

The
Revised
Ultimate
Hint
Volume
II

Copyright

The Revised Ultimate Hint Kit is property of Elkjon Enterprises. All programs and files except for the ones listed below are property of and copyrighted by Elkjon Enterprises and it's respective authors. The Revised Ultimate Hint Kit may not be duplicated or modified for any reason without the consent of Elkjon Enterprises. The files listed below as Public Domain may be removed from The Revised Ultimate Hint Kit and used for other purposes. Elkjon Enterprises claims no copyright to these files and accepts no liability for them.

Character and Game Editors should be used with caution. Elkjon Enterprises accepts no liability or responsibility for their use. Always use a back-up disk if possible.

If you should have any problems please write to the following address. Be sure and send in your Warranty Card or no help will be offered.

Amiga and Workbench are used under license with Commodore Business Machines.

Elkjon Enterprises has paid a licensing fee for the use of the Workbench programs. The Workbench files are copyrighted by C.B.M.

Elkjon Enterprises
P.O. Box 4164
Wichita Falls Tx 76310

Credits

Many thanks should go to the people who have given so much for this hint kit. To Dan Babcock who wrote most of the Editors. To Derek Godat who's art work is greatly appreciated. To James Smith and John Nemes for the files they sent. To Bart Simpson and Byte Master and Hommer Simpson. for their walk-thrus. To Scooter G and Chad for the Maps and the Background art and for the Cycling colors fix. And to my Wife and Son Chad for the time they gave up for me to complete this project. I would like to thank all of these people and anyone else that I forgot to mention. And special thanks to Nico Francois for the Power Packer program.

Don Dannelley

Public Domain Files
Amiga Cheats / Pirates Editor

Welcome to The Revised Ultimate Hint Kit Volume II. This version of the hint kit incorporates a new user interface. Elkjon Enterprises has spent many hours developing this interface and hopes you like it.

The Revised Ultimate Hint Kit is now produced with Cando. This program is truly amazing. Many thanks go to the developers of Cando and to the help they provided us with. Cando allows us to easily generate the screens and to run all of the programs. The only problem we have found is it's a little cramped in a 512K Machine. Some of the features will not be available because of memory problems. Please read the 512K User Notes.

Loading Instructions.

The Revised Ultimate Hint Kit should be placed in your Amiga when the workbench disk is requested. After placing the hint kit disk in the boot drive it should load into the main menu. Once at the main screen you can select the option you want by clicking on the appropriate button. The next screen will then load.

To get the Revised Ultimate Hint Kit to work properly you must boot with it and keep it in drive df0. This is the result of the CanDo deckbrowser looking for all of the files. You may use the exit button on the main menu if you wish to go to a Workbench screen. After exiting the program you may reenter the hint kit by the TRUHX.0 icon, which will reload the program.

Walk-thrus

The Walk-thru screen is a point and click screen. Simply click on the Walk-thru you want. The walk-thru will then load. You may read it on screen or dump it to the printer. Follow the instruction on the bottom of the screen. (Since there is not enough room on the disk for preferences the Epson printer has been selected as the default.)

Maps

The map disk is a separate disk which, when placed in drive d0: on boot up, will load into the main map screen. Simply click on the map you wish to view or print. While viewing the map hit the 'P' key to print the map. This disk also defaults to the Epson Printer driver. If you find you are having trouble viewing maps on a 512K machine disconnect the second disk drive. The maps have been customised to look their best on the screens. The map printout may not be as nice as you would like. This is a compromise between the screen viewing and the printing of maps.

Editors

The editors are seperated into two different categories. One, Game patches will temporarily alter the game to give you unlimited lives or freeze your power bar. These patches must be loaded each time you wish to use them. The second category, Character Editors, will actually modify your character disk, or allow you to change your character stats. The character editors write to your disk so be sure and use a copy and not the original.

Character Editors

These editors will allow you to change the stats of your characters in different games. Use a copy of your Character disk, Do Not use your original one. These programs write to the disk, The programs should be self explaining. It will offer you the chance to change values of your characters. When changing your stats do not exceed the values listed on the screen. After you have changed your stats on all of the characters that you want modified, select the save option. This will then make all changes permanent.

Game Editors

The Game Editors allow you to cheat on hard games. Most of these editors place a game patch into memory. This then allows the patch to temporarily disable the lives counter or power indicator. After selecting the game cheat you will want have your game disk ready. The Program will then ask for the game disk, Then follow all instructions on the screen. Once you select a game cheat TRUHK will terminate. The only way to get back into TRUHK is to turn the machine off and then back on. This will clear the Game Patch Out of Memory. Below are a few of the Patches and what they do.

Teenage Mutant Ninja Turtles

This cheat will freeze the power bar on this game. So know matter what attacks you, your power will not go down. NOTE This program is guaranteed to work on Kickstart 1.3 machines only. If you use it on a 1.2 Kickstart machine it will lock up if you eat any of the pizzas or other items.

Bad Dudes

This cheat will freeze the power indictor, keeping you from losing lives.

Persian Gulf

This cheat will freeze the clock and stop your hit counter. But be careful, if you get to close to the enemy they can kill you.

Infestation

This cheat will allow you to survive the harsh world of Infestation by freezing your oxygen indictor and radiation levels.

Gauntlet II

This Patch causes your health to be reset to 2500 whenever your counter reaches 200.

Strip

Will give you unlimited fuel and ammo.

F18

This editor writes to your disk, so be sure and use a back up. It will make your plane have unlimited missiles.

Killing Game Show

This editor will allow you to cheat in many ways. On startup, select the option you want.

512k User / General Notes

The Revised Ultimate Hint Kit might have problems running on 512k machine. The second disk drive must be removed or disabled. If some of the maps Do Not display, check to make sure that you've disabled the drive.

The character editors will not run from within the program. To use these editors, after the hint kit has loaded select exit. At the Workbench screen enter the Editors drawer. There you will find Icons for all of the editors. Click the Icon of the editor that you want.

The game patches can be run through the CLI. Enter the Gamebuster drawer. Notice that all of the Game Patches have icons. The name as it appears under the icon is the patch program. To run these patches from cli do the following.:

Open the CLI window then type:

CD GameBuster

then type the name of the game patch you want.

The game patch should then ask you for your Program.

When loading the character editors The Revised Ultimate Hint Kit screen will come back up until the editor is loaded.

