

By: ~~Callr2008~~ Callr2008, Games Editor

Zool and Zool 2 Cheats (PC)

A complete list of codes for the two games in the series

Zool is a British computer game originally produced for the Amiga by Gremlin Graphics as a rival to Sega's Sonic the Hedgehog. It was heavily hyped upon its initial release in 1992, including being bundled with the newly launched Amiga 1200, although not the AGA version with enhanced graphics which followed. The [sequel](#), entitled Zool 2, was very similar in gameplay-wise, but with more cartoonish and detailed graphics and an attempt at a plot. It again received generally high review scores, but did not make an impact the way its predecessor had despite arguably being the better game as the difficulty level had been curbed and the controls were more responsive. A possible reason for the game's relative lack of attention was that, by this stage, the system that Zool was most associated with, the Amiga, was in decline as a gaming format. ([Wikipedia](#))

CHEATS ZoolType goldfish and press *Enter* to enable cheat mode. Press one of the following keys to activate the corresponding cheat function.**Keys**Temporary invincibility - 1 Level skip - 2 World skip - 3

Alternate cheat modeType stretlamp or streetlamp at the options screen. Press one of the following keys to activate the corresponding cheat function.**Keys**Level skip - *Keypad Plus* Previous level - *Keypad Minus* Invincibility - 1 Lose a life - 2 World Skip - 3 Restart level - 4

Zool 2Press *Esc* at the options screen to display the configuration menu. Type phonebook and press *Esc* to enable cheat mode. Press one of the following keys to activate the corresponding cheat function.**Keys**Level skip - 0 Bonus stage - 3 More points - 4 Jump higher - *Ctrl*

Cheat mode (alternate)Enter one of the following codes to activate the corresponding cheat function.**Codes**Invincibility - tough guy Unlimited bombs - kickass Press *Enter* to skip level - bumblebee 20 credits - vision Here is the opening video ans some gameplay from Zool: