

COMMANDER KEEN:[®] INVASION OF THE VORTICONS

Story, Hints and Cheat Mode!

— Continued —

THE CAST

EPISODE ONE

Yorps: These lovable, one-eyed green Martians are friendly. Very friendly. Too friendly.

Gargs: These wild-eyed, teeth-gritting Martian monsters are angry at you, angry at themselves, angry at dirt, angry at clouds—just plain angry. If Freud were to see them, he would call them the "Id." (This, and being "In Demand," are two of the meanings of our company name.)

Vorticons: The Vorticons on Mars are members of a Mars outpost and are really on the bottom rung of the Vorticon social ladder. Being on an outpost has made them kind of tough. In the second two episodes, they are known as "Grunts."

Butler "Tin Can" Robots: A nice little Martian robot that has trouble keeping his hat on. He is nice except for the fact that he usually pushes you off a platform to your death.

Tank Robots: These robots exist to kill any intruders. Even friendly ones.

EPISODE TWO

Grunts: These are the Vorticons from Episode One, but they have led a more posh lifestyle, so they are weaker.

Youths: These young Vorticons were sent into space by the Grand Intellect to grow into fierce warriors. They like to tear around and don't much care what gets in their way. These youngsters will most likely grow up to be Vorticon Elite.

Vorticon Elite: These are Elite warriors. To show their fealty to the Grand Intellect, they had their ears clipped. They are mean and like to shoot a lot. They wear blue and purple suits.

Vorticon Elders: Wise Elders are kept in stasis in the living quarters of the ship. They are from the Before Time—before the Grand Intellect.

Scrubs: These little red robots perform various menial duties around the ship and can walk on almost any surface.

Guard Robots: These awful purple robots are basically hovering machine guns.

EPISODE THREE

Grunts: Here they are again, with red suits.

Vorticon women: They are very dangerous. They have big claws and breathe fire. You've come a long way, baby.

Youths: The same spoiled brats that knocked you out in the second episode. Now they play a deadly game of jacks.

Meeps: A race of green, egg-shaped, horrendously bad singers with sorely misplaced operatic intentions. They think they are the great singers in the world. They are wrong.

Foobs: These little yellow creatures like to go out for strolls, whistling, and enjoy the day. Unfortunately, they are completely afraid of almost everything. If you touch them, they will grow so tense that they will pop.

Messie: The great sea serpent of the legendary Loch Mess. Who knows if she even exists?

The Vorticon Alphabet: In this volume of *Commander Keen* you can put together the entire Vorticon alphabet, and then read all of the signs and messages that appear in each volume of the series.

The Grand Intellect: His scary picture is framed on the wall of various Vorticon homes and schools. Who is he? Finish the game and find out!

SECRET CHEAT CODE!

★ If you are having trouble collecting "key cards", press the "C", "T", and [Space Bar] keys all at the same time. You will receive all the keycards, a pogo stick and a large supply of ray gun charges. You will need to repeat this for each city you want to cheat in! (When you exit a city cheat mode is deactivated.)

★ If you want to bypass an overly difficult city, chant the words "Next time I *will* try harder", and press Shift-Tab while you walk through the city!

If you find yourself utterly befuddled you can call the *Commander Keen* hints line (214-240-0614) or mail questions to Apogee Software for assistance. Ask for Scott.

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