

UNLOCK THE POWER OF YOUR FAVORITE VIDEO GAMES!

VIDEO GAME ENHANCER

# GAME GENIE™

SEGA  
GENESIS™



PROGRAMMING MANUAL AND CODEBOOK







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**If you have a problem with Game Genie™ call the  
GAME GENIE HELPLINE for immediate assistance:**

**1-513-868-8835**

**NEW CODES NOT AVAILABLE BY PHONE.  
SEE BACK PAGE FOR CODE UPDATE OFFER!**

Game Genie™ works on many game titles for the Sega™ Genesis™ System. Not all effects can be created at the same time, and some effects and combinations of effects are not available on some games.

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### Introducing Game Genie™ Video Game Enhancer for the Sega™ Genesis™ System

With Game Genie™ video game enhancer, you can temporarily change certain game-play features and create special effects on many popular titles for the Sega™ Genesis™ System. The changes you make with Game Genie are not permanent, and disappear when the power to the game deck is turned off. When connected properly, Game Genie will not damage either your game cartridges or your game deck.

Game Genie is licensed by Sega of America, Inc. for use with the Sega™ Genesis™ System.

Game Genie is a cartridge-like pack that connects between your game cartridge and game deck. It introduces its own startup screen, called the "Code Screen," when you turn on the game deck power. On this screen, you enter special codes for modifying game-play features and creating special effects listed in this manual. (Games appear in alphabetical order beginning on page 18.) Or, you can program your own codes.

Up to five codes can be entered at the same time. Some effects require that more than one code be entered.

Before you begin entering codes, you must properly connect the Game Genie unit. First, the Sega™ Genesis™ System should be connected normally, following the instructions that came with it. If you are a first-time Genesis™ user, first read the deck instructions to familiarize yourself with its operation.

**NOTE: BEFORE USING YOUR NEW GAME GENIE, WE RECOMMEND THAT YOU FIRST TEST THE OPERATION OF YOUR GENESIS DECK AND ALL YOUR GAMES.**

**IMPORTANT: TURN OFF THE GAME DECK POWER SWITCH BEFORE PLUGGING IN OR REMOVING THE GAME GENIE**

**If you have a problem with Game Genie,™ call the  
GAME GENIE HELPLINE for immediate assistance:**

**1-513-868-8835**

**NEW CODES NOT AVAILABLE BY PHONE. SEE BACK PAGE FOR CODE UPDATE OFFER!**

Effects  
Active Light

Effects  
ON/OFF Switch  
UP = "ON"



**GAME GENIE**

Label



## Connecting the Game Cart

Hold your Game Cartridge and the Game Genie WITH THE FRONTS (LABEL SIDES) OF BOTH OF THEM FACING YOU. Carefully plug your Game Cartridge all the way onto the black connector on the Game Genie. (Figures 1 and 2)

**IMPORTANT: FRONTS (TITLE LABEL SIDES) OF GAME CART AND GAME GENIE MUST FACE IN THE SAME DIRECTION.**

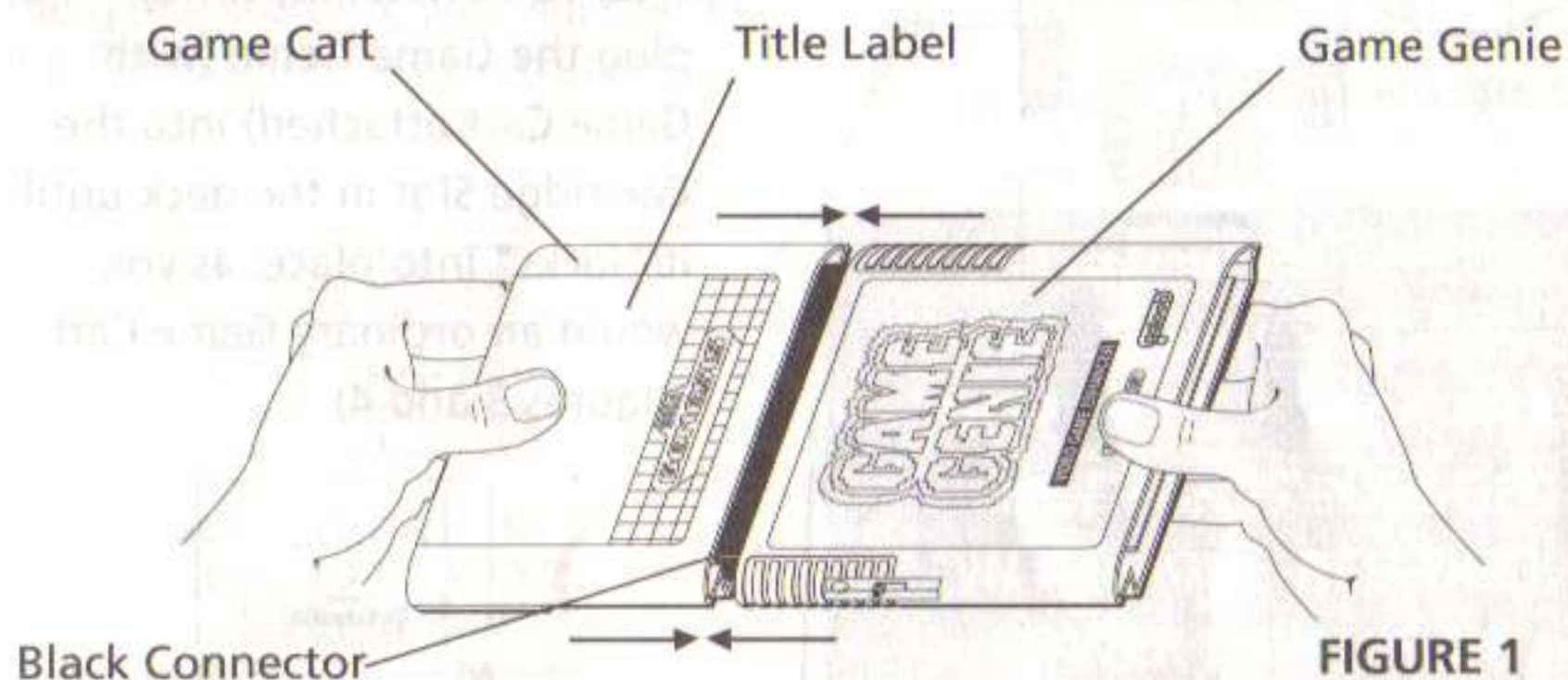


FIGURE 1

### 1 FIT TOGETHER

First fit the edge of the game connector into the slot on Game Genie.

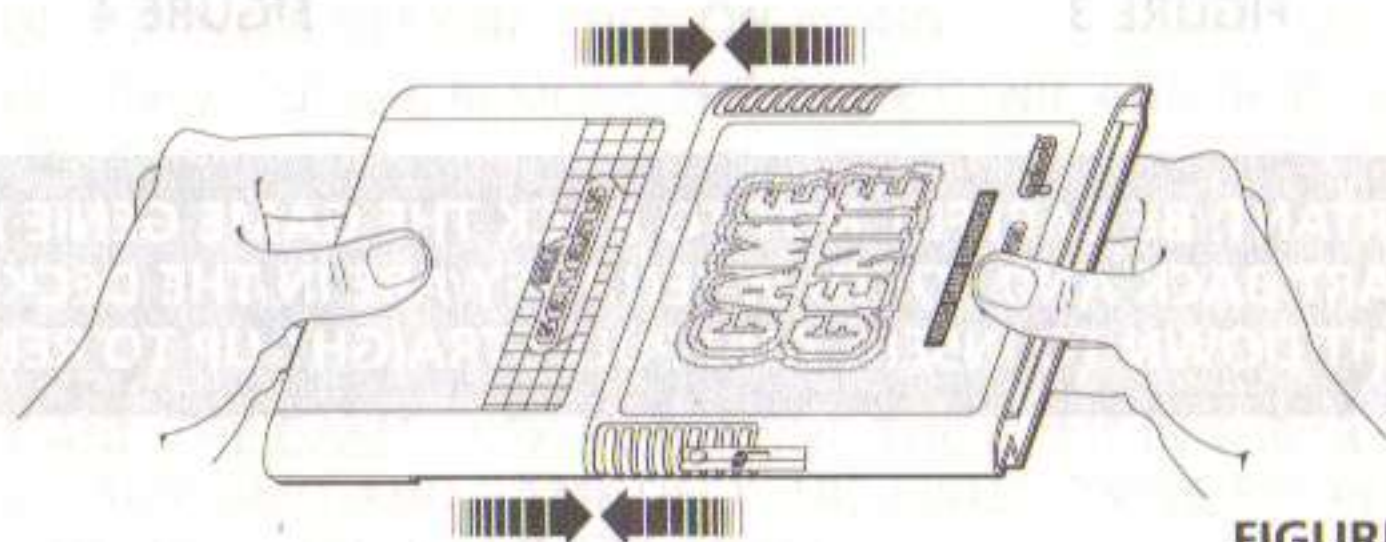


FIGURE 2

### 2 PUSH FIRMLY

Once they're fitted together, **FIRMLY** push them **STRAIGHT** together, all the way.

**IF THE CONNECTION FEELS TIGHT, YOU MAY NEED TO PUSH HARD**



## Connecting Game Genie™ / Removing Game Genie

### Connecting Game Genie

**IMPORTANT: TURN OFF GAME DECK POWER BEFORE PLUGGING GAME GENIE INTO DECK.**

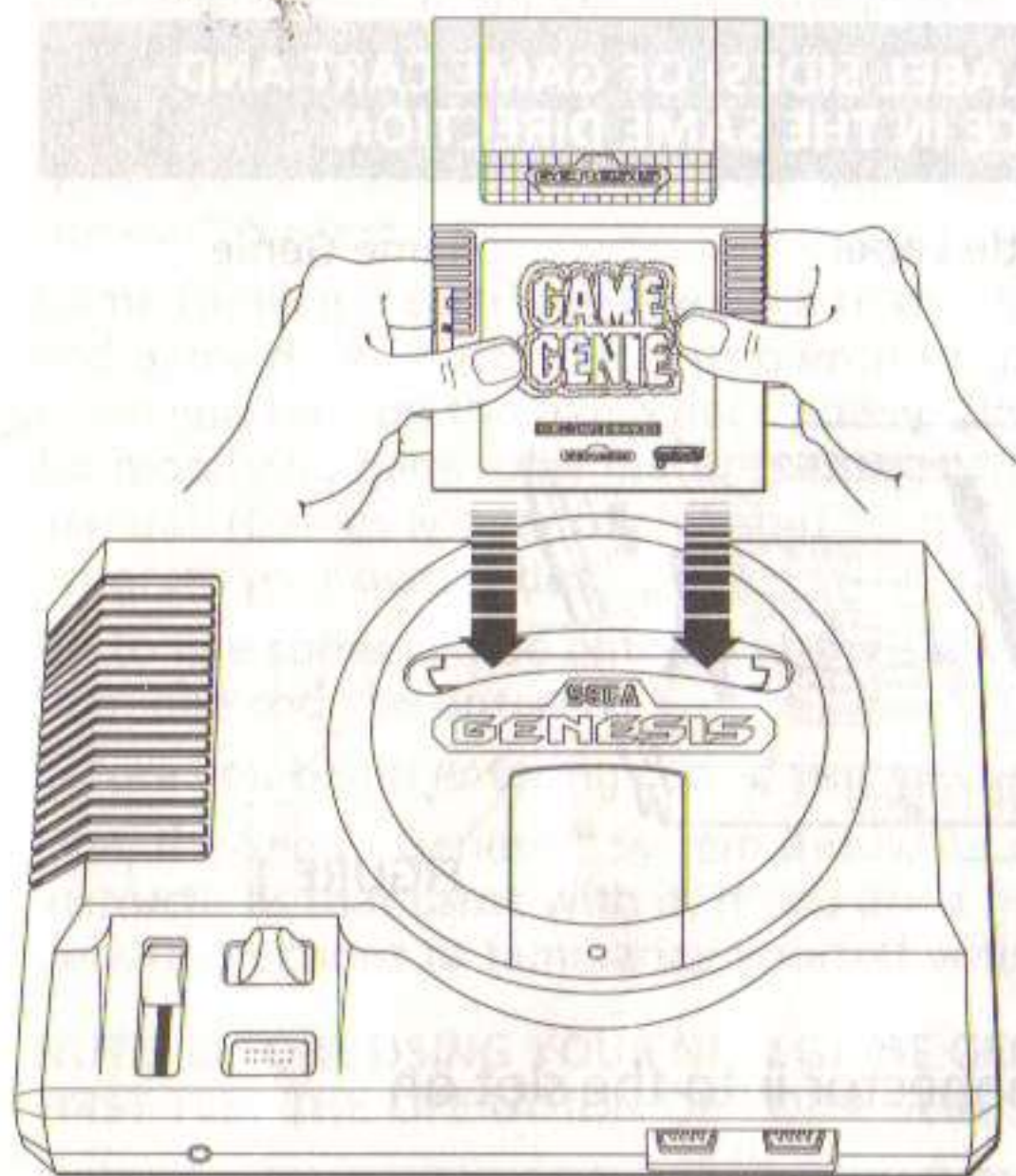


FIGURE 3

1) WITH GAME GENIE AND GAME CART LABELS BOTH FACING FORWARD, firmly plug the Game Genie (with Game Cart attached) into the Cartridge Slot in the deck until it "locks" into place, as you would an ordinary Game Cart. (Figures 3 and 4)



FIGURE 4

**IMPORTANT: BE CAREFUL NOT TO ROCK THE GAME GENIE AND GAME CART BACK AND FORTH WHEN THEY ARE IN THE DECK. PUSH STRAIGHT DOWN TO INSERT AND PULL STRAIGHT UP TO REMOVE.**

### Removing Game Genie

**IMPORTANT: TURN OFF GAME DECK POWER BEFORE REMOVING GAME GENIE.**

- 1) Grasp Game Genie with both hands and pull straight up to remove from deck.
- 2) Carefully remove the Game Cart from Game Genie.



## Powering Up

1) With Game Genie and the Game Cart plugged into the deck, move the EFFECTS ON/OFF SWITCH on the left side of the Game Genie to the UP (ON) position. (Figure 5)

2) Turn on the game deck power. The green EFFECTS ACTIVE LIGHT on the Game Genie will light up, and instead of the game starting, you will see the Game Genie Code Screen. (Figure 6)

Effects  
Active  
Light

Effects  
On/Off Switch  
UP = ON

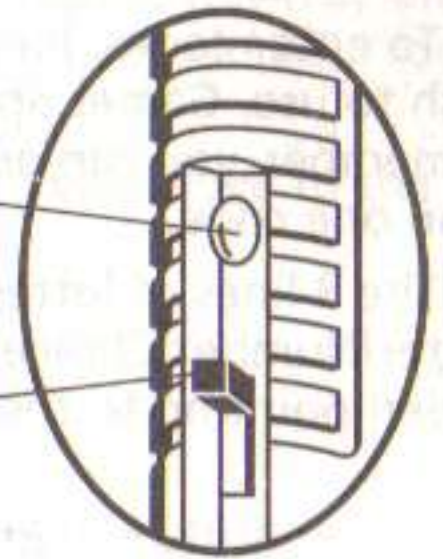


FIGURE 5

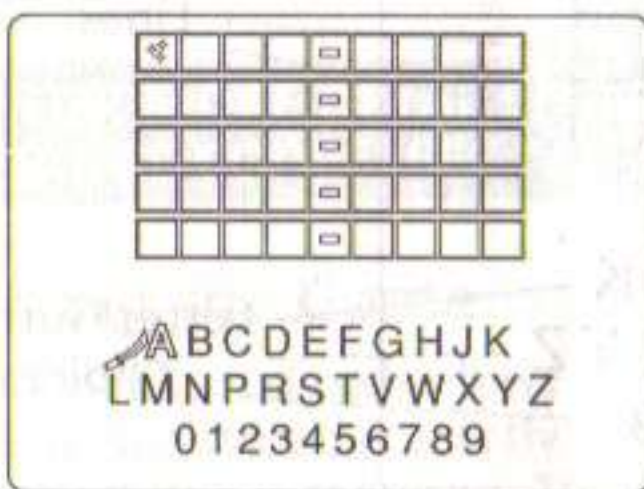


FIGURE 6 - Code Screen

**IF THE GREEN EFFECTS  
ACTIVE LIGHT DOES  
NOT LIGHT, CHECK THAT  
THE DECK IS PLUGGED  
IN AND THE RED DECK  
POWER LIGHT IS ON.**

**IF THE CODE SCREEN DOES NOT APPEAR, OR THE SCREEN IS BLANK OR BLINKING:**

- MOVE THE GAME GENIE EFFECTS ON/OFF SWITCH TO THE UP (ON) POSITION
- PUSH GAME GENIE ALL THE WAY INTO THE DECK.
- TURN DECK POWER OFF AND THEN ON AGAIN.
- TURN OFF DECK POWER, REMOVE THE GAME GENIE AND RE-INSERT INTO THE GAME DECK.

**IF THE GAME GENIE CODE SCREEN STILL DOES NOT APPEAR:**

- REMOVE THE GAME GENIE, UNPLUG THE GAME CART, AND TEST BOTH THE GAME CART AND THE GAME DECK BY PLAYING THE GAME IN THE NORMAL WAY. IF BOTH THE GAME CART AND GAME DECK ARE FUNCTIONING PROPERLY, THEN RE-INSTALL THE GAME GENIE AND TRY AGAIN.

**IMPORTANT: SOME GAMES MAY BE INCOMPATIBLE WITH GAME GENIE. AND THE CODE SCREEN WILL NOT APPEAR, OR TV SCREEN WILL BLINK**



### Entering Codes

- 1) To enter codes, look up the game title in this manual and choose the codes you wish to use. Games appear in alphabetical order beginning on page 18. Remember, you can enter up to five codes at a time, and some effects use up more than one code.
- 2) The 3 lines of letters in the bottom portion of the screen are the Letter/Number Choices that make up the codes. You will see a Sword on the screen pointing to the Letter Choice "A" on the left side of the screen. (Figure 7)

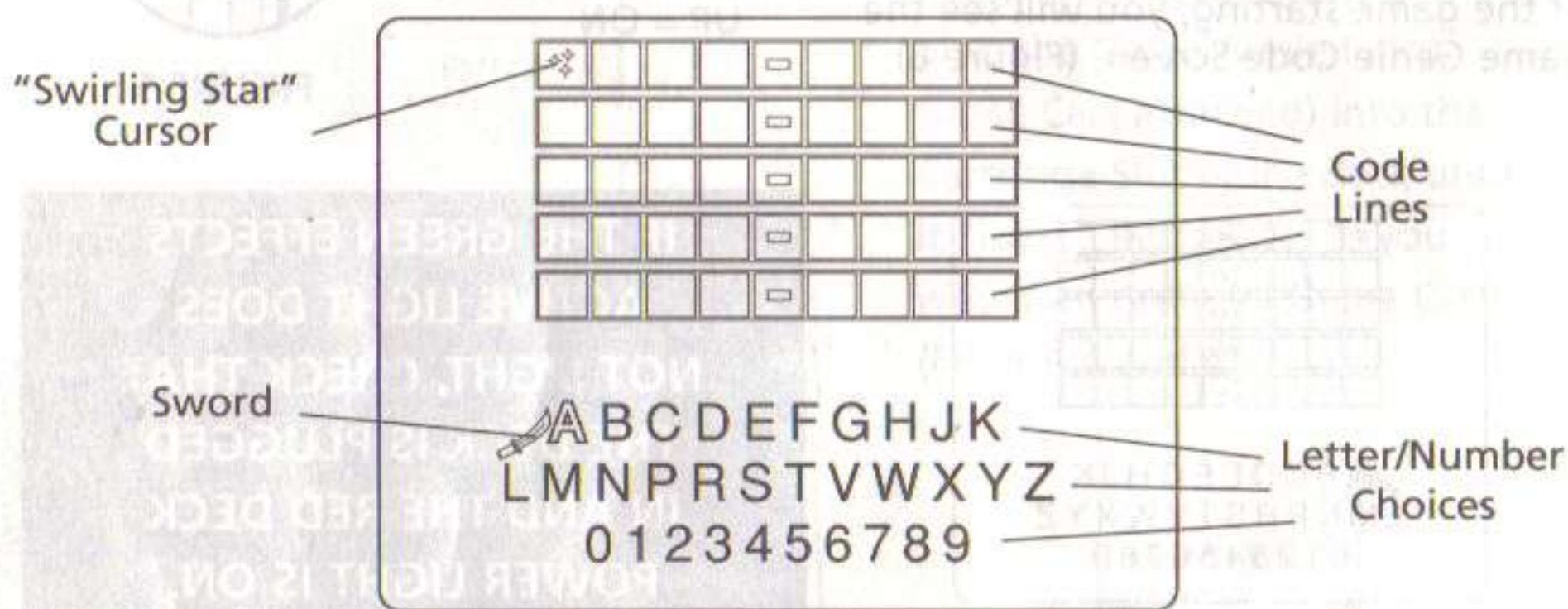


FIGURE 7 - Code Screen

- 3) The 5 rows of blank squares are the Code Lines. The "Swirling Star" Cursor will appear on the first space of the top Code Line.
- 4) To enter codes on the Code Screen, use the the Number 1 Genesis™ Control Pad.

**NOTE:** If you are using a special controller and are having difficulty entering Game Genie codes, try turning off any special features such as "Turbo." OR, use the standard Control Pad that came with your Genesis™ deck to enter the codes, and then replace it with the special controller to play the game.

**IMPORTANT: ON SOME GAMES A "MASTER CODE" MUST BE ENTERED FOR THE GAME TO OPERATE WITH THE GAME GENIE. CHECK THE GAME'S CODE LISTING FOR THIS SYMBOL TO SEE IF A MASTER CODE IS REQUIRED.**



**NOTE:** The Master Code does not have to be entered on the top Code Line. It can be entered on any Code Line.

- 5) Move the Sword to point to the first Letter Choice of the first code by pressing UP, DOWN, LEFT and RIGHT arrows of the Directional Button (D-Button) on the Control Pad.



- 6) Press the A Button on the Control Pad to enter the letter on the Code Line. The "Swirling Star" Cursor will move to the next space. Continue in this way until all the code letters have been entered (and all spaces on the line are filled). You have now entered the first code.
- 7) After you have completed a Code Line, the "Swirling Star" will move to the first space on the next Code Line.
- 8) Repeat this procedure to enter up to five codes, if desired.

### Correcting Mistakes

- 1) If you make a mistake and enter the wrong letter, press the C Button to backspace and delete the last letter entered. Then enter the correct letter as described in steps 5 and 6 above. To start all over again, turn the deck power switch off and then on again to bring up the empty code screen.

**FOR MORE DETAILED INFORMATION ON HOW TO CORRECT AND CHANGE CODES, SEE "ADVANCED CODE EDITING FEATURES," BELOW.**

### Starting the Game

When all desired codes have been entered, double-check them to make sure they have been entered correctly. Double-check to make sure a Master Code has been entered if one is required. Then press "Start" on the Control Pad to begin the game. The first screen of the game will appear normally. Proceed to play the game as usual, according to the instructions that came with it.

**IF THE GAME DOES NOT BEGIN WHEN YOU PRESS START, CHECK TO SEE IF THE GAME REQUIRES A MASTER CODE, AND MAKE SURE THE MASTER CODE HAS BEEN ENTERED CORRECTLY.**

- To return to the Game Genie Code Screen from the game at any time, press Reset.
- To play the game again and keep the codes in effect, press Reset and then Start.
- To play the game normally without any effects, you do not have to remove the Game Genie. Just press Start with no codes entered on the Code Screen, or move the Effects On/Off Switch to the down (OFF) position and press Start.
- To restart the game with no codes entered, turn the deck power off and then on, and then press Start.

### Advanced Code Editing Features

Press Reset during a game, or at the end of a game, to return to the Code Screen. All the codes you previously entered will still appear in the Code Lines. At this point, you can:

- 1) Restart the game using the same codes by pressing Start.
- 2) Add, delete or change one or more codes on the screen using these editing techniques:



## How to Erase or Change a Code Letter, a Code, or Codes

TO MOVE THE SWIRLING STAR TO A LETTER OR SPACE ON THE CODE LINES	Press and hold down the B Button on the Control Pad and use the D-Button to move the "Swirling Star" to the desired letter or space.
TO ERASE A LETTER	Move the "Swirling Star" to the desired letter and press the C Button.
TO CHANGE A LETTER	Move the "Swirling Star" to the letter. Release the B Button and use the D-Button to move the Sword to the new letter. Press the A Button to insert the new letter.
TO ERASE ONE CODE	Move the "Swirling Star" to any letter in the code (see above). Press and hold down <i>both</i> the B and C Buttons on the Control Pad <i>at the same time</i> and hold both down for a couple of seconds.
TO ERASE ALL CODES	Press and hold the A, B and C Buttons <i>at the same time</i> and hold all 3 down for a couple of seconds.

## Uses of the Effects Switch

To play a game without using effects, move the switch to the down (off) position.

### Using The Switch During Game Play

Depending on the game you're playing and the codes you're using, the Effects Switch can sometimes be used to turn the effects on and off as you play.

Follow these tips for best results with the Effects Switch:

- ALWAYS MAKE SURE THE SWITCH IS "ON" WHEN YOU PRESS START IN THE CODE SCREEN.
- ALWAYS MAKE SURE THE SWITCH STAYS ON UNTIL THE GAME ACTUALLY BEGINS TO PLAY (NOT JUST TITLE OR OPTIONS SCREENS, BUT GAME PLAY ACTION)—EVEN IF YOU DO NOT WANT TO PLAY WITH EFFECTS AT THE BEGINNING OF THE GAME. If you don't want to play with effects, turn the switch off after game play begins.
- Some effects may take a few seconds to disappear after the switch is turned off.

**IMPORTANT: WHEN USING SOME CODES ON SOME GAMES, SOME EFFECTS MAY NOT SHUT OFF, OR SOME GAME CONDITIONS MAY NOT CHANGE BACK TO NORMAL.**

For example, many "start with" codes make certain changes at the beginning of the game that will not disappear when you turn off the Effects Switch. If you use a code such as "Start with 9 lives," in a game that normally gives you 3 lives, turning off the switch will not cause the number of lives left to go immediately back to 3. You will continue to use up the remaining number of lives until you lose them all and the game ends.

On most games, codes that may not shut off include "start with" codes affecting lives, credits or character points, level-warp codes, and some other codes.

On most games, codes that are more likely to shut off include invincibility, speed-up, jump codes, and some other codes.



## **If You Have Problems with Codes. . .**

Every code in this book has been tested and verified on all known versions of each game. However, because of the nature of game enhancement, it is possible that some codes or combinations of codes may cause undesired effects at some point in the game play. If this occurs, it will not harm your games or deck.

**Simply press Reset or shut off the power to the game deck and turn it back on again to bring up the Code Screen. (Or, continue playing if you can.)**

Entering passwords and Game Genie codes together may cause problems on some games.

If you experience an undesired effect:

- Double-check to make sure you entered the codes correctly.
- If the problem occurred when using a single code, enter a different code.
- If the problem occurred when using a combination of codes, try using a different combination of codes, or deleting one or more of the codes.
- Start the game again.

## **If Codes Have No Effect**

Problem codes turn up from time to time, sometimes as a result of the game publisher making changes to a game in later production runs. In addition, there are other reasons why codes don't work.

A 16-bit video game contains a very large number of ever-changing conditions. So, despite our intensive testing, you may be the first to discover a location, situation, or combination of conditions in a game where a code problem occurs.

We are confident that the vast majority of codes in this book work fine, and we welcome you to call to our attention any problems you may discover.

## **Reporting Problem Codes**

If you come across a problem code or combination of codes, please write to us at the address below. Be sure to include your name, age, address and phone number, along with the problem code(s) and a brief description of the problem and where it occurred in the game. Your observations can help us improve future editions of the Codebook.

Game Genie Consumer Service  
2350 Pleasant Avenue  
Hamilton, OH 45015

**If you have a problem with Game Genie, call the  
GAME GENIE HELPLINE for immediate assistance:  
1-513-868-8835**

- **NEW CODES NOT AVAILABLE BY PHONE.**
- **SEE BACK PAGE FOR CODE UPDATE OFFER!**



PROBLEM	REMEDY
Game "freezes," stops, or is interrupted	<ul style="list-style-type: none"> <li>◆ Problem code. WILL NOT HARM GAME. Press reset or turn deck power off and on and re-enter codes. Recheck codes. If using a single code, choose another code. If using 2 or more codes, delete 1 or more codes, or try a different combination of codes.</li> <li>◆ Check if game requires Master Code. Double-check if Master Code is entered correctly.</li> <li>◆ Dirt. Clean metal contacts on deck, Game Genie and Game Cart connectors by firmly inserting a clean game into deck and removing. Repeat 3-4 times. Then connect clean game to Game Genie and remove 3-4 times. Then insert Game Genie into deck and remove 3-4 times.</li> </ul>
Scrambled or distorted picture	<ul style="list-style-type: none"> <li>◆ Dirt. Clean metal contacts on deck, Game Genie and Game Cart connectors by firmly inserting a clean game into deck and removing. Repeat 3-4 times. Then connect clean game to Game Genie and remove 3-4 times. Then insert Game Genie into deck and remove 3-4 times.</li> <li>◆ Check if game requires Master Code. Double-check if Master Code is entered correctly.</li> </ul>
No picture	<ul style="list-style-type: none"> <li>◆ Make sure Game Genie is pushed in as far as it will go.</li> <li>◆ Make sure TV and Genesis™ deck are plugged in.</li> <li>◆ Make sure TV and deck are turned on.</li> <li>◆ Make sure TV and deck are connected properly. Refer to Genesis™ instructions.</li> <li>◆ Make sure Channel 3/4 switch on deck is set correctly. Refer to Genesis™ instructions.</li> <li>◆ Dirt. Clean metal contacts on deck, Game Genie and Game Cart connectors by firmly inserting a clean game into deck and removing. Repeat 3-4 times. Then connect clean game to Game Genie and remove 3-4 times. Then insert Game Genie into deck and remove 3-4 times.</li> <li>◆ Remove Game Genie, insert Game Cart into deck and test normal operation of game and deck. If problem occurs without Game Genie, refer to Genesis™ instructions.</li> <li>◆ Check if game requires Master Code. Double-check if Master Code is entered correctly.</li> </ul>
Game Genie Code Screen does not appear	<ul style="list-style-type: none"> <li>◆ Make sure Game Genie is pushed in as far as it will go.</li> <li>◆ Game may be incompatible with Game Genie. Play a different game.</li> <li>◆ Turn deck power off and then on again.</li> <li>◆ Remove Game Genie, unplug Game Cart from Game Genie and carefully but firmly reconnect. Reinsert Game Genie into deck.</li> </ul>



PROBLEM	REMEDY
Game Genie Code Screen does not appear (con't.)	<ul style="list-style-type: none"> <li>◆Dirt. Clean metal contacts on deck, Game Genie and Game Cart connectors by firmly inserting a clean game into deck and removing. Repeat 3-4 times. Then connect clean game to Game Genie and remove 3-4 times. Then insert Game Genie into deck and remove 3-4 times.</li> <li>◆Remove Game Genie, insert Game Cart into deck and test normal operation of game and deck. (See "No Picture," above.)</li> <li>◆Check if game requires Master Code. Double-check if Master Code is entered correctly.</li> </ul>
No picture or Code Screen some of the time	<ul style="list-style-type: none"> <li>◆Game may be incompatible with Game Genie. Play a different game.</li> <li>◆Dirt. Clean metal contacts on deck, Game Genie and Game Cart connectors by firmly inserting a clean game into deck and removing. Repeat 3-4 times. Then connect clean game to Game Genie and remove 3-4 times. Then insert Game Genie into deck and remove 3-4 times.</li> <li>◆Poor connection of Game Genie, Game Cart and/or deck. Repeat connection procedures.</li> </ul>
Green Effects Active Light on Game Genie is not lighted with switch up (on)	<ul style="list-style-type: none"> <li>◆Make sure Game Genie is pushed in as far as it will go.</li> <li>◆Make sure Genesis™ deck is plugged in.</li> <li>◆Make sure deck is turned on.</li> <li>◆Turn deck power off and then on again.</li> <li>◆Remove Game Genie and reinsert into deck.</li> <li>◆Check if game requires Master Code. Double-check if Master Code is entered correctly.</li> </ul>
Unintended effect that does not interrupt game	<ul style="list-style-type: none"> <li>◆Problem code. WILL NOT HARM GAME. Press reset or turn deck power off and on and re-enter codes. Recheck codes. If using a single code, choose another code. If using 2 or more codes, delete 1 or more codes, or try a different combination of codes.</li> </ul>
Game does not appear after pressing Start in Code Screen	<ul style="list-style-type: none"> <li>◆Game requires Master Code. See listings and enter correct Master Code.</li> <li>◆Incompatible game. Play another game.</li> </ul>
Codes have no effect	<ul style="list-style-type: none"> <li>◆Make sure Effects On/Off Switch is in up (On) position and green Effects Active Light is on.</li> <li>◆Problem code/incompatible game version. Sometimes a game publisher makes changes to later production runs of its games and codes will no longer work.</li> <li>◆Check if game requires Master Code. Double-check if Master Code is entered correctly.</li> </ul>
Can't enter codes/ control Sword or "Swirling Star" Cursor	<ul style="list-style-type: none"> <li>◆Make sure Control Pad is plugged into Port 1. Make sure you are using Control Pad 1 to enter codes.</li> </ul>
Any other problem	<ul style="list-style-type: none"> <li>◆Call GAME GENIE HELPLINE for help: 1-513-868-8835</li> </ul>



## Programming Your Own Codes

The codes listed in this manual give you an idea of the kinds of effects you can create by programming your own codes.

When programming your own codes, keep in mind the following guidelines:

- The easiest way to program your own codes is to make slight changes in existing codes. In the next section, there are simple tables that show you how to change the codes you find in this manual to create effects you might enjoy.
- If you are making small changes to existing codes, you must have 8 characters in the code. ("Characters" means letters or numbers.)
- You can also program codes by simply using random characters. You must have 8 characters in the code.
- Using 2 or more codes at a time is a more difficult way to program random codes, since it's harder to tell which code is making the effect happen.
- Some kinds of codes are easier to program. The best ones are codes with numbers in them (for example, number of lives, number of bullets, number of weapons, number of seconds or minutes on the timer).
- Some kinds of codes are harder to program, such as "Infinite Lives" or "Super Mega Power."
- Many codes you create will have some effect, but often it will be such a small change that you will not notice any difference. **YOU MAY HAVE TO TRY MANY RANDOM CODES BEFORE YOU GET AN INTERESTING EFFECT.**
- If you find a random code that has an interesting effect, then try changing it by using the programming techniques in the next section. This way, you are more likely to "home in" on a really good effect.

Your success in code programming will depend a lot on luck. Keep trying! Of course, some of the effects you create you may not like. Almost any effect is possible—good, bad, interesting, annoying, fun, or just plain silly.

If a code you program interrupts the game or causes an undesired effect, just turn the power off and then on again, and program different codes to play.



## How to Program

There are two basic methods used to program your own codes by changing existing codes.

**Using Method #1, you change the 6th character of the code.**

**Using Method #2, you change the 1st and/or 2nd character of the code.**

Remember, these methods work best when the code you wish to change has numbers in it, such as "Start with 10 weapons." They will usually not work on a code like "Infinite Weapons."

The best way to proceed is to write down the original code, look up the choices in the tables below, and then write down all the variations underneath the original code. This way, you can return to your Game Genie with your own list of codes to try.

Reminder: If a code you program interrupts the game or causes an undesired effect, just press reset or turn off the power and turn it on again, and then program different codes to play.

For both methods, refer to the tables below.

How to use the tables: Find the letter you want to change in one of the tables. Then substitute one of the other letters in the **same** table.

Table 1	A	E	J	N	T	Y	2	6
Table 2	B	F	K	P	V	Z	3	7
Table 3	C	G	L	R	W	0	4	8
Table 4	D	H	M	S	X	1	5	9



## Method #1

Using this method, you change only the sixth character of an existing code. Look up the sixth character of the code in the tables above. You can then replace it with any of the other characters in the same table. For example, K appears in Table 2 and can be replaced with B, F, P, V, Z, 3, or 7.

Let's see how this works. A Game Genie code for Sonic the Hedgehog™ Game is SCRA-BJX0. This makes each ring you get count as 2. The sixth character of this code is J. You can replace the J with any of the characters in Table 1 above, to try to get a different point score for the rings. One of the characters you can replace J with is A. The resulting code, SCRA-BAX0, makes each ring count as 8.

## Method #2

Using this method, you change either the first character, the second character, or both the first and second character of an existing code.

- The first character can be replaced by ANY other character in the Game Genie character set (A, B, C, D, E, F, G, H, J, K, L, M, N, P, R, S, T, V, W, X, Y, Z, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9).
- The second character can only be replaced using the tables above, the same as in Method #1.

Try changing just the first character, then just the second. Then try changing them both at once. In general, replacing the first character will have a more dramatic effect than replacing the second character.

To see how this method works, let's look at another code for Sonic the Hedgehog™, AY3T-AACL, Start with 5 lives.

Changing the first character: A is changed to any other letter—in this case, different characters were tried until E was found to make a change; the resulting code is EY3T-AACL, Start with 37 lives.

Changing the second character: Y is changed to another letter in the same table, J. The result is AJ3T-AACL, Start with 2 lives.

Changing both the first and second character: The original A is changed to N, and the original Y is changed to N. The result of changing both letters is NN3T-AACL, Start with 99 lives.

Remember, programming is an art that requires lots of patient, trial-and-error experimenting! The techniques will not work on all codes, but keep trying until you discover a code that works. Of course, the methods we've described are not the only ones that might work. Feel free to invent your own programming techniques!



There are many types of codes you can use to change game-play features with Game Genie™. For quick reference, find the symbol for the type of code you want to use on this page. Then turn to the game codes in the listings on the following pages (games appear in alphabetical order) and look for the symbol next to the corresponding codes.



**MASTER  
CODE—MUST BE  
ENTERED**



**Ammunition**



**Change Rules**



**Energy/Food/  
Fuel**



**Expert—Makes  
game harder**



**Extra Continues/  
Credits**



**Handicap—Gives one  
player an advantage  
or disadvantage**



**In-Game  
Money/Currency /  
Points**



**Infinite Lives**



**Invincibility/  
Protection/  
Almost Invincible**



**Keep Weapons/  
Equipment/  
Power-Ups**



**Lives**



**Magic**



**Mega Power**



**Super Mega  
Power (and  
sometimes  
Infinite Lives)**



**Mystery/Weird/  
Special/Defies  
Categories**



**Super Flying**



**Super/  
Mega Jumping**



**Timer**



**Weapons/  
Equipment**



**World, Level  
and Stage  
Warps**










**688 Attack Sub™ Game**

Lots of fine detail in this Cold War submarine-warfare simulator game. You get to pilot either a U.S. or a Soviet nuclear attack sub, with many features and options to choose from. SUB Codes 11 thru 20 let you load up on torpedoes for various missions. Ditto Codes 21 thru 29, but with missiles. Some technical tips: Remember that Alfa-class submarines carry no missiles. For Codes 1 thru 36, the normal quantities and types of armaments vary depending on mission and submarine chosen. Codes 37 thru 43 apply to all missions. With Codes 30 thru 36, missile quantities apply to all missions except Hit and Run, where the number of missiles is fixed at 4. Usually, the Towed Array is lost for the duration of the mission once it has been cut. Codes 42 and 43 change that.

SUB CODE	KEY IN...	EFFECT...	
1	AALT-CNE2 + AALT-CNCR	6 torpedoes—Torpex '89 mission	
2	AALT-CNE8 + A2LT-CAGY	6 torpedoes—Shake 'Em mission	
3	A2LT-CAG4	6 torpedoes—Sub Ops mission	
4	AALT-CNFE	6 torpedoes—Mumar Cadaver mission	
5	AALT-CNFL + A2LT-CAHA	6 torpedoes—Escape mission	
6	AALT-CNFT	6 torpedoes—Goulash mission	
7	AALT-CNF0 + A2LT-CAHG	6 torpedoes—Cat Walk mission	
8	AALT-CNF6 + A2LT-CAHN	6 torpedoes—Surprise Party mission	
9	AALT-CNGC + A2LT-CAHW	6 torpedoes—Homecoming mission	
10	AALT-CNGJ	6 torpedoes—Hit and Run mission	
11	AALT-CAN2 + AALT-CARR	32 torpedoes—Torpex '89 mission	
12	AALT-CAN8 + EALT-CAGY	32 torpedoes—Shake 'Em mission	
13	EALT-CAG4	32 torpedoes—Sub Ops mission	
14	AALT-CAPE	32 torpedoes—Mumar Cadaver mission	
15	AALT-CAPL + EALT-CAHA	32 torpedoes—Escape mission	
16	AALT-CAPT	32 torpedoes—Goulash mission	
17	AALT-CAP0 + EALT-CAHG	32 torpedoes—Cat Walk mission	
18	AALT-CAP6 + EALT-CAHN	32 torpedoes—Surprise Party mission	
19	AALT-CARC + EALT-CAHW	32 torpedoes—Homecoming mission	
20	AALT-CARJ	32 torpedoes—Hit and Run mission	
21	A2LT-DAE6 + A2LT-DAGW	16 missiles—Torpex '89 mission	
22	A2LT-DAFC	16 missiles—Shake 'Em mission	
23	A2LT-DAFJ	16 missiles—Mumar Cadaver mission	
24	A2LT-DAFR	16 missiles—Escape mission	
25	A2LT-DAFY	16 missiles—Goulash mission	
26	A2LT-DAF4	16 missiles—Cat Walk mission	
27	A2LT-DAGA	16 missiles—Surprise Party mission	
28	A2LT-DAGG	16 missiles—Homecoming mission	
29	CALT-CAGL	16 missiles—Hit and Run mission	
30	AALT-CAE2 + AALT-CAE6 + REHT-A6ZY	All subs carry 0 torpedoes	



31	AYLT-CLE2 + AALT-CAE6 + REHT-A6ZY	All subs carry 5 torpedoes	
32	AYLT-CLE2 + AYLT-CLE6 + REHTA6ZY	All subs carry 5 torpedoes, 5 missiles and 5 noisemakers	
33	BJLT-CYE2 + AALT-CAE6 + REHT-A6ZY	All subs carry 10 torpedoes, 0 missiles and 0 noisemakers	
34	BJLT-CYE2 + BJLT-CYE6 + REHT-A6ZY	All subs carry 10 torpedoes, 10 missiles and 10 noisemakers	
35	B6LT-C8E2 + B6LT-C8E6 + REHT-A6ZY	All subs carry 15 torpedoes, 15 missiles and 15 noisemakers	
36	DELT-DWE2 + DELT-DWE6 + REHT-A6ZY	All subs carry 25 torpedoes, 25 missiles and 25 noisemakers	
37	AJHA-BT8L + HF9T-AJGL + AF9T-AAGN + 2THT-BGA4	Emergency Surface maneuver can be performed 2x instead of only 1x	
38	ATHA-BT8L + HF9T-AJGL + AF9T-AAGN + 2THT-BGA4	Emergency Surface maneuver can be performed 4x	
39	BAHA-BT8L + HF9T-AJGL + AF9T-AAGN + 2THT-BGA4	Emergency Surface maneuver can be performed 8x	
40	A39T-AA8L	Emergency Surface maneuver can be performed infinite times	
41	HEHT-AET4	Emergency Surface maneuver cannot be performed at all	
42	ACAA-AAE8	Towed Array may be redeployed after it has been cut	
43	9THT-BGKA + AAHT-B73C + SAHT-A6VG	Towed Array already cut (unavailable) at start of mission	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).











688 Attack Sub and related names are trademarks of Electronic Arts.

## After Burner II™ Game

Use these codes to choose your starting combat stage and control your plane complement, armament and other key factors in this realistic air combat shooter. Use BURN Code 31 for infinite planes, but if it is your only plane (you have no extra planes), it will still be lost. Get infinite missiles with Code 42. With Codes 37 to 41, if you have any missiles left when you continue, they will be added to the quantities in the codes.

BURN CODE	KEY IN ...	EFFECT ...
1	AKYT-AAHT	Start on stage 2
2	APYT-AAHT	Start on stage 3
3	AVYT-AAHT	Start on stage 4
4	AZYT-AAHT	Start on stage 5
5	A3YT-AAHT	Start on stage 6
6	A7YT-AAHT	Start on stage 7
7	BBYT-AAHT	Start on stage 8



8	BFYT-AAHT	Start on stage 9	
9	BKYT-AAHT	Start on stage 10	
10	BPYT-AAHT	Start on stage 11	
11	BVYT-AAHT	Start on stage 12	
12	BZYT-AAHT	Start on stage 13	
13	B3YT-AAHT	Start on stage 14	
14	B7YT-AAHT	Start on stage 15	
15	CBYT-AAHT	Start on stage 16	
16	CFYT-AAHT	Start on stage 17	
17	CKYT-AAHT	Start on stage 18	
18	CPYT-AAHT	Start on stage 19	
19	CVYT-AAHT	Start on stage 20	
20	CZYT-AAHT	Start on stage 21	
21	C3YT-AAHT	Start on stage 22	
22	C7YT-AAHT	Start on stage 23	
23	AANA-AABL	Start with 1 plane instead of 3	
24	AENA-AABL	Start with 2 planes	
25	ANNA-AABL	Start with 4 planes	
26	ATNA-AABL	Start with 5 planes	
27	AE2A-AAD6	Continue with 1 plane instead of 3	
28	AJ2A-AAD6	Continue with 2 planes	
29	AT2A-AAD6	Continue with 4 planes	
30	AY2A-AAD6	Continue with 5 planes	
31	AT0T-AA4T	Almost infinite planes	
32	AANA-AABW + AANA-AAB4	Start with 0 missiles instead of 50	
33	BJNA-AABW + BJNA-AAB4	Start with 10 missiles	
34	DENA-AABW + DENA-AAB4	Start with 25 missiles	
35	KNNA-AABW + KNNA-AAB4	Start with 75 missiles	
36	NTNA-AABW + NTNA-AAB4	Start with 100 missiles	
37	AA2A-AAET	Continue with no extra missiles	
38	BJ2A-AAET	Continue with 10 extra missiles	
39	DE2A-AAET	Continue with 25 extra missiles	
40	KN2A-AAET	Continue with 75 extra missiles	
41	NT2A-AAET	Continue with 100 extra missiles	
42	BJ6A-AA26	Infinite missiles	



43	AAZA-AAEE	0 continues instead of 3
44	AEZA-AAEE	1 continue
45	AYZA-AAEE	5 continues
46	BEZA-AAEE	9 continues
47	AT2A-AA6C	Infinite continues



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

After Burner II is a trademark of Sega of America, Inc.

## Air Buster™ Game

Blast everything in your spaceship's path and help Holly and Mike save Earth from the Mega Load Masters. Among your best weapons to get the job done are BUST Codes 1 and 2, which give each player infinite stock (lives). When using BUST Codes 5 thru 19, sometimes you can't gain full control of your fighter until you've been shot down once. For Codes 15 thru 18, "twin setup" refers the two-player simultaneous game.

BUST CODE	KEY IN...	EFFECT...
1	ACST-AAFT	Infinite stock for player 1
2	ACYT-AAEO	Infinite stock for player 2
3	ACTA-AACJ	Infinite credits for player 1
4	ACZA-AABR	Infinite credits for player 2






**IMPORTANT: WITH CODES 5 THRU 19, YOU MAY HAVE TO LOSE A LIFE BEFORE THE GAME PLAYS PROPERLY.**

5	AJGT-AACJ	Start on phase 2—player 1
6	ANGT-AACJ	Start on phase 3—player 1
7	ATGT-AACJ	Start on phase 4—player 1
8	AYGT-AACJ	Start on phase 5—player 1
9	A2GT-AACJ	Start on phase 6—player 1
10	AJGT-AAHW	Start on phase 2—player 2
11	ANGT-AAHW	Start on phase 3—player 2
12	ATGT-AAHW	Start on phase 4—player 2
13	AYGT-AAHW	Start on phase 5—player 2
14	A2GT-AAHW	Start on phase 6—player 2
15	AJHA-AAFR	Start on phase 2—twin setup
16	ANHA-AAFR	Start on phase 3—twin setup
17	ATHA-AAFR	Start on phase 4—twin setup
18	AYHA-AAFR	Start on phase 5—twin setup
19	A2HA-AAFR	Start on phase 6—twin setup
20	HHVT-B2Y4	Each normal shot power-up (P) worth half max power—player 1
21	HHVT-BAY4	Each normal shot power-up (P) worth almost max power—player 1







22	HHVT-B2ZT	Each normal shot power-up (P) worth half max power—player 2	
23	HHVT-BAZT	Each normal shot power—up (P) worth almost max power—player 2	
24	ALKT-AA66 + R0SA-A6Y6	Don't lose shot power when shot down—player 1	
25	ALVA-AA5C + R0SA-A6Y6	Don't lose shot power when shot down—player 2	
26	A4KT-AA7A + R0SA-A6Y6	Don't lose battle gear when shot down—player 1	
27	A4VA-AA5G + R0SA-A6Y6	Don't lose battle gear when shot down—player 2	
28	BLKT-AA66 + R0SA-A6Y6	Don't lose battle gear or shot power when shot down—player 1	
29	BLVA-AA5C + R0SA-A6Y6	Don't lose battle gear or shot power when shot down—player 2	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).














Air Buster and related names are trademarks of Kaneko USA, Ltd.

## Alex Kidd in the Enchanted Castle™ Game

Adventure time! Prepare yourself to help Alex save his dad, King Thor, from Ashra, the mean ruler of the planet Paperock. You can get extra lives, get rich fast, and get lots of special weapons by always winning at Janken (KIDD Code 40). When using codes for more lives, more than 9 can be built up, even though 9 is the most that can be displayed. For Codes 34 thru 39, the normal cost of a game of Janken ranges from 50 to 1,000, depending on the number of Janken games already played, and the round in which they are played. The normal cost will be displayed before playing Janken, but you can ignore that.

KIDD CODE	KEY IN ...	EFFECT ...	
1	AFBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 2	
2	AKBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 3	
3	APBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 4	
4	AVBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 5	
5	AZBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 6	
6	A3BT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 7	
7	A7BT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 8	
8	BBBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 9	
9	BFBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 10	
10	BKBT-AACJ + BPBT-B74L + A3BT-AA4N	Start on round 11	
11	DKBA-BC1A	Start with 1 life	
12	DVBA-BC1A	Start with 2 lives	
13	D3BA-BC1A	Start with 3 lives	
14	H3BA-AG9A	Start with 4 lives	
15	N3BA-A8SA	Start with 6 lives	
16	NVBA-A8SA	Start with 8 lives	
17	NKBA-A8SA	Start with 10 lives	



18	A3ST-B64Y	100 Baums needed to continue instead of 1000	
19	BBST-B64Y	500 Baums needed to continue game	
20	GBST-B64Y	3000 Baums needed to continue game	
21	ABST-B64Y	Game can always be continued	
22	CKST-B64Y	Game can never be continued	
23	AWNA-B68E	Gold coin worth 50 Baums instead of 10	
24	A4NA-B68E	Gold coin worth 100 Baums	
25	B4NA-B68E	Gold coin worth 1000 Baums	
26	ACNA-B68E	Gold coin worth nothing	
27	ALPT-B662	Bag of gold worth 10 Baums instead of 100	
28	BCPT-B662	Bag of gold worth 500 Baums	
29	B4PT-B662	Bag of gold worth 1000 Baums	
30	ACPT-B662	Bag of gold worth nothing	
31	HCRA-BJXA	Doll prize worth 2 extra lives instead of 1	
32	HCRA-BNXA	Doll prize worth 3 extra lives	
33	ALRA-AA5A	Doll prize worth nothing	
34	AKGA-B64A + AMBA-B68L + RFGA-A6V8	All Janken games cost 10 Baums	
35	AVGA-B64A + AXBA-B68L + RFGA-A6V8	All Janken games cost 50 Baums	
36	A3GA-B64A + A5BA-B68L + RFGA-A6V8	All Janken games cost 100 Baums	
37	BBGA-B64A + BDBA-B68L + RFGA-A6V8	All Janken games cost 500 Baums	
38	B3GA-B64A + B5BA-B68L + RFGA-A6V8	All Janken games cost 1000 Baums	
39	ABGA-B64A + ADBA-B68L + RFGA-A6V8	All Janken games are free	
40	RG4A-A610 + HC4T-BAAN + WC4T-AD2R + AR4T-AAAY	Alex always wins at Janken	



41 9NDA-B93Y

Alex jumps higher



42 9EDA-B93Y

Alex jumps much higher

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Alex Kidd in the Enchanted Castle and related names are trademarks of Sega of America, Inc.

## Alien Storm™ Game

Use these Game Genie™ codes to show those otherworldly beings what alien-busting is all about! Stop them from taking over Earth in this sci-fi fighter, with its good special-weapon and attack graphics. With ALIEN Code 7, you can continue as many times as you want, and that should be a big help in getting to the Final Battle.

ALIEN  
CODE KEY IN ...

1 EABT-AA4W

2 AB8A-AACW

3 AB8A-ANCW

4 R1DT-A60R

5 P1DT-BD0R

6 AA4A-BB96

7 AJ7A-AA3R

8 AB9TCTE0

9 AB9T-DAE0

10 AB9T-CAN0

11 9WET-BCS4 + CWET-B998 + ACET-AGH6

12 9WET-BCS4 + CWET-B998 + ACET-ANH6

13 9WET-BCS4 + CWET-B998 + ACET-A2H6

14 9WET-BCS4 + CWET-B998 + ACET-A8H6

15 9WET-BCS4 + CWET-B998 + ACET-BEH6

16 9WET-BCS4 + CWET-B998 + ACET-BLH6

17 ALXT-AA4Y

18 AJEA-CA7R

EFFECT ...

MASTER CODE—MUST BE ENTERED



Special attack uses no energy

Special attack uses 1/2 as much energy

Normal attacks use no energy

Normal attacks gain energy instead of losing it

Start with maximum energy

Infinite credits

25¢

Each energy unit is worth 2 times as much

Each energy unit is worth 4 times as much

Each energy unit is worth 8 times as much

Start on Mission 2—Expel the Aliens

Start on Mission 3—Alien's Nest

Start on Mission 5—Save the Laboratory

Start on Mission 6—Night Crawler

Start on Mission 7—Destroy the UFO

Start on Mission 8—Final Battle

Most alien hits do no damage (no life lost on life meter)

Aliens in shooting gallery do no damage (no life lost on life meter)

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Alien Storm and related names are trademarks of Sega of America, Inc.  
Game Genie is a trademark of Lewis Galoob Toys, Inc.



## Altered Beast™ Game

Save Zeus's daughter Athena from Neff, god of the underworld, with these great Game Genie™ codes for Altered Beast™. BEAST Code 5 makes you basically invincible. For experts, try Code 3 and see if you can beat Neff with just one life. BEAST Code 6 gives you the wolf, and sometimes he has some strange characteristics.

BEAST CODE	KEY IN ...	EFFECT ...
1	DCXA-AA22	MASTER CODE—MUST BE ENTERED
2	FT1T-AA5L	Infinite lives
3	BWXA-ACCT	Start with 1 life
4	BWXA-ALCT	Start with 5 lives
5	ATWA-AA8R	Protection against enemy hits—no power lost from power gauge
6	PA5T-BNT2	First spirit ball transforms you into an Altered Beast™
7	AEFA-AABW	Makes Aggar easier to defeat
8	AA9A-ALN8	Most Altered Beast punches (Button A) are more powerful against bosses
9	AA9A-ALPG	Most Altered Beast attacks (Button B) are more powerful against bosses— DOES NOT WORK FOR BEAR
10	HTWT-B6KG	Makes most enemies easier to defeat
11	A2TA-AAGC	Makes Neff easier to defeat
12	AYMT-AAHN	Makes Crocodile Worm easier to defeat



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Altered Beast and related names are trademarks of Sega of America, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.






## Arcus Odyssey™ Game

Pick one of the four heroes to fight the evil Castomira and her army, and head off into adventure, fantasy and action. Then pick an ODY Code like 23, and you'll be able to use each magic level endlessly. Expert Odysseans can try to complete the game with Codes 1 or 6—only one hit point.

ODY CODE	KEY IN ...	EFFECT ...
1	09NA-ALXG	Player 1 starts with 1 hit point
2	31NA-ALXG	Player 1 starts with 3 hit points
3	0SNA-ALXG	Player 1 starts with 5 hit points
4	KSNA-ALXG	Player 1 starts with 7 hit points
5	FDNA-ALXG	Player 1 starts with 10 hit points





6	09NA-ALX0	Player 2 starts with 1 hit point	
7	31NA-ALX0	Player 2 starts with 3 hit points	
8	0SNA-ALX0	Player 2 starts with 5 hit points	
9	KSNA-ALX0	Player 2 starts with 7 hit points	
10	FDNA-ALX0	Player 2 starts with 10 hit points	
11	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + ASNA-AAEY	Start at act 2	
12	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + A1NA-AAEY	Start at act 3	
13	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + DDNA-AAEY	Start at act 4	
14	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + DXNA-AAEY	Start at act 5	
15	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + EHNA-AAEY	Start at act 6	
16	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + FMNA-AAEY	Start at act 7	
17	2DNA-ACNR + 9XNA-BCEW + V5NA-AFE0 + GMNA-AAEY	Start at act 8	
18	1XCT-DWDT + AHCT-CADW	Each magic level can be used 1x	
19	1XCT-DWDT + A1CT-CADW	Each magic level can be used 5x	
20	1XCT-DWDT + CXCT-CADW	Each magic level can be used 20x	
21	1XCT-DWDT + GMCT-CADW	Each magic level can be used 50x	
22	1XCT-DWDT + NSCT-CADW	Each magic level can be used 99x	
23	RHYT-A618	Each magic level can be used infinite times	
24	JHJT-DTY6	Medicine of Regeneration increases life gauge by 2 instead of 3	
25	JHJT-DAY6	Medicine of Regeneration increases life gauge by 4	
26	RHJT-C6ZG	Medicine of Regeneration increases life gauge to full	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.

Arcus Odyssey and related names are trademarks of Renovation Products, Inc.

## Arnold Palmer Tournament Golf™ Game

Arnold Palmer is another name for great golf, and this challenging game bearing his name lives up to that standard. Some codes require a bit of explanation. When using the wind direction codes (ARNIE 12 thru 19), keep in mind that different holes face in different directions, so the wind will not always blow the same way (right or left, towards or away) relative to the player. For example, if the wind is blowing from the South to the North, it will be behind the player on the 1st hole of the U. S. course, but in his face on the 10th hole and toward his left on the 11th. Refer to the course maps in the game booklet when choosing wind direction. (North is "up" on the maps as you read the maps with the printing right-side up.)







In tournament play, the game starts you at Level 1, which gives you the lowest (worst) attribute levels for power, skill and caddy. If you do well in tournaments, the game will increase your overall level for later tournaments, which increases your power, skill and caddy levels. Level-warping ARNIE Codes 20 thru 30 automatically give you the power, skill and caddy levels of the level you choose. Since you can normally set your overall level in practice rounds, these codes are good only for tournament play. The following chart shows power, skill and caddy levels in relation to overall level:

Overall Level	Power	Skill	Caddy
1	0	0	0
2	1	1	0
3	2	2	1
4	2	3	1
5	3	3	2
6	4	4	2
7	4	5	2
8	5	5	3
9	6	6	3
10	6	7	3
11	7	8	3
12	8	8	3





Finally, Codes 31 and 32 have no benefit in practice rounds, since there are computer opponents only in tournament play.

ARNIE  
CODE KEY IN ...

EFFECT ...

- |    |                       |   |   |
|----|-----------------------|---|---|
| 1  | AJBA-AA4A             | MASTER CODE—MUST BE ENTERED                     |  |
| 2  | ACLA-AAGY             | Set wind strength to 1 (no wind)                |   |
| 3  | 9WLA-BCG6 + AGLA-AAG8 | Set wind strength to 2 (weak)                   |   |
| 4  | 9WLA-BCG6 + ALLA-AAG8 | Set wind strength to 3                          |   |
| 5  | 9WLA-BCG6 + ARLA-AAG8 | Set wind strength to 4                          |   |
| 6  | 9WLA-BCG6 + AWLA-AAG8 | Set wind strength to 5 (moderate)               |  |
| 7  | 9WLA-BCG6 + A0LA-AAG8 | Set wind strength to 6                          |   |
| 8  | 9WLA-BCG6 + A4LA-AAG8 | Set wind strength to 7                          |   |
| 9  | 9WLA-BCG6 + A8LA-AAG8 | Set wind strength to 8                          |   |
| 10 | 9WLA-BCG6 + BCLA-AAG8 | Set wind strength to 9 (strong)                 |   |
| 11 | DLIT-AA50             | Computer won't change wind strength during game |  |
| 12 | 9WLA-BCG0 + ACLA-AAG2 | Set wind direction to South                     |   |
| 13 | 9WLA-BCG0 + AWLA-AAG2 | Set wind direction to Southwest                 |   |
| 14 | 9WLA-BCG0 + BCLA-AAG2 | Set wind direction to West                      |  |
| 15 | 9WLA-BCG0 + BWLA-AAG2 | Set wind direction to Northwest                 |   |
| 16 | 9WLA-BCG0 + CCLA-AAG2 | Set wind direction to North                     |   |
| 17 | 9WLA-BCG0 + CWLA-AAG2 | Set wind direction to Northeast                 |   |



18	9WLA-BCG0 + DCLA-AAG2	Set wind direction to East	
19	9WLA-BCG0 + DWLA-AAG2	Set wind direction to Southeast	
20	AM0A-AAFL	Start at level 2	
21	AS0A-AAFL	Start at level 3	
22	AX0A-AAFL	Start at level 4	
23	A10A-AAFL	Start at level 5	
24	A50A-AAFL	Start at level 6	
25	A90A-AAFL	Start at level 7	
26	BD0A-AAFL	Start at level 8	
27	BH0A-AAFL	Start at level 9	
28	BM0A-AAFL	Start at level 10	
29	BS0A-AAFL	Start at level 11	
30	BX0A-AAFL	Start at level 12	
31	BCRT-BE4A	All tournament opponents will shoot par on each hole	
32	ACRT-BE4A	All tournament opponents will shoot birdie on each hole	

Remember, you can pick 'n mix your codes!

Arnold Palmer Tournament Golf and related names are trademarks of Sega of America, Inc.

## Arrow Flash™ Game

Arrow Flash™ has good graphics, and you get weaponry quickly. That's the good news. The bad news is, it's tough to see the bad guys and the shots coming toward you. So try ARROW Code 19 for infinite arrow force shots, or Code 11 for invincibility to help you out. Instead of the normal 3, 5 or 7 lives, start with more (ARROW Codes 1 thru 7 and 10) or fewer (Codes 8 and 9). ARROW Codes 12 thru 19 let you start with a selected number of arrow force shots instead of the normal 3 stock mode shots, but have no effect in the charge mode. The effect of Codes 20 thru 24 seems to get less and less as the game goes on.

### ARROW

CODE KEY IN ...

1	9WET-AGSG + XLET-AAHJ
2	9WET-AGSG + R0ET-AAHJ
3	9WET-AGSG + LCET-AAHJ
4	9WET-AGSG + E0ET-AAHJ
5	9WET-AGSG + ECET-AAHJ
6	9WET-AGSG + C0ET-AAHJ
7	9WET-AGSG + CCET-AAHJ

EFFECT ...

Start with 100 lives
Start with 75 lives
Start with 50 lives
Start with 25 lives
Start with 20 lives
Start with 15 lives
Start with 10 lives



8	9WET-AGSG + ALET-AAHJ
9	9WET-AGSG + AGET-AAHJ

Start with 2 lives
Start with 1 life



10	RFLT-A6WA
----	-----------

Infinite lives



11	ALGA-AA36
----	-----------

Invincibility



12	CCWT-AAGR
----	-----------





Start with 16 arrow force shots



13	BWWT-AAGR
----	-----------

Start with 12 arrow force shots



14	BCWT-AAGR	Start with 8 arrow force shots	
15	A4WT-AAGR	Start with 6 arrow force shots	
16	ALWT-AAGR	Start with 2 arrow force shots	
17	AGWT-AAGR	Start with 1 arrow force shots	
18	ACWT-AAGR	Start with no arrow force shots	
19	R07A-A6VT	Infinite arrow force shots	
20	CG7A-BJV8	Robot arrow flash lasts 2x as long as normal	
21	CG7A-BNV8	Robot arrow flash lasts 3x as long as normal	
22	CG7A-BTV8	Robot arrow flash lasts 4x as long as normal	
23	CG7A-B2V8	Robot arrow flash lasts 6x as long as normal	
24	CG7A-BAV8	Robot arrow flash lasts 8x as long as normal	

NOTE: WITH CODES 25 THRU 28, YOU MUST PRESS RESET TO RESTART ON THE SAME STAGE AFTER A CONTINUE.

25	AJCA-AAB2	Start on stage 2	
26	ANCA-AAB2	Start on stage 3	
27	ATCA-AAB2	Start on stage 4	
28	AYCA-AAB2	Start on stage 5	





Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Arrow Flash and related names are trademarks of Renovation Products, Inc.

## Atomic Robo-Kid™ Game

The Terra-12 colony is counting on you to save them. But you don't have forever, so these Game Genie™ codes will come in handy. Infinite lives are right up front with ROBO Code 1. Maximize your shields with Code 6. For real power, use Code 13 to keep your weapons throughout the game.

ROBO

CODE	KEY IN ...	EFFECT ...	
1	AJWT-AA70	Infinite lives	
2	A5NT-AAHC	Shields cost 6 crystals	
3	AMNT-AAHC	Shields cost 2 crystals	
4	AHNT-AAHC	Shields granted for each crystal	
5	BCRA-ARBN	Shields last 30 seconds	
6	98RA-B93N	Shields last until next level	
7	RZ8T-A6TR	Repeat lasts forever	
8	CDNT-A6GG	Repeat lasts twice as long	



- |    |           |                                      |
|----|-----------|--------------------------------------|
| 9  | GDNT-AA6N | Get repeat on pick-up of 3-way gun   |
| 10 | KDNT-AA5Y | Get repeat on pick-up of fission gun |
| 11 | DDNT-AA7E | Get repeat on pick-up of missiles    |
| 12 | RHNT-A6Z6 | Get repeat on pick-up of 5-way gun   |
| 13 | H2WT-AA8L | Keep weapons after dying             |



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Atomic Robo-Kid and related names are trademarks of Treco.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Back to the Future Part III™ Game

This game challenges your memory and shooting skills as you switch roles between Marty McFly and Doc to help Marty get back to his own time.

Normally, you get 4 lives in the buckboard chase. BTF3 Codes 1 thru 5 allow you a choice of numbers. There are lots of codes to use in the shooting gallery. Codes 6 thru 12 give you more or less time. With Codes 13 to 15, you can change the point value of small ducks from the normal 150, and Codes 16 and 17 change the value of the flying ducks from the normal 1200. In the pie-throwing level, Codes 18 to 21 change the number of hits you can take. Experts can key in Code 2 to get only two lives to make it through the buckboard chase.

BTF3




CODE KEY IN ...

EFFECT ...

- |    |                       |   |
|----|-----------------------|---|
| 1  | BDCT-AA8N + BDDT-AA5W | Infinite lives in buckboard chase                 |
| 2  | AGJA-AADN             | 2 lives in buckboard chase                        |
| 3  | A0JA-AADN             | 6 lives in buckboard chase                        |
| 4  | BGJA-AADN             | 10 lives in buckboard chase                       |
| 5  | CRJA-AADN             | 20 lives in buckboard chase                       |
| 6  | A85T-EAGY             | Shooting gallery timer runs at 4x normal speed    |
| 7  | BL5T-EAGY             | Shooting gallery timer runs at 3x normal speed    |
| 8  | B85T-EAGY             | Shooting gallery timer runs at 2x normal speed    |
| 9  | HW5T-EAGY             | Shooting gallery timer runs at 1/2x normal speed  |
| 10 | ML5T-EAGY             | Shooting gallery timer runs at 1/3x normal speed  |
| 11 | SC5T-EAGY             | Shooting gallery timer runs at 1/4x normal speed  |
| 12 | FW5T-ECGY             | Shooting gallery timer runs at 1/10x normal speed |
| 13 | C1AT-EAAY             | Small ducks worth 1,550 in shooting gallery       |
| 14 | L1AT-ECAY             | Small ducks worth 15,550 in shooting gallery      |
| 15 | L1AT-FLAY             | Small ducks worth 155,550 in shooting gallery     |













16	EMBA-ECF6	Flying ducks worth 12,200 in shooting gallery	
17	EMBA-FEF6	Flying ducks worth 122,200 in shooting gallery	
18	A95A-GAF0	4 hits allowed in pie-throwing level	
19	A15A-GAF0	6 hits allowed in pie-throwing level	
20	AS5A-GAF0	8 hits allowed in pie-throwing level	
21	ATGA-JA4A	Infinite hits allowed in pie-throwing level	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Back to the Future III and related names are trademarks of UCS & Amblin.

### Batman™ Game

The famous battle between the Caped Crusader and the Joker is joined once again. If you give yourself some help with BAT Code 2, infinite lives, you may survive the final fight with the J-man himself.


BAT CODE	KEY IN ...	EFFECT ...	
1	E2ET-AA4C	MASTER CODE—MUST BE ENTERED	
2	AKFT-AA4Y	Infinite lives	
3	RFFA-A60N	Batman™ floats when he dies!	
4	AKYA-AA9G	Infinite Batarangs	
5	RYFA-C6VR	Guns don't hurt	
6	AAEA-CABW	Knives don't hurt	
7	AKYT-AA5L	Infinite rockets for the Batwing	
8	B2AT-CA46	Punches, knives and guns don't hurt	
9	AKYT-AA7R	Infinite rockets for the Batmobile	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).




Batman and related names are trademarks of DC Comics Inc.

### Battle Squadron™ Game



Powerful enemies who anticipate your moves and are hard to follow mark this extremely difficult action shoot-em-up. All these codes will help: SQUAD Code 7, limit enemy bullets on screen to 1; Code 3, infinite nova smart bombs; Code 2, infinite lives; and Code 6, don't downgrade weapons when killed.

SQUAD CODE	KEY IN ...	EFFECT ...	
1	R1JT-R60T	MASTER CODE—MUST BE ENTERED	



2	AD1T-AAE0	Infinite lives	
3	AA5A-AAC8	Infinite nova smart bombs	
4	BE7A-RAA4	Start with 9 nova smart bombs	
5	AY7A-RAA2	Start with weapons upgraded—player 1 only	
6	BDLA-AA9Y	Don't downgrade weapons when killed	

**IMPORTANT: FOR THE FOLLOWING CODES, DO NOT MAKE A SELECTION IN THE OPTION SCREEN. ALLOW THE GAME TO START WITH STANDARD SETTINGS**






7	AA6T-RAF2	Limit enemy bullets on screen to 1	
8	AN6T-RAF2	Limit enemy bullets on screen to 4	
9	AY6T-RAF2	Limit enemy bullets on screen to 6	
10	NA6T-RAF4	Enemy bullets travel very slow	
11	966T-REF4	Enemy bullets travel very fast	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).




Battle Squadron and related names are trademarks of Innerprise Software, Inc.

## Bimini Run™ Game

Bimini Run™ is a challenging boat racing and shooting game with a good, simulator-like look and feel. Go after Dr. Orca with an insurance policy provided by BIM Code 12, which protects you against loss of boats to accidents and enemy fire. Codes 13 and 18, infinite fuel and continues, will also help a lot. Experts, make finishing this game a "10" on the challenge scale with Codes 6 and 14—one boat and no continues. When you're using Code 4, the boat speedometer may behave weirdly, but never mind.

BIM CODE	KEY IN . . .	EFFECT . . .	
1	ACDA-CAEJ	Start at chapter 2	
2	AGDA-CAEJ	Start at chapter 3	
3	ALDA-CAEJ	Start at chapter 4	
4	ARDA-CAEJ	Start at chapter 5	
5	AWDA-CAEJ	Start at chapter 6	
6	ACDT-DA4N	Start with 1 boat	
7	AGDT-DA4N	Start with 2 boats	
8	BGDT-DA4N	Start with 10 boats	
9	BDHA-AYB2 + BDHA-AYB8	Top speed is 80 mph instead of 93	
10	FDHA-A4B2 + FDHA-A4B8	Top speed is 105 mph	
11	ZDHA-A8B2 + ZDHA-A8B8	Top speed is 125 mph	
12	RGVT-C6TY	Don't lose boats from accidents and enemy fire	



13	RHKT-A61L	Infinite fuel supply	
14	ACDA-CAB6 + ACET-CAHE	0 continues instead of 4	
15	AGDA-CAB6 + AGET-CAHE	1 continue	
16	ALDA-CAB6 + ALET-CAHE	2 continues	
17	BGDA-CAB6 + BGET-CAHE	9 continues	
18	RGJA-C60G	Infinite continues	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Bimini Run is a trademark of Nuvision Entertainment, Inc.







## Bonanza Brothers™ Game

This is an entertaining action/comedy game where you help Mike and Spike Bonanza steal everything they can get their hands on, while trying to avoid the security robots. When using ZABRO Codes 10 thru 13, the clock will reset to 3 minutes if time runs out, or if a player re-enters the game after letting the continue countdown timer run out. For Codes 17 thru 20, player lives will reset to the number on the options screen if you re-enter a game after you've let the countdown timer run out. For Codes 23 thru 24, the credit must be used before the countdown timer runs out.

ZABRO

CODE KEY IN ...

EFFECT ...

1	AJBT-AAF6	Start on stage 2	
2	ANBT-AAF6	Start on stage 3	
3	AYBT-AAF6	Start on stage 4	
4	A2BT-AAF6	Start on stage 5	
5	A6BT-AAF6	Start on stage 6	
6	BEBT-AAF6	Start on stage 7	
7	BJBT-AAF6	Start on stage 8	
8	BNBT-AAF6	Start on stage 9	
9	BYBT-AAF6	Start on stage 10	
10	AECA-CAF8 + AE2T-CACA + AE4T-CAEW	Start clock at 1 minute instead of 3	
11	AJCA-CAF8 + AJ2T-CACA + AJ4T-CAEW	Start clock at 2 minutes	
12	A2CA-CAF8 + A22T-CACA + A24T-CAEW	Start clock at 6 minutes	
13	BECA-CAF8 + BE2T-CACA + BE4T-CAEW	Start clock at 9 minutes	
14	LTDA-CA8T	Infinite time	
15	968T-B946 + AE8T-AADW	Sets player lives lower limit on option screen to 1	
16	968T-B946 + BN8T-AADL	Sets player lives upper limit on option screen to 9	
17	AA6T-AAGJ + 3T6T-BF8L	Player 1 starts with 25 lives	
18	AA6T-AAHR + 3T6T-BF9T	Player 2 starts with 25 lives	



19 AA2T-CACW + 3T2T-DF4Y

20 AA4T-CAFE + 3T4T-DF7G

21 PBKT-AA68

22 PVLA-AA3L

23 AT2T-CA3E

24 AT4T-CA50

Player 1 continues with 25 lives

Player 2 continues with 25 lives

Infinite lives—player 1

Infinite lives—player 2

Infinite credits—player 1

Infinite credits—player 2



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Bonanza Brothers and related names are trademarks of Sega Enterprises, Ltd.

## Burning Force™ Game

Be an ace spacepilot with these great Game Genie™ codes for Burning Force™. Try BURN Code 2, 10 hits per vehicle; Code 6, start with 10 vehicles; Code 16, infinite missiles; and Code 55, infinite restart credits. When you use BURN Codes 12 thru 14, you start with the weapon described. You lose this weapon only when you pick up a different weapon. You get back the weapon in the code when you die, continue, or pick it up again. Experts, try BURN Code 8 to start with only 1 vehicle, and Code 19 to start with no missiles. For Codes 21 and 22, no matter what kind of missiles you pick up, you will get the kind specified in the code description.

BURN  
CODE KEY IN . . .

EFFECT . . .

1 AWJA-AA6Y

2 BJWT-AAEG + BLCA-AADW

3 AJWT-AAEG + ALCA-AADW

4 AEWT-AAEG + AGCA-AADW

5 YLJA-AAH8

6 9TWT-BCD8 + BEWT-AAEA

7 9TWT-BCD8 + AEWT-AAEA

8 9TWT-BCD8 + AAWT-AAEA

9 GJWT-BZC8

10 4TWT-BZC8

11 KTWT-B1C8

12 GJWT-BZC8 + GLCA-BZCT

13 4TWT-BZC8 + 4WCA-BZCT

14 KTWT-B1C8 + KWCA-B1CT

15 A4CA-AA4N

16 ALNT-AA54 + ALNT-AA82

17 BJWT-AAC0

18 AJWT-AAC0

19 AAWT-AAC0

20 OJWT-BXDG

Invincibility

10 hits per vehicle

2 hits per vehicle

1 hit per vehicle

Infinite vehicles

Start with 10 vehicles

Start with 2 vehicles

Start with 1 vehicle

Start with wide-range weapons

Start with laser weapons

Start with cross laser weapons

Always have wide range weapons

Always have laser weapons

Always have cross laser weapons

Retain weapons on new vehicles

Infinite missiles

Start with 10 missiles











Start with 2 missiles

Start with no missiles

Start with max missiles





21	C4KA-AA50	Always get max missiles on pick-up	
22	64KA-AA6R	Always get homing missiles on pick-up	
23	BLKA-AAD2 + BLKA-AAET	Always add 10 missiles on pick-up	
24	ALKA-AAD2 + ALKA-AAET	Always add 2 missiles on pick-up	
25	AAWT-AAEN	Start with 5 invincibility items	
26	AEWT-AAEN	Start with 4 invincibility items	
27	AJWT-AAEN	Start with 3 invincibility items	
28	ANWT-AAEN	Start with 2 invincibility items	
29	ATWT-AAEN	Start with 1 invincibility item	
30	AAWT-AAEN + ACBA-AAFJ	Always have 5 invincibility items	
31	AEWT-AAEN + AGBA-AAFJ	Always have 4 invincibility items	
32	AJWT-AAEN + ALBA-AAFJ	Always have 3 invincibility items	
33	ANWT-AAEN + ARBA-AAFJ	Always have 2 invincibility items	
34	ATWT-AAEN + AWBA-AAFJ	Always have 1 invincibility item	
35	SD4A-BE1L	Start on 1st day, area 2	
36	SD4A-BJ1L	Start on 1st day, area 3	
37	SD4A-BN1L	Start on 1st day, area 4	
38	SD4A-BT1L	Start on 2nd day, area 1	
39	SD4A-BY1L	Start on 2nd day, area 2	
40	SD4A-B21L	Start on 2nd day, area 3	
41	SD4A-B61L	Start on 2nd day, area 4	
42	SD4A-BA1L	Start on 3rd day, area 1	
43	RH4A-A61G + 9X4A-BCSJ + BH4A-AAHL	Start on 3rd day, area 2	
44	RH4A-A61G + 9X4A-BCSJ + BM4A-AAHL	Start on 3rd day, area 3	
45	RH4A-A61G + 9X4A-BCSJ + BS4A-AAHL	Start on 3rd day, area 4	
46	RH4A-A61G + 9X4A-BCSJ + BX4A-AAHL	Start on 4th day, area 1	
47	RH4A-A61G + 9X4A-BCSJ + B14A-AAHL	Start on 4th day, area 2	
48	RH4A-A61G + 9X4A-BCSJ + B54A-AAHL	Start on 4th day, area 3	
49	RH4A-A61G + 9X4A-BCSJ + B94A-AAHL	Start on 4th day, area 4	
50	RH4A-A61G + 9X4A-BCSJ + CD4A-AAHL	Start on 5th day, area 1	
51	RH4A-A61G + 9X4A-BCSJ + CH4A-AAHL	Start on 5th day, area 2	
52	RH4A-A61G + 9X4A-BCSJ + CM4A-AAHL	Start on 5th day, area 3	
53	RH4A-A61G + 9X4A-BCSJ + CS4A-AAHL	Start on 5th day, area 4	
54	RH4A-A61G + 9X4A-BCSJ + CX4A-AAHL	Start on final day, final area	
55	AJXA-CA6R	Infinite restart credits	
56	BKKA-AADN	10 restart credits	
57	AZKA-AADN	5 restart credits	
58	AFKA-AADN	1 restart credit	
59	ABKA-AADN	No restarts	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Burning Force and related names are trademarks of Namco Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



## Caliber .50™ Game

Help Captain "Windbreak" Addis escape the jungles of Vietnam in this challenging action game. CAL Code 7 makes you almost invincible. With CAL Code 6, infinite lives, the screen count will decrease to 0, then roll to "FF". You experts can make grenade pick-ups worth a lot less than the normal value of 10 when you use Codes 4 and 5.

CAL CODE	KEY IN ...	EFFECT ...
1	AJBT-AA4Y	MASTER CODE—MUST BE ENTERED
2	AB9A-BE5N	Infinite grenades
3	XGHT-AAF2	Start with 99 grenades
4	AYMT-KA2L	Grenade pick-up adds 5 instead of 10
5	AEMT-KA2L	Grenade pick-up adds 1
6	AB4A-AA2Y	Infinite lives
7	RZ5T-A6YJ	Almost invincible
8	ATMT-KA2A	Power up happens 2x as fast
9	BAMT-KA2A	Power up happens 4x as fast
10	BWJA-B8WL	Start and restart with full power—normal level only
11	BGJA-B8W2	Start and restart with full power—difficult level only



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Caliber .50 and related names are trademarks of Mentrix Software, Inc.

## Castle of Illusion Starring Mickey Mouse™ Game

Just because this is Mickey Mouse doesn't mean it's easy! For the best chance of success, try MICK Codes 4, 7, 8 and 9. They give you all you should need to rescue Minnie Mouse. With Code 3, try not to grab more items past 98. If you do, the counter actually slips back.

MICK CODE	KEY IN ...	EFFECT ...
1	EABT-AA3E	MASTER CODE—MUST BE ENTERED
2	SAGA-BYWR	Each item worth 5 items
3	NNGA-AACJ + NRR A-AABJ	Maximum item capacity becomes 98
4	SC6A-AY0L	Infinite items
5	SCYT-RYVN	Keep items between levels
6	SCKT-AYTA	Infinite tries, lose tries if you fall
7	SC8T-AYXR	Infinite tries, don't lose tries if you fall
8	SCKA-AY1Y	Invincibility





9 E5EA-AAGE

Jump higher



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Castle of Illusion Starring Mickey Mouse and related names are trademarks of The Walt Disney Company.

## Centurion Defender of Rome™ Game

As the old saying goes, Rome wasn't built in a day! With Game Genie™, you can speed up the process, though, in this very hard game. For the fastest path to success, try ROME Code 4 so you can start off with some serious spending money. Code 11 takes you right near the top of the ranks. Code 13 toughens the courage of your legions and will stop them from running away—unless the elephants get to them, or their general is killed. With Code 15, you can fire your ship's catapult as soon as the last shot has landed. Code 16, start with maximum honor, improves your ability to negotiate with the leaders of other lands.

ROME  
CODE KEY IN ...

EFFECT ...

1 R19T-R60T

MASTER CODE—MUST BE ENTERED



Initial Talents—money:

2 8XTA-RCAE

A good starter (500)

3 7DTA-RGAE

A big headstart (1,000)

4 VDTA-SGAE

A major advantage (5,000)



Initial Rank—determines how many legions or fleets you control:

5 K53A-RCDE

Centurion

6 K53A-REDE

Tribune

7 K53A-RGDE

Legatus

8 K53A-RJDE

General

9 K53A-RLDE

Praetor

10 K53A-RNDE

Consul

11 K53A-RRDE

Proconsul



12 ACEA-AA4T

Almost always prevent the populace under the Roman heel from going into revolt



13 HTST-BAG4 + NAST-AAG6

Increase the courage of your legions



14 AXHT-AA6C

Enable your chariot to take corners at any speed



15 DM1T-CA46

Fire ship catapult faster



16 HXTA-RJ2J

Start with maximum honor



17 APOT-AAF4

Speed up battles slightly



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Centurion Defender of Rome and related names are trademarks of Electronic Arts.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



## Columns™ Game

Columns™ is a favorite among players for its simplicity. All you have to do is line up multicolored jewels and progress to higher and faster levels of play. It sounds easier than it is, but if you're a really experienced player and want to make the challenge as fresh as it used to be, COL Code 5 is a good handicap—it prevents you from pausing the game and having all the time in the world to plan your next move! Code 7 is even more of a challenge, since it prevents you from previewing the next jewel. If you're less of an expert and need a helping hand, try Code 6, which lets you practice at a level without having the game speed up.

COL

CODE KEY IN ...

EFFECT ...

1 ETBT-AA4T

MASTER CODE—MUST BE ENTERED



**NOTE: FOR CODES 2, 3, AND 4, THE TIME IS GOOD FOR THE FIRST TRIAL ONLY. AFTER THAT, THE TIME TRIAL IS THREE MINUTES. YOU MUST RETURN TO THE MENU FOR THE CODE TO TAKE EFFECT AGAIN**

2 AEMA-AAC8 + HTMA-AADE

One-minute time trial

3 AJMA-AAC8 + SAMA-AADE

Two-minute time trial

4 AYMA-AAC8 + FTMA-ACDE

Five-minute time trial

5 DKYA-AA62

Can't pause the game

6 ABTT-BA2W

Stay at selected level

7 RF1T-A608 + RF1T-A60T

Disable preview of next jewels



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Columns is a trademark of Sega of America Inc.

## Crack Down™ Game

You're a Special Service agent with a dangerous mission: to eliminate Mr. K and his artificial life system by destroying his robots on four levels of mazes and buildings. There are many DOWN Codes to help you with lives, ammo and weapons for both new games and continues, invincibility and 1-ups. For Codes 38 thru 49, which let you continue with extra ammo and weapons, you're allowed to keep your current quantities if they are more than the number specified in the code. (In that case, the number in the code would be a minimum.)

DOWN

CODE KEY IN ...

EFFECT ...

1 9W6T-BCKL + AW6T-AABN

Start at stage 2

2 9W6T-BCKL + BC6T-AABN

Start at stage 3

3 9W6T-BCKL + BW6T-AABN

Start at stage 4

4 AC6T-AACG + WW6T-BCCJ

Player 1 starts with 1 life

5 AC6T-AACG + YC6T-BCCJ

Player 1 starts with 2 lives

6 AC6T-AACG + V46T-BECJ

Player 1 starts with 6 lives

7 AC6T-AACG + R46T-BECJ

Player 1 starts with 11 lives

8 AC6T-AACG + Z46T-AG4J

Player 1 starts with 26 lives

9 AC6T-AAD4 + WW6T-BCD6












Player 2 starts with 1 life

10 AC6T-AAD4 + YC6T-BCD6







Player 2 starts with 2 lives





11	AC6T-AAD4 + V46T-BED6	Player 2 starts with 6 lives	
12	AC6T-AAD4 + R46T-BED6	Player 2 starts with 11 lives	
13	AC6T-AAD4 + Z46T-AG56	Player 2 starts with 26 lives	
14	AC6T-AAC6 + FC6T-AG48	Player 1 starts with 50 machine gun rounds	
15	AC6T-AAC6 + GW6T-BLL8	Player 1 starts with 100 machine gun rounds	
16	AC6T-AADG + FC6T-AG5J	Player 1 starts with 50 cannon rounds	
17	AC6T-AADG + GW6T-BLMJ	Player 1 starts with 100 cannon rounds	
18	AC6T-AADT + 6C6T-BRDW	Player 1 starts with 6 super bombs	
19	AC6T-AADT + 8C6T-BRDW	Player 1 starts with 9 super bombs	
20	AVMT-AA5W + AVNA-AA4R	Player 1 has infinite super bombs	
21	AC6T-AAET + FC6T-AG6W	Player 2 starts with 50 machine gun rounds	
22	AC6T-AAET + GW6T-BLNW	Player 2 starts with 100 machine gun rounds	
23	AC6T-AAE4 + FC6T-AG66	Player 2 starts with 50 cannon rounds	
24	AC6T-AAE4 + GW6T-BLN6	Player 2 starts with 100 cannon rounds	
25	AC6T-AAFE + 6C6T-BRFG	Player 2 starts with 6 super bombs	
26	AC6T-AAFE + 8C6T-BRFG	Player 2 starts with 9 super bombs	
27	AVMT-AA76 + AVNA-AA2G	Player 2 has infinite supply of super bombs	
28	ADMT-AADL + WXMT-BCDN	Player 1 continues with 1 life	
29	ADMT-AADL + YDMT-BCDN	Player 1 continues with 2 lives	
30	ADMT-AADL + V5MT-BEDN	Player 1 continues with 6 lives	
31	ADMT-AADL + R5MT-BEDN	Player 1 continues with 11 lives	
32	ADMT-AADL + Z5MT-AG5N	Player 1 continues with 26 lives	
33	ADNA-AAFT + WXNA-BCFW	Player 2 continues with 1 life	
34	ADNA-AAFT + YDNA-BCFW	Player 2 continues with 2 lives	
35	ADNA-AAFT + V5NA-BEFW	Player 2 continues with 6 lives	
36	ADNA-AAFT + R5NA-BEFW	Player 2 continues with 11 lives	
37	ADNA-AAFT + Z5NA-AG7W	Player 2 continues with 26 lives	
38	ADST-AAGY	Continue with 0 machine gun rounds instead of 30	
39	BMST-AAGY	Continue with 10 machine gun rounds	
40	GMST-AAGY	Continue with 50 machine gun rounds	
41	NXST-AAGY	Continue with 100 machine gun rounds	



42	ADST-AAG0	Continue with 0 cannon rounds instead of 30	
43	BMST-AAG0	Continue with 10 cannon rounds	
44	GMST-AAG0	Continue with 50 cannon rounds	
45	NXST-AAG0	Continue with 100 cannon rounds	
46	ADST-AAG2	Continue with 0 super bombs instead of 4	
47	AMST-AAG2	Continue with 2 super bombs	
48	A1ST-AAG2	Continue with 5 super bombs	
49	BHST-AAG2	Continue with 9 super bombs	
50	BDMA-AA9E	Infinite lives—player 1	
51	BDNA-AA3N	Infinite lives—player 2	
52	1K3T-FBFC + 6B3T-EOPE + JV3T-EL7G	Get first 1-up at 1,000 points	
53	HV3T-FEP8 + AF3T-EAGA	Get 2nd, 3rd, etc., 1-ups every 10,000 points	
54	RF3T-E60R	1-up worth nothing	
55	LK3T-FJ0R	1-up worth double	
56	LK3T-FN0R	1-up worth triple	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.

Crack Down and related names are trademarks of Sage's Creation.




## Cross Fire™ Game

Terrorists from Central America hold the hostages . . . but you hold the Game Genie™. Defeating the bosses in this game requires a lot of bombs, so why not key in CROSS Code 11 for infinite bombs?










Notes on CROSS Codes: The numbers of seconds in CROSS Codes 27 thru 32 are approximate. When using some CROSS codes in combination, keep in mind that the game has maximum limits on the numbers of items you can have. If you exceed those limits, the game won't be able to keep count of what you have. The combinations that are affected by these limits are the "Start with . . ." codes when they're used with the " . . .worth . . ." codes, including: Codes 5 thru 11 when used with Codes 12 thru 15, 16 thru 22 when used with 23 thru 26, and 34 thru 40 when used with 41 thru 44. If you use these combinations and your items are not adding up correctly, this is the reason. And, as in the normal game, all three power-ups, turbo 1-ups, bomb 1-ups, etc., must be obtained before your supply of these items will be increased.

CROSS  
CODE KEY IN . . .

EFFECT . . .

1	BNXT-CAF4 + BJXT-CAHE	Choose from 1 to 10 lives	
2	DJXT-CAF4 + DEXT-CAHE	Choose from 1 to 25 lives	
3	NYXT-CAF4 + NTXT-CAHE	Choose from 1 to 100 lives	
4	BAJA-AA2N	Infinite lives	
5	ACHT-AAB2	Start with 0 bombs	
6	AGHT-AAB2	Start with 1 bomb	



7	ALHT-AAB2	Start with 2 bombs	
8	A0HT-AAB2	Start with 5 bombs	
9	A8HT-AAB2	Start with 7 bombs	
10	BGHT-AAB2	Start with 9 bombs	
11	AT8A-EA6R	Infinite bombs	
12	HGBA-BJ1Y	Each set of Bs worth 2 bombs	
13	HGBA-BN1Y	Each set of Bs worth 3 bombs	
14	HGBA-BT1Y	Each set of Bs worth 4 bombs	
15	HGBA-BY1Y	Each set of Bs worth 5 bombs	
16	AAJA-AAAG + ACHT-AACA	Start with 0 turbos	
17	AJJA-AAAG + ALHT-AACA	Start with 2 turbos	
18	ANJA-AAAG + ARHT-AACA	Start with 3 turbos	
19	AYJA-AAAG + A0HT-AACA	Start with 5 turbos	
20	A6JA-AAAG + A8HT-AACA	Start with 7 turbos	
21	BEJA-AAAG + BGHT-AACA	Start with 9 turbos	
22	ATKA-AA2T	Infinite turbos	
23	HGBA-BJ1C	Each set of Ts worth 2 turbos	
24	HGBA-BN1C	Each set of Ts worth 3 turbos	
25	HGBA-BT1C	Each set of Ts worth 4 turbos	
26	HGBA-BY1C	Each set of Ts worth 5 turbos	
27	GNKA-AAA8	Each turbo lasts about 1 second	
28	N2KA-AAA8	Each turbo lasts about 2 seconds	
29	XJKA-AAA8	Each turbo lasts about 3 seconds	
30	N2KA-ACA8	Each turbo lasts about 7 seconds	
31	AAKA-AEA8	Each turbo lasts about 10 seconds	
32	AAKA-AGA8	Each turbo lasts about 15 seconds	
33	ATKA-AA4R	Each turbo lasts for the rest of the round	
34	ACHT-AACJ	Start with 0 calls	
35	ALHT-AACJ	Start with 2 calls	
36	ARHT-AACJ	Start with 3 calls	
37	A0HT-AACJ	Start with 5 calls	
38	A8HT-AACJ	Start with 7 calls	
39	BGHT-AACJ	Start with 9 calls	
40	ATST-AA5C	Infinite calls	
41	HF9T-BJYN	Each transceiver item worth 2 calls	
42	HF9T-BNYN	Each transceiver item worth 3 calls	
43	HF9T-BTYN	Each transceiver item worth 4 calls	



44 HF9T-BYYN

Each transceiver item worth  
5 calls

45 HGBT-BJTR

Each set of Ps worth 2x  
normal in shot power

46 HGBT-BNTR

Each set of Ps worth 3x  
normal in shot power

47 ATHT-AA9W

Keep shot power level after dying

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Cross Fire and related names are trademarks of Kyugo Trading Co., Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Cyberball™ Game

Cyberball™ is a futuristic robotic football game where you and your team of robots have to get the ball over the goal line before it explodes on you. There's a wide variety of robot models to choose from—if you have the cash to buy them. You can start with more (or less) than the normal \$50,000 (1-player game) or \$900,000 (2-player game) with CYBE Codes 2 thru 21. Also, Codes 22 thru 24 make workshop purchases free. When using timer Codes 25 thru 31, the time gauge will look a little strange. Experts: Beat the game with this combination and you can call yourself a master—Codes 2, 29 and 34!

CYBE  
CODE KEY IN ...

EFFECT ...

1 DAHT-AA7C

MASTER CODE—MUST BE ENTERED



2 ACLT-ACGY

Start with \$10,000—1-player game

3 LCLT-AEGY

Start with \$25,000—1-player game

4 ACLT-BAGY

Start with \$100,000—1-player game

5 ACLT-ALRY

Start with \$250,000—1-player game

6 ACLT-BA0Y

Start with \$500,000—1-player game

7 XGLT-BXGY

Start with \$999,900—1-player game



8 ACLT-ACHL

Player 1 starts with \$10,000—2-player game

9 LCLT-AEHL

Player 1 starts with \$25,000—2-player game

10 ACLT-ALHL

Player 1 starts with \$50,000—2-player game

11 ACLT-BAHL

Player 1 starts with \$100,000—2-player game

12 ACLT-ALSL

Player 1 starts with \$250,000—2-player game

13 ACLT-BA1L

Player 1 starts with \$500,000—2-player game

14 XGLT-BXHL

Player 1 starts with \$999,900—2-player game



15 ACLT-ACHT

Player 2 starts with \$10,000

16 LCLT-AEHT

Player 2 starts with \$25,000

17 ACLT-ALHT

Player 2 starts with \$50,000

18 ACLT-BAHT

Player 2 starts with \$100,000

19 ACLT-ALST

Player 2 starts with \$250,000

20 ACLT-BA1T





Player 2 starts with \$500,000

21 XGLT-BXHT

Player 2 starts with \$999,900








22	ALVT-AACA	Workshop purchases are free—1-player game	
23	ALTT-AAEA	Workshop purchases are free for player 1—2-player game	
24	ALVA-AADN	Workshop purchases are free for player-2	
25	LDDT-AAHJ	Play selection timer runs down at 1/10x normal speed	
26	HDDT-AAHJ	Play selection timer runs down at 1/7x normal speed	
27	EDDT-AAHJ	Play selection timer runs down at 1/4x normal speed	
28	CDDT-AAHJ	Play selection timer runs down at 1/2x normal speed	
29	AXDT-AAHJ	Play selection timer runs down at 2x normal speed	
30	ASDT-AAHJ	Play selection timer runs down at 3x normal speed	
31	AMDT-AAHJ	Play selection timer runs down at 4x normal speed	
32	BXDT-AA9N	Freeze play selection timer	
33	AMEA-AAGW	Game clock runs at 10x normal speed	
34	AXEA-AAGW	Game clock runs at 5x normal speed	
35	BMEA-AAGW	Game clock runs at 2x normal speed	
36	FDEA-AAGW	Game clock runs at 1/2x normal speed	
37	NXEA-AAGW	Game clock runs at 1/5x normal speed	
38	3DEA-AAGW	Game clock runs at 1/10x normal speed	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Cyberball is a trademark of Sega of America, Inc.




## D.J. Boy™ Game

Plucky Donald J. Boy, a.k.a. D.J. Boy™, needs your help to punch and kick his way through Heavy-Met Tony and his roller team the Dark Knights to get to his lovely Marie. For DJ Codes 1 thru 21, life meter normally starts at a length of 4 and is full, and is extended by 2 at the end of each round. If you start with more life points in the meter than its length can hold, you still get the points, but you can't see them. Starting with a long but partly empty meter is OK, since you can get a hamburger later to fill it up. With Code 23, you must have enough money to buy the item, but you won't be charged.

DJ CODE	KEY IN . . .	EFFECT . . .	
1	BCZA-JA94	Almost infinite life	
2	AGMT-JADR	Start with life meter at length of 1	
3	ARMT-JADR	Start with life meter at length of 3	
4	A0MT-JADR	Start with life meter at length of 5	
5	A4MT-JADR	Start with life meter at length of 6	
6	A8MT-JADR	Start with life meter at length of 7	
7	BCMT-JADR	Start with life meter at length of 8	
8	BGMT-JADR	Start with life meter at length of 9	
9	BLMT-JADR	Start with life meter at length of 10	
10	AGMT-JADG	Start with 1 life point in life meter	
11	ALMT-JADG	Start with 2 life points in life meter	
12	ARMT-JADG	Start with 3 life points in life meter	
13	A0MT-JADG	Start with 5 life points in life meter	

refer to page 11 for instructions. If you still have problems, call 1-513-868-8835.



14	A4MT-JADG	Start with 6 life points in life meter	
15	A8MT-JADG	Start with 7 life points in life meter	
16	BCMT-JADG	Start with 8 life points in life meter	
17	BGMT-JADG	Start with 9 life points in life meter	
18	BLMT-JADG	Start with 10 life points in life meter	
19	AT6T-JA6A	Life meter not extended at end of each round	
20	SE6T-KEYA	Life meter extended by 1 at end of each round	
21	SE6T-KNYA	Life meter extended by 3 at end of each round	
22	CKBA-JA8N	All items in the item shop are free	
23	AVBA-JA84	All items in the item shop that you can afford are free	

WITH CODES 24 THRU 27 DON'T GRAB TOO MANY COINS OR COUNTER WILL START OVER AT ZERO







24	SHFA-MJWY	All coins worth 40	
25	SHFA-MNWX	All coins worth 60	
26	SHFA-MYWX	All coins worth 100	
27	SHFA-MAWX	All coins worth 160	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

D.J. Boy and related names are trademarks of Kaneko USA, Ltd.

## Decapattack™ Game

Losing your head over this tough, tough game? Try DECAP Code 2 for virtual invincibility, and Code 4 for an infinite amount of everything you need to play with power and fight the good fight against Max D. Cap.

DECAP CODE	KEY IN ...	EFFECT ...	
1	AJBT-AA3G	MASTER CODE—MUST BE ENTERED	
2	R17T-E60G	Almost invincible	
3	AL2T-EA5W	Bridge segments don't fall	
4	CX8A-EA5N	Infinite everything	
5	G57A-FAPA	Start with 6 lives	
6	G57A-FAN2	Start with 6 of everything	
7	GX7A-FAN2	Start with 4 of everything	
8	GH7A-FAN2	Start with 1 of everything	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Decapattack and related names are trademarks of Sega of America, Inc.



## Desert Strike™ Game

Fire up your chopper and head out to stop the evil Madman from implementing his plan for regional domination. This challenging combat game is a nice blend of strategy and action. Running out of fuel and armor can be a problem. Solve the fuel crisis with STRIKE Code 34, and beef up your armor with Code 37. Code 9, infinite lives, is also quite a picker-upper. Expert high-tech warriors, try achieving victory using Code 5 (1 life) and Code 35 (max armor = 300).

STRIKE

CODE KEY IN . . .

EFFECT . . .















1 RH9T-860E MASTER CODE—MUST BE ENTERED



**NOTE: DON'T GO TO THE PASSWORD SCREEN WHEN USING CODES 2 THRU 4, OR YOU CAN END UP BACK ON CAMPAIGN 1**

2	AE1A-AAGG	Start at campaign 2	
3	AJ1A-AAGG	Start at campaign 3	
4	AN1A-AAGG	Start at campaign 4	
5	AE1A-AADC	Start with 1 life instead of 3	
6	AJ1A-AADC	Start with 2 lives	
7	AY1A-AADC	Start with 5 lives	
8	BE1A-AADC	Start with 9 lives	
9	D3ZA-AA7E	Infinite lives	
10	MBST-WEEN	Chain gun capacity is 600 rounds instead of 1,178	
11	4BST-WREN	Chain gun capacity is 2,000 rounds	
12	VBST-XGEN	Chain gun capacity is 5,000 rounds	
13	AKST-WAER	Chain gun inflicts 2 points of damage instead of 3	
14	A3ST-WAER	Chain gun inflicts 6 points of damage	
15	BVST-WAER	Chain gun inflicts 12 points of damage	
16	CVST-WAFL	Hydra capacity is 20 rockets instead of 38	
17	NVST-WAFL	Hydra capacity is 100 rockets	
18	FVST-WCFL	Hydra capacity is 300 rockets	
19	BKST-WAFN	Hydra rocket inflicts 10 points of damage instead of 25	
20	GKST-WAFN	Hydra rocket inflicts 50 points of damage	
21	NVST-WAFN	Hydra rocket inflicts 100 points of damage	
22	AVST-WAGJ	Hellfire capacity is 4 missiles instead of 8	



23	DFST-WAGJ	Hellfire capacity is 25 missiles	
24	NPST-WAGJ	Hellfire capacity is 99 missiles	
25	GKST-WAGL	Hellfire missile inflicts 50 points of damage instead of 100	
26	3BST-WAGL	Hellfire missile inflicts 200 points of damage	
27	WBST-WCGL	Hellfire missile inflicts 400 points of damage	
28	AMLT-AA44	Infinite capacity for all weapons	
29	GKET-AAAC	Fuel capacity is 50 units instead of 100	
30	3BET-AAAC	Fuel capacity is 200 units	
31	8VET-ACAC	Fuel capacity is 500 units	
32	AVET-AAF8	Helicopter consumes fuel faster	
33	AFET-AAF8	Helicopter consumes fuel slower	
34	ABET-AAF8	Helicopter consumes no fuel	
35	FVET-ACGT	Maximum armor protection is 300 instead of 600	
36	0BET-AJGT	Maximum armor protection is 1,200	
37	2VET-AWGT	Maximum armor protection is 2,500	
38	AHSA-AAFR	Helicopter carries 1 passenger instead of 6	
39	ASSA-AAFR	Helicopter carries 3 passengers	
40	BMSA-AAFR	Helicopter carries 10 passengers	
41	SHRA-BJYR	Red cross box worth 2 extra lives instead of 1	
42	SHRA-BTYR	Red cross box worth 4 extra lives	
43	AXRA-AA6R	Red cross box worth nothing	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.


Desert Strike and related names are trademarks of Electronic Arts.

## Dick Tracy™ Game

Dick Tracy™ has his trusty pistol and machine gun to help overcome lots of enemies, including kingpin Big Boy Caprice and henchmen like Flattop and Pruneface (our favorite). Star code is DICK Code 8, which protects you from enemy punches and bullets, but watch out—certain hazards can still hurt you. Code 7 lets you start with 99 lives. Experts, try DICK Code 1 and see how far you can get.

DICK  
CODE KEY IN . . .

EFFECT . . .

1	AHNA-JABE	Start with 1 life instead of 3	
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2	A1NA-JABE	Start with 5 lives
3	A9NA-JABE	Start with 7 lives
4	BHNA-JABE	Start with 9 lives
5	DHNA-JABE	Start with 25 lives
6	GMNA-JABE	Start with 50 lives
7	NSNA-JABE	Start with 99 lives
8	EW7A-LA7C	Almost invincible
9	RGDA-N6WG	Infinite time



Remember, you can pick 'n mix your codes!

Dick Tracy and related names are trademarks of Touchstone.

## Dinoland™ Game

The fun of pinball and the excitement of vicious fighting dinosaurs are the highlights of Dinoland™. (You can also learn something about dinosaurs by reading the manual.) You normally get 3 lives. Use DINO Codes 1 thru 18 to select the number of lives you want. Codes 9, 10 and 19 give you infinite lives. 10 is the normal number of bonus points. Select more or fewer with Codes 20 thru 27.

DINO CODE	KEY IN . . .	EFFECT . . .
1	AF1T-AAGR	Player 1 starts with 1 life
2	AK1T-AAGR	Player 1 starts with 2 lives
3	AV1T-AAGR	Player 1 starts with 4 lives
4	AZ1T-AAGR	Player 1 starts with 5 lives
5	A31T-AAGR	Player 1 starts with 6 lives
6	A71T-AAGR	Player 1 starts with 7 lives
7	BB1T-AAGR	Player 1 starts with 8 lives
8	BF1T-AAGR	Player 1 starts with 9 lives
9	R1GA-A6ZT	Infinite lives for player 1—1-player game
10	J35T-AA7R	Infinite lives for player 1—2-player game
11	AF1T-AAG4	Player 2 starts with 1 life
12	AK1T-AAG4	Player 2 starts with 2 lives
13	AV1T-AAG4	Player 2 starts with 4 lives
14	AZ1T-AAG4	Player 2 starts with 5 lives
15	A31T-AAG4	Player 2 starts with 6 lives
16	A71T-AAG4	Player 2 starts with 7 lives
17	BB1T-AAG4	Player 2 starts with 8 lives
18	BF1T-AAG4	Player 2 starts with 9 lives
19	C35T-AA88	Infinite lives—player 2
20	AZ1T-AAGJ	Player 1 starts with 5 bonus points
21	CV1T-AAGJ	Player 1 starts with 20 bonus points
22	GK1T-AAGJ	Player 1 starts with 50 bonus points
23	NV1T-AAGJ	Player 1 starts with 100 bonus points





24	AZ1T-AAGY	Player 2 starts with 5 bonus points
25	CV1T-AAGY	Player 2 starts with 20 bonus points
26	GK1T-AAGY	Player 2 starts with 50 bonus points
27	NV1T-AAGY	Player 2 starts with 100 bonus points



Remember, you can pick 'n mix your codes!

Dinoland is a trademark of Renovation Products, Inc.

## Dynamite Duke™ Game

This action shooter lets you experience hand-to-hand combat with bionic mutants at the end of every level—something we've always enjoyed. DUKE Codes 8 thru 11 allow you to have more than 9 of those cool dynamite punches, even though the screen can show only 9. Also cool is the bazooka, and Codes 35 thru 39 let you adjust the number of shots you get with it.

DUKE








CODE KEY IN ...

EFFECT ...

1	BJWA-AA5W	Invincibility
2	AJBT-AAG2	Start on stage 2
3	ANBT-AAG2	Start on stage 3
4	ATBT-AAG2	Start on stage 4
5	AYBT-AAG2	Start on stage 5
6	A2BT-AAG2	Start on stage 6
7	A6BT-AAG2	Start on stage 7
8	F31T-BJ1W + AB1T-AA96	Each D pick-up worth 2 dynamite punches
9	F31T-BT1W + AB1T-AA96	Each D pick-up worth 4 dynamite punches
10	F31T-B21W + AB1T-AA96	Each D pick-up worth 6 dynamite punches
11	F31T-BA1W + AB1T-AA96	Each D pick-up worth 8 dynamite punches
12	AJWA-AA20	Infinite dynamite punches
13	NTBT-AAH0	Begin each stage with 100 rounds of ammo
14	9JBT-AAH0	Begin each stage with 250 rounds of ammo
15	72BT-AEH0	Begin each stage with 750 rounds of ammo
16	66BT-AGH0	Begin each stage with 999 rounds of ammo
17	AJYT-AA6A	Infinite machine gun ammo
18	ATNA-AA2A	Keep ammo when advancing to next stage
19	BK2A-AAAN	4-bullet box worth 10 rounds
20	DF2A-AAAN	4-bullet box worth 25 rounds
21	NV2A-AAAN	4-bullet box worth 100 rounds





22	CV2A-AAA0	8-bullet box worth 20 rounds	
23	GK2A-AAA0	8-bullet box worth 50 rounds	
24	3B2A-AAA0	8-bullet box worth 200 rounds	
25	WB2A-ACA0	8-bullet box worth 400 rounds	
26	GK2A-AACC	Full-auto weapon carries 50 rounds	
27	NV2A-AACC	Full-auto weapon carries 100 rounds	
28	8V2A-ACCC	Full-auto weapon carries 500 rounds	
29	BTYA-AA9N	Full-auto weapon lasts until next stage	
30	CB2A-AAE8	Magnum pistol carries 15 rounds	
31	GP2A-AAE8	Magnum pistol carries 50 rounds	
32	NZ2A-AAE8	Magnum pistol carries 100 rounds	
33	3F2A-AAE8	Magnum pistol carries 200 rounds	
34	G2YT-AA3J	Magnum pistol lasts until next stage	
35	A32A-AAF4	Bazooka carries 5 rounds	
36	CZ2A-AAF4	Bazooka carries 20 rounds	
37	GP2A-AAF4	Bazooka carries 50 rounds	
38	NZ2A-AAF4	Bazooka carries 100 rounds	
39	CJYT-AA4N	Bazooka lasts until next stage	
40	BB2A-AABG	Flak jacket less protective	
41	EB2A-AABG	Flak jacket more protective	
42	NV2A-AABG	Flak jacket much more protective	
43	BB2A-AAC0	First aid restores 1 bar of life gauge	
44	FB2A-AAC0	First aid restores 5 bars of life gauge	
45	JB2A-AAC0	First aid restores life gauge to full	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Dynamite Duke and related names are trademarks of Seibu Kaihatsu, Inc.

## ESWAT™ Game

Prevent the terrorist organization E.Y.E. from taking over the world, all with your Game Genie™ and these powerful codes. Use SWAT Codes 8 thru 12 to start with the number of lives that you select, instead of the normal 3. Most enemies will not harm you with SWAT Code 13. Code 19 can be combined with Codes 20 thru 23 to make life-ups worth multiple lives. The normal value of 4 credits at the start of the game can be varied with Codes 24 thru 27.

SWAT

CODE KEY IN...

EFFECT...

1	AKWA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 2
2	AVWA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 3
3	A3WA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 4
4	BBWA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 5
5	BKWA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 6
6	BVWA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 7
7	B3WA-BA20 + FKWA-B924 + AKWA-AA26	Start on mission 8





8	A41T-FA38	Start with 7 lives	
9	BC1T-FA38	Start with 9 lives	
10	EW1T-FA38	Start with 25 lives	
11	KG1T-FA38	Start with 50 lives	
12	AB2A-AACN	Infinite lives	
13	J78A-AEWC	Almost invincible	
14	AATT-B62J	Floor spikes do no damage	
15	AV3A-B666	Life-up restores 1 bar of life gauge instead of 2	
16	BV3A-B666	Life-up restores 3 bars of life gauge	
17	CB3A-B666	Life-up restores 4 bars of life gauge	
18	JB3A-B666	Life-up restores life gauge to full	
19	1K3A-BE6Y	Life-up worth same as 1-up	
20	AK2A-AAB2	1-up worth 2 lives instead of 1	
21	AP2A-AAB2	1-up worth 3 lives	
22	AZ2A-AAB2	1-up worth 5 lives	
23	CB2A-AAB2	1-up worth 10 lives	
24	AFWA-AABC	Start with 1 credit	
25	AKWA-AABC	Start with 2 credits	
26	BKWA-AABC	Start with 10 credits	
27	BDCA-EA9E	Infinite credits	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

ESWAT and related names are trademarks of Sega of America, Inc.





















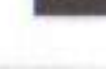
Game Genie is a trademark of Lewis Galoob Toys, Inc.

## The Faery Tale Adventure™ Game

Save the land of Holm (Sweet Holm?) from the evil Necromancer and his horde in this top-view RPG, which is divided into sub-quests to make it more interesting. Building up your character points, normally a tough row to hoe, is made easier with lots of codes to increase your bravery, luck, vitality, etc. TALE Codes 16, 21 and 25 protect you against most enemies by giving you a few hundred bravery points. If you do not use Codes 19 or 20, the starting number of vitality points varies depending on the amount of starting bravery, luck, and kindness that the character has. Experts should try tackling Julian's task with Codes 2, 9 and 12, starting the game with no coins, luck or bravery.

TALE CODE	KEY IN ...	EFFECT ...	
1	R11A-R6WW	MASTER CODE—MUST BE ENTERED	
2	ABTT-AAD0	Julian starts with 0 coins instead of 20	
3	NVTT-AAD0	Julian starts with 100 coins	
4	8VTT-ACD0	Julian starts with 500 coins	
5	67TT-AGD0	Julian starts with 999 coins	






6	ABTT-AADT	Julian starts with 0 kindness points instead of 15	
7	GKTT-AADT	Julian starts with 50 kindness points	
8	NPTT-AADT	Julian starts with 99 kindness points	
9	ABTT-AADL	Julian starts with 0 luck points instead of 20	
10	GKTT-AADL	Julian starts with 50 luck points	
11	NPTT-AADL	Julian starts with 99 luck points	
12	ABTT-AADE	Julian starts with 0 bravery points instead of 35	
13	GKTT-AADE	Julian starts with 50 bravery points	
14	NVTT-AADE	Julian starts with 100 bravery points	
15	FVTT-ACDE	Julian starts with 300 bravery points	
16	8VTT-ACDE	Julian starts with 500 bravery points	
17	A2DA-CA38	All items are free even though the price still shows on screen	
18	AJYT-AA9E	Swim without losing vitality points	
19	GKVT-BA8R	Julian, Phillip, and Kevin start with 50 vitality points	
20	NVVT-BA8R	Julian, Phillip, and Kevin start with 100 vitality points	
21	FVTT-ACEC	Phillip starts with 300 bravery points instead of 20	
22	NPTT-AAEJ	Phillip starts with 99 luck points instead of 35	
23	NPTT-AAER	Phillip starts with 99 kindness points instead of 15	
24	NVTT-AAEY	Phillip starts with 100 coins instead of 15	
25	FVTT-ACFE	Kevin starts with 300 bravery points instead of 15	
26	NPTT-AAFL	Kevin starts with 99 luck points instead of 20	
27	NPTT-AAFT	Kevin starts with 99 kindness points instead of 35	
28	NVTT-AAF0	Kevin starts with 100 coins instead of 10	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.  
The Faery Tale Adventure and related names are trademarks of Microillusions, Inc.



## Fantasia™ Game

Anyone who thinks Mickey Mouse is for little kids ought to try playing Fantasia™. It's mystical, magical and HARD! Game Genie™ is almost a necessity. All the codes can help you make it through in one piece. You'll really want to try FAN Code 2, which gives you an infinite number of dramatic large spells to cast on your enemies.

FAN CODE	KEY IN ...	EFFECT ...	
1	RFVA-A6WT	Infinite small spells	
2	RFVA-A6VJ	Infinite large spells	
3	ATVA-AA78	Infinite lives	
4	RFRT-A6XR	Infinite strength against obstacles	

**IMPORTANT: WITH CODE 5, IF YOU FALL OFF AN EDGE, MICKEY WILL ENTER INTO A LONG, LONG FALL. USE THIS TIME TO POSITION HIM FOR WHERE YOU WANT HIM TO LAND. HE WILL EVENTUALLY STOP AND THE GAME WILL RESUME**

5	JBRT-AEYW	Infinite strength under water	
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Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Fantasia and related names are trademarks of The Walt Disney Company.








Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Fatal Labyrinth™ Game

Yo, Trykaar. Yeah, you. Go to Dragonia and vanquish the monsters who have stolen the Holy Goblet. Oh, almost forgot. Take these Game Genie™ codes to help you in your quest! With FATAL Code 8, most enemy hits do no damage, but other things such as curses, Medusas, and lack of food can still affect hit points. With Code 20, your amount of food does not decrease as you walk. But be careful! Enemies can still steal your food supply, and curses can affect it too. And if you grab too much food, you may wind-up eating too much and stay stuffed forever. If you do, turn the effects switch off and wait for your food level to go back down before switching back on. FATAL Code 24 lets you kill most enemies with one blow (not including misses).

FATAL CODE	KEY IN ...	EFFECT ...	
1	BABT-AA4G	MASTER CODE—MUST BE ENTERED	
2	CBFA-AAER + CBFA-AAET	Start with 10/10 hit points instead of 50/50	
3	ABFA-ACER + ABFA-ACET	Start with 100/100 hit points	
4	ABFA-ALER + ABFA-ALET	Start with 500/500 hit points	
5	ABFA-BAER + ABFA-BAET	Start with 1,000/1,000 hit points	
6	ABFA-ALNR + ABFA-ALNT	Start with 2,500/2,500 hit points	
7	ABFA-BAYR + ABFA-BAYT	Start with 5,000/5,000 hit points	
8	C4NT-AA5N	Almost infinite hit points	
9	AV2A-B22T	Restore hit points 4x as fast	
10	BB2A-B22T	Restore hit points 8x as fast	
11	CV2A-B22T	Restore hit points 20x as fast	
12	AKFA-AAE0	Start with 2 food instead of 10	



13	EBFA-AAE0	Start with 20 food	
14	LBFA-AAE0	Start with 50 food	
15	XFFA-AAE0	Start with 99 food	
16	BDBA-BA6T	Most armor items worth 6 to 8 armor points instead of 1 or 2	
17	CXBA-BA6T	Most armor items worth 12 to 16 armor points	
18	AF3T-BJ3C	Each food item worth 10 instead of 30	
19	AZ3T-BJ3C	Each food item worth 40	
20	AB2A-AAEE	Never need food for exploring	
21	AK2A-AAEE	Use up food twice as fast	
22	BK3T-AAD6	Each gold item worth 10 instead of 30	
23	HV3T-AAD6	Each gold item worth 60	
24	BKJA-AA9A	Kill most enemies with one blow!	





Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Fatal Labyrinth and related names are trademarks of Sega of America, Inc.




Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Fire Shark™ Game



This game is a very tough challenge. With your trusty time-traveling biplane, you have to stop the marauding enemy from taking over the whole world. There are so many enemies out to get you that you might want to try FIRE Code 6 for infinite lives, and Code 15 for infinite bombs. That ought to even things up a bit. Change the number of credits you start with from the normal 5 using Codes 16 thru 22. The maximum number of lives or bombs shown on the screen will be 5, but if you have more, the counter does count correctly. FIRE Code 23 gives you a weapon upgrade faster. Hotshots should try starting with one credit using Code 16—and then see how hot they really are. Code 24 lets you keep a regular weapon upgrade, but not a special weapon.

FIRE CODE	KEY IN ...	EFFECT ...	
1	9TEA-BGKC + AYEА-AABE	Start with 5 lives	
2	9TEA-BGKC + A2EA-AABE	Start with 6 lives	
3	9TEA-BGKC + A6EA-AABE	Start with 7 lives	
4	9TEA-BGKC + BAEA-AABE	Start with 8 lives	
5	9TEA-BGKC + BEEA-AABE	Start with 9 lives	
6	ATEA-AA5J	Infinite lives	
7	AFMT-AAEC	Start with 1 bomb	
8	AZMT-AAEC	Start with 5 bombs	
9	A7MT-AAEC	Start with 7 bombs	
10	BFMT-AAEC	Start with 9 bombs	
11	AFMT-AACC	Start with 1 bomb after losing a life	
12	AZMT-AACC	Start with 5 bombs after losing a life	



13	A7MT-AACC	Start with 7 bombs after losing a life	
14	BFMT-AACC	Start with 9 bombs after losing a life	
15	AK8T-AA4L	Infinite bombs	
16	ANEA-BE2A	Start with 4 credits	
17	A6EA-BE2A	Start with 8 credits	
18	BEEA-BE2A	Start with 10 credits	
19	DEEA-BE2A	Start with 26 credits	
20	GJEA-BE2A	Start with 51 credits	
21	NNEA-BE2A	Start with 100 credits	
22	ATFA-AA3R	Infinite credits	

**IMPORTANT: DON'T USE CODES 23 AND 24 TOGETHER OR THE GAME WILL FREEZE**






23	LCGA-BNWX	Each power-up item is worth 3x normal	
24	BBMT-AACA	Keep regular weapon upgrade after you lose a life	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).














Fire Shark is a trademark of Toaplan Co., Ltd.

## Forgotten Worlds™ Game

Slug the Reptilian Thugs and zap the Zipper Worms with the aid of these unforgettable codes. Try boosting your Zenny count with FORGOT Codes 10, 12, 14 and 16 for more purchasing power in the shops. Get infinite energy by using Codes 19 and 20 together. Codes 9 thru 32 affect both players identically, for a boost to your two-player simultaneous game. Experts can start at half energy with Codes 1 and 2 and have less Zenny with Codes 3 and 6.

FORGOT CODE	KEY IN ...	EFFECT ...	
1	CTWA-CAFC	Player 1 starts at half strength	
2	CTWT-CAAR	Player 2 starts at half strength	
3	AAWA-CAFT	Player 1 starts with 0 Zenny instead of 2,500	
4	AAWA-DL7T	Player 1 starts with 7,500 Zenny	
5	ANWA-CAFR	Player 1 starts with 32,500 Zenny	
6	AAWT-CABC	Player 2 starts with 0 Zenny instead of 2,500	
7	AAWT-DL3C	Player 2 starts with 7,500 Zenny	
8	ANWT-CABA	Player 2 starts with 32,500 Zenny	
9	AD8T-AEE2	Tiny coin is worth 200 Zenny instead of 100	
10	AD8T-BAE2	Tiny coin is worth 1,000 Zenny	



11	AD8T-AEE6	Regular coin is worth 200 Zenny instead of 500	
12	AD8T-BAY6	Regular coin is worth 5,000 Zenny	
13	AD8T-ALFA	Large coin is worth 500 Zenny instead of 1,000	
14	AH8T-AAE8	Large coin is worth 11,000 Zenny	
15	AM8T-AAFC	Huge coin is worth 20,000 Zenny instead of 10,000	
16	A18T-AAFC	Huge coin is worth 50,000 Zenny	
17	CD8T-BE6J + TH8T-AD6L	All coins are worth 1,000 Zenny	
18	R18T-BE6J + TH8T-AD6L	All coins are worth 7,500 Zenny	
19	ATGA-CA2W	Enemy attacks do not reduce strength	
20	AVCA-CA60	Getting trapped by obstacles does not reduce strength	
21	BM8T-BJ9L	POW prize gives less strength	
22	FD8T-BJ9L	POW prize gives more strength	
23	AX8T-BJ9W	Drum prize gives less strength	
24	CX8T-BJ9W	Drum prize gives more strength	
25	2M8A-CAFA	Paramecium is harder to kill	
26	2D8A-CAFA	Paramecium is easier to kill	
27	2D8A-CAFA + AM8A-CAPC	Paramecium is much easier to kill	
28	AJPT-CACR	Machinery Room leads to Wasteland instead of Doomed Harbor	
29	ANPT-CACR	Machinery Room leads to Stone Corridors	
30	ATPT-CACR	Machinery Room leads to Inner Sanctum	
31	A2PT-CACR	Machinery Room leads to Miasma	
32	BAPT-CACR	Machinery Room leads to Tower of Dread	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.  
 Forgotten Worlds and related names are trademarks of Capcom.



## Flicky™ Game

This is a strangely addictive action game. Help Flicky™ the bluebird grab all the Chirps and save them from the Tiger Cats and Iggy Lizards. It's not that easy, but there is an appealing simplicity to the game play. FLICK Code 9, infinite lives, will help you out. With Code 10, you can always get high score! For experts, Code 2 will make it tough to win.

FLICK CODE	KEY IN ...	EFFECT ...
1	ATBT-AA4L	MASTER CODE—MUST BE ENTERED
2	AETA-CAAJ	Start with 1 life
3	AJTA-CAAJ	Start with 2 lives
4	ATTA-CAAJ	Start with 4 lives
5	AYTA-CAAJ	Start with 5 lives
6	BJTA-CAAJ	Start with 10 lives
7	B6TA-CAAJ	Start with 15 lives
8	CTTA-CAAJ	Start with 20 lives
9	AVCA-CA30	Infinite lives
10	AABT-AAFE	Hi score starts at 0, not 100,000
11	AJTA-CEAR	Start on round 2
12	ANTA-CGAR	Start on round 3
13	ATTA-CJAR	Start on round 4
14	AYTA-CLAR	Start on round 5
15	A2TA-CNAR	Start on round 6
16	A6TA-CRAR	Start on round 7
17	BATA-CTAR	Start on round 8
18	BETA-CWAR	Start on round 9



Remember, you can pick 'n mix your codes!

Flicky and related names are trademarks of Sega of America Inc.

## Gain Ground™ Game




When you've experienced the usual challenge of helping Ashra, Betty and Jonny rescue all the captives, check out GAIN Codes 17 thru 23 so you can play the stages out of sequence for a new twist.

Keep in mind that with GAIN Code 9, even though you may have killed every enemy, you still need to move all of the characters to the exit to advance to the next stage. Codes 10 thru 16 can sometimes work for you, and at other times against you. One of the ways to advance to the next stage is to reduce the number of enemies to exactly zero, but sometimes these codes prevent that. If this happens, the only way to end a round is to use the other way of advancing to the next stage—by getting all the characters to the exit.




GAIN CODE	KEY IN ...	EFFECT ...
1	D3GA-AAE2	30 seconds to complete round
2	HVGA-AAE2	1 minute to complete round
3	MKGA-AAE2	1 minute 30 seconds to complete round
4	SBGA-AAE2	2 minutes to complete round





5	0VGA-AAE2	3 minutes to complete round	
6	8BGA-AAE2	4 minutes to complete round	
7	97GA-AAE2	4 minutes, 15 seconds to complete round	
8	AVGA-AA8E	Infinite time to complete round	
9	AK9T-AA5E	Must get everybody to the exit to complete round	

SOMETIMES CODES 10 THRU 16 REQUIRE YOU TO GET ALL CHARACTERS TO THE EXIT TO END THE ROUND

10	SB9T-BLXE	Each dead enemy counts as 2	
11	SB9T-BRXE	Each dead enemy counts as 3	
12	SB9T-BWXE	Each dead enemy counts as 4	
13	SB9T-B0XE	Each dead enemy counts as 5	
14	SB9T-B4XE	Each dead enemy counts as 6	
15	SB9T-B8XE	Each dead enemy counts as 7	
16	SB9T-BCXE	Each dead enemy counts as 8	
17	SAYT-BJVE + SAYT-BJVJ	Play every other stage (1, 3, 5, 7 . . .)	
18	SAYT-BNVE + SAYT-BNVJ	Play every 3rd stage	
19	SAYT-BTVE + SAYT-BTVJ	Play every 4th stage	
20	SAYT-BYVE + SAYT-BYVJ	Play every 5th stage	
21	SAYT-B2VE + SAYT-B2VJ	Play every 6th stage	
22	SAYT-B6VE + SAYT-B6VJ	Play every 7th stage	
23	SAYT-BAVE + SAYT-BAVJ	Play every 8th stage	





Remember, you can pick 'n mix your codes!

Gain Ground and related names are trademarks of Renovation Products, Inc.

## Ghouls 'N Ghosts™ Game

As Sir Arthur, you have a challenging quest ahead of you: defeat the Prince of Darkness and rescue your damsel. GNG Code 2 gives you infinite lives, Code 3 multiplies your score by 10, and Codes 4 thru 13 start you on the level you choose. Code 14 will give you an advantage by charging up your power more quickly, but there must be at least one dot filled on the magic gauge for the code to work, and don't use it with the fireball.

GNG  
CODE KEY IN . . .

1	EABA-AA3Y	MASTER CODE—MUST BE ENTERED	
2	A3WT-AA6G	Infinite lives	
3	9TZA-ABZY + BJZA-AAF0	Each point worth 10	
4	9TEA-BCKL + TTEA-B93R + AEEA-AABN	Start on floating island	
5	9TEA-BCKL + TTEA-B93R + AAEA-ACBN	Start in windmill village	
6	9TEA-BCKL + TTEA-B93R + AEEA-ACBN	Start in town of fire	
7	9TEA-BCKL + TTEA-B93R + AAEA-AEBN	Start in Baron Rankle's tower	



8	9TEA-BCKL + TTEA-B93R + AEEA-AEBN	Start in horrible faced mountains
9	9TEA-BCKL + TTEA-B93R + AAEA-AGBN	Start in crystal forest
10	9TEA-BCKL + TTEA-B93R + AEEA-AGBN	Start on ice slides and giant hands
11	9TEA-BCKL + TTEA-B93R + AAEA-AJBN	Start on dragons and demons
12	9TEA-BCKL + TTEA-B93R + AEEA-AJBN	Start on base of morningstar ladder
13	9TEA-BCKL + TTEA-B93R + AAEA-ALBN	Start on Prince of Darkness
14	AF3T-AAFY	Instant charge on magic armor/weapon



**DON'T USE  
WITH FIREBALL**

Remember, you can pick 'n mix your codes!

Ghouls 'N Ghosts and related names are trademarks of Capcom.

## Golden Axe™ Game

Save the land of Yuria from the evil oppressor Death Adder. In this game, you fight with close-range attacks and a powerful magic that kills everything on the screen. Use Code 1 to become invincible, and Code 5 for infinite lives.

AXE CODE	KEY IN ...	EFFECT ...
1	BB0A-AA8E	Infinite hit points
2	RF7A-A6WA	Infinite magic
3	FGXA-BJX6	Each magic pot worth 2
4	FGXA-BNX6	Each magic pot worth 3
5	KB7T-AA4A	Infinite lives
6	AJTT-AA8L	Infinite credits
7	AJ6T-BA6T	Start with 2 credits instead of 4
8	A26T-BA6T	Start with 6 credits
9	BA6T-BA6T	Start with 8 credits
10	ABAA-ACFW	Start with 1 life instead of 3—1st credit only
11	ABAA-ALFW	Start with 5 lives—1st credit only
12	ABAA-ARFW	Start with 7 lives—1st credit only
13	ABAA-AFWF	Start with 9 lives—1st credit only
14	ABAA-AEF2	Start with 2 magic pots instead of 1
15	ABAA-AJF2	Start with 4 magic pots
16	SA7A-BEYL	Start on stage 2
17	SA7A-BJYL	Start on stage 3
18	SA7A-BNYL	Start on stage 4
19	SA7A-BTYL	Start on stage 5
20	SA7A-BYYL	Start on stage 6
21	SA7A-B2YL	Start on stage 7
22	SA7A-B6YL	Start on stage 8



**NOTE: IF YOU HAVE MORE THAN 3 LIVES, THE GRAPHICS ON THE COUNTER  
LOOK WEIRD, BUT IT STILL COUNTS CORRECTLY**



23	AATT-ACHJ	1 life after continue instead of 3
24	AATT-ALHJ	5 lives after continue
25	AATT-ARHJ	7 lives after continue
26	AATT-AWHJ	9 lives after continue
27	AATT-ACHJ	Continue with 1 life
28	AATT-ALHJ	Continue with 5 lives
29	AATT-ARHJ	Continue with 7 lives
30	AATT-AWHJ	Continue with 9 lives



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Golden Axe and related names are trademarks of Sega of America, Inc.

## Golden Axe II™ Game

In this fantasy fighting game, which features cool magic graphics, you can defeat the evil Dark Guld and return peace and prosperity to the land with the aid of these great Game Genie™ codes. Normally, you get to live 3 lives. There's a wide variety of codes to change this for either player (or both players). Remember, if you have more than 3 lives, the life gauge looks strange, but the game still keeps proper track of the number. Try AXE2 Code 16 for infinite lives, but you can still lose lives if you fall. To use magic with Codes 17 or 18, select special magic and don't move the marker past the highest number or the game will freeze.

AXE2

CODE KEY IN . . .

EFFECT . . .

1	AEBT-AADN	Player 1 starts with 1 life
2	AJBT-AADN	Player 1 starts with 2 lives
3	AYBT-AADN	Player 1 starts with 5 lives
4	A6BT-AADN	Player 1 starts with 7 lives
5	BEBT-AADN	Player 1 starts with 9 lives
6	AEBT-AAE2	Player 2 starts with 1 life
7	AJBT-AAE2	Player 2 starts with 2 lives
8	AYBT-AAE2	Player 2 starts with 5 lives
9	A6BT-AAE2	Player 2 starts with 7 lives
10	BEBT-AAE2	Player 2 starts with 9 lives
11	AGXA-AADR	Both players continue with 1 life
12	ALXA-AADR	Both players continue with 2 lives
13	A0XA-AADR	Both players continue with 5 lives
14	A8XA-AADR	Both players continue with 7 lives
15	BGXA-AADR	Both players continue with 9 lives
16	BTJA-AA48	Infinite lives—both players
17	FEPA-BJYA	Each magic book is worth 2
18	FEPA-BNYA	Each magic book is worth 3



Golden Axe II and related names are trademarks of Sega Enterprises, Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



## Growl™ Game

This is a great fighting game that gives you powerful weapons. You use them to save animals from poachers—a worthy cause. Boost your ammo quantities to unheard-of levels or cut it back to zero by selecting from GRR Codes 4 thru 18. For Codes 20 thru 27, the number of shots you get with the new weapon the codes have given you will still be the same number as the original weapon you picked up. For example, with Code 23, if you pick up a rocket launcher, it becomes a pistol, but there will be only 4 shots in it—like the rocket launcher. Of course, if you have also used one of shot codes, such as 14 thru 18, you can change the number of rocket-launcher shots.

GRR CODE	KEY IN . . .	EFFECT . . .
1	ETBT-AA42	MASTER CODE—MUST BE ENTERED
2	R1XA-C6W2	Infinite energy
3	AVHT-AA6W	Infinite credits
4	ABPA-GAC8	Each pistol has 0 bullets
5	AKPA-GAC8	Each pistol has 2 bullets
6	AVPA-GAC8	Each pistol has 4 bullets
7	BBPA-GAC8	Each pistol has 8 bullets
8	AW9T-AA4Y	Each pistol has infinite bullets
9	ABPA-GADA	Each AK-47 has 0 bursts
10	AKPA-GADA	Each AK-47 has 2 bursts
11	AVPA-GADA	Each AK-47 has 4 bursts
12	A3PA-GADA	Each AK-47 has 6 bursts
13	AXAA-AA5N	Each AK-47 has infinite bursts
14	ABPA-GADC	Each rocket launcher has 0 rockets
15	AKPA-GADC	Each rocket launcher has 2 rockets
16	A3PA-GADC	Each rocket launcher has 6 rockets
17	BBPA-GADC	Each rocket launcher has 8 rockets
18	AXAT-AA3A	Each rocket launcher has infinite rockets
19	ACHT-B69T	Each object picked up is nothing
20	AGHT-B69T	Each object picked up is a knife
21	ALHT-B69T	Each object picked up is an iron bar
22	ARHT-B69T	Each object picked up is a sword
23	AWHT-B69T	Each object picked up is a pistol
24	A0HT-B69T	Each object picked up is an AK-47
25	A4HT-B69T	Each object picked up is a rocket launcher
26	A8HT-B69T	Each object picked up is a whip
27	BCHT-B69T	Each object picked up is a grenade



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Growl is a trademark of Taito Corporation.



## Hardball!™ Game

You can add to your enjoyment of America's national pastime with these great Game Genie™ codes. Use HARD Code 1 and make your pitcher a superman who can pitch forever, because his pitches aren't counted. Use Codes 2 or 3 for batting and fielding practice only—the game never ends! With Codes 4 or 5, don't strike out or walk. And with Codes 6 thru 14, the rules of the game were meant to be broken!

**IMPORTANT: THERE ARE TWO VERSIONS OF THIS GAME. IF THE "A" CODE DOES NOT WORK ON YOUR GAME, TRY THE "B" CODE**

HARD CODE KEY IN . . .	EFFECT . . .	
1A RF0T-A60J 1B RF0T-A60J	Pitchers don't get tired	
2A AKSA-AA3E 2B AKSA-AA3E	Infinite innings	
3A AL5A-AA6A + AK5T-AA9A 3B AL5T-AA9E + AL6A-AA7R	Infinite outs	
4A AK5T-AA7R 4B AK5T-AA7W	Infinite strikes	
5A AK5T-AA6A 5B AK5T-AA6E	Infinite balls	
6A AF5T-AAF8 + AF2T-AADJ 6B AF2T-AADN + AF5T-AAGC + AGGA-AAG8	Only need 1 strike for a strikeout	
7A AK5T-AAF8 + AK2T-AADJ 7B AK2T-AADN + AK5T-AAGC + ALGA-AAG8	Only need 2 strikes for a strikeout	
8A AV5T-AAF8 + AV2T-AADJ 8B AV2T-AADN + AV5T-AAGC + AWGA-AAG8	Must get 4 strikes for a strikeout	
9A AZ5T-AAF8 + AZ2T-AADJ 9B AZ2T-AADN + AZ5T-AAGC + A0GA-AAG8	Must get 5 strikes for a strikeout	
10A AF5T-AAE2 + AF2T-AAEA + AGHT-AABC + AGNA-AAAW + AGSA-AAHA 10B AF2T-AAEE + AF5T-AAE6 + AGHT-AADJ + AGNA-AAC2 + AGST-AACY	Only need 1 ball for a walk	
11A AK5T-AAE2 + AK2T-AAEA + ALHT-AABC + ALNA-AAAW + ALSA-AAHA 11B AK2T-AAEE + AK5T-AAE6 + ALHT-AADJ + ALNA-AAC2 + ALST-AACY	Only need 2 balls for a walk	
12A AP5T-AAE2 + AP2T-AAEA + ARHT-AABC + ARNA-AAAW + ARSA-AAHA 12B AP2T-AAEE + AP5T-AAE6 + ARHT-AADJ + ARNA-AAC2 + ARST-AACY	Only need 3 balls for a walk	



13A AZ5T-AAE2 + AZ2T-AAEA + A0HT-AABC +  
A0NA-AAAW + A0SA-AAHA

Need 5 balls for a walk



13B AZ2T-AAEE + AZ5T-AAE6 + A0HT-AADJ +  
A0NA-AAC2 + A0ST-AACY

14A A35T-AAE2 + A32T-AAEA + A4HT-AABC +  
A4NA-AAAW + A4SA-AAHA

Need 6 balls for a walk



14B A32T-AAEE + A35T-AAE6 + A4HT-AADJ +  
A4NA-AAC2 + A4ST-AACY

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Hardball! is a trademark of Accolade, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Heavy Nova™ Game

Hand-to-hand combat to save the Earth from alien conquest is the focus of this futuristic side-scrolling fighting game. If it's you against the computer, try NOVA Codes 1 and 2 to give yourself infinite energy and power (power can still go down when you shoot a missile, but it will go back up), and Code 8 to start the computer at a low energy level. If you're a hotshot, speed up the clock with Code 14, and if that's not enough, try winning the game with Code 17 and only one restart!

NOVA

CODE KEY IN ...

1 ATHA-AA3N

EFFECT ...

Infinite energy—player 1



2 ATHA-AA4E

Infinite power—player 1



3 ATJT-AA60

Infinite energy—player 2  
(or computer in a 1-player game)



4 ATJT-AA7R

Infinite power—player 2  
(or computer in a 1-player game)



5 AART-ANEA+ AART-ANEG

Limit player 2 (or computer in a  
1-player game) to power level 6

6 AART-AJEA+ AART-AJEG

Limit player 2 (or computer in a  
1-player game) power level 4



7 AART-AEEA+ AART-AEEG

Limit player 2 (or computer in a  
1-player game) to power level 2

8 VA1T-DJTJ+ 2E1T-DCJL

Start computer at low energy level

9 B3AT-AA9R

Infinite time



10 AFAT-AAHJ+ AFAT-AAHW

Run time down at 1/2x normal speed



11 SFAT-BJZW

Run time down at 2x normal speed

12 SFAT-BNZW

Run time down at 3x normal speed

13 SFAT-BTZW

Run time down at 4x normal speed



14 SFAT-BAZW

Run time down at 8x normal speed

15 ATET-AA4W

Infinite continues

16 BE0T-CACJ

9 continues





17 AE0T-CACJ

1 continue

18 AA0T-CACJ

No continues



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Heavy Nova is a trademark of Micronet Co., Ltd.

## Hellfire™ Game

Lots of bullets to dodge in this very challenging spaceship shooter. Use HELL Code 1, infinite missiles, and Code 2, infinite lives, to help you stop the evil Super Mech and blow away the Black Nebula trying to take over the galaxy. You super shooters, try your luck with HELL Code 9.

HELL  
CODE KEY IN ...

EFFECT ...

1 ATZA-AA9R

Infinite Hellfire™ missiles



2 ATYA-AA4J

Infinite lives



3 SEXA-BNTW

First power-up item worth more



### WITH CODE 4, SOME THINGS CAN'T BE DESTROYED WHEN YOU SHOOT THEM

4 SEXA-BATW

First power-up item gives max power

5 AALA-BA9A

Start with no missiles instead of 2



6 ATLA-BA9A

Start with 4 missiles

7 A2LA-BA9A

Start with 6 missiles



8 BALA-BA9A

Start with 8 missiles

9 AERA-AABR

Start with 1 player instead of 3



10 BARA-AABR

Start with 8 players

11 DERA-AABR

Start with 25 players

12 GJRA-AABR

Start with 50 players



13 NNRA-AABR

Start with 99 players

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Hellfire and related names are trademarks of NCS/TOAPLAN.

## Herzog™ Zwei Game

This battle-of-the-bases war game requires strategic thinking and careful management of your money. Plenty of Game Genie™ codes to help you with both! ZWEI Code 3 does give you infinite money, but when you spend, money is deducted from your total. Therefore, when buying a command you may temporarily run short of G's and have to wait until you build up enough. With Code 6, you can't shoot down planes with anti-aircraft fire, but you can switch off the effect when you want to. If you use ZWEI Code 7, you won't be able to defend your base—so be ready to switch off when you have to. With Code 8, the game lasts forever, since it prevents the players' bases from being destroyed. Switch off effects to finish the game. Codes 12 thru 16 set both players' total strength at the start of the game to the level chosen. Normally, once you decide you want to buy a weapon, it takes a few seconds for that weapon to be made and become available for pick up. With Code 2, there's no wait. Code 4 allows you to fly or walk around without energy loss.

ZWEI  
CODE KEY IN ...

EFFECT ...

1 AJBT-AA68












MASTER CODE—MUST BE ENTERED








refer to page 11 for instructions. If you still have problems, call 1-513-868-8835.



## Common codes:

2	JP4T-AE0N	All weapons are made immediately	
3	DV4T-AA6R	Infinite money	
4	AJ7A-AA36	Infinite energy	
5	B2HA-AA98	Infinite ammunition	
6	ATNA-AA32	Infinite stamina against anti-aircraft fire	
7	AJLT-AA7W	Infinite stamina against bullets	
8	BCGT-AA5L	Infinite total strength	
9	RGFA-A602	Immediate energy recovery	
10	NCFA-BE92	Immediate ammunition recovery	
11	RGFA-A6ZY	Immediate stamina recovery	
12	AF0A-AADY	Total strength starts at 1	
13	NV0A-AADY	Total strength starts at 100	
14	8V0A-ACDY	Total strength starts at 500	
15	VB0A-BGDY	Total strength starts at 5,000	
16	LB0A-AHXY	Total strength starts at 50,000	

## Player 1 codes:

17	AAEA-BA36	Never get money	
18	JAEA-BJV6	Get 80 G's per second in 1st battle stage, 200 in stages 2 thru 8	
19	JAEA-BNV6	Get 120 G's per second in 1st battle stage, 240 in stages 2 thru 8	
20	JAEA-BTV6	Get 160 G's per second in 1st battle stage, 280 in stages 2 thru 8	
21	JAEA-BYV6	Get 200 G's per second in 1st battle stage, 320 in stages 2 thru 8	
22	JAEA-B2V6	Get 240 G's per second in 1st battle stage, 360 in stages 2 thru 8	
23	JAEA-B6V6	Get 280 G's per second in 1st battle stage, 400 in stages 2 thru 8	
24	JAEA-BAV6	Get 320 G's per second in 1st battle stage, 440 in stages 2 thru 8	
25	AA0T-AAFY	Start with no G's	
26	NT0T-AAFY	Start with 1,000 G's	
27	8T0T-ACFY	Start with 5,000 G's	
28	VA0T-BGFY	Start with 50,000 G's	
29	CA0T-ARPY	Start with 100,000 G's	



30	ZA0T-AC7Y	Start with 250,000 G's	
31	LA0T-AHZY	Start with 500,000 G's (maximum)	
Player 2 codes:			
32	AAEA-BA50	Never get money	
33	JAEA-BJX0	Get 80 G's per second in 1st battle stage, 200 in stages 2 thru 8	
34	JAEA-BNX0	Get 120 G's per second in 1st battle stage, 240 in stages 2 thru 8	
35	JAEA-BTX0	Get 160 G's per second in 1st battle stage, 280 in stages 2 thru 8	
36	JAEA-BYX0	Get 200 G's per second in 1st battle stage, 320 in stages 2 thru 8	
37	JAEA-B2X0	Get 240 G's per second in 1st battle stage, 360 in stages 2 thru 8	
38	JAEA-B6X0	Get 280 G's per second in 1st battle stage, 400 in stages 2 thru 8	
39	JAEA-BAX0	Get 320 G's per second in 1st battle stage, 440 in stages 2 thru 8	
40	AA1A-AAEA	Start with no G's	
41	NT1A-AAEA	Start with 1,000 G's	
42	8T1A-ACEA	Start with 5,000 G's	
43	VA1A-BGEA	Start with 50,000 G's	
44	CA1A-ARNA	Start with 100,000 G's	
45	ZA1A-AC6A	Start with 250,000 G's	
46	LA1A-AHYA	Start with 500,000 G's (maximum)	




Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Herzog is a trademark of Techno Soft.











Game Genie is a trademark of Lewis Galoob Toys, Inc.

## The Immortal™ Game

Lots of blood and guts in this challenging fantasy adventure, and some difficult puzzles to solve, too. Get help in your search for your long-lost master by using MORT Codes 2 and 4—infinite vitality in battles and infinite continues. Start with more gold with Codes 9 and 10. Slime oil is free with Code 11, although its price will still show as 60 or 80. Get many (but not all) items free with Code 12, even though their regular prices are shown. Finally, get super power to kick butt on enemies with Code 13. Experts, try Code 8 and start with no gold.

MORT CODE	KEY IN . . .	EFFECT . . .	
1	R19T-860L	MASTER CODE—MUST BE ENTERED	
2	BAVT-CA4N	Infinite vitality—most battles	
3	RHAT-A600	Infinite fireball shots while you have fireballs in your inventory	







4	AWAT-AA9J	Infinite continues	
5	BEOT-CAH6	Start with 10 continues instead of 3	
6	AAOT-CAH6	Start with 1 continue	
7	AYOT-CAH6	Start with 6 continues	
8	ABYA-AAGN	Start new game with 0 gold instead of 20	
9	GVYA-ACGN	Start new game with 520 gold	
10	CBYA-ANGN	Start new game with 160 gold	
11	ABMA-AAGC	Slime oil costs nothing instead of 80 or 60 gold	
12	AMCA-AA4T	Many items are free	
13	STVT-DWA8 + AAVT-CABA	Destroy most enemies in battle with one hit	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

The Immortal is a trademark of Electronic Arts.

## Insector X™ Game

Baglon-Belzeid and the Belzers might sound like a new rock group to most people, but fans of this sci-fi shooter know better. When using SECT Codes 11 thru 19, keep in mind that the largest number of stock that can be displayed on the options screen is 9, and on the playing screen it's 99. If stock is set to a number larger than these, the displays look bizarre, but the game still plays properly. Codes 20 thru 22 slow the speed of the game, and Codes 23 thru 25 speed it up. Don't combine Codes 26 thru 29—when shot power gets greater than 6, the game will freeze. Some final tips: The game plays to your level. If you have a lot of shot power, the enemies will be harder to kill. In some cases, it's better to have LESS shot power, because the enemies will go easier on you! Also, the speed codes have the greatest effect on difficulty, not the shot power codes.

SECT CODE	KEY IN . . .	EFFECT . . .	
1	AVZA-AA3G	Keep shot power after dying	
2	AVZA-AA3N	Keep special weapons after dying	
3	BVSA-AA2W	Infinite stock	
4	AVWA-AA2W	Infinite credits	
5	AAFA-AAFY	1 credits	
6	AEFA-AAFY	2 credit	
7	AJFA-AAFY	3 credits	
8	AYFA-AAFY	6 credits	
9	BJFA-AAFY	11 credits	
10	CTFA-AAFY	21 credits	



11	BJDA-AAD4 + BJBT-AABA	Start with 10 stock
12	B6DA-AAD4 + B6BT-AABA	Start with 15 stock
13	CTDA-AAD4 + CTBT-AABA	Start with 20 stock
14	DEDA-AAD4 + DEBT-AABA	Start with 25 stock
15	GJDA-AAD4 + GJBT-AABA	Start with 50 stock
16	NTDA-AAD4 + NTBT-AABA	Start with 100 stock
17	9JDA-AAD4 + 9JBT-AABA	Start with 250 stock
18	8TDA-ACD4 + 8TBT-AABA	Start with 500 stock
19	7ADA-AGD4 + 7ABT-AABA	Start with 1,000 stock
20	BKZA-AABY	Starting speed of 10
21	B7ZA-AABY	Starting speed of 15
22	CVZA-AABY	Starting speed of 20
23	D3ZA-AABY	Starting speed of 30
24	EPZA-AABY	Starting speed of 35
25	GKZA-AABY	Starting speed of 50



**IMPORTANT: DO NOT COMBINE CODES THAT ADD SHOT POWER (26 THRU 29), OR THE GAME WILL FREEZE UP**

26	SFYT-BNT0	Each P worth 3 (half) shot power
27	SFYT-B2T0	Each P worth 6 (full) shot power
28	SFYT-BJT0	Each P worth 2 & each PP worth 3 shot power
29	SFYA-B218	Each PP worth 6 (full) shot power



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Insector X and related names are trademarks of Sages' Creation, Inc.










## James Buster Douglas Knockout Boxing™ Game

Give yourself a boost against the toughest opponents with BUST Codes 13 and 14. They help you recover from damage faster. To have a box-a-thon like in the old days, set the round length at a hair under 10 minutes with Code 7, and select 19 rounds per bout using Code 22. For Codes 8 thru 11, the referee still signals 10 on the last count, but the count will be shortened according to the code. Experts, try Code 12.

BUST CODE	KEY IN ...	EFFECT ...
1	PPGA-AEDL	Rounds last 30 seconds instead of 1:30
2	2PGA-AJDL	Rounds last 1 minute
3	RPGA-AWDL	Rounds last 2 minutes
4	EPGA-A6DL	Rounds last 3 minutes
5	TPGA-BRDL	Rounds last 5 minutes
6	6PGA-AAML	Rounds last 7 minutes
7	57GA-A6ML	Rounds last 9 minutes, 59 seconds
8	APDA-AADJ + APHT-AAEN + APHT-AAC6	Knockout count is 3 instead of 10





9	AZDA-AADJ + AZHT-AAEN + AZHT-AAC6	Knockout count is 5	
10	A7DA-AADJ + A7HT-AAEN + A7HT-AAC6	Knockout count is 7	
11	BFDA-AADJ + BFHT-AAEN + BFHT-AAC6	Knockout count is 9	
12	P3WT-BFXR + 0BWT-B25T + AEAT-AACE + AJAT-AAGE	Player 1's damage meter recovers more slowly	
13	P3WT-BFXR + 0BWT-B25T + CAAT-AACE + AJAT-AAGE	Player 1's damage meter recovers faster	
14	P3WT-BFXR + 0BWT-B25T + JAAT-AACE + AJAT-AAGE	Player 1's damage meter recovers much faster	
15	P3WT-BFXR + 0BWT-B25T + AJAT-AACE + AEAT-AAGE	Player 2's damage meter recovers more slowly	
16	P3WT-BFXR + 0BWT-B25T + AJAT-AACE + CAAT-AAGE	Player 2's damage meter recovers faster	
17	P3WT-BFXR + 0BWT-B25T + AJAT-AACE + JAAT-AAGE	Player 2's damage meter recovers much faster	
18	734T-ABYG + YB4T-B26J + ATAT-AABY + BJAT-AAFY	Player 1 scores fewer points	
19	734T-ABYG + YB4T-B26J + EAAT-AABY + BJAT-AAFY	Player 1 scores more points	
20	734T-ABYG + YB4T-B26J + BJAT-AABY + ATAT-AAFY	Player 2 scores fewer points	
21	734T-ABYG + YB4T-B26J + BJAT-AABY + EAAT-AAFY	Player 2 scores more points	
22	CTLT-AAC0 + CNLT-AAFE	Choose 1 to 19 rounds instead of 1 to 12 on options screen	

Remember, you can pick 'n mix your codes!

James Buster Douglas Knockout Boxing is a trademark of Sega of America, Inc.

## James Pond, Underwater Agent™ Game

Help James Pond clean up the ocean and stop the evil Dr. Maybe in this colorful action game. POND Code 7 makes the time go by twice as fast whenever there is a time limit in effect. Code 9 makes you almost invincible—the Sea Nymph is always with you, so most things do not harm you. Being out of the water still affects your health on the Fishometer, though. If the normal number of lives (3) seems fishy to you, dial in your own choice with Codes 10 thru 16. If you have more than 3 lives, only 3 will be shown on the screen.

POND  
CODE KEY IN . . .

1 RZZT-R61C

2 AV9A-AA84








EFFECT . . .

MASTER CODE—MUST BE ENTERED

Infinite lives





3	SB8T-BJ08 + EWKT-A43Y	Each thing saved or collected is worth 2	
4	SB8T-BN08 + EWKT-A43Y	Each thing saved or collected is worth 3	
5	SB8T-BT08 + EWKT-A43Y	Each thing saved or collected is worth 4	
6	B4FA-AA20	Infinite time	
7	SCFA-BLT0	Time goes by 2x as fast	
8	979A-AAHL	Sea nymph stays with you longer after you lose a life	
9	AK1T-AA9T	Almost invincible	
10	AGGA-AAHW	Start with 1 life	
11	A0GA-AAHW	Start with 5 lives	
12	A8GA-AAHW	Start with 7 lives	
13	BGGA-AAHW	Start with 9 lives	
14	CWGA-AAHW	Start with 20 lives	
15	GLGA-AAHW	Start with 50 lives	
16	NRGA-AAHW	Start with 99 lives	
17	9WGT-BCKY + AGGT-AAB0 + 5WGT-AVB2	Start on mission 2	
18	9WGT-BCKY + ALGT-AAB0 + 5WGT-AVB2	Start on mission 3	
19	9WGT-BCKY + ARGT-AAB0 + 5WGT-AVB2	Start on mission 4	
20	9WGT-BCKY + AWGT-AAB0 + 5WGT-AVB2	Start on mission 5	
21	9WGT-BCKY + A0GT-AAB0 + 5WGT-AVB2	Start on mission 6	
22	9WGT-BCKY + A4GT-AAB0 + 5WGT-AVB2	Start on mission 7	
23	9WGT-BCKY + A8GT-AAB0 + 5WGT-AVB2	Start on mission 8	
24	9WGT-BCKY + BCGT-AAB0 + 5WGT-AVB2	Start on mission 9	
25	9WGT-BCKY + BGGT-AAB0 + 5WGT-AVB2	Start on mission 10	
26	9WGT-BCKY + BLGT-AAB0 + 5WGT-AVB2	Start on mission 11	
27	9WGT-BCKY + BRGT-AAB0 + 5WGT-AVB2	Start on mission 12	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

James Pond, Underwater Agent and related names are trademarks of Millenium.

## James Pond™ II Codename: Robocod™ Game

Uh-oh! Dr. Maybe is back, and it's your job to stop him. This is not going to be a smooth ride, so be thankful for these Game Genie™ codes. Infinite lives with POND2 Code 3, added to invincibility with Code 8, should do the trick. With Code 9, keep in mind that you may have to hit the bad guys before they hit you, or the code won't work. Use Code 12 and once you get wings, you have them forever. Key in these codes and world peace will surely be restored!








POND2  
CODE KEY IN ...

EFFECT ...

1 R1RT-R6X0 MASTER CODE—MUST BE ENTERED





2	A2DA-AAAW	Start with 6 lives	
3	AJ8T-AA9G	Infinite lives	
4	AY8T-AAHN	Restart with 5 chances	
5	AYDA-AAA2	Start with 5 chances	
6	AJ8A-AA8C	Spikes don't hurt	
7	AJ8T-AA26	Bad guys don't hurt when you have 2 or more energy units on the "fish-o-meter"	
8	968T-B93C	Invincibility—bad guys explode when you touch them!	
9	AVAA-AA90	Most bad guys die after 1 hit	
10	ALZA-AA5A	Infinite continues	
11	BADA-AAAE	8 continues	
12	AJYT-AA20	Keep wings from round to round	






Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

James Pond and Robocod are trademarks of Millenium.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Joe Montana Football™ Game

Joe Montana gained fame as a great play-caller. Now you can be a great code-caller with these Game Genie™ gems! Looking for more pressure to make the big plays? Try JOE Codes 16 or 17 to shorten the play clock, and see if you can pull it off. With Codes 11 thru 15, keep in mind that when the computer is allowed more than 4 downs, it still punts on the 4th down—so the advantage is yours. If the computer is allowed less than 4 downs, it will always run plays and never punt.

JOE CODE	KEY IN . . .	EFFECT . . .	
1	ATBT-AA2A	MASTER CODE—MUST BE ENTERED	
2	AEBT-AAHJ	1 timeout per half—team 1	
3	AYBT-AAHJ	5 timeouts per half—team 1	
4	A6BT-AAHJ	7 timeouts per half—team 1	
5	BEBT-AAHJ	9 timeouts per half—team 1	
6	AEBT-AAHR	1 timeout per half—team 2	
7	AYBT-AAHR	5 timeouts per half—team 2	
8	A6BT-AAHR	7 timeouts per half—team 2	
9	BEBT-AAHR	9 timeouts per half—team 2	
10	REGT-A60T	Infinite timeouts for both teams	
11	ANSA-AAHW	Only have 2 plays to get a first down	
12	ATSA-AAHW	Only have 3 plays to get a first down	



13	A2SA-AAHW	Have 5 plays to get a first down
14	A6SA-AAHW	Have 6 plays to get a first down
15	BASA-AAHW	Have 7 plays to get a first down
16	B6VT-AABL	15 seconds per play instead of 45
17	D2VT-AABL	30 seconds per play
18	HTVT-AABL	60 seconds per play



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Joe Montana Football and related names are trademarks of Sega of America, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Joe Montana II Sports Talk Football™ Game

This is one of the toughest football challenges of them all, and the play-by-play is a cool feature. Plenty of Game Genie™ codes give you pinpoint control over plays, the clock, the length of the quarters, even the scoring values. Note that JOE2 Codes 11 thru 18 replace the 20-minute game option on the options screen. The options screen will still display a 20-minute game, even when a code has been used to change this. The 40-minute game and 60-minute game options work as normal. Think you have Super Bowl potential? Try JOE2 Code 1 and see if you can put together a scoring drive!

JOE2 CODE	KEY IN ...	EFFECT ...
1	AKFT-RAGA	Only have 1 play to make a first down
2	APFT-RAGA	Only have 2 plays to make a first down
3	AVFT-RAGA	Only have 3 plays to make a first down
4	AKFT-RA74	Have infinite plays to make a first down
5	AFGA-RACC	Every drive starts as 1st and goal, no matter where the ball is!
6	C1TA-CAHY	Play clock is 15 seconds long
7	GDTA-CAHY	Play clock is 30 seconds long
8	NDTA-CAHY	Play clock is 60 seconds long
9	WDTA-CAHY	Play clock is 90 seconds long
10	AAMA-AAD4	Play clock is infinite
11	ADVA-NCDR	1-minute quarters (4-minute game)
12	ADVA-NEDR	2-minute quarters (8-minute game)
13	ADVA-NAMR	20-minute quarters (80-minute game)
14	ADVA-NLMR	25-minute quarters (100-minute game)
15	ADVA-PAMR	30-minute quarters (120-minute game)
16	ADVA-NLXR	45-minute quarters (180-minute game)
17	ADVA-NA5R	60-minute quarters (240-minute game)
18	ADVA-PL5R	75-minute quarters (300-minute game)
19	ADVA-CAAW	0 timeouts per half—home team
20	AHVA-CAAW	1 timeout per half—home team
21	AMVA-CAAW	2 timeouts per half—home team
22	AVDT-CA5E	Infinite timeouts—home team





23	ADVA-CAAN	0 timeouts per half—visiting team
24	AHVA-CAAN	1 timeout per half—visiting team
25	AMVA-CAAN	2 timeouts per half—visiting team
26	AVDT-CA68	Infinite timeouts—visiting team
27	ABGA-RADN	Touchdowns worth 0 points
28	AFGA-RADN	Touchdowns worth 1 points
29	AKGA-RADN	Touchdowns worth 2 points
30	APGA-RADN	Touchdowns worth 3 points
31	AVGA-RADN	Touchdowns worth 4 points
32	AZGA-RADN	Touchdowns worth 5 points
33	A7GA-RADN	Touchdowns worth 7 points
34	BBGA-RADN	Touchdowns worth 8 points
35	BFGA-RADN	Touchdowns worth 9 points
36	ABGA-RAC2	Extra points worth 0 points
37	AKGA-RAC2	Extra points worth 2 points
38	APGA-RAC2	Extra points worth 3 points
39	AVGA-RAC2	Extra points worth 4 points
40	AZGA-RAC2	Extra points worth 5 points
41	A3GA-RAC2	Extra points worth 6 points
42	A7GA-RAC2	Extra points worth 7 points
43	BBGA-RAC2	Extra points worth 8 points
44	BFGA-RAC2	Extra points worth 9 points
45	ABGA-RADC	Field goals worth 0 points
46	AFGA-RADC	Field goals worth 1 points
47	AKGA-RADC	Field goals worth 2 points
48	AVGA-RADC	Field goals worth 4 points
49	AZGA-RADC	Field goals worth 5 points
50	A3GA-RADC	Field goals worth 6 points
51	A7GA-RADC	Field goals worth 7 points
52	BBGA-RADC	Field goals worth 8 points
53	BFGA-RADC	Field goals worth 9 points
54	ABGA-RAEC	Safeties worth 0 points
55	AFGA-RAEC	Safeties worth 1 points
56	APGA-RAEC	Safeties worth 3 points
57	AVGA-RAEC	Safeties worth 4 points
58	AZGA-RAEC	Safeties worth 5 points
59	A3GA-RAEC	Safeties worth 6 points
60	A7GA-RAEC	Safeties worth 7 points
61	BBGA-RAEC	Safeties worth 8 points
62	BFGA-RAEC	Safeties worth 9 points



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Joe Montana II Sports Talk Football is a trademark of Sega of America, Inc.  
Game Genie is a trademark of Lewis Galoob Toys, Inc.



## John Madden Football™ Game

Coach Madden believes in a strong defense, so the offense in this realistic football challenge has to work extra hard. Use MADD Codes 10 and 11 to get more time to brush up on your techniques. Field goals and extra points can sometimes make or break you, so why not have some fun and spice up the competition by changing their values with Codes 42 thru 57? If you're Super-Bowl bound, see what you can do when every play is 1st and goal—the pressure is always on to get a touchdown!

With MADD Code 28, the down never counts down. With Codes 23 thru 27, if the computer is allowed more than 4 downs, it still punts on the 4th down—so the advantage is yours. If the computer is allowed less than 4 downs, it will always run plays and never punt. Codes 6 thru 11 replace the 5-minute-per-quarter option in the options screen. It will still display the 5-minute quarter even though a code has been used to change this. The 15-minute quarter option works as normal.

MADD

CODE KEY IN ...

EFFECT ...

1 RH9A-R6V2 MASTER CODE—MUST BE ENTERED



CODES 2 THRU 5 MAY CAUSE DELAYS IN PLAYS AND KICK-OFFS

2 B8KA-AADG Random time on play clock

3 D4KA-AADG Random time on play clock



WITH CODES 4 AND 5, THE COMPUTER WILL RUN DOWN THE PLAY CLOCK—  
BEST TO USE IN 2-PLAYER MODE

4 HWKA-AADG Play clock starts at 60 seconds

5 MLKA-AADG Play clock starts at 90 seconds



6 D2XT-CADL Each quarter lasts 30 seconds

7 HTXT-CADL Each quarter lasts 1 minute

8 SAXT-CADL Each quarter lasts 2 minutes

9 MAXT-CEDL Each quarter lasts 10 minutes

10 NAXT-CJDL Each quarter lasts 18:20

11 BAXT-CRDL Each quarter lasts 30 minutes



12 AB4A-AAGE Home team starts with 0 timeouts

13 AF4A-AAGE Home team starts with 1 timeout

14 AK4A-AAGE Home team starts with 2 timeouts

15 AZ4A-AAGE Home team starts with 5 timeouts

16 BF4A-AAGE Home team starts with 9 timeouts



17 AB4A-AAGL Visiting team starts with 0 timeouts

18 AF4A-AAGL Visiting team starts with 1 timeout

19 AK4A-AAGL Visiting team starts with 2 timeouts

20 AZ4A-AAGL Visiting team starts with 5 timeouts

21 BF4A-AAGL Visiting team starts with 9 timeouts



22 RF5A-A618 Infinite timeouts for both teams

















23 ALHA-AAB2 Only get 1 play to get a first down

24 ARHA-AAB2 Only get 2 plays to get a first down

25 AWHHA-AAB2 Only get 3 plays to get a first down





26	A4HA-AAB2	Have 5 plays to get a first down	
27	A8HA-AAB2	Have 6 plays to get a first down	
28	ALHA-AA3W	Always first down	
29	FCJA-AAFJ	Only need 5 yards for a first down	
30	SCJA-AAFJ	Must get 15 yards for a first down	
31	YCJA-AAFJ	Must get 20 yards for a first down	
32	8CJA-AAFJ	Must get 30 yards for a first down	
33	ALJA-AA7R	Always goal-to-go—must get touchdown	
34	ALHT-AA9E	Touchdown worth 0 points	
35	GCHT-BE1E	Touchdown worth 1 point	
36	GCHT-BJ1E	Touchdown worth 2 points	
37	GCHT-BN1E	Touchdown worth 3 points	
38	GCHT-BT1E	Touchdown worth 4 points	
39	GCHT-BY1E	Touchdown worth 5 points	
40	GCHT-B61E	Touchdown worth 7 points	
41	GCHT-BA1E	Touchdown worth 8 points	
42	ACHT-BE5J	Extra point worth 0 points	
43	ALHT-BE5J	Extra point worth 2 points	
44	ARHT-BE5J	Extra point worth 3 points	
45	AWHT-BE5J	Extra point worth 4 points	
46	A0HT-BE5J	Extra point worth 5 points	
47	A4HT-BE5J	Extra point worth 6 points	
48	A8HT-BE5J	Extra point worth 7 points	
49	BCHT-BE5J	Extra point worth 8 points	
50	ACHT-BE46	Field goal worth 0 points	
51	AGHT-BE46	Field goal worth 1 point	
52	ALHT-BE46	Field goal worth 2 points	
53	AWHT-BE46	Field goal worth 4 points	
54	A0HT-BE46	Field goal worth 5 points	
55	A4HT-BE46	Field goal worth 6 points	
56	A8HT-BE46	Field goal worth 7 points	
57	BCHT-BE46	Field goal worth 8 points	
58	BLJA-AA4E	Safety worth 0 points	
59	GCJA-BEWE	Safety worth 1 point	
60	GCJA-BNWE	Safety worth 3 points	
61	GCJA-BTWE	Safety worth 4 points	
62	GCJA-BYWE	Safety worth 5 points	
63	GCJA-B2WE	Safety worth 6 points	
64	GCJA-B6WE	Safety worth 7 points	
65	GCJA-BAWE	Safety worth 8 points	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

John Madden Football and related names are trademarks of Electronic Arts.



## John Madden Football 92™ Game

Boost your chances of winning the EASN championship with these Game Genie™ codes! This game is great for the many plays you have to choose from, and now you also have a great selection of codes to choose from. MAD92 Codes 5 thru 10 replace the 5-minute-per-quarter option in the options screen. The screen will still display the 5-minute quarter, even though a code has been used to change this. The 15-minute quarter option works as normal. With MAD92 Code 25, the down never counts down. With Codes 21 thru 24, if the computer is allowed more than 4 downs, it still punts on the 4th down—so the advantage is yours. If the computer is allowed less than 4 downs, it will always run plays and never punt. Experts: Key in MAD92 Code 30 for a real tough challenge.

MAD92

CODE KEY IN ...

EFFECT ...

1 RH9A-R6YE MASTER CODE—MUST BE ENTERED



CODES 2 THRU 4 MAY CAUSE DELAYS IN PLAYS AND KICKOFFS

2 D49T-AAB2 Play clock starts at 30 seconds



WITH CODES 3 AND 4, THE COMPUTER WILL RUN DOWN THE PLAY CLOCK—  
BEST TO USE IN 2-PLAYER MODE

3 HW9T-AAB2 Play clock starts at 60 seconds

4 ML9T-AAB2 Play clock starts at 90 seconds



5 D3EA-CACA Each quarter lasts 30 seconds

6 HVEA-CACA Each quarter lasts 1 minute

7 SBEA-CACA Each quarter lasts 2 minutes

8 OBEA-CJCA Each quarter lasts 20 minutes

9 BBEA-CRCA Each quarter lasts 30 minutes

10 CBEA-C6CA Each quarter lasts 60 minutes



11 ACPA-AAGC Home team starts with 0 timeouts

12 AGPA-AAGC Home team starts with 1 timeout

13 ALPA-AAGC Home team starts with 2 timeouts



14 A0PA-AAGC Home team starts with 5 timeouts

15 BGPA-AAGC Home team starts with 9 timeouts



16 ACPA-AAGJ Visiting team starts with 0 timeouts

17 AGPA-AAGJ Visiting team starts with 1 timeout

18 ALPA-AAGJ Visiting team starts with 2 timeouts



19 A0PA-AAGJ Visiting team starts with 5 timeouts

20 BGPA-AAGJ Visiting team starts with 9 timeouts



21 AL6T-AAFR Only have 1 play to get a first down

22 AR6T-AAFR Only have 2 plays to get a first down

23 AW6T-AAFR Only have 3 plays to get a first down

24 A46T-AAFR Have 5 plays to get a first down



25 AL6T-AA6R Always first down





26	FC8A-AAE2	Only need 5 yards for a first down
27	SC8A-AAE2	Must get 15 yards for a first down
28	YC8A-AAE2	Must get 20 yards for a first down
29	8C8A-AAE2	Must get 30 yards for a first down
30	AL8A-AA68	Always goal-to-go—must get a touchdown
31	AL7T-AA9W	Touchdown worth 0 points
32	GC7T-BE1W	Touchdown worth 1 point
33	GC7T-BJ1W	Touchdown worth 2 points
34	GC7T-BN1W	Touchdown worth 3 points
35	GC7T-BT1W	Touchdown worth 4 points
36	GC7T-BY1W	Touchdown worth 5 points
37	GC7T-B61W	Touchdown worth 7 points
38	GC7T-BA1W	Touchdown worth 8 points
39	AC7T-BE5J	Extra point worth 0 points
40	AL7T-BE5J	Extra point worth 2 points
41	AR7T-BE5J	Extra point worth 3 points
42	AW7T-BE5J	Extra point worth 4 points
43	A07T-BE5J	Extra point worth 5 points
44	A47T-BE5J	Extra point worth 6 points
45	A87T-BE5J	Extra point worth 7 points
46	BC7T-BE5J	Extra point worth 8 points
47	AC7T-BE52	Field goal worth 0 points
48	AG7T-BE52	Field goal worth 1 point
49	AL7T-BE52	Field goal worth 2 points
50	AW7T-BE52	Field goal worth 4 points
51	A07T-BE52	Field goal worth 5 points
52	A47T-BE52	Field goal worth 6 points
53	A87T-BE52	Field goal worth 7 points
54	BC7T-BE52	Field goal worth 8 points
55	AL8A-AA38	Safety worth 0 points
56	GC8A-BEV8	Safety worth 1 point
57	GC8A-BNV8	Safety worth 3 points
58	GC8A-BTV8	Safety worth 4 points
59	GC8A-BYV8	Safety worth 5 points
60	GC8A-B2V8	Safety worth 6 points
61	GC8A-B6V8	Safety worth 7 points
62	GC8A-BAV8	Safety worth 8 points



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).





John Madden Football 92 and related names are trademarks of Electronic Arts.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



## Kid Chameleon™ Game

Help the Kid save the kids from Heady Metal and the video game that captures players that lose at it. You'll need help, too—this is one of the toughest games around. It has a zillion levels, so key in KID Codes 10 thru 80 and go exploring. KID Code 89 protects you from most hits, but the walls of drills, spikes, and some ice can still kill you. To give yourself a really rough challenge, try finishing the game using Code 1 for a one-minute timer, or Code 91 for one minute on each clock you pick up. Codes 94 thru 103 are provided for their fun factor only—not for help in completing the game, since in certain cases you can't complete a level without having the abilities of a particular character. But they are lots of good, clean fun!







KID CODE	KEY IN . . .	EFFECT . . .	
1	AFWT-AAB6	Start timer at 1:00 (instead of 3:00)	
2	AZWT-AAB6	Start timer at 5:00	
3	A7WT-AAB6	Start timer at 7:00	
4	BFWT-AAB6	Start timer at 9:00	
5	H49A-AA7J	Infinite time	
6	SD9A-BJV0	Each diamond worth 2	
7	SD9A-BTV0	Each diamond worth 4	
8	SD9A-B2V0	Each diamond worth 6	
9	SD9A-BAV0	Each diamond worth 8	
10	AEBT-JAB4	Start on Blue Lake Woods II	
11	AJBT-JAB4	Start on Highwater Pass I	
12	ANBT-JAB4	Start on Highwater Pass II	
13	ATBT-JAB4	Start on Under Skull Mountain I	
14	AYBT-JAB4	Start on Under Skull Mountain II	
15	A2BT-JAB4	Start on Under Skull Mountain III	
16	A6BT-JAB4	Start on Isle of the Lion Lord	
17	BABT-JAB4	Start on Hills of the Warrior I	
18	BEBT-JAB4	Start on Hills of the Warrior II	
19	BJBT-JAB4	Start on Windy City	
20	BNBT-JAB4	Start on Sinister Sewers	
21	BTBT-JAB4	Start on The Crystal Crag I	
22	BYBT-JAB4	Start on The Crystal Crag II	
23	B2BT-JAB4	Start on Dragonspike	
24	B6BT-JAB4	Start on Stormwalk Mountain	
25	CABT-JAB4	Start on Shishkaboss	
26	CEBT-JAB4	Start on The Whispering Woods I	
27	CJBT-JAB4	Start on The Whispering Woods II	
28	CNBT-JAB4	Start on Devil's Marsh I	
29	CTBT-JAB4	Start on Devil's Marsh II	
30	CYBT-JAB4	Start on Knight Isle	
31	C2BT-JAB4	Start on Whale Grotto	
32	C6BT-JAB4	Start on Hoverboard Beach	
33	DABT-JAB4	Start on Pyramids of Peril	



34	DEBT-JAB4	Start on Madmaze Mountain
35	DJBT-JAB4	Start on The Deadly Skyscrapers
36	DNBT-JAB4	Start on Skydragon Castle I
37	DTBT-JAB4	Start on Skydragon Castle II
38	DYBT-JAB4	Start on Coral Blade Grotto
39	D2BT-JAB4	Start on Boomerang Bosses
40	D6BT-JAB4	Start on Woods of Despair I
41	EABT-JAB4	Start on Woods of Despair II
42	EEBT-JAB4	Start on Forced Entry
43	EJBT-JAB4	Start on The Cliffs of Illusion
44	ENBT-JAB4	Start on The Lion's Den
45	ETBT-JAB4	Start on The Wind Castles I
46	EYBT-JAB4	Start on The Wind Castles II
47	E2BT-JAB4	Start on Blizzard Mountaon
48	E6BT-JAB4	Start on Caves of Ice
49	FABT-JAB4	Start on The Nightmare Peaks I
50	FEBT-JAB4	Start on The Nightmare Peaks II
51	FJBT-JAB4	Start on Bagel Brothers
52	FNBT-JAB4	Start on Diamond Edge
53	FTBT-JAB4	Start on The Hills Have Eyes
54	FYBT-JAB4	Start on The Secret of the Rocks
55	F2BT-JAB4	Start on Ice God's Vengeance
56	F6BT-JAB4	Start on Beneath the Twisted Hills
57	GABT-JAB4	Start on Alien Isle
58	GEBT-JAB4	Start on The Land Below
59	GJBT-JAB4	Start on The Final Marathon
60	GNBT-JAB4	Start on Plethora
61	GTBT-JAB4	Start on The Pinnacle
62	GYBT-JAB4	Start on The Hidden Canyon
63	G2BT-JAB4	Start on The Caged Beasts
64	G6BT-JAB4	Start on The Crab Cove
65	HABT-JAB4	Start on The Crypt
66	HEBT-JAB4	Start on The Forbidden Tombs
67	HJBT-JAB4	Start on The Stairway to Oblivion
68	HNBT-JAB4	Start on The Valley of Life
69	HTBT-JAB4	Start on The Black Pit
70	HYBT-JAB4	Start on The Frosty Doom
71	H2BT-JAB4	Start on The Bloody Swamp
72	H6BT-JAB4	Start on The Scorpion Isle
73	JABT-JAB4	Start on The Towers of Blood
74	JJBT-JAB4	Start on The Alien Twilight
75	JNBT-JAB4	Start on The Tunnels Beneath the Woods
76	JTBT-JAB4	Start on Hills of Forever





77	JYBT-JAB4	Start on Monster Island	
78	J2BT-JAB4	Start on The Shimmering Caves	
79	KABT-JAB4	Start on The Sky Fortress	
80	KEBT-JAB4	Start on Elsewhere	
81	AEDA-AAE2	Start with 1 life instead of 3	
82	A2DA-AAE2	Start with 6 lives	
83	BEDA-AAE2	Start with 9 lives	
84	B6DA-AAE2	Start with 15 lives	
85	DEDA-AAE2	Start with 25 lives	
86	GJDA-AAE2	Start with 50 lives	
87	NNDA-AAE2	Start with 99 lives	
88	A46A-AA32	Infinite lives	
89	A45T-AA3Y	Almost infinite hit points	
90	J99T-BA1C	Each clock worth 8:00 instead of 3:00 (up to the max time of 9:59)	
91	J99T-BE1C	Each clock worth 1:00 instead of 3:00	
92	BX5A-GA6T	Diamond Powers (Circle of Doom, Samurai Haze, Invulnerability, Circle of Death, Mini-Snake, Slashing Rain) require no diamonds instead of 20. Also, Diamond Powers (Death Snake, Extra Hit Point, Wall of Death, Extra Life, Swift Mini-Snake, Tracking Rain) require only 30 diamonds instead of 50	
93	AL5T-AA6Y	Don't lose transformation when you lose all your hit points	

NOTE: SOME OF CODES 94 THRU 103 MAY NOT LET YOU COMPLETE SOME LEVELS

94	9W6T-BCJ4 + AW6T-AAA6	All helmets transform you into EyeClops	
95	9W6T-BCJ4 + AG6T-AAA6	All helmets transform you into Skycutter	
96	9W6T-BCJ4 + AL6T-AAA6	All helmets transform you into Cyclone	
97	9W6T-BCJ4 + AR6T-AAA6	All helmets transform you into Red Stealth	
98	9W6T-BCJ4 + A06T-AAA6	All helmets transform you into Juggernaut	
99	9W6T-BCJ4 + A46T-AAA6	All helmets transform you into Iron Knight	
100	9W6T-BCJ4 + A86T-AAA6	All helmets transform you into Berzerker	



101 9W6T-BCJ4 + BC6T-AAA6

All helmets transform you into Maniaxe



102 9W6T-BCJ4 + BG6T-AAA6

All helmets transform you into Micromax

103 9W6T-BCJ4 + AC6T-AAA6

Helmets do not transform you into anything



104 AMKT-AA76

Infinite continues



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Kid Chameleon and related names are trademarks of SEGA.

## Lakers vs. Celtics and the NBA Playoffs™ Game

This game faithfully simulates one of the most famous rivalries in sports. You can customize the game to suit your tastes, or even out the competition among players of all skill levels. LAK Codes 35 and 36, which change the scoring of 3-point baskets, will only work if you have not used codes 2 to 17, which change the scoring of both 2- and 3-point baskets. Use 35 and 36 when you want normal scoring for 2-point shots, but want to get an extra bonus on those long shots.

LAK

CODE KEY IN ...

1 R1YT-R6XJ

2 SF5T-DEWJ

3 SF5T-DJWJ

4 SF5T-DNWW

5 SF5T-DTWJ

6 SF5T-DYWJ

7 SF5T-D2WJ

8 SF5T-D6WJ

9 SF5T-DAWJ

10 SF5T-DEWW

11 SF5T-DJWW

12 SF5T-DNWW

13 SF5T-DTWW

14 SF5T-DYWW

EFFECT ...

MASTER CODE—MUST BE ENTERED



Each basket worth 1 instead of 2 or 3—player 2 or computer

Each basket worth 2 instead of 2 or 3—player 2 or computer

Each basket worth 3 instead of 2 or 3—player 2 or computer

Each basket worth 4 instead of 2 or 3—player 2 or computer



Each basket worth 5 instead of 2 or 3—player 2 or computer



Each basket worth 6 instead of 2 or 3—player 2 or computer

Each basket worth 7 instead of 2 or 3—player 2 or computer

Each basket worth 8 instead of 2 or 3—player 2 or computer

Each basket worth 1 instead of 2 or 3—player 1

Each basket worth 2 instead of 2 or 3—player 1











Each basket worth 3 instead of 2 or 3—player 1

Each basket worth 4 instead of 2 or 3—player 1



Each basket worth 5 instead of 2 or 3—player 1



15	SF5T-D2WW	Each basket worth 6 instead of 2 or 3—player 1	
16	SF5T-D6WW	Each basket worth 7 instead of 2 or 3—player 1	
17	SF5T-DAWW	Each basket worth 8 instead of 2 or 3—player 1	
18	RHDA-A6T6	Infinite time outs—both players	
19	AECT-AAEA + AEDA-AAAC	Start with 1 timeout—player 1	
20	ANCT-AAEA + ANDA-AAAC	Start with 3 timeouts—player 1	
21	A6CT-AAEA + A6DA-AAAC	Start with 7 timeouts—player 1	
22	BECT-AAEA + BEDA-AAAC	Start with 9 timeouts—player 1	
23	AECT-AAEJ + AEDA-AAAL	Start with 1 timeout—player 2	
24	ANCT-AAEJ + ANDA-AAAL	Start with 3 timeouts—player 2	
25	A6CT-AAEJ + A6DA-AAAL	Start with 7 timeouts—player 2	
26	BECT-AAEJ + BEDA-AAAL	Start with 9 timeouts—player 2	
27	BJCT-AACW	Start with 10 points—player 1	
28	CTCT-AACW	Start with 20 points—player 1	
29	D2CT-AACW	Start with 30 points—player 1	
30	FACT-AACW	Start with 40 points—player 1	
31	BJCT-AAC4	Start with 10 points—player 2 or computer	
32	CTCT-AAC4	Start with 20 points—player 2 or computer	
33	D2CT-AAC4	Start with 30 points—player 2 or computer	
34	FACT-AAC4	Start with 40 points—player 2 or computer	

**IMPORTANT: DO NOT USE CODES 35 AND 36 WITH ANY OF CODES 2 THRU 17**

35	A5VT-AAF8	All 3-point baskets worth 6—both players	
36	BHVT-AAF8	All 3-point baskets worth 9—both players	

Lakers vs. Celtics and the NBA Playoffs is a trademark of Electronic Arts.

## Last Battle™ Game

You may need some help, Aarzak, to defeat Garokk and save Alyssa in this tough-to-beat fighting game. Best codes to try are LAST Code 3, almost infinite life, and Codes 5 and 6, which increase your power level faster—but keep in mind that the game has a maximum limit on power for each chapter. Once that level is reached, you can't get more power. With LAST Code 1, the timer begins at 50 instead of 99, and counts down, "99, 49, 48..." Use LAST Codes 9 thru 41 to explore and practice different levels. Note that sometimes you cannot continue to higher levels without having first finished lower levels.

LAST  
CODE KEY IN ...

1	LAXT-AAGT
2	REKA-A6T4

EFFECT ...

Start timer at 50  
Infinite time





3	ALKT-AA7Y	Almost infinite life energy
4	EAXA-AAHA	Start with half as much life energy
5	AVPT-AADG + BBPT-AADY	Increase power level faster
6	EPPT-AADG + EBPT-AADY	Increase power level much faster
7	GJXA-AAHG	Start with more power
8	WAXA-AAHG	Start with a lot more power
9	AAXA-AAG8	Start in chapter 1, area 2
10	AEXA-AAG8	Start in chapter 1, area 3
11	AJXA-AAG8	Start in chapter 1, area 4
12	ANXA-AAG8	Start in chapter 1, area 5
13	ATXA-AAG8	Start in chapter 1, area 6
14	AYXA-AAG8	Start in chapter 1, area 7
15	A2XA-AAG8	Start in chapter 1, area 8
16	A6XA-AAG8	Start in chapter 1, area 9
17	AEXA-AAG6 + BAXA-AAG8	Start in chapter 2, area 1
18	AEXA-AAG6 + BEXA-AAG8	Start in chapter 2, area 2
19	AEXA-AAG6 + BJXA-AAG8	Start in chapter 2, area 3
20	AEXA-AAG6 + BNXA-AAG8	Start in chapter 2, area 4
21	AEXA-AAG6 + BTXA-AAG8	Start in chapter 2, area 5
22	AEXA-AAG6 + BYXA-AAG8	Start in chapter 2, area 6
23	AEXA-AAG6 + B2XA-AAG8	Start in chapter 2, area 7
24	AJXA-AAG6 + B6XA-AAG8	Start in chapter 3, area 1
25	AJXA-AAG6 + CAXA-AAG8	Start in chapter 3, area 2
26	AJXA-AAG6 + CEXA-AAG8	Start in chapter 3, area 3
27	AJXA-AAG6 + CJXA-AAG8	Start in chapter 3, area 4
28	AJXA-AAG6 + CNXA-AAG8	Start in chapter 3, area 5
29	AJXA-AAG6 + CTXA-AAG8	Start in chapter 3, area 6
30	AJXA-AAG6 + CYXA-AAG8	Start in chapter 3, area 7
31	AJXA-AAG6 + C2XA-AAG8	Start in chapter 3, area 8
32	AJXA-AAG6 + C6XA-AAG8	Start in chapter 3, area 9
33	ANXA-AAG6 + DAXA-AAG8	Start in chapter 4, area 1
34	ANXA-AAG6 + DEXA-AAG8	Start in chapter 4, area 2
35	ANXA-AAG6 + DJXA-AAG8	Start in chapter 4, area 3
36	ANXA-AAG6 + DNXA-AAG8	Start in chapter 4, area 4
37	ANXA-AAG6 + DTXA-AAG8	Start in chapter 4, area 5
38	ANXA-AAG6 + DYXA-AAG8	Start in chapter 4, area 6
39	ANXA-AAG6 + D2XA-AAG8	Start in chapter 4, area 7
40	ANXA-AAG6 + D6XA-AAG8	Start in chapter 4, area 8
41	ANXA-AAG6 + EAXA-AAG8	Start in chapter 4, area 9

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Last Battle and related names are trademarks of Sega of America, Inc.





## M-1 Abrams Battle Tank™ Game

Tank simulations are great fun, and this is a very realistic and challenging one, with full control over driving, gunning, infrared and navigating. Try M-1 Codes 1 thru 5 for infinite war stuff. Experts might want to take a crack at Code 13, which consumes fuel at an alarming rate.

Note that many readouts in the setup screen and the tank screens, such as for HEAT rounds, may look peculiar when the amount is 100 or more, but the game will still work properly. You can often get the proper readout for the large numbers from the Commanding Officer's Check Damage screen.









Normally, you can define the amount of each kind of ammo you take into battle, as long as the total does not exceed 40. M-1 Codes 20 thru 50 override the 40-shot limit. When Codes 24 thru 50 are used, the individual numbers of each kind of ammo may not be adjustable from the Supply Depot screen as is normally possible. And in battle, your equipment (main gun, smoke dischargers, radio, etc.) can take hits and be damaged (partly working) or destroyed (no longer working). Codes 51 and 52 prevent these, but won't prevent your tank from eventually being destroyed if it takes enough hits. They don't prevent engine damage from overheating, either.

M-1

CODE	KEY IN . . .	EFFECT . . .
1	AMFA-AA22	Infinite ammo
2	AMEA-AA66	Infinite machine gun rounds
3	AJJA-CA6R	Infinite smoke canisters
4	CDMT-AA30	Infinite fuel
5	AJHT-CA9J	Infinite smoke
6	BJJA-CAEY	10 seconds of smoke per canister
7	CTJA-CAEY	20 seconds of smoke per canister
8	FYJA-CAEY	45 seconds of smoke per canister
9	HTJA-CAEY	60 seconds of smoke per canister
10	SAJA-CAEY	120 seconds of smoke per canister
11	FTJA-CCEY	300 seconds of smoke per canister
12	SDMT-BLV0	Fuel is consumed 2x as fast
13	SDMT-BWV0	Fuel is consumed 4x as fast
14	BLFT-AAF6	Start with 10 gallons of fuel
15	DGFT-AAF6	Start with 25 gallons of fuel
16	GLFT-AAF6	Start with 50 gallons of fuel
17	W4FT-AAF6	Start with 150 gallons of fuel
18	3CFT-AAF6	Start with 200 gallons of fuel
19	8WFT-ACF6	Start with 500 gallons of fuel
20	HWGT-AABJ + HWGT-AACE	Start with 60 rounds of total ammo
21	LCGT-AABJ + LCGT-AACE	Start with 80 rounds of total ammo
22	NWGT-AABJ + NWGT-AACE	Start with 100 rounds of total ammo
23	3CGT-AABJ + 3CGT-AACE	Start with 200 rounds of total ammo
24	ACFT-AAF0	Start with 0 smoke canisters
25	ARFT-AAF0	Start with 3 smoke canisters
26	BLFT-AAF0	Start with 10 smoke canisters
27	CWFT-AAF0	Start with 20 smoke canisters







28	GLFT-AAF0	Start with 50 smoke canisters	
29	NWFT-AAF0	Start with 100 smoke canisters	
30	ACFT-AAFT	Start with 0 machine gun rounds	
31	CWFT-AAFT	Start with 20 machine gun rounds	
32	GLFT-AAFT	Start with 50 machine gun rounds	
33	NWFT-AAFT	Start with 100 machine gun rounds	
34	W4FT-AAFT	Start with 150 machine gun rounds	
35	9LFT-AAFT	Start with 250 machine gun rounds	
36	8WFT-ACFT	Start with 500 machine gun rounds	
37	FCFT-AAE8	Start with 40 HEAT rounds	
38	HWFT-AAE8	Start with 60 HEAT rounds	
39	LCFT-AAE8	Start with 80 HEAT rounds	
40	NWFT-AAE8	Start with 100 HEAT rounds	
41	CWFT-AAFE	Start with 20 Sabot rounds	
42	FCFT-AAFE	Start with 40 Sabot rounds	
43	HWFT-AAFE	Start with 60 Sabot rounds	
44	LCFT-AAFE	Start with 80 Sabot rounds	
45	NWFT-AAFE	Start with 100 Sabot rounds	
46	CWFT-AAFL	Start with 20 AX rounds	
47	FCFT-AAFL	Start with 40 AX rounds	
48	HWFT-AAFL	Start with 60 AX rounds	
49	LCFT-AAFL	Start with 80 AX rounds	
50	NWFT-AAFL	Start with 100 AX rounds	
51	RHNA-A6ZC	Equipment can't be damaged	
52	AHNA-BZ7C	Equipment can't be destroyed	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

M-1 Abrams Battle Tank and related names are trademarks of Electronic Arts.

## Mario Lemieux Hockey™ Game

The music and the close-up fighting are good features of this fast-action hockey challenge. Give the clock a boost and make things faster with LEM Codes 1 and 2. A good selection of handicap codes (LEM Codes 10 thru 24) helps you play the computer on more even footing, or play an opponent of a different ability level.

LEM CODE	KEY IN . . .	EFFECT . . .	
1	AKVT-CA2N	Timer runs 6x faster	
2	PBVT-DCTJ	Timer runs 1-1/3x faster	
3	PBVT-DRTJ	Timer runs at 1/2 speed	
4	PBVT-DLTJ	Timer runs at 1/3 speed	
5	PBVT-DGTJ	Timer runs at 1/6 speed	
6	AVVA-CA7T	Freeze timer	
7	AVVA-CA8Y	Freeze player 2's first penalty timer	
8	AVVA-CA9Z	Freeze player 2's second penalty timer	
9	RZVA-C60C	Freeze all penalty timers	



## CODES 10 THRU 17 WON'T LET YOU SELECT SHOOTOUT FROM OPTIONS SCREEN

10	FCKT-DEXT	Player 1 starts with 1 point
11	FCKT-DJXT	Player 1 starts with 2 points
12	FCKT-DNXT	Player 1 starts with 3 points
13	FCKT-DTXT	Player 1 starts with 4 points
14	FCKT-DYXT	Player 1 starts with 5 points
15	FCKT-D2XT	Player 1 starts with 6 points
16	FCKT-D6XT	Player 1 starts with 7 points
17	FCKT-DAXT	Player 1 starts with 8 points
18	FBZT-DJ14	Player 1 scores 2 for every goal
19	FBZT-DN14	Player 1 scores 3 for every goal
20	FBZT-DT14	Player 1 scores 4 for every goal
21	FBZT-DY14	Player 1 scores 5 for every goal
22	FBZT-D214	Player 1 scores 6 for every goal
23	FBZT-D614	Player 1 scores 7 for every goal
24	FBZT-DA14	Player 1 scores 8 for every goal



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Mario Lemieux Hockey is a trademark of Sega of America, Inc.

## Marvel Land™ Game

King Mole has captured Princess Wondra and the guardian fairies. It is your job as Prince Talmit to stop the evil Lord of the Inner Earth and rescue her. To complete each level, you must defeat each boss in a game of his choice. Use MARV Code 36 and take as much time as you need to complete each level—but you must switch off effects at the end of bonus rounds to be able to go on to the next world. For experts, Codes 37 puts pressure on you to finish each level.

MARV





CODE KEY IN ....

EFFECT ....

1	REBT-A6WJ	MASTER CODE—MUST BE ENTERED
2	RYSA-C602	Infinite lives—EXCEPT IN BATTLE WITH BOSSES
3	BF7T-AABW	Start with 9 lives instead of 5
4	AGCA-AADC	Start on world 1, area 2
5	ALCA-AADC	Start on world 1, area 3
6	ARCA-AADC	Start on world 1, area 4
7	AWCA-AADC	Start on world 1, area 5
8	A0CA-AADC	Start on world 1, area 6
9	A4CA-AADC	Start on world 1, area 7
10	A8CA-AADC	Start on world 1 bonus round
11	BCCA-AADC	Start on world 2, area 1
12	BGCA-AADC	Start on world 2, area 2
13	BLCA-AADC	Start on world 2, area 3
14	BRCA-AADC	Start on world 2, area 4
15	BWCA-AADC	Start on world 2, area 5





16	B0CA-AADC	Start on world 2, area 6	
17	B4CA-AADC	Start on world 2, area 7	
18	B8CA-AADC	Start on world 2 bonus round	
19	CCCA-AADC	Start on world 3, area 1	
20	CGCA-AADC	Start on world 3, area 2	
21	CLCA-AADC	Start on world 3, area 3	
22	CRCA-AADC	Start on world 3, area 4	
23	CWCA-AADC	Start on world 3, area 5	
24	C0CA-AADC	Start on world 3, area 6	
25	C4CA-AADC	Start on world 3, area 7	
26	C8CA-AADC	Start on world 3 bonus round	
27	DCCA-AADC	Start on world 4, area 1	
28	DGCA-AADC	Start on world 4, area 2	
29	DLCA-AADC	Start on world 4, area 3	
30	DRCA-AADC	Start on world 4, area 4	
31	DWCA-AADC	Start on world 4, area 5	
32	D0CA-AADC	Start on world 4, area 6	
33	D4CA-AADC	Start on world 4, area 7	
34	ECCA-AADC	Start on world 5 area 1	
35	EGCA-AADC	Start on world 5 area 2	




**IMPORTANT: WHEN USING CODE 36, TURN OFF THE EFFECTS SWITCH AT END OF BONUS ROUNDS IN ORDER TO GO ON TO THE NEXT WORLD. THEN TURN EFFECTS ON AGAIN.**

36	AJNT-CA9C	Infinite time	 
37	SANT-DL1C	Time goes by 2x as fast	

Marvel Land and related names are trademarks of Namco Ltd.

## Mercs™ Game

This is a very challenging top-view, run-around-and-shoot game that features great weapons and power-ups. You and your heroes Rifle, Burner, Launcher, Laser and Stet have fun trying to penetrate enemy lines on top-secret missions for Uncle Sam. There are lots of enemies, so why not dial in almost infinite life with MERC Code 2, or some heavy-duty weaponry and firepower with some of these other MERC codes. Keep in mind that with Codes 22 thru 25, power levels are fixed at the chosen level through the whole round, and power-ups may not have an effect.

MERC CODE	KEY IN ...	EFFECT ...	
1	CTBT-AA4A	MASTER CODE—MUST BE ENTERED	 
2	ALAT-AA4N	Almost Infinite life	
3	RHNA-A6Z0	Infinite mega crash bombs	
4	ATMT-AAAA	Start with 4 mega crash bombs	
5	AYMT-AAAA	Start with 5 mega crash bombs	
6	A2MT-AAAA	Start with 6 mega crash bombs	
7	A6MT-AAAA	Start with 7 mega crash bombs	
8	BAMT-AAAA	Start with 8 mega crash bombs	



9	A5KA-AA4W	Infinite continues	
10	ETMT-AACA	Start with 8 continues in arcade mode—normal	
11	EAMT-AACA	Start with 7 continues in arcade mode—normal	25¢
12	DTMT-AACA	Start with 6 continues in arcade mode—normal	
13	DAMT-AACA	Start with 5 continues in arcade mode—normal	
14	ETMT-AACC	Start with 8 continues in arcade mode—hard	
15	EAMT-AACC	Start with 7 continues in arcade mode—hard	25¢
16	DTMT-AACC	Start with 6 continues in arcade mode—hard	
17	DAMT-AACC	Start with 5 continues in arcade mode—hard	
18	ETMT-AAB8	Start with 8 continues in arcade mode—easy	
19	EAMT-AAB8	Start with 7 continues in arcade mode—easy	25¢
20	DTMT-AAB8	Start with 6 continues in arcade mode—easy	
21	DAMT-AAB8	Start with 5 continues in arcade mode—easy	
22	RG3A-A61C + B83A-BJ9A	Start with 5x normal firepower level	
23	RG3A-A61C + D83A-BJ9A	Start with 10x normal firepower level	
24	RG3A-A61C + JC3A-BJ9A	Start with 20x normal firepower level	⚡
25	RG3A-A61C + 7C3A-BJ9A	Start with 40x normal firepower level	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).







Mercs and related names are trademarks of Capcom.

## Michael Jackson's Moonwalker™ Game

This game's a real thriller, and you can enjoy it to the max with these Game Genie™ codes! Change your number of lives from the normal 3 with MOON Codes 7 thru 10. With Code 14, you can go straight to the "bosses" without having to pick up any kids. But after you fight the bosses, the last kid you need to finish the stage may be "invisible," so just move to the right side of the screen to end the stage.

MOON CODE	KEY IN ...	EFFECT ...	
1	95LA-BA82	Magic costs 1/2x normal when walking	
2	99LA-BA82	Magic costs 1/4x normal when walking	
3	95MT-BA7J	Magic costs 1/2x normal when jumping	⚡
4	99MT-BA7J	Magic costs 1/4x normal when jumping	
5	ADLA-BA82	Magic doesn't decrease when walking	⚡



6	ADMT-BA7J	Magic doesn't decrease when jumping	
7	AFKA-BA8T	Start with 2 lives	
8	AZKA-BA8T	Start with 6 lives	
9	BFGA-BA8T	Start with 10 lives	
10	AXST-AA8T	Infinite lives	
11	JAEA-DA5C	Each child found restores full power	
12	AAEA-DA5C	Each child found does not restore any power	
13	BAEA-DA5C	Each child found restores 1/2x normal power	
14	AKTT-AA34	Advance directly to battle with boss!	
15	JBDT-CEYJ	Almost invincible—Michael only— doesn't work if he's a robot or on the last stage	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Michael Jackson's Moonwalker and related names are trademarks of Sega Enterprises, Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.






## Midnight Resistance™ Game

The Crimson King, head of a powerful drug cartel, kidnaps your family because your dad developed a serum to make people immune to drugs. Hmmm. This guy deserves all the trouble you can give him—try some of these Game Genie™ codes on him! MID Code 15 gives you infinite lives, and Codes 20 thru 26 give you infinite ammo with 7 different weapons. With Codes 28 thru 30, keep in mind that the game won't allow more than 10 lives.









MID

CODE KEY IN ...

EFFECT ...

1	AE2T-BA4A	Start at stage 2	
2	AJ2T-BA4A	Start at stage 3	
3	AN2T-BA4A	Start at stage 4	
4	AT2T-BA4A	Start at stage 5	
5	AY2T-BA4A	Start at stage 6	
6	A22T-BA4A	Start at stage 7	
7	A62T-BA4A	Start at stage 8	
8	BA2T-BA4A	Start at stage 9	
9	AA2T-AADL + JJ2T-AJDN	Start with 1 life	
10	AA2T-AADL + LJ2T-ALDN	Start with 8 lives	
11	AA2T-AADL + FA2T-AJDN	Start with 10 lives	
12	ABGA-AABN + JKGA-AJBR	Continue with 1 life	
13	ABGA-AABN + LKGA-ALBR	Continue with 8 lives	
14	ABGA-AABN + FBGA-AJBR	Continue with 10 lives	
15	CAWA-AA2Y	Infinite lives	
16	HXXA-FAC6 + AHXA-EAC8 + HXXA-FBE4 + AHXA-EAE6	Supply room items require 1 key each	



17	HXXA-FAC6 + AMXA-EAC8 + HXXA-FBE4 + AMXA-EAE6	Supply room items require 2 keys each	
18	HXXA-FAC6 + A5XA-EAC8 + HXXA-FBE4 + A5XA-EAE6	Supply room items require 6 keys each	
19	RHXA-E6XG + AMXA-EA64	All supply room items are free	
20	JGAT-EEVR	Infinite ammo for full-auto weapon	
21	JGAT-EEY2	Infinite ammo for 3-way weapon	
22	JGKA-EET4	Infinite ammo for flame thrower	
23	JGAT-EE1Y	Infinite ammo for shotgun	
24	JGBT-EEVJ	Infinite ammo for nitro weapon	
25	JGBT-EEYE	Infinite ammo for shower weapon	
26	JGAA-EEZJ	Infinite ammo for homing missile	
27	RHRA-E6T2	1-up worth 0 lives	
28	JDRA-FJT2	1-up worth 2 lives	
29	JDRA-FYT2	1-up worth 5 lives	
30	JDRA-FAT2	1-up worth 8 lives	
31	AA2T-AADA + JJ2T-AJDC	0 continues	
32	AA2T-AADA + LJ2T-ALDC	7 continues	
33	AA2T-AADA + FA2T-AJDC	9 continues	
34	AVGA-AA34	Infinite continues	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Midnight Resistance and related names are trademarks of Data East Corp.

Game Genie is a trademark of Lewis Galoob Toys, Inc.





## Might and Magic™ Game

Role-playing games can be hard, and this one is no exception! Money is a crucial element of your success. MNM Code 2 enables you to buy most items without using any gold. You must have enough to afford it, but you won't be charged. Code 9 lets you sell items for their full value, instead the usual 1/4 or so of their value. But if you use Codes 2 thru 10 to buy things for nothing, the selling price for the item will also be nothing. With Code 12, your hit points won't go down when you tangle with many monsters.





MNM

CODE KEY IN ...

EFFECT ...

1	R18A-06WJ	MASTER CODE—MUST BE ENTERED	
2	AK8A-CA30	Don't get charged for items you can afford	
3	AC7T-EAEA	Dagger costs nothing instead of 8	
4	AC7T-EAF0	Nunchakas costs nothing instead of 30	
5	AC7T-EAEN	Hand axe costs nothing instead of 10	
6	AC7T-EAFE	Long dagger costs nothing instead of 20	
7	AC7T-EAFT	Short sword costs nothing instead of 15	
8	AC7T-EAEW	Cudgel costs nothing instead of 15	



- |    |                       |   |   |
|----|-----------------------|---|---|
| 9  | CK9T-CA64             | Sell items at their full value  |  |
| 10 | AB4A-DE86             | Many of the more expensive items cost nothing (leather suit, scale armor, ring mail, magic herbs, thief's pick, staff+1, scythe+1, crossbow+10, etc.) |  |
| 11 | HWDA-FEMC + A0DA-ELDE | Create characters with all stats = 25   |  |
| 12 | AMEA-CA8C             | Invincibility against many monsters   |  |

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Might and Magic and related names are trademarks of New World Computing, Inc.

## Mike Ditka Power Football™ Game




Challenge Mike Ditka (the computer) to a friendly game of eleven-on-eleven, or play a friend in a two-player game and decide the championship of the universe right at home. The sound effects and music in this game really give you the feel of the stadium, and the professional skill level is really tough.

The number of downs never counts up with DIT Code 33, so you can have as many downs as you want. If you're having a hard time getting 10 yards for a first down, cut that in half with Code 34. If you don't have the time to play a full game, use any of Codes 1 thru 6 to shorten the game. Finally, try combining DIT Codes 3 and 6 for the ultimate two-minute drill!













**IMPORTANT: THERE ARE TWO VERSIONS OF THIS GAME. IF THE "A" CODE DOES NOT WORK ON YOUR GAME, TRY THE "B" CODE**

DIT  
CODE KEY IN ...








EFFECT ...

- |    |           |                            |   |
|----|-----------|----------------------------|---|
| 1A | AJGT-AAFC | Start in 2nd quarter       |   |
| 1B | AJGT-AAFJ |                            |   |
| 2A | ANGT-AAFC | Start in 3rd quarter       |  |
| 2B | ANGT-AAFJ |                            |   |
| 3A | ATGT-AAFC | Start in 4th quarter       |   |
| 3B | ATGT-AAFJ |                            |   |
| 4A | D2NA-AADY | Each quarter is 30 seconds |   |
| 4B | D2NA-AAER |                            |   |
| 5A | AANA-ACDY | Each quarter is 1 minute   |  |
| 5B | AANA-ACER |                            |   |
| 6A | AANA-AEDY | Each quarter is 2 minutes  |   |
| 6B | AANA-AEER |                            |   |
| 7A | AANA-BJDY | Each quarter is 20 minutes |   |
| 7B | AANA-BJER |                            |   |
| 8A | AANA-B6DY | Each quarter is 30 minutes |  |
| 8B | AANA-B6ER |                            |   |
| 9A | AANA-B2MY | Each quarter is 60 minutes |   |
| 9B | AANA-B2NR |                            |   |



10A B8WA-AAA8 + B8RT-AAF2 + B8TT-AAGE	Play clock resets to 15 seconds	
10B B8WA-AAF4 + B8SA-AACR + B8VA-AAC4		
11A D4WA-AAA8 + D4RT-AAF2 + D4TT-AAGE	Play clock resets to 30 seconds	
11B D4WA-AAF4 + D4SA-AACR + D4VA-AAC4		
12A HWWA-AAA8 + HWRT-AAF2 + HWTT-AAGE	Play clock resets to 60 seconds	
12B HWWA-AAF4 + HWSA-AACR + HWVA-AAC4		
13A MLWA-AAA8 + MLRT-AAF2 + MLTT-AAGE	Play clock resets to 90 seconds	
13B MLWA-AAF4 + MLSA-AACR + MLVA-AAC4		
14A AA4T-AACJ	Player 1 starts with 0 time-outs	
14B AA4T-AAGC		
15A AE4T-AACJ	Player 1 starts with 1 time-out	
15B AE4T-AAGC		
16A AJ4T-AACJ	Player 1 starts with 2 time-outs	
16B AJ4T-AAGC		
17A AY4T-AACJ	Player 1 starts with 5 time-outs	
17B AY4T-AAGC		
18A BE4T-AACJ	Player 1 starts with 9 time-outs	
18B BE4T-AAGC		
19A AA4T-AACR	Player 2 or Mike Ditka starts with 0 time-outs	
19B AA4T-AAGJ		
20A AE4T-AACR	Player 2 or Mike Ditka starts with 1 time-out	
20B AE4T-AAGJ		
21A AJ4T-AACR	Player 2 or Mike Ditka starts with 2 time-outs	
21B AJ4T-AAGJ		
22A AY4T-AACR	Player 2 or Mike Ditka starts with 5 time-outs	
22B AY4T-AAGJ		
23A BE4T-AACR	Player 2 or Mike Ditka starts with 9 time-outs	
23B BE4T-AAGJ		
24A DLRT-AA40	Infinite time-outs for player 1	
24B DLRT-AA9N		
25A BWRT-AA5E	Infinite time-outs for player 2	
25B BWRT-AA94		
26A BWTT-AA56	Infinite time-outs for Mike Ditka	
26B BWVA-AA2W		
27A AJWA-AADN	Only have 1 play to get a first down	
27B AJWA-AAFL		
28A ANWA-AADN	Only have 2 plays to get a first down	
28B ANWA-AAFL		



29A ATWA-AADN	Only have 3 plays to get a first down	
29B ATWA-AAFL		
30A A2WA-AADN	Have 5 plays to get a first down	
30B A2WA-AAFL		
31A A6WA-AADN	Have 6 plays to get a first down	
31B A6WA-AAFL		
32A BAWA-AADN	Have 7 plays to get a first down	
32B BAWA-AAFL		
33A AJWA-AA5G	Always the same down (down never increases)	
33B AJWA-AA7E		
34A AYWA-AACT + AYXT-AAA2	Only need 5 yards for a first down	
34B AYWA-AAER + AYXT-AAC0		
35A B6WA-AACT + B6XT-AAA2	Need 15 yards for a first down	
35B B6WA-AAER + B6XT-AAC0		
36A CTWA-AACT + CTXT-AAA2	Need 20 yards for a first down	
36B CTWA-AAER + CTXT-AAC0		
37A D2WA-AACT + D2XT-AAA2	Need 30 yards for a first down	
37B D2WA-AAER + D2XT-AAC0		
38A GJWA-AACT + GJXT-AAA2	Need 50 yards for a first down	
38B GJWA-AAER + GJXT-AAC0		
39A REWA-A6WW + REXT-A6T4	Always goal to go	
39B REWA-A6YT + REXT-A6W2		
40A AAPT-BA86	Touchdowns worth 0 points	
40B AAPT-BA9W		
41A AEPT-BA86	Touchdowns worth 1 point	
41B AEPT-BA9W		
42A AJPT-BA86	Touchdowns worth 2 points	
42B AJPT-BA9W		
43A ANPT-BA86	Touchdowns worth 3 points	
43B ANPT-BA9W		
44A ATPT-BA86	Touchdowns worth 4 points	
44B ATPT-BA9W		
45A AYPT-BA86	Touchdowns worth 5 points	
45B AYPT-BA9W		
46A A6PT-BA86	Touchdowns worth 7 points	
46B A6PT-BA9W		
47A BAPT-BA86	Touchdowns worth 8 points	
47B BAPT-BA9W		



48A ABVA-BA36  
 48B ABVA-BA8G  
 49A AKVA-BA36  
 49B AKVA-BA8G  
 50A APVA-BA36  
 50B APVA-BA8G  
 51A AVVA-BA36  
 51B AVVA-BA8G  
 52A AZVA-BA36  
 52B AZVA-BA8G  
 53A A3VA-BA36  
 53B A3VA-BA8G  
 54A A7VA-BA36  
 54B A7VA-BA8G  
 55A BBVA-BA36  
 55B BBVA-BA8G  
 56A ABVA-BA4E  
 56B ABVA-BA8R  
 57A AFVA-BA4E  
 57B AFVA-BA8R  
 58A AKVA-BA4E  
 58B AKVA-BA8R  
 59A AVVA-BA4E  
 59B AVVA-BA8R  
 60A AZVA-BA4E  
 60B AZVA-BA8R  
 61A A3VA-BA4E  
 61B A3VA-BA8R  
 62A A7VA-BA4E  
 62B A7VA-BA8R  
 63A BBVA-BA4E  
 63B BBVA-BA8R  
 64A AAVA-BA9G  
 64B AAVT-BA3E  
 65A AEVA-BA9G  
 65B AEVT-BA3E  
 66A ANVA-BA9G  
 66B ANVT-BA3E

Extra points worth 0 points

Extra points worth 2 points

Extra points worth 3 points



Extra points worth 4 points

Extra points worth 5 points

Extra points worth 6 points

Extra points worth 7 points



Extra points worth 8 points

Field goals worth 0 points

Field goals worth 1 points



Field goals worth 2 points

Field goals worth 4 points

Field goals worth 5 points

Field goals worth 6 points



Field goals worth 7 points

Field goals worth 8 points

Safeties worth 0 points

Safeties worth 1 point



Safeties worth 3 points



67A ATVA-BA9G	Safeties worth 4 points
67B ATVT-BA3E	
68A AYVA-BA9G	Safeties worth 5 points
68B AYVT-BA3E	
69A A2VA-BA9G	Safeties worth 6 points
69B A2VT-BA3E	
70A A6VA-BA9G	Safeties worth 7 points
70B A6VT-BA3E	
71A BAVA-BA9G	Safeties worth 8 points
71B BAVT-BA3E	



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Mike Ditka Power Football and related names are trademarks of Accolade, Inc.

## Ms. Pac Man™ Game

One of the all-time arcade classics. There's really no plot, so just jump right in and get going. Change the number of lives with MSPAC Codes 1 thru 6. Only 4 lives are shown on the screen, but if you have more, the counter does count correctly. And since almost everybody has developed his or her skills on this game, try Codes 2 and 6 to make things tougher. With Game Genie™ this oldie but goodie seems new again!

MSPAC

CODE KEY IN ...

EFFECT ...

1	AJNA-AA30	Infinite lives for Ms. Pac Man™
2	AEEA-AACA	Ms. Pac Man starts with 1 life
3	BEEA-AACA	Ms. Pac Man starts with 9 lives
4	AJNA-AA4J	Infinite lives for Pac Man™
5	BEEA-AACG	Pac Man starts with 9 lives
6	AEEA-AACG	Pac Man starts with 1 life
7	4JNA-BACL	When Pac Man gets hit, Ms. Pac Man loses a life instead
8	5JNA-BAB2	When Ms. Pac Man gets hit, Pac Man loses a life instead
9	2CWA-CAGN	Ghosts stay blue 1/2x as long as normal—most of the time
10	ACWA-CGGN	Ghosts stay blue 2x as long as normal—most of the time
11	ACWA-CNGN	Ghosts stay blue 4x as long as normal—most of the time
12	AJ1A-AA6R	Ghosts stay blue until you eat them—most of the time



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Ms. Pac Man and related names are trademarks of Namco, Ltd.

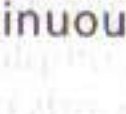
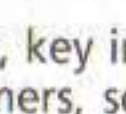
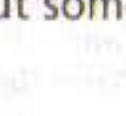
Game Genie is a trademark of Lewis Galoob Toys, Inc.



## MUSHA™ Game

MUSHA™ is a top-view action shooter with very good graphics. There's so much going on at once, the tough part is dodging all the dangers. Good thing you have your Metallic Uniframe Super Hybrid Armor and can key in Game Genie™ MUSH Code 1 so you never die.

MUSH CODE	KEY IN ...	EFFECT ...
1	AKMA-AA9Y	Invincibility
2	BKRT-AA8E	Keep main weapon status after dying
3	AKRT-AA6G	Infinite lives
4	ATNT-AAEY	Start with 4 lives
5	AYNT-AAEY	Start with 5 lives
6	A2NT-AAEY	Start with 6 lives
7	BJNT-AAEY	Start with 10 lives
8	GJNT-AAEY	Start with 50 lives
9	NTNT-AAEY	Start with 100 lives
10	SBZT-BJ08	Power chips count 2x normal
11	SBZT-BN08	Power chips count 3x normal
12	SBZT-BT08	Power chips count 4x normal



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

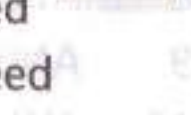
MUSHA and related names are trademarks of Seismic Software Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## NHL Hockey™ Game

The action is fast and fun in this well-executed hockey game. For even more excitement, key in NHL Codes 12 thru 15 to produce longer power plays. Code 15 freezes the penalty timers, so penalties end only on power-play goals. NHL Code 8 freezes the timer for continuous play—press reset to stop the game.

NHL CODE	KEY IN ...	EFFECT ...
1	RH9A-R6ZN	MASTER CODE—MUST BE ENTERED
2	YXBT-AY9E	Timer runs at 10x normal speed
3	95BT-B8HE	Timer runs at 3x normal speed
4	LXBT-BLHE	Timer runs at 2x normal speed
5	L1BT-ALHE	Timer runs at 1/2x normal speed
6	V5BT-AGHE	Timer runs at 1/3x normal speed
7	CHBT-ACHE	Timer runs at 1/10x normal speed
8	ADBT-AAHE	Freeze timer
9	ALSA-AAEN	Penalty timers run at 10x normal speed
10	BCSA-AAEN	Penalty timers run at 3x normal speed
11	BWSA-AAEN	Penalty timers run at 2x normal speed
12	GCSA-AAEN	Penalty timers run at 1/2x normal speed
13	KCSA-AAEN	Penalty timers run at 1/3x normal speed
14	8CSA-AAEN	Penalty timers run at 1/10x normal speed
15	ACSA-AA58	Freeze penalty timers





16 AVDA-AAF4 + AWP4-BE42

Play 4-on-4 instead of 6-on-6

17 AZDA-AAF4 + A0PA-BE42

Play 5-on-5 instead of 6-on-6



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

NHL is a trademark of The National Hockey League.

## Outrun™ Game

Outrun™ is one of the winners in the racing-game category. With these Game Genie™ codes, especially OUT Code 2, which gives you infinite time, you can practice and polish your skills to a championship level!

OUT CODE	KEY IN ...	EFFECT ...	
1	RYBT-A6ZJ	MASTER CODE—MUST BE ENTERED	
2	RY4T-A6ZJ	Infinite time to complete race	
3	BE2A-AWAY	Start with 99 seconds—hard and normal levels	
4	AA2A-ANAY	Start with 60 seconds—hard and normal levels	
5	BE2A-AWAJ	Start with 99 seconds—pro and super levels	
6	AA2A-ANAJ	Start with 60 seconds—pro and super levels	
7	BE2A-AWAR	Start with 99 seconds—easy and super easy levels	
8	AA2A-ANAR	Start with 60 seconds—easy and super easy levels	

Remember, you can pick 'n mix your codes!

Outrun is a trademark of Sega Enterprises, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.





## Pac-Mania™ Game

The graphics on this 16-bit version blow away anything you've seen in earlier Pac-Man games. Beware the Athletic Jumping Monster, the light-green ghost that will jump with you and kill you when you try to jump over him. PACM Code 17 gives you plenty of time to chomp all the ghosts and eat as many pellets as possible. Code 1 gives you as many chances as you need to complete the mazes. For those who like to rack up points, Codes 18 thru 21 make the different kinds of fruit worth much more.

When using PACM Codes 2 thru 6, 8 thru 12 and 22 thru 26, only 5 lives are shown on the screen—but if you have more, the game does keep track of them correctly. When using Codes 18 thru 21, the score counter keeps track correctly, even though the old, normal value is shown floating up to the top of the screen.

PACM CODE	KEY IN ...	EFFECT ...	
1	ALEA-AA6W	Infinite lives for players 1 and 2	
2	AE0T-AAEW	Player 1 starts with 2 lives	
3	AN0T-AAEW	Player 1 starts with 4 lives	
4	AY0T-AAEW	Player 1 starts with 6 lives	
5	A60T-AAEW	Player 1 starts with 8 lives	
6	BE0T-AAEW	Player 1 starts with 10 lives	
7	960T-AREW	Almost infinite lives—player 1	
8	AE0T-BA66	Player 2 starts with 2 lives	
9	AN0T-BA66	Player 2 starts with 4 lives	
10	AY0T-BA66	Player 2 starts with 6 lives	



11	A60T-BA66	Player 2 starts with 8 lives	
12	BE0T-BA66	Player 2 starts with 10 lives	
13	S60T-BA66	Almost infinite lives for—player 2	
14	KBCA-AF22	Ghosts stay blue 1/2 as long as normal	
15	KBCA-AH22	Ghosts stay blue 2x as long as normal	
16	KBCA-AM22	Ghosts stay blue 4x as long as normal	
17	KBCA-AS22	Ghosts stay blue 8x as long as normal	
18	CCGA-ARM6	Cherry is worth 10,000 instead of 1,000	
19	ECGA-A6X4	Strawberry is worth 20,000 instead of 2,000	
20	GCGA-BL58	Lemon is worth 30,000 instead of 3,000	
21	LCGA-AHYA	Banana is worth 50,000 instead of 5,000	
22	AGET-AACL	2 lives after continue—both players	
23	ARET-AACL	4 lives after continue—both players	
24	A0ET-AACL	6 lives after continue—both players	
25	A8ET-AACL	8 lives after continue—both players	
26	BGET-AACL	10 lives after continue—both players	





Pac-Mania and related names are trademarks of Namco, Ltd.

## Pat Riley Basketball™ Game

Want to win the big tournament? 3-pointers are tough to sink in this game, but you can make them count more on the scoreboard with PAT Codes 17 thru 19. Use these codes when you want normal scoring on 2-point shots, but want to get rewarded more for the long shots. Don't combine them with PAT Codes 1 thru 16, which change the point value of all kinds of shots and also allow you to handicap the game so players of different skill levels can have fun competing.





PAT

CODE KEY IN . . .

1	PZDA-PETC	All player 1 shots worth 1 point	
2	PZDA-PJTC	All player 1 shots worth 2 points	
3	PZDA-PNTC	All player 1 shots worth 3 points	
4	PZDA-PTTC	All player 1 shots worth 4 points	
5	PZDA-PYTC	All player 1 shots worth 5 points	
6	PZDA-P2TC	All player 1 shots worth 6 points	
7	PZDA-P6TC	All player 1 shots worth 7 points	
8	PZDA-PATC	All player 1 shots worth 8 points	
9	PZDA-PEV6	All player 2 shots worth 1 point	
10	PZDA-PJV6	All player 2 shots worth 2 points	
11	PZDA-PNV6	All player 2 shots worth 3 points	
12	PZDA-PTV6	All player 2 shots worth 4 points	
13	PZDA-PYV6	All player 2 shots worth 5 points	
14	PZDA-P2V6	All player 2 shots worth 6 points	
15	PZDA-P6V6	All player 2 shots worth 7 points	
16	PZDA-PAV6	All player 2 shots worth 8 points	



IMPORTANT: DO NOT USE CODES 17 THRU 19 WITH ANY OF CODES 1 THRU 16

- |    |  |  |   |
|----|--|--|---|
| 17 | A0ET-NAFE  | All 3-point shots worth 5—<br>both players           |   |
| 18 | A8ET-NAFE  | All 3-point shots worth 7—<br>both players           |    |
| 19 | BGET-NAFE  | All 3-point shots worth 9—<br>both players           |   |
| 20 | 9T9T-PGSL + AY9T-NAHN +<br>969T-NAHR + HA9T-NAHT | Player 1 starts with 5 points in<br>exhibition game  |   |
| 21 | 9T9T-PGSL + BJ9T-NAHN +<br>969T-NAHR + HA9T-NAHT | Player 1 starts with 10 points in<br>exhibition game |    |
| 22 | 9T9T-PGSL + B69T-NAHN +<br>969T-NAHR + HA9T-NAHT | Player 1 starts with 15 points in<br>exhibition game |   |
| 23 | 9T9T-PGSL + CT9T-NAHN +<br>969T-NAHR + HA9T-NAHT | Player 1 starts with 20 points<br>in exhibition game |   |
| 24 | 9T9T-PGSL + AY9T-NAHN + 969T-NAHR                | Player 2 starts with 5 points in<br>exhibition game  |  |
| 25 | 9T9T-PGSL + BJ9T-NAHN + 969T-NAHR                | Player 2 starts with 10 points in<br>exhibition game |   |
| 26 | 9T9T-PGSL + B69T-NAHN + 969T-NAHR                | Player 2 starts with 15 points in<br>exhibition game |  |
| 27 | 9T9T-PGSL + CT9T-NAHN + 969T-NAHR                | Player 2 starts with 20 points in<br>exhibition game |   |



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Pat Riley Basketball is a trademark of Sega of America, Inc.

## PGA Tour Golf™ Game

Big field, small target—golf is a tough game, and PGA Tour Golf™ is a very realistic simulation. You have to play against some of the world's greatest golfers and choose your club, direction and power. Estimating wind and green slope is tricky, too. But so what—you can use TOUR Code 42 and always make the cut! Codes 2 thru 35 let you tailor the length of the game to suit your tastes. Codes 36 thru 42 apply to tournament play only. Use Code 36 if you think you're good enough.

IMPORTANT: WITH GAME GENIE™ CONNECTED, YOU MAY NOT BE ABLE  
TO SAVE OR DELETE A GAME OR PLAYER

- | TOUR<br>CODE | KEY IN ...                        | EFFECT ...                      |   |
|--------------|-----------------------------------|---------------------------------|---|
| 1            | RH9A-R6ZA                         | MASTER CODE—<br>MUST BE ENTERED |  |
| 2            | AEJT-AAD2 + STJT-BLM0 + MAJT-AJD4 | Each round begins at hole 2     |   |
| 3            | AJJT-AAD2 + STJT-BLM0 + MAJT-AJD4 | Each round begins at hole 3     |   |
| 4            | ANJT-AAD2 + STJT-BLM0 + MAJT-AJD4 | Each round begins at hole 4     |   |
| 5            | ATJT-AAD2 + STJT-BLM0 + MAJT-AJD4 | Each round begins at hole 5     |   |
| 6            | AYJT-AAD2 + STJT-BLM0 + MAJT-AJD4 | Each round begins at hole 6     |  |
| 7            | A2JT-AAD2 + STJT-BLM0 + MAJT-AJD4 | Each round begins at hole 7     |   |



8	A6JT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 8
9	BAJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 9
10	BEJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 10
11	BJJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 11
12	BNJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 12
13	BTJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 13
14	BYJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 14
15	B2JT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 15
16	B6JT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 16
17	CAJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 17
18	CEJT-AAD2 + STJT-BLM0 + MAJT-AJD4	Each round begins at hole 18
19	AE5A-AACC + AFTT-AAD6	Each round ends after hole 1
20	AJ5A-AACC + AKTT-AAD6	Each round ends after hole 2
21	AN5A-AACC + APTT-AAD6	Each round ends after hole 3
22	AT5A-AACC + AVTT-AAD6	Each round ends after hole 4
23	AY5A-AACC + AZTT-AAD6	Each round ends after hole 5
24	A25A-AACC + A3TT-AAD6	Each round ends after hole 6
25	A65A-AACC + A7TT-AAD6	Each round ends after hole 7
26	BA5A-AACC + BBTT-AAD6	Each round ends after hole 8
27	BE5A-AACC + BFTT-AAD6	Each round ends after hole 9
28	BJ5A-AACC + BKTT-AAD6	Each round ends after hole 10
29	BN5A-AACC + BPTT-AAD6	Each round ends after hole 11
30	BT5A-AACC + BVTT-AAD6	Each round ends after hole 12
31	BY5A-AACC + BZTT-AAD6	Each round ends after hole 13
32	B25A-AACC + B3TT-AAD6	Each round ends after hole 14
33	B65A-AACC + B7TT-AAD6	Each round ends after hole 15
34	CA5A-AACC + CBTT-AAD6	Each round ends after hole 16
35	CE5A-AACC + CFTT-AAD6	Each round ends after hole 17
36	EAKA-BJ26	Top 32 scores make first round cut instead of top 48
37	FAKA-BJ26	Top 40 scores make first round cut
38	JAKA-BJ26	Top 64 scores make first round cut
39	FAKA-BJ3A	Top 40 scores make second and third round cuts instead of top 32
40	GAKA-BJ3A	Top 48 scores make second and third round cuts
41	JAKA-BJ3A	Top 64 scores make second and third round cuts
42	GTKA-BEZ2 + B2KA-AVF4 + A2KA-AA76	Everybody always makes the cut





- |    |                       |                                       |   |
|----|-----------------------|---------------------------------------|---|
| 43 | B8FT-AABA + ED0T-SLRA | Golf bag holds 15 clubs instead of 14 |  |
| 44 | CCFT-AABA + ED0T-SNRA | Golf bag holds 16 clubs               |   |
| 45 | CGFT-AABA             | Golf bag holds 17 clubs               |   |

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

PGA Tour Golf is a trademark of PGA Tour.







## Phantasy Star™ II Game

Can you find out why the Mother Brain has lost control of nature on Mota and save the planet in this challenging role-playing game? You'll need some of these Game Genie™ codes on your long quest, and some of the codes need some explanation. For PHAN2 Codes 9 and 10, "physical strikes" and "venom strikes" are two different types of strikes not described in the game booklet. Venom strikes are not to be confused with poisoning. Most enemies use physical strikes. A few, such as mosquito, froggy and blaster, use venom strikes, or both kinds of strikes. For Code 11, damage zones are found in the basement of the biosystems lab, and may also be in other places. With Code 12, TP (technique points) are deducted and may go negative, causing strange thingies to be displayed for a player's TP. (But it's harmless.) And PHAN2 Code 15, never get paralyzed, may sometimes prevent other problems, such as getting put to sleep or poisoned.

PHAN2

CODE KEY IN ...

EFFECT ...

- |    |                       |   |   |
|----|-----------------------|---|---|
| 1  | ATBA-AA4R             | MASTER CODE—MUST BE ENTERED   |  |
| 2  | BXJA-AA26             | Everything is free  |   |
| 3  | RG8A-A60R             | Everything at the protection gear store is free   |   |
| 4  | RG9T-A60J             | Everything at the tool shop is free   |  |
| 5  | RG7T-A6V2             | Everything at the armorer's store is free   |   |
| 6  | AL6T-AA50             | All medical care is free  |   |
| 7  | AL5T-AA78             | All clones are free   |  |
| 8  | AMFT-AA4G             | All teleporting is free   |   |
| 9  | CJZT-AA2N             | No hit points are lost in battle from physical strikes                                    |   |
| 10 | CJ0A-AA2Y             | No hit points are lost in battle from venom strikes                                       |  |
| 11 | CV2T-AA5R             | No hit points lost in damage zones  |   |
| 12 | BCXA-AA2J             | Do all peaceful techniques regardless of technique points—TP points are deducted          |   |
| 13 | RGZA-A6XL             | Do all peaceful techniques if you have enough technique points—TP points are not deducted |  |
| 14 | CTWT-AA3L             | Battle techniques used are not deducted from technique points                             |   |
| 15 | AJ0T-AA4W             | Players never get paralyzed   |   |
| 16 | REYA-A6TY             | All enemies die with one strike   |  |
| 17 | KAYA-AS2R + GJYA-AAC8 | Your regular attacks are more powerful  |   |



- 18 KAYA-AM2R + BAYA-AAC8 Your regular attacks are much more powerful
- 19 GJYA-AACJ All battle techniques are 2x as powerful
- 20 G2YA-AACJ All battle techniques are 4x as powerful
- 21 FCYA-ACCJ All battle techniques are 1/2x as powerful
- 22 L2YA-AECJ All battle techniques are 1/4x as powerful



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Phantasy Star and related names are trademarks of Sega of America, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

### Phantasy Star™ III: Generations of Doom™ Game








A long and involved storyline is one of the best things about RPG's (role-playing games), and this one is no exception. Use the codes to help in your quest to rescue your lovely Maia. PHAN3 Code 7 is a weird but good code. It adds to the meseta amounts in Codes 3 thru 6, or it adds to the 300 meseta you normally find in the first treasure chest when you don't use those codes. With Code 14, anything can be bought, and the amount of the purchase will be deducted from your total. This code can sometimes leave you with lots more money than you had! With Code 15, items are free, but you must have enough meseta to buy them. PHAN3 Code 31 can be very useful for mapping the game and solving its puzzles without the bother of being attacked. But be aware that at some points in the game, a battle must be fought for the story to continue, and this code prevents that. Switch effects off when you want to get attacked.

PHAN3

CODE	KEY IN ...	EFFECT ...
1	ETBA-AA88	MASTER CODE—MUST BE ENTERED
2	ACBA-CBG6	1st treasure chest contains 0 meseta
3	NWBA-CBG6	1st treasure chest contains 100 meseta
4	8WBA-CDG6	1st treasure chest contains 500 meseta
5	7CBA-CHG6	1st treasure chest contains 1,000 meseta
6	YCBA-C9G6	1st treasure chest contains 4,000 meseta
7	AWAA-CA7A	1st treasure chest contains specified amount of meseta plus 32,768
8	BMTA-CCGN	Start with 10 HP (Hit Points)
9	CXTA-CCGN	Start with 20 HP
10	GMTA-CCGN	Start with 50 HP
11	NXTA-CCGN	Start with 100 HP
12	3DTA-CCGN	Start with 200 HP
13	9MTA-CCGN	Start with 250 HP
14	A4ZT-AA22	Buy anything at armor, weapon, and equipment shops no matter how much meseta you have
15	ALZT-AA7W	Items that you can afford at the armor, equipment, and weapons shops are free





16	BXDA-AA5L	Fortunetelling is free	
17	DDBT-AA5L	Sleep and game saving at the inn are free	
18	BXAT-AA64	Poison recovery at the healer is free	
19	BW9T-AA5E	Resurrection at the healer is free	
20	A49A-AA28	Technique redistribution is free	
21	REHT-C6VL	Using monomate, diamate, or trimate restores all HP	
22	BTHA-CA9J	No TP (Technique Points) deducted for using Res technique	
23	BTHA-CA38	No TP deducted for using Rever technique	
24	BTHA-CA6W	No TP deducted for using Gires technique	
25	GCJT-B62W	No TP deducted for using Anti technique	
26	CKBA-AA3G	One strike kills small front-row enemies	
27	B3FA-AA80	One strike kills large back-row enemies	
28	GTBT-CA3T	No HP lost in battle from enemy strikes	
29	GTCT-CA5C	No HP lost in battle from enemy techniques	
30	ATJT-CA50	Characters cannot be poisoned	

NOTE: WITH CODE 31, TURN OFF EFFECTS TO GET ATTACKED OR YOU CANNOT COMPLETE GAME

31	A2NT-AA8R	No enemies ever attack	
----	-----------	------------------------	---

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Phantasy Star III: Generations of Doom and related names are trademarks of Sega of America, Inc.










## Phelios™ Game

Pheeling phatigued with the normal 3-lives pheature of this challenging top-view action shooter? Phix it the way you want it with PHEL Codes 1 thru 9. Try Code 10 for almost endless energy, and you'll get help in your struggle to save your beloved Artemis from Typhon, ruler of darkness. Keep in mind that when you use Codes 20 thru 25 to level warp, you'll see the Chapter 1 title screen, but after that you'll start on the chapter you've chosen. Experts, try Code 1 for just one life.

PHEL  
CODE KEY IN ...

1	AEPA-AAGA	Start with 1 life	
2	AYPA-AAGA	Start with 5 lives	
3	A6PA-AAGA	Start with 7 lives	
4	BEPA-AAGA	Start with 9 lives	
5	AEJA-AAHG	1 life after continue	






6	AYJA-AAHG	5 lives after continue	
7	A6JA-AAHG	7 lives after continue	
8	BEJA-AAHG	9 lives after continue	
9	AT5A-AA3E	Infinite lives	
10	BTCT-AA5G	Almost infinite energy	
11	AEPA-AAGJ	Start with 1 credit	
12	AYPA-AAGJ	Start with 5 credits	
13	A6PA-AAGJ	Start with 7 credits	
14	BEPA-AAGJ	Start with 9 credits	
15	ATHT-AA8R	Infinite credits	
16	SE3T-BJWA	Sword heats up faster	
17	SE3T-BAWA	Sword heats up much faster	
18	AT3T-AA5C + AT3T-AA3C	Once the sword is fully heated up, it stays at full energy almost forever	
19	SG9A-BT1G	Each speed-up item worth 2	
20	AJPA-AA44 + AEPA-BA42	Start at chapter 2	
21	AJPA-AA44 + AJPA-BA42	Start at chapter 3	
22	AJPA-AA44 + ANPA-BA42	Start at chapter 4	
23	AJPA-AA44 + ATPA-BA42	Start at chapter 5	
24	AJPA-AA44 + AYPA-BA42	Start at chapter 6	
25	AJPA-AA44 + A2PA-BA42	Start at chapter 7	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Phelios and related names are trademarks of Namco Ltd.

## Powerball™ Game

This original sport is something like rugby. It's challenging and can be a bit frustrating. Assemble the best team imaginable with WERB Code 1—the number of bonus points does not decrease. Try Code 2 for an ultra-quick game if you're pressed for time. Codes 7 thru 10 affect the point values of touchdowns and goals, normally 3 and 1, respectively. Experts can try WERB Codes 5 and 6 to start the opposition with extra bonus points.

WERB CODE	KEY IN ...	EFFECT ...	
1	AKBA-AA8T	Infinite bonus points	
2	GAHT-AAGA	30 seconds per quarter	
3	AAHT-BAGA	10 minutes per quarter	
4	AAHT-BLGA	15 minutes per quarter	
5	FJ2T-AYC2	Start Japan team with 200 bonus points instead of 60	
6	B22T-ATL2	Start all other teams with 200 bonus points instead of 50	



7	A7XA-BE5L	Touchdowns worth 7 points	
8	AFXA-BE5L	Touchdowns worth 1 point	
9	A7XA-BE42	Goals worth 7 points	
10	APXA-BE42	Goals worth 3 points	











Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Powerball is a trademark of Namco Ltd.

## QuackShot™ Game

Have you been able to quack this game and find the Great Duck Treasure? No? Then try some of these ducky Game Genie™ codes. With QUAK Code 2 you never lose power. Vary the 3 Donald Ducks you normally start with by keying in Codes 7 thru 14. With Code 6, you're invulnerable to everything except the last boss's sword. Combine some of these, or use them one at a time, and you should be able to finally wipe out Big Pete!

QUAK

CODE	KEY IN . . .	EFFECT . . .	
1	AJCA-AA2L	MASTER CODE—MUST BE ENTERED	
2	BBJA-AAD0	Start game with maximum power	
3	AKJA-AAD0	Start game with less power	
4	BBEA-AABW	Start with maximum power after you lose a Donald Duck	
5	AKEA-AABW	Start with less power after you lose a Donald Duck	
6	AKSA-AA24	Almost infinite power	
7	AFJA-AABG	Start with 1 Donald Duck	
8	AZJA-AABG	Start with 5 Donald Ducks	
9	BBJA-AABG	Start with 8 Donald Ducks	
10	BKJA-AABG	Start with 10 Donald Ducks	
11	DFJA-AABG	Start with 25 Donald Ducks	
12	GKJA-AABG	Start with 50 Donald Ducks	
13	NPJA-AABG	Start with 99 Donald Ducks	
14	AVEA-AA28	Infinite Donald Ducks	
15	AKJT-AA2J	Infinite popcorn on popcorn pick-up	

Remember, you can pick 'n mix your codes!

QuackShot and related names are trademarks of The Walt Disney Company.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



















## Quad Challenge™ Game

To help you win the championship in this ATV racing game, use QUAD Codes 11 and 12 for infinite time. QUAD Codes 15 and 16 are powerful, but must be used carefully. Do not continue to accelerate after you have reached the maximum speed of 199 km/hr, or your engine will overheat and your speed will immediately drop to zero. Experts, use Code 10 and set the time to 65 for the last track.

QUAD

CODE KEY IN ...

EFFECT ...

1	ML3T-FYVJ	Set time to 90 for Atlanta and New York instead of 75 and 80	
2	JG3T-ECVJ	Set time to 65 for Atlanta and New York	
3	M83T-F8VL	Set time to 95 for Santa Fe and Miami instead of 80 and 75	
4	J43T-ENVL	Set time to 70 for Santa Fe and Miami	
5	M83T-F8VN	Set time to 95 for Grand Canyon and Denver instead of 80 and 85	
6	J43T-ENVN	Set time to 70 for Grand Canyon and Denver	
7	M83T-F8VR	Set time to 95 for Detroit and Death Valley instead of 70 and 85	
8	J43T-ENVR	Set time to 70 for Detroit and Death Valley	
9	L03T-FYVT	Set time for Honolulu to 90 instead of 75	
10	L03T-ECVT	Set time for Honolulu to 65	
11	A5NT-AA9E	Infinite time—player 1	
12	A5PA-AA4W	Infinite time—player 2	
13	HT9A-DARJ + M69A-CAGL	Set time to 95 for all tracks	
14	HT9A-DARJ + JE9A-CAGL	Set time to 65 for all tracks	
15	HT7T-BEJL + NA7T-ACAN	Accelerate faster—player #1	
16	HT7T-BESG + NA7T-ACHJ	Accelerate faster—player #2	

Remember, you can pick 'n mix your codes!

Quad Challenge and related names are trademarks of Namco Ltd.

## Raiden Trad™ Game

Climb into your supersonic fighter-bomber, destroy all enemies, and ultimately defeat the Continent, the enemy fortress at stage 8. Try TRAD Code 5, infinite lives, and Code 11, which allows you to power up with maximum firepower. Use TRAD Code 7, and buildings and tanks will need only one hit to blow instead of three (more or less). Big yellow ships will need only about 3 hits instead of about 10 when you use Code 8. With Code 10 you have permanent missiles that you can't see, and power-ups can make your gunfire look different.

**NOTE: MANY OF THE RAIDEN TRAD™ CODES CANNOT BE COMBINED. IF YOU GET STRANGE RESULTS OR THE GAME FREEZES, TRY DELETING ONE OF THE CODES OR USING A DIFFERENT COMBINATION**



TRAD CODE	KEY IN ...	EFFECT ...
1	AKWT-AA9J	Infinite bombs
2	AE9A-AAF0	Start with 1 bomb
3	A29A-AAF0	Start with 6 bombs
4	BA9A-AAF0	Start with 8 bombs
5	AJFT-AA5C	Infinite lives
6	PFCA-BJXG	Each bomb power-up item is worth 2
7	AEIT-AAHT	Some smaller obstacles easier to explode
8	AHEA-CAGY	Some bigger obstacles easier to explode
9	BA9A-AA8E	Don't lose missile power when you lose a life
10	A69A-BE8E	Permanent invisible missiles
11	BBCT-BA5Y	First laser power-up item gives you maximum power



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Raiden Trad and related names are trademarks of Micronet Co., Ltd.

## Rambo III™ Game

If you thought that the next game in the Rambo series might be something like "The White House Years," you'll find plenty of the famous Rambo action in this game. RAM3 Codes 2 and 3 will give you infinite lives on the missions and in the bonus battles, always helpful. And since he uses up arrows and bombs pretty fast, you can give Rambo plenty to work with—just key in some of these other Game Genie™ codes, such as Codes 11 and 16. RAM3 Codes 4 thru 7 allow you more lives. More than 5 will not be displayed properly on the options screen, but the codes still work. When using Codes 17 thru 23 to change the time limits on the missions, keep in mind that the secret agent will still tell you two minutes.

RAM3 CODE	KEY IN ...	EFFECT ...
1	DAGT-AA8C	MASTER CODE—MUST BE ENTERED
2	CKET-AA44	Infinite lives during missions
3	CJ1A-AA22	Infinite lives during bonus battles
4	A2GT-AAH4	Start with 7 lives
5	BAGT-AAH4	Start with 9 lives
6	BEGT-AAH4	Start with 10 lives
7	ABEA-BE4A	Infinite arrows
8	AGNA-AAHG	Each A worth 1 arrow
9	ARNA-AAHG	Each A worth 3 arrows
10	A8NA-AAHG	Each A worth 7 arrows
11	CCNA-AAHG	Each A worth 10 arrows
12	ABEA-BE84	Infinite time bombs





13	AGNA-AAGW	Each B worth 1 time bomb
14	A0NA-AAGW	Each B worth 5 time bombs
15	A8NA-AAGW	Each B worth 7 time bombs
16	CCNA-AAGW	Each B worth 10 time bombs
17	GCCT-AAGC	30 seconds to escape prison—mission 2
18	NCCT-AAGC	60 seconds to escape prison—mission 2
19	WCCT-AAGC	90 seconds to escape prison—mission 2
20	LCCT-ACGC + LCCT-ACG8	150 seconds to escape prison—mission 2
21	TCCT-ACGC + TCCT-ACG8	180 seconds to escape prison—mission 2
22	JCCT-AEGC + JCCT-AEG8	240 seconds to escape prison—mission 2
23	ACCT-AGGC + ACCT-AGG8	300 seconds to escape prison—mission 2



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Rambo is a trademark of Carolco.

Game Genie is a trademark of Lewis Galoob Toys, Inc.





## RBI Baseball 3™ Game

Game Genie™ pitches a good assortment of codes in this popular game, including Codes 28 and 29, unrestricted substitution, which means that a player who is taken out of the lineup may re-enter the game later.

RBI CODE	KEY IN ...	EFFECT ...
1	AJKA-CAHR	Game begins with inning 2
2	ANKA-CAHR	Game begins with inning 3
3	ATKA-CAHR	Game begins with inning 4
4	AYKA-CAHR	Game begins with inning 5
5	A2KA-CAHR	Game begins with inning 6
6	A6KA-CAHR	Game begins with inning 7
7	BAKA-CAHR	Game begins with inning 8
8	BEKA-CAHR	Game begins with inning 9
9	AAKT-CCA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6V	Game begins with player 1 leading 1-0
10	AAKT-CEA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 1 leading 2-0
11	AAKT-CGA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 1 leading 3-0
12	AAKT-CJA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 1 leading 4-0
13	AAKT-CLA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 1 leading 5-0
14	AAKT-CRA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 1 leading 7-0
15	AAKT-CWA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 1 leading 9-0
16	AEKT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 1-0





17	AJKT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 2-0	
18	ANKT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 3-0	
19	ATKT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 4-0	
20	AYKT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 5-0	
21	A6KT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 7-0	
22	BEKT-CAA8 + STKT-D0J6 + 8TKT-CLBA + REKT-C6VC	Game begins with player 2 or computer leading 9-0	
23	AK9T-AAA4 + ALAA-AAEN + AJET-CABG	Batter walks on 2 balls	
24	AP9T-AAA4 + ARAA-AAEN + ANET-CABG	Batter walks on 3 balls	
25	AZ9T-AAA4 + A0AA-AAEN + AYET-CABG	Batter walks on 5 balls	
26	A39T-AAA4 + A4AA-AAEN + A2ET-CABG	Batter walks on 6 balls	
27	AK9A-AA9G	Balls do not count— batter never walks	
28	AA3A-AAH4	Unrestricted substitutions for batting team	
29	ABAA-AAA0	Unrestricted substitutions for fielding team (except pitchers)	



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

RBI Baseball 3 is a trademark of Atari Games.







Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Road Rash™ Game

Nice guys finish last in this fast 'n nasty motorcycle racing game. Cash counts—use RASH Codes 10 thru 13 and 15 thru 18 for more money to pay fines, fix your bike, or buy a better one. Codes 20 thru 33 let you pick the bike you want to start out with. Normally, a player must qualify 4th or better on each of the 5 roads in order to advance to the next level. Codes 34 thru 48 relax or eliminate some of the requirements. For experts, Codes 14 and 19 start you out with no money.

RASH CODE	KEY IN ...	EFFECT ...	
1	RH9T-R60T	MASTER CODE—MUST BE ENTERED	
2	AJPA-AAFG	Player A starts at level 2	
3	ANPA-AAFG	Player A starts at level 3	
4	ATPA-AAFG	Player A starts at level 4	
5	AYPA-AAFG	Player A starts at level 5	
6	AJPT-AAGC	Player B starts at level 2	
7	ANPT-AAGC	Player B starts at level 3	
8	ATPT-AAGC	Player B starts at level 4	
9	AYPT-AAGC	Player B starts at level 5	



10	8TPA-ACGL	Player A starts with \$5,000 instead of \$1,000	
11	7APA-AGGL	Player A starts with \$10,000	
12	2TPA-AWGL	Player A starts with \$25,000	
13	VAPA-BGGL	Player A starts with \$50,000	
14	AAPA-AAGL	Player A starts with no money	
15	8TPT-ACHG	Player B starts with \$5,000 instead of \$1,000	
16	7APT-AGHG	Player B starts with \$10,000	
17	2TPT-AWHG	Player B starts with \$25,000	
18	VAPT-BGHG	Player B starts with \$50,000	
19	AAPT-AAHG	Player B starts with no money	
20	AEPA-AAGW	Player A starts with Panda 600 bike instead of Shuriken 400	
21	AJPA-AAGW	Player A starts with Bonzai 750 bike	
22	ANPA-AAGW	Player A starts with Kamikaze 750 bike	
23	ATPA-AAGW	Player A starts with Shuriken 1000 bike	
24	AYPA-AAGW	Player A starts with Ferruci 850 bike	
25	A2PA-AAGW	Player A starts with Panda 750 bike	
26	A6PA-AAGW	Player A starts with Diablo 1000 bike	
27	AEPT-AAHR	Player B starts with Panda 600 bike instead of Shuriken 400	
28	AJPT-AAHR	Player B starts with Bonzai 750 bike	
29	ANPT-AAHR	Player B starts with Kamikaze 750 bike	
30	ATPT-AAHR	Player B starts with Shuriken 1000 bike	
31	AYPT-AAHR	Player B starts with Ferruci 850 bike	
32	A2PT-AAHR	Player B starts with Panda 750 bike	
33	A6PT-AAHR	Player B starts with Diablo 1000 bike	
34	BDCT-AACA	Players need to finish 8th or better (instead of 4th) on Sierra Nevada road	
35	B9CT-AACA	Players need to finish 15th or better on Sierra Nevada road	
36	BMCT-AA34	Players don't need to run Sierra Nevada road	
37	BDCT-AACT	Players need to finish 8th or better (instead of 4th) on Pacific Coast road	
38	B9CT-AACT	Players need to finish 15th or better on Pacific Coast road	
39	BMCT-AA4L	Players don't need to run Pacific Coast road	
40	BDCT-AADA	Players need to finish 8th or better (instead of 4th) on Redwood Forest road	
41	B9CT-AADA	Players need to finish 15th or better on Redwood Forest road	
42	BMCT-AA44	Players don't need to run Redwood Forest road	



43	BDCT-AADT	Players need to finish 8th or better (instead of 4th) on Palm Desert road
44	B9CT-AADT	Players need to finish 15th or better on Palm Desert road
45	BMCT-AA5L	Players don't need to run Palm Desert road
46	BDCT-AAEA	Players need to finish 8th or better (instead of 4th) on Grass Valley road
47	B9CT-AAEA	Players need to finish 15th or better on Grass Valley road
48	BMCT-AA54	Players don't need to run Grass Valley road



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.

Road Rash and related names are trademarks of Electronic Arts.





## Rolling Thunder 2™ Game

Lots of codes to help Albatross and Leila stop Gimdo and his Geldra terrorist gang from destroying vital communications satellites. ROLL Codes 1 thru 13 are especially useful, since they vary the number of hit points from the normal value of 2 (the blue box display looks funny until you have 4 or less hit points left). Codes 14 to 27 let you change the starting number of pistol shots from the normal 40. Codes 28 thru 44 let you change the starting number of machine gun shots from the normal 0, and Codes 45 thru 61 let you increase the starting number of flame thrower shots from the normal 0, and can make the shots look funny. When using Codes 62 and 63, special weapon shots can look funny and may have different degrees of effectiveness, depending on the round.



ROLL CODE	KEY IN ...	EFFECT ...
1	ABMA-AAHN	Start with 1 hit point—player 1
2	AKMA-AAHN	Start with 3 hit points—player 1
3	AVMA-AAHN	Start with 5 hit points—player 1
4	A3MA-AAHN	Start with 7 hit points—player 1
5	BBMA-AAHN	Start with 9 hit points—player 1
6	B3MA-AAHN	Start with 15 hit points—player 1
7	ABMT-AAAR	Start with 1 hit point—player 2
8	AKMT-AAAR	Start with 3 hit points—player 2
9	AVMT-AAAR	Start with 5 hit points—player 2
10	A3MT-AAAR	Start with 7 hit points—player 2
11	BBMT-AAAR	Start with 9 hit points—player 2
12	B3MT-AAAR	Start with 15 hit points—player 2
13	FDJA-AEZ6	Almost invincible—both players
14	CBLA-AAFJ	Start with 10 pistol shots—player 1
15	EBLA-AAFJ	Start with 20 pistol shots—player 1
16	GBLA-AAFJ	Start with 30 pistol shots—player 1
17	NBLA-AAFJ	Start with 60 pistol shots—player 1
18	TBLA-AAFJ	Start with 80 pistol shots—player 1
19	ABLA-ACFJ	Start with 100 pistol shots—player 1
20	XFLA-AWFJ	Start with 999 pistol shots—player 1





21	CBLA-AAFT	Start with 10 pistol shots—player 2	
22	EBLA-AAFT	Start with 20 pistol shots—player 2	
23	GBLA-AAFT	Start with 30 pistol shots—player 2	
24	NBLA-AAFT	Start with 60 pistol shots—player 2	
25	TBLA-AAFT	Start with 80 pistol shots—player 2	
26	ABLA-ACFT	Start with 100 pistol shots—player 2	
27	XFLA-AWFT	Start with 999 pistol shots—player 2	
28	CBLA-AAFL	Start with 10 machine gun shots—player 1	
29	EBLA-AAFL	Start with 20 machine gun shots—player 1	
30	GBLA-AAFL	Start with 30 machine gun shots—player 1	
31	JBLA-AAFL	Start with 40 machine gun shots—player 1	
32	NBLA-AAFL	Start with 60 machine gun shots—player 1	
33	TBLA-AAFL	Start with 80 machine gun shots—player 1	
34	ABLA-ACFL	Start with 100 machine gun shots—player 1	
35	XFLA-AWFL	Start with 999 machine gun shots—player 1	
36	CBLA-AAFW	Start with 10 machine gun shots—player 2	
37	EBLA-AAFW	Start with 20 machine gun shots—player 2	
38	GBLA-AAFW	Start with 30 machine gun shots—player 2	
39	JBLA-AAFW	Start with 40 machine gun shots—player 2	
40	NBLA-AAFW	Start with 60 machine gun shots—player 2	
41	TBLA-AAFW	Start with 80 machine gun shots—player 2	
42	ABLA-ACFW	Start with 100 machine gun shots—player 2	
43	XFLA-AFWF	Start with 999 machine gun shots instead of 0—player 2	

**IMPORTANT: TO START THE GAME WITH INFINITE SHOTS USING CODE 44, YOU MUST ALSO ENTER ANY ONE OF CODES 28 THRU 43 ABOVE**

44	ADYT-BE9N	Infinite pistol and machine gun shots—both players	
45	CBLA-AAF2	Start with 10 flame thrower shots—player 1	



46	EBLA-AAF2	Start with 20 flame thrower shots—player 1
47	GBLA-AAF2	Start with 30 flame thrower shots—player 1
48	JBLA-AAF2	Start with 40 flame thrower shots—player 1
49	NBLA-AAF2	Start with 60 flame thrower shots—player 1
50	TBLA-AAF2	Start with 80 flame thrower shots—player 1
51	ABLA-ACF2	Start with 100 flame thrower shots—player 1
52	XFLA-AWF2	Start with 999 flame thrower shots—player 1
53	CBLA-AAF8	Start with 10 flame thrower shots—player 2
54	EBLAAAF8	Start with 20 flame thrower shots—player 2
55	GBLA-AAF8	Start with 30 flame thrower shots—player 2
56	JBLA-AAF8	Start with 40 flame thrower shots—player 2
57	NBLA-AAF8	Start with 60 flame thrower shots—player 2
58	TBLA-AAF8	Start with 80 flame thrower shots—player 2
59	ABLA-ACF8	Start with 100 flame thrower shots—player 2
60	XFLA-AWF8	Start with 999 flame thrower shots—player 2











**IMPORTANT: TO START THE GAME WITH INFINITE SHOTS USING CODE 61, YOU MUST ALSO ENTER ANY ONE OF CODES 45 THRU 60 ABOVE**


61	ADZA-BE70	Infinite flame thrower and shot cluster shots—both players
62	AXST-ANAE	Make flame thrower special weapon in round 5, instead of shot cluster (standing shots only—you still get shot cluster when you crouch)
63	SXSA-B4SY + A5SA-ANH0	Make shot cluster special weapon in all rounds instead of only in round 5 (standing shots only—you still get flame thrower when you crouch)
64	PZTT-AADT	Timer runs at 1/10 normal speed
65	VBTT-AADT	Timer runs at 1/8 normal speed
66	CFTTACDT	Timer runs at 1/4 normal speed





67	PVTT-ACDT	Timer runs at 1/3 normal speed	
68	EKTT-AEDT	Timer runs at 1/2 normal speed	
69	VBTT-ATDT	Timer runs at 2x normal speed	
70	3VTT-A2DT	Timer runs at 3x normal speed	
71	CBTT-BCDT	Timer runs at 4x normal speed	
72	EBTT-AEMT	Timer runs at 8x normal speed	
73	ZBTT-AYMT	Timer runs at 10x normal speed	
74	BFTT-AF56	Infinite time	
75	ABCA-AAF8	Start with 1 life instead of 3—player 1	
76	AFCA-AAF8	Start with 2 lives—player 1	
77	AVCA-AAF8	Start with 5 lives—player 1	
78	A3CA-AAF8	Start with 7 lives—player 1	
79	BBCA-AAF8	Start with 9 lives—player 1	
80	B3CA-AAF8	Start with 15 lives—player 1	
81	GFCA-AAF8	Start with 50 lives—player 1	
82	ABCA-BE7Y	Start with 1 life—player 2	
83	AFCA-BE7Y	Start with 2 lives—player 2	
84	AVCA-BE7Y	Start with 5 lives—player 2	
85	A3CA-BE7Y	Start with 7 lives—player 2	
86	BBCA-BE7Y	Start with 9 lives—player 2	
87	B3CA-BE7Y	Start with 15 lives—player 2	
88	GFCA-BE7Y	Start with 50 lives—player 2	
89	AMWT-AA5N	Infinite lives—both players	

NOTE: WHEN USING CODES 90 THRU 97, ALWAYS PRESS RESET TO START AGAIN AFTER GAME-OVER, OR YOU WILL NOT START AT THE RIGHT ROUND.

90	SA7T-BEZA	Start at round 2	
91	SA7T-BJZA	Start at round 3	
92	SA7T-BNZA	Start at round 4	
93	SA7T-BTZA	Start at round 5	
94	SA7T-BYZA	Start at round 6	
95	SA7T-B2ZA	Start at round 7	
96	SA7T-B6ZA	Start at round 8	
97	SA7T-BAZA	Start at round 9	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Rolling Thunder 2 and related names are trademarks of Namco Ltd.



## Sagaia™ Game

Board the Silver Hawk and save the planet Darius from certain destruction in this action-packed shooting game. Your weapons are awesome, and some of these Game Genie™ codes make them even more useful. With SAGA Code 5, the force field can take infinite hits, but you must get the force field first for the code to work.

SAGA

CODE KEY IN ...

EFFECT ...

**NOTE: SOME CODE COMBINATIONS IN THIS GAME MAY CAUSE PROBLEMS**

For Silver Hawk Blue (Tiat Young) only:

**NOTE: CODES 1—3 WORK ONLY AT THE START OF THE GAME. USE THEM TO GIVE YOURSELF A HEAD START.**

1	AVNT-AADA	Upgrade starting level of Silver Hawk blue bombs	
2	AVNT-AAC4	Upgrade starting level of Silver Hawk blue missiles	
3	AVNT-AADG	Upgrade starting level of Silver Hawk blue lasers	
For both warriors:			
4	A3SA-AA4L	Infinite lives	
5	GANA-AA58	Makes the force field invincible	
6	FRCA-BJW8	Laser power-ups worth more	
7	FRCA-BTW8	Laser power-ups worth much more	
8	FRCA-BJVE	Bomb power-ups worth more	
9	FRCA-BTVE	Bomb power-ups worth much more	
10	FFXT-BJZJ	Missile power-ups worth more	
11	FFXT-BTZJ	Missile power-ups worth much more	
12	FCAA-B2ZW	Start with increased defense capability	
13	FCAA-BN08	Defense capability power-ups worth more	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Sagaia and related names are trademarks of Taito Corporation.

Game Genie is a trademark of Lewis Galoob Toys, Inc.




## Saint Sword™ Game

Collect the six lost treasures in this adventure and use them to help defeat the evil Gorgan, leader of the dark forces. We have a good selection of helpful codes for you. Use SAINT Code 2 to get up to 9 players on the options screen. With SAINT Code 3, once you have a transfiguration item, using it does not decrease the number of transfiguration items you have. With Code 4, most types of hits do not decrease your life energy, and Code 5 protects your life energy against some of the boss's hits.










SAINT

CODE KEY IN ...

EFFECT ...

1	A2BT-AA42	MASTER CODE—MUST BE ENTERED	
2	BH1T-AACE	Select up to 9 players on options screen	
3	REKA-E6W2	Infinite number of transfiguration items once you get one	



4	AVZA-AA7R	Almost infinite life energy	
5	AVZA-AA36	Protection against stronger boss hits	
6	SFZT-BJYY	Each Centaur item is worth 2	
7	SFZT-BTYT	Each Centaur item is worth 4	
8	SFZT-BJY8	Each Birdman item is worth 2	
9	SFZT-BTY8	Each Birdman item is worth 4	
10	SFZT-BJZJ	Each Fishman item is worth 2	
11	SFZT-BTZJ	Each Fishman item is worth 4	
12	REHA-E6TJ	Infinite time to complete stage	
13	JAHA-FLTJ	Time goes by 2x as fast	
14	JAHA-FWTJ	Time goes by 4x as fast	
15	REHA-E6Y0	Stop transfiguration timer	
16	JAHA-FLY0	Transfiguration timer is 2x as fast	
17	JAHA-FWY0	Transfiguration timer is 4x as fast	
18	NNHA-EAHN	Start transfiguration timer at 99 instead of 60—DOESN'T WORK WHEN USING TIME NECKLACE	
19	ITVT-EEG4	Start chapter 1 timer at 700 instead of 350	
20	9TGT-FGJR + EAGT-EGAT	Start all chapters with timer at 800	
21	SFZT-BA00	Small magic ball worth 80	
22	SFZT-BA0N	Medium magic ball worth 100	
23	GKZT-AAGC	Large magic ball worth 500	
24	RF0T-A6XN	Infinite lives	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Saint Sword and related names are trademarks of Taito Corporation.





## Shadow Blasters™ Game

Choose your favorite character and load him (or her) with life, power, weapons, speed, or jumping ability . . . it's your choice. SHAD Code 2 will protect against most enemy hits. For experts, try starting off with only 1 life unit by using Codes 4, 12, 20 or 28.




















SHAD

CODE KEY IN . . .





EFFECT . . .

1	ATBT-AA4G	MASTER CODE—MUST BE ENTERED	
2	A25T-AA2R	Protection against most enemy hits	
3	ATCT-EAE8	Marco starts with 4 units of life instead of 9	
4	AECT-EAE8	Marco starts with 1 unit of life	
5	ATCT-EAE4	Marco starts with 4 units of power instead of none	



6	BECT-EAE4	Marco starts with 9 units of power	
7	BECT-EAFA	Marco starts with 9 special weapons instead of 1	
8	GJCT-EAFA	Marco starts with 50 special weapons	
9	ANCT-EAE0	Marco starts with speed of 4 instead of 1	
10	ANCT-EAEW	Marco starts with jumping ability of 4 instead of 1	
11	ATCT-EADJ	Horatio starts with 4 units of life	
12	AECT-EADJ	Horatio starts with 1 unit of life	
13	ATCT-EADE	Horatio starts with 4 units of power	
14	BECT-EADE	Horatio starts with 9 units of power	
15	BECT-EADL	Horatio starts with 9 special weapons	
16	GJCT-EADL	Horatio starts with 50 special weapons	
17	ANCT-EADA	Horatio starts with speed of 4	
18	ANCT-EAC6	Horatio starts with jumping ability of 4	
19	ATCT-EAD4	Tiffany starts with 4 units of life	
20	AECT-EAD4	Tiffany starts with 1 unit of life	
21	ATCT-EAD0	Tiffany starts with 4 units of power	
22	BECT-EAD0	Tiffany starts with 9 units of power	
23	BECT-EAD6	Tiffany starts with 9 special weapons	
24	GJCT-EAD6	Tiffany starts with 50 special weapons	
25	ANCT-EADW	Tiffany starts with speed of 4	
26	ANCT-EADR	Tiffany starts with jumping ability of 4	
27	ATCT-EAEN	Leo starts with 4 units of life	
28	AECT-EAEN	Leo starts with 1 unit of life	
29	ATCT-EAEJ	Leo starts with 4 units of power	
30	BECT-EAEJ	Leo starts with 9 units of power	
31	BECT-EAER	Leo starts with 9 special weapons	
32	GJCT-EAER	Leo starts with 50 special weapons	
33	ANCT-EAEE	Leo starts with speed of 4	












34	ANCT-EAEA	Leo starts with jumping ability of 4	
35	AKAT-AA7T	Infinite special weapons for all warriors	
36	PA6A-BT16	Power gauge fills faster when Button A is held down	
37	PA6A-BA16	Power gauge fills much faster when Button A is held down	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.

Shadow Blasters and related names are trademarks of Sage's Creation, Inc.

## Shadow Dancer: The Secret of Shinobi™ Game

Magic is the key element in Shadow Dancer™, but the best video-game magic comes from the power of the Game Genie™. Give yourself more lives with SHAD Codes 2 thru 5. Experts, try Code 1. Codes 12 and 13 affect the number of hits you need to kill the enemy aides—about 2 and about 9, respectively. Normal is about 6. Star code is Code 14—cast as many spells as you want. Even Joe Musashi's great-grandfather couldn't do that!

SHAD CODE	KEY IN . . .	EFFECT . . .	
1	AEBA-AAHW	Start with 2 lives—1st credit only	
2	BEBA-AAHW	Start with 10 lives—1st credit only	
3	B6BA-AAHW	Start with 16 lives—1st credit only	
4	JABA-AAHW	Start with 41 lives—1st credit only	
5	NNBA-AAHW	Start with 64 lives—1st credit only	
6	RYBA-C6ZA	Gain a life instead of losing a life when you get hit	
7	AD7A-ACEY	Start timer at 1:00 instead of 3:00	
8	AD7A-ALEY	Start timer at 5:00	
9	AD7A-AREY	Start timer at 7:00	
10	AD7A-AWEY	Start timer at 9:00	
11	RYHA-C61W	Infinite time	
12	AM8T-BA8A	Enemy aides are easier to kill—difficulty level 1 only	
13	BH8T-BA8A	Enemy aides are harder to kill—difficulty level 1 only	
14	RZFT-A61J	Infinite ninjitsu magic	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Shadow Dancer: The Secret of Shinobi and related names are trademarks of Sega of America, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.













## Shining in the Darkness™ Game

You and your friends Milo and Pyra must stop the evil Dark Sol from taking over the Kingdom of Thornwood. It's hard to build up money in this game, so you'll be glad to have these Game Genie™ codes along. When using SHINE Codes 49 thru 52, the minister will say you received 200 gold pieces, but you will actually get the amount the code gives you, and the game will keep proper track of your total.




SHINE CODE	KEY IN . . .	EFFECT . . .
1	AAKT-AAFR	Cotton robe costs 0 gold pieces instead of 80
2	AAKT-AAF0	Woven robe costs 0 gold pieces instead of 200
3	AAKT-AAGR	Straw robe costs 0 gold pieces instead of 250
4	AAKT-AAF8	Fur robe costs 0 gold pieces instead of 450
5	AAKT-AAG0	Hemp robe costs 0 gold pieces instead of 700
6	AAKT-AAH8	Leather armor costs 0 gold pieces instead of 700
7	AALA-AAAG	Chain mail costs 0 gold pieces instead of 1200
8	AALA-AAA0	Bronze armor costs 0 gold pieces instead of 3200
9	AALT-AAG0	Main gauche costs 0 gold pieces instead of 900
10	AALT-AAG8	Madu costs 0 gold pieces instead of 2500
11	AAMA-AAAG	Gauntlet costs 0 gold pieces instead of 120
12	AALA-AAC0	Leather shield costs 0 gold pieces instead of 300
13	AALA-AAB8	Bronze shield costs 0 gold pieces instead of 700
14	AALA-AAD8	Cloth hood costs 0 gold pieces instead of 120
15	AALA-AAFR	Leather helm costs 0 gold pieces instead of 300
16	AALA-AAEG	Woven hood costs 0 gold pieces instead of 450
17	AALA-AAER	Fur hood costs 0 gold pieces instead of 1030
18	AALA-AAF0	Bronze helm costs 0 gold pieces instead of 1200
19	AALA-AAF8	Iron helm costs 0 gold pieces instead of 3400
20	AAKA-AABG	Bronze knife costs 0 gold pieces instead of 100
21	AAKT-AAA0	Wooden club costs 0 gold pieces instead of 120





22	AAKA-AABR	Short sword costs 0 gold pieces instead of 200	
23	AAKA-AAD0	Bronze saber costs 0 gold pieces instead of 300	
24	AAKA-AAFG	Short axe costs 0 gold pieces instead of 330	
25	AAKA-AAB0	Sword costs 0 gold pieces instead of 750	
26	AAKA-AAGR	Woodstaff costs 0 gold pieces instead of 760	
27	AALA-AAH8	Herb costs 0 gold pieces instead of 12	
28	AALT-AAAG	Depoison costs 0 gold pieces instead of 15	
29	AALT-AAAR	Angel feather costs 0 gold pieces instead of 24	
30	AALT-AAA0	Wisdom seed costs 0 gold pieces instead of 8	
31	AALT-AAE0	Healer fruit costs 0 gold pieces instead of 100	
32	AALT-AAE8	Smelling salts costs 0 gold pieces instead of 30	
33	AA0T-EAAT	Room for the night costs 0 gold pieces instead of 10	
34	NT0T-AABY + NT0T-AACA	Start new game with 100 hit points instead of 24	
35	WA0T-ACBY + WA0T-ACCA	Start new game with 400 hit points	
36	660T-AGBY + 660T-AGCA	Start new game with 999 hit points	
37	NT0T-AACN	Start new game with 100 attack points instead of 18	
38	1T0T-AECN	Start new game with 700 attack points	
39	NT0T-AACW	Start new game with 50 defense points instead of 4, and 100 speed points instead of 8	
40	1T0T-AECW	Start new game with 350 defense points and 700 speed points	
41	NT0T-AAC8	Start new game with 100 IQ points instead of 8	
42	1T0T-AEC8	Start new game with 700 IQ points	
43	NT0T-AAC2	Start new game with 100 luck points instead of 6	
44	1T0T-AEC2	Start new game with 700 luck points	
45	NT0T-AADN	Start new game with 100 experience points instead of 8	



46	1T0T-AEDN	Start new game with 700 experience points	
47	NT0T-AAB4 + NT0T-AACG	Start new game with 100 magic points instead of none	
48	3A0T-AAB4 + 3A0T-AACG	Start new game with 200 magic points	
49	GJTA-EAB2	The minister gives you 50 gold pieces instead of 200	
50	8TTA-ECB2	The minister gives you 500 gold pieces	
51	VATA-FGB2	The minister gives you 5,000 gold pieces	
52	ZATA-EC32	The minister gives you 25,000 gold pieces	


Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Shining in the Darkness and related names are trademarks of Sega of America, Inc.







Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Sonic The Hedgehog™ Game





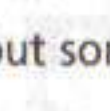
With his ready-to-roll attitude, Sonic is the reigning king of video game characters. We have some excellent Game Genie™ codes to help you beat the evil Dr. Robotnik in this fast and furious challenge. SON Code 4 lets you keep your star mist through the entire level. Rack up points and extra lives with Codes 5 thru 11. Code 13 lets you easily access the level select menu by holding down "A" while pressing Start. But this MUST be done at the title screen, while Sonic is waving his finger! For the ultimate game, try Codes 12, 13 and 14, so you can take Sonic wherever you want to go! Change Sonic's jumping abilities with Codes 15 thru 17. But when you skywalk with Code 16, watch out—if you go too high you may find yourself in a strange place!

SON CODE	KEY IN ...	EFFECT ...	
1	ATBT-AA32	MASTER CODE—MUST BE ENTERED	

**SOME CODES DON'T WORK WHEN YOU START ON SPECIAL STAGES USING CODE 13**

2	AE3T-AACL	Start with 1 life	
3	AY3T-AACL	Start with 5 lives	
4	AE0T-CABE	Once invincible, stay invincible for the rest of stage or until you die	
5	SCRA-BJX0	Each ring counts as 2	
6	SCRA-BNX0	Each ring counts as 3	
7	SCRA-BTX0	Each ring counts as 4	
8	SCRA-BYX0	Each ring counts as 5	
9	SCRA-B2X0	Each ring counts as 6	
10	SCRA-B6X0	Each ring counts as 7	
11	SCRA-BAX0	Each ring counts as 8	
12	GJ6A-CA7A	Infinite lives	
13	AJ3A-AA4G	Level select menu	



- |    |           |  |   |
|----|-----------|--|---|
| 14 | AY3T-BA4R | Start with 5 chaos emeralds  |  |
| 15 | DDLT-AAGL | Super jump   |  |
| 16 | BDLT-AAGL | Skywalking   |  |
| 17 | KDLT-AAGL | Low jump   |  |
| 18 | AEOT-CABY | Once you have shoes, keep shoes for the rest of stage or until you die |  |

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Sonic The Hedgehog and related names are trademarks of Sega Enterprises, Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.











## Space Invaders '91™ Game

This is the familiar arcade classic, updated to challenge today's players. The enemies get tougher and tougher with each new stage, and you must complete 18 stages worth of nonstop attacks to be victorious. Normally, you get 5 shields. Codes 1 thru 9 allow you to change that number. SPACE Codes 27 thru 30 offer weapon enhancements over the normal values for the super crusher (normal 15 seconds), the hyper laser (use twice), the buster laser (200 energy) and the homing bombs (use 20 times).




SPACE

CODE KEY IN ...

EFFECT ...

- |    |                                   |   |   |
|----|-----------------------------------|---|---|
| 1  | AE3A-AAEW                         | Start with 1 shield on 1st credit               |  |
| 2  | AN3A-AAEW                         | Start with 3 shields on 1st credit              |  |
| 3  | A63A-AAEW                         | Start with 7 shields on 1st credit              |  |
| 4  | BE3A-AAEW                         | Start with 9 shields on 1st credit              |  |
| 5  | AE6T-AAF8                         | Start with 1 shield instead of 5 after continue |  |
| 6  | AN6T-AAF8                         | Start with 3 shields after continue             |  |
| 7  | A66T-AAF8                         | Start with 7 shields after continue             |  |
| 8  | BE6T-AAF8                         | Start with 9 shields after continue             |  |
| 9  | AJ9T-AA60+BBAT-AA86               | Almost infinite shields                         |  |
| 10 | 9T3A-BGMY + 963A-AAD2 + AE3A-AAD0 | Start at Round 2: Milky Way                     |   |
| 11 | 9T3A-BGMY + 963A-AAD2 + AJ3A-AAD0 | Start at Round 3: Merutas                       |   |
| 12 | 9T3A-BGMY + 963A-AAD2 + AN3A-AAD0 | Start at Round 4: Planet Dufa                   |   |
| 13 | 9T3A-BGMY + 963A-AAD2 + AT3A-AAD0 | Start at Round 5: Moon                          |   |
| 14 | 9T3A-BGMY + 963A-AAD2 + AY3A-AAD0 | Start at Round 6: Planet Venus                  |   |
| 15 | 9T3A-BGMY + 963A-AAD2 + A23A-AAD0 | Start at Round 7: Planet Solaia                 |  |
| 16 | 9T3A-BGMY + 963A-AAD2 + A63A-AAD0 | Start at Round 8: Planet Lisubi                 |   |
| 17 | 9T3A-BGMY + 963A-AAD2 + BA3A-AAD0 | Start at Round 9: Planet Guraivas               |   |
| 18 | 9T3A-BGMY + 963A-AAD2 + BE3A-AAD0 | Start at Round 10: Planet Mars                  |   |
| 19 | 9T3A-BGMY + 963A-AAD2 + BJ3A-AAD0 | Start at Round 11: Planet Mercury               |   |
| 20 | 9T3A-BGMY + 963A-AAD2 + BN3A-AAD0 | Start at Round 12: Planet Aluga                 |   |
| 21 | 9T3A-BGMY + 963A-AAD2 + BT3A-AAD0 | Start at Round 13: Planet Laia                  |   |



22	9T3A-BGMY + 963A-AAD2 + BY3A-AAD0	Start at Round 14: Planet Bailam	
23	9T3A-BGMY + 963A-AAD2 + B23A-AAD0	Start at Round 15: Planet Daruta	
24	9T3A-BGMY + 963A-AAD2 + B63A-AAD0	Start at Round 16: Planet Lamusa	
25	9T3A-BGMY + 963A-AAD2 + CA3A-AAD0	Start at Round 17: Planet Ikuru	
26	9T3A-BGMY + 963A-AAD2 + CE3A-AAD0	Start at Final Round: Doriasta	
27	GBRA-AABR	Super crusher lasts 30 seconds	
28	BFRA-AABC	Use hyper laser 9 times	
29	ABRA-ATBG	Buster laser has 800 energy	
30	JBRA-AABE	Use homing bombs 40 times	









Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Space Invaders '91 and related names are trademarks of Taito Corporation.

## Spider-Man™ Game

Help the world's favorite web-slinger defeat the Kingpin and save his girl in this action-packed adventure. If you're having trouble and are looking for a little boost, WEB Codes 1, 2, and 6 help lighten things up a bit. Code 8 increases your web energy when you swing on a web, instead of decreasing it. You won't always see the difference displayed, but it does work. For you spider-masters, try Code 3 to make defeating enemies a little tougher.

WEB

CODE	KEY IN . . .	EFFECT . . .	
1	ALBT-CA9R	Infinite life	
2	AKZA-CA68	Shooting a web requires no web energy	
3	PZZA-DWY8	Shooting a web uses up web energy faster	
4	AJPA-RA6C	Infinite time	
5	AK0A-CA6W	Using web shield requires no web energy	
6	ALBT-CA82	Web shield lasts longer	
7	AKGT-CA90	Infinite number of pictures	
8	PZ1A-DAX0	Swinging on a web increases web energy instead of decreasing it	
9	MLMT-CAGC	Some web cartridges are worth about 3x as much web energy	
10	3CMT-CAGC	Web cartridges restore web energy to full	
11	BNZA-AAE4	Start time at 11:59 instead of 23:59	
12	CEZA-AAE4	Start time at 17:59 instead of 23:59	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Spider-Man and related names are trademarks of Marvel Entertainment Group Inc.



## Star Control™ Game

Dive into this monster battle for universal supremacy. Winning won't be easy, but these codes will help. CON Code 1 prevents you from accidentally exiting the game when you press start twice; press Reset to exit. Codes 4 thru 31 help to power up your ships, while Codes 32 thru 34 control the speed of the game. To change the role of the planets in the game, try Codes 35 thru 39. The galaxy is yours!

CON CODE	KEY IN ...	EFFECT ...
1	BTPT-AN8A	Make start button a true pause button
2	JB2A-BYWE	More base income per turn
3	P30T-BYIN	Mines make more money
Ship-specific codes:		
Androsynth:		
4	JB4A-CACT	Superior bubbles
5	AWPB-RECE	Faster energy regeneration
Ariloulaleelay:		
6	ARPB-RGD0	Faster energy regeneration
7	CCPB-SADN	Increase crew to 16
Chenjesu:		
8	BB9A-CAEA	More doggies allowed
9	ALPB-R8FG	Faster energy regeneration
Human:		
10	AWPB-REG4	Faster energy regeneration
11	AGFA-CAAJ	Missiles track better
Ilwrath:		
12	CCJT-JAGJ	Indestructible flames
13	BLJT-CAG0	Flame cone is twice as long
Mmrnmhrm:		
14	FLPV-RYK0	Maximum energy supply
15	ALLA-CABC	More maneuverable Y-wing form
Mycon:		
16	BLPV-RCDR	Plasma torpedoes cost 1/2 normal
17	7WSA-D938	Crew regrowth cost 1/2 normal
Shofixti:		
18	ARPV-RAFC	Continuous fire
19	BWPV-R2E2	Increase crew to 12
Spathi:		
20	AR0T-CAB8	Forward shots do 3 points damage
21	ML0T-CAFL	BUTT missiles last 3x longer
Syreen:		
22	ECPV-RA58	Double energy
23	AWR-BRCAL	Fire and scram faster





## Umguh:

- 24 GLRB-RCB2  
25 AGRB-RAB4

Energy regeneration is 1/3 time  
Superior maneuverability



## Urquan:

- 26 AXET-CAGC  
27 GDDT-CADL

Fighters shoot more often  
Fighters move faster



## VUX

- 28 JCRB-RAE0  
29 ACRB-RCE8

Faster turning  
Move faster



## Yehat:

- 30 HCRB-RAGJ  
31 FCRB-RTRE

Move 1.5x faster  
Doubles crew



## Battle codes:

## Asteroids:

- 32 CKYA-CA3R  
33 CVYA-CAB8  
34 H8NT-AAE6

No asteroids, faster play  
Lots of asteroids, slower play  
Superfast asteroids



## Planets:

- 35 DKYA-CA52  
36 AZYA-CAER  
37 ACMA-AAHN  
38 RGVY-A6VW  
39 ACVT-AA3N

No planets  
Five planets  
Planets have no gravity  
Collision with planet is deadly  
Collision with planet is harmless



## Strategic codes:

- 40 C3TA-CA24

Find precursor relics at most stars



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Star Control and related names are trademarks of Accolade, Inc.

**Starflight™ Game**

This is an interesting sci-fi role-playing game involving exploration, and it's something of a detective story as well. You and your crew head out on a very long and involved quest to discover the cause of increased solar flares. This is a very hard game! Try these codes to make some key items free—including the most expensive, the phaser (FLIGHT Code 20).

FLIGHT  
CODE KEY IN ...

EFFECT ...

- 1 ATBT-AA2A

MASTER CODE—MUST BE ENTERED



IMPORTANT: THERE ARE TWO VERSIONS OF THIS GAME. IF THE "A" CODE DOES NOT WORK ON YOUR GAME, TRY THE "B" CODE

- 2A ACFT-CAA2  
2B ACGA-CAAT  
3A ACFT-CAA6  
3B ACGA-CAAY

Class 1 shield costs 0 instead of 4,000

Class 2 shield costs 0 instead of 12,000





4A ACFT-CABA	Class 3 shield costs 0 instead of 32,000
4B ACGA-CAA2	
5A ACFT-CABC + ACFT-CABE	Class 4 shield costs 0 instead of 70,000
5B ACGA-CAA4 + ACGA-CAA6	
6A ACFT-CABG + ACFT-CABJ	Class 5 shield costs 0 instead of 125,000
6B ACGA-CAA8 + ACGA-CABA	
7A ABPA-CABG	Cargo pod costs 0 instead of 500
7B ABPA-CAFN	
8A ACFT-CABN	Class 1 armor costs 0 instead of 1,500
8B ACGA-CABE	
9A ACFT-CABT	Class 2 armor costs 0 instead of 3,100
9B ACGA-CABJ	
10A ACFT-CABY	Class 3 armor costs 0 instead of 6,200
10B ACGA-CABN	
11A ACFT-CAB2	Class 4 armor costs 0 instead of 12,500
11B ACGA-CABT	
12A ACFT-CAB6	Class 5 armor costs 0 instead of 25,000
12B ACGA-CABY	
13A ACFT-CACA	Pulse cannon costs 0 instead of 1,000
13B ACGA-CAB2	
14A ACFT-CACE	Tri-cannon costs 0 instead of 2,500
14B ACGA-CAB6	
15A ACFT-CACJ	Buzz bombs cost 0 instead of 50,000
15B ACGA-CACA	
16A ACFT-CACL + ACFT-CACN	Fusion blaster costs 0 instead of 100,000
16B ACGA-CACC + ACGA-CACE	
17A ACFT-CACR + ACFT-CACT	Photon torpedo costs 0 instead of 250,000
17B ACGA-CACG + ACGA-CACJ	
18A ACFT-CACY	Lance costs 0 instead of 8,000
18B ACGA-CACN	
19A ACFT-CAC0 + ACFT-CAC2	Twin beam costs 0 instead of 100,000
19B ACGA-CACR + ACGA-CACT	
20A ACFT-CAC4 + ACFT-CAC6	Phaser costs 0 instead of 450,000
20B ACGA-CACW + ACGA-CACY	









Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Starflight and related names are trademarks of Electronic Arts.



## Stormlord™ Game

The Evil Rotting Crone? That's a nice way to refer to someone, even if she goes around entombing poor Princesses. Since one of your greatest problems will be how easily Stormlord can be killed (he gets only one hit point), you might want to load up with infinite lives using LORD Code 1. LORD Code 14 is a great code, since it makes you invincible, but it prevents rescues in the bonus round and cannot be switched off with the effects on/off switch once the round has started.

LORD CODE	KEY IN ...	EFFECT ...	
1	A4DA-LA6L	Infinite lives	
2	BFXA-LAAE	Start with 9 lives, normal level	
3	BBXA-LAAE	Start with 8 lives, normal level	
4	A7XA-LAAE	Start with 7 lives, normal level	
5	A3XA-LAAE	Start with 6 lives, normal level	
6	PZ8A-M504	Bonus lives worth 2	
7	PZ8A-MN04	Bonus lives worth 3	
8	PZ8A-MT04	Bonus lives worth 4	
9	AK8A-LA30	Infinite time to complete round	
10	CB8A-LAB6	1/2x normal time to complete round	
11	JB8A-LAB6	2x normal time to complete round	
12	BB8A-LAB6	Less than 1/2x normal time to complete round	
13	ALAT-LAA4	Increase Stormlord's speed after first ride with Thortos	

**IMPORTANT: CODE 14 PREVENTS RESCUES IN BONUS ROUND AND CAN'T BE SWITCHED OFF WITH THE EFFECTS ON/OFF SWITCH ONCE THE ROUND HAS STARTED**

14	98EA-M932	Invincibility	
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Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Stormlord and related names are trademarks of Razorsoft, Inc.

## Street Smart™ Game

Looking for a fight? Street Smart offers quite a few variations. With Game Genie™ you can improve your chances of winning any fight. SMART Code 4 gives you infinite players for both sides—but use it only for practicing with another player, since no one can ever win this way. Need more chances to win? Normally, you get 2 credits. Codes 9 thru 12 can increase that number.

SMART CODE	KEY IN ...	EFFECT ...	
1	AY4T-BA2A	Start with 6 players	
2	A24T-BA2A	Start with 7 players	
3	A64T-BA2A	Start with 8 players	



4	ALCA-AA5T	Infinite players for both sides
5	AB2A-BE88	Infinite time
6	AK2A-BE88	Time goes by 2x as fast
7	AV2A-BE88	Time goes by 4x as fast
8	ATZA-AAE4	Start with 0 credits
9	ATZA-ALE4	Start with 5 credits
10	ATZA-ARE4	Start with 7 credits
11	ATZA-AWE4	Start with 9 credits
12	ALCA-AA8W	Infinite credits
13	P2TA-BE1J	Start on Stage 2
14	P2TA-BJ1J	Start on Stage 3
15	P2TA-BN1J	Start on Stage 4
16	P2TA-BT1J	Start on Stage 5
17	P2TA-BY1J	Start on Stage 6
18	P2TA-B21J	Start on Stage 7
19	P2TA-B61J	Start on Stage 8
20	P2TA-BA1J	Start on Stage 9



Remember, you can pick 'n mix your codes!

Street Smart is a trademark of Treco Corporation Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Streets of Rage™ Game

Hit the streets with Adam, Axel or Blaze to beat the crime syndicate. Use RAGE Codes 9 and 10 to give yourself infinite fighters and special attacks. Use Codes 5 thru 8 to handicap the abilities of one player in competition against another. With RAGE Code 16, the regular attacks (jab, power jab and horizontal chop) are useless. You experts must rely on other techniques to defeat enemies.









RAGE

CODE KEY IN ...

1	AEMT-BA7W	Both players start with 1 fighter instead of 3
2	AYMT-BA7W	Both players start with 5 fighters
3	A6MT-BA7W	Both players start with 7 fighters
4	BEMT-BA7W	Both players start with 9 fighters
5	ANMT-BA7T + A2MT-BE7W + 2EMT-BCF2	Player 1 starts with 3 fighters, player 2 starts with 6 fighters
6	ANMT-BA7T + BEMT-BE7W + 2EMT-BCF2	Player 1 starts with 3 fighters, player 2 starts with 9 fighters
7	A2MT-BA7T + ANMT-BE7W + 2EMT-BCF2	Player 1 starts with 6 fighters, player 2 starts with 3 fighters
8	BEMT-BA7T + ANMT-BE7W + 2EMT-BCF2	Player 1 starts with 9 fighters, player 2 starts with 3 fighters
9	AT4A-AA48	Infinite fighters for both players








10	RFAA-A6VR	Infinite special attacks for both players	
11	AFMA-BA6E	Both players continue with 1 fighter instead of 3	
12	AZMA-BA6E	Both players continue with 5 fighters	
13	A7MA-BA6E	Both players continue with 7 fighters	
14	BFMA-BA6E	Both players continue with 9 fighters	
15	AJ4T-AA34	Infinite life on life gauge—both players	
16	ABBA-AAP4	Regular attacks are useless	
17	RGMA-C6VC + XGMA-DA3E	Start timer at 99	
18	RGMA-C6VC + E0MA-DA3E	Start timer at 25	
19	9WHT-BGSR + AGHT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 2	
20	9WHT-BGSR + ALHT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 3	
21	9WHT-BGSR + ARHT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 4	
22	9WHT-BGSR + AWHT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 5	
23	9WHT-BGSR + A0HT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 6	
24	9WHT-BGSR + A4HT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 7	
25	9WHT-BGSR + A8HT-AAHT + 98HT-AAHW + ALHT-B99Y	Start on round 8	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).



Streets of Rage and related names are trademarks of Sega of America, Inc.

## Strider™ Game

A very good-to-look-at game, and a good action challenge, too. Choose some of these codes to help you get to Grand Master Meio before he destroys the Earth. STRIDE Code 5, infinite life in the life gauge, and Code 6, infinite players, will give you some help. For experts, set the completion time for each phase to 2 minutes with Code 10, and start with 1 bar in the life gauge with Code 1.

STRIDE CODE KEY IN ...	EFFECT ...	
1 AEJT-AAH2 + AAKA-AAAL + AAKA-AAAE	Start with 1 bar in the life gauge instead of 3	
2 AJJT-AAH2 + AAKA-AAAL	Start with 2 bars in the life gauge	
3 ATJT-AAH2 + TEKA-AAAT	Start with 4 bars in the life gauge	
4 AYJT-AAH2 + TEKA-AAAT + TEKA-AAA0	Start with 5 bars in the life gauge	
5 AK8T-AA5R + AKVT-AA94 + AJLT-AA9E	Infinite life in the life gauge	



6	AJFA-EA26	Infinite players	
7	BCDA-ERH2	30 seconds to complete each phase	
8	VWDA-EYH2	45 seconds to complete each phase	
9	CCDA-E6H2	1 minute to complete each phase	
10	ECDA-F2H2	2 minutes to complete each phase	
11	GCDA-EYS2	3 minutes to complete each phase	
12	JCDA-FTS2	4 minutes to complete each phase	
13	LCDA-EN12	5 minutes to complete each phase	

Remember, you can pick 'n mix your codes!

Strider and related names are trademarks of Capcom, Inc.

## Super Hang-On™ Game




Money talks in this challenging motorcycle racing game, and you'll be able to buy the best equipment for loose change when you use HANG Codes 14 thru 19. Items are discounted to \$100, even though much higher prices are shown on the screen. Or, you can use Code 13 to freeze the clock. Code 1 is for experts.

HANG

CODE KEY IN ...

EFFECT ...

Arcade mode selections:

1	1X4T-BACC + E14T-AAACE	Start course with 25 seconds	
2	1X4T-BACC + GD4T-AAACE	Start course with 30 seconds	
3	1X4T-BACC + JD4T-AAACE	Start course with 40 seconds	
4	1X4T-BACC + LD4T-AAACE	Start course with 50 seconds	
5	1X4T-BACC + R14T-AAACE	Start course with 75 seconds	
6	1X4T-BACC + XH4T-AAACE	Start course with 99 seconds	
7	HXXA-BECR + E1XA-AACT	Extended play adds 25 seconds	
8	HXXA-BECR + GDXA-AACT	Extended play adds 30 seconds	
9	HXXA-BECR + JDXA-AACT	Extended play adds 40 seconds	
10	HXXA-BECR + LDXA-AACT	Extended play adds 50 seconds	
11	HXXA-BECR + R1XA-AACT	Extended play adds 75 seconds	
12	RHXA-A6W8	Extended play adds 99 seconds	
13	DLMA-AA9E	Freeze clock—no time limit	

Original mode selections:

14	ABMA-CAB0 + AFMA-CAB2	Best frame \$100	
15	ABMA-CAC0 + AFMA-CAC2	Best engine \$100	
16	AFMA-CADY	Best brakes \$100	
17	AFMA-CAET	Best muffler \$100	
18	AFMA-CAFT	Best oil \$100	
19	AFMA-CAGY	Best tires \$100	
20	ALZT-AA98 + B5LT-AA2C	Accidents don't damage frame	
21	AL0A-AA2C	Accidents don't damage engine	
22	AL0A-AA2G	Accidents don't damage brakes	
23	AL0A-AA2L + AMLA-AA98	Accidents don't damage muffler	



24	AFMT-AAAC + AFMT-AAC2 + AFSA-AAEC	Advance rank with 1 victory
25	AKMT-AAAC + AKMT-AAC2 + AKSA-AAEC	Advance rank with 2 victories
26	APMT-AAAC + APMT-AAC2 + APSA-AAEC	Advance rank with 3 victories
27	A7MT-AAAC + A7MT-AAC2 + A7SA-AAEC	Advance rank with 7 victories
28	BFMT-AAAC + BFMT-AAC2 + BFSA-AAEC	Advance rank with 9 victories
29	AFMT-AAAY	Drop rank with 1 defeat
30	AKMT-AAAY	Drop rank with 2 defeats
31	APMT-AAAY	Drop rank with 3 defeats
32	A7MT-AAAY	Drop rank with 7 defeats
33	BFMT-AAAY	Drop rank with 9 defeats



Remember, you can pick 'n mix your codes!

Super Hang-On is a trademark of Sega of America, Inc.

## Super Monaco GP™ Game

This realistic Formula One racing game puts you behind the wheel. You can change the speed of the clock with GP Codes 1 thru 4, but when you slow down the clock it does not display fractions of seconds (update takes place at full-second intervals). Breeze your way to the world championship in only one race with Code 7!

GP CODE KEY IN ... EFFECT ...

1	FB4A-AABE + CV4A-BA46	Clock runs slower
2	LB4A-AABE + CV4A-BA46	Clock runs much slower
3	BK4A-AABE + CV4A-BA46	Clock runs faster
4	AZ4A-AABE + CV4A-BA46	Clock runs much faster



### Super Monaco GP™ Mode

5	1A2A-A6T0 + 7T2A-AET2	No preliminary races
6	ACBT-AA66	No position limit



### World Championship Mode

7	AG5T-AAE2 + AHFT-AACE + AHFT-AAEG	World championship consists of 1 race instead of 16
8	AL5T-AAE2 + AMFT-AACE + AMFT-AAEG	World championship consists of 2 races
9	AR5T-AAE2 + ASFT-AACE + ASFT-AAEG	World championship consists of 3 races
10	AW5T-AAE2 + AXFT-AACE + AXFT-AAEG	World championship consists of 4 races
11	A05T-AAE2 + A1FT-AACE + A1FT-AAEG	World championship consists of 5 races
12	A45T-AAE2 + A5FT-AACE + A5FT-AAEG	World championship consists of 6 races
13	A85T-AAE2 + A9FT-AACE + A9FT-AAEG	World championship consists of 7 races
14	BC5T-AAE2 + BDFT-AACE + BDFT-AAEG	World championship consists of 8 races
15	BG5T-AAE2 + BHFT-AACE + BHFT-AAEG	World championship consists of 9 races
16	BL5T-AAE2 + BMFT-AACE + BMFT-AAEG	World championship consists of 10 races





- |    |                                   |   |
|----|-----------------------------------|---|
| 17 | BR5T-AAE2 + BSFT-AACE + BSFT-AAEG | World championship consists of 11 races |
| 18 | BW5T-AAE2 + BXFT-AACE + BXFT-AAEG | World championship consists of 12 races |
| 19 | B05T-AAE2 + B1FT-AACE + B1FT-AAEG | World championship consists of 13 races |
| 20 | B45T-AAE2 + B5FT-AACE + B5FT-AAEG | World championship consists of 14 races |
| 21 | B85T-AAE2 + B9FT-AACE + B9FT-AAEG | World championship consists of 15 races |
| 22 | 1A2A-A61T + 7T2A-AE1W             | No preliminary races                    |



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Super Monaco GP is a trademark of Sega of America, Inc.

### Sword of Vermilion™ Game









Money, hit points and experience are the keys to victory against the evil King Tsarkon, who killed your father, the good King Erik. We have a good selection of Game Genie™ codes to help you with all those things. For money, try VERM Codes 4 thru 7, which let you change the number of Kim you get from Blade from the normal value of 200. Codes 8 thru 49 let you get drastic discounts on items you need, or let you have them for nothing. Watch out, though. Prices of certain items (herbs and candles, for example) vary depending on where you buy them. The codes only work when the prices of the item are the same as in the description. Code 37 gives you an infinite supply of hit points against most enemies. Code 50 increases your experience level much faster. You can save your game and keep the more powerful status numbers with VERM Codes 1 thru 3. Normally, you start with 1 magic point, 6 luck points and 7 intelligence points, so the codes boost those numbers dramatically.

VERM

CODE	KEY IN ...	EFFECT ...
1	LDPT-DE5T	Start new game with 80 MP (magic points)
2	LDPA-DE8T	Start new game with 80 LUK (luck points)
3	LDPT-DE4J	Start new game with 80 INT (intelligence points)
4	ADGT-EAHE	Blade gives you 0 Kim
5	ADGT-EWHE	Blade gives you 900 Kim
6	ADGT-FBHE	Blade gives you 9,000 Kim
7	BHGT-EAHC	Blade gives you 90,200 Kim
8	AAVT-EAG6	Leather armor costs nothing instead of 200
9	AAVT-EAHA	Bronze armor costs nothing instead of 400
10	AAWA-EAAC	Metal armor costs nothing instead of 900
11	AAWA-EAAG	Scale armor costs nothing instead of 1,100
12	AAWA-EABJ	Plate armor costs nothing instead of 2,800
13	AAWA-EABN	Crystal armor costs nothing instead of 4,500
14	AAWA-EACJ	Silver armor costs nothing instead of 7,000
15	AAWA-EACN	Knight armor costs nothing instead of 9,200
16	AAWA-EADG	Gold armor costs 5,000 instead of 15,000
17	AAWA-EADL	Ultimate armor costs 4,000 instead of 24,000
18	AAWA-EAEG	Odin armor costs 8,000 instead of 38,000





- |    |           |   |   |
|----|-----------|---|---|
| 19 | AAWA-EAEL | Diamond armor costs nothing instead of 50,000   |   |
| 20 | AAVT-EAGT | Bronze sword costs nothing instead of 100   |   |
| 21 | AAVT-EAHW | Iron sword costs nothing instead of 400   |    |
| 22 | AAVT-EAH0 | Sharp sword costs nothing instead of 800  |   |
| 23 | AAWA-EAA2 | Long sword costs nothing instead of 1,800   |   |
| 24 | AAWA-EAA6 | Silver sword costs nothing instead of 3,700   |   |
| 25 | AAWA-EAB6 | Prime sword costs nothing instead of 5,100  |   |
| 26 | AAWA-EACA | Golden sword costs nothing instead of 8,200   |   |
| 27 | AAWA-EAC8 | Platinum sword costs 4,800 instead of 14,800  |   |
| 28 | AAVT-EAGY | Leather shield costs nothing instead of 50  |   |
| 29 | AAVT-EAG2 | Small shield costs nothing instead of 80  |    |
| 30 | AAVT-EAH4 | Large shield costs nothing instead of 250   |   |
| 31 | AAVT-EAH8 | Silver shield costs nothing instead of 500  |   |
| 32 | AAWA-EABA | Gold shield costs nothing instead of 1,500  |   |
| 33 | AAWA-EABE | Platinum shield costs nothing instead of 3,200  |   |
| 34 | AAWA-EACE | Diamond shield costs nothing instead of 4,100   |   |
| 35 | AAWA-EADE | Knight shield costs nothing instead of 6,300  |   |
| 36 | AAWA-EAEC | Carmine shield costs 2,700 instead of 12,700  |   |
| 37 | R04T-A6Z4 | Invincibility against most enemies and protection from poison                                 |  |
| 38 | JJ0A-AA8A | Don't lose half your money to charity after you lose your hit points and return to the church |  |
| 39 | AATT-EAHT | Herbs at Parma cost nothing instead of 25   |   |
| 40 | AATT-EAHN | Candles at Parma cost nothing instead of 15   |   |
| 41 | AATT-EAG2 | Herbs at Wyclif cost nothing instead of 20  |  |
| 42 | AATT-EAG6 | Candles at Wyclif cost nothing instead of 10  |   |
| 43 | AATT-EAHY | Poison balm costs nothing instead of 40   |   |
| 44 | AATT-EAH2 | Lantern costs nothing instead of 65   |   |
| 45 | AATT-EAH6 | Gnome stone costs nothing instead of 300  |   |
| 46 | AAVT-EAAN | Ferros magic spell book costs nothing instead of 500  |  |
| 47 | AAVT-EAAT | Sangua magic spell book costs nothing instead of 800  |   |
| 48 | AAST-EAAL | Fortunetelling and a room at the Inn at Wyclif costs nothing instead of 10                    |  |
| 49 | AAST-EAAR | Fortune telling and a room at the Inn at Parma costs nothing instead of 13                    |   |
| 50 | REXA-A60L | Increase experience level MUCH faster   |  |

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Sword of Vermilion and related names are trademarks of Sega Enterprises Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.









## Target Earth™ Game

Help Rex save Earth and its colonies from an unknown menace, and eventually find out what that menace really is. TARG Codes 8 thru 13 give you different aspects of invincibility. The difference between Codes 8 and 9 is interesting. With Code 8, enemy fire hitting Rex will explode but cause no damage. With Code 9, enemy fire passes through Rex without exploding.

TARG

CODE KEY IN ...

EFFECT ...

1	ALAT-AA4J	MASTER CODE—MUST BE ENTERED	
2	358A-A396	Go to stage 3 after stage 1	
3	SD8A-A596	Go to stage 4 after stage 1	
4	KM8A-A996	Go to stage 5 after stage 1	
5	7M8A-A996	Go to stage 6 after stage 1	
6	JD8A-BD96	Go to stage 7 after stage 1	
7	DX8A-BF96	Go to stage 8 after stage 1	
8	AKGT-AA8R	Rex is impervious to most enemy fire	
9	2VGT-AA8J	Rex is invisible to most enemy fire	
10	AL8A-AA8T + AL8A-AA9R	Rex cannot burn up re-entering atmosphere	
11	AKXA-AA4A	Rex cannot be electrocuted	
12	AJ7T-AA20	Chron cyborg cannot harm Rex	
13	AL4T-AA92 + AK0A-AA78 + AL5T-AA60	Rance's death ray cannot harm Rex	
14	CB8A-AACW	HG gun carries 10 rounds instead of 20	
15	XF8A-AACW	HG gun carries 99 rounds	
16	THTT-AEWN	HG gun carries infinite ammo	
17	GB8A-AACY	25-SC weapon carries 30 rounds instead of 60	
18	XF8A-AACY	25-SC weapon carries 99 rounds	
19	THTT-AEZ2	25-SC weapon carries infinite ammo	
20	EZ8A-AAC0	40-SC weapon carries 25 rounds	
21	XF8A-AAC0	40-SC weapon carries 99 rounds	
22	THVA-AEXE	40-SC weapon carries infinite ammo	
23	EZ8A-AAC2	GL weapon carries 25 grenades instead of 50	
24	XF8A-AAC2	GL weapon carries 99 grenades	
25	THVT-AEVC	GL weapon carries infinite grenades	
26	EB8A-AAC4	MGL weapon carries 20 grenades instead of 45	
27	XF8A-AAC4	MGL weapon carries 99 grenades	
28	THVT-AEVC	MGL weapon carries infinite grenades	
29	AZ8A-AADL	Burst Attacker carries 5 rounds instead of 10	
30	XF8A-AADL	Burst Attacker carries 99 rounds	
31	THXT-AEVY	Burst Attacker carries infinite ammo	



32 CZ8A-AADJ

33 XF8A-AADJ

34 THXA-AEZE

35 EZ8A-AAC6

36 XF8A-AAC6

37 THWA-AETE

38 EB8A-AAC8

39 XF8A-AAC8

40 THWA-AEYE

41 EZ8A-AADA

42 XF8A-AADA

43 THWA-AE00

44 EZ8A-AADC

45 XF8A-AADC

46 THWT-AEX2

47 GZ8A-AADE

48 XF8A-AADE

49 THWT-AE02

50 GB8A-AADG

51 XF8A-AADG

52 THXA-AEW0

53 ADZT-AAGA

54 AXZT-AAGA

55 BHZT-AAGA

56 AMZT-AA4L

DD weapon carries 15 rounds instead of 30

DD weapon carries 99 rounds

DD weapon carries infinite ammo

150 BZ weapon carries 25 rounds instead of 50

150 BZ weapon carries 99 rounds

150 BZ weapon carries infinite ammo

203 BZ weapon carries 20 rounds instead of 40

203 BZ weapon carries 99 rounds

203 BZ weapon carries infinite ammo

MISSILE weapon carries 25 rounds instead of 50

MISSILE weapon carries 99 rounds

MISSILE weapon carries infinite ammo

M-POD weapon carries 25 rounds instead of 50

M-POD weapon carries 99 rounds

M-POD weapon carries infinite ammo

E-AS weapon carries 35 rounds instead of 70

E-AS weapon carries 99 rounds

E-AS weapon carries infinite ammo

E-CN weapon carries 30 rounds instead of 55

E-CN weapon carries 99 rounds

E-CN weapon carries infinite ammo

0 continues instead of 2

4 continues

9 continues

Infinite continues

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Target Earth and related names are trademarks of Toy Soldiers, Inc.

## Task Force Harrier EX™ Game

You, Falcon, and your awesome Harrier Jump Jet are all that's standing between the good folks of the world and the brutal conquest of the Red revolutionary army. TASK Codes 1 thru 12 let you level-warp to your heart's content, and Code 13 gives you unlimited players—very useful.

TASK  
CODE KEY IN ...








1 AEBT-AADE

EFFECT ...

Start at stage 2







2	AJBT-AADE	Start at stage 3	
3	ANBT-AADE	Start at stage 4	
4	ATBT-AADE	Start at stage 5	
5	AYBT-AADE	Start at stage 6	
6	A2BT-AADE	Start at stage 7	
7	A6BT-AADE	Start at stage 8	
8	BABT-AADE	Start at stage 9	
9	BEBT-AADE	Start at stage 10	
10	BJBT-AADE	Start at stage 11	
11	BNBT-AADE	Start at stage 12	
12	DGWA-AADE + DGWA-AADW	Choose up to 25 players on option screen	
13	A2WA-AA90	Infinite players	
14	BJVT-AABW + A2VT-AA34	Start with 10 super bombs	
15	B6VT-AABW + A2VT-AA34	Start with 15 super bombs	
16	DEVT-AABW + A2VT-AA34	Start with 25 super bombs	
17	NNVT-AABW + A2VT-AA34	Start with 99 super bombs	
18	AJTT-AA7W	Infinite super bombs	
19	A2WT-AA2G	No decrease in rocket firepower after loss of fighter	
20	A2WT-AA2R	No decrease in bomb firepower after loss of fighter	
21	A2WT-AA20	No decrease in escort firepower after loss of fighter	
22	BJBT-AAFL + BJBT-AAFT	Start with 10 credits	
23	DEBT-AAFL + DEBT-AAFT	Start with 25 credits	
24	AJWT-AA6C	Infinite credits	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).





Task Force Harrier EX and related names are trademarks of Treco Corporation Ltd.

## Taz-Mania™ Game






Taz-Mania™ is a great-looking game. Play it with infinite lives (TAZ Code 1). Or, never lose health with Code 15, or explore the game by playing every fifth level with Code 19. Code 45 can be mixed with Codes 37 thru 44 to change the number of extra lives a photo 3 is worth. Codes 16 thru 19 may confuse the game once level 17 is exceeded, since there are only 17 levels in a normal game. The game will continue to play, however.

TAZ CODE	KEY IN ...	EFFECT ...	
1	AJKT-JA24	Infinite lives	
2	AEJT-JABY + AEKT-JAB2	Start with 1 life	
3	AJIT-JABY + AJKT-JAB2	Start with 2 lives	










4	ATJT-JABY + ATKT-JAB2	Start with 4 lives	
5	AYJT-JABY + AYKT-JAB2	Start with 5 lives	
6	CAJT-JABY + CAKT-JAB2	Start with 10 lives	
7	CYJT-JABY + CYKT-JAB2	Start with 15 lives	
8	EAJT-JABY + EAKT-JAB2	Start with 20 lives	
9	LAJT-JABY + LAKT-JAB2	Start with 50 lives	
10	AAJT-JCBY + AAKT-JCB2	Start with 100 lives	
11	AKCT-GA7W	Infinite continues	
12	A1GT-GADE	5 seconds to continue game	
13	NDGT-GADE	60 seconds to continue game	
14	AMGA-GA3R	Infinite time to continue game	
15	AJXA-GA22	Never lose health	

YOU MAY NOT BE ABLE TO COMPLETE THE GAME USING CODES 16 THRU 19.  
USE THEM TO EXPLORE THE GAME

16	PYKT-KJW2	Play every 2nd level	
17	PYKT-KNW2	Play every 3rd level	
18	PYKT-KTW2	Play every 4th level	
19	PYKT-KYW2	Play every 5th level	
20	AB4T-EAAN	0 seconds of invincibility when star is eaten	
21	W34T-EAAN	5 seconds of invincibility when star is eaten	
22	FV4T-ECAN	10 seconds of invincibility when star is eaten	
23	TV4T-EGAN	30 seconds of invincibility when star is eaten	
24	BB4T-ERAN	60 seconds of invincibility when star is eaten	
25	CB4T-E6AN	120 seconds of invincibility when star is eaten	
26	G2LT-JAF0	2 seconds of invincibility after injury	
27	4JLT-JAF0	7 seconds of invincibility after injury	
28	FTLT-JCF0	10 seconds of invincibility after injury	
29	2JLT-JCF0	15 seconds of invincibility after injury	
30	MALT-JEF0	20 seconds of invincibility after injury	
31	AKAA-GA7G	Infinite invincibility after star or injury	
32	AB4A-FA8A	Each photo 1 worth 0 extra lives	








33	AK4A-FA8A	Each photo 1 worth 2 extra lives	
34	AP4A-FA8A	Each photo 1 worth 3 extra lives	
35	AZ4A-FA8A	Each photo 1 worth 5 extra lives	
36	CB4A-FA8A	Each photo 1 worth 10 extra lives	
37	AK4A-EA9R	Each photo 3 worth 0 continues	
38	PZ4A-FJ1R	Each photo 3 worth 2 continues	
39	PZ4A-FN1R	Each photo 3 worth 3 continues	
40	PZ4A-FT1R	Each photo 3 worth 4 continues	
41	PZ4A-FY1R	Each photo 3 worth 5 continues	
42	PZ4A-F21R	Each photo 3 worth 6 continues	
43	PZ4A-F61R	Each photo 3 worth 7 continues	
44	PZ4A-FA1R	Each photo 3 worth 8 continues	
45	MA4A-FF1T	Each photo 3 worth 1 extra life	
46	AK4A-EA6J	Each food worth 0% health	
47	FZ4A-FEYJ	Each food worth 8% health	
48	FZ4A-FJYJ	Each food worth 16% health	
49	FZ4A-FTYJ	Each food worth 33% health	
50	FZ4A-FYYJ	Each food worth 42% health	
51	FZ4A-F2YJ	Each food worth 50% health	
52	FZ4A-F6YJ	Each food worth 58% health	
53	FZ4A-FAYJ	Each food worth 67% health	
54	RF4A-E6YW	Each food worth 100% health	




Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.  
Taz-Mania and related names are trademarks of Warner Bros. Inc.

## Technocop™ Game

Welcome to law enforcement in the 21st Century. As Technocop™, you have to stamp out the D.O.A.™ crime organization and find and arrest its mysterious leader. To help you, try TECHNO Code 2 for invincibility and Code 3 for infinite stamina. TECHNO Code 4 gives you infinite time to find bad guys. Warp to the peak of the action with Codes 9 thru 18.

TECHNO CODE	KEY IN ...	EFFECT ...	
1	DJBT-AA4A	MASTER CODE—MUST BE ENTERED	
2	G56T-EA6L	Invincibility	
3	BM0T-EA4L	Infinite stamina	
4	MM7A-EA28	Stop timer—except on car sequences	
5	A31T-EA44	Car never damages when crashed	



6	CV1T-EAC6	Car crash does twice as much damage	
7	SH6T-FJW2	Stamina replenishes faster	
8	EX2A-EA9A	Gun never requires reload	
9	AE1A-GAF0 + AJ1A-GAF8	Start on stage 2	
10	AJ1A-GAF0 + AN1A-GAF8	Start on stage 3	
11	AN1A-GAF0 + AT1A-GAF8	Start on stage 4	
12	AT1A-GAF0 + AY1A-GAF8	Start on stage 5	
13	AY1A-GAF0 + A21A-GAF8	Start on stage 6	
14	A21A-GAF0 + A61A-GAF8	Start on stage 7	
15	A61A-GAF0 + BA1A-GAF8	Start on stage 8	
16	BA1A-GAF0 + BE1A-GAF8	Start on stage 9	
17	BE1A-GAF0 + BJ1A-GAF8	Start on stage 10	
18	BJ1A-GAF0 + BN1A-GAF8	Start on stage 11	

Technocop and related names are trademarks of Razorsoft, Inc.





## Thunder Force II™ Game

Normally you get 4 lives and 7 credits in this futuristic sci-fi shooter. THUN2 Codes 1 thru 8 and 9 thru 15 let you choose different values. Get infinite lives with Codes 7 or 8 but don't combine them.

THUN2 CODE	KEY IN ...	EFFECT ...
1	AEET-AAAA	Start with 2 lives
2	A2ET-AAAA	Start with 7 lives
3	BEET-AAAA	Start with 10 lives
4	CTET-AAAA	Start with 21 lives
5	GJET-AAAA	Start with 51 lives
6	MJET-AAAA	Start with 91 lives



**IMPORTANT: DO NOT COMBINE CODES 7 AND 8**

7	ATSA-AA2T	Infinite lives—top-view missions only	
8	ATKT-AA4Y	Infinite lives—side-view missions only	
9	AEET-AAFJ	Start with 1 credit	
10	ATET-AAFJ	Start with 4 credits	
11	BEET-AAFJ	Start with 9 credits	
12	DEET-AAFJ	Start with 25 credits	
13	GJET-AAFJ	Start with 50 credits	
14	MJET-AAFJ	Start with 90 credits	
15	ATEA-AA20	Infinite credits	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Thunder Force II is a trademark of Sega of America, Inc.













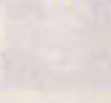
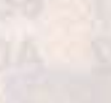
## Thunder Force III™ Game

Defeat the Empire in this fast-paced shootout sequel to Thunder Force II™. Normally, you get 4 fighters, but you can dial in your choice of a number with THUN3 Codes 2 thru 5. With Code 10, you can keep special weapon power when you lose a fighter. You will lose the current selection, but the weapon is still shown on the screen and you can select it again. Code 11 lets you start with all special weapons available, including sever, lancer, wave, fire and hunter. With Game Genie™ in your arsenal, you should have no problem defending the galaxy!

THUN3

CODE KEY IN...

EFFECT...

- |    |                                      |   |   |
|----|--------------------------------------|---|---|
| 1  | RYBT-A6XY                            | MASTER CODE—MUST BE ENTERED                       |    |
| 2  | AECA-AAH8                            | Start with 2 fighters                             |    |
| 3  | A2CA-AAH8                            | Start with 7 fighters                             |   |
| 4  | BECA-AAH8                            | Start with 10 fighters                            |  |
| 5  | A3AT-AA7R                            | Infinite fighters                                 |  |
| 6  | AECA-AAF8                            | Start with 2 credits instead of 7                 |  |
| 7  | ATCA-AAF8                            | Start with 5 credits                              |  |
| 8  | BTCA-AAF8                            | Start with 13 credits                             |  |
| 9  | A2FT-AA8C                            | Infinite credits                                  |  |
| 10 | AKAT-AA8R                            | Keep special weapon power when you lose a fighter |  |
| 11 | 9TCA-BGSR +<br>D6CA-AAHT + 96CA-AAHW | Start with all special weapons available          |  |
| 12 | AKAA-AA6W                            | Never get special weapons ability                 |  |

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Thunder Force III and related names are trademarks of Technosoft Co., Ltd.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



## Thunder Fox™ Game

Thunder and Fox have some really cool weapons to use in their battle against the terrorists. Key in invincibility with FOX Code 27, and give your weapons unlimited capacity with Code 26. There's no time limit throughout most of the game when you key in FOX Code 8, but some areas still do have time limits. Experts, try Codes 9 and 28 to start with only one life and one credit.













FOX

CODE KEY IN...

EFFECT...

- |   |           |                                 |   |
|---|-----------|---------------------------------|---|
| 1 | AATA-ACBE | Normal-game clock starts at 100 |  |
| 2 | AATA-AEBE | Normal-game clock starts at 200 |   |
| 3 | LATA-AEBE | Normal-game clock starts at 250 |   |
| 4 | AATA-AJB2 | Long-game clock starts at 400   |  |
| 5 | AATA-ALB2 | Long-game clock starts at 500   |   |
| 6 | LATA-ARB2 | Long-game clock starts at 750   |   |
| 7 | XETA-AWB2 | Long-game clock starts at 999   |   |



8	AJTA-AA6A	Infinite time—most of game	
9	AANT-AADW	Start with 1 life	
10	AENT-AADW	Start with 2 lives	
11	ANNT-AADW	Start with 4 lives	
12	AJNT-AABT	Start at stage 2	
13	ANNT-AABT	Start at stage 3	
14	ATNT-AABT	Start at stage 4	
15	AYNT-AABT	Start at stage 5	
16	A2NT-AABT	Start in stage 5 against giant robot	
17	JZWA-AAGC	Flame throwers have less fuel	
18	AKWA-AAGG	Each bazooka holds 2 rounds	
19	AZWA-AAGG + AZXA-AAAG + AZXA-AAAR	Each bazooka holds 5 rounds	
20	BFWA-AAGG + BFXA-AAAG + BFXA-AAAR	Each bazooka holds 9 rounds	
21	CBWA-AAF8	Each machine gun holds 10 rounds	
22	EZWA-AAF8	Each machine gun holds 25 rounds	
23	LBWA-AAF8 + LBXA-AAAC + LBXA-AAAL	Each machine gun holds 50 rounds	
24	XFWA-AAF8 + XFXA-AAAC + XFXA-AAAL	Each machine gun holds 99 rounds	
25	BBFA-AA46	No loss of life if sucked into space	
26	AAZT-AADN + ABCT-AAD0	All weapons have unlimited capacity	
27	A2VT-AA3R	Invincibility	
28	AENT-AAB0 + AENT-AACG	Start with 2 credits	
29	ANNT-AAB0 + ANNT-AACG	Start with 4 credits	
30	A6NT-AAB0 + A6NT-AACG	Start with 8 credits	
31	BENT-AAB0 + BENT-AACG	Start with 10 credits	
32	AC6T-AAEW	Infinite credits	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Thunder Fox and related names are trademarks of Taito Corporation

## ToeJam & Earl™ Game

ToeJam and Earl are two of the hippest dudes ever to hit video games. Although this game is super fun, locating the eleven pieces to your rocket ship can be quite a hard job. TJE Code 1 makes it so your presents don't disappear when you use them, Code 3 lets you see an entire level's map at one time, and Code 16 lets you move faster. If you want to make things harder, try Code 4 so you can't see any of the map. Use Code 9 and the mole won't steal your presents. Code 15 works, but keep in mind that the effect is not dramatic. Code 17 is another one to make things extra hard for you expert 'jammers out there. It's always Xmas with Code 19, which makes all monsters into Santas, and finally, Code 25 gives you a short game—you can find all the pieces on the first 11 levels!

TJE  
CODE KEY IN ...





EFFECT ...

1 MWPA-AA5J














Don't use up presents in inventory





2	ALKA-AA4Y	Always share presents (even on different levels)	
3	RF8A-A6T2	See the entire map uncovered on each level	
4	REFT-A6YL	Don't uncover any map tiles	
5	GC8A-AYZT	Infinite lives	

WITH CODE 6, THE GAME MAY FREEZE IF YOU GET YOUNCHED NEAR OR IN WATER

6	CJCA-CA6L	Getting youched doesn't hurt you	
7	AL3T-CA6A	Getting squashed doesn't hurt you	
8	HC8T-AA3Z	Don't drown in the water	
9	HTTT-EA96	Mole ignores you	
10	C5AA-CA4T	Tomatoes fly like slingshots	
11	ATXA-EA3Y	Santa is easier to sneak up on	
12	GBLA-DJY8	Each BUCK found is worth 2 bucks	
13	GBLA-DYY8	Each BUCK found is worth 5 bucks	
14	HTFA-DBSN + DEFA-CAHR	UN-FALL present always takes you up one level	
15	JC6A-AH6Y	Faster progression through the ranks	
16	TD2A-AEAJ + 6D2A-ACAN	ToeJam and Earl move twice as fast	
17	CB8A-DT2Y	All monsters are boogymen (extra hard)	
18	AZ8A-DT2Y	All monsters are wahinis	
19	CV8A-DT2Y	All monsters are Santas	
20	A38A-DT2Y	All monsters are bees	
21	CK8A-DT2Y	All monsters are moles (very nasty)	
22	1V9A-DCCJ + AF9A-CACL	Kill all monsters with one tomato	
23	5V3T-CLGR	Super hi-tops last 2x as long	
24	4B3T-CRAE	All other presents last 2x as long	
25	RH6T-C6VN + JH6T-DJV4 + TH6T-DRB6	Short game	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).





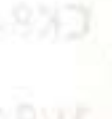


ToeJam & Earl and related names are trademarks of JVP.



## Tommy Lasorda Baseball™ Game

America's favorite manager has lent his name to this enjoyable game, which features an interesting bird's-eye-view of batted balls, as well as an unusually tough computer opponent. Unless otherwise noted, all codes below apply to both players. For TOM Codes 12 and 13, only 4 balls are displayed on screen, but you will still have the larger number. For Code 15, a pitch in the strike zone is called a ball. For Code 16, a pitch outside the strike zone is called a strike.

**IMPORTANT: THERE ARE TWO VERSIONS OF THIS GAME. IF THE "A" CODE DOES NOT WORK ON YOUR GAME, THEN TRY THE "B" CODE**

TOM CODE	KEY IN ...	EFFECT ...	
1A	AAEA-AAAA + AAEA-AACC + ACPA-AAHY	Regulation game lasts 1 inning	
1B	AADT-AAGA + AAEA-AAAC + ACNA-AACR	Regulation game lasts 1 inning	
2A	AEEA-AAAA + AEEA-AACC + AGPA-AAHY	Regulation game lasts 2 innings	
2B	AEDT-AAGA + AEEA-AAAC + AGNA-AACR	Regulation game lasts 2 innings	
3A	AJEA-AAAA + AJEA-AACC + ALPA-AAHY	Regulation game lasts 3 innings	
3B	AJDT-AAGA + AJEA-AAAC + ALNA-AACR	Regulation game lasts 3 innings	
4A	ATEA-AAAA + ATEA-AACC + AWWA-AAHY	Regulation game lasts 5 innings	
4B	ATDT-AAGA + ATEA-AAAC + AWWA-AACR	Regulation game lasts 5 innings	
5A	A2EA-AAAA + A2EA-AACC + A4PA-AAHY	Regulation game lasts 7 innings	
5B	A2DT-AAGA + A2EA-AAAC + A4NA-AACR	Regulation game lasts 7 innings	
6A	RHVA-A6WJ + AHVA-BE4L	Pitches use less energy	
6B	RHST-A6Y8 + AHST-BE7A	Pitches use less energy	
7A	RHVA-A6WJ + A5VA-BE4L	Pitches use more energy	
7B	RHST-A6Y8 + A5ST-BE7A	Pitches use more energy	
8A	RHVA-A6WJ + CDVA-BE4L	Pitches use much more energy	
8B	RHST-A6Y8 + CDST-BE7A	Pitches use much more energy	
9A	BMVA-AA4W	Pitches use no energy	
9B	BMST-AA7J	Pitches use no energy	
10A	AJ3T-AAD2	Batter walks on 2 balls	
10B	AJ3T-AAB2	Batter walks on 2 balls	
11A	AN3T-AAD2	Batter walks on 3 balls	
11B	AN3T-AAB2	Batter walks on 3 balls	
12A	AY3T-AAD2	Batter walks on 5 balls	
12B	AY3T-AAB2	Batter walks on 5 balls	
13A	A23T-AAD2	Batter walks on 6 balls	
13B	A23T-AAB2	Batter walks on 6 balls	
14A	AA3T-AA56	Batter never walks	
14B	AA3T-AA36	Batter never walks	



- 15A HT3T-AA3N  
 15B HT3A-AA9N  
 16A 4A3T-AA5L  
 16B 4A3T-AA3L  
 17A CJ3T-AN3L + FA3T-AA36 + FE3T-BA38  
 17B CJ3A-AN9L + FA3A-AA96 + FE3A-BA98  
 18A 9DTT-ACC4  
 18B 9DSA-ACFT  
 19A AXPA-AA4Y  
 19B AXMT-AA7L

## Open Game Codes

- 20A AFJT-BA76 + 2BJT-ACP8 + 9BJT-ACRC + GKJT-AD8G + 9KJT-BCRE  
 20B AFJT-BA2E + 2BJT-ACJG + 9BJT-ACJL + GKJT-AD2R + 1KJT-BCJN  
 21A AFJT-BA76 + 2BJT-ACP8 + 9BJT-ACRC + GKJT-AD8G + 3KJT-BCRE  
 21B AFJT-BA2E + 2BJT-ACJG + 9BJT-ACJL + GKJT-AD2R + VKJT-BCJN  
 22A AFJT-BA76 + 2BJT-ACP8 + 9BJT-ACRC + E GKJT-AD8G + 73JT-BCR  
 22B AFJT-BA2E + 2BJT-ACJG + 9BJT-ACJL + GKJT-AD2R + Z3JT-BCJN  
 23A AFJT-BA76 + 2BJT-ACP8 + 9BJT-ACRC + GKJT-AD8G + GVJT-AGGE  
 23B AFJT-BA2E + 2BJT-ACJG + 9BJT-ACJL + GKJT-AD2R + 6VJT-AGAN  
 24A AFJT-BA76 + 2BJT-ACP8 + 9BJT-ACRC + GKJT-AD8G + 6BJT-BCRE  
 24B AFJT-BA2E + 2BJT-ACJG + 9BJT-ACJL + GKJT-AD2R + YBJT-BCJN  
 25A AFJT-BA76 + 2BJT-ACP8 + 9BJT-ACRC + GKJT-AD8G + 3BJT-BCRE  
 25B AFJT-BA2E + 2BJT-ACJG + 9BJT-ACJL + GKJT-AD2R + VBJT-BCJN

## Exhibition Game Codes

- 26A AFJT-BA80 + 2BJT-ACR2 + 9BJT-ACR6 + GKJT-AD9A + 9KJT-BCR8  
 26B AFJT-BA28 + 2BJT-ACKA + 9BJT-ACKE + GKJT-AD3J + 1KJT-BCKG

Any pitch taken is a ball

Any pitch taken is a ball

Any pitch taken is a strike

Any pitch taken is a strike

Taken strikes do not count

Taken strikes do not count

Foul ball after 2 strikes is an out

Foul ball after 2 strikes is an out

Foul bunt after 2 strikes is not an out

Foul bunt after 2 strikes is not an out

Game starts with computer leading 1-0

Game starts with computer leading 1-0

Game starts with computer leading 2-0

Game starts with computer leading 2-0

Game starts with computer leading 3-0

Game starts with computer leading 3-0

Game starts with player 1 leading 4-0

Game starts with player 1 leading 4-0

Game starts with player 1 leading 5-0

Game starts with player 1 leading 5-0

Game starts with player 1 leading 6-0

Game starts with player 1 leading 6-0

Game starts with player 2 leading 1-0

Game starts with player 2 leading 1-0





27A	AFJT-BA80 + 2BJT-ACR2 + 9BJT-ACR6 + GKJT-AD9A + 3KJT-BCR8	Game starts with player 2 leading 2-0
27B	AFJT-BA28 + 2BJT-ACKA + 9BJT-ACKE + GKJT-AD3J + VKJT-BCKG	Game starts with player 2 leading 2-0
28A	AFJT-BA80 + 2BJT-ACR2 + 9BJT-ACR6 + GKJT-AD9A + 7BJT-BCR8	Game starts with player 2 leading 3-0
28B	AFJT-BA28 + 2BJT-ACKA + 9BJT-ACKE + GKJT-AD3J + ZBJT-BCKG	Game starts with player 2 leading 3-0
29A	AFJT-BA80 + 2BJT-ACR2 + 9BJT-ACR6 + GKJT-AD9A + 6VJT-AGG8	Game starts with player 1 leading 4-0
29B	AFJT-BA28 + 2BJT-ACKA + 9BJT-ACKE + GKJT-AD3J + 6VJT-AGB	Game starts with player 1 leading 4-0
30A	AFJT-BA80 + 2BJT-ACR2 + 9BJT-ACR6 + GKJT-AD9A + 6BJT-BCR8	Game starts with player 1 leading 5-0
30B	AFJT-BA28 + 2BJT-ACKA + 9BJT-ACKE + GKJT-AD3J + YBJT-BCKG	Game starts with player 1 leading 5-0
31A	AFJT-BA80 + 2BJT-ACR2 + 9BJT-ACR6 + GKJT-AD9A + 3BJT-BCR8	Game starts with player 1 leading 6-0
31B	AFJT-BA28 + 2BJT-ACKA + 9BJT-ACKE + GKJT-AD3J + VBJT-BCKG	Game starts with player 1 leading 6-0

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Tommy Lasorda Baseball is a trademark of Sega of America, Inc.

## Trampoline Terror!™ Game

This is an interesting, unusual and difficult game that combines action and a puzzle challenge. Normally, you have three lives and five credits. Change that with TRAMP Codes 1 thru 8 and 9 thru 15. When using Codes 16 thru 19, keep in mind that if you have four or more P Balls, you can't pick up any more. And do we have level warps, or what? Experts, try Code 1 to start with only one life.

TRAMP  
CODE KEY IN...

- 1 AEEA-AAG4
- 2 AJEA-AAG4
- 3 A2EA-AAG4
- 4 BAEA-AAG4
- 5 CTEA-AAG4
- 6 GJEA-AAG4
- 7 MJEA-AAG4
- 8 AVEA-AA3N
- 9 AEEA-AAHC
- 10 ANEA-AAHC
- 11 BAEA-AAHC
- 12 CTEA-AAHC
- 13 GJEA-AAHC

EFFECT...

Start with 1 life

Start with 2 lives

Start with 6 lives

Start with 8 lives

Start with 20 lives

Start with 50 lives

Start with 90 lives

Infinite lives

Start with 2 credits

Start with 4 credits








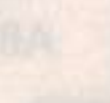
Start with 9 credits

Start with 21 credits

Start with 51 credits





14	MJEA-AAHC	Start with 91 credits	
15	AWMT-AA80	Infinite credits	
16	HFZA-BJVJ	Each P Ball worth 2	
17	HFZA-BTVJ	Each P Ball worth 4	
18	HFZA-B2VJ	Each P Ball worth 6	
19	HFZA-BAVJ	Each P Ball worth 8	
20	RE0T-A6WA + 9T0T-BGLC + AE0T-ACCE	Start on stage 2	
21	RE0T-A6WA + 9T0T-BGLC + AJ0T-AECE	Start on stage 3	
22	RE0T-A6WA + 9T0T-BGLC + AN0T-AGCE	Start on stage 4	
23	RE0T-A6WA + 9T0T-BGLC + AT0T-AJCE	Start on stage 5	
24	RE0T-A6WA + 9T0T-BGLC + AY0T-ALCE	Start on stage 6	
25	RE0T-A6WA + 9T0T-BGLC + A20T-ANCE	Start on stage 7	
26	RE0T-A6WA + 9T0T-BGLC + A60T-ARCE	Start on stage 8	
27	RE0T-A6WA + 9T0T-BGLC + BA0T-ATCE	Start on stage 9	
28	RE0T-A6WA + 9T0T-BGLC + BE0T-AWCE	Start on stage 10	
29	RE0T-A6WA + 9T0T-BGLC + BJ0T-AYCE	Start on stage 11	
30	RE0T-A6WA + 9T0T-BGLC + BN0T-A0CE	Start on stage 12	
31	RE0T-A6WA + 9T0T-BGLC + BT0T-A2CE	Start on stage 13	
32	RE0T-A6WA + 9T0T-BGLC + BY0T-A4CE	Start on stage 14	
33	RE0T-A6WA + 9T0T-BGLC + B20T-A6CE	Start on stage 15	
34	RE0T-A6WA + 9T0T-BGLC + B60T-A8CE	Start on stage 16	
35	RE0T-A6WA + 9T0T-BGLC + CA0T-BACE	Start on stage 17	
36	RE0T-A6WA + 9T0T-BGLC + CE0T-BCCE	Start on stage 18	
37	RE0T-A6WA + 9T0T-BGLC + CJ0T-BECE	Start on stage 19	
38	RE0T-A6WA + 9T0T-BGLC + CN0T-BGCE	Start on stage 20	
39	RE0T-A6WA + 9T0T-BGLC + CT0T-BJCE	Start on stage 21	
40	RE0T-A6WA + 9T0T-BGLC + CY0T-BLCE	Start on stage 22	
41	RE0T-A6WA + 9T0T-BGLC + C20T-BNCE	Start on stage 23	
42	RE0T-A6WA + 9T0T-BGLC + C60T-BRCE	Start on stage 24	
43	RE0T-A6WA + 9T0T-BGLC + DA0T-BTCE	Start on stage 25	
44	RE0T-A6WA + 9T0T-BGLC + DE0T-BWCE	Start on stage 26	
45	RE0T-A6WA + 9T0T-BGLC + DJ0T-BYCE	Start on stage 27	
46	RE0T-A6WA + 9T0T-BGLC + DN0T-B0CE	Start on stage 28	
47	RE0T-A6WA + 9T0T-BGLC + DT0T-B2CE	Start on stage 29	
48	RE0T-A6WA + 9T0T-BGLC + DY0T-B4CE	Start on stage 30	
49	RE0T-A6WA + 9T0T-BGLC + D20T-B6CE	Start on stage 31	
50	RE0T-A6WA + 9T0T-BGLC + D60T-B8CE	Start on stage 32	
51	RE0T-A6WA + 9T0T-BGLC + EA0T-AALE	Start on stage 33	

Remember, you can pick 'n mix your codes!

Trampoline Terror! is a trademark of Toy Soldiers, Inc.



## Trouble Shooter™ Game

This is a challenging sci-fi-themed shooter with a wide variety of weapons, fast action and good graphics. Without codes, you start with only four life units on the life meter, which makes it difficult to go on and rescue King Fredrick's son from Blackball. With TRUB Codes 2 thru 10, you can decide how many life units you start with, and make the game easier or harder to suit your taste. Codes 14 thru 18 let you change the number of starting credits from the normal two.

TRUB  
CODE KEY IN ...

EFFECT ...

1 ATBT-AA4J MASTER CODE—MUST BE ENTERED



WITH CODES 2 THRU 9, LIFE UNIT NUMBERS CHANGE WHEN YOU ALSO USE  
CODE 28 TO START ON LAST STAGE

2	AFDT-AAGW	Start with 1 life unit	
3	AKDT-AAGW	Start with 2 life units	
4	APDT-AAGW	Start with 3 life units	
5	AZDT-AAGW	Start with 5 life units	
6	A3DT-AAGW	Start with 6 life units	
7	DFDT-AAGW	Start with 25 life units	
8	GKDT-AAGW	Start with 50 life units	
9	NPDT-AAGW	Start with 99 life units	
10	AL1T-CA7N	Infinite life on the life meter	
11	SCMT-DJ1Y	Special weapon recharges itself 2x as fast	
12	SCMT-DT1Y	Special weapon recharges itself 4x as fast	
13	SCMT-DA1Y	Special weapon recharges itself 8x as fast	
14	ABDT-AAFE	Start with 1 credit	
15	AVDT-AAFE	Start with 5 credits	
16	A3DT-AAFE	Start with 7 credits	
17	BBDT-AAFE	Start with 9 credits	
18	AMZA-CA7J	Infinite credits	
19	APDT-AAGA	Start with more firepower	
20	A7DT-AAGA	Start with maximum firepower (less than max on continues)	
21	HC1T-DT16	Firepower items are worth more	
22	APDT-AAF4	Start with more speed	
23	A3DT-AAF4	Start with much more speed!	
24	ABDT-ACE8	Start on stage 2	
25	ABDT-AEE8	Start on stage 3	
26	ABDT-AGE8	Start on stage 4	
27	ABDT-AJE8	Start on stage 5	





28 ABDT-ALE8

Start on last stage



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Trouble Shooter and related names are trademarks of Vic Tokai Inc.

## Truxton™ Game

The object of this space action game is to fight the Gidans, recover your secret weapon, destroy the Gidans' enormous spacecraft, and get through the many asteroid fortresses. If the normal three ships you start with is not enough—or too many for you experts—change it with Codes 1 thru 23. Same with the usual 3 bombs and 1 power booster, using Codes 24 thru 36 and 37 thru 40. And Code 45 lets you get unlimited continues in all levels, instead of just in the easy level.

TRUX






CODE KEY IN ...

EFFECT ...

1	AEFA-AAEG	Start with 1 ship—first time
2	AEGT-AAG2	Start with 1 ship—after continue
3	AJFA-AAEG	Start with 2 ships—first time
4	AJGT-AAG2	Start with 2 ships—after continue
5	ATFA-AAEG	Start with 4 ships—first time
6	ATGT-AAG2	Start with 4 ships—after continue
7	AYFA-AAEG	Start with 5 ships—first time
8	AYGT-AAG2	Start with 5 ships—after continue
9	A2FA-AAEG	Start with 6 ships—first time
10	A2GT-AAG2	Start with 6 ships—after continue
11	BAFA-AAEG	Start with 8 ships—first time
12	BAGT-AAG2	Start with 8 ships—after continue
13	BJFA-AAEG	Start with 10 ships—first time
14	BJGT-AAG2	Start with 10 ships—after continue
15	DEFA-AAEG	Start with 25 ships—first time
16	DEGT-AAG2	Start with 25 ships—after continue
17	GJFA-AAEG	Start with 50 ships—first time
18	GJGT-AAG2	Start with 50 ships—after continue
19	KNFA-AAEG	Start with 75 ships—first time
20	KNGT-AAG2	Start with 75 ships—after continue
21	NTFA-AAEG	Start with 100 ships—first time
22	NTGT-AAG2	Start with 100 ships—after continue
23	ATLT-AA6T	Infinite ships
24	AAFA-AAFY	Start with no bombs
25	AEFA-AAFY	Start with 1 bomb
26	AJFA-AAFY	Start with 2 bombs
27	ATFA-AAFY	Start with 4 bombs
28	AYFA-AAFY	Start with 5 bombs
29	A2FA-AAFY	Start with 6 bombs
30	BAFA-AAFY	Start with 8 bombs
31	BJFA-AAFY	Start with 10 bombs










32	DEFA-AAFY	Start with 25 bombs	
33	GJFA-AAFY	Start with 50 bombs	
34	KNFA-AAFY	Start with 75 bombs	
35	NTFA-AAFY	Start with 100 bombs	
36	ATTA-AA8L	Infinite bombs	
37	LA7T-BJVW	2 power boosters on pick-up	
38	LA7T-BNVW	3 power boosters on pick-up	
39	LA7T-BTVW	4 power boosters on pick-up	
40	LA7T-BYVW	5 power boosters on pick-up	
41	B2RA-AA30	Start at power 2	
42	B2RA-AA30 + BARA-AA4N	Start at power 3	
43	BATA-AABW	Start with Truxton™ beam instead of power shots	
44	CATA-AABW	Start with thunder laser instead of power shots	
45	ATGA-AA9G	Infinite continues in all difficulty levels	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).
















Truxton and related names are trademarks of Sega of America, Inc.

## Turrican™ Game






Normally, good things in this game come in threes—lives, grenades, mines, power lines, buzzsaws, continues. Well, now you can change all that with this great collection of codes. With Code 21, only 3 buzzsaws will show on the screen, but you'll get 9. Play with the timer using Codes 23 and 24, and you can start it at 900 instead of 500, or make it count down by eights instead of ones. Code 31 is a great one—just ignore the way the energy bar looks. With Code 32, when you want to shoot bullets, select grenades. With Code 33, when you want to shoot bullets, select power lines. Grenade tokens are usually worth 1. You can do a lot better with codes 48 and 49. With Code 58, you must first get a force-field token.

TURR CODE	KEY IN ...	EFFECT ...	
1	AFAA-AAFY	Start with 1 life	
2	BFAA-AAFY	Start with 9 lives	
3	EZAA-AAFY	Start with 25 lives	
4	LBAA-AAFY	Start with 50 lives	
5	XFAA-AAFY	Start with 99 lives	
6	REXT-A6YR	Infinite lives	
7	AAXA-AAC8	Start with no grenades	
8	BEXA-AAC8	Start with 9 grenades	
9	XEXA-AAC8	Start with 99 grenades	
10	XEXA-AWC8	Start with 999 grenades	



11	AAXA-AADE	Start with zero mines	
12	BEXA-AADE	Start with 9 mines	
13	XEXA-AADE	Start with 99 mines	
14	XEXA-AWDE	Start with 999 mines	
15	AAXA-AADL	Start with no power lines	
16	BEXA-AADL	Start with 9 power lines	
17	XEXA-AADL	Start with 99 power lines	
18	XEXA-AWDL	Start with 999 power lines	
19	ABBA-AAAJ	Start with no buzzsaws	
20	AFBA-AAAJ	Start with 1 buzzsaws	
21	BFBA-AAAJ	Start with 9 buzzsaws	
22	AJZT-AA6L	Infinite buzzsaws	
23	ABGT-EWFT	Start 1st level timer at 900	
24	BAXA-BA4T	Time goes by faster	
25	AECA-AAHY	Start with 1 continue	
26	A2CA-AAHY	Start with 6 continues	
27	BECA-AAHY	Start with 9 continues	
28	AJ6T-AA7L	Infinite continues	
29	BAHT-BA2G	Each crystal worth 8 instead of 1	
30	C2HT-BA2G	Each crystal worth 16 instead of 1	
31	C2YA-AA64	Infinite energy	
32	AALA-AAEL	Always shoot grenades instead of bullets	
33	AALA-AAEY	Always shoot power lines instead of bullets	
34	KJXA-BLZ0 + KEXA-BLZ2	Infinite time, grenades, mines, and power lines	
35	SECA-BEXR	Start in world 1, level 1.2	
36	SECA-BJXR	Start in world 1, level 1.3	
37	SECA-BNXR	Start in world 2, level 2.1	
38	SECA-BTXR	Start in world 2, level 2.2	
39	SECA-BYXR	Start in world 3, level 3.1	
40	SECA-B2XR	Start in world 3, level 3.2	



41	SECA-B6XR	Start in world 3, level 3.3	
42	SECA-BAXR	Start in world 4, level 4.1	
43	AJCA-AA5J + 9TCA-BGMN + BECA-AADR	Start in world 4, level 4.2	
44	AJCA-AA5J + 9TCA-BGMN + BJCA-AADR	Start in world 4, level 4.3	
45	AJCA-AA5J + 9TCA-BGMN + BNCA-AADR	Start in world 5, level 5.1	
46	AJCA-AA5J + 9TCA-BGMN + BTCA-AADR	Start in world 5, level 5.2	
47	ANMT-BT6Y + REMT-A6Y0	Shoot multiple shots instead of single	
48	BAHA-BA88	Each grenade token worth 8	
49	EAHA-BA88	Each grenade token worth 20	
50	BAHA-BA9G	Each mine token worth 8	
51	EAHA-BA9G	Each mine token worth 20	
52	BAHA-BA9R	Each power line token worth 8	
53	EAHA-BA9R	Each power line token worth 20	
54	RFZT-A604	Makes the Gauntlet easier to defeat	
55	RF5A-A6W8	Makes Dead Head easier to defeat	
56	RGHA-A60Y	Makes Trash Monster easier to defeat	
57	RGDA-A6VT	Makes Mother Fish easier to defeat	
58	BAZA-AA2G	Force field lasts until the next level (after you get a force field token)	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.

Turrican and related names are trademarks of SoftGold GmbH.

## Twin Cobra™ Game

In this awesomely hard game, you have to master the skies above the battlefield in your awesome combat chopper. Well, warp to the action you want to see with COB Codes 1 thru 7. Choose your number of lives with Codes 8 thru 13. Change the amount, type and firepower of the weaponry you come back with after dying when you use Codes 14 thru 22. Get infinite credits with Code 34!

COB

CODE KEY IN ...












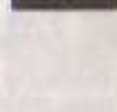

- 1 SANA-BJZY
- 2 SANA-BNZY
- 3 SANA-BTZY
- 4 SANA-BYZY
- 5 SANA-B2ZY
- 6 SANA-B6ZY
- 7 SANA-BAZY

EFFECT ...

- Start at stage 2
- Start at stage 3
- Start at stage 4
- Start at stage 5
- Start at stage 6
- Start at stage 7
- Start at stage 8





8	AEVA-BA9C	Start with 1 life	
9	CAVA-BA9C	Start with 10 lives	
10	EYVA-BA9C	Start with 25 lives	
11	LAVA-BA9C	Start with 50 lives	
12	XEVA-BA9C	Start with 99 lives	
13	TEYT-AEZ4	Infinite lives	
14	AEVA-AAFY	Start turns with 1 bomb instead of 3	
15	AYVA-AAFY	Start turns with 5 bombs instead of 3	
16	A6VA-AAFY	Start turns with 7 bombs instead of 3	
17	AJYA-AA5R	Infinite bombs	
18	9TVA-BCFG + AEVA-AAFJ	Start turns with green weaponry	
19	9TVA-BCFG + AJVA-AAFJ	Start turns with blue weaponry	
20	9TVA-BCFG + ANVA-AAFJ	Start turns with yellow weaponry	
21	9TVA-BCFN + AJVA-AAFR	Start turns with double power boost	
22	9TVA-BCFN + ATVA-AAFR	Start turns with triple power boost	
23	AT7T-AA8T	S pick-up worth nothing	
24	HE7T-BJ0T	S pick-up gives 2x power	
25	HE7T-BJ1T	Bomb pick-up adds 2 bombs	
26	HE7T-BN1T	Bomb pick-up adds 3 bombs	
27	HAVA-AE0L	Keep P pick-ups after losing a life	
28	9V6T-BGBE + AF6T-AABG	Start with 1 credit	
29	9V6T-BGBE + AZ6T-AABG	Start with 5 credits	
30	9V6T-BGBE + CB6T-AABG	Start with 10 credits	
31	9V6T-BGBE + EZ6T-AABG	Start with 25 credits	
32	9V6T-BGBE + LB6T-AABG	Start with 50 credits	
33	9V6T-BGBE + XF6T-AABG	Start with 99 credits	
34	JF6T-AEY6	Infinite credits	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Twin Cobra is a trademark of Toa Plan and American Treco.

## Ultimate Qix™ Game

Help the crew of the spaceship Monotros save the mother star from the alien aggressors with these Game Genie™ codes. A lot of lives can be lost trying to beat this game, so use ULT Code 7 for all you might need. ULT Codes 2 thru 6 let you alter the number of player spaceships. Code 24 gives you the effect of an "S" pick-up without one.

Normally, the round is cleared after 80 percent of the field is cut. With Codes 26 thru 30, you can decrease or increase this percentage, from 25 percent up to a whopping 98 percent with Code 30—extremely difficult! When you decrease the percentage with Codes 26 to 28, you still



get credit for 75 percent in bonus points after you clear a round. Code 31 gives you the equivalent of an "L" pickup from the start. Experts: Code 23 lets you see how well you'd do with a slower ship.

ULT  
CODE KEY IN ...

EFFECT ...

1 ETBT-AA4Y

MASTER CODE—MUST BE ENTERED



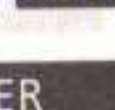
2 AEBT-AAH2

Start with 1 player spaceship



3 BEBT-AAH2

Start with 9 player spaceships



NUMBERS OF SHIPS IN CODES 4 THRU 6 MAY VARY DUE TO COUNTER ROLLOVER

4 EYBT-AAH2

Start with about 25 player spaceships



5 LEBT-AAH2

Start with about 50 player spaceships

6 XEBT-AAH2

Start with about 99 player spaceships



7 EJ6T-AA5A

Infinite player spaceships

8 SFLA-DETN + AABT-AAGG

Start on round 2

9 SFLA-DETN

Start on round 3

10 SFLA-DJTN

Start on round 4

11 SFLA-DNTN

Start on round 5

12 SFLA-DTTN

Start on round 6

13 SFLA-DYTN

Start on round 7

14 SLFA-D2TN

Start on round 8

15 SFLA-D6TN

Start on round 9

16 SFLA-DATN

Start on round 10

17 AVLA-CA2N + BJBT-AAGG

Start on round 11

18 AVLA-CA2N + BNBT-AAGG

Start on round 12

19 AVLA-CA2N + BTBT-AAGG

Start on round 13

20 AVLA-CA2N + BYBT-AAGG

Start on round 14

21 AVLA-CA2N + B2BT-AAGG

Start on round 15

22 AVLA-CA2N + B6BT-AAGG

Start on round 16

23 AE6T-AAHC + AE3A-AADA

Slower spaceship



24 AN6T-AAHC + AN3A-AADA

Faster spaceship



25 AY6T-AAHC + AY3A-AADA

Super fast spaceship

IMPORTANT: FOR CODES 26 TO 30, DO NOT CHANGE THE DIFFICULTY SETTING ON THE OPTIONS SCREEN. USE THE PRE-SET DIFFICULTY SETTING.

26 9J2A-AAFT

Clear round after 25% of field is cut instead of 80%

27 8T2A-ACFT

Clear round after 50% of field is cut

28 VJ2A-AEFT

Clear round after 65% of field is cut

29 022A-AGFT

Clear round after 95% of field is cut

30 4T2A-AGFT

Clear round after 98% of field is cut





31 AJNT-CA2L

Start with lasers (use B button)



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Ultimate Qix and related names are trademarks of Taito Corporation.

Game Genie is a trademark of Lewis Galoob Toys, Inc.






## Valis III™ Game

Light a fire under Glames, the Dark King, with some of these Game Genie™ codes. Infinite lives with VAL Code 16 will help a lot. You can also tweak the clock, lives, hit points, magic points, and 1-ups. Pros can see how far along they can get with one life (Code 11).

VAL CODE	KEY IN ...	EFFECT ...
1	AYNT-AAFA	Start game at Act 2
2	BYNT-AAFA	Start game at Act 3
3	YANA-BK38 + NTGT-AAC6	Game clock starts at 100—all scenes
4	YANA-BK38 + 3AGT-AAC6	Game clock starts at 200—all scenes
5	YANA-BK38 + FTGT-ACC6	Game clock starts at 300—all scenes
6	YANA-BK38 + 8TGT-ACC6	Game clock starts at 500—all scenes
7	YANA-BK38 + 66GT-AGC6	Game clock starts at 999—all scenes
8	SAFA-AADT	Game clock runs slower
9	EAFA-AADT	Game clock runs faster
10	CJFA-AA58	Freeze clock (no time limit)
11	AAGA-AAHY	Start with 1 life instead of 3
12	AEGA-AAHY	Start with 2 lives
13	AJGA-AAHY	Start with 3 lives
14	ATGA-AAHY	Start with 5 lives
15	A2GA-AAHY	Start with 7 lives
16	A2ET-AA8G	Infinite lives
17	BCMA-AA2R	HP (life) gauge never loses energy
18	AK2A-AA52	MP (magic) gauge never loses energy
19	JCCA-BAYW	Small heart increases HP gauge by 8 instead of 4
20	BWCA-BA6R + SCCA-BBYT + J4CA-BK6W	Small heart increases HP gauge by 12
21	A4CA-AA6W	Small heart restores HP gauge to full
22	CLCA-AA6R	Small heart worth same as large heart
23	RCCA-AA6R	Small heart worth same as 1-up
24	AWCA-AAFJ	Large heart increases HP gauge by 4 instead of 16
25	BLCA-AAFJ	Large heart increases HP gauge by 10





- |    |                                       |  |   |
|----|---------------------------------------|--|---|
| 26 | DCCA-AAFJ                             | Large heart restores HP gauge to full        |    |
| 27 | MWCA-AA7C                             | Large heart worth same as 1-up               |    |
| 28 | JCCA-BTOT                             | B-magic increases MP gauge by 4 instead of 8 |   |
| 29 | CCCA-BA8N + SCCA-BB0R + T<br>KLCA-BK8 | B-magic increases MP gauge by 16             |   |
| 30 | A4CA-AA8T                             | B-magic restores MP gauge to full            |    |
| 31 | JCCA-B2Z6                             | S-magic increases MP gauge by 6 instead of 2 |   |
| 32 | BWCA-BA72 + SCCA-BBZ4 +<br>KLCA-BK76  | S-magic increases MP gauge by 12             |   |
| 33 | A4CA-AA76                             | S-magic restores MP gauge to full            |   |
| 34 | CLCA-AA72                             | S-magic worth same as B-magic                |   |
| 35 | JCCT-BJTE                             | 1-up worth 2 lives instead of 1              |   |
| 36 | JCCT-BTTE                             | 1-up worth 4 lives                           |  |
| 37 | JCCT-B2TE                             | 1-up worth 6 lives                           |   |
| 38 | RGCT-A6TE                             | 1-up worth nothing                           |  |

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time.

Valis III and related names are trademarks of Renovation Products, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.

## Vapor Trail™ Game









Stop the terrorist group Dagger by shooting down their copters, jets, tanks—and stage bosses. With 8 ships, weapons at full power, and very fast roll power recharge, you can make quite a dent in the enemy. So key in VAP Codes 5, 7 and 8! If you're an expert and want even more of a challenge, try Code 3, which allows only 1 hit per ship—the opposite of invincibility.

VAP

CODE

KEY IN ...

EFFECT ...

- |   |                       |                                  |   |
|---|-----------------------|----------------------------------|---|
| 1 | AJBT-AA5G             | MASTER CODE—MUST BE ENTERED      |  |
| 2 | P4FA-AA28             | Invincibility                    |  |
| 3 | FWNA-BETJ             | Allow only one hit per ship      |  |
| 4 | RG8T-A604 + FW8T-BE06 | Start with 1 ship                |  |
| 5 | RG8T-A604 + FW8T-BA06 | Start with 8 ships               |  |
| 6 | C4FA-AA5G             | Infinite ships                   |  |
| 7 | RGYA-A6WY + ACYA-BAW0 | Start with weapons at full power |  |
| 8 | ACTA-AAFW             | Very fast roll power recharge    |  |



9	SG6T-BEXA + SG6T-BEXG	Start at mission 2
10	SG6T-BJXA + SG6T-BJXG	Start at mission 3
11	SG6T-BNXA + SG6T-BNXG	Start at mission 4
12	SG6T-BTXA + SG6T-BTXG	Start at mission 5
13	SG6T-BYXA + SG6T-BYXG	Start at mission 6



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Vapor Trail and related names are trademarks of Data East Corp.

## Wardner™ Game

Regret that you only have 5 lives to give for your lovely Mia, prisoner of Wardner™, the evil sorcerer? Well, dial in more lives (or fewer, if you're that good) with WARD Codes 2 thru 9. Watch out with Code 10. It gives you infinite time, but if you get trapped somewhere you can't let the timer run out so you can die and try again! You'll have to turn the effects switch off, let the timer run out, die, and then turn effects on again. Tired of the same old 7 restarts? Choose another number with Codes 19 thru 28.

WARD

CODE KEY IN ...

1	AJBT-AA4Y	MASTER CODE—MUST BE ENTERED
2	ATTT-AA6G	Infinite lives
3	ABGT-AACY	Start with 1 life
4	AKGT-AACY	Start with 3 lives
5	A3GT-AACY	Start with 7 lives
6	BFGT-AACY	Start with 10 lives
7	B3GT-AACY	Start with 15 lives
8	CPGT-AACY	Start with 20 lives
9	DBGT-AACY	Start with 25 lives
10	BVHT-AA5G	Infinite time
11	9VGT-BCE2 + AFGT-AAE4	1 minute per level
12	9VGT-BCE2 + AZGT-AAE4	5 minutes per level
13	9VGT-BCE2 + A7GT-AAE4	7 minutes per level
14	9VGT-BCE2 + BFGT-AAE4	9 minutes per level
15	9VGT-BCE2 + B7GT-AAE4	15 minutes per level
16	9VGT-BCE2 + CVGT-AAE4	20 minutes per level
17	9VGT-BCE2 + DFGT-AAE4	25 minutes per level
18	9VGT-BCE2 + D3GT-AAE4	30 minutes per level
19	AKKA-AA80	Infinite restarts
20	ABGT-AABG	No restarts
21	AFGT-AABG	1 restart
22	APGT-AABG	3 restarts
23	AZGT-AABG	5 restarts





24	BFGT-AABG	9 restarts
25	B7GT-AABG	15 restarts
26	CVGT-AABG	20 restarts
27	DFGT-AABG	25 restarts
28	D3GT-AABG	30 restarts
29	HBGT-BEV0	Always have magical cape during first life
30	9ETT-ATE2	Always have magical cape during other lives
31	AT7A-AA4J	Always have magical cape after use
32	AVGT-BA3T	Start with magic of the stars
33	BBGT-BA3T	Start with magic of the moon
34	BVGT-BA3T	Start with magic of the sun
35	HTVT-BEPE	Everything costs 0
36	YC1T-AADE	Little power balls worth 10
37	JC1T-BA4W	Sacks of gold worth 400
38	R0TA-BA4J	Treasure chests worth 750

25¢



Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Wardner and related names are trademarks of Mentrix Software, Inc.

## Whip Rush™ Game

Use these Game Genie™ codes to help you pilot the Whip Rush™ against the Voltegiens and save the Earth from certain destruction. Give yourself more lives, or infinite lives, or fewer lives, with your choice from WHIP Codes 2 thru 11. The normal numbers of lives are 6 for the easy level, 4 for the normal level, and 3 for the hard level. Become invincible after your first power-up or loss of ship with Code 12.

WHIP CODE	KEY IN . . .	EFFECT . . .	
1	AJBA-EA72	Infinite credits	25¢
2	GJMA-AA5J	Infinite lives	
3	A5KT-AADG	Start with 7 lives—easy level	
4	BMKT-AADG	Start with 11 lives—easy level	
5	CXKT-AADG	Start with 21 lives—easy level	
6	A5KT-AAD0	Start with 7 lives—normal level	
7	BMKT-AAD0	Start with 11 lives—normal level	
8	CXKT-AAD0	Start with 21 lives—normal level	
9	A5KT-AAC0	Start with 7 lives—hard level	
10	BMKT-AAC0	Start with 11 lives—hard level	
11	CXKT-AAC0	Start with 21 lives—hard level	
12	AJYA-AA98	Invincibility after first power-up or first loss of ship on each level	

Remember, you can pick 'n mix your codes!

Whip Rush and related names are trademarks of Renovation Products, Inc.

Game Genie is a trademark of Lewis Galoob Toys, Inc.



## World Championship Soccer™ Game

Good, consistent passing and precise shooting will bring you victory in this challenging soccer game. Make your goals worth more with SOCC Codes 13 thru 22, so the computer (or an opponent) can't catch up to your blistering pace. When you use SOCC Codes 1 thru 6 and 7 thru 12 to give one player points at the start of the game, the other player (or the computer) starts with zero, unless you use a code to change his starting points, too.

SOCC  
CODE KEY IN ...

- 1 AJMA-AA3N + 9TMA-BGKT + AAMA-ACBW
- 2 AJMA-AA3N + 9TMA-BGKT + AAMA-AEBW
- 3 AJMA-AA3N + 9TMA-BGKT + AAMA-AGBW
- 4 AJMA-AA3N + 9TMA-BGKT + AAMA-AJBW
- 5 AJMA-AA3N + 9TMA-BGKT + AAMA-ALBW
- 6 AJMA-AA3N + 9TMA-BGKT + AAMA-ANBW
- 7 AJMA-AA3N + 9TMA-BGKT + AEMA-AABW
- 8 AJMA-AA3N + 9TMA-BGKT + AJMA-AABW
- 9 AJMA-AA3N + 9TMA-BGKT + ANMA-AABW
- 10 AJMA-AA3N + 9TMA-BGKT + ATMA-AABW
- 11 AJMA-AA3N + 9TMA-BGKT + AYMA-AABW
- 12 AJMA-AA3N + 9TMA-BGKT + A2MA-AABW
- 13 AJYA-BE80
- 14 ANYA-BE80
- 15 ATYA-BE80
- 16 AYYA-BE80
- 17 A2YA-BE80
- 18 AJYT-BE3Y
- 19 ANYT-BE3Y
- 20 ATYT-BE3Y
- 21 AYYT-BE3Y
- 22 A2YT-BE3Y
- 23 AJXA-BE9J
- 24 ANXA-BE9J
- 25 ATXA-BE9J

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

World Championship Soccer is a trademark of Sega of America, Inc.

## Ys III™ Game

Normally, you get 20 hit points in this action-adventure fantasy game—change that with WISE Codes 3 thru 13. Code 3 doesn't always give infinite hit points, but it protects against most hazards. Code 13 makes the counter display look funny until you get below 1000, but you do get the bigger number. Use WISE Code 16 for infinite ring power, but you must charge the ring once before the code will take effect. With Codes 22 thru 29, you can greatly increase your experience at the start of the game, when you normally have none. Next, go for the gold with Codes 30 thru 42. Since you normally get 1,000 gold, you'll be able to make the game easier or harder by choosing from these codes. Finally, for codes 43 thru 46, the power ring has no effect.

WISE  
CODE KEY IN ...

- 1 AACA-AA78

EFFECT ...

Player 1 starts with 1 point

Player 1 starts with 2 points

Player 1 starts with 3 points

Player 1 starts with 4 points

Player 1 starts with 5 points

Player 1 starts with 6 points

Player 2 starts with 1 point

Player 2 starts with 2 points

Player 2 starts with 3 points

Player 2 starts with 4 points

Player 2 starts with 5 points

Player 2 starts with 6 points

Each player 1 goal worth 2

Each player 1 goal worth 3

Each player 1 goal worth 4

Each player 1 goal worth 5

Each player 1 goal worth 6

Each player 2 goal worth 2

Each player 2 goal worth 3

Each player 2 goal worth 4

Each player 2 goal worth 5

Each player 2 goal worth 6

Time goes by 2x as fast

Time goes by 3x as fast

Time goes by 4x as fast

EFFECT ...

MASTER CODE—MUST BE ENTERED



2 AM0T-AA5L + BD0T-AA42

3 BD0T-AA42

4 HTVA-BAN2 + BJVA-AAE4

5 HTVA-BAN2 + FAVA-AAE4

6 HTVA-BAN2 + HTVA-AAE4

7 HTVA-BAN2 + LAVA-AAE4

8 HTVA-BAN2 + NTVA-AAE4

9 HTVA-BAN2 + 9JVA-AAE4

10 HTVA-BAN2 + 8TVA-ACE4

11 HTVA-BAN2 + 72VA-AEE4

12 HTVA-BAN2 + 66VA-AGE4

13 HTVA-BAN2 + B6VA-ARN4

14 AWDA-AA5A

15 B4AA-AA3F

16 RFWT-A6XT

17 GLAA-AAB0 + GK9T-AAFY

18 NWAA-AAB0 + NV9T-AAFY

19 8WAA-ACB0 + 8V9T-ACFY

20 74AA-AEB0 + 739T-AEFY

21 68AA-AGB0 + 679T-AGFY

Invincibility

Almost invincible

Start with 10 hit points

Start with 40 hit points

Start with 60 hit points

Start with 80 hit points

Start with 100 hit points

Start with 250 hit points

Start with 500 hit points

Start with 750 hit points

Start with 999 hit points

Start with 9,999 hit points

Makes all items cost nothing

Make ring power recharge  
cost nothing

Infinite ring power

Recharge ring power to 50  
instead of 255

Recharge ring power to 100

Recharge ring power to 500

Recharge ring power to 750

Recharge ring power to 999

IMPORTANT: CODES 22 THRU 42 ONLY WORK AT THE BEGINNING OF THE GAME

22 RETT-A606 + 9TTT-BCR8 + VATT-BGHA

23 RETT-A606 + 9TTT-BCR8 + CATT-ARSA

24 RETT-A606 + 9TTT-BCR8 + XATT-BYSA

25 RETT-A606 + 9TTT-BCR8 + EATT-A61A

26 RETT-A606 + 9TTT-BCR8 + ZATT-AC9A

27 RETT-A606 + 9TTT-BCR8 + STTT-BFHA

28 RETT-A606 + 9TTT-BCR8 + LATT-AH1A

29 RETT-A606 + 9TTT-BCR8 + 96TT-B99A

30 AATT-AAHR

31 NTTT-AAHR

32 FTTT-ACHR

33 8TTT-ACHR

34 1TTT-AEHR

35 TTTT-AGHR

36 VATT-BGHR

37 CATT-ARSR

Start with experience of 5,000

Start with experience of 10,000

Start with experience of 15,000

Start with experience of 20,000

Start with experience of 25,000

Start with experience of 37,500

Start with experience of 50,000

Start with experience of 65,535

Start with 0 gold

Start with 100 gold

Start with 300 gold

Start with 500 gold





Start with 700 gold

Start with 900 gold

Start with 5,000 gold

Start with 10,000 gold






38	EATT-A61R	Start with 20,000 gold	
39	GATT-BL9R	Start with 30,000 gold	
40	JATT-B3HR	Start with 40,000 gold	
41	LATT-AH1R	Start with 50,000 gold	
42	96TT-B99R	Start with 65,535 gold	
43	AH0A-BA3A + RH0A-A6VC	Make enemies harder to defeat	
44	KD0A-AH3A	Make enemies easier to defeat	
45	KD0A-AS3A	Make enemies very easy to defeat	
46	KD0A-AD3A	Make enemies extremely easy to defeat	

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Ys III is a trademark of Hihon Falcom, Inc.

## Zany Golf™ Game

It might be zany and fun, but it's also real difficult! This miniature golf challenge gives you vivid graphics, but not nearly enough strokes to finish the game. Change that with Code 5 and get 100 strokes to start with. ZANY Codes 16 thru 22 are good for practice only, since you always return to Hole 2 after completing the hole you started on, and that's no way to win a tournament. When using Codes 6 thru 14, increasing par for a hole will also affect the number of strokes added for each hole.

ZANY CODE	KEY IN ...	EFFECT ...	
1	BB0A-AAC0	Start with 10 strokes	
2	CK0A-AAC0	Start with 20 strokes	
3	DV0A-AAC0	Start with 30 strokes	
4	GB0A-AAC0	Start with 50 strokes	
5	NK0A-AAC0	Start with 100 strokes	
6	AC2T-ANCG	Change hole 1 to par 6	
7	AC2T-ARCT	Change hole 2 to par 7	
8	AC2T-ANCA	Change hole 3 to par 6	
9	AC2T-ARCW	Change hole 4 to par 7	
10	AC2T-ARCJ	Change hole 5 to par 7	
11	AC2T-ARCC	Change hole 6 to par 7	
12	AC2T-ARCR	Change hole 7 to par 7	
13	AC2T-AYCE	Change hole 8 to par 10	
14	AC2T-A0CN	Change hole 9 to par 11	
15	BC1T-ATEJ	Start on hole 2	
16	BC1T-AAEJ	Start on hole 3	
17	BC1T-AWEJ	Start on hole 4	
18	BC1T-AJEJ	Start on hole 5	
19	BC1T-ACEJ	Start on hole 6	
20	BC1T-AREJ	Start on hole 7	
21	BC1T-AEEJ	Start on hole 8	



22 BC1T-ANEJ Start on hole 9

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Zany Golf is a trademark of Electronic Arts.














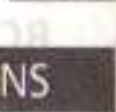
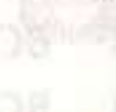




## Zoom™ Game

OK, Mr. Smart. Let's see how smart you are with picking out codes to help you beat this game. Will you change the number of rubber balls from the normal 50 with ZOOM Codes 1 thru 5? Change from the normal 3 lives with Codes 6 thru 15? Vary the stage 1, field 1 starting time from the usual 120 using Codes 16 thru 18? Get all the time in the world with Code 19? Use level warps? We've got a million of 'em! Codes 20 thru 54 show you a brief flash of the final stage before the current field starts.

### ZOOM

CODE KEY IN ...

EFFECT ...

1	DGVA-AAC8	Start with 25 rubber balls—both players	
2	KRVA-AAC8	Start with 75 rubber balls—both players	
3	NRVA-AAC8	Start with 99 rubber balls—both players	
4	AWAA-AA7J	Infinite rubber balls—player 1	
5	AWFA-AA4Y	Infinite rubber balls—player 2	
6	AFHT-AAF0	Start with 2 lives instead of 3—player 1	
7	AZHT-AAF0	Start with 6 lives—player 1	
8	A7HT-AAF0	Start with 8 lives—player 1	
9	BFHT-AAF0	Start with 10 lives—player 1	
10	EK4A-AA2W	Infinite lives—1-player game only	
11	AFHT-AAGL	Start with 2 lives—player 2	
12	AZHT-AAGL	Start with 6 lives—player 2	
13	A7HT-AAGL	Start with 8 lives—player 2	
14	BFHT-AAGL	Start with 10 lives—player 2	
15	ALHT-AA48	Infinite lives—player 2	
16	GLTA-AAAW	Start stage 1, field 1 time at 50	
17	LCTA-AAAW	Start stage 1, field 1 time at 80	
18	3CTA-AAAW	Start stage 1, field 1 time at 200	
19	AJZT-AA4T	Start at zero time	

CODES 20 THRU 54 SHOW YOU A FLASH OF FINAL STAGE BEFORE SELECTED LEVEL BEGINS

20	ABJA-AABL	Player 1 starts on stage 1, field 2
21	AFJA-AABL	Player 1 starts on stage 1, field 3
22	AKJA-AABL	Player 1 starts on stage 1, field 4
23	APJA-AABL	Player 1 starts on stage 1, field 5
24	AVJA-AABL	Player 1 starts on stage 1, field 6





25	AZJA-AABL	Player 1 starts on stage 2, field 1
26	A3JA-AABL	Player 1 starts on stage 2, field 2
27	A7JA-AABL	Player 1 starts on stage 2, field 3
28	BBJA-AABL	Player 1 starts on stage 2, field 4
29	BFJA-AABL	Player 1 starts on stage 2, field 5
30	BKJA-AABL	Player 1 starts on stage 2, field 6
31	BPJA-AABL	Player 1 starts on stage 3, field 1
32	BVJA-AABL	Player 1 starts on stage 3, field 2
33	BZJA-AABL	Player 1 starts on stage 3, field 3
34	B3JA-AABL	Player 1 starts on stage 3, field 4
35	B7JA-AABL	Player 1 starts on stage 3, field 5
36	CBJA-AABL	Player 1 starts on stage 3, field 6
37	CFJA-AABL	Player 1 starts on stage 4, field 1
38	CKJA-AABL	Player 1 starts on stage 4, field 2
39	CPJA-AABL	Player 1 starts on stage 4, field 3
40	CVJA-AABL	Player 1 starts on stage 4, field 4
41	CZJA-AABL	Player 1 starts on stage 4, field 5
42	C3JA-AABL	Player 1 starts on stage 4, field 6
43	C7JA-AABL	Player 1 starts on stage 5, field 1
44	DBJA-AABL	Player 1 starts on stage 5, field 2
45	DFJA-AABL	Player 1 starts on stage 5, field 3
46	DKJA-AABL	Player 1 starts on stage 5, field 4
47	DPJA-AABL	Player 1 starts on stage 5, field 5
48	DVJA-AABL	Player 1 starts on stage 5, field 6
49	DZJA-AABL	Player 1 starts on stage 6, field 1
50	D3JA-AABL	Player 1 starts on stage 6, field 2
51	D7JA-AABL	Player 1 starts on stage 6, field 3
52	EBJA-AABL	Player 1 starts on stage 6, field 4
53	EFJA-AABL	Player 1 starts on stage 6, field 5
54	EKJA-AABL	Player 1 starts on stage 6, field 6
55	ABJA-AABT	Player 2 starts on stage 1, field 2
56	AFJA-AABT	Player 2 starts on stage 1, field 3
57	AKJA-AABT	Player 2 starts on stage 1, field 4
58	APJA-AABT	Player 2 starts on stage 1, field 5
59	AVJA-AABT	Player 2 starts on stage 1, field 6
60	AZJA-AABT	Player 2 starts on stage 2, field 1
61	A3JA-AABT	Player 2 starts on stage 2, field 2
62	A7JA-AABT	Player 2 starts on stage 2, field 3
63	BBJA-AABT	Player 2 starts on stage 2, field 4
64	BFJA-AABT	Player 2 starts on stage 2, field 5
65	BKJA-AABT	Player 2 starts on stage 2, field 6





67	BPJA-AABT	Player 2 starts on stage 3, field 1
68	BVJA-AABT	Player 2 starts on stage 3, field 2
69	BZJA-AABT	Player 2 starts on stage 3, field 3
70	B3JA-AABT	Player 2 starts on stage 3, field 4
71	B7JA-AABT	Player 2 starts on stage 3, field 5
72	CBJA-AABT	Player 2 starts on stage 3, field 6
73	CFJA-AABT	Player 2 starts on stage 4, field 1
74	CKJA-AABT	Player 2 starts on stage 4, field 2
75	CPJA-AABT	Player 2 starts on stage 4, field 3
76	CVJA-AABT	Player 2 starts on stage 4, field 4
77	CZJA-AABT	Player 2 starts on stage 4, field 5
78	C3JA-AABT	Player 2 starts on stage 4, field 6
79	C7JA-AABT	Player 2 starts on stage 5, field 1
80	DBJA-AABT	Player 2 starts on stage 5, field 2
81	DFJA-AABT	Player 2 starts on stage 5, field 3
82	DKJA-AABT	Player 2 starts on stage 5, field 4
83	DPJA-AABT	Player 2 starts on stage 5, field 5
84	DVJA-AABT	Player 2 starts on stage 5, field 6
85	DZJA-AABT	Player 2 starts on stage 6, field 1
86	D3JA-AABT	Player 2 starts on stage 6, field 2
87	D7JA-AABT	Player 2 starts on stage 6, field 3
88	EBJA-AABT	Player 2 starts on stage 6, field 4
89	EFJA-AABT	Player 2 starts on stage 6, field 5
90	EKJA-AABT	Player 2 starts on stage 6, field 6

Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

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