



Tyrian Cheat Code Document v2.0

By: Jason Emery

Weapons

Front Weapons

Pulse Cannon
Multi Cannon
Mega Cannon
Laser
Zica Laser
Weird Protron
Vulcan Cannon
Lightning
Protron
Missile Launcher
Heavy Missile Launcher
Mega Pulse
Hyper Pulse
Guided Bombs
*Banana Blast
*Hot Dog
*Shuriken Field
*Poison Bomb
*Protron Wave
*The Orange Juicer
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Widget Beam
Sonic Impulse
Retroball

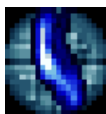
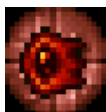
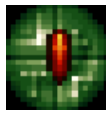
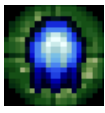
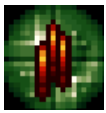
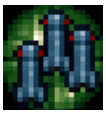


Rear Weapons

Starburst
Multi Cannon
Sonic Wave
Protron
Wild Ball
Vulcan Cannon
Fireball
Heavy Missile
Mega Pulse
Guided Micro Bombs
Heavy Guided Bombs
Scatter Wave
Banana Blast
Hot Dog
???
???

Sidekicks

Single Shot
Dual Shot
Charge Cannon
Vulcan Shot
Wobbley
Super Missile-5
Atom Bombs -40-
Phoenix Device -8-
Plasma Storm -10-
Mini Missile -100-
Buster Rocket -30-
Zica Supercharger
Microbomb -60-
8-Way Microbomb -30-
Post-it mine -20-
Charge-Laser Cannon
Flamethrower
Side Ship -100-
Companion Ship Warfly
Companion Ship Gerund
Companion Ship ???
Microsol FrontBlaster
Microsol FrontBlaster II
BattleShip-Class Firebomb
Protron Cannon Indigo
Protron Cannon Tangerine
Beno Wallop Beam
Beno Protron System -8-

Pulse Cannon Dual Rapid Pulse	Constant Laser	Zica Laser	Protron Front	Multi Cannon Dual Rapid Pulse	Vulcan Cannon Dual Rapid Vulcan	Front Special
						
Mega Cannon Mega Laser	Lightning	Hyper Pulse	Guided Bombs	Light Missile Missile Spread	Heavy Missile Special	Front
						
Starburst StarWave	Multi Cannon Super Blast	Sonic Wave Sonic WAVE	Protron Rear Super Orbit Balls	Wild Ball More Wild Balls	Rear Vulcan Rapid Vulcan	Rear Charge
						
Rear Heavy Missile More Heavy Missiles	Rear Mega Pulse More Mega Pulse					Rear Charge
						
Single Shot	Dual ShotCharge	Vulcan	Atom Bomb	Mini Missiles	Sidekicks	
???	???	???	???	???	???	???
???	???	???	???	???	???	???
						
Mega Missiles	Microbombs	Post-It Mines				Sidekicks
???	???	???				
???	???	???				
						

Normal Super Weapons

Full Game / Arcade Game / 2-player Arcade

Repulsor	Repels enemy shots
Pearl Wind	Fires pearls upward
Soul of Zinglon	Giant constant laser beam
Attractor	Attracts coins and gems
Ice Beam	Freezes enemies
Flare	Causes random explosions all over the screen



Two-Player
Mode Addition
(2.0) Player 2 has a
new display for his
options. What could it
mean?

Secret Levels

Episode 1

Tyrian to Bubbles

Shoot the rock on the right side of the screen

Windy ??

If you start the game on hard or greater difficulty, you will play this level instead of bubbles. (Ver 1.1 only)

Tyrian to Holes

Shoot all the U-ship formations at the start of the level quickly. Then, shoot the last circle ship when you reach the flying platforms.

Tyrian to Soh Jin

Don't shoot the first formation in the level. Then, after the spikes you'll be attacked by a wave of black fighters. The center fighter will be doubled. Shoot the odd double and you'll get a warp bubble.

Asteroid 1 to Asteroid?

Shoot the only Maul Head in the level.

Asteroid 2 to Minefield X

Shoot the right Maul Head in the cluster of 3 near the end of the level.

Minefield X to Asteroid?

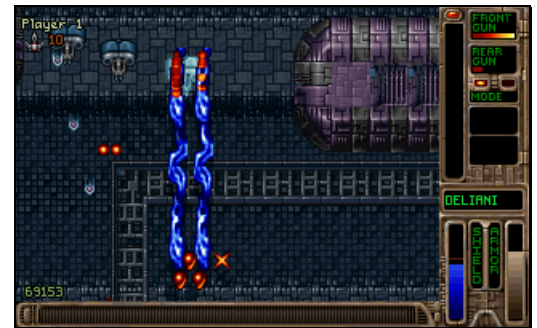
Near the end of the level, right after the line of strawberries, you'll see a small space to the left of the screen. If you go down this space you'll come to a single black ship. If you shoot it, you'll get a warp bubble.

Asteroid? to Windy

You must destroy three of the ground defense platforms during the beginning of the level.

Savara ??

Play the game on hard to reach an alternate Savara.



Episode 2

Giger to Gemwar

Shoot all three odd purple ships. You will also get to play an extra secret level afterward.

Ast City to Mistakes

Shoot all the red flying ships. The last one will have the warp bubble.



Episode 3

Stargate to Sawblades

About 2/3 through the level, you'll shoot some rotating bubbles and find 4 warp bubbles. Two lead to Sawblades.

Stargate to Ast City2

The other two warp bubbles in Stargate lead to Ast City2.

Play on hard (initial difficulty setting) to find three extra levels at the end of the episode.

Tyrian X Savara Y New Dell

Episode 4

Desert (Ix mucane Surface) to Windy
 Something to do with the initial ships which attack you.
 Lava Core to Side Exit - Save Ix mucane Step 1
 Destroy the boss ship within the allotted time.
 ?Tunnel? - Save Ix mucane Step 2
 Destroy the tunnel boss without dying and within the very long time limit.
 Ice Exit to Desert Run
 Grab the Warp Ball at the end of the level while trying to avoid destruction by the rapid-firing ships.
 Secret Ending Game (Celling Zero clone)
 Save Ix mucane and purchase the Stalker 21.126. Keep the ship until the end of the game.



OH NO! IT'S... Inane Super Weapons!! (Ver 1.1)

	NAME	POWER USE	ACTIVATION KEYS
USP Talon	Atom Bomb	-2 Armor	Right, Left, Down, Hold fire and Up
	Invulnerability	ALL Shield	Down, Up, Down, Hold fire and Up
USP Hawk	Guided Bomb Cluster	-2 Armor	Left, Right, Hold fire and Down
	Invulnerability	ALL Shield	Down, Up, Down, Hold fire and Up
Gencore Phoenix	Ice Blast	-3 Shield	Down, Hold fire and Up
	Repair System	ALL Shield	Hold fire and Down, release and push Down, then Hold fire and Down (not hard, actually)
Gencore Maelstrom	Spin Wave	1/2 Shield	Hold fire and spin clockwise about twice
	Repair System	ALL Shield	Hold fire and Down, release and push Down, then Hold fire and Down (not hard, actually)
Microcorp Stalker A	Repulsor	-1 Shield	Hold fire and push left then right
	Protron Field	1/2 Shield	Up, Hold fire and push left then down
Microcorp Stalker B	Repulsor	-1 Shield	Hold fire and push left then right
	MineSpray	-4 Armor	Hold fire and push right, down, left, then release and push up
Prototype Stalker C	Post-It Blast	-5 Armor	Push left, Hold fire and push down, right, then up
	Guided Bomb Cluster	-2 Armor	Left, Right, Hold fire and Down
	Repair System	ALL Shield	Hold fire and Down, release and push Down, then Hold fire and Down (not hard, actually)
Super Carrot	Ice Blast	-3 Shield	Down, Hold fire and Up
	HotDog Blast	-1 Armor	Up, Hold fire and Down
One-Player Arcade	Protron Field	1/2 Shield	Up, Hold fire and push left then down
	MineSpray	-4 Armor	Hold fire and push right, down, left, then release and push up
	Repair System	ALL Shield	Hold fire and Down, release and push Down, then Hold fire and Down (not hard, actually)
Two-Player Arcade	Atom Bomb	-2 Armor	Right, Left, Down, Hold fire and Up
Player 1	Repair Player 2	ALL Shield	Left, Right, Left, Hold fire and Down
	Protron Field	1/2 Shield	Up, Down, Hold fire and push left then right
Two-Player Arcade	Repulsor	-1 Shield	Hold fire and push left then right (Works when combined, also)
Player 2	Repair Player 1	ALL Shield	Hold fire and Down, release and push Down, then Hold fire and Down (not hard, actually)
	Ice Blast	-3 Shield	Down, Hold fire and Up

Enemy Fighter	Repulsor	-1 Shield	Hold fire and push left then right
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Can you face the ultimate and most destructive challenge?

Super Tyrian

This mode will deactivate all the cheat codes in the game and all possible parameters (death/constant) and set the player into the unending chaos of Lord of Game mode... (This mode is more difficult than Suicide.)

To activate the mode, type in **ENGAGE** at the title screen. If you manage to win, you learn the final Super Arcade Mode ship. (Unless you are playing the wimp version of Super Tyrian...)

While playing the game, the player has access to 20 different Super Weapons:

WEAPONS		
Atom Bomb	-2 Armor	Right, Left, Down, Hold fire and Up
Guided Bomb Cluster	-2 Armor	Left, Right, Hold fire and Down
HotDog Blast	-1 Armor	Up, Hold fire and Down
Ice Blast	-3 Shield	Down, Hold fire and Up
Lightning (5 directions)	Up:	From a resting position, push Up and fire.
	Left:	From a resting position, push Left and fire.
	Right:	From a resting position, push Right and fire.
	Up/Left:	Push Up, then Left and fire.
	Up/Right:	Push Up, then Right and fire.
MineSpray	-4 Armor	Hold fire and push right, down, left, then release and push up
Post-It Blast	-5 Armor	Push left, Hold fire and push down, right, then up
Protron Field	1/2 Shield	Up, Hold fire and push left then down
Spin Wave	1/2 Shield	Hold fire and spin clockwise about twice

DEFENSE		
Invulnerability	ALL Shield	Up, Left, the hold fire and Down
Repulsor	-1 Shield	Hold fire and push left then right
Repair System	ALL Shield	Hold fire and Down, release and push Down, then Hold fire and Down (not hard, actually)

COMPANIONS		
Companion Ship Warfly	Right, Down, Left, then hold fire and Up. (Activation twice will give you 2 Warfly Companions)	
Companion Ship Gerund	Down, Right, then hold fire and Up.	(Activation twice will give you 2 Gerund Companions)

ATTACHMENTS		
Attachment FrontBlaster	Left, Up, Down, then hold fire and Right.	(Replaces Companion Ship #2)
Attachment FireBomb	Left, Right, Down, then hold fire and Right.	(Replaces Companion Ship #2)
Attachment Indigo	Up, Right, then hold fire and Down.	(Replaces Companion Ship #2)

Special Ships : Super Arcade Mode

Captured U-Fighter

Secret Word : Enemy
Special Weapon : Dual Vulcan / Repulsor
Powerup RED : Rear Vulcan
Powerup BLUE : Mega Cannon
Powerup GREY : Heavy Guided Bombs
Powerup GREEN : Rear Mega Pulse
Powerup PURPLE : Rear Protron

Foodship 9

Secret Word : Weird
Special Weapon : Banana Bomb / Orange Shield
Powerup RED : Banana
Powerup BLUE : Orange Juicer
Powerup GREY : Hot Dog
Powerup GREEN : Wild Cannon
Powerup PURPLE : Weird Protron

Ninja Star

Secret Word : Stealth
Special Weapon : Shuriken Field / Stealth Field
Powerup RED : Starburst
Powerup BLUE : Guided Bombs
Powerup GREY : Shuriken Blast
Powerup GREEN : Poison Bomb
Powerup PURPLE : Protron Wave

Stormwind - The Elemental

Secret Word : Stormwind
Special Weapon : Sandstorm / Flare
Powerup RED : Mega Pulse
Powerup BLUE : Lightning
Powerup GREY : Rear Mega Pulse
Powerup GREEN : Sonic Wave
Powerup PURPLE : Protron Wave

The Experimental PQZ

Secret Word : TECHNO
Special Weapon : Minefield / Mega Laser
Powerup RED : Hyper Pulse
Powerup BLUE : Zica Laser
Powerup GREY : Heavy Missiles
Powerup GREEN : Scatter Wave
Powerup PURPLE : Guided Bomb

TX Silvercloud

Secret Word : Unknown
Special Weapon : Protron Dispersal / Xega Ball
Powerup RED : Multi-Cannon
Powerup BLUE : Zica Laser
Powerup GREY : Rear Heavy Missiles
Powerup GREEN : Laser
Powerup PURPLE : Vulcan Cannon

Dragon

Secret Word : Lizard
Special Weapon :
Powerup RED : Dragon Fire
Powerup BLUE : Dragon Frost
Powerup GREY :
Powerup GREEN : Sonic Wave
Powerup PURPLE :

Pretzel Pete Truck

Secret Word : Pretzel
Special Weapon :
Powerup RED : Pretzel Missile
Powerup BLUE :
Powerup GREY : People Pretzels
Powerup GREEN :
Powerup PURPLE :

?????

Secret Word : ???
Special Weapon : Astral Zone / Lightning Zone
Powerup RED : ???
Powerup BLUE : ???
Powerup GREY : ???
Powerup GREEN : ???
Powerup PURPLE : ???

Command-line Parameters:

LOOT?	- Gives you mucho bucks.
BORDER	- Network border mode (useless)
NOROBERT	- Alternate selection of items in upgrade menu.
RECORD	- Records all level and stores the last one in DEMOREC.num file (When a file is started, it increments "num" until no file is found) Note: Mouse and Joystick are disabled when recording.
NOJOY	- Disables joystick detection
NOKEY	- Forces Tyrian to send keys to the BIOS just in case some other device driver needs input. It still uses the keyboard input driver, though.
MAXJOY	- Joystick movement sensitivity is set to maximum.
CONSTANT	- Constant play for testing purposes (C key activates invincibility) This might be useful for publishers to see everything - especially those who can't play it.
DEATH	- Constant death mode. Only useful for testing.
NOSOUND	- Disables Sound/Music usage even if FX or Music are in the config file. It tells the initialization routine to NEVER check for initialization and will not load the Sound Effects, saving memory in SETUP. FM sound will still be automatically detected since I have no control over that. You can, however, select sound and music selections that would otherwise not work and it won't return an error since it does not try to detect them. This might help if someone has a problem only in SETUP and not in Tyrian.
MAXVOL	- Force Tyrian or SETUP to set the card's main volume to maximum if it is able to instead of reading the current value.
SOUND?	- Display IRQ/DMA junk so Andreas has more info. Only works in SETUP. This will save a file called SOUND.RPT to your HD detailing your sound selections and any initialization errors for convenient uploading on CServe/AOL/Internet.
JUKEBOX	- Only works in SETUP. Takes you directly to the jukebox.

Difficulty levels:

G	- Activates Impossible
}	- Activates Suicide if Impossible already selected.
L+O+R+D	- Activates Lord of Game Mode if Suicide already selected.

Jukebox:

[/]	- Toggles between FX and music
[.] and [.]	- Changes the FX
[:]	- Play a sample
[Space]	- Turn off music/sample text

During a game:

F2+F3+F6	[Invulnerability]
F2+F6+F7	[Skip level]
Backspace+F10	[Debug mode]
(gives your X,Y location/Frames per second/and joystick stick locations.)	

Odds & Ends

Wild mode	When in SETUP, go down to the detail level selection and press W.
Color change	During the game, press Backspace+[-] to change the color of the game.
Random Song	During the game, press Backspace+Scroll Lock to randomly change the song.

Super Pause (ScreenShot mode)

During the game, press Backspace+Num Lock to toggle superpause.

With this mode on, the PAUSED text will not appear, and you can hold down the fire button without making the game

unpause, plus pressing P will cause the game to advance one frame. Other keys will unpause the game.

Force Windows Retrace

At the screen which says "Press a key to continue or ESC to quit", press R.