

COMMANDER KEEN in... **GOODBYE GALAXY!**

Story Hints and Cheat Mode!



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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 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 Phototachyon 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...grdddz...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 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 *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 the Shikadi are and why they are 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. In *The Armageddon Machine*, Keen faces his greatest challenge yet—to save the Galaxy.

INSTALLATION INSTRUCTIONS:

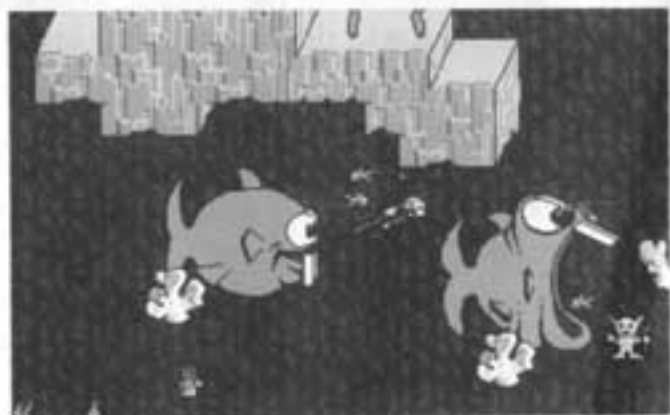
Quick Install

Before you begin *Commander Keen: Goodbye Galaxy*, you must install it. *Commander Keen's* installation utility will place the necessary files on your floppy or hard disk drive. To install follow these steps:

1. Put the disk in the disk drive
2. Select the appropriate drive, A: or B:
3. Type INSTALL and press Enter.
4. Repeat for second disk

Getting Started

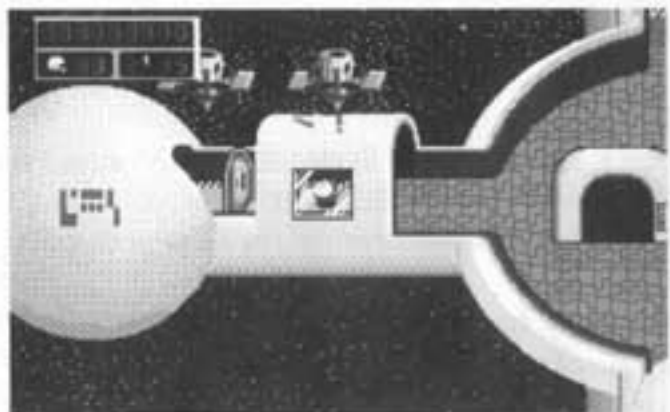
When the installation is complete, type KEEN4 for Episode 4 and press the Enter key at the DOS prompt. To start Episode 5, type KEEN5 and press the Enter key at the DOS prompt.



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 Highville. 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 are at least seven free Keens in the Pyramid of the 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 while they are preening.
- 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 the Gravitational Damping Hub. To find out how to find it, look down and translate.
- You can't destroy the QED directory. 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, & T all at once. You'll get lots of shots and key gems, 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.

SYSTEM REQUIREMENTS: IBM PC compatible with EGA graphics. Minimum 570K conventional memory free.