

# GAME GENIE

## SUPER NES™ CODE UPDATE



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- **Young Merlin™**

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Is published by Lewis Galoob Toys, Inc., as a supplement to the codebook. Correspondence should be addressed to:

GAME GENIE UPDATE/SUPER NES™

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STACY, MN 55078

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### GAME GENIE CONTACTS

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#### GAME GENIE HELPLINE

1-513-868-8835

NOTE: CODES ARE NOT AVAILABLE BY PHONE

Or, write to:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

To report problem codes:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

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## Disney's The Jungle Book

### CODES 1 THRU 5: NORMAL GAME

- |    |           |   |
|----|-----------|---|
| 1  | DBEF-1F67 | Start with 9 hearts                             |
| 2  | D1EF-1F67 | Start with 6 hearts                             |
| 3  | DFEF-1F67 | Start with 1 heart                              |
| 4  | DBEF-1DD7 | Start with 10 lives                             |
| 5  | DFEF-1DD7 | Start with 2 lives                              |
| 6  | C2CC-4704 | Infinite lives                                  |
| 7  | DD6F-4DD4 | Infinite weapons                                |
| 8  | DDCF-3F6D | Hearts from big jungle fruit restore all energy |
| 9  | D4C0-1FAF | 20 seconds from hourglass                       |
| 10 | D7C0-1FAF | 30 seconds from hourglass                       |
| 11 | E8CA-3DA4 | Super-jumping Mowgli                            |
| 12 | ECCA-3DA4 | Mega-jumping Mowgli                             |

### FOR CODES 13 THRU 18, DON'T GO OVER 100 GEMS OR COUNTER WILL RESET

- |    |           |                                  |
|----|-----------|----------------------------------|
| 13 | D4CA-4DDF | Bonus gems worth 2               |
| 14 | D7CA-4DDF | Bonus gems worth 3               |
| 15 | D0CA-4DDF | Bonus gems worth 4               |
| 16 | D4C2-4FAF | Red gems worth 2                 |
| 17 | D7C2-4FAF | Red gems worth 3                 |
| 18 | D0C2-4FAF | Red gems worth 4                 |
| 19 | DD65-47AD | The amazing rock! (Just for fun) |

Disney's The Jungle Book is a trademark of The Walt Disney Company.

## Double Dragon 5™ Game

B3C8-CFBF + B3C6-CDBF + BAC9-3FBF

Computer (player 2) can't perform special moves

DBBC-1F27

Allows you to pick up to 9 points of any attribute instead of 5

46C6-340D

Both characters start with 50% energy

F0C6-340D

Both characters start with 25% energy

DDAB-3DAE

Player 1 always wins

3C85-CF07

Harder to recover from dizziness

D685-C407

Dizziness doesn't last long

Double Dragon 5 and related names are trademarks of Leland Interactive Media.

## Dream TV™ Game

1 8FA6 3DA8 + 8FAA 3FA8

Almost infinite energy

2 DDCE-C7DC

Infinite lives

3 D9B8-1F04

Start with 5 lives

4 DFB8-1F04

Start with 1 life

5 D6B8-1F04

Start with 8 lives

6 8F23-3768

Monsters take only 1 hit to kill—except skeletons

7 8F84-17D8

Mega-jump—switch off to land again

8 DDC7-1DD8

Can't get hit—some characters are white

9 4DBD-CF04

Start with 2/3 energy—1st life

10 4DCE-CD0C

Start with 2/3 energy—after 1st life

11 FDBD-CF04

Start with 1/3 energy—1st life

12 FDCE-CD0C

Start with 1/3 energy—after 1st life

Dream TV is a trademark of Triffix, Inc.

## Equinox™ Game

1 C28F-AF4D

Protection from most small monsters

2 3CA0-0DC7

Infinite life energy

3 CEAE-0D17

Infinite magic—must have enough MP for spell to work

4 CB2A-C4D9

More energy from apples

5 4F27-1F00 + 4020-1FD0

Super jump

6 FC27-1F00 + 4020-1FD0

Mega-jump

7 DD86-674F + 3C86-671F

Colored doors don't need keys

8 B32C-4FA0 + CD2C-4700

Super speed

9 D9AC-6437

'Slow' spell lasts 2x as long

10 D6AC-6437

'Slow' spell lasts 3x as long

11 D9AB-6FC7

'Freeze' spell lasts 2x as long

12 D6AB-6FC7

'Freeze' spell lasts 3x as long

Equinox is a trademark of Sony Music Entertainment Inc.

## Eye of the Beholder™ Game

1 8285 6D2C + 82DE-049B

Infinite HP

3 828D A798

No waiting to hit again

4 CBAA A726 + 3CA2-AD96

Kill with 1 hit—works for monsters too

5 D68B-A474

Pick a lawful, human male fighter and he will be at Level 8

6 D18B-A474

Pick a lawful, human male fighter and he will be at level 6

Eye of the Beholder is a trademark of Capcom U.S.A., Inc.

## Fatal Fury 2™ Game

- |                                      |  |
|--------------------------------------|--|
| 1 DD7E-7FDD                          | Infinite time                                |
| 2 D47E-7FDD                          | Timer is 2x fast                             |
| 3 D77E-7FDD                          | Timer is 3x fast                             |
| 4 C250-7FA7                          | Computer can't win a round—except last round |
| 5 CB85-E40F + D685-E46F + DD85-E4AF  | Player 1 is Billy Kane                       |
| 6 DB85-E46F + CB85 E40F + DD85-E4AF  | Player 1 is Axel Hawk                        |
| 7 CB85-E40F + DD85-E4AF + DC85-E46F  | Player 1 is Lawrence B                       |
| 8 D885-E46F + CB85 E40F + DD85-E4AF  | Player 1 is Wolfgang Krauser                 |
| 9 CB82-E40F + D682 E46F + DD82-E4AF  | Player 2 is Billy Kane                       |
| 10 DB82-E46F + CB82-E40F + DD82-E4AF | Player 2 is Axel Hawk                        |
| 11 DC82-E46F + CB82-E40F + DD82-E4AF | Player 2 is Lawrence B                       |
| 12 D882-E46F + CB82 E40F + DD82 E4AF | Player 2 is Wolfgang Krauser                 |

### CODES 13 AND 14 AFFECT STRAIGHT-UP JUMPS ONLY

- |              |                          |
|--------------|--------------------------|
| 13 FDD5-EFCB | Super jump—player 1      |
| 14 EED5-EFCB | Bogus jump—player 1      |
| 15 6D7D-54AD | Infinite energy—player 1 |

FOR CODE 16, TURN EFFECTS OFF AFTER YOU PRESS START IN CODESCREEN AND KEEP OFF UNTIL CHARACTER SELECT SCREEN

- |              |                       |
|--------------|-----------------------|
| 16 7D78-770D | Start with 1/2 energy |
|--------------|-----------------------|

Fatal Fury 2 and related names are trademarks of SNK.

## The Incredible Hulk™ Game

- |                          |   |
|--------------------------|---|
| 1 DFBD-CD6F              | Start with 1 life                               |
| 2 D1BD-CD6F              | Start with 6 lives                              |
| 3 DBBD-CD6F              | Start with 9 lives                              |
| 4 D0BC-173B              | Get 4 shots from gun                            |
| 5 DBBC-173B              | Get 9 shots from gun                            |
| 6 F0BC-173B              | Get 20 shots from gun                           |
| 7 4DB0-1F4B              | Get 20 seconds from time icon                   |
| 8 0DB0-1F4B              | Get 40 seconds from time icon                   |
| 9 8260-1465 + C2E9-44DF  | Don't take damage from most enemies             |
| 10 F3BE-144B             | 2x energy from gamma capsules                   |
| 11 DDB8-171B             | Gamma capsules act as mega-gamma capsules       |
| 12 C96D-CDC6             | Infinite transformation capsules once picked up |
| 13 DA25-34A7 + DA34-47AD | Super jump—sometimes                            |
| 14 FB25-34A7 + FB34-47AD | Mega-jump—sometimes                             |
| 15 DCB7-44D0             | MEGA damage from Hulk's uppercut                |
| 16 DCB1-4FD0             | MEGA damage from Hulk's head butt               |
| 17 D0B7-44D0             | x4 damage from Hulk's upper cut                 |
| 18 D0B1-4FD0             | x4 damage from Hulk's head-butt                 |
| 19 C260-4746             | Energy doesn't go down when Hulked-out          |
| 20 DDB2-1F0F             | Start on level 2                                |



- |    |           |                  |
|----|-----------|------------------|
| 21 | 4DB2-1F0F | Start on level 3 |
| 22 | 0DB2-1F0F | Start on level 4 |
| 23 | 6DB2-1F0F | Start on level 5 |

The Incredible Hulk and related names are trademarks of Marvel Entertainment Group, Inc.

## **Inspector Gadget™ Game**

- |   |           |   |
|---|-----------|---|
| 1 | D74B-E7D7 | Start with plungers at 3                    |
| 2 | C216-5DD4 | Infinite lives                              |
| 3 | C297-8F0F | Infinite time                               |
| 4 | C269-5D0D | Keep coat after getting hit (invincibility) |

Inspector Gadget is a trademark of DIC Animation City, Inc.

## **Ken Griffey Jr. Presents Major League Baseball™ Game**

- |    |                                   |                              |
|----|-----------------------------------|------------------------------|
| 1  | DFC3-170F                         | 1 ball and you walk          |
| 2  | D4C3-170F                         | 2 balls and you walk         |
| 3  | CBB3-1D2D                         | Can't walk a player          |
| 4  | DFCE-1F0F                         | 1 strike and you're out      |
| 5  | D4CE-1F0F                         | 2 strikes and you're out     |
| 6  | C2BE-179D                         | Can't strike out             |
| 7  | DF27-CFA4                         | Invisible baserunners        |
| 8  | D4C3-170F                         | 2 outs and whole team is out |
| 9  | C2A2-4D94 + C2AA-47B4             | No outs except strike outs   |
| 10 | C28A-3FA7 + CBB0-4797 + C283-34D7 | Computer can't score         |

Ken Griffey Jr. Presents Major League Baseball is a trademark of Major League Baseball Properties, Inc.

## **Knights of the Round™ Game**

- |    |                                   |  |
|----|-----------------------------------|--|
| 1  | 3C81-4461 + CB81-44A1 + DF81-47D1 | Start on stage 2                               |
| 2  | 3C81-4461 + CB81-44A1 + D481-47D1 | Start on stage 3                               |
| 3  | 3C81-4461 + CB81-44A1 + D781-47D1 | Start on stage 4                               |
| 4  | 3C81-4461 + CB81-44A1 + D081-47D1 | Start on stage 5                               |
| 5  | 3C81-4461 + CB81-44A1 + D981-47D1 | Start on stage 6                               |
| 6  | EE2C-C7DC                         | More invincibility time after successful block |
| 7  | DAC9-1DDB                         | Super jump—Arthur                              |
| 8  | DAC0-17DB                         | Super jump—Lancelot                            |
| 9  | DAC9-1FDB                         | Super jump—Percival                            |
| 10 | DD2A-3406                         | No energy lost from special move               |
| 11 | D12A-3406                         | Less energy lost from special move             |
| 12 | F02A-3406                         | More energy lost from special move             |
| 13 | 1D6B-47AF                         | Slower timer                                   |
| 14 | F36B-47AF                         | Faster timer                                   |
| 15 | 4029-4DD5 + 4022-1DD5             | Almost infinite energy                         |
| 16 | DDAD-17BF                         | Maximum energy from most food                  |

Knights of the Round and related names are trademarks of Capcom Co. Ltd.

## **Lamborghini American Challenge™ Game**

- |   |                       |                             |
|---|-----------------------|-----------------------------|
| 1 | DD6E-440D + D96E-446D | Start with \$128,000        |
| 2 | 5D6E-440D + D76E-446D | Start with \$88,000         |
| 3 | 6D6E-440D             | Start with \$12,800         |
| 4 | C224-CF8F             | Repair 10% of car for \$100 |

- |   |           |                            |
|---|-----------|----------------------------|
| 5 | 3324-C45F | Repair 10% of car for free |
| 6 | C22A-377D | Free turbos                |

FOR CODES 7 AND 8, YOU MUST HAVE THE FULL PRICE OF THE TURBO

- |    |                       |                                 |
|----|-----------------------|---------------------------------|
| 7  | DC28-348D + DD28-34ED | Turbos for \$1000               |
| 8  | F028-348D + DD28-34ED | Turbos for \$2000               |
| 9  | D169-443B             | Start with 6-speed transmission |
| 10 | 8B81-34D7             | Don't take damage in races      |

Lamborghini American Challenge is a trademark of Automobili Lamborghini, S.P.A.

### The Lawnmower Man™ Game

- |   |           |   |
|---|-----------|---|
| 1 | 40BE-1DAD | Infinite lives  |
| 2 | ECB6-4FD7 | Super jump  |
| 3 | D785-376F | Energize icon effect is 2x longer                                     |
| 4 | D985-376F | Energize icon effect is 4x longer                                     |
| 5 | D1BB-4F64 | Bitstream powers up instantly—DON'T SHOOT TOO MANY BITSTREAMS AT ONCE |
| 6 | DDB5-CDAD | Keep weapon power ups once gained                                     |
| 7 | CEB7-CFAD | Never lose homing bullets once gained                                 |
| 8 | CEB7-CDAD | Never lose rear bullets once gained                                   |

The Lawnmower Man is a trademark of The Sales Curve Ltd.

### Lester the Unlikely™ Game

- |   |           |   |
|---|-----------|---|
| 4 | C2C6-7F58 | Infinite lives                                    |
| 5 | C2C2-8DEB | Don't take damage from most enemies               |
| 6 | D0C2-848B | Flashing after getting hit lasts a long time      |
| 7 | DAC2-848B | Flashing after getting hit lasts a real long time |

FOR CODES 8 THRU 9, YOU MAY GET TRAPPED AND HAVE TO RESET

- |    |           |   |
|----|-----------|---|
| 8  | 0DCA-5D5B | Lighter gravity effect—MUST TURN OFF EFFECTS SWITCH RIGHT AFTER PRESSING START AND DON'T TURN ON UNTIL 1ST GAME PLAY SCREEN |
| 9  | 49CA-5D5B | Even lighter gravity effect   |
| 10 | F9CA-5D5B | Amazingly lighter gravity effect  |

Lester the Unlikely is a trademark of DTMC Inc.

### Lufia & The Fortress of Doom™ Game

- |    |           |   |
|----|-----------|---|
| 1  | 4DB4-D401 | Move around caves and world map quicker (except when leaving a vehicle—for example, the boat) |
| 2  | 8236-0F34 | Infinite hit points   |
| 3  | 823A-0FC4 | Infinite magic points in battle mode  |
| 4  | DDB8-6FD9 | No HP lost when walking over swamp ground   |
| 5  | D0B8-6FD9 | More HP lost when walking over swamp ground   |
| 6  | DF30-A718 | Cheap bombs—1 gold each   |
| 7  | DF3C-0D18 | Cheap smokeballs—1 gold each  |
| 8  | 6D8F-0DC4 | Immune to all petrifying effects (stone, poison, confused, etc.)                              |
| 9  | 95A8-67A4 | Shopkeepers don't charge for purchases—some shops only  |
| 10 | FD34-0448 | More agility points from speed potion   |

- |    |           |  |
|----|-----------|--|
| 11 | FD30-0438 | More intelligence points from mind potion          |
| 12 | FD31-07C8 | More strength points from great potion             |
| 13 | FD3D-0F18 | Higher max level of magic points from spell potion |
| 14 | FD33-DDC8 | Higher max level of hit points from power potion   |
- Lufia & The Fortress of Doom is a trademark of Taito Corporation.

## Mario's Time Machine™ Game

- |   |                                   |  |
|---|-----------------------------------|--|
| 1 | DD6A-1405                         | Bonus timer doesn't count down in the whole game |
| 2 | CB64-3FA9 + DD64-34D7 + DD64-3409 | Don't lose mushrooms in collisions               |
| 3 | DF24-1704                         | 1 wrong answer to questions allowed              |
| 4 | EE24-1704                         | 255 wrong answers allowed—ignore sad face icon   |

Mario's Time Machine is a trademark of Nintendo of America Inc.

## NBA Jam™ Game—Alternate Codes

NOTE: THERE ARE 2 VERSIONS OF THESE CODES. IF THE 1ST CODE DOESN'T WORK ON YOUR GAME, THEN TRY THE 2ND CODE. CODES 1 THRU 16 AND 24 THRU 31 ARE THE SAME FOR BOTH VERSIONS

- |    |                       |   |
|----|-----------------------|---|
| 17 | D8E8-C718 / D8E7-C448 | All players have super dunk ability                   |
| 18 | D6E3-C748 / D6E1-CF38 | All players have infinite turbo                       |
| 19 | D6E2-CFC8 / D6E9-CD18 | All players always "on fire"                          |
| 20 | D8E6-C7C8 / D8ED-C418 | All players have super interception ability           |
| 21 | D6ED-3DC8 / D6E5-C718 | "Juice" mode  |
| 22 | D6EC-CF38 / D6E4-CDC8 | Shot success percentages displayed for non-dunk shots |
| 23 | D4BD-3038 / D4BA-C948 | Only need 2 baskets to be "on fire"                   |
| 32 | DDE6-3B2A / DDE1-3C2A | Turbo bar never goes up (until next quarter)          |
| 33 | D3E6-3B2A / D3E1-3C2A | Turbo bar restores very slowly                        |
| 34 | F9E6-3B2A / F9E1-3C2A | Turbo bar restores much slower                        |
| 35 | F2E6-3B2A / F2E1-3C2A | Turbo bar restores slower                             |
| 36 | 0DE6-3B2A / 0DE1-3C2A | Turbo bar restores faster                             |
| 37 | 9DE6-3B2A / 9DE1-3C2A | Turbo bar restores much faster                        |
| 38 | 6FE6-3B2A / 6FE1-3C2A | Turbo bar restores extremely fast                     |
| 39 | D0E5-3CFA / D0E9-38FA | Turbo drains very slowly                              |
| 40 | D6E5-3CFA / D6E9-38FA | Turbo drains slower                                   |
| 41 | FDE5-3CFA / FDE9-38FA | Turbo drains slightly slower                          |
| 42 | 44E5-3CFA / 44E9-38FA | Turbo drains slightly faster                          |
| 43 | 42E5-3CFA / 42E9-38FA | Turbo drains faster                                   |
| 44 | 76E5-3CFA / 76E9-38FA | Turbo drains very fast                                |

NBA Jam is a trademark of NBA Properties, Inc.

## NBA Showdown™ Game

- |   |                                   |   |
|---|-----------------------------------|---|
| 1 | C23B-44A8                         | No personal fouls—both teams                        |
| 2 | D4E3-14AA + DAB7 37DA + DA3F-140F | 12-sec. shot clock when ball is in-bounded—player 1 |
| 3 | D4E3-14AA + DA6E 47D8 + DA84-CDD8 | 12-sec. shot clock when ball is in-bounded—computer |
| 4 | C220-4FDF                         | Infinite shot clock—computer                        |
| 5 | C224-4DA4                         | Infinite time                                       |

- |   |           |                    |
|---|-----------|--------------------|
| 6 | DFED-342C | 1-min. quarters    |
| 7 | D7E1-1D6A | 3 time-outs        |
| 8 | C239-1F6D | Infinite time-outs |

NBA Showdown is a trademark of Electronic Arts.

## **Pirates of Dark Water™ Game**

- |   |                       |  |
|---|-----------------------|--|
| 1 | 4F82-17AF + D583-1DDF | Energy bar refills itself about every 15 seconds |
| 2 | DD82-14AF             | Infinite energy                                  |
| 3 | C280-1F6F             | Infinite lives                                   |
| 4 | D9C8-4DA4             | Start with 6 lives—not when joining in           |
| 5 | DFC8-4DA4             | Start with 2 lives—not when joining in           |
| 6 | DDA5-1DDF             | Don't lose energy from doing a special attack    |
| 7 | 4D65-1FF5 + 4D63-440E | 1/2 energy for 1st life—you must get hit once    |
| 8 | 4DB0-CFDF             | Start with less energy—after 1st life            |

Pirates of Dark Water is a trademark of Hanna-Barbera Productions, Inc.

## **Redline: F-1 Racer™ Game**

- |   |                       |  |
|---|-----------------------|--|
| 1 | C98E-6FDF             | Always in 1st place  |
| 2 | CBC5-D70F + EEC5-D7AF | Instant 255 mph speed—best to get into 6th gear before you activate this code, then you can go 357 mph |
| 3 | C98C-6F0F             | Don't lose speed when you get off accelerator button   |
| 4 | C9BD-0F04             | No loss of speed on grass  |
| 5 | 3CAA-AF04             | Infinite special fuel  |

Redline: F-1 Racer is a trademark of Absolute Entertainment, Inc.

## **Saturday Night Slam Masters™ Game**

- |    |           |                              |
|----|-----------|------------------------------|
| 1  | DDC1-CF6F | Stingray becomes Biff        |
| 2  | DFC1-CF6F | Stingray becomes Gunloc      |
| 3  | D4C1-CF6F | Stingray becomes Oni         |
| 4  | D7C1-CF6F | Stingray becomes Titan       |
| 5  | D9C1-CF6F | Stingray becomes Haggar      |
| 6  | D1C1-CF6F | Stingray becomes Grater      |
| 7  | D5C1-CF6F | Stingray becomes Rasta       |
| 8  | D6C1-CF6F | Stingray becomes Jumbo       |
| 9  | DBC1-CF6F | Stingray becomes Scorpion    |
| 10 | DFC1-CD6F | Biff becomes Gunloc          |
| 11 | D4C1-CD6F | Biff becomes Oni             |
| 12 | D7C1-CD6F | Biff becomes Titan           |
| 13 | D0C1-CD6F | Biff becomes Stingray        |
| 14 | D9C1-CD6F | Biff becomes Haggar          |
| 15 | D1C1-CD6F | Biff becomes Grater          |
| 16 | D5C1-CD6F | Biff becomes Rasta           |
| 17 | D6C1-CD6F | Biff becomes Jumbo           |
| 18 | DBC1-CD6F | Biff becomes Scorpion        |
| 19 | D3DB-5D01 | 14-second count outside ring |
| 20 | DCDB-5D01 | 10-second count outside ring |

- |    |                       |                                     |
|----|-----------------------|-------------------------------------|
| 21 | DBD6-5DD1             | 9-second count for pin              |
| 22 | D1D6-5DD1             | 6-second count for pin              |
| 23 | DFD6-5DD1             | 1-second count for pin              |
| 24 | F31F-8F0D             | Faster timer                        |
| 25 | 1D1F-8F0D             | Slower timer                        |
| 26 | D12D-5765 + EB2F-5F05 | Stingray has faster jalepeno comet  |
| 27 | 0C83-17D7 + D78E-1F67 | Quicker 'pattycake slap' for Grater |
| 28 | 0C83-1FA7 + D78E-1D07 | Quicker 'sonic fist' for Gunloc     |
| 29 | 0C83-1F67 + D78E-1D07 | Quicker 'sonic fist' for Biff       |
| 30 | 0C83-1707 + D48E-1FA7 | Quicker 'jungle fever' for Rasta    |

Saturday Night Slam Masters and related names are trademarks of Capcom.

## Star Trek: The Next Generation™ Game

### Away Team Codes

- |    |                       |   |
|----|-----------------------|---|
| 1  | DD81-47DB + DD88-4DDB | Medical packs aren't used up                                |
| 2  | DF2A-1DD7             | Start each away mission with 1 medical pack                 |
| 3  | D42A-1DD7             | Start each away mission with 2 medical packs                |
| 4  | D02A-1DD7             | Start each away mission with 4 medical packs (only 3 shown) |
| 5  | D92A-1DD7             | Start each away mission with 5 medical packs (only 3 shown) |
| 6  | DDAF-446C             | Phaser power doesn't go down                                |
| 7  | F62A-1467             | Start away missions with phasers at 1/2 power               |
| 8  | 402A-1467             | Start away missions with phasers at 3/4 power               |
| 9  | DA2A-1467             | Start away missions with phasers at 1/4 power               |
| 10 | 6D86-4FAB             | Medical packs heal more                                     |
| 11 | D486-44DB             | Medical packs heal twice as much                            |
| 12 | D786-44DB             | Medical packs heal completely                               |
| 13 | 8EA4-4FD6             | Crew members are immune to enemy fire                       |

### Space Combat Codes

- |    |           |  |
|----|-----------|--|
| 14 | DFB2-1DF7 | Forward torpedoes reload much faster       |
| 15 | D4B2-1DF7 | Forward torpedoes reload faster            |
| 16 | DFB8-1FF7 | Aft torpedoes reload much faster           |
| 17 | D4B8-1FF7 | Aft torpedoes reload faster                |
| 18 | C26C-3FFD | Forward torpedoes don't require recharging |
| 19 | C267-342D | Aft torpedoes don't require recharging     |
| 20 | D6B4-1F27 | Enemy shields regenerate at half speed     |
| 21 | D0B4-1F27 | Enemy shields regenerate at 1/4 speed      |
| 22 | DDB4-1F27 | Enemy shields don't regenerate             |
| 23 | F6B4-1F27 | Enemy shields regenerate faster            |
| 24 | 3C6A-14FF | Forward phasers never lose power           |
| 25 | C2B3-4DB7 | Forward phasers don't recharge             |
| 26 | 3C69-17BF | Aft phasers never lose power               |
| 27 | C2BE-44F7 | Aft phasers don't recharge                 |
| 28 | D764-1D24 | Torpedoes do half damage                   |
| 29 | D064-1D24 | Torpedoes do less damage                   |
| 30 | D564-1D24 | Torpedoes do slightly more damage          |

- |    |           |                               |
|----|-----------|-------------------------------|
| 31 | D664-1D24 | Torpedoes do more damage      |
| 32 | DB64-1D24 | Torpedoes do much more damage |
| 33 | DA64-1D24 | Torpedoes do double damage    |

Star Trek: The Next Generation and Phaser are trademarks of Paramount Pictures.

## Super Street Fighter II™ Game

- |    |                       |   |
|----|-----------------------|---|
| 1  | D002-EDD5             | No charging required for some special moves                       |
| 2  | DD47-8DD1             | Some special moves can be done in the air                         |
| 3  | 3C10-7467 + 3C10-74A7 | Don't take damage except from throws or grabs—both players        |
| 4  | DD10-7707             | 1st normal hit wins—except throws or grabs                        |
| 5  | 1077-7F61             | Dizziness doesn't last  |
| 6  | 4A9C-7FDF             | Both players start with 1/4 health                                |
| 7  | 969C-7FDF             | Both players start with 1/2 health                                |
| 8  | 609C-7FDF             | Both players start with 3/4 health                                |
| 9  | CB17-8FAD + 7D17-84DD | Every hit sets opponent on fire                                   |
| 10 | CB17-8FAD + F617-84DD | Every hit sets the opponent on fire and knocks him down           |
| 11 | CB17-8FAD + FC17-84DD | Every hit zaps the opponent and knocks him down                   |
| 12 | CB17-8FAD + FA17-84DD | Every hit knocks the opponent down                                |
| 13 | CB17-8FAD + DC17-84DD | Every hit is a "hard hit"—opponent almost never gets knocked down |

### CODES 14 AND 15 DON'T WORK FOR THE COMPUTER

- |    |                       |                     |
|----|-----------------------|---------------------|
| 14 | CB79-EF61 + D579-EFA1 | Players jump slower |
| 15 | CB79-EF61 + D879-EFA1 | Players jump faster |

### THE FOLLOWING CODES MAKE THE MOVES LISTED DO HEAVY DAMAGE

#### Ryu

- |    |           |                                      |
|----|-----------|--------------------------------------|
| 16 | 6E9D-8729 | Jab dragon punch, close to opponent  |
| 17 | 6E9B-E429 | Fierce red fireballs from far away   |
| 18 | 6E9D-E429 | Roundhouse hurricane kick in the air |

#### Ken

- |    |           |   |
|----|-----------|---|
| 19 | 6E96-8721 | Fierce dragon punch, close to opponent        |
| 20 | 6E92-8F21 | Fierce fireballs, close to opponent           |
| 21 | 6E9A-5721 | Roundhouse hurricane kick while on the ground |

#### Blanka

- |    |           |                     |
|----|-----------|---------------------|
| 22 | 6E1C-E720 | Fierce forward ball |
| 23 | 6E1B-7D29 | Beast leap          |
| 24 | 6E15-ED20 | Jab zap             |

#### Chun-Li

- |    |           |                      |
|----|-----------|----------------------|
| 25 | 6E5D-7D20 | Fierce fireball      |
| 26 | DE10-5425 | Down step            |
| 27 | 6E11-8425 | Short lightning kick |

#### Honda

- |    |           |                       |
|----|-----------|-----------------------|
| 28 | 6E99-8795 | Jab hundred-hand slap |
| 29 | 6E96-E495 | Fierce torpedo        |

|    |           |   |
|----|-----------|---|
| 30 | 6E92-E795 | Fierce sumo splash                                    |
|    | Guile     |   |
| 31 | 6E16-5491 | Fierce sonic boom                                     |
| 32 | 6E1E-7491 | Roundhouse sonic kick, extremely close range          |
|    | Zangief   |   |
| 33 | 6E51-EF90 | Double spinning lariat (only certain hits)            |
| 34 | 6E5F-ED90 | Spinning clothesline                                  |
|    | Dhalsim   |   |
| 35 | DE5E-8729 | Yoga spear  |
| 36 | 6E5E-E429 | Strong yoga flame (solid hit)                         |
| 37 | 6E58-E729 | Fierce yoga fire                                      |
|    | Sagat     |   |
| 38 | 6E64-5F20 | Roundhouse low tiger, from far away                   |
| 39 | 6E62-7720 | Fierce high tiger, from far away                      |
| 40 | 6E53-ED25 | Short tiger knee                                      |
| 41 | EE27-479E | Jab projectiles move slower for everyone but Sagat    |
| 42 | EE20-4D2E | Jab projectiles move slower for Sagat                 |
| 43 | EC20-4D9E | Fierce projectiles move faster for everyone but Sagat |
| 44 | E520-4F2E | Fierce projectiles move faster for Sagat              |
|    | Vega      |   |
| 45 | AE6A-8491 | Fierce claw dive                                      |
| 46 | 6E62-8F91 | Rolling claw attack                                   |
| 47 | 6E6E-EF91 | Claw thrust   |
|    | Balrog    |   |
| 48 | 6E6A-EF90 | Fierce charging punch                                 |
| 49 | 6E62-E790 | Roundhouse charging uppercut                          |
| 50 | 6E69-5799 | Fierce shoulder butt                                  |
|    | Cammy     |   |
| 51 | 6EB3-5F20 | Fierce spin knuckle                                   |
| 52 | 6EBB-5720 | Roundhouse front kick                                 |
| 53 | 6EBF-5420 | Roundhouse cannon drill, from far away                |
|    | Hawk      |   |
| 54 | 6EB3-5F91 | The Hawk  |
|    | Fei Long  |   |
| 55 | 6EC7-5F20 | Fierce slide punch (1st hit)                          |
| 56 | 6EC0-5D20 | Fierce slide punch (2nd hit)                          |
| 57 | 6EC0-5720 | Fierce slide punch (3rd hit)                          |
| 58 | 6ECE-7420 | Roundhouse dragon kick                                |
|    | Dee Jay   |   |
| 59 | 6EC5-EF99 | Fierce hyper fist (1st hit)                           |
| 60 | 6ECF-7D91 | Fierce Max Out  |
| 61 | 6EC3-8F99 | Roundhouse dread kick                                 |
| 62 | DF81-E404 | Each battle lasts only 1 round                        |
| 63 | FE0C-7FDD | Speed up timer  |
| 64 | 9C0C-7FDD | Slow down timer                                       |
| 65 | 3169-57A5 | No delay after throwing fireball—Ryu and Ken          |

|    |           |  |
|----|-----------|--|
| 66 | F122-E760 | Player 2 starts right in front of player 1                       |
| 67 | 1060-E405 | Ryu's and Ken's hurricane kicks rise higher when done in mid-air |
| 68 | D1A9-1DBA | Faster hurricane kicks—roundhouse                                |
| 69 | DBA9-1DBA | Super fast hurricane kicks—roundhouse                            |
| 70 | D18C-74D5 | Balrog has a faster turn punch—roundhouse                        |
| 71 | DB8C-74D5 | Balrog has a superfast turn punch—roundhouse                     |
| 72 | D15E-8F60 | Chun Li has a faster whirlwind kick—roundhouse                   |
| 73 | DB5E-8F60 | Chun Li has a superfast whirlwind kick—roundhouse                |
| 74 | DB2F-CD9A | M. Bison has a super fast psycho crusher—fierce                  |
| 75 | 1086-5D00 | M. Bison does his psycho crusher in one place—fierce             |
| 76 | D553-5F00 | Vega has a superfast claw roll                                   |
| 77 | 1053-5760 | Vega does his claw roll in one place                             |
| 78 | DB23-179A | Deejay's dread kick is faster—fierce                             |
| 79 | DB23-1F9A | Deejay's dread kick is faster—strong                             |
| 80 | D1BE-E7A0 | Cammy has an erratic cannon drill                                |
| 81 | DDBE-E760 | Cammy has a superfast cannon drill                               |
| 82 | D620-17FA | Cammy has a superfast front kick—fierce                          |
| 83 | D620-149A | Cammy has a superfast front kick—strong                          |
| 84 | D620-14FA | Cammy has a superfast front kick—jab                             |
| 85 | D528-1D2A | Feilong has a superfast rekka-ken—strong                         |
| 86 | D627-1F2A | Feilong has a superfast rekka-ken—fierce                         |

Super Street Fighter II and related names are trademarks of Capcom.

## **T2 The Arcade Game™ Game**

|    |           |  |
|----|-----------|--|
| 1  | DD2A-476B | Infinite missiles—player 1                   |
| 2  | DD2E-4DDB | Infinite missiles—player 2                   |
| 3  | 6D33-47D6 | Infinite energy—player 1                     |
| 4  | 6D3F-1DA6 | Infinite energy—player 2                     |
| 5  | 5E27-44A7 | Shields lasts longer                         |
| 6  | D62B-4F67 | Plasma Pulse Energizer lasts longer—player 1 |
| 7  | D628-47D7 | Plasma Pulse Energizer lasts longer—player 2 |
| 8  | C267-47A5 | Keep P.P.E. for that level once picked up—P1 |
| 9  | C260-4765 | Keep P.P.E. for that level once picked up—P2 |
| 10 | D12D-4707 | Get 6 missiles for each 1—player 1           |
| 11 | DB2D-4707 | Get 9 missiles for each 1—player 1           |
| 12 | D124-4D67 | Get 6 missiles for each 1—player 2           |
| 13 | DB24-4D67 | Get 9 missiles for each 1—player 2           |
| 14 | C9B7-1407 | Infinite gunpower—player 1                   |
| 15 | C9B9-17D7 | Infinite gunpower—player 2                   |
| 16 | FDB3-476F | Gunpower replenishes slower—player 1         |
| 17 | FDB0-1F0F | Gunpower replenishes slower—player 2         |
| 18 | FD3E-C7A3 | 10 credits                                   |
| 19 | F93E-C7A3 | 15 credits                                   |
| 20 | 4D3E-C7A3 | 20 credits                                   |
| 21 | D12B-44A7 | P.P.E. does extra damage—player 1            |
| 22 | F42B-44A7 | P.P.E. does massive damage—player 1          |

T2 The Arcade Game and related names are trademarks of Carolco Pictures Inc.



## Tetris 2™ Game

- 1 9DBD 3DF4 Select any round (1-player mode only)—at round select meter, keep pressing 'right' on d-pad
- 2 CBC5-4FDC + DDC5 4F0C + DDC5-4F6C Tile speed always at 0
- 3 CBC5-4FDC + EEC5 4F0C + DDC5-4F6C Tile speed always at 255
- 4 6DB1 346B More time to place the blocks where you want them—even after they hit the ground (left and right only once on ground)

Tetris 2 is a trademark of Elorg.

## Timeslip™ Game

- 1 CD24-67A7 + CD24-6467 Keep gun power-ups after dying—not on J-bike stage
- 2 EE6B-670D Start with 16 lives
- 3 C22E-04A7 Infinite lives
- 4 C2B7-6DD0 Infinite energy—not on J-bike stage
- 5 DE2E-0F67 Start with 4 energy—after 1st life
- 6 D52E-0F67 Start with 3 energy—after 1st life
- 7 DE6C-6F0D Start with 4 energy—1st life
- 8 D56C-6F0D Start with 3 energy—1st life
- 9 3CC2-D769 Invincibility
- 10 6DB7-6460 Flash 2x longer when hit
- 11 FDB7-6460 Barely flash at all
- 12 C26F-6FD1 + C26C-07A1 + C26F-ADD1 + C26C-0FA1 Fewer enemies

Timeslip is a trademark of Vic Tokai Inc.

## Wing Commander: The Secret Missions™ Game

- 1 C2A6-4D0D Infinite blaster power
- 2 C2C8-14AD Infinite fuel
- 3 D668-C402 Start on mission 8
- 4 D068-C402 Start on mission 4
- 5 3C66-C7A1 Infinite missiles

Wing Commander: The Secret Missions is a trademark of Origin Systems, Inc.

## Wizardry VI™ Game

- 1 8288-A491 The whole party doesn't take damage from normal enemy attacks (doesn't protect from poison or certain magic spells)
- 2 4DBF-DD27 Create a character and he has a lot of gold

Wizardry VI is a trademark of Sir-Tech Software, Inc.

## Young Merlin™ Game

- 1 D9B7-14F9 Faster Merlin
- 2 D46B-1030 Slower mine cart
- 3 D186-C1D1 Start with 6 heart containers—new game only
- 4 D686-C1D1 Start with 8 heart containers—new game only
- 5 D4C0-CD6F 2 energy hearts from rainbow water bottle
- 6 D7C0-CD6F 3 energy hearts from rainbow water bottle

Young Merlin is a trademark of Westwood Studios, Inc.

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