

REBEL PLANET CHEAT SHEET

HOW TO USE: The cheat sheet is in two parts. First look up the item you are stuck on in the Cheat Subject part. This will give you reference numbers to look up in the second part of the cheat sheet - Rebel Planet Clues - the first number covers the objects location in the game, the second gives information on how to use it or what to do at a particular place. Oh, by the way, for the real cheats out there, I tell lies!

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REBEL PLANET CLUES

WARNING: OVER INDULGENCE CAN SPOIL YOUR FUN!

- 1 GODDIES FROM THE TRAVEL VALET
- 2 IN CARGO HOLD
- 3 IN RESTRICTED AREA
- 4 INSIDE LIMCOM (REMOVE BACK)
- 5 HOTEL BEDROOM HALMURIS
- 6 ON THE TUNDRA HALMURIS
- 7 AT THE CUSTOMS TROPOS
- 8 SPACE COMPLEX TROPOS
- 9 IN THE QUEEN COMPUTER BUILDING ON ARCADION
- 10 EXAMINE THE DECAPITATED POLICER
- 11 BY THE RIVER TUNDRA
- 12 UNDER THE MUSEUM -MELT GLASS WITH LASER.
- 13 POLICERS DESK
- 14 ONE LOCATION FROM TUNDRA STATION
- 15 IN THE UNIVERSITY
- 16 N,NE, FROM SEWER COVER
- 17 IN THE CAVE ACROSS THE RIVER
- 18 ON THE STATION PLATFORM
- 19 EXACTLY WHERE YOU DON'T WANT TO BE
- 20 IN THE MUSEUM
- 21 IN THE COS-MOP
- 22 IN THE HOTEL TROSLLEEZE
- 23 ON BOARD THE GOOD SHIP CAYDIA
- 24 IN THE ARSENAL
- 25 IN YOUR CABIN
- 26 ACROSS THE RIVER TUNDRA
- 27 IN THE HOTEL ZODDI
- 28 IN THE ON BOARD REFRESHMENT DISPENSER
- 29 IN THE ALCOVE AT THE ZODDI HOTEL
- 30 HIDDEN ON THE STONE STEPS
- 31 OUTSIDE THE AGRICULTURAL STATION
- 32 HIDDEN IN THE ROMANTIO GRADENS
- 33 IN THE LITE KUBE
- 34 IN THE INTERROGATION ROOM PASSAGE
- 35 GUARDING A DOOR BENEATH THE MUSEUM
- 36 GUARDING WEAPONS ARSENAL
- 37 THE ROTUND HOTELIER HAS IT
- 38 ON YOUR WRIST - REMOVE THE LIMCOM AND REMOVE THE BACK !
- 39 IN THE PASSENGER CABIN
- 40 IN THE CRAG-SNAPPERS LAIR
- 41 IN THE UNDERGROUND H.Q.
- 42 SOUTH FROM HALLIS
- 43 FROM YOUR FALL SE,N,N,E,S,
- 44 CALLING AT ALL STATIONS HALMURIS
- 45 THE INTERROGATION ROOM
- 46 PRESS BLUE BUTTON
- 47 WITH THE SHADOW

- 48 OBVIOUS!
- 49 ON ARCADION
- 50 HALMURIS
- 51 WHERE THE CAYDIA DOCKS
- 52 BENEATH THE CITY OF TROPOS
- 53 IN THE MUSEUM CELLARS
- 54 ONE IN THE PRECINCT - ONE IN OUT OF ORDER VISI - PHONE
- 55 IN THE DEAD MANS' FIST
- 56 IN THE COMPUTIK
- 57 EXAMINE THE DOME SHAPED BOULDER
- 58 SOUTH AT YOTO
- 59 THROUGH THE SEWERS
- 60 IN THE AIRLOCK
- 61 ON TROPOS AND HALMURIS
- 62 A GIFT FROM IMPRESSIONABLE ARCADIAN
- 63 INSERT TO PURCHASE
- 64 SOFT AND BENDABLE
- 65 A COMFORT TO THE DYING
- 66 BEST AVOIDED IF THE ODDS ARE AGAINST YOU
- 67 NEEDED IN THE QUEEN COMPUTER ROOM
- 68 READING MATERIAL FOR THE LONELY GALACTIC TRAVELLER
- 69 YOU'LL NEED DIRECTIONS TO GET THERE - PROBE AHEAD
- 70 DO YOUR DUTY - PAY TAXES AND DO EXACTLY AS THEY SUGGEST
- 71 IMPRESS THEM WITH YOUR GENEROSITY GIVE TICKETS
- 72 ATTACK WITH BURNING LASER
- 73 INTERESTING READING
- 74 CARRYING THIS WILL BE GOOD EXERCISE
- 75 A MOUTH-WATERING TREAT FOR SOMEONE
- 76 AVOID THE RED -EXAMINE ALL OPENINGS BEFORE YOU ENTER
- 77 NEEDS DISABLING AND CUTTING - MEET THE PROFESSOR FIRST !
- 78 TASTES LIKE ALL VENDING MACHINE COFFEE - TREACLE MUD!
- 79 BUY EVERYTHING
- 80 EASY!
- 81 CONTAINS AN EXIT
- 82 A SONIC OPENER, TAP WITH THE FORK
- 83 DON'T CHANGE COURSE
- 84 LIKES A GOOD TUNE
- 85 INSERT CARD IN COMPUTIK
- 86 BEND THE BARS WITH THE WRENCH AND LEAVE WITH A BURNING LASER
- 87 THE GLASS WILL MELT USE SWORD
- 88 REMOVES COVERS ESPECIALLY IN VANDALISED VISI-PHONE BOOTHS
- 89 INJECT AMPOULE INTO MAN
- 90 PROGRAMMED TO MAINTAIN FUNCTIONING STAR-SHIP
- 91 THE SHADOW WILL HELP YOU WITH THE PASSWORD
- 92 INSERT CARD INTO DISPENSER - REGULARLY
- 93 THE ANSWER TO YOUR PROBLEMS
- 94 WILL REFUEL A DORMIAN RAT TRAP - BUT LITTLE ELSE
- 95 CAN ONLY BE OPENED BY PRESSING YELLOW BUTTON EXAMINE THE PASSAGE FIRST
- 96 EASILY BRIBED WITH THE CHUCKLING STUFF
- 97 ATTACK WITH BURNING LASER
- 98 NOT TO BE USED IN NORMAL GRAVITY
- 99 PRESS I.H. WHICH MEANS INNER HATCH - TO OPEN AND TO CLOSE .
O.H. MEANS OUTER HATCH

- 100 RESTFULL
- 101 HUNGRY - BUT SHORT ON PATIENCE - GIVE THE DOG A BONE
- 102 HELP THE WOUNDED EXAMINE THE FIST AND EVEN THE DESK
- 103 READ THE ADVERTS ON THE PNEUMO-TUBE
- 104 CONCENTRATED PROTEIN CARRY A SPARE
- 105 DON'T DRINK IT - GIVE IT TO SOMEONE WHO NEEDS A LAUGH
- 106 OPENS ALCOVE
- 107 A QUICK RIDE HOME DO AS YOU ARE TOLD
- 108 WEAR MIND PROBE AFTER MAKING SURE YOU HAVE ALL YOU NEED TO CONTINUE
- 109 UNBELIVABLY DIFFICULT TO FIND - GOOD THING YOU WON'T NEED IT NOW STOP CHEATING!
- 110 REFUEL - WEAR, PULL JOYSTICK TO CROSS RIVER, GET TO CAVE, AND GET TO SMALL BUILDING.
- 111 WOULD YOU BELIEVE UNLOCKS HOTEL ROOM?
- 112 PRESS BUTTON S.S FOR SHIP STATUS WHEN LANDED PRESS P.S FOR PERSONAL STATUS. I.H. FOR OPEN AND CLOSE INNER HATCH O.H. FOR OUTER HATCH
- 113 KILLS 99% OF ALL HOUSEHOLD LIMPETS !
- 114 ACTIVATE TO USE, DE-ACTIVATE WHEN NOT IN USE TO AVOID OVER-HEATING AND EXPLODING
- 115 WEAR IT WHEN WITH IMPALED HEAD TO COMMUNICATE
- 116 FOLLOW THE MESSAGE AFTER VIEWING TROPEAN TEMPLE WHICH HAS FIVE CIRCLES OVER THE DOOR
- 117 DON'T FIGHT HERE
- 118 FIRE ROPE GUN AND CLIMB
- 119 BUY A PASS, GET ON AND WAIT FOR YOUR STOP.
- 120 ODDS ON YOU'LL HAVE TO BE PREPARED TO ATTACK BEFORE HE SUMMONS HELP ! ACTIVATE THE LASER BEFORE YOU GET HERE
- 121 EXAMINE BEFORE ENTERING
- 122 SERPENTS HATE INTENSE FLASHING LIGHTS - SO SWITCH IT ON!
- 123 READ IT IN THE PRECINCT AND MUSE
- 124 DR SPOCK PROBABLY BEAMED UP WITHOUT IT !
- 125 LIMITED EXPLOSION PERHAPS A LITTLE TOO LIMITED!
- 126 TRY TAPPING THE THE CRYSTAL IN THE PRESENCE OF SONIC SENSORS
- 127 AIDS FENCE DISABLEMENT
- 128 SHADOW HAS IT - GIVE STAFF
- 129 WELL WHO DID SEND YOU ?
- 130 SET YOUR EXPLOSIVE, GET OUT FAST AND WAIT FOR THE SOUND OF THE EXPLOSION BEFORE YOU RETURN
- 131 SHOOT IT WHEN YOU COME ACROSS AN OPENING
- 132 CROSS WITH JET PAK
- 133 USE IT TO BUILD UP ENERGY THE UNIT BURNS UP PROTEIN BE SURE YOUR PROTEIN LEVEL CAN TAKE THE STRAIN
- 134 ASK FOR.....(READ THE AD ON THE PNEUMA - TUBE)
- 135 GO CAYDIA - IF IT'S STILL THERE!
- 136 REMOVE SEWER COVER IN VISI WITH DELTRACTOR
- 137 SWITCH STROBE ON - OR RUN FOR IT !
- 138 THROW BLANKET OVER THE ROBOT
- 139 VIEW SCANNER IN DARK CAVE
- 140 IT'S NOT FUNCTIONING - NO PARTS AVAILABLE - BESIDES YOU WON'T NEED IT ON THIS TRIP
- 141 REMOVE WITH DELTRACTOR - THE QUESTION IS WHICH ONE?

- 142 INSERT IN VANDALISED VISI-PHONE
- 143 CRAG-SNAPPERS LIKE COLLECTING RUBBISH
- 144 GIVE TO SHADOW
- 145 GIVE STAFF
- 146 GIVE TO IMPRESS ANGRY ARCADIAN
- 147 BEND STRIP - WILL FIT BATTERY BACK IN LIMCOM
- 148 TO RIDE
- 149 FUEL FOR JET
- 150 TAP CRYSTAL WITH FORK
- 151 CLIMB ROPE
- 152 TALK TO VALET
- 153 INSERT CARD AND GIVE NUMBER REQUIRED IF LISTED YOU'LL BE CONNECTED - IF NOT IT WILL BE FOXED
- 154 IF YOU WANT TO EXAMINE THIS - YOU'D BE BETTER OFF, CONTEMPLATING YOUR NAVEL
- 155 BEND THE BARS IN THE CELL WITH THE WRENCH AND CLIMB OUT.
- 156 CONNECT TO POWER PAK AT THE FENCE
- 157 THROW OVER SECURITY ROBOT
- 158 0000 = X010X -010
- 159 EXAMINE IT TO SEE WHATS INSIDE DROP THINGS IN THE KUBE GET THINGS FROM THE KUBE ANTI-GRAVITY MAKES THEM LIGHTER SO YOU CAN CARRY MORE
- 160 TALK TO THE POOR DENETED ALIEN TWICE THEN ASK FOR HELP
- 161 REMOVE FROM LIMCOM INPLANT IN ELMONITE
- 162 IT MOVES AROUND ALOT
- 163 IN THE MUSEUM
- 164 YOU'LL NEVER CATCH HIM - HE CLEANS AWAY ITEMS LEFT IN THE MUSEUM
- 165 YOU BEGIN THE GAME WITH IT ON YOUR WRIST
- 166 UNSCREW THE TRI-POD
- 167 PAST THE HAL-WOLF