

COMMANDER KEEN: GOODBYE GALAXY

Story, Hints and Cheat Mode!

Designed by Id Software — Published by Apogee

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THE BIG PICTURE

Last year, eight year old kid genius Billy Blaze, as galactic hero Commander Keen, saved the Earth from the Vorticon invasion, in the "Invasion of the Vorticons" trilogy. Now Billy faces an even greater threat...

Billy Blaze is in his backyard fort testing his newly built Photachyon Transceiver. Simply put, it's an instantaneous radio that can pick up signals anywhere in the galaxy.

While listening to an alien sitcom, "My Favorite Yorp", Billy hears a disturbing message: Bzzt...grddz...oment of great triumph...ferrrt...ast the Milky Way will be...zzz...terly destroyed...buzzt...can stop us now. We will remake the galaxy in the name of the Gannalech. Power to our race! Pow...rrp...to the Shikadi!...Bizzzip. "So the Shikadi are planning to destroy the galaxy, huh?", thinks Billy. "Sounds like a job for... Commander Keen!"

Commander Keen: Goodbye Galaxy is a two episode adventure that takes Billy to the other end of the Milky Way galaxy. In episode one, "Secret of the Oracle", Keen rockets to an alien planet to rescue the Keepers of the Oracle, who are the only ones capable of helping Keen find out more about the Shikadi. Keen must find out who are the Shikadi and why are they planning to obliterate our Galaxy!

After completing his fantastic mission in the first episode of *Goodbye Galaxy*, Keen learns of the Shikadi's enormous ship, which doubles as the largest weapon ever built. So in episode two, entitled "The Armageddon Machine", Keen faces his greatest challenge yet—to save the Galaxy!

SECRETS TO SUCCESS

Episode 4: "Secret of the Oracle"

- ★ There are seven free Keens on level 1.
- ★ You can get to the top of the Pyramid of the Moons. We're talking the OUTSIDE!
- ★ There is a hidden area at the top of the Cave of the Descendents.
- ★ Princess Lindsey appears twice.
- ★ In the Chasm of Chills, a slug holds a secret.
- ★ There's stuff hidden very well in Hillville. All you need is a flash of insight.
- ★ There's a free Keen in Miragia.
- ★ There's a free Keen in the Pyramid of the Ancients.
- ★ There's a free Keen on the Isle of Fire.
- ★ There's at least seven free Keens in the Pyramid of Shadows.
- ★ You can get to the secret pyramid by way of something in the Pyramid of the Moons. Reread the Cast of Characters carefully.

- ★ Dopefish also like to eat the small schoolfish that follow you.
- ★ Pressing button 1 makes you swim faster.
- ★ You can squash skypests by jumping on them with your pogo stick.
- ★ You can only shoot mimrocks when they are jumping at you.
- ★ Mad Mushrooms leap higher on the third bounce.

Episode 5: "The Armageddon Machine"

- ★ There are NINE free Keens on level 1.
- ★ Hidden in two of the levels are the names of the two level designers, Creative Director Tom Hall and Software Engineer John Romero.
- ★ There are 30,000 hidden points near the start of Defense Tunnel Sorra.
- ★ You've probably figured this out, but pogo on the fuses to break them.
- ★ The way to the secret level is in the Gravitational Damping Hub. To find out how to find it, look down and translate.
- ★ You can't destroy the QED directly. Find someone (or something) that can.
- ★ You can look down and duck under nearly-invincible Slicestars and rather vincible Volte-faces, but not under Robo Red.
- ★ You can stand right next to Robo Red and not get shot, but then you are right next to Robo Red, which isn't very fun either.

GENERALLY SPEAKING

- ★ The CHEAT CODE: If you're really stuck on a level press the letters B, A, and T all at once. You'll get lots of shots and keygems, plus an extra Keen. This will quickly ruin the game. Try an easier mode first.
- ★ If you are getting too tense, the PAUSE key does work!
- ★ If you're playing keyboard, two-button firing hampers the use of the impossible pogo trick.
- ★ If you grab onto an edge, you don't have to pull up right away.
- ★ To erase the high scores, delete the CONFIG.CK4 or CONFIG.CK5 file.
- ★ Save the game. Often. You'll be glad you did.

HINT LINE

Registered players may call Apogee's hints line for questions regarding *Goodbye Galaxy*, at (214) 278-5655. Please be at your computer when calling for hints. Thanks for playing!

Commander Keen: Aliens Ate My Baby Sitter!

Don't forget to play Keen's next out-of-this-world adventure—his biggest yet!—available now from Apogee.

APOGEE ANNOUNCES AN ALL-NEW KEEN ADVENTURE

— COMMANDER KEEN —

"ALIENS ATE MY BABY SITTER"

Aliens Ate My Baby Sitter is a SPECIAL EDITION of the *Commander Keen* series. It is a single, high-powered, tremendously fun game that is seven times larger than the entire first trilogy combined! (Hint: This is a REALLY BIG game.) **There is no shareware edition of this game available.** It is only being sold exclusively to Apogee customers, who are fans of the entire *Commander Keen* series of games. If you've never tried a *Commander Keen* game before, this is an excellent choice to give a try.

Commander Keen: Aliens Ate My Baby Sitter takes place a few weeks after his *Goodbye Galaxy* adventure. (Inside note: *Aliens Ate My Baby Sitter* has several clues that will lead you into the final *Commander Keen* adventure that will be released November 1992, in which Keen will once again face his greatest challenge: to save the entire Universe!)

It all begins when Billy Blaze's baby sitter is stolen by a mean bunch of hungry aliens from the planet Fribbulus Xax. She is going to be the main course for dinner! Your parents will never believe the excuse that "aliens ate my baby sitter!"?

Looks like another job for Commander Keen. Armed with your neural-stunner and pogo stick, you hop into your homemade starship and blast off to Fribbulus Xax to the rescue.

- ★ OVER 2.5 MEGs EGA/VGA GRAPHICS AND ANIMATION!
- ★ Plus all the amazing features listed for *Goodbye Galaxy*!
- ★ The BIGGEST, BEST Keen adventure yet!

In *Aliens Ate My Baby Sitter* you'll visit an alien world full of fascinating creatures, strange landscapes and alien cities, including dozens of hidden areas to find, including a "?????" (better not ruin the surprise!).

AD LIB MUSIC AND SOUND EFFECTS. A full musical soundtrack accompanies Keen on his alien adventure. Also features three skill levels, gigantic scrolling levels, ultra-smooth animation and screen effects, save/restore games, joystick support, and much more! When Billy gets bored, he can even play a computer game on his specially built wristwatch—sort of a game within a game.

The original *Commander Keen: Invasion of the Vorticons* has been ranked number one of the Shareware Top Ten list for EIGHT straight months—longer than any shareware program in history! (Apogee's *Duke Nukem* is ranked number two.) The new Keen games, both *Goodbye Galaxy* and *Aliens Ate My Baby Sitter*, are much more advanced and fun than the original Keen games, and are sure to give old fans more action-packed hilarious action than ever imagined.

SPECIAL OFFER: *Aliens Ate My Baby Sitter* is available only from Apogee for just \$35 (please add \$4 shipping). Order toll free: 1-800-426-3123 (Visa or MasterCard welcome). Or mail personal check (USA funds only) to: Apogee Software, P.O. Box 476389, Garland TX 75043.

All *Commander Keen* orders include: The Hints & Tricks Sheet, the secret cheat password, and an all-new bonus game. Please indicate your preferred disk size, and whether you have CGA, EGA or VGA graphics.