

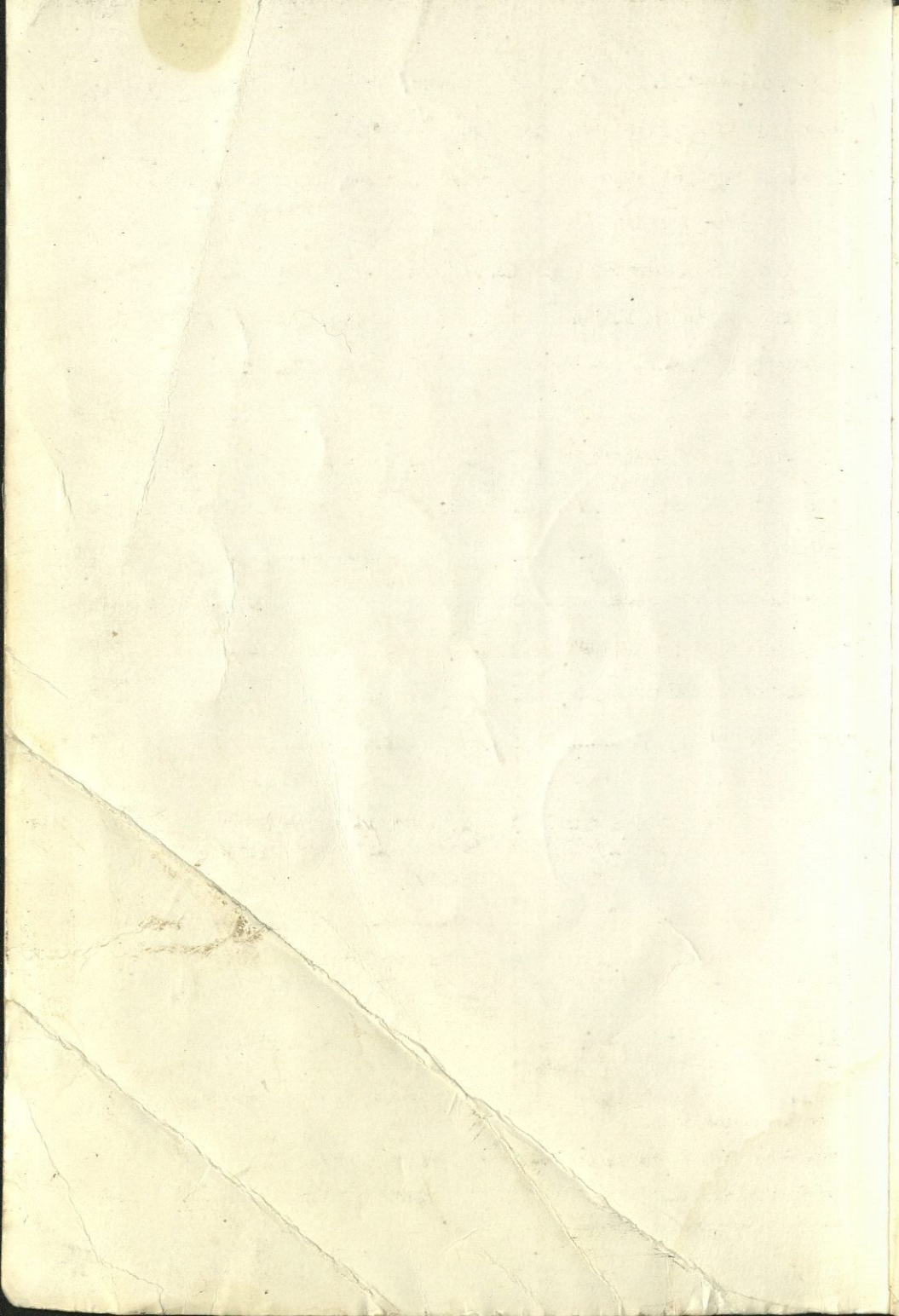
Unlock the power of your favorite video games!

GAME GENIE

T.M.

VIDEO GAME
ENHANCER

PROGRAMMING
MANUAL AND
CODEBOOK



Index to Games	Next Page
Introducing Game Genie™ Video Game Enhancer	5
Connecting Game Genie	6
Connecting the Game Cart	6
Connecting Game Genie	6
Removing Game Genie	8
Powering Up	8
Entering Codes	8
Correcting Mistakes	9
Starting the Game	10
Problem Codes	10
Troubleshooting Guide	11
Video Game Home Programming	11
Key to Code Symbols	15
Game Listings	16

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1-513-868-8835**

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

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1942™	16	CastleVania™ II: Simon's Quest™	40
1943™	16	Chip 'n Dale™	41
3D Worldrunner™	16	Chubby Cherub™	41
720 Degrees™	17	Circus Caper™	42
8 Eyes™	17	City Connection™	42
Abadox - The Deadly Inner War™	18	Clash at Demonhead™	43
Adventure Island II™	18	Clu Clu Land™	43
Adventures in the Magic Kingdom™	19	Cobra Command™	44
The Adventures of Bayou Billy™	19	Cobra Triangle™	44
Adventures of Dino-Riki™	20	Code Name: Viper™	44
Adventures of Lolo™	21	Commando™	45
Adventures of Lolo 2™	21	Contra™	45
Adventures of Tom Sawyer™	21	Crystalis™	46
Air Fortress™	22	Cybernoid™	46
Airwolf™	23	Dash Galaxy in the Alien Asylum™	47
Alien Syndrome™	23	Days of Thunder™	48
Alpha Mission™	24	Deadly Towers™	48
Amagon™	24	Defender II™	48
Archon™	25	Defender of the Crown™	49
Arkanoid™	25	Demon Sword™	49
Arkista's Ring™	26	Destination Earthstar™	50
Astyanax™	26	Dick Tracy™	50
Athena™	27	Dig Dug™ II: Trouble In Paradise™	51
Back to the Future™	27	Dirty Harry™	51
Back to the Future™ II & III™	27	Disney's DuckTales™	51
Bad Dudes™	28	Donkey Kong™	52
Bad Street Brawler™	28	Donkey Kong™ (Classics Version)	53
Balloon Fight™	29	Donkey Kong 3™	52
Batman™	29	Donkey Kong Classics™	53
Battle of Olympus™	30	Donkey Kong Jr™ (Classics Version)	53
Bigfoot™	30	Double Dragon™	53
Bionic Commando™	30	Double Dragon II: The Revenge™	54
Blades of Steel™	31	Double Dragon III: The Sacred Stones™	54
Blaster Master™	31	Dr. Chaos™	55
Bomberman™	32	Dr. Jekyll and Mr. Hyde™	55
Boulderdash™	33	Dragon Power™	56
A Boy and His Blob™	33	Dragon Warrior™	56
Breakthru™	34	Dungeon Magic™	56
Bubble Bobble™	35	Dynowarz™	57
The Bugs Bunny™		Elevator Action™	57
Birthday Blow Out™ Game	35	Excitebike™	58
Bugs Bunny™—		Exodus Ultima™	58
The Bugs Bunny Crazy Castle™	36	Fantasy Zone™	59
Bump'n'Jump™	36	Faxanadu™	60
Burai Fighter™	37	Final Fantasy™	60
BurgerTime™	37	Fist of the North Star™	61
Cabal™	38	Flying Dragon™ The Secret Scroll™	62
Captain Skyhawk™	38	Freedom Force™	62
Castle of Dragon™	39	Friday the 13th™	63
CastleQuest™	39	Galaga™ Demons of Death™	63
CastleVania™	40	Gauntlet II™	64

Ghostbusters™	64	The Legend of Zelda™	87
Ghostbusters™ II	65	Legendary Wings™	87
Ghosts 'n Goblins™	65	Life Force™	88
Gilligan's Island™	66	Little Nemo: The Dream Master™	88
Godzilla™	66	Lode Runner™	89
Golga 13—The Mafat Conspiracy™	66	Low G Man™	89
Golga 13—Top Secret Episode™	67	Mad Max™	90
Goonies II™	67	The Magic of Scheherazade™	90
Gotcha!™ The Sport!™	68	MagMax™	91
Gradius™	68	Mappy Land™	91
The Guardian Legend™	69	Mario Bros.™	92
Guerilla War™	69	Mechanized Attack™	92
Gumshoe™	69	Mega Man™	93
Gyromite™	70	Mega Man 2™	93
Gyruss™	70	Mega Man 3™	94
Heavy Barrel™	71	Mendel Palace™	94
Heavy Shreddin'™	71	Metal Gear™	95
Hudson's Adventure Island™	71	Metroid™	95
The Hunt for Red October™	72	Mickey Mousecapade™	95
Hydride™	73	Mighty Bomb Jack™	97
Ice Climber™	73	Mike Tyson's Punch Out™	97
Ikari Warriors™	74	Millipede™	98
Ikari Warriors™ II: Victory Road™	74	Mission: Impossible™	98
Imagefight™	74	Monopoly™	99
The Immortal™	75	Monster Party™	100
Indiana Jones and the Temple of Doom™	75	Ms. Pac-Man™	100
Infiltrator™	76	M.U.L.E.™	101
Iron Tank™	76	M.U.S.C.L.E.™	101
IronSword™—Wizards & Warriors™ II	77	Mystery Quest™	101
Isolated Warrior™	77	Narc™	102
Ivan "Ironman" Stewart's Super Off-Road™	78	Nightmare on Elm Street™	102
Jackal™	79	Ninja Crusaders™	103
Jaws™	79	Ninja Gaiden™	103
Journey to Silius™	79	Ninja Gaiden II™	104
Joust™	80	Ninja Kid™	104
The Karate Kid™	80	North & South™	105
Karnov™	81	Operation Wolf™	105
Kickle Cubicle™	81	P.O.W.™	106
Kid Icarus™	82	Pac Man™	107
Kid Kool™	82	Paper Boy™	107
Kid Niki, Radical Ninja™	82	Phantom Fighter™	107
King's Knight™	83	Pin-Bot™	108
Klax™	83	Pinball™	108
Knight Rider™	84	Pipe Dream™	108
Kung Fu™	84	Platoon™	109
Kung Fu Heroes™	85	Popeye™	109
The Last Starfighter™	85	Predator™	110
Legacy of the Wizard™	86	The Punisher™	110
The Legend of Kage™	86		

Puss 'n Boots—		Stealth ATF™	134
Pero's Great Adventure™	110	Stinger™	134
Q*Bert™	111	Street Cop™	135
Qix™	111	Street Fighter 2010: The Final Fight™	135
Rad Racer™	112	Strider™	136
Raid'on Bungeling Bay™	112	Super C™	136
Rally Bike™	113	Super Mario Bros.™	137
Rambo™	113	Super Mario Bros.™ 2	138
Rampage™	114	Super Mario Bros.™ 3	139
RC Pro Am™	114	Super Pitfall™	141
Renegade™	115	Super Sprint™	142
Ring King™	115	Superman™	142
River City Ransom™	115	Swords & Serpents™	143
Road Runner™	116	T & C Surf Designs™	143
Roadblasters™	116	Target Renegade™	143
RoboCop™	117	Tecmo Bowl™	144
RoboWarrior™	118	Teenage Mutant Ninja Turtles™	144
Rocket Ranger™	118	Teenage Mutant Ninja Turtles™ II: The Arcade Game™	145
Roller Ball™	119	Terra Cresta™	145
Rollergames™	119	Tetris™	146
Rolling Thunder™	119	Thundercade™	146
Rush'N'Attack™	120	Tiger-Heli™	146
Section Z™	120	To The Earth™	147
Seicross™	121	Toobin™	148
Shadow of the Ninja™	121	Top Gun™	148
Shinobi™	122	Top Gun™ (The Second Mission)	149
Shooting Range™	122	Trojan™	149
Silent Service™	123	Twin Cobra™	149
Silkworm™	123	Twin Eagle™	150
Silver Surfer™	124	Urban Champion™	151
The Simpsons™		Vindicators™	151
Bart vs. The Space Mutants™	124	Wheel of Fortune™	152
Skate or Die 2™	125	Who Framed Roger Rabbit™	152
Skull & Crossbones™	125	Wild Gunman™	152
Sky Kid™	126	Willow™	153
Sky Shark™	126	Wizards and Warriors™	153
Slalom™	127	World Cup™	154
Snake's Revenge™	127	World Wrestling™	154
Snake, Rattle 'N' Roll™	128	Wrath of the Black Manta™	154
Soccer	128	Wrecking Crew™	155
Solar Jetman™	129	X-Men™	155
Solomon's Key™	129	Xenophobe™	155
Solstice™	130	Xevious™ The Avenger™	156
Spelunker™	130	Xexyz™	156
Spy Hunter™	131	Yo! Noid™	157
Spy Vs Spy™	131	Zanac™	157
Squoon™	132	Zelda II: The Adventures of Link™	158
Star Soldier™	132		
Star Voyager™	132		
Starforce™	133		
Starship Hector™	133		

Introducing Game Genie™ Video Game Enhancer

With Game Genie video game enhancer, you can program your video games to change certain game-play features on many popular titles for the Nintendo Entertainment 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.

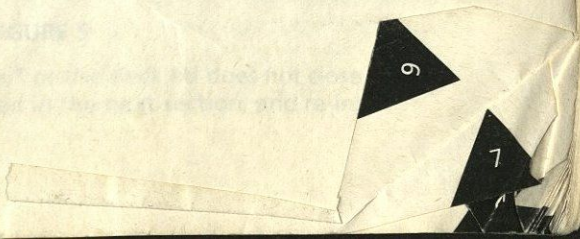
Game Genie is a cartridge-like pack that connects between your game cartridge and the game deck. It introduces its own startup screen, called the "Code Screen," when you power up your game deck. On this screen, you enter special codes from examples listed in this manual for modifying game-play features (games appear in alphabetical order beginning on page 16). Or you can program your own codes.

Up to three codes can be entered at the same time. Some advanced game-play changes require more than one code to be entered.

Before you begin entering codes, you must properly connect the Game Genie unit.

The Nintendo® Control Deck™ should be connected normally, following the instructions that came with it. **TURN OFF THE POWER TO THE GAME DECK BEFORE PLUGGING IN THE GAME GENIE UNIT.**

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



Connecting the Game Cart

1) Carefully plug your game cartridge all the way onto the black connector on the Game Genie so that the Game Genie handle overlaps the top (label) side of the game cartridge. (Figures 1 and 2)

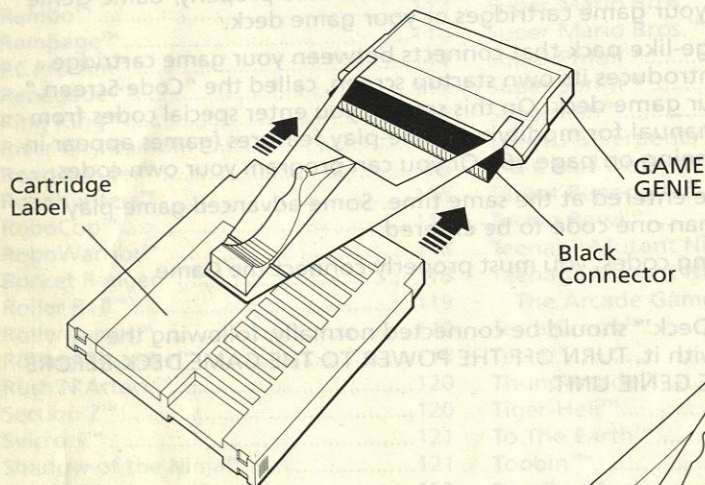


FIGURE 1

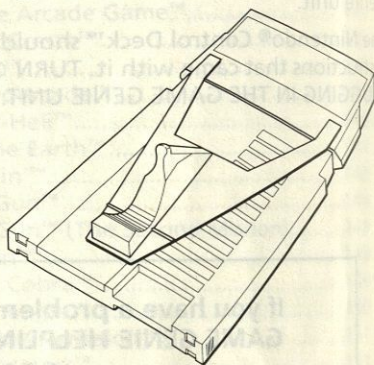


FIGURE 2

Connecting Game Genie

1) TURN OFF THE POWER TO THE GAME DECK BEFORE PLUGGING IN THE GAME GENIE UNIT.

2) Plug the Game Genie (with game cart attached) into the deck as you would an ordinary game cart. Grasping the game cartridge, push the Game Genie carefully but firmly all the way into the deck until the wedge on the handle touches the lid of the deck. (Figure 3)

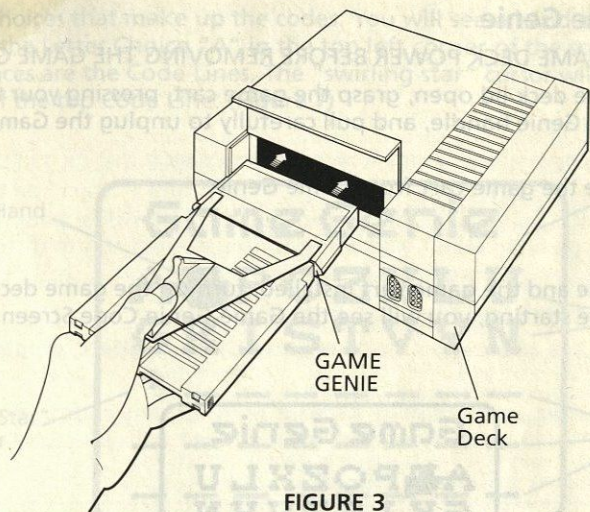


FIGURE 3

The lid should close down to meet the "Close Line" on the Game Genie handle.
(Figures 4 and 5)

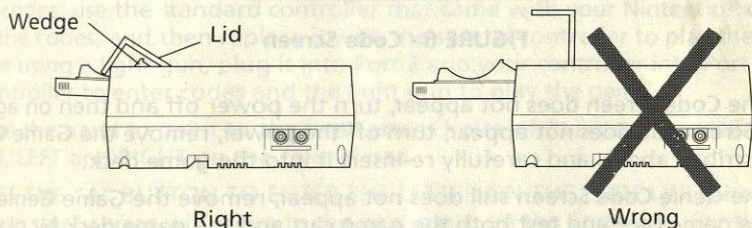


FIGURE 4

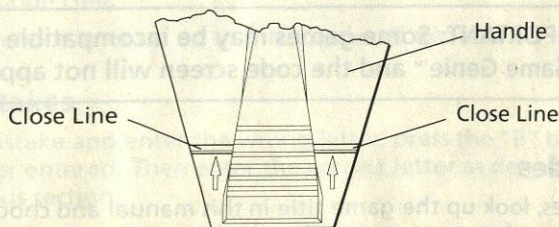


FIGURE 5

If the lid does not meet the "Close Line," or the deck lid does not close, remove the Game Genie unit as described in the next section, and re-insert it as described above.

Removing Game Genie

- 1) TURN OFF THE GAME DECK POWER BEFORE REMOVING THE GAME GENIE UNIT.
- 2) Holding the game deck lid open, grasp the game cart, pressing your thumb down on the Game Genie handle, and pull carefully to unplug the Game Genie unit.
- 3) Carefully remove the game cart from Game Genie.

Powering Up

- 1) With Game Genie and the game cart installed, turn on the game deck power. Instead of the game starting, you will see the Game Genie Code Screen. (Figure 6)

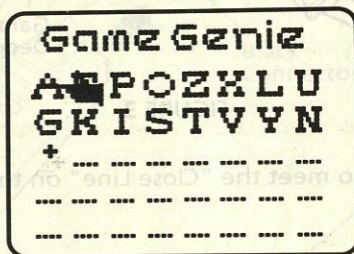


FIGURE 6 - Code Screen

NOTE: If the Code Screen does not appear, turn the power off and then on again. If the Code Screen still does not appear, turn off the power, remove the Game Genie unit as described above, and carefully re-insert it 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.

Entering Codes

- 1) To enter codes, look up the game title in this manual and choose the codes you wish to use. Remember, you can enter up to three codes at a time, and some effects require more than one code.
- 2) To enter codes on the Code Screen, use the control pad on the number 1 Nintendo® controller. The two lines of letters in the top portion of the screen are

the Letter Choices that make up the codes. You will see a hand on the screen pointing to the Letter Choice "A" in the top left corner of the screen. The 3 rows of blank spaces are the Code Lines. The "swirling star" cursor will appear on the first space of the top Code Line. (Figure 7)

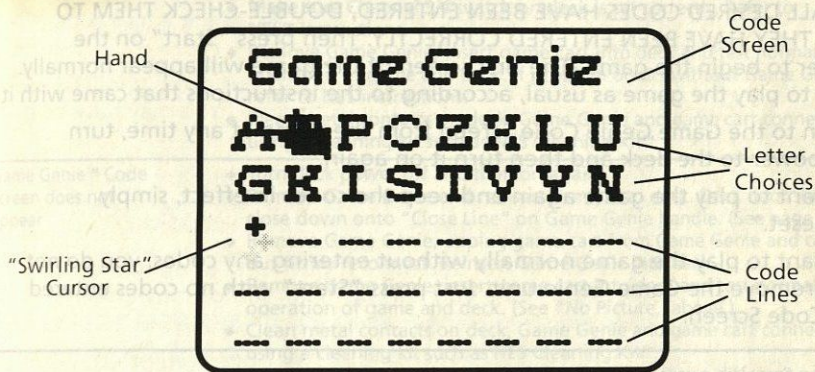


FIGURE 7

Note: If you are using a special controller and are having difficulty entering Game Genie codes, use the standard controller that came with your Nintendo® deck to enter the codes, and then replace it with the special controller to play the game. If you are using a light gun, plug it into Port 2 and your controller into Port 1. Use the controller to enter codes and the light gun to play the game.

- 3) Move the hand to point to the first Letter Choice of the code by pressing UP, DOWN, LEFT and RIGHT on the control pad.
- 4) PRESS THE "A" BUTTON TO ENTER THE LETTER ON THE CODE LINE. The "swirling star" cursor will move to the next space on the Code Line. Continue in this way until all the code letters have been entered. You have now entered the first code.
- 5) The completed Code Line will dim, and the "swirling star" will move to the first space on the next Code Line.
- 6) Repeat this procedure to enter up to three codes, if desired.

Correcting Mistakes

- 1) If you make a mistake and enter the wrong letter, press the "B" button to delete the last letter entered. Then enter the correct letter as described in steps 3 and 4 in the previous section.
- 2) Or, you can move the cursor (the "swirling star") to any previously entered letter on the Code Lines by moving the hand down to the Code Line, pointing the hand at the letter you want to change, and pressing the "A" button. The letter you want to replace will be highlighted. Then you can enter a new letter by moving the hand back up to the desired Letter Choice and pressing "A" again. Repeat this procedure to change any other entered letters.

3) To return to the space in the Code Line where you were, move the hand back to the space, press "A" to highlight the space, and then move the hand back up to the Letter Choices to continue entering codes.

Starting the Game

WHEN ALL DESIRED CODES HAVE BEEN ENTERED, DOUBLE-CHECK THEM TO ENSURE THEY HAVE BEEN ENTERED CORRECTLY. Then press "Start" on the controller 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.

To return to the Game Genie Code Screen from the game at any time, turn off the power to the deck and then turn it on again.

If you want to play the game again and keep the codes in effect, simply press "Reset."

If you want to play the game normally without entering any codes, you do not have to remove the Game Genie unit. Just press "Start" with no codes entered on the Code Screen.

If You Have Problems with Codes. . .

Every effort has been made to test and verify each code listed in this book. However, 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 shut off the power to the game deck and turn it back on again to bring up the Code Screen.

- ◆ Double-check to make sure you enter 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 entering them in a different order or trying a new combination of codes.
- ◆ Entering passwords and Game Genie codes together may cause problems in some games.
- ◆ Start the game again.

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

If you come across a code or combination of codes that causes an interruption or other undesired effect in a game, 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. Your observations can help us to improve future editions of the Codebook.

Game Genie Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

Troubleshooting Guide

PROBLEM

REMEDY

No picture	<ul style="list-style-type: none"> ◆ Make sure TV and Nintendo® deck are plugged in. ◆ Make sure TV and deck are turned on. ◆ Make sure TV and deck are connected properly. Refer to NES™ instructions. ◆ Make sure Channel 3/4 switch on deck is set correctly. Refer to NES™ instructions. ◆ Remove Game Genie, insert game cart into deck and test normal operation of game and deck. If problem occurs without Game Genie, refer to NES instructions. ◆ Clean metal contacts on deck, Game Genie and game cart connectors using a cleaning kit such as NES Cleaning Kit™.
Game Genie™ Code Screen does not appear	<ul style="list-style-type: none"> ◆ Turn deck power off and then on again. ◆ Remove Game Genie and reinsert firmly into deck. Deck door should close down onto "Close Line" on Game Genie handle. (See page 7.) ◆ Remove Game Genie, unplug game cart from Game Genie and carefully but firmly reconnect. Reinsert Game Genie into deck. ◆ Remove Game Genie, insert game cart into deck and test normal operation of game and deck. (See "No Picture," above.) ◆ Clean metal contacts on deck, Game Genie and game cart connectors using a cleaning kit such as NES Cleaning Kit™. ◆ Game may be incompatible with Game Genie. Play a different game.
No picture or Code Screen some of the time	<ul style="list-style-type: none"> ◆ Dirty contacts. Clean metal contacts on deck, Game Genie and game cart connectors using a cleaning kit such as NES Cleaning Kit. ◆ Poor connection of Game Genie, game cart and/or deck. Repeat connection procedures.
Hard to push Game Genie into game cart	<ul style="list-style-type: none"> ◆ This is normal, especially when Game Genie is new, and WILL NOT HARM THE GAME CART.
"Scraping" noise when pushing Game Genie into deck chamber	<ul style="list-style-type: none"> ◆ This is normal, especially when Game Genie is new, and WILL NOT HARM THE GAME DECK.
Hard to push Game Genie into deck chamber	<ul style="list-style-type: none"> ◆ This is normal. Push the Game Genie into the deck firmly. After several times, you will get the hang of it.
Game "freezes," stops, or interrupts	<ul style="list-style-type: none"> ◆ Problem code. WILL NOT HARM GAME. Turn power off and on and re-enter codes. If using a single code, choose another code. If using 2 or 3 codes, enter them in a different order, or try a different combination of codes.
Unintended effect that does not interrupt game	<ul style="list-style-type: none"> ◆ Problem code. WILL NOT HARM GAME. Either continue play or turn power off and on and re-enter codes. If using a single code, choose another code. If using 2 or 3 codes, enter them in a different order, or try a different combination of codes.
Any other problem	<ul style="list-style-type: none"> ◆ Call GAME GENIE HELPLINE for assistance at 1-513-868-8835.

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 to enhance game play and add to your enjoyment.

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 example codes in the manual to create effects you might enjoy.

Nintendo, NES and NES Cleaning Kit are trademarks of Nintendo of America Inc.

- ◆ If you are making small changes to existing codes, it is best to leave the same number of letters in the code.
- ◆ You can also program codes by simply using random letters. The best results are obtained when you make up codes of 6 letters.
- ◆ Using 3 codes at a time makes it more likely to get an effect, but it's a more difficult way to program random codes, since it's harder to tell which code is making the effect happen.
- ◆ Most codes of the proper length will have some effect, but often it will be such a small change that you will not even 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 off the power and turn it on again, and then 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 either the **first** or **second** letter of the code. Using Method #2, you change either the **first** or **last** letter of the code.

You can also combine both methods if you wish.

Method #1 and Method #2 will work best on **single codes**, when the effect of the code you wish to change has **numbers** in it (for example, number of lives, number of bullets, number of weapons, number of seconds or minutes on the timer).

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 below 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 turn off the power and turn it on again, and then program different codes to play.

Method #1

Using Method #1, you change either the **first** or **second** letter of the original code. First try changing the first letter and write down the new code. Then try changing the second. Then try changing both the first and second at the same time.

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**.

The farther apart two letters are in the table, the bigger the change in the effect will be. For example, in Table 1, changing **A** to **Y** will make a bigger difference than changing **A** to **Z**. In Table 2, changing **V** to **O** will make a bigger difference than changing **V** to **S**.

Table 1 A P Z L G I T Y

EXAMPLE: If the first or second letter of the code is **P**, you can change it to **A, Z, L, G, I, T** or **Y**. Try them all!

Table 2 E O X U K S V N

EXAMPLE: If the first or second letter of the code is **U**, you can change it to **E, O, X, K, S, V** or **N**. Try them all!

SAMPLES FOR METHOD #1: The Game Genie™ example Code 6 for **Super Mario Bros.**™ Game is **A P Z L G K**, which allows Mario™ to jump higher when he's not running. Using Method #1, look up the first letter (**A**) in the tables. In Table 1, you find the **A**. One of the letters you can substitute for **A** is **L**.

Original code **A P Z L G K** Using Table 1 **L P Z L G K**

Then look up the second letter, **P**. You find **P** in Table 1 also. **G** is one of the letters you can substitute for **P**.

Original code **A P Z L G K** Using Table 1 **A G Z L G K**

Try combining these last two examples. See what you get!

Super Mario Bros. and Mario are trademarks of Nintendo of America Inc.

The Game Genie™ example Code 3 for **Snake, Rattle 'N' Roll**™ Game is **EPNNVXTT**, which allows you to slow down the timer. Using Method #1, look up the first letter, **E**, in the tables. In Table 2, you find the **E**. One of the letters you can substitute for **E** is **X**.

Original code **E P N N V X T T** Using Table 2 **X P N N V X T T**

Then look up the second letter, **P**. You find **P** in Table 1. **Z** is one of the letters you can substitute for **P**.

Original code **E P N N V X T T** Using Table 1 **E Z N N V X T T**

Try combining the last two examples. See what you get!

Snake, Rattle 'n' Roll is a trademark of Nintendo of America Inc.

Method #2

In Method #2, you change either the **first** or **last** letter of the original code. First try changing the first letter. Then try changing the last. Then try changing both the first and last at the same time.

How to use the table: Find the letter you want to change in the table and change it to the letter on its right.

Table 3

A can be changed to E	G can be changed to K
E can be changed to A	K can be changed to G
P can be changed to O	I can be changed to S
O can be changed to P	S can be changed to I
Z can be changed to X	T can be changed to V
X can be changed to Z	V can be changed to T
L can be changed to U	Y can be changed to N
U can be changed to L	N can be changed to Y

EXAMPLES: If the first letter of the code is **O**, you can change it to **P**. If the last letter of the code is **Y**, you can change it to **N**.

SAMPLES FOR METHOD #2: Go back to Game Genie™ sample Code 6 for **Super Mario Bros.™** Game, **A P Z L G K**. Looking up the first letter, **A**, you see that **A** can be changed to **E**.

Original code **A P Z L G K** Using Table 3 **E P Z L G K**

Looking up the last letter, **K**, you see that **K** can be changed to **G**.

Original code **A P Z L G K** Using Table 3 **E P Z L G G**

Try combining these last two examples. See what you get!

And, using both Methods #1 and #2, you could come up with a code like:

Original code **A P Z L G K** Using both methods **Z P Z L G G**

See if you can figure out how this one was done!

Super Mario Bros. is a trademark of Nintendo of America Inc.

Let's go back to the Game Genie™ example Code 3 for **Snake, Rattle 'N' Roll™** Game, **E P N N V X T T**. Look up the last letter, **T**. You find that **T** can be changed to **V**.

Original code **E P N N V X T T** Using Table 3 **E P N N V X T V**

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 different types of codes you can use to change game-play features with Game Genie™ video game enhancer. 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 code or codes.



Ammunition



Energy/
Food/
Fuel



Extra
Continues/
Credits



Handicap



Infinite Lives



Invincibility/
Protection



Keep Weapons/
Equipment/
Power-Ups



Lives



Magic!



In-Game
Money/
Currency



Mega Power
(and sometimes
Infinite Lives)



Super
Mega Power



Speed



Super Flying



Super/Mega
Jumping



Timer



Weapons/
Equipment







World, Level
and Stage
Warps



Mystery/Weird/
Special/Defies
Categories

1942™ Game

1942™ is a great game, but what if your friend isn't as good as you are? The Game Genie™ can provide the answer. Why not give one player more lives than the other? '42 Codes 6 and 7 will let you do this. You can also use '42 Codes 2 and 3 to change the number of lives you have in a one-player game. Have fun!



'42 CODE	KEY IN ...	EFFECT ...	
1	PASIOALE	Both players start with 9 rolls	
2	IESUTYZA	Player 1 starts with 9 lives	
3	AESUTYZE	Player 2 starts with 9 lives	
4	IAKUUAZA	After continue, player 1 has 6 lives in 2-player game	
5	AAKUUAZE	After continue, player 1 has 9 lives in 2-player game	
6	IASUOAZA	Player 2 has 6 lives in 2-player game	
7	AASUOAZE	Player 2 has 9 lives in 2-player game	

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time.

1942 is a trademark of Capcom USA, Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

1943™ Game

Aw, come on! I could really use a few more points to power up my P-38... whatsa? The Game Genie™ has the answer? Why yes, yes it does! Just use '43 Codes 1 through 3 to choose how many points you want. And of course now that you're a bit more "beefed up," you'll want to warp to the later levels. Just use '43 Codes 4 through 7 to do that!



'43 CODE	KEY IN ...	EFFECT ...	
1	ZESNLLLE	10 power points	
2	GOSNLLLA	20 power points	
3	TOSNLLLE	30 power points	
4	AEVYZLAE	Start on mission 5	
5	ZOVYZLAA	Start on mission 10	
6	GOVYZLAE	Start on mission 15	
7	TXVYZLAA	Start on mission 20	

Remember, you can program your own codes! '43 Codes 1 through 3 might make good codes to try your programming luck on!

1943 is a trademark of Capcom USA, Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

3D Worldrunner™ Game

We thought that WorldRunner™ may want a little help if he's going to liberate 8 planets today... 3D Code 8 should give you a competitive advantage. Also, try 3D Code 9 to save wearing out your thumb.

3D CODE	KEY IN ...	EFFECT ...	
1	AEUOLTPA	Infinite lives	
2	PEUPPTLA + PLVOLTLL	Start with 1 life	
3	TEUPPTLA + TLVOLTLL	Start with 6 lives	
4	PEUPPTLE + PLVOLTLU	Start with 9 lives	

5	XSUPZGVG	Freeze timer
6	NNXOYGEK	Slow down timer
7	AVXOYGEG	Speed up timer
8	AEUOVIGA	Start with and keep laser missiles
9	OXUONISX	Autofire
10	XZEAU00Z + PAEAKPAA + VAEASPSA	Start on world 2
11	XZEAU00Z + ZAEAKPAA + VAEASPSA	Start on world 3
12	XZEAU00Z + LAEAKPAA + VAEASPSA	Start on world 4
13	XZEAU00Z + GAEAKPAA + VAEASPSA	Start on world 5
14	XZEAU00Z + IAEAKPAA + VAEASPSA	Start on world 6
15	XZEAU00Z + TAEAKPAA + VAEASPSA	Start on world 7



You can use up to three codes each time you play, but mixing codes with opposite effects will not work—like 3D Codes 6 and 7.

3D WorldRunner and WorldRunner are trademarks of Acclaim Entertainment, Inc.

720 Degrees™ Game

To be really good at this game you need to practice—lots! Why not try 720 Code 1 for a while, and when you are ready, play with no codes at all to see if you are a better skater. You don't have to remove the Game Genie™ to play with no codes at all—just press START without entering any codes.

720 CODE	KEY IN...	EFFECT...
1	SZUYASVK	Infinite continues
2	PEKKLZLE	9 continues
3	TEKKLZLA	6 continues
4	PEKKLZLA	No continues, instead of usual 2
5	GEKKYZAA	Start with all equipment
6	ZEKKYZAA	Start with half equipment
7	XVXGGXSX + OXXGIXTE + ZEXGTZZA	Start on level 2
8	XVXGGXSX + OXXGIXTE + LEXGTZZA	Start on level 3
9	XVXGGXSX + OXXGIXTE + GEXGTZZA	Start on level 4






Remember that you can pick'n'mix your codes! You can enter up to THREE single codes at one time, or one triple-code like 720 Code 7.

720 Degrees is a trademark of Atari Games Corp. Used by Mindscape Inc. under license.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

8 Eyes™ Game

EYE Codes 1 and 2 will help keep you safe from those nasty nuclear mutants, and EYE Codes 3 and 4 give you a nice head start. EYE Codes 5 and 6 used together make a very powerful combination that should teach those Dukes™ a thing or two.





EYE CODE	KEY IN ...	EFFECT ...	
1	GXOUSUSE	Most attacks won't damage Orin™	
2	GXNGNOSE	Most attacks won't damage Cutrus™	
3	AGVXGXZY	Start with more energy—Orin	
4	AGVXIXYZ	Start with more energy—Cutrus	
5	YZVXTZAE	Start game with some item power	
6	GXSLKVSE	Never lose item power once gained	
7	VTOVNTVA	Start game with dagger	

Remember that you can pick'n'mix your codes—you can enter up to THREE separate EYE Codes at the same time.

8 Eyes, Dukes, Orin and Cutrus are trademarks of Taxan USA Corp.

Abadox - The Deadly Inner War™ Game

Special instructions: Enter your choice of codes on the Code Screen and press the START button. The screen will turn grey—but don't worry—just press the RESET button and the game will start. Game Genie™ can give you extra lives with ABAD Codes 2 thru 4. You'll also be able to look at the later levels with ABAD Codes 5 thru 9. For more difficulty, try ABAD Code 10 and see if you can still cut it.


ABAD CODE	KEY IN ...	EFFECT ...	
1	AESGTTZA	Start with 1 life	
2	IESGTTZA	Start with 6 lives	
3	AESGTTZE	Start with 9 lives	
4	SXSGAYVG	Infinite lives	
5	ZANGKGPA	Start at level 2	
6	LANGKGPA	Start at level 3	
7	GANGKGPA	Start at level 4	
8	IANGKGPA	Start at level 5	
9	TANGKGPA	Start at level 6	
10	ZEVLTPA	Speed up the whole game	

Remember, pick'n'mix for the best trix. Enter up to THREE separate codes at one time.

Abadox: The Deadly Inner War is a trademark of Natsume. Used by Milton Bradley Company under license. Game Genie is a trademark of Lewis Galoob Toys, Inc.

Adventure Island II™ Game

Some excellent codes here to help Master Higgins™ in this great new adventure! Of course, there's infinite lives and infinite energy. There's also ISL2 Code 7 to make that skateboard easier to ride. And now you can skate backwards too! ISL2 Code 9 stops you from losing energy bars when you crash into things like rocks and walls. It really comes in handy for exploring those caves! There's plenty more codes too, so choose your favorites and go for it, Islanders!

ISL2 CODE	KEY IN ...	EFFECT ...	
1	PEXVAALA	1 extra life	
2	TEXVAALA	6 extra lives	
3	PEXVAALE	9 extra lives	

4	SXNLOKVK	Infinite lives
5	APSKVTAA	Start with more energy
6	SZUIGEVK	Infinite energy
7	AENZTPAZ	Reversible skateboard
8	ALKXAAAZ	Faster running
9	AAKSEYZA	Don't lose energy from hitting objects
10	SXSUAOSU + GEXULGPA	Higher jump



Remember that you can pick'n'mix your codes.

Adventure Island II and Master Higgins are trademarks of Hudson Soft USA, Inc.

Adventures In The Magic Kingdom™ Game

MAGIC Codes 1 thru 8 let you alter the cost of any of the option screen items, making the game harder or easier to suit your ability. MAGIC Code 9 lets you have items for free! And MAGIC Code 13 stops you from losing your lives in the 'attractions'.

MAGIC

CODE KEY IN . . .

1	LAKUTGTA	'Life' costs less
2	GAKUTGTE	'Life' costs more
3	GAKUYKAA	'Freeze' costs less
4	YAKUYKAE	'Freeze' costs more
5	IASLAKZA	'Invincible' costs less
6	GPSLAKZA	'Invincible' costs more
7	TASLPKGA	'Life Up' costs less
8	APSLPKGE	'Life Up' costs more
9	GXELLXSN + AAXUAXGY	All items for free!
10	PEVEIALA	Start with 1 life
11	TEVEIALA	Start with 6 lives
12	PEVEIALE	Start with 9 lives
13	SXKYUOVK	Never lose a life in 'attractions'
14	NYKULZKU	More 'Freeze' time
15	AGKULZKL	Less 'Freeze' time
16	EGSUYXGL	More 'Invincible' time
17	SZSTGVVK	Infinite candles
18	EYKVNKXN	Mega-jump



Remember that you can pick'n'mix your codes.

Adventures In The Magic Kingdom is a trademark of The Walt Disney Company. Used by Capcom USA, Inc. under license.

The Adventures of Bayou Billy™ Game

You can help your Cajun friend in his adventures by giving him more lives and/or more energy. You can have infinite lives with BILL Code 1, or infinite energy with BILL Code 2. You can also start at

refer to pages 10 and 11 for instructions. If you still have problems, call 1-513-868-8835.

whatever level you like by using BILL Codes 6 thru 12—but since they each take three codes, you can't use any others at the same time!

BILL CODE	KEY IN ...	EFFECT ...
1	GZOVLLVG	Infinite lives
2	PEKVIZYA + SXOOUKVK	Infinite energy
3	AAETAGZA	Start with 1 life
4	IAETAGZA	Start with 6 lives
5	AAETAGZE	Start with 9 lives
6	PAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 2
7	ZAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 3
8	LAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 4
9	GAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 5
10	IAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 6
11	TAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 7
12	YAEVZGAA + UYEVGKPU + AAEVAGGA	Start on level 8



Remember that you can pick'n'mix your codes! You can enter any of the level warps (BILL Codes 6 thru 12) alone, or a mixture of the other BILL Codes.

The Adventures of Bayou Billy is a trademark of Konami Inc.

Adventures of Dino-Riki™ Game

There are lots of Game Genie™ codes for Dino-Riki™—look down the list. You have stage warps, extra lives, infinite lives, and extra life hearts. The star code for this game is DINO Code 8, which makes sure that he starts off as Macho-Riki™ and stays that way regardless of what happens. Try RIKI Codes 1 and 5 together to see all of the game in one session.

DINO CODE	KEY IN ...	EFFECT ...
1	SZEETTVG	Start with infinite lives
2	AESEPGZA	Start with 1 life
3	IESEPGZA	Start with 6 lives
4	AESEPGZE	Start with 9 lives
5	SZUENZVG	Start with infinite life hearts
6	GESEIGZA	Start with 4 life hearts
7	AESEIGZE	Start with 8 life hearts
8	VKEAPISA	Start Macho (big), stay Macho
9	VVEAPISA	Start as Macho-Riki
10	IEVASPIG	Once Macho, stay Macho
11	TKSAAGSA + ZEKEIGAA	Start on stage 2-1
12	TKSAAGSA + GEKEIGAA	Start on stage 3-1
13	TKSAAGSA + TEKEIGAA	Start on stage 4-1
14	TKSAAGSA + AEKEIGAE	Start on stage 4-2
15	TKSAAGSA + ZEKEIGAE	Start on stage 4-3
16	TKSAAGSA + GEKEIGAE	Start on stage 4-4



Remember, you can program your own codes! DINO Codes 2 through and 4 and 6 and 7 might make good codes to try your programming luck on!

Adventures of Dino-Riki, Dino-Riki and Macho-Riki are trademarks of Hudson Soft USA, Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Adventures of Lolo™ Game

You can make the game harder or easier by using LOL Codes 2 or 3, or you can explore the game with LOL Code 1.

LOL CODE	KEY IN ...	EFFECT ...
1	SXOPSPVG	Infinite lives
2	PEKPOAIA	1 life for Lolo
3	PEKPOAIE	9 lives for Lolo



Remember, you can program your own codes! LOL Codes 2 and 3 might make good codes to try your programming luck on!

Adventures of Lolo is a trademark of HAL America, Inc.

Adventures of Lolo 2™ Game

Your little friend Lolo™ can start the game with a few magic shots in hand by using LOLO Codes 5 and 6. You can also use LOLO Code 7 to make sure that you never lose your magic shots—the game forgets to count how many you've used, so in effect you have infinite magic shots!

LOLO CODE	KEY IN ...	EFFECT ...
1	GZXPVLVG	Infinite lives
2	PESPXPPIA	Start with 1 life
3	ZESPXPPIE	Start with 10 lives
4	YESXPPIE	Start with 15 lives
5	ZAEPSZAA	Start with 2 magic shots
6	GAEPSZAA	Start with 4 magic shots
7	GXNXUAVG	Never lose magic shots
8	GEUPKPAA	Start at world 5
9	PEUPKPAA	Start at world 10
10	TEUPKPAA	Start at world 15
11	LOUPKPAA	Start at world 20
12	AOUPKPAA	Start at world 25
13	IOUPKPAA	Start at world 30







Remember that you can pick'n'mix your codes—you can enter up to THREE separate LOLO Codes at the same time.

Adventures of Lolo 2 and Lolo are trademarks of HAL America, Inc.

Adventures of Tom Sawyer™ Game

There are lots of brilliant codes for this great game! You can use TOM Codes 2 thru 7 to even out a game where one player is better than the other, or to give Tom a better chance of saving Becky. You can also save the repetition of replaying stages by using TOM Codes 9 thru 18 to go straight to the stage you want!






TOM CODE	KEY IN ...	EFFECT ...	
1	VZOGPGVG	Infinite Toms	
2	PEUZIALA	Player 1 starts with 1 Tom	
3	PANXLLLA	Player 2 starts with 1 Tom	
4	TEUZIALA	Player 1 starts with 6 Toms	
5	TANXLLLA	Player 2 starts with 6 Toms	
6	PEUZIALE	Player 1 starts with 9 Toms	
7	PANXLLLE	Player 2 starts with 9 Toms	
8	IAXGTSZA	Only 5 T's lost from skulls	
9	OGSZZSVU	Start at the river—Player 1	
10	KISZZSVL	Start in the forest—Player 1	
11	NISZZSVU	Start in the house—Player 1	
12	XTSZZSVU	Start in the sky—Player 1	
13	SYSZZSVL	Start in the cave—Player 1	
14	ZEEZALPA + AEEXZLLE	Start at the river—Player 2	
15	LEEZALPA + IEEXZLLE	Start in the forest—Player 2	
16	GEEZALPA + ZOEXZLLA	Start in the house—Player 2	
17	IEEZALPA + YOEXZLLA	Start in the sky—Player 2	
18	TEEZALPA + GOEXZLLE	Start in the cave—Player 2	




Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time, or one double-code (like TOM Code 14) and one single code (like TOM Code 1).

Adventures of Tom Sawyer is a trademark of SETA USA, Inc.

Air Fortress™ Game

You can have an infinite amount of Beam Bullets™ to help complete the game (FORT Code 6), as well as being able to vary the amount of lives you start with—from 1 life (FORT Code 2) to infinite lives outside the fortress (FORT Code 1), which can change the playability of the game quite a bit. If you have lost the passwords or can't reach the later levels, then use FORT Codes 7 thru 12.

FORT CODE	KEY IN ...	EFFECT ...	
1	SZUPKGVG	Infinite lives outside fortress	
2	PAVPKZLA	Start with 1 life	
3	TAVPKZLA	Start with 6 lives	
4	PAVPKZLE	Start with 9 lives	
5	GXXKSIST + GXNKNIST	Don't take damage inside fortress	
6	AAKPSTPA	Infinite Beam Bullets	
7	XZSOXXPZ + PASOUZYA + VASOKZSA	Start on level 2	
8	XZSOXXPZ + ZASOUZYA + VASOKZSA	Start on level 3	
9	XZSOXXPZ + LASOUZYA + VASOKZSA	Start on level 4	
10	XZSOXXPZ + GASOUZYA + VASOKZSA	Start on level 5	





- | | | | |
|----|--------------------------------|----------------------|---|
| 11 | XZSOXXPZ + IASOUZYA + VASOKZSA | Start on level 6 |  |
| 12 | XZSOXXPZ + TASOUZYA + VASOKZSA | Start on level 7 | |
| 13 | APKZNGIA | Pick up double bombs |  |
| 14 | YYNXUZGV + YNEZEZGV | Pick up extra energy |  |

Remember, you can program your own codes! FORT Codes 2 through 4 might make good codes to try your programming luck on!

Air Fortress and Beam Bullets are trademarks of HAL America, Inc.

Airwolf™ Game

It takes more than guts . . . a few Game Genie™ codes, perhaps? Even a supersonic jet copter can use a few more missiles—try WOLF Codes 5 thru 9 for truly awesome firepower. The one that we found most useful in this game is WOLF Code 4, which makes the game start at the last level you reached!

WOLF CODE	KEY IN . . .	EFFECT . . .	
1	PAUGVILA	Start with 1 life	
2	TAUGVILA	Start with 6 lives	
3	PAUGVILE	Start with 9 lives	
4	PVXKKKLI	Start at last mission reached	
5	TPVAPXYE	Start with 30 missiles	
6	IZVAPXYE	Start with 45 missiles	
7	GXSZAPVG	Start with infinite missiles	
8	IEVAISYA	Sets missiles to 5 when you refuel	
9	TOVAISYE	Sets missiles to 30 when you refuel	





Remember that you can pick'n'mix your codes! You can enter up to THREE different WOLF Codes at one time.





Airwolf is a trademark of Universal City Studios, Inc. Used by Acclaim Entertainment, Inc., under license.

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

Alien Syndrome™ Game

You have a long list of Game Genie™ codes that enable you to add variety and challenge to this mega-game. SYND Codes 1 and 2 will take the time pressure off you, while SYND Codes 5, 6 and 7 give you a competitive advantage. Not to mention all these others . . .

SYND CODE	KEY IN . . .	EFFECT . . .	
1	SZUNYXVK	Infinite time	
2	GUONPPLL	Set timer to 440	
3	PAOGPIGA	Both players—1 life	
4	AAOGPIGE	Both players—8 lives	
5	PAVKGIAA	Start with flame thrower	
6	ZAVKGIAA	Start with fireball	
7	LAVKGIAA	Start with laser	









8	AEEKXONY	Don't lose life when shot or touched	
9	AANGVXNY	Don't lose life from falling down holes	
10	PEXGGLGA	1 life after continue	
11	AEXGGLGE	8 lives after continue	
12	PENNELAP + KUNNXLAA + LENNULAZ	Start on round 2	
13	ZENNELAP + KUNNXLAA + LENNULAZ	Start on round 3	
14	LENNELAP + KUNNXLAA + LENNULAZ	Start on round 4	
15	GENNELAP + KUNNXLAA + LENNULAZ	Start on round 5	
16	IENNELAP + KUNNXLAA + LENNULAZ	Start on round 6	
17	TENNELAP + KUNNXLAA + LENNULAZ	Start on round 7	

Remember, you can program your own codes! SYND Code 2 might make a good code to try your programming luck on!

Alien Syndrome is a trademark of Sega Enterprises Ltd.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Alpha Mission™ Game

Keep up the pressure in this exciting shoot'em up—for mega-power use ALFA Codes 5 and 12 together. Also, ALFA Codes 1, 6 and 12 together are pretty powerful . . . try 'em!






ALFA CODE	KEY IN . . .	EFFECT . . .	
1	SXSPYZVG	Infinite lives	
2	PASATLLA	Start with 1 life	
3	TASATLLA	Start with double lives	
4	PASATLLE	Start with triple lives	
5	NYKAYLLE	Start with all weapons available	
6	GZNAILSA	Keep power up after death	
7	GZNAYLSA	Keep energy after death	
8	GAEOUEAA	Thunder uses 25% normal energy	
9	TEXLPTZA	Triple energy gained on 'E' pick-up	
10	ZEULGTGA	Less energy lost on 'Bad E' pick-ups	
11	SZEGGASA	Shield doesn't use energy	
12	IZNAEGSA	You can re-use weapon after selecting	

Remember that you can pick'n'mix your codes! You can enter up to THREE different ALFA Codes at one time.

Alpha Mission is a trademark of SNK Corp. of America

Amagon™ Game

Even the most decorated marine sometimes needs a little backup—these codes can give you a little more in the way of firepower (look at AMA Codes 6 thru 9), just to make sure those monsters don't get you! The star code for this game, however, is AMA Code 4, which gives Amagon™ infinite mega-power!


AMA CODE	KEY IN ...	EFFECT ...	
1	AAXGNYP A	Start with infinite lives	
2	PEOVIZGA	Start with 1 life	
3	AEOVIZGE	Start with 8 lives	
4	GZSZIZSP	Infinite mega-power	
5	PEOVVPZGA	Start with no bullets!	
6	YEOVPZGA	Start with 600 bullets	
7	AAVYLTPA	Start with infinite bullets	
8	PAVKUIZA	Gain 10 bullets on pick-up	
9	LAVKUIZA	Gain 30 bullets on pick-up	

Remember that you can pick'n'mix your codes! You can enter up to THREE different AMA Codes at one time.

Amagon is a trademark of American Sammy Corporation.

Archon™ Game






These codes give you the advantage over the computer player by allowing you free movement on the chessboard. ARC Code 1 lets your ground travelers move anywhere you want. ARC Code 2 is for your fliers and teleporters. In a two-player game, both you and your friend will have the use of these ARC Codes to battle each other.

ARC CODE	KEY IN ...	EFFECT ...	
1	AASSIEUT	Unrestricted ground movement	
2	AAKIGAGA	Unrestricted flying movement	

Archon is a trademark of Free Fall Associates and Electronic Arts.

Arkanoid™ Game

ARK Codes 1 thru 4 give you the usual life codes, including infinite lives. For a more challenging game, choose ARK Codes 11 and 12. But the best codes to check out here are definitely ARK Codes 5 thru 10—they let you megawarp direct to your favorite level! Note that using these warping codes may become a little confusing as the level number will be displayed in HEXADECIMAL!

ARK CODE	KEY IN ...	EFFECT ...	
1	PAOPUGLA	Player 1 start with 1 life	
2	TAOPUGLA	Player 1 start with 6 lives	
3	PAOPUGLE	Player 1 start with 9 lives	
4	OZNEATVK	Infinite lives, players 1 & 2	
5	IAOONGPA	Player 1 start at level 5	
6	ZAOONGPE	Player 1 start at level 10	
7	YAOONGPE	Player 1 start at level 15	
8	GPOONGPA	Player 1 start at level 20	
9	PPOONGPE	Player 1 start at level 25	
10	TPOONGPE	Player 1 start at level 30	
11	SXNAIAAX	No bat enhancement capsules	
12	SXVATAAX	No lasers	

Pick'n'mix your codes. Try ARK Codes 1 and 12 for a more difficult game.
 Arkanoïd is a trademark of Taito Corporation.

Arkista's Ring™ Game

For Arkista's Ring™ we have RING Code 4 for infinite lives and RING Code 8 for infinite energy! RING Codes 5 and 6 let you start with more or fewer hearts, making the game harder or easier to suit your style. And for plenty of extra continues, check out RING Code 9.

RING CODE	KEY IN ...	EFFECT ...
1	PAKETILA	1 life
2	TAKETILA	6 lives
3	PAKETILE	9 lives
4	SZULXKVK	Infinite lives
5	ZAKATIIA	Start with fewer hearts
6	PAKATIIIE	Start with more hearts
7	LAEPYSYA	Less damage from powerful monsters
8	GZOPTIST	Infinite energy
9	IPUAGSLA	20 continues
10	TAUAGSLA	5 continues



Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time.
 Arkista's Ring is a trademark of American Sammy Corp.

Astyanax™ Game

Lots of Game Genie™ codes for good 'ole Astyanax™—for a big advantage, why not pick out triple lives, a weapon power boost and the ability to keep your weapons after dying to start with? ASTY Codes 6, 9 and 10 should do the trick!

ASTY CODE	KEY IN ...	EFFECT ...
1	AUEKGUAP	Infinite spell energy
2	SZUGTISA	Infinite life energy
3	AZKAVZGO	Double life and spell energy
4	AEUEUGZA + AASAXZZA	Start with 1 life
5	IEUEUGZA + IASAXZZA	Start with double lives
6	AEUEUGZE + AASAXZZE	Start with triple lives
7	PAKEKZAA	Start with Blast Spell
8	ZAKEKZAA	Start with Bind Spell
9	GPKAXZGA	Start with extra weapon power
10	SZUGEUVK	Keep weapons after death



Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time, or one double-code (like ASTY Code 6) and one single code (like ASTY Code 3).

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

Athena™ Game

I wish I had more time, I wish I had more lives, I wish I had more energy! The Game Genie™ can grant you these three wishes and give Athena™ the power to go farther than ever before! Look down the list, pick out a few codes, then try them! On the other hand, some advanced players may want to make Athena more challenging—try ATH Codes 1 and 8 together and see how well you do!

ATH CODE	KEY IN ...	EFFECT ...
1	AEKNLPZA	Start with 1 life
2	IEKNLPZA	Start with 6 lives
3	AEKNLPZE	Start with 9 lives
4	GZUZLISA	Don't take any damage (after first 2 units)
5	AXKNYOGA	Start with energy boost
6	AAULLYPA	Freeze timer
7	YASVAYIA	Start with extra time
8	GASVAYIA	Start with less time



Remember that you can pick'n'mix your codes—you can enter up to THREE separate ATH Codes at the same time.

Athena is a trademark of SNK Corp. of America.

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

Back to the Future™ Game

Game Genie™ is here to help get Marty™ out of the 50's and back to his own time—before it's too late! Try BACK Code 2 to start with 8 lives, or BACK Codes 3 thru 6 for extra help in some of those tricky situations. Even with the Delorean, he may get pressed for time—check out BACK Code 7 to make time stand still!

BACK CODE	KEY IN ...	EFFECT ...
1	PEXEGAGA	Start with 1 life
2	AEXEGAGE	Start with 8 lives
3	SZKEGOVK	Never lose a life in Hill Valley game
4	SXOELOVK	Never lose a life in Cafe game
5	SXKALOVK	Never lose a life in School game
6	SXVELOVK	Never lose a life in Dancing Hall game
7	AVVOUZZS	Disable all timers



Remember that you can pick'n'mix your codes. For the best effect enter THREE codes at once!

Back to the Future and Marty are trademarks of Universal City Studios Inc. Used by LIN Toys, Ltd. under license.

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

Back to the Future II & III™ Game

FUTURE Codes 1 and 2 give you plenty of extra lives and FUTURE Codes 4 and 5 give you extra nuclear fuel! For rapid-fire shots, check out FUTURE Code 7. And to keep your shots after losing a life or continuing, see FUTURE Code 8.

FUTURE CODE	KEY IN ...	EFFECT ...
1	ZAXKZZPA	20 lives
2	LAXKZZPA	30 lives
3	SXXELOVK	Infinite lives
4	ZAXKYZPA	20 nuclear fuel units
5	LAXKYZPA	30 nuclear fuel units
6	GZEEPZST + GZOEZZST	Infinite fuel
7	PEKASEPO	Quicker shots
8	GZKAKGSA	Keep shots



Remember that you can pick'n'mix your codes.

Back to the Future II & III is a trademark of Universal City Studios Inc. Used by LJN Toys, Ltd. under license.

Bad Dudes™ Game

You've got to be bad in Bad Dudes™! If you're not bad enough then maybe you need BAD Code 5. If you're not bad at all then you badly need BAD Code 7! But seriously, if you're already quite good at Bad Dudes, then try using BAD Code 6 to give yourself a fighting chance.

BAD CODE	KEY IN ...	EFFECT ...
1	SZNKASVK	Infinite lives
2	GXOKASVK	Infinite continues
3	PENXYZLA	Start with 1 life and 1 continue
4	TENXYZLA	Start with double lives and continues
5	PENXYZLE	Start with triple lives and continues
6	PESAIYIE	Gain double usual energy from drinks
7	APEETPEY	Become completely invincible!



Remember that you can pick'n'mix your codes! You can enter up to THREE Game Genie™ codes at one time.

Bad Dudes is a trademark of Data East USA, Inc.

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

Bad Street Brawler™ Game

It's a real zoo out there—if you want to nail those no-gooders properly, here's a few Game Genie™ codes that let you do just that! BRAW Code 1 is the obvious choice if you want to explore the whole game. Why not try one of the level warp codes (BRAW Codes 5 thru 7) instead?

BRAW CODE	KEY IN ...	EFFECT ...
1	OZOIYPVK	Infinite lives
2	PAXITALA	Start with 1 life
3	TAXITALA	Start with 6 lives
4	PAXITALE	Start with 9 lives
5	GEUZZYAA	Start on level 5
6	PEUZZYAE	Start on level 10
7	TEUZZYAE	Start on level 15



8	YENIZNZE	Increase energy
9	SZOITNVK	Don't die at time out



Remember that you can pick'n'mix your codes! You can enter up to THREE different BRAW Codes at one time.

Bad Street Brawler is a trademark of Mattel, Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Balloon Fight™ Game

Here's a few codes to enhance this brilliantly playable game. As well as the usual infinite lives code, we also have a handful of level warps, and a couple of more interesting codes (check out LOON Codes 5 and 6).

LOON CODE	KEY IN . . .	EFFECT . . .
1	SUNNIZVI	Infinite lives
2	AENYPPZA	Start with 1 life
3	IENYPPZA	Start with 6 lives
4	AENYPPZE	Start with 9 lives
5	PEUYTLZA	Start with only one balloon
6	AVXTNYKA	Balloons are unburstable
7	GENNIPAA	Start on level 5—2 players only
8	PENNIPAE	Start on level 10—2 players only
9	TENNIPAE	Start on level 15—2 players only



Remember that you can pick'n'mix your codes! You can enter up to THREE different LOON Codes at one time.

Balloon Fight is a trademark of Nintendo of America Inc.

Batman™ Game

For Batman™ you get all the regular Game Genie™ codes to change the number of lives (and you thought he was invincible!), as well as some more interesting ones. You can use BAT Code 5 to make picking up the hearts really worthwhile . . . and if you call yourself a REAL game player, try using BAT Codes 2 and 8 together—good luck!

BAT CODE	KEY IN . . .	EFFECT . . .
1	SZUGGTVG	Infinite lives
2	AESKKGZA	Start with 1 life
3	IEESKKGZA	Start with 6 lives
4	AESKKGZE	Start with 9 lives
5	GEEPOTPA	Extra energy on heart pick-up
6	GZNOUGST	Infinite pellets after pick-up
7	GPSPXVZA	Double usual pellets on pick-up
8	IASPVXZA	Half usual pellets on pick-up







Remember that you can pick'n'mix your codes—you can enter up to THREE separate BAT Codes at the same time.

Batman is a trademark of DC Comics Inc. Used by Sun Corporation of America under license.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Battle of Olympus™ Game

You can try some interesting codes here. OLY Code 1 will make the game more difficult, and OLY Codes 2 thru 7 will give you an advantage.




OLY CODE	KEY IN ...	EFFECT ...	
1	AAUGPAAO	Start with less stamina	
2	AZUGPAAP	Start with more stamina	
3	GXSSNAS	Keep stamina	
4	PAUGYAAA + GZUKGASA + GZUKTASA	Start with Staff of Fennel™	
5	ZAUGYAAA + GZUKGASA + GZUKTASA	Start with Sword	
6	LAUGYAAA + GZUKGASA + GZUKTASA	Start with Divine Sword™	
7	AAEGOZZA	Start with Sandals of Hermes™	

Remember that you can pick'n'mix your codes! You can enter up to THREE single codes at one time, or one triple-code (like OLY Code 4).

Battle of Olympus, Staff of Fennel, Divine Sword and Sandals of Hermes are trademarks of Broderbund Software Inc.

Bigfoot™ Game










Ever wanted the really best engine, but just couldn't afford it? Well FOOT Code 5 makes engines half price! With FOOT Codes 5 thru 12 you can change the price of all the car parts. If two of you are playing and you're not quite evenly matched, FOOT Code 2 gives player 1 a big advantage—he or she gets all of player 2's nitros!

FOOT CODE	KEY IN ...	EFFECT ...	
1	SUKXVUVS	Infinite nitros	
2	VTVUYOVN + SZVUAOSE	Player 1 gets player 2's nitros	
3	NNKXXLGV	Longer nitro boost	
4	AXKXXLGT	Shorter nitro boost	
5	GEKAOKAA	Engines are half price	
6	PEKAOKAE	Engines cost more	
7	LEKAXGTA	Tires are half price	
8	PEKAXGTE	Tires cost more	
9	ZEKAUGGA	Transmission work is half price	
10	AEKAUGGE	Transmission work is double price	
11	PEKAKGZA	Suspension is half price	
12	TEKAKGZA	Suspension is triple price	

Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time.
Bigfoot is a registered trademark of Acclaim Entertainment, Inc.

Bionic Commando™ Game

Bionic Commando™ is an excellent game! You can start the game with your 3-way gun if you use BIO Code 6, and then you can use BIO Code 11 for an autofire feature!




BIO CODE	KEY IN . . .	EFFECT . . .	
1	SZNUIYVG	Infinite lives in main game	
2	SXUEZPVG	Infinite lives in sub-game	
3	AAUGSZZA	Start with 1 life	
4	IAUGSZZA	Start with double lives	
5	AAUGSZZE	Start with triple lives	
6	VGKKNXUK	Start with 3-way gun	
7	LAUKOZAA + XTUKUXVU	Start with 3 life energy capsules	
8	SXSTYNVK	Don't take damage from bullets and collisions	
9	VTNZXVVK	Don't take damage from spikes	
10	SZUOAOVK	Don't take damage from bullets and collisions in sub-game	
11	XYXUOOEN	Autofire—main game	
12	AAKUOOZA	Use with BIO Code 11 for improved autofire with normal gun	

Remember that you can pick'n'mix your codes! You could try using BIO Codes 11 and 12 together to give brilliant autofire with your normal gun.

Bionic Commando is a trademark of Capcom USA, Inc.

Blades of Steel™ Game

Combine STEEL Code 1—faster timer—with STEEL Code 5—faster puck—and you'll have one frantic game on your hands! And for the best chance of winning fights, be sure to check out STEEL Code 3—it limits you to one punch each, and you always get to punch first!


STEEL CODE	KEY IN . . .	EFFECT . . .	
1	GEUGTTYA	Faster timer	
2	GOUGTTYA	Slower timer	
3	PAXZLGIA	Players can take only one punch	
4	AAOSSAAZ	Player with puck doesn't slow down	
5	OXETPTSX + AEETZTEX	Faster puck	




Remember that you can pick'n'mix your codes.

Blades of Steel is a trademark of Konami Inc.

Blaster Master™ Game

These Game Genie™ codes can help you beat the monsters in the sewers! As you know, you normally start off with no weapons at all, but using MAST Codes 8 thru 10 you can alter the game to start off with a selectable number of each special weapon.

MAST CODE	KEY IN . . .	EFFECT . . .	
1	SZUGYIVG	Infinite lives	










2	AAEGZLZA	Start with 1 life	
3	IAEGZLZA	Start with 6 lives	
4	AAEGZLZE	Start with 9 lives	
5	GZSOEEVK	Infinite homing missiles	
6	GXKPEOVK	Infinite Thunderbreaks™	
7	GXSOVXVK	Infinite multi-warheads	
8	IAEKPLAA	Start with 5 of each weapon	
9	ZA EKPLAE	Start with 10 of each weapon	
10	YAEKPLA	Start with 15 of each weapon	

Remember that you can pick'n'mix your codes! You can enter up to THREE different MAST Codes at one time.

Blaster Master and Thunderbreaks are trademarks of Sun Corporation of America.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Bomberman™ Game

Here's a fistful of excellent codes for Bomberman™ fans! Be sure to check out BOMB Code 4, which stops the timer. You'll also get extra blasting power with BOMB Codes 12 thru 14, extra time to get out of the way of exploding bombs with BOMB Code 15, or you can play 'chicken' and reduce your escape time with BOMB Code 16. You can also have a 'Demo Start', or become immune to blasts or even walk through walls. Just take your pick!

BOMB CODE	KEY IN . . .	EFFECT . . .	
1	SXP KAG	Infinite lives	
2	AEZKLL	Start with 1 life	
3	PEZKLU	Start with 10 lives	
4	SZIGAT	Stop timer	
5	VPKGKG	Decrease time	
6	VYKGKG	Increase timer	
7	ZELGYU	Start on stage 10	
8	GOLGYL	Start on stage 20	
9	TOLGYU	Start on stage 30	
10	AXLGYU	Start on stage 40	
11	ZULGYL	Start on stage 50	
12	AXKKALAP	Start with double power bomb blasts	
13	AUKKALAP	Start with triple power bomb blasts	
14	EEKKALAP	Start with maximum power bomb blasts!	
15	NYXKUIE X	Increase bomb detonation time	
16	AYXKUIE Z	Reduce bomb detonation time	
17	XZEGNIVZ + PAEKEIGN	Use up to 9 bombs	

- | | | |
|----|---------------------|---|
| 18 | OXEKVPSX + AESKNKTA | Start with and keep remote controller |
| 19 | GXEKLGSA | Never lose remote controller after pick-up |
| 20 | AESKGUIZ | Demo start—start with remote controller, bigger bombs and more bombsboy |
| 21 | OXVGITSX | Immune to bomb blasts |
| 22 | OZNNKPNK + AEEGEYPA | Walk through walls |



Remember that you can pick'n'mix your codes. BOMB Codes 3 and 10 are a good combination to try!
Bomberman is a trademark of Hudson Soft USA, Inc.

Boulderdash™ Game

DASH Code 3 gives you extra lives and DASH Code 9 extends the time you have to complete each level. But remember that the quicker you finish, the higher you score! DASH Code 8, on the other hand, gives you a lot LESS time to finish—a challenge to any Boulderdash™ player!

DASH CODE	KEY IN . . .	EFFECT . . .
--------------	--------------	--------------

- | | | |
|----|----------|------------------------|
| 1 | SLEZXTVI | Infinite lives |
| 2 | PAKIELLA | 1 life |
| 3 | TAKIELLA | 6 lives |
| 4 | PAKIELLE | 9 lives |
| 5 | PEOXEYLA | 1 life after continue |
| 6 | TEOXEYLA | 6 lives after continue |
| 7 | PEOXEYLE | 9 lives after continue |
| 8 | YOSGXNYU | Speed up timer |
| 9 | NNSGXNYU | Slow down timer |
| 10 | SXSGSYAX | Stop timer |



Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time.
Boulderdash is a registered trademark of First Star, Inc. Used by Data East Corporation under license.

A Boy and His Blob™ Game








Having trouble with your Blob™? A few more jellybeans (BLOB Code 4) would probably come in handy. You can also change the game in a 'bigger' way—you can become indestructible with BLOB Code 7, or experience the 'Fast Play' mode with BLOB Code 6.

NOTE FOR BLOB CODE 7: In the underwater section, if you lose a life you may not be able to call your Blob, and therefore become trapped. If this happens, just reset and start again.

BLOB CODE	KEY IN . . .	EFFECT . . .
--------------	--------------	--------------

- | | | |
|---|--------------------|--------------------------------------|
| 1 | AAULNGIA | 1 life only |
| 2 | ZAULNGIE | Double lives |
| 3 | GXXEOPVG | Infinite lives |
| 4 | SZLXKSU + YYXLUGEY | Gives 101 of all starting Jellybeans |
| 5 | AAVKIPPA | Infinite Jellybeans |












6	SXEEZAAX	Fast play	
7	AVOGAE0Z	Invincible	
8	AVOPVGEI	Never take damage from enemies	
9	APEUUIAA	Gives 10 Orange Jellybeans	
10	AONUSGAA	10 Lime Jellybeans	
11	OONLOGZN	99 Licorice Jellybeans	
12	AUNLUGIP	Double Strawberry Jellybeans	
13	TUNLNKAP	Double Cola Jellybeans	
14	AKNUOGGX	Double Cinnamon Jellybeans	
15	GXNUUGZP	Double Apple Jellybeans	
16	AVNUNGAL	Double Vanilla Jellybeans	
17	ZPELNITA	Double Ketchup Jellybeans	
18	AONLSGTE	Triple Coconut Jellybeans	
19	APELUITE	Triple Rootbeer Jellybeans	
20	APEUSIAA	10 Vitamin A for Vita-Blaster™	
21	APEUNIAA	10 Vitamin B for Vita-Blaster	
22	APOLOIAA	10 Vitamin C for Vita-Blaster	

Remember, you can program your own codes! BLOB Codes 9, 10 and 11 through 22 might make good codes to try your programming luck on!

A Boy and His Blob, Blob and Vita-Blaster are trademarks of Absolute Entertainment, Inc.

Breakthru™ Game

If you're a Breakthru™ expert, but your friend isn't, then why not use THRU Code 3 to give yourself 1 life, and THRU Code 8 to give 9 lives to player 2. That should even things out nicely... and, of course you could use THRU Code 13 at the same time to get things going with a bang!

THRU CODE	KEY IN ...	EFFECT ...	
1	GZUKYPVG	Infinite lives for both players	
2	GZKSLZVG	Freeze weapon timer	
3	PEUKPZLA	Player 1 start with 1 life	
4	PEKGGZLA	Player 2 start with 1 life	
5	TEUKPZLA	Player 1 start with 6 lives	
6	TEKGGZLA	Player 2 start with 6 lives	
7	PEUKPZLE	Player 1 start with 9 lives	
8	PEKGGZLE	Player 2 start with 9 lives	
9	ZANKLZPA	Start game on level 2	
10	LANKLZPA	Start game on level 3	
11	GANKLZPA	Start game on level 4	
12	IANKLZPA	Start game on level 5	



Remember that you can pick'n'mix your codes! You can enter up to THREE different THRU Codes at one time.

Breakthru is a trademark of Data East USA, Inc.

Bubble Bobble™ Game

Have you ever wondered what the later levels in this brilliant bubble-blowing bonanza look like? Now you're free to investigate as far as you can, with a few extra lives and a warp to a higher level! Try BUB Code 3 and BUB Code 7 together to see what we mean. BUB Code 13 will boost your bubble power and BUB Code 14 lets you zoom thru the levels with a handy pair of turbo shoes!

BUB CODE	KEY IN . . .	EFFECT . . .
1	PAUKEZLA	Both players start with 1 life
2	TAUKEZLA	Both players start with 6 lives
3	PAUKEZLE	Both players start with 9 lives
4	ZAUGEZPE	Start game on level 10
5	PPUGZPE	Start game on level 25
6	ZLUGEZPA	Start game on level 50
7	LGUGEZPE	Start game on level 75
8	ZAOGOLGA	Skip only 2 levels
9	ZAOGOLGE	Skip 10 levels
10	ZANEAGPA + NNEEAKVN	Monsters move faster
11	LANEAGPA + NNEEAKSN	Monsters move super fast
12	LANEIGZA + SNEEIKVN	Angry monsters move faster
13	AAULSPP	Lots of bubble power
14	AANSIGTA + AESIPGTA	Always wear turbo shoes



Remember that you can pick 'n'mix your codes!

Bubble Bobble is a trademark of Taito America Corporation

The Bugs Bunny™ Birthday Blow Out™ Game

To help Bugs™ make it to his birthday party, why not try out some of these great codes? BUGS Code 1 gives you infinite lives. BUGS Code 2 gives you mega-jump, which really helps when you're trying to reach those carrots. And BUGS Code 3 boosts your energy when you find hearts.

BUGS CODE	KEY IN . . .	EFFECT . . .
1	SZVIGKVK	Infinite lives
2	LAOANZTE	Mega-jumping Bugs
3	AEOPZGE	Two hearts of energy gained on pick-up
4	PEOPZGA	Less energy gained on pick-up
5	ATNZALAL	Stunned for longer
6	IPNZALAL	Stunned for less time
7	AASAKOTL	Use hammer when stunned



Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time. Bugs Bunny and Bugs are trademarks of Warner Bros. Inc.

Bugs Bunny™—The Bugs Bunny Crazy Castle™ Game

As well as the usual infinite lives and level warps, we've got a really ace code (BUGS Code 5) that'll make gamers the world over very grateful—check it out! But if you've already beaten the game, then try BUGS Codes 6 and 7—they'll make it much more challenging.

BUGS CODE	KEY IN ...	EFFECT ...
1	SZOKGPVG	Start with infinite lives
2	PAUGPAIA	Start with 1 life
3	ZAUGPAIE	Start with 10 lives
4	PXXTGGEN + PXXTAGAO	Start with super rabbit punches
5	GXETZZEI	Become invincible
6	GXKGZZEY	Baddies go as fast as Bugs Bunny™
7	GASGAAPA	Make platforms invisible!
8	SZOKGAAX + PEXYVYAE	Start on level 10
9	SZOKGAAX + LOXYVYAA	Start on level 20
10	SZOKGAAX + IOXYVYAE	Start on level 30
11	SZOKGAAX + YXXYVYAA	Start on level 40



Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one double-code (like BUGS Code 4) and one single code (like BUGS Code 2).

Bugs Bunny and The Bugs Bunny Crazy Castle are trademarks of Warner Bros. Inc. Used by Kemco Seika Corp. under license.

Bump'n'Jump™ Game

You can completely change the playability of Bump'n'Jump™ with these codes. With BUMP Code 1, you'll always be able to jump, and if you combine it with BUMP Code 3, you can jump no matter what speed you're going, too!

BUMP CODE	KEY IN ...	EFFECT ...
1	AAVPNLGP	Jump OK, even with no power
2	ZAUAIPA	Gain double power on every pick-up
3	AGVONLAA	Jump OK at any speed
4	PANPNLIE	Set jump OK speed to 190
5	LANPNLIA	Set jump OK speed to 130
6	GEOAGGAA	Start on scene 5
7	PEOAGGAE	Start on scene 10
8	TEOAGGAE	Start on scene 15



Remember that you can pick'n'mix your codes! You can enter up to THREE different BUMP Codes at one time.

Bump'n'Jump is a trademark of Data East USA, Inc.

Burai Fighter™ Game

BURA Codes 1 thru 3 give you a whole load of extra lives. If that's not enough, BURA Code 4 gives you infinite lives on ALL levels! To give your weapons a power boost, try BURA Codes 5 thru 7. And if you want to keep hold of ALL your fighting aids, including weapons, speed ups and rotating pods, be sure to check out BURA Code 14—it's the best!

BURA CODE	KEY IN . . .	EFFECT . . .	
1	PEOLATIE	Extra lives for Eagle level	
2	AEOLPTGE	Extra lives for Albatross level	
3	TEOLZTLA	Extra lives for Ace level	
4	VNOTENVK	Infinite lives	
5	LAXTPPA	More power for weapons	
6	ZAXTPPE	Maximum power for weapons	
7	PASVTPZE	Increase cobalt power picked up	
8	VTVNIPSA	Start with laser	
9	VTNYPPSA	Start with rotating pod	
10	OUVNAXOO	Never lose weapon power	
11	KXNYLZSA	Never lose speed up	
12	KXVNYZSA	Never lose weapons	
13	KXNPYZSA	Never lose rotating pod	
14	AVVNLXOZ	Never lose ANYTHING!	

Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time.

Burai Fighter is a trademark of Taxan USA Corp.

BurgerTime™ Game

BURG Code 5 is a clever one—Peter Pepper™ gets a shiny new pair of anti-gravity shoes! As well as platforms and ladders, your little chef will be able to walk on thin air! For the BurgerTime™ experts out there in gaming land, we have a Game Genie™ code to make things move a little faster—BURG Code 7.

BURG CODE	KEY IN . . .	EFFECT . . .	
1	SZSTVAVI	Start game with infinite lives	
2	AASGKLGE	Start game with 8 lives	
3	SLKIZYVI	Start game with infinite peppers	
4	APVGSLIA	Start game with double peppers	
5	GZVIAZEI	Anti-gravity shoes	
6	YPESOUGO	Peter Pepper gets super speed	
7	SZKNNIAX	Fast play for experts	
8	SXVSSXSU	Monsters always move slowly	
9	SXVSSXSU + GOVSVXAO	Monsters move at double speed	
10	SXVSSXSU + YOVSXAO	Monsters move at quadruple speed	

refer to pages 10 and 11 for instructions. If you still have problems, call 1-513-868-8835.

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time, or one double-code (like BURG Code 10) and one single code (like BURG Code 6).
 BurgerTime and Peter Pepper are trademarks of Data East USA, Inc.
 Game Genie is a trademark of Lewis Galoob Toys, Inc.

Cabal™ Game

Blasty your way thru Cabal™ with your choice of lives, grenades and immunity time. You can go for a really tough game with CAB Codes 2, 8 and 9, or else you could combine CAB Codes 3, 6 and 10, and the enemy won't stand a chance!

CAB CODE	KEY IN ...	EFFECT ...
1	UNUOTTNN	9 lives for players 1 and 2
2	UNUOTTNY	1 life for players 1 and 2
3	GXEZZVI	Infinite lives
4	KYVEOZUY	Start with 20 grenades
5	NYVEOZUY	Start with 50 grenades
6	AEUXSIPA	Infinite grenades
7	GAVXNGGE	Pick up more grenades
8	ZAVXNGGA	Pick up less grenades
9	AKOPLZEG	Shorter immunity
10	NNOPLEK	Longer immunity



Remember that you can pick'n'mix your codes. Enter up to THREE separate codes at one time.
 Cabal is a trademark of Fabtek, Inc.

Captain Skyhawk™ Game

Here are some excellent Game Genie™ codes! HAWK Codes 7 thru 9 let you adjust your missile armament to make the game easier or harder. HAWK Code 4 gives you extra lives, bombs and credits. HAWK Codes 10 thru 12 can make the game more difficult by doubling the cost of the missiles; you'll still see the original price on the screen, but you'll have to pay more!

HAWK CODE	KEY IN ...	EFFECT ...
1	OZKAIGVK	Infinite lives
2	PEUITIA	Start with 1 life
3	ZEUITIE	Start with 10 lives
4	AEVIGITP	Mega start
5	OZXPZVK	Infinite Maverick missiles
6	OXXKPVGVK	Infinite Hawk bombs
7	LESITITA	Start with half Hawk bombs
8	GOSITITA	Start with 20 Hawk bombs
9	AESSIZE	Start with 8 Phoenix and Maverick missiles
10	GENXKGZA	Double cost of Hawk bombs
11	GAXZKIZA	Double cost of Phoenix missiles
12	ZAOZEIIE	Double cost of Maverick missiles



Remember that you can pick'n'mix your codes. Enter up to THREE separate codes at one time.

Captain Skyhawk is a trademark of Milton Bradley Company.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Castle of Dragon™ Game

Get off to a mega start with CAST Code 10 for super fighting power! Use CAST Code 2 to make the action a bit more frantic, or use CAST Code 1 to put those scary skeletons in a good mood for a change! Have fun.

CAST CODE	KEY IN ...	EFFECT ...
1	PEVPULAP	Stop skeletons from fighting
2	GEOGYZPA	Enemies and you each fight faster!
3	ZPSLONLP	Super strong monsters
4	SZVUSNVK	No harm from most monster attacks
5	YNOLSYAE	Infinite energy
6	NYXKLAGL	Super energy
7	ZAXGLAAA	Start with knives
8	LAXGLAAA	Start with knives and mace
9	EAXGLAAA	Start with armor
10	UAXGLAAA	Start with armor, knives and mace!



Remember that you can pick'n'mix codes. Enter up to THREE separate codes at one time.

Castle of Dragon is a trademark of Seta, USA, Inc.

CastleQuest™ Game

Among the many Game Genie™ codes for CastleQuest™, we have some that will give you extra lives and better swordsmanship. QUEST Code 8 can't be used alone—it must be used in conjunction with QUEST Code 7, and will give you a brilliant permanent sword-wielding ability!

QUEST CODE	KEY IN ...	EFFECT ...
1	SXKAVIVG	Infinite lives
2	ATXSATEY	Infinite keys
3	LKUZZZU	75 lives instead of 50
4	POUZZZU	25 lives instead of 50
5	SXFNKLVG	Don't lose life from 'reset' or 'back' options
6	SZOEIUVK	Use sword (press 'B') as long as you like
7	XXOAZGYA	Now you can move while using sword ...
8	IAEELYP	Must use with Code 7 for permanent sword-wielding ability!
9	GAXEGIZA + GAUEGIZA	Supercharged speed-up
10	AAXEGIZE + AAUEGIZE	Turbo fuel-injected 16-valve speed-up



refer to pages 10 and 11 for instructions. If you still have problems, call 1-513-868-8835.

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one double-code (like QEST Code 9) and one single code (like QEST Code 1).

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

CastleVania™ Game

Wouldn't CastleVania™ be a little easier if you had all the time in the world? Well CAS Code 7 will give you just that. In the meantime, CAS Code 8 lets you hang on to your weapons after you've lost a life, and CAS Code 9 gives you rapid firepower. Why not have some friends over for a CastleVania exploring party?

NOTE: You may notice some extra flicker on the screen. Try pressing the RESET button to clear it.

CAS CODE	KEY IN . . .	EFFECT . . .	
1	OXNGLZVK	Infinite lives	
2	KZSSEZKA + KXESUZKA	Weapons don't use power hearts	
3	PANKXPGA + PANGSAGA	Start with 1 life	
4	AANKXPGE + AANGSAGE	Start with 8 lives	
5	AXOGOPIE	Start with 40 power hearts	
6	ASOGOPIA	Start with 80 power hearts	
7	SXXXYAAX	Infinite time	
8	GZOGYUSE	Keep weapons after losing a life	
9	ZEUTAYAA	Gain rapid fire shots on weapon pick-up	

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one double-code (like CAS Code 4) and one single code (like CAS Code 5).

CastleVania is a trademark of Konami Inc.

CastleVania™ II: Simon's Quest™ Game

Some gamers will have finished this game—for them we have a couple of Game Genie™ gems to make Simon's Quest™ harder; VAN Code 2 gives you only 1 life, while VAN Code 8 gives you less energy to play with. The rest of you should look at VAN Code 1, which is no doubt just what you wanted!

VAN CODE	KEY IN . . .	EFFECT . . .	
1	SZSSYLSA	Infinite energy	
2	PASGLILA	Start with 1 life	
3	TASGLILA	Start with 6 lives	
4	PASGLILE	Start with 9 lives	
5	IZSKZIAI	Start game with 25 hearts	
6	IYSKZIAI	Start game with 75 hearts	
7	AISKTIAL	Start with more energy	
8	AZSKTIAL	Start with less energy	

Remember you can program your own codes! VAN Codes 5 and 6 might make good codes to try your programming luck on!

CastleVania and Simon's Quest are trademarks of Konami Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Chip 'N Dale™ Game

Here's a selection of handy codes for those lovable little detectives! If you want to keep those nasty bulldogs at bay, check out CHIP Code 2. Also try CHIP Code 10—mega-jump—and whiz right over anything that's in your way!

NOTE: Don't use the invincibility code with any of the freeze codes, 'cause you may get 'stuck.' If you do, just press RESET and start again.

CHIP CODE	KEY IN ...	EFFECT ...
1	YAKAYEPA	Invincibility
2	ATUEENSL	Freeze mechanical bulldog
3	AVKAVNSL	Freeze mechanical mice
4	AVOPTESL	Freeze buzzer
5	AVNOLKSL	Freeze buzz bomb
6	AVVPZSSL	Freeze racket-rod
7	ATSOYKSL	Freeze ditz
8	ATSPANSL	Freeze hawk bomber
9	AVVOOUSL	Freeze bouncing boxes
10	ZEXKNPTE	Mega-jump



Remember that you can pick'n'mix your codes. You can enter up to THREE codes at one time!

Chip 'N Dale is a trademark of The Walt Disney Company. Produced by Capcom U.S.A., Inc.

Chubby Cherub™ Game

Sweet little Chubby Cherub™ could do with infinite power—CHER Code 2 gives him just that! You can also shoot your bow as many times as you like if you use CHER Code 11...keep right on flying and find those kids!

CHER CODE	KEY IN ...	EFFECT ...
1	SZEAYZVG	Infinite lives
2	SZEXIYSA	Infinite power
3	AEOAAZZA	Start with 1 life
4	IEOAAZZA	Start with double lives
5	AEOAAZZE	Start with triple lives
6	IEOALZPA + GEOAPZAA	Start on Stage 5
7	ZEOALZPE + PEOAPZAE	Start on Stage 10
8	GEVAKVAA	Half regular power gained from food
9	PENXATZA	Slow down power loss on the ground
10	LENXTVPA	Slow down power loss in the air



- 11 ZANEVSUT
12 AASXOAGE

Infinite Gau™ (shots)
Double Gau (shots) on
candy pick-up



Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one double-code (like CHER Code 7) and one other code (like CHER Code 11).

Chubby Cherub and Gau are trademarks of Bandai America, Inc.

Circus Caper™ Game

CAPE Code 2 boosts your energy back up to full whenever you find food. This comes in very handy, especially on the harder levels. CAPE Code 3 starts you off with a whole host of great weapons and CAPE Codes 5 thru 9 let you start on any level!

CAPE

CODE	KEY IN ...	EFFECT ...
1	GZEYPSSE	Infinite energy
2	AASVNAZA	Full energy from food
3	NNOTNLAE	Start with lots of weapons
4	SUNVOKVS	Infinite weapons
5	ZEVGGA	Start on stage 2
6	LEVGGAPA	Start on stage 3
7	GEVGGA	Start on stage 4
8	IEVGGA	Start on stage 5
9	TEVGGA	Start on stage 6



Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time

Circus Caper is a trademark of Toho Co., Ltd.

City Connection™ Game

Vroom! Vroom! Tokyo, here we come! If you find this game too hard, then here's 10 Game Genie™ codes to help. Don't forget that you can enter up to THREE codes in any order—they'll still work!

CITY

CODE	KEY IN ...	EFFECT ...
1	SZNSTPVG	Infinite lives
2	IEKEYIZA	Start with double lives
3	AEKEYIZE	Start with triple lives
4	SXKPZGVG	Infinite oil
5	AXSAPIIA	Start with extra oil
6	PEKEIIAA	Start on level 1
7	ZEKEIIAA	Start on level 2
8	LEKEIIAA	Start on level 3
9	GEKEIIAA	Start on level 4
10	IEKEIIAA	Start on level 5



Remember that you can pick'n'mix your codes—you can enter up to THREE separate codes into your Game Genie™ at one time!

City Connection is a trademark of Jaleco USA Inc.

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

Clash at Demonhead™ Game

An interesting Game Genie™ code is HEAD Code 6, which arranges things so that once you have bought an item in the super shop, you have an infinite supply of them. Also, look at HEAD Code 7, which causes the shopkeeper to give out freebies! Try just making things a little easier before you leap in by using HEAD Code 1.

HEAD
CODE

KEY IN ...

EFFECT ...

1 VZSULOVV

Don't die when
power hits zero



2 VNNGNUSO

Start with 1 of each item



3 AAKEVGAO + AEVZNPAO + ZAOGXGGA

Start with 50% power



4 APEKVGAO + TAOGXGGA + AOVZNPAO

Start with 150% power

5 AZEKVGAP + AAOGXGGE + AXVZNPAO

Start with 200% power

6 SXKZGSVS

Infinite supply of
all items bought



7 AVUGAGST

All items in shop are free



8 TAUGKGKY + UPUGVKXO

Start with extra cash!



Remember that you can pick'n'mix your codes, but not if you are using HEAD Code 3 thru 5—they each use up the whole Game Genie™ code screen.

Clash at Demonhead is a trademark of Vic Tokai, Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Clu Clu Land™ Game

Clu Clu Land™ can be radically easier by using either CLU Code 1 OR CLU Code 2. But using both would be silly—even a sleeping hedgehog in a wet paper bag could play well using both the codes at the same time! On the other hand, CLU Code 8 makes the game harder by making your rays a lot shorter—you'll have to engage the enemy at close quarters!

CLU
CODE

KEY IN ...

EFFECT ...

1 GXLILL

Both players have infinite lives



2 GZPGSL

Infinite time (stops timer)



3 PAGKGL

Both players start with 1 life



4 APGKGL

Both players start with 10 lives



5 TEYIGL

Increase extra time



6 VTSKPLSA

Player 2 has only 1 life



7 IEVISZZA

Shoot more rays



8 AOVSOZAZ

Shoot shorter rays

9 ASVSOZAZ

Shoot longer rays



10 AASIAYGA

Enemy can go thru gold bars



Remember that you can pick'n'mix your codes!

Clu Clu Land is a trademark of Nintendo of America Inc.

Cobra Command™ Game

We've been tweaking the most advanced Cobra attack helicopter ever built, and we've found that you only have to enter one Game Genie™ code (COCO Code 4) to make it completely immune to damage! The enemy can throw as much heavy weaponry as they like at it, but it won't take any hits... wonder if the USAF is interested?

COCO

CODE

KEY IN ...	EFFECT ...
1 SXUAAOVK	Start with infinite lives
2 AAUVGZGA	Start with 1 life
3 AAUVGZGE	Start with 9 lives
4 GZSSNGST	Become immune to weapon damage



Remember that you can pick'n'mix your codes! Up to THREE separate codes can be entered at one time (but only two will be needed for this game at max).

Cobra Command is a trademark of Data East USA, Inc.

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

Cobra Triangle™ Game

Yippee! A real favorite... lots of brilliantly tricky challenges to complete within strict time limits. TRI Code 2 is great because you can just carry on playing Cobra Triangle™ all night with infinite continues. There's also TRI Code 1 to make sure you never lose your power-ups between lives. Must go now—just gotta have one more try...

TRI

CODE

KEY IN ...	EFFECT ...
1 ENXTPVSA + LEXTZVAX	Never lose your power-ups
2 SZUXZVVK	Infinite continue options
3 SZEVENOVK	Don't lose life for damage
4 SZVTSOVK	Don't lose life for Time Out
5 VVXEAUSE + LOXEPLIP	Gain an extra minute
6 SZEVENOVK + SZVTSOVK	Infinite lives



Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one double-code (like TRI Code 5) and one single code (like TRI Code 4).

Cobra Triangle is a trademark of Rare, Ltd.

Code Name: Viper™ Game












You can change the number of lives with VIPE Codes 1 thru 4. (You may be able to guess what the VIPE Code for 14 lives is from this—look carefully!) You can change your firepower—and that's what the game is all about—with VIPE Codes 6 thru 14. VIPE Code 15 allows you to jump straight to the upper level without the delay of stopping and pressing UP—this could give you the edge.

VIPE

CODE

KEY IN ...	EFFECT ...
1 SZOVKNVK	Infinite lives
2 PENTAGLA	Start with 1 life
3 TENTAGLA	Start with 6 lives
4 PENTAGLE	Start with 9 lives









5	STVPOON + AASOVZPA	Infinite energy	
6	GTETLIZL	Start with double usual bullets	
7	PPETLIZU	Start with half usual bullets	
8	GTOVEYZL	Double usual bullets on new life	
9	PPOVEYZU	Half bullets on new life	
10	VVNVGKSE	Start with machine gun and 256 bullets	
11	VTOTONSE	Machine gun and 256 bullets on new life	
12	GZOTONSE + GZEVNSE	Keep machine gun after dying	
13	AAOXLZPA	Infinite machine gun bullets	
14	AENXZPPA	Infinite bullets for your gun	
15	SXKEVNOU + ONEOYEXN	Upper level jump	

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time, or one double-code (like VIPE Code 15) and one other code (like VIPE Code 13).

Code Name: Viper is a trademark of Capcom USA, Inc.

Commando™ Game

Have you ever wished that Super Joe's™ hand grenades were unlimited? Well, COM Code 2 sees to that—you'll never have trouble with the gates again. If that makes it too easy for you, try instead COM Code 6, which gives you double the usual amount of grenades when you start a game—that should be all the head start you need.


COM CODE	KEY IN ...	EFFECT ...	
1	EZEGNOVG	Start with infinite lives	
2	XVULASXX	Start with infinite grenades	
3	AEKKIILA	Both players start with 1 life	
4	TEKKIILA	Both players start with 6 lives	
5	PEKKIILE	Both players start with 9 lives	
6	AOSGIIIA	Start with double rations of grenades	




Remember that you can pick'n'mix your codes! Up to THREE separate codes can be entered at one time (but only two will be needed for this game at max).

Commando and Super Joe are trademarks of Capcom USA, Inc.

Contra™ Game

We've got some real Game Genie™ goodies for Contra™—CONT Code 2 makes sure that you keep all your weapons between lives, while CONT Codes 4 thru 7 see that you get off to a good start.

CONT CODE	KEY IN ...	EFFECT ...	
1	SLAIUZ	Start with infinite lives	

2	GXIIUX	Keep weapons after losing a life	
3	SLTIYG	Become invincible	
4	PEIIXZ	Start new life with machine gun	
5	ZEIIXZ	Start new life with flame-thrower	
6	LEIIXZ	Start new life with spread gun	
7	GEIIXZ	Start new life with laser	







Remember that you can pick'n'mix your codes! Up to three separate codes can be entered at one time.

Contra is a trademark of Konami Inc.

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

Crystalis™ Game

CRYS Codes 1 and 2 give you gold at the start, so you can buy powerful weapons and equipment in the village before setting out on your quest. CRY Codes 9 and 10 give you free boarding at the Inn and free goods from the shops. You must have enough money to buy what you want, but you won't be charged, so you can come back for more whenever you like!




CRYS CODE	KEY IN ...	EFFECT ...	
1	VVOGUOSE	Start with some gold	
2	NYVSPZGV	First pupil gives you more gold	
3	SXNOVXSE	Magic doesn't use up M.P.	
4	GZEOTGSA	Immune to most damage	
5	AASVVNYA	Immune to poison	
6	AEKTSNYA	Immune to paralysis	
7	TEOTVYGA	Stronger poison	
8	ZEOTVYGA	Weaker poison	
9	SZUOIVSE + SZKPLVSE	Free boarding at Inn	
10	SXVPUOSE + SXVOOOSE	Free items in shops	





Remember, you can enter up to THREE separate codes at one time, or one double code (like CRY Code 9) and one single code (like CRY Code 5).

Crystalis is a trademark of SNK Corp of America.

Cybernoid™ Game

This game is so popular all over the world that we spent a lot of time coming up with this list of Game Genie™ codes. Just have a scan down the list and pick a couple out to customize your game. Most anything a hardened Cybernoid™ player could wish for is here.

CYBE CODE	KEY IN ...	EFFECT ...	
1	SZVZGOVK	Start with infinite lives	
2	NYEATXNY	Start with 1 life	
3	UYEATXNN	Start with 5 lives	
4	AAEATXNN	Start with 18 lives	
5	AZUALZGO + AXEXIPGO	Start with double bombs	
6	GOOZZPZA	20 'genocides' on new life	









7	GPUETZPA + GOOZYPPA	Start new life with 20 shields	
8	GPKAZZIA + GOOXGPIA	Start with 20 seekers and bouncers	
9	SZNPVOVK	Infinite bombs	
10	SXEUSSVK	Infinite 'genocides'	
11	SXOPUSVK	Infinite shields	
12	SZNOLNVK	Infinite seekers	
13	NNOEPPAE	Start with rear laser	
14	GZKZZOSE	Keep rear laser after death	
15	GZKXAOSE + GZKZIOSE	Keep mace after death	

Remember, you can program your own codes! CYBE Codes 2 through 4 might make good codes to try your programming luck on!

Cybernoid is a trademark of Gremlin Graphics, Inc. Used by Acclaim Entertainment, Inc., under license.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Dash Galaxy in the Alien Asylum™ Game

Here's a king-size helping of DASH Codes to help you change the game in a wide range of ways. Why not use DASH Codes 5 and 11 together to practice the higher levels?




DASH CODE	KEY IN . . .	EFFECT . . .	
1	SZVPTOVK	Can't lose lives in rooms	
2	SZUPLOVK	Can't lose lives in elevator shaft	
3	PENPIALA	Start with 1 life	
4	TENPIALA	Start with 6 lives	
5	PENPIALE	Start with 9 lives	
6	NYSXAOAN	Oxygen used up more slowly in shaft	
7	AYXXSNNY	Oxygen used up more quickly in rooms	
8	AAEPZIPIA	Won't take damage from shots and collisions	
9	OZEPOISE + IAEPXSVI	Start on level 5	
10	OZEPOISE + ZAEPXSVS	Start on level 10	
11	OZEPOISE + YAEPXSVS	Start on level 15	
12	OZEPOISE + GPEPXSVI	Start on level 20	
13	VTNSEXSX	Infinite bombs in elevator shaft	
14	VVVXSXSX	Infinite bombs in rooms	
15	VVOSSXSX	Infinite detonators in shafts	
16	VTESNUSX	Infinite detonators in rooms	
17	VTEZIKSX	Infinite keys in shafts	
18	VVOXTOSX	Infinite keys in rooms	

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one double-code (like DASH Code 11) and one single code (like DASH Code 5).

Dash Galaxy in the Alien Asylum is a trademark of Data East USA, Inc.

Days of Thunder™ Game

Some excellent codes to choose from! DAYS Code 3 gives you a turbo boost—you'll reach top speed in half the time. DAYS Code 4 does the same, but better—the other racers won't see through your dust! DAYS Code 6 improves your left-hand cornering so you can now take corners at high speed without being pushed into the barrier.






DAYS CODE	KEY IN ...	EFFECT ...	
1	NYKNIUNO	Start with more fuel	
2	YIKNIUNO	Start with less fuel	
3	SXEYPUSU	Faster acceleration	
4	IEUNLLLA + SXEYPUSU	Maximum acceleration	
5	AAVOEXNY	Tires don't burst	
6	SNXOSKEY	Better left-hand cornering	

Remember that you can pick'n'mix your codes.

Days of Thunder is a trademark of Paramount Pictures. Used by Mindscape Inc. under license.

Deadly Towers™ Game

DEAD Code 5 is an interesting one—when you go to the shop, you can buy whatever you like (as long as you do have enough money to pay for it) and the shopkeeper will forget to take your money! Also, DEAD Codes 3 and 4 magically transform money. Using DEAD Code 3, if you pick up 1 Ludder™, 10 will actually be added to your purse!



DEAD CODE	KEY IN ...	EFFECT ...	
1	LGXELPZU	Start with 75 Ludder	
2	GXSONPST	You won't take any damage	
3	ZEUPKYPE	Pick up 1 Ludder—it becomes 10!	
4	GOUPUYIA	Pick up 5 Ludder—it becomes 20!	
5	GXUGLVON	Shopkeeper forgets to charge you	

Remember that you can pick'n'mix your codes! Up to three separate codes can be entered at one time.

Deadly Towers and Ludder are trademarks of Broderbund Software, Inc.

Defender II™ Game

Defender II™ is another absolutely brilliant arcade classic that gets the full Game Genie™ treatment—try DEF Code 6 for a real challenge, or DEF Code 2 for a real cake-walk. You won't get any more hassle from those Yllabian Space Guppys™ if you use these codes.

DEF CODE	KEY IN ...	EFFECT ...	
1	GXTGEY	Infinite lives	
2	GXYSGI	Infinite smart bombs	

- | | | |
|---|-----------------|--------------------|
| 3 | PELGNY | Start with 1 life |
| 4 | TELGNY | Start with 6 lives |
| 5 | PELGNN | Start with 9 lives |
| 6 | YAZVPG + YETVIL | Super speed |



Remember that you can pick'n/mix your codes! You can enter up to THREE separate codes at one time, or DEF Code 6 and any other DEF Code.

Defender II and Yillabian Space Guppies are trademarks of Williams Electronics Games, Inc. Used by HAL America, Inc., under license.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Defender of the Crown™ Game

Reclaim the Crown and reunite England with the help of Robin Hood and your ever-faithful Game Genie™! Use CROW Codes 3 thru 8 to change the price of men, catapults and castles—the higher the cost, the harder the game will be.

- | CROW
CODE | KEY IN ... | EFFECT ... |
|--------------|------------|-----------------------------------|
| 1 | ZAVVALGO | Only 10 soldiers in your Garrison |
| 2 | AZVVALGO | 40 soldiers in your Garrison |
| 3 | AAEOUPPA | Soldiers for free |
| 4 | LAEOUPPA | Triple the cost of soldiers |
| 5 | GAEOKOAA | Halve the cost of knights |
| 6 | APEOKOAA | Double the cost of knights |
| 7 | YAEOSoya | Halve the cost of catapults |
| 8 | ZAEOVPGO | Halve the cost of castles |



Game Genie programmers will have a lot of fun here. Try adjusting all the codes to suit your every need!

Defender of the Crown is a trademark of Cinemaware Corp.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Demon Sword™ Game

There are loads of Game Genie™ codes for this one! DEM Codes 7 thru 11 warp you thru the levels, while DEM Codes 12 thru 16 can give you a real head start. DEM Code 1 gives you infinite powers and lives, which is just what you need to explore the game fully.

- | DEM
CODE | KEY IN ... | EFFECT ... |
|-------------|---------------------|---------------------------|
| 1 | AESVLTPA | Infinite powers and lives |
| 2 | SXSIYASA | Infinite lives |
| 3 | AEVSUIZA | Start game with 1 life |
| 4 | IEVSUIZA | Start game with 6 lives |
| 5 | AEVSUIZE | Start game with 9 lives |
| 6 | SZKGTSTA | Infinite life energy |
| 7 | PANZLPAA + ATNXAOSA | Start on level 2 |
| 8 | ZANZLPAA + ATNXAOSA | Start on level 3 |
| 9 | LANZLPAA + ATNXAOSA | Start on level 4 |
| 10 | GANZLPAA + ATNXAOSA | Start on level 5 |
| 11 | IANZLPAA + ATNXAOSA | Start on level 6 |



refer to pages 10 and 11 for instructions. If you still have problems, call 1-513-868-8835.

12	XZNZGPSA + VEEZYOSE	Start with 44 red spheres
13	XZNZGPSA + VEEXZOSE	Start with 44 black spheres
14	XZNZGPSA + VANXLOSE	Start with 44 fire spheres
15	XZNZGPSA + VANXTOSE	Start with 44 lightning bolts
16	XZNZGPSA + VEEZPOSE	Start with 44 power beams
17	VTVTAESX	Phoenix ALWAYS rescues you
18	SLNNANSO	Infinite fire/lightning/ power beams on pick up
19	VTNXAOSE	Extra dart strength



Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time, or one double-code (like DEM Code 9) and one single code (like DEM Code 1).

Demon Sword is a trademark of Taito America Corporation.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Destination Earthstar™ Game

If you are already a pro at this game, you could try STAR Codes 1 and 3 together. But if you still need help, never fear—STAR Code 2 gives you more energy and STAR Code 4 gives you infinite lives!

STAR CODE	KEY IN ...	EFFECT ...
1	ISNEUUP	Less energy
2	NNNEUUOO	More energy
3	PAVTXGLA	Start game with 1 life
4	SXVSVIVG	Infinite lives
5	XTNVSNXK	Don't lose special weapon in sub game

Destination Earthstar is a trademark of Acclaim Entertainment Inc.



Dick Tracy™ Game

TRACY Code 1—infinite handgun bullets—gives you a much better chance of survival. TRACY Code 2 gives you double the usual amount of super punches on pick-up and is great when combined with TRACY Code 4—infinite energy. And for super agility, check out TRACY Code 8—mega-jump. It will let you jump right over your enemies and their bullets and across some very large gaps, too!








TRACY CODE	KEY IN ...	EFFECT ...
1	SZXZEOVK	Infinite hand gun bullets
2	GOEPIOZA	More super punches on pick-up
3	SZKZIXVK	Infinite super punches
4	GXVOINSV	Infinite energy
5	AOVOGNAU	Take more damage
6	SXVXZEVK	Infinite machine gun bullets
7	SZEXIXVK	Infinite tear gas
8	KYVZAANY	Mega-jumping Dick Tracy™



Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time. Dick Tracy is a trademark of The Walt Disney Company. Used by Bandai America, Inc. under license.

Dig Dug™ II: Trouble in Paradise™ Game

Now you can play Dig Dug™ II the way YOU want to! We think that DIG Code 7 is the best, but try the codes for yourself to decide.








DIG CODE	KEY IN...	EFFECT...	
1	GZETIZEI	Instant inflate and explode!	
2	PEETOPLA	Start with 1 life—both players	
3	AEETOPLA	Start with 8 lives—both players	
4	SZXLVVV	Never lose lives from touching water	
5	SXVKLVVK	Never lose lives from Fygar's™ flame	
6	SXNIPEVK	Never lose lives from hitting enemies	
7	OZNYPUX + ZANYZLLA	Turbo speed...	

Remember that you can pick'n'mix your codes! You can use DIG Code 7 and any single DIG Code, or up to THREE of the other DIG Codes at the same time!

Dig Dug, Trouble in Paradise and Fygar are trademarks of Namco Ltd.

Dirty Harry™ Game

Well, it's time to make Harry's™ day and yours too, with some helpful Codes to defeat the evil Anaconda™. HARRY Code 4 should be a great help for the ones who need it. HARRY Codes 6 and 7 will adjust the number of bullets your Magnum can use—you can restrict it to make things more difficult, or increase it for more blasting power!









HARRY CODE	KEY IN...	EFFECT...	
1	SXUKOKVK	Infinite lives	
2	PANSIIIA	1 life	
3	ZANSIIIE	10 lives	
4	GXXGXGST	Infinite energy	
5	AEVLIPZA	Maximum energy from Chili Dogs	
6	ZESSTSPO + ZEVIZSPO	Only 10 Magnum Bullets allowed	
7	ZUSSTSPP + ZUVIZSPP	50 Magnum Bullets allowed	

Remember that you can pick'n'mix your codes. You can enter up to THREE separate codes at one time.

Dirty Harry and Anaconda are trademarks of Warner Bros. Inc.

Disney's Duck Tales™ Game

Here are some DUCK Codes to make Uncle Scrooge™ better than the average duck! You can have double strength feathers with DUCK Code 6, or make time stand still with DUCK Code 8. For any gamers that need all the help they can get, using DUCK Codes 1 and 8 together is a must!




DUCK CODE	KEY IN . . .	EFFECT . . .	
1	SXUIEKVK	Infinite lives	
2	ATVVXLEZ	Infinite hit points	
3	AAESULZA	Start with 1 life	
4	IAESULZA	Start with 6 lives	
5	AAESULZE	Start with 9 lives	
6	LAVTNLPA	Lose half normal hit points (in easy game)	
7	ZAXSKLIE + SXNIUKOU + SZNISESU	Double usual time	
8	OVUVAZSV	Freeze timer	

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time or one triple-code (like DUCK Code 7).

Disney's Duck Tales and Uncle Scrooge are trademarks of Walt Disney Company. Used by Capcom USA, Inc., under license

Donkey Kong™ Game










If you are playing the Donkey Kong Classics™ pack, then look at the entry for Donkey Kong Classics (next page). These Game Genie™ codes are for the ORIGINAL version of Donkey Kong™.

DK3 CODE	KEY IN . . .	EFFECT . . .	
1	SXNGOZVG	Infinite lives	
2	PENKNPLA	Start with 1 life	
3	PENKNPLE	Start with 9 lives	

Donkey Kong and Donkey Kong Classics are trademarks of Nintendo of America, Inc.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Donkey Kong 3™ Game

Try to beat the game using 9 lives (DK3 Code 3) before you go for infinite lives (DK3 Code 1). When you've done that, try playing with only 1 life (DK3 Code 2). DK3 Codes 5 thru 7 all improve your shooting power and are great when used together. Want to make bees explode when you shoot them? Try DK3 Code 8—and watch out for flying debris!

DK3 CODE	KEY IN . . .	EFFECT . . .	
1	SZKNOPVI	Start with infinite lives	
2	PEEGITLA	Start with 1 life	
3	PEEGITLE	Start with 9 lives	
4	ZEKKGYEE	Reduce the time for pros	
5	ZAOSZAPA	Normal spray more powerful	
6	ZLOSLAAA	Normal spray longer	
7	AASSYPPA	Spray cuts through baddies	
8	AAKVZALL	Normal bees explode	
9	TEXKVGLA	Speeding Stanley™	

Remember that you can pick'n'mix your codes—why not try DK3 Code 2 and DK3 Code 4 together and see if you can beat your old high score?

Donkey Kong 3 and Stanley are trademarks of Nintendo of America, Inc.

Donkey Kong Classics™ Game







These codes are unique to the games on the Donkey Kong Classics™ pack—if you are playing the pack that has Donkey Kong™ by itself, then look under Donkey Kong (previous page). But as long as you're here, check out CLAS Codes 5 and 11—they let you control your jump, even change direction in mid-air! CLAS Code 13 makes climbing faster to help you escape the baddies, and CLAS Code 14 lets you jump down from the vines with no problem.

IMPORTANT: CODES FOR DONKEY KONG JR.™ ARE ONLY FOR THE DONKEY KONG CLASSICS™ PACK VERSION.









CLAS
CODE KEY IN ...

EFFECT ...

DONKEY KONG™

- | | | | |
|---|----------|------------------------|---|
| 1 | SXYAOP | Infinite lives |  |
| 2 | PETANA | Start with 1 life |  |
| 3 | TETANA | Start with 6 lives |  |
| 4 | PETANE | Start with 9 lives |  |
| 5 | AEVAVSIA | Controllable jump |  |
| 6 | EAKOLSLG | Keep hammer for longer |  |

DONKEY KONG JR.™

- | | | | |
|----|---------------------|-----------------------------|---|
| 7 | SZZGTP | Infinite lives |  |
| 8 | PATLST | Start with 1 life |  |
| 9 | TATLST | Start with 6 lives |  |
| 10 | PATLSV | Start with 9 lives |  |
| 11 | AEKGAUIA | Controllable jump |  |
| 12 | EXSKSGEY + EXUKNGEY | Speed up |  |
| 13 | EAVGVIA | Faster single vine climbing |  |
| 14 | PAXIPAIA | Can fall onto platforms |  |

Remember that you can pick'n'mix your codes!


Donkey Kong Classics, Donkey Kong and Donkey Kong Jr. are trademarks of Nintendo of America Inc.




Double Dragon™ Game

We have a selection of codes to affect the timer in this game—you can do anything from making it count down faster to freezing it altogether. Also, DUB Codes 5 and 6 are good fun if used in a 2-player, head-to-head mode B game—you can give either player an advantage using the relevant code, or make them both super-strong.

DUB
CODE KEY IN ...

EFFECT ...






- | | | | |
|---|----------|----------------------------|---|
| 1 | AAUNYLPA | Freeze the timer countdown |  |
|---|----------|----------------------------|---|

2	AEUTLZZA	Start game with 1 life	
3	IEUTLZZA	Start game with 6 lives	
4	AEUTLZZE	Start game with 9 lives	
5	XTKNXEZK	More energy for player 2 or the CPU	
6	XTKYOEZK	More energy for player 1	
7	AZUYZLAL	Timer will count down fast	
8	APUYZLAL	Timer will count down super-fast	

Remember that you can pick'n'mix your codes! Up to three separate codes can be entered at one time.
Double Dragon is a trademark of Tradewest, Inc.

Double Dragon II: The Revenge™ Game


A wickedly hard game deserves some wickedly clever Game Genie™ codes—and that's just what you've got! You can warp to any mission, including the mysterious Mission 9... The Final Confrontation! Just use DD2 Codes 8 thru 13 to do this. You can also make sure that you never die using DD2 Codes 5 thru 7, or start with 8 lives by using DD2 Codes 1 and 2! Not bad, eh?







DD2 CODE	KEY IN . . .	EFFECT . . .	
1	AASVETGE	Player 1 starts with 8 lives	
2	AAVSTGE	Player 2 starts with 8 lives	
3	PASVETGA	Player 1 starts with 1 life	
4	PAVSTGA	Player 2 starts with 1 life	
5	SZXAYKVS	Never lose lives from falling	
6	SXOANXVS	Never lose lives from low energy	
7	SZVESUVS	Never lose lives from water	
8	LAUTXTAA	Start on mission 4	
9	IAUTXTAA	Start on mission 5	
10	TAUTXTAA	Start on mission 6	
11	PAUTXTAE	Start on mission 7	
12	KAUTXTAE	Start on mission 8	
13	TAUTXTAE	Start on mission 9	
14	NNEVOIAE	Slow down gameplay	

Remember that you can pick'n'mix your codes! You can enter up to THREE separate codes at one time.
Double Dragon II: The Revenge is a trademark of Technos Japan Corporation. Used by Acclaim Entertainment Inc., under license.
Game Genie is a trademark of Lewis Galoob Toys, Inc.

Double Dragon III—The Sacred Stones™ Game

Some great codes here for this mega-difficult game. DD3 Code 1 gives you protection when you get into hand-to-hand combat. DD3 Code 7 makes sure each player's special weapons never run out! And to improve your fighting abilities, be sure to check out DD3 Code 11. It makes your weapons and your punch much stronger and gives you high kick. But be careful, 'cause it makes those end-of-level guardians stronger too!

DD3 CODE	KEY IN . . .	EFFECT . . .	
1	SZUUPAAX	Protection for Billy™, Jimmy™ & Chin™	










2	GVEPXGGI	More energy for Billy & Jimmy	
3	GVEOXKZG	More energy for Ranzou™	
4	ZXEPXGGS	Less energy for Billy & Jimmy	
5	IXEOXKZG	Less energy for Ranzou	
6	ZUEONGGT	Less energy for Chin	
7	AAELIGPA + GZXUPUVS	Infinite 'special' weapons for all	
8	GOOPKGIA	Start with 20 special weapons for Billy, Jimmy & Chin	
9	AXOPKGIE	Start with 40 special weapons for Billy, Jimmy & Chin	
10	AXOONGGO	Start with 40 special weapons for Ranzou	
11	OZVLGASX	More powerful punch and weapon, and high kick!	

Remember that you can pick 'n' mix your codes. You can enter up to THREE separate codes at one time, or one double code (like DD3 Code 7) and one single code (like DD3 Code 11).

Double Dragon III—The Sacred Stones, Billy, Jimmy, Chin and Ranzou are trademarks of Technos Japan Corporation. Used by Acclaim Entertainment, Inc. under license.

Dr. Chaos™ Game

CHAOS Code 1 starts you off with 99 life points and CHAOS Code 3 starts you with the Shield Suit. CHAOS Code 4—mega-jump—lets you jump right over the monsters and also gives you access to some extra rooms! CHAOS Code 6 increases the time you are invincible after touching a monster, and CHAOS Code 7 reduces it, so you can get hit again right away!

CHAOS CODE	KEY IN...	EFFECT...	
1	LTKKVPZL	Start with more energy	
2	PPKKVPZU	Start with less energy	
3	PASKSPAA + ZISKNPGL	Start with Shield Suit	
4	AEEGUZLE	Mega-jump	
5	GXKIKIST	Immune to damage	
6	AKSSKIGP	More invincibility time	
7	GESSKIGP	Less invincibility time	
8	OVKIKISV + PEKISIGY	Take minimal damage	
9	TVOSSITG + AEOSKIYA	Take more damage and Shield Suit has no effect	
10	GZEYEEVK	Infinite pistol bullets	

Remember that you can pick'n mix your codes. You can enter up to THREE separate codes at one time, or one double code (like CHAOS Code 3) and one single code (like CHAOS Code 6).

Dr. Chaos is a trademark of Fujisankei Communications International, Inc.

Dr. Jekyll and Mr. Hyde™ Game

HYDE Code 4 lets you start each game instantly instead of sitting through the presentation sequence, while HYDE code 3 makes sure that you keep all your coins between games, so the total gradually mounts up as you play through a session.