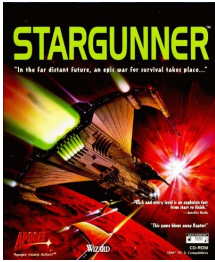


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Stargunner Cheats (PC)

Power up, extra life and other codes

Stargunner is a horizontal scrolling [shooter](#) computer game developed by Apogee Software. It was released on November 19, 1996, and it has the distinction of being the last title sold under the Apogee brand name. Stargunner was one of the first [shoot-em-up](#) games to use pre-rendered 3D graphics, which made it one of the most beautiful and detailed scrolling shooters of its time. Pre-rendered 3D graphics were also used in Donkey Kong Country and Killer Instinct. Each of its three registered episodes followed a specific setting with complementary enemies (space, land, and underwater), the introductory (shareware) episode providing a sampling from all three themes. ([Wikipedia](#))

CHEATS Press Pause and type imabigcheat to enable cheat mode. The sound of a bell will confirm correct code entry. Please note: High scores are disabled in cheat mode. Enter one of the following codes to activate the corresponding cheat function.

Codes

Power up current main weapon - blast
 Plasma main weapon - plasma
 Pulse main weapon - pulse
 5,000 credits - cash
 Short term invincibility - flames
 Four nuclear weapons - nuke
 Extra life - life
 Jump to level in current episode - warpto(level 1-9)
 Standard Impulser engine - impulse
 Hydrogen Ioniser engine - ioniser
 Megapulse 2000 engine - megapulse
 Gravdis 5 engine - gravdis
 Enertron satellite - ener
 Mineslammer satellite - mine
 Dynamo 500 satellite - dyna
 Removes top weapon - t00
 Credit Drone top weapon - t01
 Plasma Bomb top weapon - t02
 Evolter top weapon - t03
 Matter Disruptor top weapon - t04
 Rebounder top weapon - t05
 A-Matt Boomerang top weapon - t06
 Fragmentor BE800 top weapon - t07
 Bi Partical Cannon top weapon - t08
 Flamer top weapon - t09
 Ion Cannon top weapon - t10
 Magnum 3000DX top weapon - t11
 Dual Laser top weapon - t12
 Torpedo Launcher top weapon - t13
 Removes bottom weapon - b00
 Credit Drone bottom weapon - b01
 Plasma Bomb bottom weapon - b02
 Evolter bottom weapon - b03
 Matter Disruptor bottom weapon - b04
 Rebounder bottom weapon - b05
 A-Matt Boomerang bottom weapon - b06
 Fragmentor BE800 bottom weapon - b07
 Bi Partical Cannon bottom weapon - b08
 Flamer bottom weapon - b09
 Ion Cannon bottom weapon - b10
 Magnum 3000DX bottom weapon - b11
 Dual Laser bottom weapon - b12
 Torpedo Launcher bottom weapon - b13

Here is a glitch in this old game: