

# Cheat Codes for "Gem Raider"

**Note:** Cheat Codes in Gem Raider are entered in the text box at the bottom of the StartUp form (the small pop-up form where you enter your Player Name). If you wish to use more than 1 cheat code in the same session, the code words each need to be separated from the previous word by a space.

## Administrative Codes

The first two code words that I'll reveal aren't even cheats ... they're simply "administrative" codes, to maintain a couple of lists that the game keeps track of.

- **nonames** - This code will erase the list of names that the game keeps in the Player Name drop-down list on the StartUp form. (This may come in handy for those times when your buddy comes over and puts a crass term in as his Player Name ... and you don't want the rest of your family to see it the next time they play.)
- **noscores** - This code will clear the high score table. (It does first save a backup of those scores before clearing them.)

## Faster & Stronger

Here are the first three cheat codes that actually let you cheat. Simply put, these will make your Raider faster and give it the most possible firepower available.

**Please Note:** Using these cheat codes will **reduce your final score** by the amount shown next to the code word. Using more than one cheat code at the same time will compound the score reduction.

**Also:** While using cheat codes, your "currently saved game" will not change. This means that any game that you had quit in the middle of before starting your session using cheat codes will remain saved and will be available for play the next time you play a cheat-free session. Also, this means that the game you play with cheat codes will *\*not\** be saved for later if you quit before finishing the game.

With those caveats out of the way, here are the first 3 real cheat codes:

- **feet** (-5%) - This code makes your Raider move faster. The actual increase is 50% of the original speed ... noticeable, but still controllable. This code reduces your final score by 5%.
- **sticks** (-15%) - This code gives you the maximum missile level available for that point in the game. So, if it's early in the game, instead of starting with missiles at "1 of 3", they will start at "3 of 3". Likewise, near the end of the game, you will start the sector with grenades ("5 of 5") instead of needing a pair of upgrades to get there. This code reduces your final score by 15%.
- **stones** (-10%) - This code gives you the maximum pellet level available for that point in the game. So, if it's early in the game, instead of starting the sector with pellets at "1 of 3", you will start at "3 of 3". This code reduces your final score by 10%.

## ***Break Things & Walk Through Walls***

Here are three additional cheat codes, which allow you to make walls and gems easier to destroy and allow your Raider to glide *\*over\** walls and gems as if they weren't there.

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**Also:** While using cheat codes, your "currently saved game" will not change. This means that any game that you had quit in the middle of before starting your session using cheat codes will remain saved and will be available for play the next time you play a cheat-free session. Also, this means that the game you play with cheat codes will *\*not\** be saved for later if you quit before finishing the game.

With those caveats out of the way once again, here are the next 3 cheat codes:

- **jericho** (-15%) - This code makes it very easy for you to break walls using your missiles. It treats any of your missile hits as if it were a direct grenade hit, no matter what your current M-level is. This does not change the rate at which Red Gem Flatliner Missiles damage the walls. This code reduces your final score by 15%.
- **glass** (-25%) - This code makes it very easy to destroy gems. It doubles the damage any gem receives, no matter what inflicted that damage. Instead of 5 pellet hits to crush a gem, it'll only take 3 with this cheat. All Flatliners will destroy a gem with a single hit, no matter what M-level you are at. This code reduces your final score by 25%.
- **ghost** (-25%) - This code allows your Raider to fly over walls and gems, as if they weren't there to get in the way. The gem weapons still do damage to you though. This code reduces your final score by 25%

## ***Being Indestructible***

Here are two cheat codes that give slightly different flavors of being indestructible.

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With those caveats out of the way once again, here are the next 2 cheat codes:

- **bones** (-45%) - This code makes it so that your shields will never drop -- at all. They will always remain at 10, no matter what hits you. This code reduces your final score by 45%.

- **diehard** (-45%) - This code makes it so that your shields will never drop below 0. When things hit you, your shield will still be reduced, but you will never die. This code reduces your final score by 45%.

## ***Making the Game MUCH Easier***

There are three cheat codes that can make the game \*much\* easier to play, by avoiding the toughest of the Gem weapons, and by giving you the strongest weapon right away. Any one of these makes the game easier ... combined, they turn it into a cake-walk.

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**Also:** While using cheat codes, your "currently saved game" will not change. This means that any game that you had quit in the middle of before starting your session using cheat codes will remain saved and will be available for play the next time you play a cheat-free session. Also, this means that the game you play with cheat codes will \*not\* be saved for later if you quit before finishing the game.

With those caveats out of the way once again, here are the next 2 cheat codes:

- **allnades** (-30%) - This code automatically sets your M-level to 5 at the start of each Sector. This means that you will always have grenades as your secondary weapon. This code reduces your final score by 30%.
- **bugfree** (-15%) - This code causes the Purple Gems to not launch any Stalkers. It's nice to be rid of those pesky little purple bugs! This code reduces your final score by 15%.
- **seekless** (-20%) - This code causes the Black Gems to not launch any Seekers. That'll take a load off your mind! This code reduces your final score by 20%.

## ***Making the Game More Difficult***

Some people find the game too easy -- even the "heavy" levels. For those folks, I've put in three cheat codes that can make the game more difficult. Because they make the game harder, using them does \*not\* reduce your score at all ... in fact, one of them increases your score a bit.

Keep in mind, though, that cheat codes are not saved between sessions. So, if you start a game using one of the codes listed below and stop playing partway through, then the next time you play the game will act as if you never used any cheat codes, unless you type them in again when you start the game up.

Here are those three codes:

- **steel** - This code makes it so the walls cannot be destroyed. This makes the game harder in that you won't be able to blow your own shortcut through the walls. In certain situations, this actually makes the game a little easier because you know that

the walls will always be there, and a Stalker won't be able to sneak through an unexpected hole.

- **nonades** - This code makes it so that your M-level never goes above 4 -- you will never have Grenades as your secondary weapon. Again, some folks might think this doesn't make the game any harder because they find the Grenades more difficult to use than the top-line FlatLiner, especially against Seekers.
- **aquaman** - This code causes Yellow gems to be replaced by Aqua-colored Gems, which launch Aqua-colored Slider Mines in place of the yellow ones. Aqua Slider Mines do 7 points of damage to shields (instead of just 3 like the Yellow ones), and Aqua Gems add 300 points to a Sector's starting score, instead of just 100 like the Yellow Gems. It doesn't make the Slider Mines any trickier to avoid -- just makes them more dangerous when you run into them.