

# COMMANDER KEEN: INVASION OF THE VORTICONS<sup>®</sup>

## *Story, Hints and Cheat Mode!*

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The story of *Commander Keen* is epic, and in the style of the memorable matinee serials, like Flash Gordon. You play the role of Billy Blaze, eight year-old kid genius who builds an interstellar ship when not working at home on his college fast-track degree. Among other household objects, Billy uses his Nintendo joystick for flight control and his mom's vacuum cleaner (heavily modified) for his ship's ion propulsion system (with carpet height adjustment). At the hint of galactic trouble, Billy dons his brother's football helmet and becomes "Commander Keen"—defender of Earth, dispensing justice with an iron hand.

★ *Commander Keen* requires 520k free RAM to run. Therefore if you have too many RAM resident (TSR) programs you may have trouble running *Commander Keen*. You may use either a joystick or keyboard to play. And, of course, an EGA or VGA equipped system is required. CGA is not supported.

★ Some places are only reachable by pogo stick. It is wise to practice your pogo skills. "The Impossible Pogo Trick" is a trick that makes the game easier. How it works: walk or run in a direction, then press the pogo key, release it QUICKLY and press jump. You will pogo up and over at an angle that's not possible using any other method. In Episodes Two and Three, this technique is very valuable.

★ All good Commanders know when to save the progress they've already made on their journey. It's a good idea, perhaps a great idea, to save your game after you finish each "city" level. To save a game from the "World Map", press F5, then specify a save position from 1 to 9. You can only restore a saved game from the title screen, choose "Continue Game" from the main menu, and select the number of a previously saved game.

### HINTS FOR EACH EPISODE

#### EPISODE ONE: Marooned on Mars

Pogo Shrine — Once you get the pogo, activate it, and pogo up and to the right off of the silver cylinders. There are hidden bricks that you may jump on to get to a higher place in the level.

Ice City (first city on Dark Side of Mars) — To get past the Vorticon without firing, let him jump up on the blue cylinders and then run underneath him.

Red Maze City — At the bottom is a scary dark area which leads to the secret city. Fall down it, then pull right. To the right is an ice cannon. To get to the area that leads to the secret city, you will need to be frozen. You'll need to pogo into the ice cannon's line of fire and...(you'll see!)

Vorticon Commander's Castle — There are hidden bricks in the entrance hallway that lead to bonus points!

#### EPISODE TWO: The Earth Explodes

★ Tantalus Rays are destroyed by shooting the purple sparking cell in the glass bubble atop them. Make sure you don't stand too close to the switch that activates it, or the game may end rather abruptly!

★ The little red robots, called Scrubs, allow you to jump on them and ride them up a wall. This is often important to do.

★ You can stand on Vorta-Cola cans. This is also very important to get to higher places. And getting Vorta-Cola cans may change where Scrubs walk...

★ Vorticons and Vorticon Elites do not jump in the dark. There are big red light switches that turn the lights on and off.

★ A difficult "The Impossible Pogo Trick" jump will make it easy to get to the top of one of the Tantalus levels, avoiding all the nasty stuff below.

#### EPISODE THREE: Keen Must Die!

★ When Meeps sing, the sound can kill, and can travel through anything, including solid walls.

★ You can usually run under a VortiNinja when he jumps high into the air.

★ Keep in mind, some plummets are necessary and some things are hidden in the heavens.

★ Jacks are almost always deadly. Do not enter areas where you see them.

★ All ankhs can be obtained.

★ On the final level, you can stand on the shoulders. (We don't want to give too much away!)

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