




- **BlaZeon™**
- **Chester Cheetah: Too Cool to Fool™**
- **Clue™**
- **Firepower 2000™**
- **Gods™**
- **The Hunt for Red October™**
- **Imperium™**
- **The Magical Quest Starring Mickey Mouse™**
- **Monopoly™**
- **NBA™ All-Star Challenge™**
- **NHLPA Hockey '93™**
- **On the Ball™**
- **Prince of Persia™**
- **Push-Over™**
- **Road Riot 4WD™**
- **Road Runner's Death Valley Rally™**
- **Space Megaforce™**
- **Spider-Man and the X-Men: Arcade's Revenge™**
- **Street Fighter II™ (More Codes)**
- **Super Star Wars™**

BLAZEON IS A TRADEMARK OF ATLUS SOFTWARE, INC. CHESTER CHEETAH: TOO COOL TO FOOL IS A TRADEMARK OF RECOT, INC. CLUE IS A TRADEMARK OF WADDINGTONS GAMES LTD. FIREPOWER 2000 IS A TRADEMARK OF SUN CORPORATION OF AMERICA. GODS IS A TRADEMARK OF THE BITMAP BROTHERS. THE HUNT FOR RED OCTOBER IS A TRADEMARK OF PARAMOUNT PICTURES. IMPERIUM IS A TRADEMARK OF VIC TOKAI INC. THE MAGICAL QUEST STARRING MICKEY MOUSE IS A TRADEMARK OF DISNEY. MONOPOLY IS A TRADEMARK OF TONKA CORPORATION. NBA IS A TRADEMARK OF NBA PROPERTIES, INC. ALL-STAR CHALLENGE IS A TRADEMARK OF LJN, LTD. NHLPA HOCKEY '93 IS A TRADEMARK OF NHLPA. ON THE BALL IS A TRADEMARK OF TAITO CORP. PRINCE OF PERSIA IS A TRADEMARK OF BRODERBUND SOFTWARE, INC. PUSH-OVER IS A TRADEMARK OF RED RAT SOFTWARE/OCEAN SOFTWARE LIMITED. ROAD RIOT 4WD IS A TRADEMARK OF ATARI GAMES CORPORATION. ROAD RUNNER'S DEATH VALLEY RALLY IS A TRADEMARK OF SUN CORPORATION OF AMERICA. SPACE MEGAFORCE IS A TRADEMARK OF TOHO CO., LTD. SPIDER-MAN AND THE X-MEN: ARCADE'S REVENGE IS A TRADEMARK OF MARVEL ENTERTAINMENT GROUP, INC. STREET FIGHTER II IS A TRADEMARK OF CAPCOM USA, INC. SUPER NES IS A TRADEMARK OF NINTENDO OF AMERICA INC. SUPER STAR WARS IS A TRADEMARK OF LUCASFILM LTD. GAME GENIE IS A TRADEMARK OF LEWIS GALOOB TOYS, INC.

CODE CLINIC

Every code in your Codebook was thoroughly tested at the time the book was printed. Sometimes, though, different versions of a game are discovered—and there are other reasons why codes don't work. When we learn of a problem code (from YOU!), we test it, and then we tell you the results in this column. Problem codes are taken out of the Codebook as we go.

So grab a pencil and mark the following changes in your Codebook, so you won't run into these by accident!

Game	Code	Update Status
Contra III — The Alien Wars™	7 Start with 5 bombs on each life—top -view levels	Code should be D963- 6708 + D9CE-6D0F!
Earth Defense Force™	1 thru 5 Start at stage ___	Sound goes away at boss of each stage!
Final Fantasy II™	4 Magic power doesn't go down	Only in battles, doesn't work for twins!
Final Fantasy II™	6 Money doesn't decrease if you run away from a battle	Ignore message saying how much you lost!
Home Alone™	ALL	Some copies of this game may not work with Game Genie™.
Legend of Zelda™ A Link to the Past™	1 Shops don't take your money	Should say "Some shops"!
Legend of Zelda™ A Link to the Past™	4 Hearts restore full energy	Code deleted!
Lemmings™	10 thru 133 Start on level ___	Can't use select key to change levels or ratings!
Paperboy 2™	25 thru 30 Continue with ___ papers ...	Should say "Continue next life with ___ papers ..."!
Robocop 3™	9 Faster Robocop™	Except on stages 3 and 5!
Rocketeer™	38, 39, 40 Super shots worth ___ on pick-up	You can't get more than 29!
Super Adventure Island™	13, 14 Super jump, mega-jump	Codes don't work on skateboard!
Super Castlevania IV™	5, 6 Start with ___ hearts	Codes work on first life only!
Xardion™	1, 2 Immune to collisions Immune to bullets	Should say "MOST" collisions and bullets!

CONTRA III — THE ALIEN WARS IS A TRADEMARK OF KONAMI INC. EARTH DEFENSE FORCE IS A TRADEMARK OF JALECO USA INC. FINAL FANTASY II IS A TRADEMARK OF SQUARE SOFT, INC. HOME ALONE IS A TRADEMARK OF TWENTIETH CENTURY FOX FILM CORPORATION. LEGEND OF ZELDA A LINK TO THE PAST IS A TRADEMARK OF NINTENDO OF AMERICA INC. LEMMINGS IS A TRADEMARK OF PSYGNOSIS LIMITED. PAPERBOY IS A TRADEMARK OF ATARI GAMES CORPORATION. ROBOCOP 3 IS A TRADEMARK OF ORION PICTURES CORPORATION. ROCKETEER IS A TRADEMARK OF THE WALT DISNEY COMPANY. SUPER ADVENTURE ISLAND IS A TRADEMARK OF HUDSON SOFT USA, INC. SUPER CASTLEVANIA IV IS A TRADEMARK OF KONAMI, INC. XARDION IS A TRADEMARK OF ASMIK CORPORATION OF AMERICA. GAME GENIE IS A TRADEMARK OF LEWIS GALOOB TOYS, INC.

GAME GENIE CODE BOOKLET SUPER NES™

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

GAME GENIE
UPDATE/SUPER NES™
P.O. BOX 5941
STACY, MN 55078

All submissions become the property of Lewis Galoob Toys, Inc., and will not be acknowledged or returned.

GAME GENIE CONTACTS

For assistance with operating your Game Genie, or for warranty and service information:

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

Game Genie™ works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible.

Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo, Super NES and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.

All game titles and related names of characters and game features are trademarks of their respective owners.

Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1991, 1992, 1993 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent No. 5,112,051.



Code Symbols

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.



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



Speed



Super Flying



Super/
Mega Jumping



Timer








Weapons/
Equipment



World, Level
and Stage
Warps

BlaZeon™ Game

This game's a shooter, in which you are part of a group of freedom fighters trying to defeat the Imperial Earth army. You actually get to control the enemy ships. It takes a sure hand to master. Try BLAZ Code 1 for infinite lives. Note that the game never really ends (no phone calls, please; it's supposed to be like that).






BLAZ CODE	KEY IN ...	EFFECT ...	
1	C2B4-D4DD + C2BD-64AD	Infinite lives	
2	DD6E-6707	Start with 1 ship	
3	DF6E-6707	Start with 2 ships	
4	D76E-6707	Start with 4 ships	
5	D06E-6707	Start with 5 ships	
6	D16E-6707	Start with 7 ships	
7	DB6E-6707	Start with 10 ships	
8	FB6E-6707	Start with 26 ships	
9	DF6D-6D07	Start on Stage 2	
10	D46D-6D07	Start on Stage 3	
11	D76D-6D07	Start on Stage 4	
12	D06D-6D07	Start on Stage 5	
13	C2C7-D7A7	Mars has infinite atomic shields	
14	C2C3-DF67	Neptune has infinite hyper bombs	

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).

BlaZeon is a trademark of Atlus Software, Inc.

Chester Cheetah: Too Cool to Fool™ Game

You're the coolest dude on the block, but you've been caged and your wheels are history. It's time to get your claws out and get back in the driver's seat. It's not easy bein' cheesy!

CHEST CODE	KEY IN ...	EFFECT ...	
1	3CBF-0D69	Infinite life points	
2	D469-DFD9	Start with 2 life points	
3	DD69-DFD9	Start with 0 life points	
4	D965-D7DB	Badges worth 5	
5	4965-D7DB	Badges worth 25	
6	9D65-D7DB	Badges worth 50	
7	A26F-04D4	Infinite credits	
8	3C60-04D9	Invincibility (Chester™ blinks)	

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).

Chester Cheetah: Too Cool to Fool and Chester are trademarks of Recot, Inc.

Clue™ Game

The classic mystery strategy game comes to life in video. And a very good treatment it is! Try CLOO Code 12 and get infinite interrogations—you can interrogate everyone until you find out whodunit. You can switch Codes 1 thru 6 on and off.

CLOO

CODE KEY IN ...

- 1 CBBC-0D07 + 3CBC-0DA7 + DDBC-0D67
- 2 CBBC-0D07 + 3CBC-0DA7 + DFBC-0D67
- 3 CBBC-0D07 + 3CBC-0DA7 + D4BC-0D67
- 4 CBBC-0D07 + 3CBC-0DA7 + D7BC-0D67
- 5 CBBC-0D07 + 3CBC-0DA7 + D0BC-0D67
- 6 CBBC-0D07 + 3CBC-0DA7 + D9BC-0D67

7 BDBA-D464

8 DFBA-D4D4

9 D7BA-D4D4

10 D0BA-D4D4

11 D9BA-D4D4

12 8B83-070F

EFFECT ...

Always roll a 1

Always roll a 2

Always roll a 3

Always roll a 4

Always roll a 5

Always roll a 6

Allow no interrogations
instead of 2

Allow only 1 interrogation

Allow 3 interrogations

Allow 4 interrogations

Allow 5 interrogations

Infinite interrogations



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).

Clue is a trademark of Waddingtons Games Ltd.

Firepower 2000™ Game

Weapon-loving players will love the vast selection of firepower to choose from, and also the many goodies you can pick up along the way. Get instant firepower with a variety of these F2000 Codes, and get infinite lives with Code 17. Experts, the codes where weapon strength is 0 means that the weapon is unavailable. Good luck.

F2000

CODE KEY IN ...

1 D4B3-1764

2 D7B3-1764

3 D0B3-1764

4 D9B3-1764

5 D1B3-1764

6 DF69-1DAF

7 D469-1DAF

8 D769-1DAF

9 D969-1DAF

10 D569-1DAF

11 DC69-1DAF

12 DE69-1DAF

13 FB69-1DAF

14 7469-1DAF

15 0869-1DAF

16 1069-1DAF

EFFECT ...

Start at level 2

Start at level 3

Start at level 4

Start at level 5

Start at level 6

Start with 1 life instead of 4

Start with 2 lives

Start with 3 lives

Start with 5 lives

Start with 7 lives

Start with 10 lives

Start with 15 lives

Start with 25 lives

Start with 50 lives

Start with 75 lives

Start with 100 lives



17 8263-4DDF

Infinite lives



18 D765-146F

Start with bullet strength at 3 instead of 1

19 D165-146F

Start with bullet strength at 6

20. D761-14DF

Start with flame strength at 3 instead of 1

21 D161-14DF

Start with flame strength at 6



22 DD61-14DF

Start with flame strength at 0

23 D761-176F

Start with plasma strength at 3 instead of 1

24 D161-176F

Start with plasma strength at 6

25 DD61-176F

Start with plasma strength at 0

26 DF65-1FDF

Start with laser strength at 1 instead of 0

27 D765-1FDF

Start with laser strength at 3

28 D165-1FDF

Start with laser strength at 6



29 DF66-1DDF

Start with ionic strength at 1 instead of 0

30 D766-1DDF

Start with ionic strength at 3

31 D166-1DDF

Start with ionic strength at 6

32 8267-170F

Loss of vehicle does not reduce bullet strength

33 826E-470F

Loss of vehicle does not reduce flame strength

34 826D-170F

Loss of vehicle does not reduce plasma strength

35 826F-170F

Loss of vehicle does not reduce laser strength

36 8264-170F

Loss of vehicle does not reduce ionic strength



37 DF8B-CD07

Bubble shield lasts for 4 seconds instead of 12

38 D48B-CD07

Bubble shield lasts for 8 seconds

39 D08B-CD07

Bubble shield lasts for 16 seconds

40 D68B-CD07

Bubble shield lasts for 32 seconds

41 FD8B-CD07

Bubble shield lasts for 64 seconds



42 C2CB-3FD4

Bubble shield on jeep lasts until end of level

43 C2CF-1464

Bubble shield on helicopter lasts until end of 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).

Firepower 2000 is a trademark of Sun Corporation of America.

Gods™ Game

You have taken up the challenge laid down by the gods. Immortality is your quest, and the game gives you lots of good weapons and nice graphics on the way. To help your task try GODZ Code 2 for infinite lives, or make shields last long, longer, longest with Code 1.

GODZ

CODE KEY IN...

EFFECT...

1 1DE7-31E8

Shields last until at least end of the world—if you get stuck, switch off



2 C269-C1EB

Infinite lives



3 A284-35EC

Items you can afford in the shops are free



- | | | |
|---|-----------|---------------------|
| 4 | DF3C-4073 | Start with 2 lives |
| 5 | D93C-4073 | Start with 6 lives |
| 6 | DB3C-4073 | Start with 10 lives |



Remember, you can pick 'n mix your codes!
 Gods is a trademark of The Bitmap Brothers.






The Hunt for Red October™ Game

Arm your sub the way you want to, and then go off on an undersea warfare adventure. Explore the four theaters of the game with HUNT Codes 19 thru 22.

HUNT

CODE KEY IN ...

EFFECT ...

- | | | | |
|----|-----------|---|--|
| 1 | DD34-4761 | Start with 0 bombs instead of 40 | |
| 2 | 1734-4761 | Start with 99 bombs | |
| 3 | C2AE-1404 | Infinite bombs | |
| 4 | DD3F-47D1 | Start with 0 torpedoes instead of 60 |  |
| 5 | 173F-47D1 | Start with 99 torpedoes | |
| 6 | C2A0-1D64 | Infinite torpedoes | |
| 7 | DD34-44D1 | Start with 0 Surface-to-Air Missiles (SAMs) instead of 25 | |
| 8 | 7434-44D1 | Start with 50 SAMs | |
| 9 | 1734-44D1 | Start with 99 SAMs |  |
| 10 | C2AB-CFD4 | Infinite SAMs | |
| 11 | DD34-4D61 | Start with 0 Surface-to-Surface Missiles (SSMs) instead of 25 | |
| 12 | 7434-4D61 | Start with 50 SSMs | |
| 13 | 1734-4D61 | Start with 99 SSMs | |
| 14 | C2A7-3D64 | Infinite SSMs |  |
| 15 | DD3F-4F61 | Start with 0 Electronic Countermeasures (ECMs) instead of 2 | |
| 16 | 743F-4F61 | Start with 50 ECMs | |
| 17 | 173F-4F61 | Start with 99 ECMs |  |
| 18 | C2AC-34D4 | Infinite ECMs | |
| 19 | D4BA-1F64 | Start in theatre I: Caribbean | |
| 20 | D1BA-1F64 | Start in theatre II: North Pacific | |
| 21 | DABA-1F64 | Start in theatre III: Mediterranean |  |
| 22 | FDBA-1F64 | Start on the final mission: Return to the USSR | |

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 Hunt for Red October is a trademark of Paramount Pictures.

Imperium™ Game

After suiting up in your armor, it's time to teach that old Imperium™ a lesson—a lesson only a human can teach. It's time to kick those aliens back to their scrap heap of a planet. With IMPER Code 5, you're invincible against the lesser robots, weapons and lasers. But watch out—against the end-of-level robots you're on your own!



IMPER

CODE KEY IN ...

EFFECT ...

- | | | |
|---|-----------|--------------------------|
| 1 | DFA2-D4A4 | Start with 1 life point |
| 2 | D7A2-D4A4 | Start with 3 life points |



- | | | | |
|---|-----------------------|--|---|
| 3 | D9BD-64D7 | Start with 5 bombs |  |
| 4 | DBBD-64D7 | Start with 9 bombs | |
| 5 | 1D34-D4A1 + 1DC3-DDF7 | Invincible against lesser robots, weapons and lasers |  |

Remember, you can pick 'n mix your codes!

Imperium is a trademark of Vic Tokai Inc.














The Magical Quest Starring Mickey Mouse™ Game

Notice how Mickey™ stars in such good games? This one's no exception, and has great graphics. Using magic is always fun, so why not try MICK Code 6 and get infinite magic on level 2. Code 5 gives you protection, and Code 11 lets you super jump.

MICK

CODE KEY IN ...

EFFECT ...

- | | | | |
|----|-----------------------|--|--|
| 1 | DD69-07A0 | Start with 1 life instead of 3 |  |
| 2 | D169-07A0 | Start with 7 lives | |
| 3 | DB69-07A0 | Start with 10 lives |  |
| 4 | C22B-ADA5 | Infinite lives |  |
| 5 | C2E7-D462 | Protection from most hits (lose no hearts)
—switch off if you get stuck |  |
| 6 | C23E-6405 | Infinite magic—level 2 only |  |
| 7 | DfE7-0708 | Each gold coin worth 10 (if you pick up too much, you may go back to 0) |  |
| 8 | C23D-6FA0 | Longer invincibility after getting hit (Mickey™ blinks) |  |
| 9 | CB3D-6D60 | No invincibility after getting hit |  |
| 10 | 1B2D-6765 + 4A2D-67A5 | Super jump | |
| 11 | 1B2D-6765 + 4D2D-67A5 | Mega jump |  |
| 12 | 1B2D-6765 + F02D-67A5 | Leap tall buildings in a single bound | |
| 13 | 6DE6-04A8 + 48E6-07D8 | Items in general store are free if you can afford them |  |
| 14 | DFAE-D4D7 | Start with 1 heart instead of 3 |  |
| 15 | D9AE-D4D7 | Start with 5 hearts | |
| 16 | D5AE-D4D7 | Start with 7 hearts |  |
| 17 | DCAE-D4D7 | Start with 10 hearts | |
| 18 | 622F-DDD6 + C22F-DF06 | Small heart fills health meter completely |  |

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 Magical Quest Starring Mickey Mouse and Mickey are trademarks of Disney.

Monopoly™ Game

The world's favorite board game is now on video! The MONO codes below have several effects on the play of the game. Code 1 allows you to buy property, and land on other players' properties—and do some other things too numerous to mention—for free. Codes 10 thru 15 let you throw doubles continually. But watch out! If you throw 3 doubles in a row you go to jail. So turn the effects switch off after the second double to keep yourself out of the slammer. (Also turn it off when the computer's rolling the dice.)

MONO

CODE KEY IN ...

1 1D85-6FDF

2 3B85-6FDF + 7485-6F0F + DD85-6F6F

3 3B85-6FDF + 1085-6F0F + DD85-6F6F

4 3B85-6FDF + A685-6F0F + DD85-6F6F

5 3B85-6FDF + E085-6F0F + DD85-6F6F

6 CBB3-AF0D + D1B3-AF6D + D1B3-AFAD

7 CBB3-AF0D + D9B3-AF6D + D9B3-AFAD

8 CBB3-AF0D + D0B3-AF6D + D0B3-AFAD

9 CBB3-AF0D + D4B3-AF6D + D7B3-AFAD

10 CBB3-AF0D + D4B3-AF6D + D4B3-AFAD

11 CBB3-AF0D + DFB3-AF6D + DFB3-AFAD

EFFECT ...

Land, rent and some other things are free—all players

Land, rent, and some other things are \$50—all players

Land, rent, and some other things are \$100—all players

Land, rent, and some other things are \$200—all players

Land, rent, and some other things are \$500—all players

Always throw double 6's

Always throw double 5's

Always throw double 4's

Always throw double 3's

Always throw double 2's

Always throw double 1's

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).

Monopoly is a trademark of Tonka Corporation.

NBA™ All-Star Challenge™ Game

The all-stars have gathered for this excellent game of skill and speed—and you control the match-ups. Need more time to set your plays and shoot? Try STARZ Code 7 for a 48-second shot clock. Tired of watching the computer sink 3-pointers? Try Code 4. Experts dial in Codes 3 and 6.

STARZ

CODE KEY IN ...

1 123B-3F0D

2 A238-340D

3 A239-1F0D + A237-176D

4 A23F-176D + A23D-1FAD

EFFECT ...

Player 1 can't score in the one-on-one, free throw or tournament stages

Player 2 or computer can't score in the one-on-one, free throw or tournament events

Player 1 can't score in 3-point shootout

Player 2 or computer can't score in 3-point shootout

CODES 5 THRU 7 WORK ON THE 1-ON-1 AND 1-ON-1 TOURNAMENT MODES

5 A2C6-3F07 + 6DC6-3DA7

6 DFC3-34D7 + D4C3-3DA7

7 D0C3-34D7 + D6C3-3DA7

Stop shot clock

12-second shot clock

48-second shot clock—after the 1st shot

Remember, you can pick 'n mix your codes!

NBA is a trademark of NBA Properties, Inc. All-Star Challenge is a trademark of LJN, Ltd.





NHLPA Hockey '93™ Game

A great game with great graphics, smooth play, great action and great fighting scenes. HOC93 makes penalties last only a minute, so you can get back to full strength to counter your opponent's power plays. Codes 6 thru 13 may only be used with the 10-minute period option. The 5- and 20-minute period options work normally.

HOC93

CODE KEY IN ...

EFFECT ...

1	F160-4776	Period clock runs faster	
2	D060-4776	Period clock runs slower	
3	0D60-4776	Period clock runs much faster	
4	DF60-4776	Period clock runs much slower	
5	C269-4D86	Period clock is frozen (no time limit)	
6	7AE8-4D98 + DDE8-4DB8	Each period lasts 1 minute instead of 10 minutes	
7	56E8-4D98 + DDE8-4DB8	Each period lasts 2 minutes	
8	80E8-4D98 + DDE8-4DB8	Each period lasts 3 minutes	
9	EDE8-4D98 + DDE8-4DB8	Each period lasts 4 minutes	
10	60E8-4D98 + D7E8-4DB8	Each period lasts 15 minutes	
11	D6E8-4D98 + D5E8-4DB8	Each period lasts 30 minutes	
12	1DE8-4D98 + DBE8-4DB8	Each period lasts 40 minutes	
13	FDE8-4D98 + D3E8-4DB8	Each period lasts 60 minutes	
14	DF31-3F64 + CB31-3F04	All penalties last 1 minute	
15	D431-3F64 + CB31-3F04	All penalties last 2 minutes	
16	D731-3F64 + CB31-3F04	All penalties last 3 minutes	
17	D031-3F64 + CB31-3F04	All penalties last 4 minutes	
18	D931-3F64 + CB31-3F04	All penalties last 5 minutes	
19	D531-3F64 + CB31-3F04	All penalties last 7 minutes	
20	DB31-3F64 + CB31-3F04	All penalties last 9 minutes	

Remember, you can pick 'n mix your codes!

NHLPA Hockey '93 is a trademark of NHLPA.



On the Ball™ Game

You have to be on the stick to beat On the Ball™—it's hard! You rotate the screen to roll your marble into the goal within the allotted time, which never seems to be enough. So try BALL Code 7 and stop the timer. Have a ball with Code 8, which makes minus blocks and bricks worth nothing. Keep in mind that Code 8 cannot be combined with Codes 9 to 35, and Code 36 cannot be combined with Codes 37 to 54.

BALL

CODE KEY IN ...

EFFECT ...

1	DF66-DDA0	Start with 2 credits	
2	D966-DDA0	Start with 6 credits	
3	D566-DDA0	Start with 8 credits	
4	DB66-DDA0	Start with 10 credits	
5	C2AE-DF65	Infinite credits	
6	D4BB-D404	Faster timer	
7	DDBB-D404	Stop timer—not lap timer (can still lose time by hitting hazards)	

FOR CODES 8 THRU 54 IGNORE THE VALUE THE BLOCK SHOWS YOU.
YOUR TIME WILL REFLECT THE ACTUAL VALUE YOU GET

DON'T COMBINE CODE 8 WITH ANY OF CODES 9 TO 35

8	C2BA-D7D4	Minus blocks and bricks worth 0
9	DDB7-0DA5	Minus 2 second block worth 0
10	FDB7-0DA5	Minus 2 second block worth minus 1
11	7DB7-0DA5	Minus 2 second block worth minus 3
12	0DB7-0DA5	Minus 2 second block worth minus 4
13	9DB7-0DA5	Minus 2 second block worth minus 5
14	1DB7-0DA5	Minus 2 second block worth minus 6
15	5DB7-0DA5	Minus 2 second block worth minus 7
16	6DB7-0DA5	Minus 2 second block worth minus 8
17	BDB7-0DA5	Minus 2 second block worth minus 9
18	DDB0-0F65	Minus 5 second block worth 0
19	FDB0-0F65	Minus 5 second block worth minus 1
20	4DB0-0F65	Minus 5 second block worth minus 2
21	7DB0-0F65	Minus 5 second block worth minus 3
22	0DB0-0F65	Minus 5 second block worth minus 4
23	1DB0-0F65	Minus 5 second block worth minus 6
24	5DB0-0F65	Minus 5 second block worth minus 7
25	6DB0-0F65	Minus 5 second block worth minus 8
26	BDB0-0F65	Minus 5 second block worth minus 9
27	DDB9-0405	Minus 3 second brick worth 0
28	FDB9-0405	Minus 3 second brick worth minus 1
29	4DB9-0405	Minus 3 second brick worth minus 2
30	0DB9-0405	Minus 3 second brick worth minus 4
31	9DB9-0405	Minus 3 second brick worth minus 5
32	1DB9-0405	Minus 3 second brick worth minus 6
33	5DB9-0405	Minus 3 second brick worth minus 7
34	6DB9-0405	Minus 3 second brick worth minus 8
35	BDB9-0405	Minus 3 second brick worth minus 9



DON'T COMBINE CODE 36 WITH ANY OF CODES 37 TO 54

36	C2B8-DFA4	Plus bricks worth 0
37	DDBB-0DA5	Plus 3 bricks worth 0
38	FDBB-0DA5	Plus 3 bricks worth plus 1
39	4DBB-0DA5	Plus 3 bricks worth plus 2
40	0DBB-0DA5	Plus 3 bricks worth plus 4
41	9DBB-0DA5	Plus 3 bricks worth plus 5
42	1DBB-0DA5	Plus 3 bricks worth plus 6
43	5DBB-0DA5	Plus 3 bricks worth plus 7
44	6DBB-0DA5	Plus 3 bricks worth plus 8
45	BDBB-0DA5	Plus 3 bricks worth plus 9



46	DDBC-0F65	Plus 5 bricks worth 0
47	FDBC-0F65	Plus 5 bricks worth plus 1
48	4DBC-0F65	Plus 5 bricks worth plus 2
49	7DBC-0F65	Plus 5 bricks worth plus 3
50	0DBC-0F65	Plus 5 bricks worth plus 4
51	1DBC-0F65	Plus 5 bricks worth plus 6
52	5DBC-0F65	Plus 5 bricks worth plus 7
53	6DBC-0F65	Plus 5 bricks worth plus 8
54	BDBC-0F65	Plus 5 bricks worth plus 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).

On The Ball is a trademark of Taito Corp.

Prince of Persia™ Game



This popular adventure features smooth motion and graphics. Give your enemies not much to live for with PRINCE Code 14 (all enemies have 1 health point), while fortifying yourself with 15 health points by using Code 9. Experts can try giving the enemies 10 health points with Code 19. Note that for Codes 10 thru 13, "non-fatal" falls and injuries are those that would take off health points but not necessarily kill you immediately (except if your health points were very low).

PRINCE

CODE KEY IN...

EFFECT...

1	6D32-0FA1 + DC32-04D1	Freeze timer	
2	D430-04A5	Start with 2 health points instead of 3	
3	D030-04A5	Start with 4 health points	
4	D930-04A5	Start with 5 health points	
5	D130-04A5	Start with 6 health points	
6	D530-04A5	Start with 7 health points	
7	D630-04A5	Start with 8 health points	
8	DB30-04A5	Start with 9 health points	
9	FD30-04A5	Start with 15 health points	
10	BAA6-ADA5	Non-fatal injuries do no damage	
11	43C9-6D61	Non-fatal falls do no damage	
12	D4C1-6701	Non-fatal falls do 2 points of damage instead of 1	
13	6DC0-6701	Falls do no damage—except onto spikes (You can get stuck. Choose End Game and use a password to start the level over)	
14	C260-A701 + DF6C-DFA0	All enemies have 1 health point	
15	C260-A701 + D46C-DFA0	All enemies have 2 health points	
16	C260-A701 + D76C-DFA0	All enemies have 3 health points	
17	C260-A701 + D06C-DFA0	All enemies have 4 health points	
18	C260-A701 + D96C-DFA0	All enemies have 5 health points	
19	C260-A701 + DC6C-DFA0	All enemies have 10 health points	

20	BA69-ADA1	Enemies drop dead immediately (Using on certain bosses will prevent you from moving. Choose End Game and use a password to start the level over)	
21	DFB7-D46E	Start on level 2	
22	D4B7-D46E	Start on level 3	
23	D7B7-D46E	Start on level 4	
24	D0B7-D46E	Start on level 5	
25	D9B7-D46E	Start on level 6	
26	D1B7-D46E	Start on level 7	
27	D5B7-D46E	Start on level 8	
28	D6B7-D46E	Start on level 9	
29	DBB7-D46E	Start on level 10	
30	DCB7-D46E	Start on level 11	
31	D8B7-D46E	Start on level 12	
32	DAB7-D46E	Start on level 13	
33	D2B7-D46E	Start on level 14	
34	D3B7-D46E	Start on level 15	
35	DEB7-D46E	Start on level 16	
36	FDB7-D46E	Start on level 17	
37	FFB7-D46E	Start on level 18	
38	F4B7-D46E	Start on level 19	
39	F7B7-D46E	Start on level 20	




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).

Prince of Persia is a trademark of Broderbund Software, Inc.

Push-Over™ Game

This is an interesting and tough challenge—keep out of reach of children. You can explore the bizillion levels to your heart's delight with PUSH Codes 4 thru 101. Time tends to run out awfully fast, so try Code 1 and you can finish a level even if time does fly. Undo a push without losing tokens with Code 2. When the level select codes are used, you begin on the selected level and start with all cash bundles previously discovered. Hitting reset does not clear the cash bundles that have been found (though entering an incorrect code does).

PUSH
CODE KEY IN ...

		EFFECT ...	
1	6D6B-6F0F	Still can complete level even if time runs out	
2	3366-6F0F	Tokens aren't lost when used to undo a push	
3	3367-A4AF	Tokens aren't lost when used to advance when time runs out	
4	CB66-AD6F + 6266-AF0F + DF66-ADAF	Start on level 2	
5	CB66-AD6F + 6266-AF0F + D466-ADAF	Start on level 3	
6	CB66-AD6F + 6266-AF0F + D766-ADAF	Start on level 4	
7	CB66-AD6F + 6266-AF0F + D066-ADAF	Start on level 5	
8	CB66-AD6F + 6266-AF0F + D966-ADAF	Start on level 6	
9	CB66-AD6F + 6266-AF0F + D166-ADAF	Start on level 7	

10	CB66-AD6F + 6266-AF0F + D566-ADAF	Start on level 8
11	CB66-AD6F + 6266-AF0F + D666-ADAF	Start on level 9
12	CB66-AD6F + 6266-AF0F + DB66-ADAF	Start on level 10
13	CB66-AD6F + 6266-AF0F + DC66-ADAF	Start on level 11
14	CB66-AD6F + 6266-AF0F + D866-ADAF	Start on level 12
15	CB66-AD6F + 6266-AF0F + DA66-ADAF	Start on level 13
16	CB66-AD6F + 6266-AF0F + D266-ADAF	Start on level 14
17	CB66-AD6F + 6266-AF0F + D366-ADAF	Start on level 15
18	CB66-AD6F + 6266-AF0F + DE66-ADAF	Start on level 16
19	CB66-AD6F + 6266-AF0F + FD66-ADAF	Start on level 17
20	CB66-AD6F + 6266-AF0F + FF66-ADAF	Start on level 18
21	CB66-AD6F + 6266-AF0F + F466-ADAF	Start on level 19
22	CB66-AD6F + 6266-AF0F + F766-ADAF	Start on level 20
23	CB66-AD6F + 6266-AF0F + F066-ADAF	Start on level 21
24	CB66-AD6F + 6266-AF0F + F966-ADAF	Start on level 22
25	CB66-AD6F + 6266-AF0F + F166-ADAF	Start on level 23
26	CB66-AD6F + 6266-AF0F + F566-ADAF	Start on level 24
27	CB66-AD6F + 6266-AF0F + F666-ADAF	Start on level 25
28	CB66-AD6F + 6266-AF0F + FB66-ADAF	Start on level 26
29	CB66-AD6F + 6266-AF0F + FC66-ADAF	Start on level 27
30	CB66-AD6F + 6266-AF0F + F866-ADAF	Start on level 28
31	CB66-AD6F + 6266-AF0F + FA66-ADAF	Start on level 29
32	CB66-AD6F + 6266-AF0F + F266-ADAF	Start on level 30
33	CB66-AD6F + 6266-AF0F + F366-ADAF	Start on level 31
34	CB66-AD6F + 6266-AF0F + FE66-ADAF	Start on level 32
35	CB66-AD6F + 6266-AF0F + 4D66-ADAF	Start on level 33
36	CB66-AD6F + 6266-AF0F + 4F66-ADAF	Start on level 34
37	CB66-AD6F + 6266-AF0F + 4466-ADAF	Start on level 35
38	CB66-AD6F + 6266-AF0F + 4766-ADAF	Start on level 36
39	CB66-AD6F + 6266-AF0F + 4066-ADAF	Start on level 37
40	CB66-AD6F + 6266-AF0F + 4966-ADAF	Start on level 38
41	CB66-AD6F + 6266-AF0F + 4166-ADAF	Start on level 39
42	CB66-AD6F + 6266-AF0F + 4566-ADAF	Start on level 40
43	CB66-AD6F + 6266-AF0F + 4666-ADAF	Start on level 41
44	CB66-AD6F + 6266-AF0F + 4B66-ADAF	Start on level 42
45	CB66-AD6F + 6266-AF0F + 4C66-ADAF	Start on level 43
46	CB66-AD6F + 6266-AF0F + 4866-ADAF	Start on level 44
47	CB66-AD6F + 6266-AF0F + 4A66-ADAF	Start on level 45
48	CB66-AD6F + 6266-AF0F + 4266-ADAF	Start on level 46
49	CB66-AD6F + 6266-AF0F + 4366-ADAF	Start on level 47
50	CB66-AD6F + 6266-AF0F + 4E66-ADAF	Start on level 48
51	CB66-AD6F + 6266-AF0F + 7D66-ADAF	Start on level 49
52	CB66-AD6F + 6266-AF0F + 7F66-ADAF	Start on level 50
53	CB66-AD6F + 6266-AF0F + 7466-ADAF	Start on level 51
54	CB66-AD6F + 6266-AF0F + 7766-ADAF	Start on level 52
55	CB66-AD6F + 6266-AF0F + 7066-ADAF	Start on level 53
56	CB66-AD6F + 6266-AF0F + 7966-ADAF	Start on level 54



57 CB66-AD6F + 6266-AF0F + 7166-ADAF	Start on level 55
58 CB66-AD6F + 6266-AF0F + 7566-ADAF	Start on level 56
59 CB66-AD6F + 6266-AF0F + 7666-ADAF	Start on level 57
60 CB66-AD6F + 6266-AF0F + 7B66-ADAF	Start on level 58
61 CB66-AD6F + 6266-AF0F + 7C66-ADAF	Start on level 59
62 CB66-AD6F + 6266-AF0F + 7866-ADAF	Start on level 60
63 CB66-AD6F + 6266-AF0F + 7A66-ADAF	Start on level 61
64 CB66-AD6F + 6266-AF0F + 7266-ADAF	Start on level 62
65 CB66-AD6F + 6266-AF0F + 7366-ADAF	Start on level 63
66 CB66-AD6F + 6266-AF0F + 7E66-ADAF	Start on level 64
67 CB66-AD6F + 6266-AF0F + 0D66-ADAF	Start on level 65
68 CB66-AD6F + 6266-AF0F + 0F66-ADAF	Start on level 66
69 CB66-AD6F + 6266-AF0F + 0466-ADAF	Start on level 67
70 CB66-AD6F + 6266-AF0F + 0766-ADAF	Start on level 68
71 CB66-AD6F + 6266-AF0F + 0066-ADAF	Start on level 69
72 CB66-AD6F + 6266-AF0F + 0966-ADAF	Start on level 70
73 CB66-AD6F + 6266-AF0F + 0166-ADAF	Start on level 71
74 CB66-AD6F + 6266-AF0F + 0566-ADAF	Start on level 72
75 CB66-AD6F + 6266-AF0F + 0666-ADAF	Start on level 73
76 CB66-AD6F + 6266-AF0F + 0B66-ADAF	Start on level 74
77 CB66-AD6F + 6266-AF0F + 0C66-ADAF	Start on level 75
78 CB66-AD6F + 6266-AF0F + 0866-ADAF	Start on level 76
79 CB66-AD6F + 6266-AF0F + 0A66-ADAF	Start on level 77
80 CB66-AD6F + 6266-AF0F + 0266-ADAF	Start on level 78
81 CB66-AD6F + 6266-AF0F + 0366-ADAF	Start on level 79
82 CB66-AD6F + 6266-AF0F + 0E66-ADAF	Start on level 80
83 CB66-AD6F + 6266-AF0F + 9D66-ADAF	Start on level 81
84 CB66-AD6F + 6266-AF0F + 9F66-ADAF	Start on level 82
85 CB66-AD6F + 6266-AF0F + 9466-ADAF	Start on level 83
86 CB66-AD6F + 6266-AF0F + 9766-ADAF	Start on level 84
87 CB66-AD6F + 6266-AF0F + 9066-ADAF	Start on level 85
88 CB66-AD6F + 6266-AF0F + 9966-ADAF	Start on level 86
89 CB66-AD6F + 6266-AF0F + 9166-ADAF	Start on level 87
90 CB66-AD6F + 6266-AF0F + 9566-ADAF	Start on level 88
91 CB66-AD6F + 6266-AF0F + 9666-ADAF	Start on level 89
92 CB66-AD6F + 6266-AF0F + 9B66-ADAF	Start on level 90
93 CB66-AD6F + 6266-AF0F + 9C66-ADAF	Start on level 91
94 CB66-AD6F + 6266-AF0F + 9866-ADAF	Start on level 92
95 CB66-AD6F + 6266-AF0F + 9A66-ADAF	Start on level 93
96 CB66-AD6F + 6266-AF0F + 9266-ADAF	Start on level 94
97 CB66-AD6F + 6266-AF0F + 9366-ADAF	Start on level 95
98 CB66-AD6F + 6266-AF0F + 9E66-ADAF	Start on level 96
99 CB66-AD6F + 6266-AF0F + 1D66-ADAF	Start on level 97
100CB66-AD6F + 6266-AF0F + 1F66-ADAF	Start on level 98
101CB66-AD6F + 6266-AF0F + 1466-ADAF	Start on level 99



Remember, you can pick 'n mix your codes!
 Push-Over is a trademark of Red Rat Software/Ocean Software Limited.

Road Riot 4WD™ Game

You can control the length of the races with these RIOT codes. The beginner track is normally 1 lap shorter than the rest. When using Code 1, the beginner track is 0 laps, and the race ends right away. If there are 5 or more laps left, the graphics on the screen are weird. Code 7 makes the beginner track have the same number of laps as the rest of the races.

RIOT

CODE KEY IN...

- 1 DDBF-07DF
- 2 DFBF-07DF
- 3 D7BF-07DF
- 4 D0BF-07DF
- 5 D9BF-07DF
- 6 D1BF-07DF
- 7 3CB4-0DAF

EFFECT...

- Races are 1 lap instead of 3
- Races are 2 laps instead of 3
- Races are 4 laps instead of 3
- Races are 5 laps instead of 3
- Races are 6 laps instead of 3
- Races are 7 laps instead of 3
- Beginner track has an extra lap



Remember, you can pick 'n mix your codes!

Road Riot 4WD is a trademark of Atari Games Corporation.

Road Runner's Death Valley Rally™ Game

Here are the cool codes for this hot new Sunsoft® release! Try RUNR Codes 26 thru 44 (level warps). Also, jumping higher is fun with Codes 51 thru 53. Code 15 is the pick of the invincibility codes. Experts try Codes 45 (1-up worth zip) and 13 (shorter invincibility time).

RUNR

CODE KEY IN...

- 1 C2AC-346F + C2C3-1D28
- 2 DFBC-3FD4
- 3 D7BC-3FD4
- 4 D9BC-3FD4
- 5 D5BC-3FD4
- 6 DBBC-3FD4
- 7 4DBC-3FD4
- 8 9DBC-3FD4
- 9 59BC-3FD4
- 10 BBBC-3FD4

EFFECT...

- Protection against most hazards
- Start with 2 lives
- Start with 4 lives
- Start with 6 lives
- Start with 8 lives
- Start with 10 lives
- Start with 21 lives
- Start with 51 lives
- Start with 76 lives
- Start with 100 lives



- 11 DDB2-4D64

Infinite lives

- 12 EE8C-C4DD

Stay invincible longer after getting hit (Road Runner™ blinks)

- 13 0D8C-C4DD

Stay invincible for less time after getting hit (Road Runner blinks)

- 14 C2C5-C7AF

Stay invincible after getting hit until you fall & die (Road Runner blinks)

- 15 6DC5-C70F

Stay invincible after getting hit until you fall & die (Road Runner does not blink)

- 16 7DBD-44D7

Start with more birdseed on the turbo speed meter

- 17 FDBD-44D7

Start with less birdseed on the turbo speed meter

18 7D26-3404

Eating birdseed restores turbo speed meter to maximum



19 DD26-3404

Eating birdseed does nothing



20 DDC6-3D67

Using turbo speed does not use up bird seed



21 DDBB-4467

Stop timer

22 D7B0-346F

Start timer at 3:00 instead of 5:00

23 D5B0-346F

Start timer at 7:00



24 DBB0-346F

Start timer at 9:00

25 C229-C707

Hearts worth nothing



26 F3BB-3FA4 + 3FBB-3F64 + DFBB-3FD4

Start on level 1, sublevel 2

27 F3BB-3FA4 + 3FBB-3F64 + D4BB-3FD4

Start on level 1, sublevel 3

28 F3BB-3FA4 + 3FBB-3F64 + D7BB-3FD4

Start on level 1, sublevel 4

29 F3BB-3FA4 + 3FBB-3F64 + D0BB-3FD4

Start on level 2, sublevel 1

30 F3BB-3FA4 + 3FBB-3F64 + D9BB-3FD4

Start on level 2, sublevel 2

31 F3BB-3FA4 + 3FBB-3F64 + D1BB-3FD4

Start on level 2, sublevel 3



32 F3BB-3FA4 + 3FBB-3F64 + D5BB-3FD4

Start on level 2, sublevel 4

33 F3BB-3FA4 + 3FBB-3F64 + D6BB-3FD4

Start on level 3, sublevel 1

34 F3BB-3FA4 + 3FBB-3F64 + DBBB-3FD4

Start on level 3, sublevel 2

35 F3BB-3FA4 + 3FBB-3F64 + DCBB-3FD4

Start on level 3, sublevel 3

36 F3BB-3FA4 + 3FBB-3F64 + D8BB-3FD4

Start on level 3, sublevel 4

37 F3BB-3FA4 + 3FBB-3F64 + DABB-3FD4

Start on level 4, sublevel 1

38 F3BB-3FA4 + 3FBB-3F64 + D2BB-3FD4

Start on level 4, sublevel 2

39 F3BB-3FA4 + 3FBB-3F64 + D3BB-3FD4

Start on level 4, sublevel 3

40 F3BB-3FA4 + 3FBB-3F64 + DEBB-3FD4

Start on level 4, sublevel 4



41 F3BB-3FA4 + 3FBB-3F64 + FDBB-3FD4

Start on level 5, sublevel 1

42 F3BB-3FA4 + 3FBB-3F64 + FFBB-3FD4

Start on level 5, sublevel 2

43 F3BB-3FA4 + 3FBB-3F64 + F4BB-3FD4

Start on level 5, sublevel 3

44 F3BB-3FA4 + 3FBB-3F64 + F7BB-3FD4

Start on level 5, sublevel 4

45 DD33-4DDD

1-up worth nothing

46 D433-4DDD

1-up worth 2

47 D733-4DDD

1-up worth 3

48 D033-4DDD

1-up worth 4

49 D933-4DDD

1-up worth 5



50 7D83-47DD

Bogus jump

51 FD83-47DD

Better jump

52 DC83-47DD

Super jump

53 D983-47DD

Mega jump



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).









Road Runner's Death Valley Rally and Sunsoft are trademarks of Sun Corporation of America.

Space Megaforce™ Game

Discover the true nature of the mysterious object that has devastated most of Earth's major cities—and destroy it. Excellent scrolling graphics and many levels make for hours of enlightening entertainment. Make special weapon 6 last longer with MEGA Code 39. Code 21 makes you invincible and ups your weapon level.

MEGA
CODE KEY IN ...

EFFECT ...

1	DDC9-DD06	Start with 0 bombs instead of 3	
2	D5C9-DD06	Start with 7 bombs	
3	FDC9-DD06	Start with 10 bombs	
4	49C9-DD06	Start with 25 bombs	
5	9DC9-DD06	Start with 50 bombs	
6	BBC9-DD06	Start with 99 bombs	
7	DD65-AFAB	Infinite bombs	
8	DFBE-A4A8	Start with 2 ships	
9	D5BE-A4A8	Start with 8 ships	
10	FDBE-A4A8	Start with 11 ships	
11	49BE-A4A8	Start with 26 ships	
12	9DBE-A4A8	Start with 51 ships	
13	59BE-A4A8	Start with 76 ships	
14	BBBE-A4A8	Start with 100 ships	
15	DD6D-07AC	Infinite ships	
16	DDCE-D4D6	Each bomb capsule worth 0	
17	D4CE-D4D6	Each bomb capsule worth 2	
18	D0CE-D4D6	Each bomb capsule worth 4	
19	D1CE-D4D6	Each bomb capsule worth 6	
20	CB68-D4AC + D168-D7DC	Protection against enemy hits, and weapon level goes to 2 when hit	
21	CB68-D4AC + D168-D7DC + D16A-D4DC	Protection against enemy hits, and weapon level goes to 6 when hit	
22	CB6A-0D0D + D46A-0D6D	Start in area 2	
23	CB6A-0D0D + D76A-0D6D	Start in area 3	
24	CB6A-0D0D + D06A-0D6D	Start in area 4	
25	CB6A-0D0D + D96A-0D6D	Start in area 5	
26	CB6A-0D0D + D16A-0D6D	Start in area 6	
27	CB6A-0D0D + D56A-0D6D	Start in area 7	
28	CB6A-0D0D + D66A-0D6D	Start in area 8	
29	CB6A-0D0D + DB6A-0D6D	Start in area 9	
30	CB6A-0D0D + DC6A-0D6D	Start in area 10	
31	CB6A-0D0D + D86A-0D6D	Start in area 11	
32	CB6A-0D0D + DA6A-0D6D	Start in area 12	

33 CBC4-0F06 + DDC4-0F66

All weapon capsules give you weapon type 1

34 CBC4-0F06 + DFC4-0F66

All weapon capsules give you weapon type 2

35 CBC4-0F06 + D4C4-0F66

All weapon capsules give you weapon type 3



36 CBC4-0F06 + D7C4-0F66

All weapon capsules give you weapon type 4

37 CBC4-0F06 + D0C4-0F66

All weapon capsules give you weapon type 5

38 CBC4-0F06 + D9C4-0F66

All weapon capsules give you weapon type 6

39 828E-AF6B

Power shots (weapon type 6) last until you pick up another weapon or get hit (Normally, they last only for a couple of seconds)



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 Megaforce is a trademark of Toho Co., Ltd.

Spider-Man and the X-Men: Arcade's Revenge™ Game

Help Spidey™ save his super pals. SPIDE Codes 11 and 12 can be very useful, protecting you and giving you super jump to help you breeze through the game.

SPIDE

CODE KEY IN ...

EFFECT ...

1 DD68-646D

Start with 1 life instead of 3



2 D068-646D

Start with 5 lives

3 D168-646D

Start with 7 lives

4 DB68-646D

Start with 10 lives



5 FB68-646D

Start with 26 lives

6 7468-646D

Start with 51 lives

7 1768-646D

Start with 100 lives

8 C266-D51D

Spider-Man™ has infinite lives

9 C26D-090A

Gambit™ has infinite lives

10 C2C2-D767

Wolverine™, Cyclops™ and Storm™ have infinite lives



11 C261-A044

Spider-Man is invincible after getting hit (blinks)



12 CB69-0937 + E669-0147

Spider-Man jumps higher (if you jump too high in some places you die)



13 DDCB-6144

Protects Spider-Man from most hits (lose no energy)

14 C2CC-A917

Protects Spider-Man from ground hazard (looks like silver weeds)



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 the X-Men: Arcade's Revenge, Spider-Man, Gambit, Wolverine, Cyclops and Storm are trademarks of Marvel Entertainment Group, Inc.

Street Fighter II™ Game (More Codes)

Star code in our third installment is MOMOFI Code 51, for doing special moves in the air. Codes 49 and 50 can cause some strange effects, like moving through your opponent.

MOMOFI

CODE KEY IN ...

EFFECT ...

- | | | |
|----|-----------|--|
| 49 | 1C65-DF00 | Players move faster |
| 50 | D965-DF00 | Some special moves are faster |
| 51 | DD61-6DA9 | Both players can do special moves in the air |
| 52 | 73A5-DF60 | Dragon punch does not go as high |
| 53 | 2AA5-DF60 | Dragon punch goes higher |



Remember, you can pick 'n mix your codes!

Street Fighter II is a trademark of Capcom USA, Inc.

Super Star Wars™ Game

Stunning graphics and faithful adherence to the movie have earned this game its following. Try SPRSTR Codes 9 and 25 for infinite lives and protection. Codes 1 thru 8 work on all 3 difficulty levels. After continuing, the game resets to 3 lives on the easy and Jedi™ levels, but on the brave level it remains as it was set.









SPRSTR





CODE KEY IN ...

EFFECT ...

- | | | |
|----|-----------------------|--|
| 1 | DF35-CDA0 | Start with 2 lives |
| 2 | D935-CDA0 | Start with 6 lives |
| 3 | D535-CDA0 | Start with 8 lives |
| 4 | DC35-CDA0 | Start with 11 lives |
| 5 | DE35-CDA0 | Start with 16 lives |
| 6 | FB35-CDA0 | Start with 26 lives |
| 7 | 7435-CDA0 | Start with 51 lives |
| 8 | 1735-CDA0 | Start with 100 lives |
| 9 | C232-14D4 + CB6C-3767 | Infinite lives |
| 10 | DD3B-C760 | Start with no continues |
| 11 | D93B-C760 | Start with 5 continues |
| 12 | D53B-C760 | Start with 7 continues |
| 13 | DC3B-C760 | Start with 10 continues |
| 14 | DE3B-C760 | Start with 15 continues |
| 15 | FB3B-C760 | Start with 25 continues |
| 16 | 743B-C760 | Start with 50 continues |
| 17 | 173B-C760 | Start with 99 continues |
| 18 | 4A21-14D5 | Infinite continues |
| 19 | F435-CFA0 | Start with 1/2 as much health as usual (easy level) |
| 20 | FD35-C400 | Start with 1/2 as much health as usual (brave level) |
| 21 | D335-C4A0 | Start with 1/2 as much health as usual (Jedi™ level) |



22	0635-CFA0	Start with twice as much health as usual (easy level)	
23	0D35-C400	Start with twice as much health as usual (brave level)	
24	7635-C4A0	Start with twice as much health as usual (Jedi level)	
25	1D34-C704	Protection against most damage	
26	D43B-CF00	Small hearts restore half as much health as usual (easy level)	
27	DF3B-CFA0	Small hearts restore half as much health as usual (brave level)	
28	DF3B-C400	Small hearts restore half as much health as usual (Jedi level)	
29	D13B-CF00	Small hearts restore twice as much health as usual (easy level)	
30	D03B-CFA0	Small hearts restore twice as much health as usual (brave level)	
31	D03B-C400	Small hearts restore twice as much health as usual (Jedi level)	
32	DA3B-CF00	Small hearts restore 4 times as much health as usual (easy level)	
33	D63B-CFA0	Small hearts restore 4 times as much health as usual (brave level)	
34	D63B-C400	Small hearts restore 4 times as much health as usual (Jedi level)	
35	DDB0-C767	Begin the game with the lightsaber	
36	DD88-37A5	Han Solo™ & Chewbacca™ begin with a blaster	
37	D488-37A5	Han Solo & Chewbacca begin with a seeker gun	
38	D788-37A5	Han Solo & Chewbacca begin with a rapid ion gun	
39	D088-37A5	Han Solo & Chewbacca begin with a plasma gun	
40	553A-1764	Blaster power-ups remain after dying	
41	DDB9-CF67	All 3 characters selectable at the beginning of the game	

42	DF67-4FAF + DF60-4D6F	Only 1 Jawa™ needed to pass landspeeder levels	
43	D967-4FAF + D960-4D6F	Only 5 Jawas needed to pass landspeeder levels	
44	DC67-4FAF + DC60-4D6F	Only 10 Jawas needed to pass landspeeder levels	
45	FB67-4FAF + FB60-4D6F	25 Jawas needed to pass landspeeder levels	
46	7467-4FAF + 7460-4D6F	50 Jawas needed to pass landspeeder levels	
47	F467-4D0F	Start with half fuel on landspeeder levels	
48	O667-4D0F	Start with double fuel on landspeeder levels—you can't tell how much you have, but it works	
49	6DA5-4D04	No fuel maximum (for fuel power-ups)—you can't tell how much you have, but it works	
50	40A1-47D4	Fuel power-ups completely refill the landspeeder	

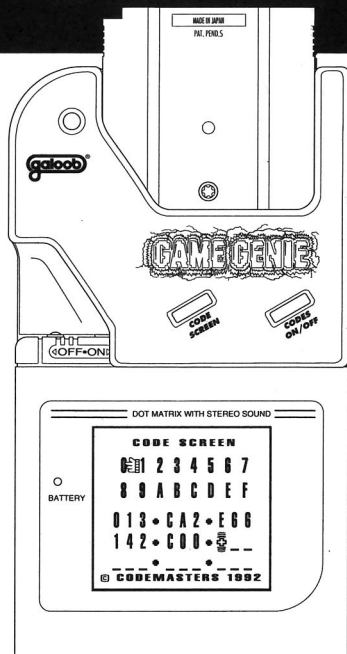
Remember, you can pick 'n mix your codes! You can enter up to FIVE codes at a time (but some effects require more than one code).

Super Star Wars, Jedi, Solo, Chewbacca and Jawa are trademarks of Lucasfilm Ltd.

NOW AVAILABLE!

Game Genie™ for Game Boy™

- Works on most popular games for the Nintendo® Game Boy® System, with more coming all the time
- Codes On/Off Button and LED Indicator—turn effects on and off as you play
- Includes miniature Codebook that stores in rear compartment of Game Genie™ unit
- Includes code stickers for popular titles—stick them right on the game to have the codes right in front of you
- Write-on code stickers included—carry along the codes you want to use
- Get codes for the latest games as they come out with available Code Updates
- See your dealer now!



Nintendo and Game Boy are trademarks of Nintendo of America Inc.

UNLOCK THE LATEST!

GET THE LATEST CODEBOOK

Latest edition available on date your order is received. See coupon.

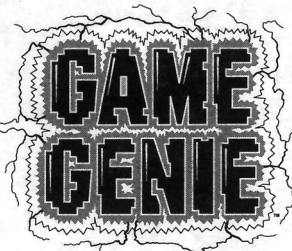
SUBSCRIBE TO GAME GENIE™ UPDATES FOR THE SUPER NES™!

You can get codes for popular new Super NES™ games released after your Game Genie Codebook was printed!

Subscribe now and you'll get four quarterly Code Update issues for only \$3.50 plus \$1.50 postage and handling.

How to Order:

- 1 Fill out the coupon.
- 2 Check off the merchandise you want.
- 3 Fill in the merchandise price, sales tax (CA RESIDENTS MUST ADD SALES



Super NES is a trademark of Nintendo of America Inc. Game Genie is a trademark of Lewis Galoob Toys, Inc.

TAX) and postage and handling for the item(s) you are ordering.

4 Enclose a check or money order with the coupon and mail to the address shown.

ALLOW UP TO 8-10 WEEKS TO RECEIVE FIRST MAILING OF UPDATE. ALLOW UP TO 4-6 WEEKS FOR DELIVERY OF CODEBOOK.

Offer void where prohibited or taxed. Offer may be modified or withdrawn, and prices are subject to change, without notice. We are not responsible for lost, late or illegible mail. Do not send cash. Offer valid only in the U.S. ©1992, 1993 Lewis Galoob Toys, Inc. All Rights Reserved. Lewis Galoob Toys, Inc., South San Francisco, CA 94080.

Game Genie™ Code Update/Super NES™ Order Form

Please fill in all information and print clearly.

Please send me the merchandise I've checked. I'm enclosing the merchandise price, plus my local sales tax (CA residents only) plus \$1.50 postage and handling per item.



Last Name _____ First Name _____

Address _____

City _____ State _____ ZIP _____

ZIP CODE MUST BE GIVEN

✓	Merchandise	Price
	Code Update Subscription (4 quarterly issues)	\$3.50
	Update Postage & Handling	+\$1.50

✓	Merchandise	Price
	Replacement Codebook	\$3.50
	Codebook Postage & Handling	+\$1.50

***IMPORTANT: CA RESIDENTS MUST INCLUDE SALES TAX ON THE MERCHANDISE PRICE.**

Send a check or money order only, made payable to Game Genie Updates.

**Mail to: GAME GENIE UPDATES
P.O. BOX 5941
STACY, MN 55078**

Merchandise Price \$ _____

CA Residents Sales Tax* \$ _____

Postage and Handling (\$1.50 per item) \$ _____

Total Enclosed \$ _____

ALLOW UP TO 8 - 10 WEEKS TO RECEIVE FIRST MAILING OF UPDATE.
ALLOW UP TO 4-6 WEEKS FOR DELIVERY OF CODEBOOK

E1B

galoob®

©1993 Lewis Galoob Toys, Inc. All Rights Reserved.
Printed in Hong Kong.
Addendum Ed. 1/1A



**INVENTED BY
CODEMASTERS™**

CODEMASTERS™ IS A TRADEMARK OWNED BY CODEMASTERS SOFTWARE
CO. LTD. THE TRADEMARK IS BEING USED PURSUANT TO A LICENSE