differences between the original Lynx ("Lynx Classic") and the new Lynx ("Lynx II")?

The new Lynx is a bit smaller and lighter than the original Lynx. It has a slightly longer battery life, and can also just turn the screen off during a game pause to save batteries s. (The original Lynx had a five minute auto-power shut-off that would have prevented this from being useful. It is gone in the new Lynx.) A power LED has been added (which also blinks when battery power is low), and cartridges can be slipped in a little bit easier.

The only differences in a technical sense are that the new Lynx has a more efficient internal design, and the headphone jack supports stereo sound. The speaker in new Lynx is also not as loud as the original Lynx, although it's still more than adequate for all but the noisiest situations. The speaker in new Lynx is a 16-ohm speaker, which causes the system to need twice as much power to drive the same volume through it.

Also, the new Lynx can experience what is called "blinking pixel syndrome" with certain game cards. With certain game cards, one pixel on the screen (usually stationary) cycles through all the colors very quickly. It does not affect game play, and isn't always noticed unless it's looked for. It seems to be fixed in later Lynxes, making it even less of a factor.

The power consumption in the new Lynx is only slightly less than in the original Lynx, and is not enough to account for an extra hour of play time. The extra hour is claimed by assuming that the user will turn off the backlight for some of the running time,

which could be counted as dead time, not game time.

What are the specifications of the Lynx?

Physical dimensions:

Size: 9.25" x 4.25" x 2" (10.75" x 4.25" x 1.5" original Lynx)

Screen: 3.5" diagonal (3.25" x 1.88" approx.)

Speaker: 2" diameter

Buttons:

Two sets of fire buttons (A and B)

Two option buttons (OPTION 1 and OPTION 2)

Pause button

OPTION 1 + Pause = Restarts the game

OPTION 2 + Pause = Flips the screen, which allows the Lynx controls to be reversed)

Power on light (Not on original Lynx; indicates unit is on)

Power on button

Power off button

Backlight button (Not on original Lynx; turns off the screen, but does not turn off the game. This saves electricity use when a game is paused)

Joypad: Eight directional

Controls: Volume / Brightness

Ports:

Headphones (mini-DIN 3.5mm stereo, mono on original Lynx)

ComLynx(multiplayer)

Power (9V DC, 1A)

Game card slot

Battery holder (six AA)

For the technically minded, the Lynx has two basic chips that form a cooperative set of co-processing subsystems that

maximize the Lynx's performance by sharing the work of executing a game program. These chips are called Mikey and Suzy.

Mikey (16-bit custom CMOS chip running at 16MHz)
MOS 65C02 processor running at up to 4MHz (3.6MHz Ave.)
8-bit CPU, 16-bit address space

Sound engine

4 channel sound
8-bit DAC for each channel
(4 channels x 8-bits/channel = 32 bits commonly quoted) Range of 100Hz to well above the range of human hearing
Stereo with panning (mono for original Lynx)
Video DMA driver for LCD display
System timers Interrupt controller UART (for ComLynx)
512 bytes of bootstrap and game-card loading ROM

Suzy (16-bit custom CMOS chip running at 16MHz)
Slitter (bit-map block transfer) unit

Graphics engine

Hardware drawing support
Unlimited number of high-speed sprites with collision detection
Hardware high-speed sprite scaling, distortion, and tilting effects
Hardware decoding of compressed sprite data Hardware clipping and multi-directional scrolling Variable frame rate (up to 75 frames/ second)
4096 color (12-bit) palette
16 simultaneous colors (4 bits) from palette at one time 160 x 102 "triad" standard resolution (16,320 addressable pixels)
(A triad is three LCD elements: red, green, and blue)
Capability of 480 x 102 artificially high resolution

Math co-processor

Hardware 16-bit multiply and divide (32-bit answer) Parallel processing of single multiply or divide instruction

The Lynx contains 64K (half a megabit) of 120ns DRAM. Game-cards currently hold 128K (1 megabit) or 256K (2 megabits) of ROM, but there seems to be a capability of up to 2M (16 megabits) on one game-card.

With alkaline batteries, the reasonable average battery life is 5 hours. (4 hours with the original Lynx) The Lynx can run off rechargeable Ni-Cad batteries, but average battery life drops drastically to 1.5 hours per recharge (1 hour for the original Lynx). Your mileage may vary.

Why does the Lynx use a 6502 and not a 68000?

From R.J. Mical, one of the Lynx's creators:

"Some people believe it's less of a processor than the 68000, for example. That series of chip was used in the Amiga, but it wouldn't make our machine do things any better. In fact, it would only make the unit larger and more expensive. It's also harder to write 68000 code, so we definitely made the right decision."

From Stephen Landrum, another of the Lynx's creators:

"The real answer for the choice for the 6502 vs. 68000 was price. Secondary considerations (that did not really enter into the decision making process): 68000 code is very fat compared to 6502 code. An application that takes 1K of 6502 code averages 2.5 to 3K of 68000 code. The 6502 is very bus-efficient, the 68000 has lots of dead time on the bus. As for it being harder to write 68000 code, that is probably not true, and in any case was not part of the reason the decision was made."

Is the Lynx an 8-b/t or 16-b/t system?

If 16-bit refers to the main CPU, (such as the Sega Genesis/Mega Drive) then the Lynx is an 8-bit system. If 16-bit refers to the graphics engine, (such as the NEC Turbo Graphix -

16/PC-Engine) then the Lynx is a 16-bit system.

What accessories exist for the Lynx?

The following products are known to be available:

- ComLynx cable. Connects multiple Lynxes together for multiplayer games.
- AC adaptor. Powers the Lynx from any AC wall socket.
- Cigarette lighter adaptor. Powers the Lynx from any automobile cigarette lighter. Will support one or two Lynxes simultaneously.
- Atari Lynx Sun Shield. Folds down to protect the Lynx screen, and pops open to shade the Lynx screen from sunlight for outdoor play. (NOTE: There are two models; you need the one appropriate for your Lynx)
- D-cell battery pack. Holds six D-cell batteries, and can be attached with a belt clip. Alkaline batteries provides power for up to 20 hours of playing.
- Atari Lynx carrying pouch . Holds a Lynx, several game cards, and a ComLynx cable. Attaches with a wrist strap/ belt loop.
- Atari Lynx Kit Case. Holds a Lynx, up to 24 game cards, and assorted accessories. Padded interior with Velcro dividers, can be customized. Carried with a handle or a shoulder strap.

Is there a TV tuner option for the Lynx?

No. Atari's official position is that market research shows that a TV tuner, while a neat idea, would not be bought by most players.

Do all players "lynxed"-up via ComLynx need a copy of the game being played?

Yes . All players need a copy of the game card.

What's the ComLynx port like?

There is limit of 18 players via ComLynx. In practice it may be

possible to connect more units together, but to operate within specifications, the drivers in the Lynx cannot drive over more than 17 units with pull-ups on the serial ports.

ComLynx runs from 300.5 to 62.5K baud. It works on a "listen and send" structure. Data transmission between Lynxes is done in the background, freeing up the CPU to run the game instead of communicating. It's called "RedEye" in-house at Atari, named after an early idea of having Lynxes communicate with infra-red transmissions.

It uses a three-wire cable (+5V /Ground / Data) and allows for bi-directional serial communications. The system frames messages in terms of 11-bit words, each consisting of a start bit, eight data bits, a parity bit, and a stop bit.

Sometimes a multiplayer ComLynx game will freeze up. Why?

A Com-Lynxed game will freeze if communication between the Lynxes is interrupted. If your game is freezing up in the middle of a session, it may be due to a fray in one of the ComLynx cables. The cable gets jostled, communication is broken, and the game "freezes." Jiggling the cable may fix the solution temporarily, but the best cure is a new cable.

My Lynx screen is badly scratched! How can I fix it, what can I do?

Get some "plastic scratch remover" or "plexi-glass scratch remover." You can find it in hardware stores, or look in your Yellow Pages under "Plastics."



CHEATS

To skip levels:

Hold Option 1 and Option 2 while running into a donut. This will fill your quota and return you to the police station.

BASKETBRAWL

CHEATS AND CODES

Michael Jordan:

Enter MJ23 as a password. A player with Michael Jordan's attributes will be your partner.

Edit pause message:

Pause game play, hold Option 1, and press Option 2.

Passwords:

Enter one of the following passwords to begin game play at the corresponding level.

Level	Password
1-1	AAAA
1-2	BBBB
1-3	CCCC
2-1	DDDD
2-2	EEEE
2-3	FFFF
3-1	GGGG
3-2	HHHH
3-3	IIII
4-1	JJJJ
4-2	KKKK
4-3	LLLL
5-1	MMMM
5-2	NNNN
5-3	OOOO

Super passwords:

Enter one of the following passwords to begin game play at the corresponding level with maximum power-ups and shooting ability

Level	Password
1-1	999Q
1-2	P99R
1-3	9P9S
2-1	PP9T
2-2	99PU
2-3	P9PV
3-1	9PPW
3-2	PPPX
3-3	999I
4-1	P99J
4-2	9P9K
4-3	PP9L
5-1	99PM
5-2	P9PN
5-3	9PPO

BATMAN RETURNS

TIPS

How does one kill the penguin duck combo?

The goal at the end of level1 is to hit the duck head, not the Penguin. Watch what happens when you hit the duck in the face. Just get on the platform, bend down, and throw those batarangs. Don't miss the energy at the right edge of screen after you kill the duck. The duck must be hit in the head several times. When a hit registers, the duck closes its eye. 10 or 11 hits will do him in.

Is there any way to protect yourself from the exploding mirrors?

When standing in front of SHRECK'S stop before it's windows explode, look around, there is one thing in particular that would block flying glass.

Level 1 Tips

After getting past the first sewer cover where you encounter the fat clowns, go past the second street lamp and there is a power up. Also, there are power-ups behind the first two street lamp (posts) as you encounter the knife women. There are also two power-ups inside the Gift Box. You have to enter it from the right.

Level 2 Tips

The major problem here is to avoid being hit by a shotgun blast while jumping between buildings. Look and shoot before you leap. Watch out for the boxes when crouching to shoot cops. It's better to take a few bullet hits than to be blown up by a box.

Level 3 Tips

Run, Run, Run!!! Shoot the big penguins as quickly as possible. You can avoid the other enemy shots. Use the vials at the end of the level.

In level 3, what are the glowing pools of gunk?

The glowing stuff in level 3 is toxic waste. Touching it gives Batman a sizzling sensation.

Is level three completed by clearing all the penguin soldiers?

Yes, you have to kill all the penguins at the end of level 3. The total is about 50. Make sure you past the open pipe facing to the right so the penguin counter will start. There are a few semi-safe spots, and the vials are very useful there. You can also kill penguins hiding behind the pipes.

Where Is Mr. Shreck?

Look for Mr. Shreck in level 4. He's going for a dip in the toxic waste.

What is the best technique for getting over the sewer covers without being hit by the dynamite?

The grates stop launching if you have fallen down or are jumping. But not for long.

CHEATS

Invincible Mode

At the title screen do the following:

- On the joypad--
- Press up eight times
- Press down twelve times
- Press left 15 times
- Press right 19 times
- Press option 1, 27 times

Then press A to start the game. When the game begins, hit the pause button, then press option 1 to skip a level. When the game is in pause mode pressing g option 2 makes Batman almost invincible. He is still killed if he falls off a building. Once cheat mode is activated, it's cancelled if you press the joypad or option 1 on the title screen. That includes pressing restart during a game, so let the game return to the e title screen on its own when a game ends.

There is no indication that cheat mode is on. If it doesn't work, turn off the power, and then try it again. You are probably hitting a diagonal on the joypad, which would count as a press for each direction.

Bonus energy and batarangs:

Locate the large red box with a bow on level one. Stand on the right edge of the top of the box. Motorcycles will break off the right side of the box. Jump down and enter the box to receive ten batarangs and extra energy.



CHEATS

Invisible car:

Select the female driver with short blond hair at the character selection screen. Select the green car, and keep this vehicle highlighted. Hold Option 1 and press A and the car will turn black. This car will be invisible to radar and normal vision during game play.

Unlimited ammunition, rapid fire:

Select the male driver with blonde hair at the character selection screen. Select the tan car, and keep this vehicle highlighted. Hold Option 1 and press A and the car will turn red with a black top. Unlimited ammunition and rapid fire weapons will be available during game play.

Paint sprayer:

Press Option 1 + Option 2 while on foot.

Locked view:

Hold B while selecting an alternate view, hold Option 2, and then release B. Your view will be locked in this position until B is pressed again.



EASTER EGGS

3D version:

Press Option 1(2) at the tank customization screen with the red flashing bars, then hold Option 1 and press Pause. A 3D version of the game with 2000 levels may now be played.



LEVEL CODES

Level	Password
Egypt 1700 B.C.	C68K BD02 W1T1 0G0D
Egypt 1500 B.C.	B87C RXDF X1EY 0ERE
Rome 60 B.C.	4000 0002 ZF6P 0H1S
Europe 1700 A.D.	Y1YS FJDG 8GBX OMKP
Rome 70 B.C.	4A33 7L03 I4C5 6WZ1
Texas 1880 A.D.	4000 00DD Z43L 6WNA
San Dimas 2691 A.D.	C8S9 AG07 7HH9 71D2

Hints:

- To get past creatures, run.
- Keep the scare stone on at all times while in Egypt 1500. The ankh is helpful for water travel.
- In Egypt 1500 BC, in two player mode, both of the characters have to be in the boat when you travel to the Great Pyramid.
- Lions of stone may stay of stone with the sound of a harp. Egypt's Paradox deals with the pillar in Egypt 1700 BC.
- Don't try to talk to any of the walking guards in Rome. They have a very bad temper.
- Get a boost from the fountain.
- The lion of the dungeon is fond of a certain Roman instrument.
- The guards in the sanctuary building dislike a certain European musical instrument.
- Due to a glitch in the games, it's best to collect the notes in

Rome 60 BC in the pattern of FOREST / SANCTUARY / CITY. If they are collected in another order, you will end up with 79 notes, instead of 80. The game automatically thinks that you have already picked up the 80th note, thus making the needed note disappear and never to be found. Something black will get you past Rome's Paradox.

- In Europe, hesitating will be the death of you.
- Dracula's tomb holds something of magical importance for you.
- The axes in Europe can only be crossed when they swing and temporarily stop in your direction.
- Texas' Paradox deals with gold and time forgot.
- Check the skulls.
- In Texas, the train ticket is used for a ride on the tracks.
- Dynamite and Billy the Kid are a pair made for escape. 'HELL' is a perfect name for this extremely frustrating level. Wait for the path stones to flash twice before moving to another one.

SOLUTION

First of all collect all the notes you can get and find the gold nugget. Now go to the guarded building and give the nugget to the guard. Enter and find the man that tells you about the staff. Return to the telephone booth and travel to 1500 BC. Use the scare stone. Find all the notes you can get (remember to count by sixteen's!).

Enter the valley and find the paper note about the fake staff. Travel back in time and put the note at the pillar. Go to the South-East of Egypt and find the royal ankh (You must wade through shallow water).

Travel to 1500 again and find the boat at the South-West part of Egypt. Use the royal ankh. Find your way through the water (it's like an invisible maze). First go to the place where you found the

ankh in 1700 BC. Enter the temple and find the secret passage which leads to the harp. Return to your boat and go to the pyramid. Go into the pyramid and open the door by walking over the red spots on the ground. Then, when past the wall/door, walk over the four other red spots and take the staff. Find the two keys and open the corresponding doors. To get rid of the two creatures guarding the room, just lure them out of there and then run away. When you return to the room they will be gone. To take the staff, use the harp. Return the staff to the man to get the flute. Use this flute in 1700 BC at the North-East to scare the animals over there. Then find all the notes that are hidden under the trees to find a phonebook-page.

Travel to Rome. First, enter the dungeon. Find all the notes and the two keys: Blue and black. Remember to visit Caesar at the north of the arena when you have enough notes. Outside the arena you must once again find notes. When you think you have all of them, go to the statue. Push the four pieces around the statue in place and then push the statue. Now do this again and then go stand in the middle yourself. After you get launched, find all the notes around the house, but don't enter it. When you got all the notes, walk into a roman to get kicked out of the garden. You are now outside. Go West, to where a roman is guarding the entrance of the city. Now go down and find your way through the forest. Somewhere in the forest there is the next page of the phonebook. You must collect all the notes in the forest and you must also find the little building. Enter it and find the way through the maze until you find an apple. Leave the building and go to the guard. Give him the apple and enter the city. If everything is right you now have 80 notes.

Travel to Europe. In Europe, enter the mansion. To avoid the furniture, stay on the green dots on the floor. This may take some practice! Find the white key and then find your way to the backyard. Use the black key to open the gate. Go to the North-West of the screen to find a red key. Use it to enter the small house nearby. Avoid Dracula and take the magic wand next to

his coffin. Return to the mansion and find the organ. Use the wand to shrink it down so you can carry it. Return to the phone booth (The wand causes the furniture to stop).

Travel back to Rome. Do the trick with the statue and this time enter the house while using the organ pipes. You can now safely walk thru the house to the backyard to take the lyre. Return the lyre to Caesar and you will get another lyre. Enter the dungeon and use the lyre to scare away the lion that guards the white lock. Use the white key to open the lock and take the page of the phonebook.

Travel to Rome 70 BC and enter the dungeon. Use the black key and put it back where you found it (Bottom-right). Now travel to Texas. Collect all the notes you can get. Somewhere, hidden under a skull, there's a golden coin. Go to the station and buy a ticket. Walk to the train and use the ticket. Now use the train to find the remaining notes. You must also find the golden nugget, hidden under yet another skull.

Travel back to Egypt and replace the golden nugget at the place where you first found it. Now travel to San Dimas 2691 AD! Yeah, most radical, dude! Be careful on the step-stones as you can only jump from one to another if they are in the middle-position. Again find as many notes as you can and find the dynamite.

Return to Texas. Use the dynamite to release Billy the Kid. Return to San Dimas. Go to the place where you usually get overwhelmed by enemies and use the harmonica. You can now safely enter the next part of San Dimas. Every time you pick up a note in this part, a block will disappear somewhere else, thus letting you reach other notes after which you will be rewarded with a golden key. Return to Europe. Collect 16 notes. Use the golden key to enter the previously inaccessible house at the swamp. Here you will find a mandolin. You can use this to enter the previously locked part of San Dimas. The Grim Reaper

welcomes you, and you're now ready to play his game. As the exact route isn't easy to explain in a solution like this, I'll just tell you what to do. The objective of this part is to collect yet another 16 notes. Sometimes it is necessary to shove blocks over the lava in such a way that you can go to other parts of the playing field. The princesses have got the last note. If you succeed in rescuing them you should have 144 notes by that time. To get back to the entrance of the playing field, go east from the place where your rescued the babes. The go south and walk clockwise (i.e.: south, west, and north). When you are standing against the north wall, walk west to the corner and go counter-clockwise. Once in the northeast corner you must go west, south, west and north to the exit. You'll have to find the correct tiles to jump on all the way yourself. Now you must return to the phone booth. The Grim Reaper is guarding it, but when you play your guitar he suddenly realizes that he has LOST! Enter the booth and travel through time to finish the game!

BLUE LIGHTNING

TIPS & HINTS

Landing upside down:

Upside down landings are allowed on level 6. Pressing Option 2 + Left or Right to perform a barrel-roll. Keep the plane upside-down and press Up while over an airstrip to land. After landing, the cockpit will open from the fuel tank and you may take off again by flying backwards.

If you fly as high as possible in level 7, you will see a Runway in the sky at about the middle of the level.

Bonus points:

Activate the afterburners as you enter the canyons on level 4 (BELL) to receive a "Gutsy" bonus of 30,000 points. ("you've got guts!") Activate the afterburners again immediately before entering the second set of canyons to receive a "Lunatic" bonus of 65,000 points. ("You're Crazy!") The bonus points are added to your score after landing. If you do both, it will only display the Lunatic Bonus. (points for both)

CODES

This is a listing of the code names of all nine levels.	
LEVEL 1	AAAA
DOG FIGHT. You fly through enemy lines destroying as many planes as possible	
LEVEL 2	PLAN
BOMBING RUN. It is your job to fly through hostile territory and make low-level bombing runs against ground targets, pouncing on tanks and convoys with your guns and missiles	
LEVEL 3	ALFA
CONVOYS. You must engage and destroy convoys as they move through dangerous snow-covered mountains, farmlands, and other terrain. stay low and avoid getting shot down	
LEVEL 4	BELL
CANYON RUN. Fly your plane through dangerously narrow desert canyons and take out tanks while avoiding hitting the canyon wall and other mesas	
LEVEL 5	NINE
ISLANDS. You are to fly over an island chain where enemy radar installations are hidden and destroy them. Also, take out battleships, subs, aircraft carriers, tanks, etc	
LEVEL 6	LOCK
COURIER. It's your duty to deliver secret documents to airstrips deep in the enemy territory. Destroy anything you can and land at airfields to deliver documents. While flying, look out for missiles, tanks and spy planes	
Flying Trick: When landing at the airstrips, turn the jet upside down and push the nose down. The jet will then land upside-down and the cockpit will open up through the gas tank. The jet will also takeoff from this position, but levels out when airborne	
LEVEL 7	HAND
TOP S....T. Once again, you must fly deep into enemy territory and take out some hidden radar installations. While flying, bomb railroads, sink ships and destroy planes.	

The Mysterious Sky Runways: There are two strange runways in the sky at about the middle of this level. To find them, take your jet up to its highest possible altitude, after take-off, and fly there until you come to an area where the clouds part and the sky is clear. Now, move your jet down just a little and sooner or later, two floating runways will appear. There is no way of landing on these; they're just for looking at. They are a glitch that was accidentally left in the game.

LEVEL 8**FLEA**

NIGHT RUN. Fly over enemy cities and mountains in the dark of night without being detected and without firing a shot at anything and bomb the last of the remaining radar installations. Watch out for enemy planes, as they will be firing missiles randomly through the skies to shoot you down.

LEVEL 9**LIFE**

BATTLEFIELD. For the last time, you are to fly over the battlefields and destroy enemy tanks, without accidentally destroying friendly tanks. All the friendly tanks are coloured blue, but your computer is colour blind and will lock-on to them anyway. So, be careful when firing missiles



TIPS & HINTS

Four player mode:

Use the Comlynx connection to link up to four Lynx systems together. Several attempts may be needed for a successful connection, and game play will be slow.

Clear BMX path:

Position your bike approximately one pixel above the location where the grass meets the dirt to avoid all obstacles including the hay bales.

Crashing BMX:

If you're going really fast when you cross the finish line and jump just a little after crossing it, you will end up crashing into something you can't see way to the right.

Pelican ride:

Run your last surfer towards the bottom of the screen during the final few seconds of the surfing event. Your surfer will land on the pelican that flies across the screen until time expires.

It is possible to do an UREAL 360 (5*360's) for 1200 points (as opposed to 600 for a quadruple 360)

Faster footbag spins:

Jump, hit the footbag with your head, then immediately spin to spin faster than normal.

Rescale screen:

Press Option 2 while skating in the Half-pipe event to rescale the screen.



EASTER EGGS

Fractal Generator Program

In the many codes for levels of play, there is a code which will allow you to enter into the infinite world of fractals. A fractal is a geometrical or physical structure that has an irregular or fragmented shape at all scales of measurement between a greatest and a smallest scale such that certain mathematical or physical properties of the structure are greater than the spatial dimensions. If you can understand the situation, that's what a fractal is.

The code for entering the program is MAND. After it is entered, a picture will start to form on the screen. DON 'T TOUCH ANY BUTTONS UNTIL THE PICTURE IS DONE.

When it's done, then you can move around and zoom in to see more details. NOTE: Since each picture has extremely fine detail, it will usually take a few minutes for an image to form. Especially if there is black in or around the picture.

Controls For The Program:

(B) Button: When this button is pushed, it will create a box outline on the screen which you can move around. When the button is pushed again, the image on the screen will zoom away from you.

(A) Button: When this button is pressed, it will also create a box outline. When pressed again, this will cause the image to zoom towards you.

NOTE: After the image has either been zoomed away or towards

you, take the outline off the screen and let the Lynx adjust the picture to more detail.

OPTION 1 Button: This will create and vanish the box outline. NOTE: Always take the outline off the screen after you are done with it.

OPTION 2 Button: This will create the box outline and starts the color cycling on the screen. One push on the button causes the cycling to go forward. Another push causes it to go backwards and a third will stop the cycling altogether. NOTE: To change the color of the cycling, go to the index.

PAUSE Button: This button will cause the MANDLEBROT I JULIA SET EXPLORER INDEX to appear on the screen. In the index, you can change the depth, color, and cycle rate of the fractals, and also create your own pictures. The index should look like this:

Mandelbrot Explorer

```
X:          FE.0000000000
Y:          FE.0000000000
STEP:       00.0800000000
DEPTH:      0100
PALETTE:    00
CYCLE RATE: 04
XJUL:       00.0000000000
YJUL:       00.0000000000
```

You can change anything you want on the index and it will not hurt the Chip's Challenge game. But, before you change any of the X, Y, XJUL, and YJUL settings, look at all the different images that can be found in the pictures on the screen. You can change the palette and cycle rate without messing up the programmed images. NOTE: There are two different programs to play with in this game. To see the other images other than

Mandelbrot 's go to the index and push OPTION 2. It will change the title from MANDELBROT EXPLORER to JULIA SET EXPLORER .

CODES

Level	Password	Name
1	BDHP	LESSON 1
2	JXMJ	LESSON 2
3	ECMQ	LESSON 3
4	YMCJ	LESSON 4
5	TQKB	LESSON 5
6	WNLP	LESSON 6
7	FXQO	LESSON 7
8	NHAG	LESSON 8
9	KCRE	NUTS & BOLTS
10	VUWS	BRUSHFIRE
11	CNPE	TRINITY
12	WVHI	HUNT
13	OCKS	SOUTHPOLE
14	BTDY	TELEBLOCK
15	COZQ	ELEMENTARY
16	SKKK	CELLBLOCKED
17	AJMG	NICE DAY
18	HMJL	CASTLE MOAT
19	MRHR	DIGGER
20	KGFP	TOSSED SALAD
21	UGRW	ICEBERG
22	WZIN	FORCED ENTRY
23	HUVE	BLOBNET
24	UNIZ	OORTO GELD
25	PQGV	BLINK
26	YVYJ	CHCHCHIPS

Level	Password	Name
27	IGGZ	GO WITH THE FLOW
28	UJDD	PING PONG
29	QGOL	ARCTIC FLOW
30	BQPZ	MISH MESH
31	RYMS	KNOT
32	PEPS	SCAVENGER HUNT
33	BQSN	ON THE ROCKS
34	NQFI	CYPHER
35	VDTM	LEMMINGS
36	NXIS	LADDER
37	VQNK	SEEING STARS
38	BIFA	SAMPLER
39	ICXY	GLUT
40	YWFH	FLOORGASBORG
41	GKWD	I.C. YOU
42	LMFU	BEWARE OF BUG
43	UJDP	LOCK BLOCK
44	TXHL	REFRACTION
45	OVPZ	MONSTER LAB
46	HDQJ	THREE DOORS
47	LXPP	PIER SEVEN
48	JYSF	MUGGER SQUARE
49	PPXI	PROBLEMS
50	QBDH	DIGDIRT
51	IGGJ	I SLIDE
52	PPHT	THE LAST LAUGH
53	CGNX	TRAFFIC COP
54	ZMGC	GRAIL
55	SJES	POTPOURRI
56	FCJE	DEEPFREEZE

Level	Password	Name
57	UBXU	STRANGE MAZE
58	YBLT	LOOP AROUND
59	BLDM	HIDDEN DANGER
60	ZYVI	SCOUNDREL
61	RMOW	RINK
62	TIGW	SLO MO
63	GOHX	BLOCK FACTORY
64	IJPQ	SPOOKS
65	UPUN	AMSTERDAM
66	ZIKZ	VICTIM
67	GGJA	CHIPMINE
68	RTDI	EENY-MINY-MOE
69	NLLY	BOUNCE CITY
70	GCCG	NIGHTMARE
71	LAJM	CORRIDOR
72	EKFT	REVERSE ALLEY
73	QCCR	MORTON
74	MKNH	PLAYTIME
75	MJDV	STEAM
76	NMRH	FOUR PLEX
77	FHIC	INVINCIBLE CHAMPION
78	GRMO	FORCE SQUARE
79	JINU	DRAWN & QUARTERED
80	EVUG	VANISHING ACT
81	SCWF	WRITERS BLOCK
82	LLIO	SOCIALIST BLOCK
83	OVPJ	UP THE BLOCK
84	UVEO	WARS
85	LEBX	TELENET
86	FLHH	SUICIDE

Level	Password	Name
87	YJYS	CITYBLOCK
88	WZYV	SPIRALS
89	VCZO	BLOCK BUSTER
90	OLLM	PLAYHOUSE
91	JPQG	JUMPING SWARM
92	DTMI	VORTEX
93	REKF	ROADSIGN
94	EWCS	NOW YOU SEE IT
95	BIFQ	FOUR SQUARE
96	WVHY	PARANOIA
97	IOCS	METASTABLE TO CHAOS
98	TKWD	SHRINKING
99	XUVU	CATACOMBS
100	QJXR	COLONY
101	APIR	APARTMENT
102	VDDU	ICEHOUSE
103	PTAC	MEMORY
104	KWNL	JAILER
105	YNEG	SHORT CIRCUIT
106	NXYB	KABLAM
107	ECRE	BALLS-0-FIRE
108	LIOC	BLOCKOUT
109	KZQR	TORTURE CHAMBER
110	XBAO	CHILLER
111	KRQJ	TIME LAPSE
112	NJLA	FORTUNE FAVORS THE ...
113	PTAS	OPEN QUESTION
114	JWNL	DECEPTION
115	ERGW	OVERSEA DELIVERY
116	HXMF	BLOCK BUSTER II

Level	Password	Name
117	FPZT	THE MARSH
118	oscw	MISS DIRECTION
119	PHTY	SLIDE STEP
120	FLXP	ALPHABET SOUP
121	BPYS	PERFECT MATCH
122	SJUM	TOTALLY FAIR
123	YKZE	THE PRISONER
124	TASX	FIRETRAP
125	MYRT	MIXED NUTS
126	QRLD	BLOCK 'N' ROLL
127	JWWZ	SKELZIE
128	FTLA	ALL FULL
129	HEAN	LOBSTER TRAP
130	HXIZ	ICE CUBE
131	FIRD	TOTTALY UNFAIR
132	ZYRA	MIX UP
133	TIGG	BLOBDANCE
134	XPPH	PAIN
135	LYWO	TRUST ME
136	LUZL	DOUBLEMAZE
137	HPPX	GOLDKEY
138	LUJT	PARTIAL POST
139	VLHH	YORKHOUSE
140	SJUK	ICEDEATH
141	MCJE	UNDERGROUND
142	UCRY	PENTAGRAM
143	OKOR	STRIPES?
144	GVXQ	FIREFLIES
146	JHEN	CAKEWALK

Level	Password	Name
147	COZA	FORCEFIELD
148	RGSK	MIND BLOCK
149	DIGW	SPECIAL



CHEATS AND CODES

Level select:

Enter KIMI as a password, hold Option 1 + Option 2, and press B. The sound of a machine gun will confirm correct code entry. Level 1 will appear on screen. Press A to display the next level or B to display the previous level. Press the D-pad to begin game play at the selected level.

One million bonus points:

Successfully complete level 28.

Level Codes:

Level	Name	Password
1	Down In The Dirt	TSLA
2	Logan's Run	UEPT
3	Blocks And Bombs	MTFQ
4	Wren's Nest	IRTR
5	Out With A Bang	ZCXP
6	Tanya's Tangram	DPRX
7	Monster Go Boom	OIGT
8	Dan's Deadly Maze	YHYR
9	Rocky Horror	VYHK
10	It Grows On You	ITCU
11	Easy Trap Of Doom	QCCK
12	Rock And Roll	BXNG

Level	Name	Password
13	Bombs A' Plenty	MOXA
14	Catacombs	IDWJ
15	Red Herring	RFVC
16	Behind The Lines	GHSI
17	Impervections	SKHU
18	Blasting Zone	TRFN
19	A Wrinkle In Time	LQRE
20	Bolder Dash	AURV
21	Mud Wrestling	TYGU
22	Buried Alive	FUIX
23	Crystal "Mines"	QFXV
24	Can't Touch This	XVXU
25	Felony Arson	KYPO
26	Sandbox Bullies	HBTR
27	Stake Your Claim	SFEB
28	Dry Vein	HXRE
29	Quiver	TRVJ
30	Boulder Mania	FQCS
31	Pipe Hype	ZOIH
32	Stuck In The Mud	LHJV
33	Rat Race	GVYU
34	Split Infinity	EMTV
35	Switch Swatch	OHXY
36	Minefield	GSTB
37	Chimney Sweep	UXRC
38	What A Blast!	PWYH
39	Hardrock Headache	XQCE
40	Nuke Zone	PNGU
41	Down Is Up	DZDI

Level	Name	Password
42	Lucky Number	PIPH
43	Of Gravity...	PKAV
44	Shape Up	TBUM
45	Gravity Wise	CXRI
46	Slime Pit	QIPZ
47	Candlestick	HBJP
48	Bouncing Boulders	NXKU
49	Cloudbuster	IGPY
50	Whirlwind	INUK
51	Block Mania	LPHD
52	I Get Around	NEBX
53	Hot Pursuit	JVNL
54	Runny Stocking	CAQS
55	Cakewalk	KEHL
56	The Sewers	EMSE
57	Crystal Factory	ZLAE
58	Drop A Rock	MSXV
59	Magic Mirror	JXTD
60	Cache	SOVS
61	Rock Concert	GHGV
62	Crystal Tomb	QVOZ
63	Make My Maze	ZCEL
64	Pardon Me	COYH
65	Take Control	HJHT
66	Castle Mania	DONQ
67	Rad Drops	VBHF
68	Crystal Cannon	JSMJ
69	Tick Tock	HTRA
70	Crossroads	WBHD

Level	Name	Password
71	Rain Dance	MVJX
72	Jungle Gem	ANZI
73	Zero Gravity	EDLA
74	Boulder Exchange	PCMN
75	Monster Mania	YJKJ
76	Which Way?	RAIQ
77	Mud Boggin'	ZRWH
78	Safe Cracker	ECMO
79	The Howling	AOTP
80	Trial -N- Error	SVWK
81	Squeeze Play	VRBO
82	Jailhouse Rock	SVYA
83	Dodge Ball	KRFH
84	Sidewinder	CNQR
85	Ghost Of A Chance	YNXR
86	Plumber's Helper	CWQU
87	Change Machine	YXFJ
88	Triple Threat	SRDW
89	Out Of Order	PDSQ
90	Robo Rooter	QKOA
91	Riddle Me This	CKLQ
92	Cheque It Out	KHBA
93	Joel's Connption	MZKM
94	Saturn V	DYDO
95	To Boldly Go	IDIC
96	Who Knows?	WVOM
97	Pipe Dream	NJCU
98	Volcano Vacation	WUQR
99	Pipeline Puzzle	BSZB

Level	Name	Password
100	Asylum	RERF
101	Slime Jar	WNON
102	Around The World	IVLC
103	Crystal Trap	PJOL
104	Central Square	RGEI
105	Down The Drain	WCEF
106	Creature Comforts	DSGY
107	Swamp Things	PHUF
108	Gravity Ball	NCDS
109	Herringbone	KOMZ
110	Water Closet	LFXQ
111	Xenophobe Zoo	WAET
112	Conveyor Belt	YJNV
113	Mutation	TAUJ
114	Towering Inferno	IMOZ
115	Take Your Pick	NBFD
116	Shopping Spree	ZAPR
117	Elevator Muzak	BXFT
118	Kaleidoscope	GEFA
119	Gemnastics	QIKD
120	Death Zone	GMWJ
121	Don't Be Greedy	MKIH
122	Multi-abuser	ULEL
123	Bombs Away	KBDW
124	Sound And Fury	QEFP
125	Make 'Em Yourself	SFJX
126	The Four Seasons	LQXW
127	Lobotomy	INMQ
128	Hell And Back	NMAD
129	Pipe Organ	RHEM

Level	Name	Password
130	Newton's Nightmare	YHVR
131	Jail Break	FSHF
132	Quantum Quarry	EIKJ
133	Running On MT	CQCR
134	Haunted House	AIYA
135	Arrow Phlegm	SXOE
136	Bohemian Rhapsody	EKDR
137	Lift Lackeys	DRVY
138	Spacin' Vaders	RGUM
139	Avalanche!	FEDC
140	Evil Twins	PRKL
141	Leftright	ONKO
142	Meltdown	QXPL
143	Girls Best Friend	JRXP
144	Phase Shift	PADJ
145	Spiral Of Doom	KGLI
146	Mouse Trap	FDXR
147	Zen	BLKS
148	Freeze Frame	TJGB
149	Check Mate	QKBT
150	Terminus	AUEC

Bonus Level Codes

Level	Name	From	Password
0	Secret Vault	(None)	ZERO
1	Deja View	9	KQVW
2	No Time To Think	18	QATR
3	Bonanza!	27	DBFQ
4	Nimbus	34	LEJM
5	Monty Haul	39	ODJY
6	Pinball Wiz	43	BVOS
7	Ping Pong	48	SKLR
8	Twist And Shout	52	JPGR
9	Time's Up	55	BIOH
10	Time Bomb	59	BNRY
11	Time To Spare	61	UJIL
12	Lava Slide	66	NMXS
13	Slam City	70	LKBI
14	No Way Jose'	73	RNSK
15	Hide-N-Seek	78	STRA
16	Snake's Belly	84	YTST
17	Flood Gate	89	HBJO
18	Killing Time	96	CHRN
19	Way Out	100	WIFC
20	Hermit Crab	106	ESBD
21	Menagerie	111	TMCB
22	Yuchsville	114	GCSQ
23	Mine Shaft	119	PNZS
24	Surrounded	125	KDVI
25	Pool Queue	130	DHZY
26	Pit Of Lost Souls	134	IVRQ



TIPS & HINTS

**I found the notebook, the oil, the tinder box and the crucifix.
Now what?**

After speaking with Dracula, go back to your room and LOOK out the window. Now you know what you have to do next.

- In Dracula's study, get the lantern.
- Go downstairs. Get the money and the box.
- Unlock the door and go down into the catacombs. Find the crowbar.
- Go back to the room across from yours and pry it open.
- Go back to the catacombs and get the twine and the brass key.
- Go back to the clock and get the small key.
- Get the leftovers from the table.
- Go back to the study. Open the drawer.
- Go to the money room and use the lever. Get the book.
- Go into the catacombs, climb the ladder, calm the horse.
- Find the spade.
- Climb the well.

Note: Several intermediate steps are missing.

Following the above will get you killed twice unless you think of other things!

You **MUST** take copious notes in your notebook in order to successfully complete the game.

Is there any use for the money?

No, the money doesn't do anything, except that you may have to have it in your possession to win.

How do I get the rope out of the bottom of the well?

"Fish" it out.

I can't get past the horse.

Feed him.

How do you finish the game?

The most important thing needed to finish the game are the notes you (Jonathan) keep in the notebook. Anytime something important happens you should always use the notebook.

SOLUTION

Antechamber

Open the chest of drawers Get notebook

Enter the bedroom Examine table

Get tinderbox

Go to bed Examine bed Get crucifix Use crucifix

Go into antechamber again, then onto landing and down stairs to hallway Go into dining room Talk to Dracula

Use notebook Examine table Get oil

Go back to ante chamber

Look out of window

Watch Dracula climb down wall Use notebook

Open the window

Climb out of the window

Climb across the wall and enter Dracula's study

Examine the table

Read Bram Stoker passage

Use notebook Get the lantern

Use oil with lantern

Use lantern with tinderbox Go to desk

Examine desk
Use notebook
Go to counting room Get money
Get box
Open box
Go to door
Go through door into catacombs
Go left / towards screen (joypad down)
Go towards screen again Go left again
Examine rock
Turn lamp down Go towards screen Use notebook
Go to and get crowbar
Go into screen (joypad up) Go left, into screen
Get the twine
Go into screen, left
Go upstairs to counting room
Go upstairs in counting room to the study Go to the window
Climb window
Go across the wall to the bedroom window (the third small window on the left)
Climb in through the window
Read message about window lock breaking Go from bedroom to antechamber
Go out onto landing and over to the door on the far left
Use crowbar with door
Open the door Enter the room
Watch three brides animation
Control returns to the player in the bedroom Use notebook
Go to the window at front of the screen Open window
Climb window
Climb across the wall to the study and enter Get lantern and use with tinderbox
Go down into the counting room
Use the lever
Go through the secret door into the library
Examine books
Go back into the counting room Go down into the catacombs

Go left, down, down, left down Examine the coffin
Get the key
Go up, right, up, up, right
Go up the stairs to the counting room Go up to the study again
Go out of the window onto the wall
Go to the antechamber window and climb in
Go onto the landing and then down into the hallway Go to the clock
Use key from catacombs with clock
Open clock, get key from clock Go into the dining room
Read Bram text
Examine the table Get sugar
Go out of dining room, upstairs and into antechamber
Climb out into the wall and go back to the study
Get lantern again Use with tinderbox Go over to desk
Use small key with drawer
Open drawer Get hook
Use hook with twine
Go into the counting room, and then the catacombs Go right, then up
Climb ladders Use sugar
Go out of stable into courtyard, and then go right
Enter storeroom Get the spade
Go back to the stable
Use the spade with the well Use the fishing line with well Climb well
You've done it!



CHEATS

Level select:

Disable the sound at the title screen. Hold Up/Left and repeatedly tap A + B until "Level 1" appears in the place of the "Now Teleporting To Level 1" text. Use the D-pad to select a new starting level.

Mini-games:

Breakout, Pong or Tetris mini-games can be played at some computer terminals.

Crash the Game:

To crash the game go to either level 5 or 9 and get as many programs hacking the door codes as possible. It may be best to set the code to the one over the actual code (See above) so the program won't find the code too soon.

CODES

Level	Door	Code	What's behind it
Level 1	D1	2473	Level 2
	D2	9874	Level 2
	D3	8743	Weapons
Level 2	D1	3287	Level 7 (Right) Level 3 (Left)
	D2	5409	Empty
Level 3	D1	9284	Level 4
	D2	7210	Level 4

Level	Door	Code	What's behind it
	D3	3936	Smart Bomb
	D4	7395	Plasma Cannon
	D5	8294	
Level 4	D1	0394	Weapons
Level 5	D1	8658	Weapons
	D2	5462	Door 7
	D3	9973	End of Game
	D4	7642	Door 1
	D5	0912	Door 2
	D6	0974	Door 3
	D7	7865	Door 4
	D8	4285	Door 5
	Stingrays		Level 10
	Open/Closing Doors		Level 1
Level 6	D1	9722	Level 5
	D2	8765	Level 12
Level 7	D1	6021	Level 4
	D2	5824	Level 9
Level 8	D1	7698	Level 6
Level 9	D1	0170	Plasma Cannon
	D2	1092	Empty
	D3	7102	Tri-Laser
	D4	4726	Empty
	D5	1375	Level 11
	D6	2857	Bi-Laser
	D7	6998	Tri-Laser
	D8	1798	Tri-Laser
	D9	4321	Level 1

Level	Door	Code	What's behind it
Level 10	Left Exit		Level 11
	Middle Exit		Level 9
	Right Exit		Level 2
Level 11	D1		Bi-Laser
	Left Exit		Level 3
	Right Exit		Level 12
Level 12	D1	2987	Plasma Cannon
	D2	6473	Plasma Cannon

GATES OF ZENDOCON

TIPS & HINTS

General strategies

Every time you play a level, the monsters will appear in the same places, in the same sequence, every time. In addition, the "alien helper s" and other objects in the level appear in the same places.

Thus, the key to mastering a level is to first explore the level. Move your ship up and down as you proceed through the level so you can see everything that's there. You might have to sacrifice your ship a few times before you manage to get the whole level explored.

After you know what's there, you can develop the best strategy for getting through the level. This might involve moving your ship as little as possible to reduce risk, or it might involve moving it as much as possible so as to blow away more aliens.

What does each of the "friendly aliens" do?

"Floating Eye" - Hovers below your ship and shoots a fireball horizontally.

"Plasma Ball" - Hovers above and behind your ship, until you fire, at which point it wanders off (usually towards the closest enemy) and attempts to destroy enemies by touching them.

"Death Arising" - Hovers above your ship and shoots a red laser beam straight up.

"Sonic Dart" - Hovers above and slightly ahead of your ship and shoots a vertical white "sonic pulse", which moves to the right and enlarges as it moves away. The result is a continuous

triangular wave of pulses which "sweeps out" virtually everything in front of your ship.

Level 11 Tips

As soon as possible, move the ship straight up to the top of the playfield. Do **not** move left or right. The dragon will fly into your tail jets and get killed instantly.

Level 14 Tips

One easy way to get through this level is to stay on the bottom and never shoot. Of course, you don't get many points this way!

How do I kill the dragons?

A dragon can be killed only by having its "head" contact your tail jets. None of the alien helpers affects the dragon.

To slay the dragon, note that it travels on a grid of circles. It will always stay in this grid.

This doesn't always work. Sometimes your ship is a little too far to the right and the dragon will just "chirp" a little as it goes by. If this happens, move your ship to the left a **tiny** bit and wait for him to come around again.

What do I do when there is more than one dragon?

This makes things more difficult, because they don't always travel on the same "grid".

How is the "tank" objects destroyed on level 44?

1. Wait until the first tank is about halfway across the screen.
2. Move behind its cannon, then down behind it after the two-legged walker is out of the way.
3. Follow it closely, and simultaneously maneuver the ship so that it's 3 pixels off the floor. Move almost all the way to the edge

of the screen.

4.- Keep the lasers on continuously. This should kill additional walkers as they approach.

5. As each additional tank piles up behind you, the score increments by increasing amounts. When the score is incrementing 10 at a time, the one's digit will be constant. Shortly after this happens, you will kill a walker. Just after the walker is killed, move up slightly, wait for a missile to fly just under you, then move back down into position.

6. Continue to the end . When the screen stops scrolling, leave your ship still for a bit; the tanks will all simultaneously be destroyed.

Level 52 Tips

This is the "penultimate level", as it were. The object is to shoot at the object which slowly moves up and down along the right edge of the screen. Every now and then, this object will "open its eye"; this is the only time when it's vulnerable. The second time you successfully hit it when its eye is open, everything on the screen blows up and you are sent to the end of the game.

NOTE: If you have alien companions, they will be destroyed along with everything else! (However, they still help you get through this level.) The consequence of this is that when you face Zendocon, you always face it alone.

How do I finish the game?

In the final screen, you fight it out with Zendocon itself, the evil spider-monster which rules all the other aliens you've been fighting. To make it through go this level, use the following procedure:

Zendocon appears on the right edge of the screen and moves horizontally towards you. While firing the lasers continuously,

move your ship down slowly. You will eventually find a point at which your laser-fire makes "explosions" appear on the monster.

When Zendocon is getting close, move your ship to the left and *up* out of the way. It can touch your ship without hurting you, but you want to avoid having it cover your ship entirely. Use your shields if it's a close call.

When it starts heading back towards the right, move your ship back down to fire at Zendocon's "soft spot" again. Use your shields when necessary to keep the "eyeballs" from hitting you. After the first couple of left-right "cycles" of Zendocon's movement, you'll be able to position your ship so that you can hit the soft spot and also avoid touching the eyeballs (because Zendocon slowly drifts up as it moves back and forth.)

Using this technique, you should be able to hit Zendocon enough so that it dies after five or six repetitions of its left- right path. If you don't, it will start moving around the screen diagonally. This means it's probably too late-- but in a last-ditch effort, put on your shields and fly into its "mouth". This might do it in.

If you kill Zendocon and then "commit suicide" by crashing your ship into the floating eyes, you're given another ship and have to kill Zendocon again. If you lose your last ship in this way, you lose the game. Killing Zendocon multiple times doesn't increase your score all that much, but it's something to do if you have lots of extra ships at the end of the game.

EASTER EGGS

On level 28, the "floor" restricts the ship to the top half of the play-field. However, there is an Easter-egg which allows you to access another gate "below the floor". Here's how you find it:

Immediately put on your shields and move the ship down, to kill the alien tanks. Then, start dropping bombs (using your shields when necessary to kill newly-appearing aliens). You will notice at one point the bombs appear to go through the floor. At this location is an invisible "hole" through which you can fly your ship.

It will probably take a few tries before you get through, because the hole is rather small. Once you get through, you maneuver through a couple of minor obstacles and then find the gate. It leads you to the "Easter-egg level", whose name is ". (Four blank spaces: this level, therefore, can't be accessed directly as the others can because its name cannot be entered.)

CODES

The levels are numbered in such a way that the gates always lead you to a higher-numbered level. Also, whenever possible consecutive levels have been given consecutive numbers. (Most levels only have one gate.)

Level	Password	Level	Password
1	BASE	27	TRAX
2	ZYBX	28	ZEBA
3	XRXS	29	ROXY
4	ANEX	30	NEXA
5	NEAT	31	NEST
6	YARR	32	EBYX
7	EYES	33	ZEST
8	NYXX	34	ZORT
9	ZYRB	35	ROXX
10	SRYX	36	NERB
11	BARE	37	TREY
12	STAX	38	STAB

13	SZZZ	39	SSSS
14	RAZE	40	RATT
15	TRYX	41	NYET
16	STYX	42	BRAN
17	YARB	43	XRAY
18	BREX	44	TERA
19	SEBB	45	BYTE
20	SNEX	46	BETA
21	ZAXX		
22	BROT	48	STAB
23	STOB	49	BOXX
24	XTNT	50	TENT
25	BOTZ	51	NEAR
26	SNAX	52	ZETA



Level select

Select a character, begin the game, but do not move from the starting location. Press Option 1 to jump to level 5. Pressing Option 1 additional times will start five more levels into the game, with a maximum starting level of level 20.

Gauntlet

* I found merlin but he keeps asking me for clues..! and I always end up dying!!

-: there are eight clues (letters or numbers) you have to find in order. to beat the game. If you miss a clue you have to go back to that clue's room and go get it.

* which rooms have the clues?

-: 16, 26, 46, 54, 66, 70, 81, and 90. The clues are the big symbols; you usually have to do odd things like opening locked chests and shooting or moving walls to get to them.

Some passwords:

All of these start you with 1400-1500 points, ten keys, ten bombs and all special abilities. The clue letters for these codes are:
XRTW98Y7

warrior: 43C BBI HZZ

elf: 43C BBI HYY

valkyrie: 43C BBI HYZ

wizard: 43C BBI HZY

HOCKEY

CHEATS

Super team:

Enter BATSXPEB as a password. The "X" will turn into a heart to confirm correct code entry. Select the "OK" option to display a comic of a bat. Enter the "Play Game" screen and select "The Bats" team from Group D. This team has perfect statistics. Re-enter BATSXPEB again as a password to view a different bat comic.

**Level skip:**

Create a "Big X" on level 6 to jump to level 51 with a 60,000 point bonus. Create a "Big X" on level 11 to jump to level 56 with a 60,000 point bonus



LEVEL CODES

	Fun	Tricky	Taxing	Mayhem
1	(NONE)	KELLIESEYE	SEEITTONON	NEARLYGONE
2	DINKIEDOOS	SINGLEDUCK	JUSTFORYOU	LEMMINGOUE
3	WHENYOUSE E	LOOKANDSEE	RUNANDFLEE	SPENDSPREE
4	OPENSADOO R	MANYANMOR E	DOORTODOO R	ONTHEFLOOR
5	LEMMSALIVE	CANSURVIVE	STILLALIVE	UNCLECLIVE
6	ONESINAFIX	LEMSBRICKS	FIXEDMYFIX	CLOGCLICKS
7	LUCKYSEVEN	WALKINGSTK	ANUREBEVAN	DIFFERENCE
8	ONEFATLADY	DONTBELATE	HELPMEMATE	WAITANWAIT
9	WASHINLINE	DOINITFINE	DRINKWINE	EATANDDINE
10	JMAJORSDEN	LEMSAGAIN	TENPERCENT	TENTONTESS
11	LOVELYLEGS	LEMMINLEGS	STICKUPTWO	BINISTHREE
12	JUSTADOZEN	ONTHESELF	DIGINDELVE	TWOTIMESIX RETURNTOM E
13	UNLUCKYYOU	YOURINLUCK	HISBADLUCK	
14	ATENANFOUR	FOURTEENIE	TEENSFORTH	TWICELUCKY
15	THREEFIVES	FIVETEENIE	TEENSFIFTH	NINEANDSIX
16	VERYSWEETY	SUGARLEVEL	NOTSOSWEET	CHARITYNUM
17	SEVENANTEN	YEARTOWAIT	DRIVEUKCAR	STILLYOUNG COMESOFAG E
18	KEYOFADOOR	AGECANVOTE	VOTESFORME	
19	LASTEENAGE	LESSTWENTY	TENSTONINE	OLDERSTILL
20	SECONDS CO R	TOTIMESTEN	DOUBLESTEN	NUMBTWENT Y
21	TODAYTODAY	HALFANSWER	LOCKANDKEY	OLDERLEMMS

	Fun	Tricky	Taxing	Mayhem
22	DOUBLEDUCK	DUCKSTWICE	TWOELEVENS	LEMMINDUCK
23	TWOANTHRE E	ONEISFORME	JUSTFOREME	SOONBEFREE
24	SENTRYDOOR	PLAYINMORE	LEMMINMORE	LEMMSSTORE
25	QUARTERTON	LEMSSTRIVE	JIVEANJIVE	LEMMSDRIVE
26	THISISAFIX	CHOPSTICKS	LEMSINAFIX	YOURINAFIX
27	LOWENDEVO N	ALUCKYDUCK	LEMSHEAVON	LEMTODEVON
28	SELLBYDATE	SHUTMYGATE	GARDENGATE	TWOSTOPLAY
29	GOLDENLINE	WOTSMYLINE	STARTOWINE	ONEAFTERME
30	DIRTYGIRTY	HURTYHURTY	FIVEXSIXIS	LEMMGFINAL

General Lemmings solutions

Pathfinder Lemming

Use one Lemming to blaze a trail across the screen, and then release the others once the route has been completed.

Don't Drop That Bomb On Met

to release a Blocker in a non-destructive manner, use a Miner to dig away the ground underneath it.

Zig Zag Stairs Lemmings

If Lemmings are stuck in a pit, they can be freed by numerous Builders planting stairs in a zigzag pattern upward. Each Builder starts building to the left from the top of a right slanted staircase (which has run into a wall), and vice versa.

Anti-Lemming

It may be necessary to reverse a Lemming's direction without the benefit of a convenient obstruction or a Blocker. This can be done by using a Basher, Miner, or Digger, depending upon the terrain, and then, when the hole is sufficiently deep, changing it into a Builder; after a few blocks the Builder will collide with the

wall of the excavation, stop building and turn around. If the ground is metal, then a Miner on its own will do, as it will give up after one whack with its pick at the impenetrable metal, and then turn around.

The Pit and The Lemming

Similar to the above tactic, you can stop and trap a whole horde of stampeding Lemmings without a Blocker by digging a pit straight down. Use a Digger to make the hole, and then stop it by turning it into a Builder (Anti-Lemming). When you later want to release the Lemmings, use Builders to allow them to climb out. The pit created should be just deep enough to hold the Lemmings you want to trap, for you don't want to waste too many Builders in releasing them.

Stop That Lemming

Another method for turning around a suicidal stampede of Lemmings when you don't have any Blockers is to use a Basher or Miner to make a horizontal or diagonal hole, then change it to a Builder to make it stop bashing or mining (Anti-Lemming). A much more difficult method can be performed without any excavation Lemmings. One can block Lemmings by using Builders to build a four deep layer of steps, with the starting edge of each layer in line, making a high vertical face, off which the Lemmings will bounce. This is much easier to describe than to achieve.

Hit The Ceiling Lemming

You can turn around a single Lemming if there is some solid material directly above it by making it into a Builder. It will build until it hits its head on the ceiling and then turn around. However, other Lemmings can get by if there is just one pixel between the stairs and the terra-firma above. But they will turn around if you turn each of them into Builders at the top of the previously laid steps. After laying one step, they too will hit their heads on the ceiling and turn around.

If Not A Useful Builder Lemming Than A Staller Be

If some Lemmings are heading for a cliff at which a Builder is not quite done creating a bridge, the Lemmings can be stalled by turning them into Builders. For this manoeuvre it is of course important to have a lot of extra Builders. It is smart to do this at an adequate distance before the initial Builder, so that the bridges do not accidentally overlap.

Holy Staircase

On screens where you need to release one or two Lemmings from within a walled off horde, but do not have a setup where a Blocker or two can conveniently hold the remainder, try this. Build a staircase up, on which the Lemmings will all swarm. As the Builder climbs, pick one of the other Lemmings and turn it into a Digger when it is some distance up the staircase, above the ground. This will let one Lemming, the Builder, out, and the others will fall through the hole and stay merrily trapped. When it's time to free them all, turn one into a Builder as they approach the hole in the steps.

One In A Million Lemming

If you have a Blocker holding in your Lemmings, and want to get just one Lemming past it without blowing it up, build a bridge that would go over the Blocker's head. Then watch the Lemmings falling off the end of the bridge. As soon as one falls past the Blocker, make the Builder a Digger. This stops the rest from getting past.

Spiral Staircase Lemming

To reverse the direction of a staircase in midair, first place a Blocker where you want the steps to turn. As the next Lemming approaches, turn it into a Builder a short distance from the Blocker. When the steps hit the Blocker, the Builder will turn around and keep building. Tricky to work just right, but quite possible.

Giant Steps Lemming

If a group of Lemmings need to fall down from a high structure, and you don't have enough Floaters, you can use a Digger Lemming to create a step for them. If the drop is twice as far as the Lemmings can fall, or thereabouts, have the Digger tunnel down right at the edge of the cliff, and then stop half way. You can stop it by turning it into a Builder. Then the Lemmings will fall twice, once to the step the Digger made, and then to the ground below. If the drop is farther than that, you can use multiple Diggers, staggering them creating a series of steps.

But I Want To Mine The Other Way

If you have a Builder, a Digger, and a Miner, and you want your Lemming to mine down and to the opposite direction of that which it is facing, try this trick. Turn it into a Digger momentarily, and after it's down four pixels or so, turn it into a Builder. It will attempt to build its way out of the pit, but then turn around after two or three steps. Now you can have it mine in the opposite direction.

Bashing Through Steel

If you wait until a Lemming hits a steel surface and turns around, then make it a Basher (while facing away from the steel) and it will remove one to three pixels from the steel. After a little experimentation when a Lemming got stuck vertically in a steel column, it was decided that steel acts like one-way columns with arrows all pointing out from the centre. If you can reverse-bash your way to the centre, you can bash the rest of the way through the column normally

Ms. PAC-MAN

CHEATS

Five extra lives:

Pause game play, press Option 1, B(2), A(2), Option 1 and resume game play. Note: This code may only be enabled one time per game.

Level skip:

Pause game play and press Option 1, B(3), Option 1 and resume game play. Press Option 1 to jump to the next level.

Unlimited lightning bolts:

Pause game play, press Option 1, A, Option 1, and resume game play. Repeat this code as needed.

Instant lightning bolt:

Pause game play, hold Option 1, press A, B, A, the release Option 1. Press Option 1, B to display and activate the lightning bolt



CHEATS

Extra lives

Achieve the highest score and enter 330NE as a name on the high score screen. Ten extra lives will be available for game play.

Maximum Speed

To achieve maximum speed, push joystick twice in direction required. Hold joystick in position to maintain that speed.

More Fruit

Jumping on top of objects (such as fire hydrants) can generate fruit that gives you more points.

Keep Pac in the air

Jumping from the spring board with repeated movement of the joystick (tapping button) will keep Pac in the air.

Extra Points

At the end of each round you reach 'Break Time'. By jumping at the end of the house you can receive a maximum of a 7650 point bonus. Also available are 10 points, 100 points, 300 points and 1000 points.

How To Play

General play options for all systems:

Trip 1

Round Two - The Forest. The first 'cheat' is achieved by pushing the second cactus back giving you 80,000 points and transporting you to your house at the end of level two (this only works if you haven't died and have at least 30,000 points). However, it is often worth not using this as continuing throughout the game without using the warps will enable you to collect more lives. If this doesn't work then try the second, third and fourth logs in the woods. The machine randomly chooses one of these (pushing the logs only work if you haven't died and you have 15,000 points). Get the cherry that appears as it turns into another three.

Round Three - The mountains. These have no cheats - but watch out for the plane that always flies over the first mountain (a flower sometimes grows here and in many other places, I am sure that this means nothing). After completing the mountains you pass two cacti. Pushing the first one back, on earlier versions, makes you invisible and invincible to everything except the water (which just happens to be the next obstacle!) To jump over the water - run at full speed over the spring board and at the edge press jump and keep on whacking the joystick to the right - you should glide over the pool! You have then reached Fairyland! Here the Queen gives you a gift of magic boots that enable you to fly. You then start Round 4 going back the opposite way.

Round Four - You first encounter cacti that you must jump over. If at any point you see the letter 'S' in a Pac bubble flying about - get it -it's an extra life. There is also another letter in a Pac bubble that flies around the screen - the letter 'L' - this can be achieved after getting a Pac-Pill, getting four ghosts and then Doris fifth (Doris is the one that chases you and the only one

that has no hat after eating a Pac-Pill). The last cactus that you jump over is very tall. Try pushing the lower section of it backwards as this generates 7 balloons. Six of which are worth 100 points but one is worth 7650 points. Get this and don't bother with the others. Continue going home once you reach the town, jump on all fire hydrants as this always generates cherries. If pushing the cactus back didn't do anything then try pushing the second to last fire hydrant back - this will generate the balloons. When you arrive home you can still jump to get 7650 points.

Trip 2

Round Five - The Town. Jump on the fire hydrants to generate cherries. Push the third hydrant back to give you the hat. If you pass two fire hydrants on top of each other then jump on top of these. The blue things that push you along (water jets) can also push you on top of the houses. This is advisable as it keeps you away from any double Decker buses! If the second fire hydrant didn't give the helmet then the fourth fire hydrant along will.

Round Six - The water pool area. You have two short(ish) pools to clear, followed by more ghosts on pogo sticks (here appears another floating cherry). The last pool is the longest of these and must be judged carefully to clear.

Round Seven - The water jets. You have three different platforms to jump on (always try to stay on the highest one). If a flying water jet happens to hit you then whack the joystick everywhere and press fire as it is possible to escape. Not much on this round, just collect loads of strawberries. After this you reach fairyland again, you receive the boots again, and have to return home.

Round Eight - The trip home. Firstly, you have to cross the long pool - backwards. Jump to the top of the screen straight away to get the cherries and clear the planes. There are stumps sticking out that you can land on and get cherries. After this there is the forest to complete. The first or second to last log will give

the balloons.

Trip 3

Round Nine - The Water Pool Area. You leave your house and go straight into the water pool area. There are three cacti on this round. Pushing either the first (before the pool), second (before the skeleton) or third (before the Pac-pill) back will give you the helmet. The pool is slightly different as it has a stump sticking out of the water that has an extra spring board you can land on. After this there is a skeleton (that drags you down into the ground) and must be jumped over.

Round Ten - The forest. Pushing one of the logs back will make you invincible to the ghosts. This works even if you have died. When you start flashing, the invincibility is about to wear off.

Round eleven - The logs and clouds. Much like the one on Trip 1 except after jumping the logs, you have to jump onto clouds (although not essential as Pac can clear all the cloud jumps in one). After this you reach fairyland yet again and you receive the boots.

Round twelve - The trip home. First collect the three cherries. Then you have to jump backwards over a large pool - with no stumps. After this you reach the town. One of the few fire hydrants gives the balloons.

Trip 4

Round 13 - The Town. This level has many double hydrants. Jump on these and wait for the water jet to push you up onto the houses. Walking along the houses gives you some cherries. On many versions there is no helmet on this round.

Round 14 - The cavern. You have to collect the keys to open the doors. The first key is on the top layer. Jump up there to get it. Keep going right and fall down the hole. Keep going right and fall down the next one too (you should now be on the bottom

layer). Keep going right (staying on this level) and open the door. Keep going right. Jump up through the next hole and get the apples. Continue right, fall down the hole and get the key. Use this immediately to open the door. Keep going right, do not jump through the first hole and stay on the lowest level. You can then get two apples, jump through the hole and get a key, and then fall through another hole to get another two apples. Continue right and after opening the door, jump through the holes to get from the bottom level to the top. Open the door you reach and go through. Fall through the next two holes (so that you are back on the lowest level). Open the door you reach and get the two apples. Return through the door you've just come through, jump to the middle layer and continue right. You will now be out of the cavern and have reached 'break time'. So long as you don't waste time and keys it is actually easy.

Round 15 - The water jets. I think that pushing one of these fire hydrants may give the helmet, but I'm not too sure. Watch out for the planes at the very end of the level. Try to jump on them.

Round 16 - The trip home. The first gives the balloon's. Next it's the mountains. There is normally an extra life lurking around the second mountain so go backwards once for it if it doesn't come (an 'S' in a Pac). Then is the forest. The first log encountered gives the balloon's if the cactus didn't.

Trip 5

Round 17 - A forest level. On some versions of the machine the very first cactus will give the helmet. Just before the water is a Pac-Pill and it is quite easy to get the time bonus. After the pool, there is a short forest, following that is a spring board that must be used to clear a second pool that cannot be seen from that point.

Round 18 is the cavern, but you only have limited sight. The first key is on the lower level. Go right, then jump up to the middle

level, then jump up to the top layer. Keep going right and fall down a hole to the middle layer (you'll be in between two doors). Jump back up to the top level (making sure you don't open either of these. Once back on the top level, keep going right and you'll reach a door. Open it and get the key directly behind. Keep going right, fall down to the middle layer, get the key, fall down to the lower level, collect the fruit. Open the door you come across. Don't jump through the next hole, but through the one after that. Jump to get the key (fall straight back down again). Keep going right. Jump up through the next hole, go right, and fall down the next. Open the next door (you're still on the bottom level) and jump through the next hole. Then jump up to the top level, open the door and get the fruit. Go through on the top and open the end door. Fall through the holes and go to the bottom level. Go right and collect the fruit there. Finally, go to the middle level and exit to 'Break Time'.

Round 19 – The mountains. Clear these and the clouds as usual, but watch out for the planes at the end (over the part with three sets of moving logs). Enter fairyland.

Round 20 - The return home. This is very easy. Keep on going left, You first hit a forest. Watch out for the ghost near the end. This is followed by a pool, get all the cherries on the way, but _don't_ stop for anything. Then you reach another forest, then another pool, then the last forest (watch out for another ghost here) and then the town. By the time you reach the town you will be out of time and must run full speed from Doris. Try to get the Pac-Pill but if you miss it, don't go back for it!

Trip 6

Round 21 - The town. This is hard as there are so many ghosts. It is pointless jumping onto the double hydrants as getting on top of the houses may involve hitting a plane. Try to stay on the top of the double-decker busses, jumping from one to another. This will stop you needing a run up. The Pac-Pill at the end can only be got by first jumping onto a ghost. Don't bother with it unless

you are already on a ghost. Go straight for 'Break Time'.

Round 22 - The mountains. As well as the clouds, you meet a new section - four logs in water that must be jumped onto and crossed. Careful judgement is needed here. Get the Pac-Pill afterwards as you'll need it. Time is short so don't stop for anything.

Round 23 - The water jets. This gets hard towards the end as there are many ghosts around. Try to stay on the planes. You then reach fairyland.

Round 24 - The trip home. First are the water jets to cross. This is quite easy as there aren't many ghosts and enables you to collect a lot of fruit. Then you enter the town. The last part of this is very hard. Just jump for the Pac-Pill when you see it and hope you get it before you are killed! Don't wait around.

Trip 7

Round 25 - The woods. There are two woods split up by a load of skeletons. Don't use the spring board or you will hit one of the planes. All of the skeletons are fake apart from the first and last. So don't worry about touching them. When you enter the first wood, look for the helmet at the fourth log. I think it is hidden in there.

Round 26 - The mountains - again! This time you don't have many logs to jump on and there are very few clouds. Most of the mountains have to be jumped without any clouds. This level also contains the logs in water.

Ponx

CHEATS

Multi-ball mode:

Pause game play, then hold Option 2 and press Up. An extra ball will appear when game play is resumed. Up to three balls may be entered into play at once.

Evil mode:

Press Option 1 + Option 2 at the options screen, then begin game play.



CHEATS

Invincibility:

Press Option 2 during game play to display the "Bomb Parts" screen while not standing next to a monitor. Press Up, Right, Up, Left, Down. A sound will confirm correct code entry. Note: Repeat this code to return to normal.

Weapon power-up:

Press Option 2 during game play to display the "Bomb Parts" screen while not standing next to a monitor. Press Down(4), Right, Up, Option 2 to set all weapons to full. Note: This code may be repeated as needed.

Level select:

Press Option 2 during game play while standing next to a monitor. Press Down, Up(5), Right. A sound will confirm correct code entry. Press Up or Down to change the level number that is displayed in the lower right corner of the screen. Pressing Up or Down will also toggle the score from "00000" to "00128" to indicate where the starting location within the level will be the beginning or the end. Press Option 2 to start game play at the indicated level.

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QIX

CODES

After level 255 you go back to level 0. There is no known code for level 1.

Level	Code	Level	Code	Level	Code
2-	GFGHEF	3-	GFGGEN	4-	HAHEHF
5-	HAHFNJ	6-	HAHGOI	7-	HFHCPI
8-	HFHNGF	9-	HFHMIJ	10-	IAIKCJ
11-	IAILLE	12-	IAIMAN	13-	IFIJE
14-	IFILHJ	15-	IFIKBJ	16-	IFJFBF
17-	IFJEHI	18-	IFJHCM	19-	IFJGIE
20-	IFJBAI	21-	IFJABE	22-	IFJDHJ
23-	IFJCBJ	24-	IFJNBE	25-	IFJMHI
26-	IFJPCI	27-	IFJOBH	28-	IFJJHJ
29-	BFAIFP	30-	IFJLDF	31-	IFJKHC
32-	IFKFBJ	33-	IFKEBF	34-	IFKHHI
35-	IFKGCM	36-	IFKBOD	37-	IFKAAI
38-	IFKDCE	39-	IFKCLG	40-	IFKNBJ
41-	IFKMKI	42-	IFKPIC	43-	IFKOBJ
44-	IFKJKL	45-	DFBIDC	46-	IFKLBJ
47-	IFKKPF	48-	IFLFLF	49-	IFLEBJ
50-	IFLHPE	51-	IFLGLF	52-	IFLBBJ
53-	IFLAPH	54-	IFLDLF	55-	IFLCBJ
56-	IFLNPG	57-	IFLMLF	58-	IFLPBJ
59-	IFLOPB	60-	IFLJLF	61-	BFCIIJ
62-	IFLLPA	63-	IFLKLF	64-	IFMFCM

Level	Code	Level	Code	Level	Code
65-	IFMEIK	66-	IFMHAI	67-	IFMGKJ
68-	IFMBIC	69-	IFMACM	70-	IFMDAF
71-	IFMCJJ	72-	IFMNJA	73-	IFMMJK
74-	IFMPKJ	75-	IFMOJA	76-	IFMJJK
77-	DFHIMF	78-	IFMLHO	79-	IFMKEL
80-	IFNFKJ	81-	IFNEIC	82-	IFNHJF
83-	IFNGIM	84-	IFNBCM	85-	IFNAIK
86-	IFNDAI	87-	IFNCKJ	88-	IFNNIC
89-	IFNMCM	90-	IFNPHF	91-	IFNOJB
92-	IFNJJP	93-	BFEIDF	94-	IFNLFN
95-	IFNKJP	96-	IFOFCA	97-	IFOEJJ
98-	IFOHHF	99-	IFOGPK	100-	IFOBAM
101-	IFOAIG	102-	IFODHF	103-	IFOCIG
104	IFONMJ	105	IFOMDI	106	IFOPID
107	IFOOAM	108	IFOJJF	109	DFFIMF
110	IFOLJD	111	IFOKCM	112	IFPFIK
113	IFPEAI	114	IFPHKJ	115	IFPGIC
116	IFPBEL	117	IFPAKL	118	IFPDIC
119	IFPCJF	120	IFPNIA	121	IFPMBJ
122	IFPPKL	123	IFPOIC	124	IFPJAF
125	BFGIHA	126	IFPLCH	127	IFPKII
128	IFAFKF	129	IFAEOB	130	IFAHJJ
131	IFAGAF	132	IFABNL	133	IFAAAM
134	IFADKF	135	IFACHF	136	IFANJI
137	IFAMCM	138	IFAPIK	139	IFAOAI
140	IFAJKJ	141	DFLIDC	142	IFALGL
143	IFAKKL	144	IFBFIC	145	IFBECI
146	IFBHKL	147	IFBGIC	148	IFBBEM
149	IFBAID	150	IFBDFF	151	IFBCIC
152	IFBNCM	153	IFBMIA	154	IFBPAI
155	IFBOKL	156	IFBJIC	157	BFIJF

Level	Code	Level	Code	Level	Code
158	IFBLMB	159	IFBKCH	160	IFCFII
161	IFCEKF	162	IFCHOB	163	IFCGJJ
164	IFCBAF	165	IFCALI	166	IFCDAM
167	IFCCMF	168	IFCNHF	169	IFCMJJ
170	IFCPCH	171	IFCOIJ	172	IFCJKE
173	DFJIFB	174	IFCLJJ	175	IFCKCM
176	IFDFIK	177	IFDEAI	178	IFDHKJ
179	IFDGIC	180	IFDBCL	181	IFDAKL
182	IFDDIC	183	IFDCHL	184	IFDNPF
185	IFDMLF	186	IFDPDI	187	IFDOPF
188	IFDJLF	189	BFKINM	190	IFDLJF
191	IFDKFF	192	IFEFKH	193	IFEEBL
194	IFEHPF	195	IFEGLF	196	IFEBAF
197	IFEAJI	198	IFEDAM	199	IFECAF
200	IFENHF	201	IFEMJM	202	IFEPCH
203	IFEOIJ	204	IFEJKF	205	BFNIHB
206	IFELJJ	207	IFEKCM	208	IFFFIK
209	IFFEAI	210	IFFHKJ	211	IFFGIC
212	IFFBCL	213	IFFAKL	214	IFFDIC
215	IFFCFL	216	IFFNPF	217	IFFMLF
218	IFFPJF	219	IFFOIC	220	IFFJCM
221	FFIIFK	222	IFFLBI	223	IFFKPF
224	IFGFLF	225	IFGEAF	226	IFGHIF
227	IFGGCL	228	IFGBKI	229	IFGAIC
230	IFGDCM	231	IFGCLH	232	IFGNAI
233	IFGMCO	234	IFGPLG	235	IFGOAI
236	IFGJBC	237	BFPICG	238	IFGLCH
239	IFGKIA	240	IFHFGJ	241	IFHEKL
242	IFHHIC	243	IFHGHF	244	IFHBIC
245	IFHACM	246	IFHDIB	247	IFHCAI
248	IFHNDA	249	IFHMLG	250	IFHPAF

Level	Code	Level	Code	Level	Code
251	IFHOIA	252	IFHJCM	253	BFOIBK
254	IFHLAI	255	IFHKDA		



CHEATS

Level select:

Select a character, then press Pause(2times) at the character selection screen. Hold Option 1 and press the D-pad at the "Headlines" screen to select a level.

View programmer picture:

Enable the "Level select" code. Highlight "San Francisco" at the newspaper screen and press Pause(2). Highlight "Albuquerque" and press Pause(2). Then, press Option 2 + B to display the "Final Top Score" screen. Press A to display the "Grand Champion" screen. Press A again, to reveal a digitized picture of Peter Wierzbicki, the head programmer, behind the score boxes. Press Pause to freeze the picture as it appears.



TIPS & HINTS

General tips and hints

When firing, go for the ships closest to the shore first. You want to try and stop them from unloading ground forces if at all possible.

You have a short time to aim before you can start firing, so if you start at one end of the ships before firing starts, you can get more shots in. You need to use the "B" button to accelerate the joystick, or you can't get anywhere at all.

If a large group of ships is "clumped together", put your cross-hair in the middle of it all and keep shooting.

If a lot of debris makes surrounding your castle difficult, make a tight wall (very little free space) around an as-yet- un-surrounded castle. Then work on saving your home e. You may lose some cannons, but it usually saves you the game.

When you first pick your home castle, look for the "tight spots," or the places which are going to cause problems when trying to surround the castle. Try to avoid placing cannons in those areas as long as you can. This will give you extra room to place wall sections if you get into a bind.

If you finish surrounding your castle(s) and you have some time left, try to surround another area just big enough to hold another cannon. You can always use more of those, and even if you

don't fill the area, the ships will waste some fire on the extra wall segments.

You can be greedy in the early levels and get lots of points. A level might end depending on how well you are doing, so play well enough to survive but not well enough to end the level. Surround lots of castles with no room for cannons and keep one castle with cannons around it. Only worry about the ships that might get near the shore and launch ground cannons. Later in the game, if you are having trouble surrounding your main castle, give it up and surround another one before time runs out. Most people lose their game by letting time run out when trying to surround a castle when they could have easily surrounded a different castle with no debris around it.

General two-player tips and hints

Make it hard for the other player to rebuild by leaving single wall pieces everywhere. For example, in the first battle, bomb every other wall section around his castle. It takes a lot of pieces to fill up all of those holes. If the other player has castles near the edge of the screen with cannons around them, bomb the walls at the edge so the only piece that will close the hole is the single square. If you gain a little bit of a power advantage, destroy some of the other players cannons. Don't surround your main castle with so many cannons that you can't fix all of the holes after a battle. Always try to have a castle with little stuff around it so you can save it quickly in an emergency. Start with a castle close to the other player and with a lot of open area around it.

As a defense measure, if you notice your opponent blasting every other brick in your wall, there's nothing stopping you from blasting sections of your OWN wall to make rebuilding easier.

Massive bombing attacks aren't necessarily the best thing to do. Don't be greedy! It only takes one castle to stay alive. You get one cannonball per cannon. If you have cannons at the edge of

the screen, you will have to wait longer between shots.

Tips and hints for higher levels

This is THE most useful hint for the later levels in Rampart (the 2 levels on the bottom of the map and the island level). Surround one of the more useless castles and put a cannon above it, below it, left of it, and right of it. It may take a couple of battles to get it surrounded the castle from being destroyed by the ground cannons. Now let all of the ground cannons try to attack the castle surrounded by the cannons. If a ship is unloading ground cannons near that castle, leave the ship alone. Once all of the ground cannons (about 30 I think) are trying to attack the protected castle, they won't bother you any more. Something else you can do if you have extra time while building walls is put pieces far away from your surrounded castle to attract cannon fire from the ships. Try destroying the walls around your castle before they can get hit by fireballs.

I heard about an unknown land in Rampart. Can you tell me where it is?

Select beginner mode, then conqueror the first battle. When you go to the selection screen to choose next battle there are four shown! The top left one you have just beat. The bottom left will be highlighted, DO NOT PICK THIS ONE!!!. Choose the top right land. After defeating this one, choose the bottom right land.

CHEATS

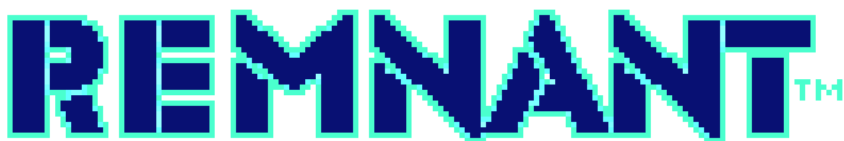
To activate cheat mode:

Pause during the game and press the following buttons:

- Option 1, seventeen times
- Option 2, nine times
- A button, eleven times
- B button, twenty-three times

Then press the joypad to do one of the following things:

- Right - you will conquer the next battle
- Left - you will conquer the next battle and get the victory screen
- Up - set the timer to 30 seconds
- Down - give yourself seven cannons to place in the "place cannons" mode



CHEATS

Kill all opponents:

Press Pause, Option 1.

Repair hull:

Press Pause, A.

RoadBlasters

EASTER EGGS

See Pictures of Programmers:

1. Start on level 1.
2. Drive on either the left or right edge of the road (on the grass).
3. Drive as fast as you can into the tree.

If done right you will see a digitized picture of one of the programmers. You will see a different picture depending on whether you hit the left or the right tree.

Level skip:

Select the Rookie starting area and begin game play. Hold B and accelerate until your speed is between 25 to 50 mph. Keep B held and position the car over the shoulder on the left side of the road. Your car will hit a tree, and a picture of a programmer with a message will appear. The level number will be displayed in the top right corner of the screen. Press Option 1 or Option 2 to change the level number, and press A to resume game play. Note: The level number selected should be one less than the level you wish to jump to. Complete the current level to start at the new level.



TIPS & HINTS

Floating shield:

Activate a forward shield, then press Option 1 + Pause to restart the game. The shield will be floating in front when game play resumes. Note: The shield will turn to normal after you fire a weapon.

Level 19 bird:

Wait until a bird to appear from the left side on level 19. Jump on the bird as it approaches and ride it across the screen to pass the difficult sections of the level. Jump to the right with each bounce to stay above the same bird. Kill the bat when it appears.

How to kill the final boss in Rygar:

You need to jump up and shoot him in the head. It takes a few hits, but he will die.

Just don't let him touch you!



HINTS

Start out at level 11 (Labyrinth) and complete it. On level 12 (Coat Hanger) go right and catch the boosty and continue going right. You will fly up and then continue and cross the finish line. You will be warped to level 18!



CHEATS AND STRATEGY

Extra shield:

Move Louie half way across the screen when starting any level. Pause game play and press right on the joypad and button B at the same time. If Louie is in the correct position, an extra shield will be added. The text "Shield Awarded" will appear at the bottom of the screen to confirm correct code entry. This only works at the beginning of each level.

Extra shield (alternate):

Wait until "299" appears on the clock, pause game play, and press B. Note: This method may not work in higher game levels.

Unlimited money and extra items:

Locate a shop that has a red \$5 money bag on the same screen. Collect the money, enter the shop, then exit. The money bag will appear again. Collect the money and repeat this procedure increase your funds. Buy extra lives for \$35 each if time runs out during this trick. Up to nine shields at \$10 each may also be collected with this procedure.

WARP to FOREST

To perform the warp, you must be on JUNKYARD Level 2. Move right through the level to the stack of tires. Jump onto tires and press down. The can room will appear.

The following table show where the arrow starts and where the prize ends up:

Start	Finish
1	5
2	1
3	4
4	2
5	3

You are now small in size. This allows you to knock on the WARP door and warp. As you move to the right, press up in front of the tree to get an extra life.

Keep moving to the right and avoid being hit by bullets, dogs, mice, and bird droppings. Jump up where the hubcaps are hanging on a line to get invincibility. Also pressing down while on top of the third brown can (the one to the left of the mouse caught between cans) will give you a shield. When you get to the toilet just before the office, jump up on the toilet. Face left and hold down. A red warp door will appear to the right of the office. Move over to the door and hold up to open door and warp.

WARP to DESERT

To perform the warp, you must be on CITY Level 1. Move to the right until you get to the black cat up in the window above the mail box. Throw a can to get rid of the cat. Jump up to window where cat was and press up. You will now be small. Move back to the left to door by mail box. Jump up steps to get level with door. Hold up while in front of door to get red warp door to appear above the door. Now quickly jump onto mail box, jump to the left edge of the screen while holding the jump button (to achieve a higher jump). This will put you at the red warp door. Press/hold up in front of door to warp.

WARP to MOUNTAIN

When small, look in the base of the tree near the second white cat. The red door will appear at the top of the Screen, on a cloud, almost out of sight.

WARP to ARTIC

You must be in the FOREST level 1. At the start of the level, move to the right to the log when the rabbit comes out. When you jump on the log over the hole where the rabbit came out, press down on the joypad. You are now small. If you go to the right, you will encounter a tree with two snakes. Enter the door to enter the shop. Exit the shop and the snakes are gone. Now jump on the stump to the right of the shop. Face left and hold down till the WARP door appears on the branch. Jump up to the door and press up. You will now warp to the ICE area.



TIPS & HINTS

The A and B buttons seem backwards to me. Button A should be punch and button B should B jump.

On the title screen press option 1 and you can reconfigure the buttons to a punch and B Jump. (It's in the manual).

How do I get past the three headed dragon?

If you are talking about the dragon in the castle, then look very closely at the back of the dragon. You should see something towards the middle of it. Shoot at that. You'll need the blaster refill. The "blaster" is the gun you get after you kill the dude at the cannon. You can find a reload for it in the castle.

In the castle it's dark, and it says I need a light. Where do I get the light?

Have you gone through the area under the tree? If not, do it! If you have, you must have missed an important area.

How do I get past the two-headed (Kangaroo) dragon? The one where each head takes turns shooting at you?

You need to use carefully timed jump kicks.

Is there any way to get through the blinking eyes without losing so much health?

It's all in the timing.

Is there a way to get through the mosquitoes without losing so much health?

Just run fast, and keep going.

How do you kill the guy shooting the Canon (above ground)?

All you have to do is punch the cannon to the right after he lights it.

How do you get past the blood spitting dragon in the area under the tree?

The blue orb kills that dragon. Fire at the dragon when he's in a prone position. It takes about 10 shots.

WALKTHRU

STAGE 1: At the start of the game, go left past the tree with "HOME" written on it and punch the rock pile to collect the key. Run back to the "HOME" tree and select the key to enter the underground domain.

STAGE 2: Once inside, go right, down the ladder, left, down, right, down, left down. Travel left to collect along jump potion from the chest. Walk down the ladder and jump left to get a secret life potion. Leap back quickly and go right, down, left and drop off the platform. Continue left, and leap over the gap to fight the guardian of the orb. Punch the blue ball he holds, avoiding the flame, until you defeat him. You'll get a plasma bolt punch.

STAGE 3: Walk right a little and drop down the gap to get the round yellow key. Go right a little and collect the energy restoring potion and fall down the gap. Run right as far as possible. Go up, right, up, right, up, left (get the red potion to increase your strength), up, left, up, left and up. Walk right to confront Death Skeleton. Keep zapping him as quickly as possible.

STAGE 4: Go right, up the first ladder, and left until you reach a lever. Throw the lever, go right and up the previously ignored ladder. Walk left to get the key, go right, down the ladder, down, right, down.

STAGE 5: Run right, up the ladder, and right. Go all the way down, then left (jumping over the slime). Go down, right, down, right, down, right, down, left, down, left, down, left, up, left, down, left and then up. Get the green key to the right.

STAGE 6: Retrace your steps left and go back down the ladder, right a bit, then down. Go right until you reach Hydrassas the Dragon. Defeat him by punching the horn on the lower head a number of times, trying to avoid the flames. Run right and use the yellow key to enter the well.

STAGE 7: Climb the well to reach a position just right of the starting position. Head right, punching rocks to collect energy. (Get a torch for the upcoming castle.) Taking the coin to the well and selecting it will get you an extra life. When you reach King Gargoyle, you'll be transported to the outside of the castle. Use the square white key to enter; you'll need to find the dragon's egg for later in the game.

STAGE 8: Once inside the castle, run left a bit, up, right, down, right and then up all the way. Go left, dropdown (use the white invulnerability or long-jump potion). Go left, up, then all the way right to pick up a spanner. Return all the way to the left. Walk

down, right, down and left to collect a round white key. Go right and fall down (be careful). Travel left, down, right, down and left to the chest marked "BLASTER." Select this and you'll have a weapon to use against the monsters. Go right to the force field and select the spanner to disable it; continue on.

STAGE 9: Go up, left, down, left and then up. You should have returned to the point where you entered the castle. Run right, down, left and pick up the high jump potion, down, and right to fight Skarlos. Use the high jump potion and shoot him in the eye a number of times to kill him. Continue right and use the round white key to enter the caves. You **MUST** have the mask and jet-pack selected before you enter (these are in the chest just before the door).

STAGE 10: Fly right, hitting the slime on the floor to pick up strength. You should also find the egg that the Gargoyle requested. At the far right, you'll meet Corannis. Fire at its mouths until it is destroyed. This will teleport you back to the castle. use the crucifix in the gravestone here to give King Gargoyle the signal to teleport you back. Run right to Gargoyle and he'll let you pass. Go right all the way, hitting the grave stones for extra potions. You'll reach a giant's foot and a club. Hit the foot a number of times, avoiding the club.

Sit back and enjoy the ending sequence.

ITEM LOCATIONS:

Extra life:

Drop the coin down the well (on the start of level three) to get an extra life.

Jet-pack:

You'll find the jet-pack and mask outside the entrance to level five. Put them on **BEFORE** entering the room. If you don't you'll be instantly killed.

Crucifix:

You'll find this handy object outside the castle. Keep it because you'll need it to summon the King Gargoyle

Round gold key:

This is to be found on the platform underneath the Orb Keeper on level one. It's used to open the door at the end of level two.

Round green key:

This key will allow you entrance to the caves on level five.

Square white key:

In the top left hand corner of level two you'll find this key. You'll need to use it on the door to the castle.

Round white key: This is one of the 'red herrings' left lying around to confuse you. It has absolutely no use whatsoever, so it's best left where you find it.

High-jump potion:

This mixture will be needed to destroy the monster at the end of level four. (It helps if you have the gun too.)

SHANGHAI

TIPS & HINTS

What percentage of the layouts are winnable? I understand that In most scenarios It is possible (or even likely) to get a layout that Is Impossible to beat.

The tiles are set up randomly each game, so it may be impossible to complete a layout sometimes. All of the levels have been completed in less than 3 minutes each, so you can beat all of them. Most people find the turtle the hardest, followed by the fish. The easiest is usually the butterfly.

I just can't seem to win. I wonder what happens If you actually finish a game.

If you would like to see the winning animation; at the high score table, press pause, and then hold down option, option 2, and the B button, while pressing up and right, at the same time on the joypad.

STEEL TALONS

TIPS & HINTS

How do you fire the rockets?

The game manual says to Press B and Option 1 together to fire them, but it also says to Press B and Option 1 to change the view. The manual is in error. Press B and option 2 to fire your rockets.



CHEATS

Cheat Mode

1. Start game
2. Play a level until there are 2 blue tiles left
3. Wait until there are 13 seconds left
4. Press PAUSE
5. Press OPTION 1+ A
6. Press OPTION 1+OPTION 2 (the PAUSE message should disappear)
7. Press OPTION 2 + B
8. Unpause --(screen flickers- return to game)

On any level, press OPTION 1 +OPTION 2 for cheat menu.

Level	Name	Password
1	The Very First Level	484B4C3A4B58BB
2	Practice Mode	69697968703AD9
4	And There It Goes	1E1E0E1F054DFE
5	Mission: Shoot The Monsters	4B4C4A4E4B580B
20	Every Second Counts	6969616A483AF9
24	The Solution is in the Shop	2D2C282E9D7ECD
27	Tiny But Strong	D2D2DAD32E8182
32	Don't Lose Right Away	696979683A3A79
35	Bombs Just To Try	2D2D3D2C1F7EGD
51	Very Easy	3C3C3A0F1C2FCC

Level	Name	Password
52	Find The Trick	F0F0F7C4D0E3E0
56	Find Your Own Way	B4B4A4B6BBE634
58	Do Your Shopping	878783864AD457
67	In The Jungle	F0F6F1F636A140
75	What Error This Time	787868795A2B68
81	Firebounds (Sid D'upoxlib)	3C352A3BB46C0D
87	The End Will Be Through	1E1F1E1C984DCE
88	Peace and War or Love and Hate	FDF2F3F212A3C0
89	Masters of Seekers	4B4B5B49D9187B
94	Don't Leave That Past !!!	69686B6BCD3AC9
95	Be Careful, Sliding Groundddd	B4B4BCB61CE644
96	Peace Islands in Craziness	8786858323D6C7
100	Attack....Turlututt	B4A5B7B1E8E674
105	The Fort Attack	F0F2F6F4D1A2F0
115	Don't Shoot Anywhere	5A5B595884097A
118	Effritattraction	696B686D7A3BC9
119	I'm Going To Eat A Monster	C3C3D3C2E890F3
124	Heavy Metal Hamsters	F0F1F5F358A120
128	Speed of Light	F0F1F5F498A350
131	Q.H.S.	8786858423S5C7
134	Hungarium Waltz	69696C68D33A39
138	Which One Is The Right Shot	8787978641D4A7
140	Smiley Follower Do You Like?	A5A5ADA730F625
141	Get Out Through The Door	A5A7A0A6F9F695
145	Blabla Bla BlablaBlabla Blabla	D2D2C2D3D981F2
149	Save Yourself	A5A4A0A659F775
156	Native	D2D3D7D0A48112
163	Not So Stupid	B4B5B6B6A7E7B4
164	Imcas Trap	87858684ACD447

Level	Name	Password
166	Big Aaaaarrggghhhhhh Wo !!! !	69696068B33A79
170	Panic On Board	878680855ED467
175	A Warrior Without Weapons	4B48434952198B
187	Pi Alpha Mu	5A5B52583A09EA
200	Final Countdown	2D2D252C207E9D
201	Policeman's Freakly Ghost	9696869799C536
202	? ? ?	78787FB2F86A38
203	Best I Can	B4B6B0B720E704
212	A Little Trip to Croemland	0F0A0C0B875C7E
215	Do You Know The Freeze	D2D7D3D1B280B2
220	Easiness in Itself!	0F0E0C0D155C3F
221	Patience & Accuracy	8784878391D5F7
231	Hay Hay Hay Speedy Gonzolas!	87858682D0D427
239	The Challenge	2D29282F0F7FFD
246	Nightmare	4B4B5B4A7F188B
250	Get A Nervous Breakdown Yet?)	4B4B5B495D18BB

Forbidden Islands:

Select the normal game option. Move Skweek or Skruch over the "O" in the word "Gargouil Land" at the map screen. Scale the screen until your character can not fly lower. A snorkeling furball will appear. Carefully position your character over the furball and press Option 1. The Forbidden Islands may now be accessed,

Extra lives:

Scale on the small island directly to the right of the "Welcome Island" in the top right corner of the dark blue spot. Hover over the Skweek next to a palm tree and press Option 1 for two extra lives.

Extra coins:

Scale over the large body of water in the "Pagalagos Island". Hover over the Skweek and press Option 1 to collect 3000 extra coins.

Bravo cheat:

In the middle of the ocean, above the compass, and to the left of the 'G' in Gargouil' land, a creature will appear that activates the Bravo Cheat.



Cheat mode

Continuously sweep the D-pad in a clockwise Full-Circle starting at the Up position until the screen flashes. Repeatedly tap Up until the flashing stops. The screen should have flashed a total of four times corresponding to four cheat functions. The first flash enabled level skip. Press Pause during game play and press B to jump to the next level. The second flash enabled unlimited energy. The third flash enabled unlimited ammunition. The fourth flash enabled unlimited money.



TIPS AND EASTEREGGS

Bonus Game

A 'Zit Popping' game can be played by going to the summary screens and then going to the screen where Todd is pictured green. Press Option 1 and you'll see a zit. Blow it up by hitting the buttons as fast as you can. This also works in multi-player mode where it becomes a competition against your opponent.

Floating Todd Trick

To do this trick, find a blow away flooring somewhere in the Suspense or Arcade level. These are the only two levels with disintegrating walls and floors. When you find a floor that will disappear, stand on it. Now, aim your gun at the floor and shoot it. Todd should be floating in the air. Amazing, isn't?

Hidden Passageways

When you reach the first exit of what appears to be the end of the Adventure 6: Arcade, shoot your gun into the upper right hand corner of the wall. A part of the wall will disappear revealing the secret passage way. If you can't continue on, then try shooting at the wall some more.

Whenever you find an exit in this level don't be fooled, it isn't the end of the game. There is always (except for the last exit #6) another hidden passage to the right of it! When you are in this secret area of the game you find a message (only readable from the map screen) alluding to the zip popping contest.

Invincibility

At the title screen with the Slime World logo that falls with a crash, do the following: Press and hold Option 2 Press and hold Option 1 while holding Option 2 down Move the joypad to the upper right, while holding down both Options After that, release your fingers, and if desired, turn the music back on. Things behave very strangely in multiplayer mode, so be warned!

LEVEL CODES

These codes will place your character (TODD) at one of the restart stations located in the game. The further along the code is in the list, the further into the level your character will be re-started.

Adventure 1: EASY				
24CAA1	E8CA6C	EC8AA9	11AEA	6FCBE9
919073	E70926	A809E3	6B4B6C	66CBEO
25CBA7	114928	12C9AA	550894	07C956
19CB93	198A02	900A09	45C9C5	50C900
070946	CA0900	CCC94F	30C988	4F8B09
OB8BCO	098BC3	078BC1	C28A87	870AC3
8AOACE	8FOBC8			
Adventure 2: EXPLORATION				
269AF3	E09ABE	ECO78	E09BBF	E40B71
259BF7	EA1930	EF58F9	0199B9	E79EB4
EOOE70	EE9EBF	029EBB	E79FB5	2F9CF2
6COCE3	AC5CB2	139CFE	1590F9	001A24
559925	5A9E23	430FE9	1E1969	100CA0
1899EO	1C08AF	0399EB	865591	465F57
4EOFOO	750F08	245947	085F11	4C5C52
070997	4FOFOO	089AOO	700COF	750C08
F1181B	B51FOA	711B9B	8EOA1A	F10A45
745947	749807	F659C1	B85087	B010CO

B79B40	300C80	B79B40	7E5040	205F09
7F9ECC	600EC9	200988	205F09	
Adventure 3: ACTION				
9157B6	AB9277	2F1176	919073	198A02
50C900	155630	569039	980638	1796FC
111671	5417B2	1007BB	1993FB	0052FC
1492F9	091225	5C01E4	5C06E5	011766
OC93A6	1E1262	43536C	42506C	479720
72139C	77010F	B81608	7A575B	B61008
CA9095	OC1654	8916E9	409115	F15003
FF9086	089205	8F9350	B69358	391245
211746	BC12CO	B011C4	3C5604	215601
A610C8	679700	EA074B	6B910B	62920F
Adventure 4: SUSPENSE				
000114	OOC154	908154	50C004	5C8114
5C4157	1C4117	OC0117	OCC15	OF8197
9C0107	9C4197	508014	9CC117	5C0097
5CC007	OCC007	C64109	C94108	494158
C9C659	464159	474059	46C009	464058
884284	OB82C4	OOC286	8C4280	8E4282
B0824C	34004E	C7071C	1A472B	1A076B
10C7AB	10C3A2	110362	50476A	5C07AA
9702EB	9146A1	9106E1	114322	918362
2E81E6	11C6A6	2E0666	EEC666	114621
110661	2B81FB	2B81FB	2E4626	2E86E7
2EC6A7	28C1B8	294138	2BC1BB	28413B
2881F8	2387F1	200771	2981F9	29C1B9
24413F	210671	E10631	E00731	A007F1
6006B1	FEC171	BEC13	A106F1	6101B1
3E0272	BFOOF1	7F03B1	7ECOF	3ECOB
FFC071	7C02B1	300271	3C0371	FC0331
BC03F1	BA42B6	FAC276	7C4371	3A0276
FA42F6	BOC231	A48278	BA8176	B042B1
B002F1				
Adventure 5: LOGIC				

09E275	9C26F4	9B62B7	02A2FF	9F63BO
C02032	C4E17F	C2A1B2	032770	8522F9
022470	05E7B3	47667F	4621BE	COE665
06E3B8	8921F8	C966F9	8C65BB	8062A1
71E1E1	4C21A4	OEE3AO	CAA3A5	F52520
8F22E3	7527A3	336720	CEE565	BA64A8
39652C	3CA4EB	B7E420	E02711	3BEOA
F162E	77E3E9	236516		A12601
FF6106	60A417			



TIPS & HINTS

I am having a problem beating the big elephant looking thing at the end of level 4. It throws tusk- like boomerangs and at the same time shoots balls from its trunk.

Jump over the tusks (you have to learn to time it, but it doesn't have to be too exact). Then you should know that the crystalline elephant extends his trunk 3 times. The first time, wait until the last second (on the ground), and jump. If you wait long enough for your first jump, the next time the elephant extends its trunk will be up in the air. Duck. Then just jump over the trunk for the last time. Repeat.

Of course, you should be shooting the entire time. If you've got powered-up shots (and you should the first time), the elephant shouldn't last too long. One thing to concentrate on is the fact that once you learn how to kill an opponent, that method will always work.

Freak-out mode:

Wait until the first beep is heard at the continue screen. Hold Up + Option 1 while "9" appears on the countdown timer. Continue to hold the buttons at the "Game Over" and demonstration screens.

Alternatively, hold Option + Up before the title screen appears. A demonstration mode with cycling colours and a new song will start. Use the D-pad to play game sounds. Repeatedly tap Down + Left to lower the pitch of the sound. Repeatedly tap Up + Right

to raise the pitch of the sound.

View development team:

Hold Up + Option 1 when the screen fades to black before the continue screen. Continue to hold the buttons through the countdown sequence. A white dot will appear in the centre of the screen after the countdown. Rapidly tap A, B repeatedly (or sweep the D-pad) to magnify the dot to a picture of the development team.

Beating the big elephant looking thing at the end of level 4:

Jump over the tusks (you have to learn to time it, but it doesn't have to be too exact) Then you should know that the crystalline elephant extends his trunk 3 times. The first time, wait until the last second (on the ground) and jump. If you wait long enough for your first jump, the next time the elephant extends its trunk will be up in the air. Duck. Then just jump over the trunk for the last time. Repeat.

Of course, you should be shooting the entire time. If you've got powered-up shots (and you should the first time) the elephant shouldn't last for too long. One thing to concentrate on is the fact that once you learn how to kill an opponent, that method will always work.

T O U R N A M E N T CYBERBALL

Easy passes:

In two player linked mode, move the quarterback to the opposite end of the field before throwing a super long pass. The other player will not be able to see the receivers during the play.



CODES

Village Castle:	OMEGAMAN
Forest Mountain:	PATRICIA
Land Bridge Lake	REDDWRARF
Labyrinth Mund Flat Volcano:	DEWSBURY
Desert Pyramid :	ISLAND

WARBIRDS

TIPS & HINTS

View surroundings:

In single player mode, press Pause. Then, press B to look and plan your flight route.

View crash site:

Quickly press Pause as soon as you die and the roses and skulls border appears after crashing. Press A to toggle the view to new planes until the crash site appears. Use the D-pad to move the view.

Easy Red Baron kill:

Select unlimited damage, 200 rounds of ammo, no collisions, unlimited men, and duelling start options. Shoot the machine guns at the Baron after take off. Intentionally empty your ammunition and land. The Baron will crash while your plane is being repaired.

XENOPHOB

TIPS & HINTS

Can you give me some tips on how to do well in a multi-player game?

One strategy which works well is to have two groups of two, one going left and one right (or working on separate floors). The "front" person in each group should have a higher- powered d, shorter-range weapon, such as the Electro-gun or Poofer gun, and the rear person should have the laser. That way the rearmost guy is "covering" the leader. You have to have non-selfish players though (with regard to "goodies"). Also, on the appropriate levels, the leader should have the fire extinguisher.

How do you kill the Mother Fester In Xenophobe?

Lose your weapon on the next to the last level before the Mother Fester so you can make sure you have the laser gun. Go left all the way to the end and kill the stuff hanging from the ceiling. Then fire near the top of the screen, straight across. The shots will hit her in the head. You can tell because the % points go down. Once you kill her they drop fast.

You can keep jumping and firing off shots to kill her. Kind of tough to do with the electro gun since its range is limited, which is why you want the laser. It's not as strong, but goes much farther.

Hint: Poofer gun:

The Poofer is the most powerful gun in the game. Note: It has a very short range.

Xenophobe strategy

Multi player game:

One strategy which works well is to have two groups of two, one going left and one right (or working on separate floors). The "front" person in each group should have a higher-powered, shorter-range weapon, such as the electro-gun or Poofer gun, and the rear person should have the laser. That way the rearmost guy is "covering" the leader. You have to have non-selfish players though (with regard to goodies). Also, on the appropriate levels, the leader should have the fire extinguisher.

Tips for destroying Festers:

Festers are the fellows who appear on the sides of the screen. Take these guys out by being just over half a screen away from them. Fire like crazy. You better make sure you are at least half a screen away because these really hurt! You can advance on them once they retreat and expose their hand, makes killing them easier if you do. When they throw stuff, you better be facing them and firing. Getting hit by this stuffstuns you, likely costing your life on later levels. You can kill them with the puffer gun by laying low near the edge of the screen and standing up and firing as soon as they start to retreat. You can always ignore these guys by crawling along the floor, but it is good to take them out as soon as you can. They produce other aliens, and create another hazard. You can often kill festers on the adjacent screen by firing very close to the edge. This can be used to your advantage on level 22, which is almost nothing but festers.

Ceiling vines:

Make sure you don't move into them while firing. Stop, then aim up and fire.

Destroying Rollerbies:

Rollerbies are the armadillo like things that curl into a ball. Getting hit by these balled up creatures can stun you for some time, like the festers can, which means losing your life in later levels. Continuously fire a lot at them to make them roll the other way. Don't fire too much if there is a closed door in the way, as they will bounce back at you at high speed. They unravel once they stop moving. Fire once or twice at them to make them stop. They then unravel so you can kill them. You can also throw a grenade, and fire just enough to make them be near the grenade. These guys are what really threaten your life at the beginning of later levels. Don't underestimate what a mob of these can do to your game. One stuns you, then every alien and their brother beat up on you while you can't do anything. Then you lose your gun, and losing your gun on later levels usually means the end of your life, if not your whole game! Point blank shots most often don't work on these guys.

Destroying laser firing security drones:

You can make these stop firing at you by getting the disk and putting it in the security machine. You can also deal with them by killing them. You have to fire a lot, unless you have a puffer gun. Stand and fire diagonally up. Fire like crazy, and don't change directions. They'll move right into your fire. The laser gun does so little damage, it is questionable if you should do this with that gun. Kill the drones on every floor until you find the disk.

Dealing with little crawling aliens:

Crawl and fire a lot. Jump if they stick to you. On later levels, it often isn't wise to jump immediately, you might jump into a fester's x-ray beam and get stunned, lose your gun, your life and possibly your game.

Destroying Snotterpillars:

These are big, hopping, spitting aliens. While heading towards a new screen, if you hear that you are hitting something just before you enter the new screen, stop and keep firing until the sound stops. Then fire a lot as you enter the new screen. Firing at the usually stops the nasty spittle they throw. You should have no

problem taking out mobs of these fellows by firing a lot. Stop moving as soon as you are hitting one, you want to hit them as far away as you can. To take a big mob of them at once, fire very, very fast. If too many get close, or are about to, move directly away and hit jump twice (or more) in a row. Not only does it make you run away quickly, it also has the effect of dodging their spittle. Practice turning around and hopping away repeatedly when there aren't aliens around. Make sure you are moving away before jumping, otherwise you'll jump up instead of away. If you have the puffer gun, have no fear. If you fire fast enough you can kill a solid wall of these guys with it.

The bomb-spitting machine:

Jump away or over bombs that get thrown near you. Hit option 2 to fix the machine, then hit option 1 until you have a full load of grenades.

Fire levels:

You need to continually switch from the fire extinguisher to the electro gun. Put out the fire, run and grab your gun, and clear the rooms until you hit the next fire. You can push along both guns, but it is risky. Fires count as part of the alien remaining count, so don't leave the fires for last or you will get stuck with a fire extinguisher on your next level.

Final level:

You need to be capable of killing snotterpillars, especially hopping away repeatedly when mobs get close. Grenades here can take out a wall of snotterpillars. Keep up a wall of fire to stop their spittle. Be wary of hidden ceiling vines on the edges of the screen. Fire as fast as you can when you see the mother alien. Crawl behind her while firing, when you have cleared the other aliens in the room. Fire at her head once you are behind her. (diagonally up from ground.)

Killing mother Fester:

Lose your weapon on the next to the last level before the Mother

Festor so you can make sure you have the laser gun. Go left all the way to the end and kill the stuff hanging from the ceiling. Then fire near the top of the screen, straight across. The shots will hit her in the head. You can tell because the %points go down. Once you kill her they drop fast. (You can keep jumping and firing off shots to kill her. Kind of tough to do with the electro gun since its range is limited, which is why you want the laser. It is not as strong, but goes much farther.)



HINTS

When fighting the red & green warrior robots, it's better to run past it and fire. This keeps you from being hit more. Also, circling a warrior robot and shooting it before it can turn is another good method of destroying them.

Always shoot robots that are visible at a distance. Then you won't have to fight them when they get close.

Shield robots and saucers are best shot at when facing them directly. When they fire, move to the side, then back quickly, then fire. This avoids being hit by them (most of the time.)

Wait until your energy is in the 70's before picking up an energy pod. It just keeps you from wasting it.

If you have time, kill all robots and pick up all items in a maze before leaving. You will get extra points when you do.

Remember, when in Level 30 and up, enemy shots will sometimes bounce off the walls. In other words, they will kill themselves.

Ending Message: Message from Galactic Command:

Congratulations, Major Hardy you've defeated the

Master X and rid the planet of the X menace.

Thanks to you, this is once again a secure peaceful world.

Well done, Rock

(Then a rocket launches in the background and flies up into the sky from the surface of a red planet.)

Level 1:	Second exit warps to Level 4
Level 2:	Two exits, both go to Level 3
Level 4:	Second exit warps to Level 7
Level 9	Second exit warps to Level 12 (Secret Shortcut Wall in maze Shoot walls to find it)
Level 10:	Master Xybot
Level 13:	Secret Shortcut Wall in maze. Shoot walls to find it
Level 14:	Secret Shortcut Wall in maze. Shoot walls to find it
Level 17:	Master Xybot
Level 18:	Secret Shortcut Wall in maze. Shoot walls to find it
Level 19:	Secret Shortcut Wall in maze. Shoot wall to find it
Level 20:	No energy pods
Level 21:	There are 3 exits: the first and the exit to the left of it both go to Level 22. The exit behind the first warps to Level 25 (3 energy pods in Level 21)
Level 24:	Master Xybot
Level 25	Second exit warps to Level 28
Level 28:	Second exit warps to Level 31 (No energy pods in Level 28)
Level 33	First exit warps to Level 36 (3 energy pods in Level 33)
Level 35:	Master Xybot
Level 38:	First exit warps to Level 41
Level 39	4 energy pods
Level 40:	Middle exit warps to Level ? (Forgot)
Level 41:	Coin Galore (No energy pods)
Level 42:	Master Xybot
Level 44	Exit to the right warps to Level 48 (Secret Shortcut Wall in maze. Shoot walls to find it)
Level 47:	Master Xybot
Level 51:	4 energy pods
Level 52	Master Xybot (Ending Level)



TIPS & HINTS

The first two boards are the roughest. About half way through the second board you'll pick up a super shield (it's a little green ball that comes down). That will allow your life to go back up as long as you're not getting pounded by enemy fire.

It's easiest to start out with the power guy since he can explode more in one shoot. On the first board you want to get as much money as possible so you can buy more weapons. Grab the Speedups and Lasers right when you start off. Remember that when the ship you have is destroyed you lose all your weapons, so if you buy 10 Wing Canons it doesn't help much. Try to get one of each weapon you use the most for each ship so you won't end up with a bare ship in the middle of a level. Don't buy a new ship until you need it. Your money is better spent on weapons.

In one player mode, on level 2, it is easiest to go up the left side.

How do you kill the boss at the end of the second level?

To kill the boss at the end of the second level, it's easiest to fly straight into him and shoot like crazy. Most of the time you can nail him before he even shoots!

How do you kill the water domes at the end of the "sea" level?

Get them down in the corner and sit right in front of the center eye and fire away. Try to stay on the ridge that runs to the center. Run right up to it before they have a chance to shoot you. If you do it right, you can kill them before even losing half your life. Stay away from the laser.

If you have a super shield, auto fire, laser, side and back shooters, and the extra power, one other way to defeat them is to move your fighter right over the hole before it surfaces. Then keep the auto fire going and keep hitting the laser even though you can't see anything.

All power-ups:

Select the XQ49. Allow the second Boss on the third level to destroy your ship one time. Complete the level with your next ship. Purchase one of any of the following items at the shop: power shot, side shooters, back shooters, auto fire, super shields, or lasers. Everything except mega bombs and lives will filled.

Life mini-game:

Power on the Lynx and press A(2) to display the character selection screen. Hold Option 1 and press Up, Down, Left, Right, Up.

To start with 19 lives + extras:

Press Up, Down, Left, Right, Down(2), Up(2), B, A, Left(2), Right(2), Down to start with 19 lives, 20 megabombs, full inventory and refreshing energy.

To start with 100 lives + extras:

Press Up, Down, Left, Right, Down(2), Up(2), B, A, Left(2), Right(2), Up, Down, Left, Right, Up to start with 100 lives, 100 megabombs, full inventory and refreshing energy.

View programmers:

Chuck

Hold Option 1 and press Up, Down, Left, Right, Down(2), Up(2), Left at the character selection screen. This will also enable full inventory and refreshing energy.

Matt

Hold Option 1 and press Up, Down, Left, Right, Down(2), Up(2), Down at the character selection screen. This will also enable full inventory and refreshing energy.

Chris

Hold Option 1 and press Up, Down, Left, Right, Down(2), Up(3) at the character selection screen. This will also enable full inventory and refreshing energy.

Stephen

Hold Option 1 and press Up, Down, Left, Right, Down(2), Up(2), Right at the character selection screen. This will also enable full inventory and refreshing energy.

The game of life:

The game of LIFE can be accessed through the character selection screen. Turn on your Lynx with the Zarlur Mercenary game card inserted. Press the fire button twice to get to the character selection screen. At this point you must hold down OPTION 1 while moving the joypad as follows: Up, Down, Left, Right, Up.

At this point your screen should say LIFE and there will be a LIFE form known as a 'glider' moving across the screen diagonally. It will go off the edge of the screen and return on the bottom, eventually running into the cells forming the word LIFE and causing the chain reaction that destroys the title screen. Before the title screen is destroyed you may try the following controls:

1. Moving the joypad or pressing either OPTION button or PAUSE will stop the current evolution of LIFE.
2. Pressing OPTION 1 to continue the evolution puts LIFE into a mode where cells that reach the edge of the screen wrap around to the other side.
3. Pressing OPTION 2 to continue the evolution puts LIFE into a

mode where cells that reach the edge of the screen behave as though they have reached a solid wall. This may be useful if 'gliders' that are launched are disrupting your LIFE forms.

4. Pressing either BUTTON A or BUTTON B puts LIFE into DRAWING MODE.

Drawing Mode:

Access DRAWING MODE by pressing BUTTON A or BUTTON B while LIFE is evolving or after the current LIFE form has reached a stable state. You can tell you are in DRAWING MODE because the joypad will be in control of your cursor, a set of green crosshairs. While in DRAWING MODE, your controls behave as follows:

1. Moving the joypad with BUTTON A depressed will allow you to draw.
2. Moving the joypad with BUTTON B depressed will allow you to erase.
3. Pressing OPTION 1 or OPTION 2 will allow your LIFEform to evolve, as described in 2 and 3 in the above ACCESSING LIFE section.
4. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the DRAWING MODE.
5. Pressing PAUSE and BUTTON A will put you in COPY MODE.
6. Pressing PAUSE and BUTTON B will put you in PASTE/ERASE MODE.
7. Pressing OPTION 2 and PAUSE will copy your current screen to a temporary buffer (see below).

COPY MODE:

Access COPY MODE by holding down PAUSE and pressing BUTTON A while in DRAWING MODE. You can tell you are in COPY MODE because the green crosshairs will be onscreen with the word COPY in green below and slightly to the right of the crosshairs. While in COPY MODE, your controls behave as

follows:

1. Pressing either OPTION 1 or 2 will return you to drawing mode.
2. Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your LIFE form frame-by-frame. Note that the OPTION button used determines whether screen wrap is on or off.
3. Pressing BUTTON A sets one corner coordinate of a box that you can draw. Pressing BUTTON A again sets the other corner coordinate of the box. Anything within the box is now in your COPY BUFFER. You are now in PASTE/ERASE MODE.
4. Holding down PAUSE and pressing BUTTON A takes you to the LIFE form library, a screen full of goodies for you to put into your COPY BUFFER. After selecting a LIFE form or group of LIFE forms, you will be in PASTE/ERASE MODE.
5. In the LIFE form library, pressing PAUSE and BUTTON A again takes you to your temporary buffer (see above). You can cut items from this buffer to the main screen.
6. Holding down PAUSE and pressing BUTTON B takes you directly to PASTE/ERASE MODE, using whatever was last put in your COPY BUFFER. If you haven't yet selected anything, you may get garbage.

PASTE/ERASE MODE:

Access PASTE/ERASE MODE either by holding PAUSE and pressing BUTTON B while in DRAWING MODE, or by going to COPY MODE and selecting LIFE forms from your screen or the library screen. You can tell you are in PASTE/ERASE MODE because your joystick now controls whatever you have in your COPY BUFFER. While in PASTE/ERASE MODE, your controls behave as follows:

1. Pressing either OPTION 1 or OPTION 2 will return you to DRAWING MODE.
2. Pressing BUTTON A will allow you to paste your COPY BUFFER.

3. Pressing BUTTON B will allow you to erase using your COPY BUFFER.
4. Holding PAUSE and pressing BUTTON B will flip your COPY BUFFER any one of eight possible ways.
5. Note that the screen cannot be flipped, but attempting to RESTART the game will cause the screen to be cleared, and you will remain in the PASTE/ERASE MODE.
6. Pressing PAUSE and BUTTON A will put you in COPY MODE.

Advanced Lifeforms

1	Bird Bomber
2	Tri-Birds
3	Glider Bomber
4	Spark
5	Small Glider Factory
6	Mega Glider Factory
7	Growth Bomber
8	Glider Bouncers
9	Fuse Chain
10	Spark Bouncer
11	Twin Spark Bouncers
12	Diamond Chain Bomber
13	Growth Bomb
14	Birds: Small, Medium and Large

Spinners

1	Generator
2	Bee
3	Max Warp
4	Big Reactor
5	Sea Urchin

6	Spinwheel
7	Wing
8	Warp
9	Beacon
10	Sparkers
11	Spinner
12	Butterfly
13	Laser Gate
14	Jumping Jack
15	Double Spinner
16	Lady Bug
17	Sun
18	Mini Reactor

Growth Bombs

1	Shoe
2	Arch
3	Sandle
4	Peg