

GAME GENIE(tm) FOR NES(r) CODES

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1. 1942(tm)
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31. Back to the Future(tm)
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33. Bad Dudes(tm)
34. Bad Street Brawler(tm)
35. Balloon Fight(tm)
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38. Batman(tm)
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46. Baseball Stars II(tm)
47. Bee 52(tm)
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49. Best of the Best Championship Karate(tm)
50. Bigfoot(tm)
51. Bignose The Caveman(tm)
52. Bill & Ted's Excellent Video Adventure(tm)
53. Bill Elliott's NASCAR Challenge(tm)
54. Bionic Commando(tm)
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56. Blaster Master(tm)
57. Bomberman(tm)
58. Bonk's Adventure(tm)
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60. Boulderdash(tm)
61. A Boy and His Blob(tm)
62. Bram Stoker's Dracula(tm)
63. Breakthru(tm)
64. BreakTime(tm)
65. Bubble Bobble(tm)
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67. Bucky O'Hare(tm)
68. The Bugs Bunny(tm) Birthday Blow Out(tm)
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70. Bump'n'Jump(tm)
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72. BurgerTime(tm)
73. Cabal(tm)
74. Captain Planet and the Planeteers(tm)
75. Captain Skyhawk(tm)
76. Casino Kid II(tm)
77. Castelian(tm)
78. Castle of Dragon(tm)
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80. CastleVania(tm)
81. CastleVania(tm) II: Simon's Quest(tm)
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83. Chip 'N Dale(tm)
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85. Chubby Cherub(tm)
86. Circus Caper(tm)
87. City Connection(tm)
88. Clash at Demonhead(tm)
89. Cliffhanger(tm)
90. Clu Clu Land(tm)
91. Cobra Command(tm)
92. Cobra Triangle(tm)
93. Code Name: Viper(tm)
94. Commando(tm)
95. Conquest of the Crystal Palace(tm)
96. Contra(tm)
97. Contra Force(tm)
98. Cool World(tm)
99. Crystalis(tm)
100. Cybernoid(tm)
101. Darkwing Duck(tm)
102. Dash Galaxy in the Alien Asylum(tm)
103. Days of Thunder(tm)
104. Deadly Towers(tm)
105. Defender II(tm)
106. Defender of the Crown(tm)
107. Demon Sword(tm)
108. Destination Earthstar(tm)
109. Destiny of an Emperor(tm)
110. Dick Tracy(tm)
111. Die Hard(tm)
112. Dig Dug(tm) II: Trouble in Paradise(tm)
113. Digger T. Rock: The Legend of the Lost City(tm)
114. Dirty Harry(tm)
115. Disney's Duck Tales(tm)
116. Donkey Kong(tm)
117. Donkey Kong 3(tm)
118. Donkey Kong Classics(tm)
119. Double Dragon(tm)
120. Double Dragon II: The Revenge(tm)
121. Double Dragon III--The Sacred Stones(tm)
122. Dr. Chaos(tm)
123. Dr. Jekyll and Mr. Hyde(tm)
124. Dr. Mario(tm)
125. Dragon Power(tm)
126. Dragon Warrior(tm)
127. Dragon Warrior II(tm)
128. Dragon Warrior III(tm)
129. Dragon Warrior IV(tm)
130. DragonStrike(tm)
131. Dragon's Lair(tm)
132. DuckTales 2(tm)
133. Dungeon Magic(tm)
134. Dynowarz--The Destruction of Spondylus(tm)
135. Elevator Action(tm)
136. The Empire Strikes Back(tm)
137. Excitebike(tm)
138. F-15 City War(tm)
139. The Fantastic Adventures of Dizzy(tm)
140. Fantasy Zone(tm)
141. Faria(tm)
142. Faxanadu(tm)
143. Felix the Cat(tm)
144. Final Fantasy(tm)
145. Firehawk(tm)
146. Fist of the North Star(tm)
147. Flight of the Intruder(tm)
148. The Flintstones: The Rescue of Dino and Hoppy(tm)
149. The Flintstones--The Surprise at Dinosaur Peak(tm)
150. Flying Dragon(tm)--The Secret Scroll(tm)

151. Formula One: Built to Win(tm)
152. Fox's Peter Pan and the Pirates(tm)
153. Freedom Force(tm)
154. Friday the 13th(tm)
155. Fun House(tm)
156. G.I. Joe(tm)
157. Galaga(tm) Demons of Death(tm)
158. Galaxy 5000(tm)
159. Gauntlet II(tm)
160. Ghostbusters(tm)
161. Ghostbusters(tm) II
162. Ghosts 'n Goblins(tm)
163. Gilligan's Island(tm)
164. Godzilla(tm)
165. Golga 13(tm): The Mafat Conspiracy(tm)
166. Golga 13(tm)--Top Secret Episode(tm)
167. Goonies II(tm)
168. Gotcha!(tm) The Sport!(tm)
169. Gradius(tm)
170. The Great Waldo Search(tm)
171. Gremlins 2: The New Batch(tm)
172. The Guardian Legend(tm)
173. Guerilla War(tm)
174. Gumshoe(tm)
175. Gyromite(tm)
176. Gyruus(tm)
177. Harlem Globetrotters(tm)
178. Heavy Barrel(tm)
179. Heavy Shreddin'(tm)
180. Hillsfar(tm)
181. Hogan's Alley(tm)
182. Home Alone 2(tm)
183. Hook(tm)
184. Hudson's Adventure Island(tm)
185. The Hunt for Red October(tm)
186. Hydlide(tm)
187. Ice Climber(tm)
188. Ikari Warriors(tm)
189. Ikari Warriors(tm) II: Victory Road(tm)
190. Ikari III: The Rescue(tm)
191. Imagefight(tm)
192. The Immortal(tm)
193. Indiana Jones and the Last Crusade(tm)
194. Indiana Jones and the Temple of Doom(tm)
195. Infiltrator(tm)
196. Iron Tank(tm)
197. IronSword(tm)--Wizards & Warriors(tm) II
198. Isolated Warrior(tm)
199. Ivan "Ironman" Stewart's Super Off-Road(tm)
200. Jackal(tm)
201. Jackie Chan's Action Kung Fu(tm)
202. James Bond Jr.(tm)
203. Jaws(tm)
204. The Jetsons: Cogswell's Caper(tm)
205. Jimmy Connors Tennis(tm)
206. Joe & Mac(tm)
207. Journey to Silius(tm)
208. Joust(tm)
209. Jurassic Park(tm)
210. Kabuki - Quantum Fighter(tm)
211. The Karate Kid(tm)
212. Karnov(tm)
213. Kickle Cubicle(tm)
214. Kid Icarus(tm)
215. Kid Klown(tm)
216. Kid Kool(tm)
217. Kid Niki, Radical Ninja(tm)
218. King's Knight(tm)
219. Kirby's Adventure(tm)
220. Kiwi Kraze(tm)
221. Klax(tm)
222. Knight Rider(tm)
223. The Krion Conquest(tm)
224. Krusty's Fun House(tm)
225. Kung Fu(tm)
226. Kung Fu Heroes(tm)
227. Last Action Hero(tm)
228. The Last Starfighter(tm)
229. Lethal Weapon(tm)
230. Legacy of the Wizard(tm)
231. The Legend of Kage(tm)
232. The Legend of Zelda(tm)
233. Legendary Wings(tm)
234. Legends of the Diamond(tm)

235. Lemmings(tm)
236. Life Force(tm)
237. The Little Mermaid(tm)
238. Little Nemo: The Dream Master(tm)
239. Little Samson(tm)
240. Lode Runner(tm)
241. The Lone Ranger(tm)
242. Low G Man(tm)
243. Mad Max(tm)
244. The Magic of Scheherazade(tm)
245. MagMax(tm)
246. Mappy Land(tm)
247. Marble Madness(tm)
248. Mario Bros.(tm)
249. M.C. Kids(tm)
250. Mechanized Attack(tm)
251. MegaMan(tm)
252. MegaMan 2(tm)
253. MegaMan 3(tm)
254. MegaMan 4(tm)
255. MegaMan 5(tm)
256. Mega Man 6(tm)
257. Mendel Palace(tm)
258. Metal Gear(tm)
259. Metal Mech(tm)
260. Metal Storm(tm)
261. Metroid(tm)
262. Mickey Mousecapade(tm)
263. Micro Machines(tm) The Official Video
264. MIG 29 Soviet Fighter(tm)
265. Mighty Bomb Jack(tm)
266. Mighty Final Fight(tm)
267. Millipede(tm)
268. Milon's Secret Castle(tm)
269. Mission: Impossible(tm)
270. Monopoly(tm)
271. Monster Party(tm)
272. Motor City Patrol(tm)
273. Ms. Pac-Man(tm)
274. M.U.L.E.(tm)
275. M.U.S.C.L.E.(tm)
276. Mystery Quest(tm)
277. Narc(tm)
278. NES Play Action Football(tm)
279. Nigel Mansell's World Championship Racing(tm)
280. A Nightmare on Elm Street(tm)
281. Ninja Crusaders(tm)
282. Ninja Gaiden(tm)
283. Ninja Gaiden II(tm)
284. Ninja Gaiden III The Ancient Ship
of Doom(tm) 120
285. Ninja Kid(tm)
286. North & South(tm)
287. Operation Wolf(tm)
288. P.O.W.(tm)
289. Pac Man(tm)
290. Panic Restaurant(tm)
291. Paper Boy(tm)
292. Paperboy 2(tm)
293. Phantom Fighter(tm)
294. Pin-Bot(tm)
295. Pinball
296. Pipe Dream(tm)
297. Platoon(tm)
298. Popeye(tm)
299. Power Blade(tm)
300. Power Blade 2(tm)
301. Predator(tm)
302. Pro Wrestling(tm)
303. Pro Sport Hockey(tm)
304. Pugsley's Scavenger Hunt(tm)
305. The Punisher(tm)
306. Puss 'n Boots--Pero's Great Adventure(tm)
307. Puzznic(tm)
308. Q*Bert(tm)
309. Qix(tm)
310. Quattro Adventure(tm)
311. Quattro Arcade(tm)
312. Rad Racer(tm)
313. Raid on Bungeling Bay(tm)
314. Rally Bike(tm)
315. Rambo(tm)
316. Rampage(tm)
317. RC Pro Am(tm)

318. R.C. Pro-Am II(tm)
319. Renegade(tm)
320. The Ren & Stimpy Show Buckeroos(tm)
321. Ring King(tm)
322. River City Ransom(tm)
323. Road Runner(tm)
324. Roadblasters(tm)
325. Robin Hood: Prince of Thieves(tm)
326. RoboCop(tm)
327. Robocop 3(tm)
328. Robowarrior(tm)
329. Rocketeer(tm)
330. Rocket Ranger(tm)
331. Roger Clemens' MVP Baseball(tm)
332. Roller Ball(tm)
333. Rollerblade Racer(tm)
334. Rollergames(tm)
335. Rolling Thunder(tm)
336. Rush 'N' Attack(tm)
337. S.C.A.T.(tm)
338. Section Z(tm)
339. Seicross(tm)
340. Shadow of the Ninja(tm)
341. Shatterhand(tm)
342. Shinobi(tm)
343. Shooting Range(tm)
344. Silent Service(tm)
345. Silkworm(tm)
346. Silver Surfer(tm)
347. The Simpsons: Bart vs. The Space Mutants(tm)
348. The Simpsons: Bart Vs. The World(tm)
349. The Simpsons: Bartman Meets Radioactive Man(tm)
350. Skate or Die 2(tm)
351. Ski or Die(tm)
352. Skull & Crossbones(tm)
353. Sky Kid(tm)
354. Sky Shark(tm)
355. Slalom(tm)
356. Snake's Revenge(tm)
357. Snake, Rattle 'N' Roll(tm)
358. Snow Brothers(tm)
359. Soccer
360. Solar Jetman(tm)
361. Solomon's Key(tm)
362. Solstice(tm)
363. Spelunker(tm)
364. Spy Hunter(tm)
365. Spy vs Spy(tm)
366. Squoon(tm)
367. Star Soldier(tm)
368. StarTropics(tm)
369. Star Voyager(tm)
370. Star Wars(tm)
371. Starforce(tm)
372. Starship Hector(tm)
373. Star Trek 25th Anniversary(tm)
374. Star Trek: The Next Generation(tm)
375. Stealth ATF(tm)
376. Stinger(tm)
377. Street Cop(tm)
378. Street Fighter 2010: The Final Fight(tm)
379. Strider(tm)
380. Stunt Kids(tm)
381. Super Bowl(tm)
382. Super C(tm)
383. Super Mario Bros.(tm)
384. Super Mario Bros.(tm) 2
385. Super Mario Bros.(tm) 3
386. Super Pitfall(tm)
387. Super Sprint(tm)
388. Superman(tm)
389. Swords & Serpents(tm)
390. T2(tm) Terminator(tm) 2: Judgment Day(tm)
391. T & C Surf Designs(tm)
392. Tale Spin(tm)
393. Target: Renegade(tm)
394. Tecmo Bowl(tm)
395. Tecmo(tm) NBA(tm) Basketball
396. Teenage Mutant Ninja Turtles(tm)
397. Teenage Mutant Ninja Turtles(tm) II: The Arcade(tm)
398. Teenage Mutant Ninja Turtles III-The Manhattan Project(tm)
399. Terra Cresta(tm)
400. Tetris(tm)
401. Tetris 2(tm)

402. Thunderbirds(tm)
 403. Thundercade(tm)
 404. Tiger Heli(tm)
 405. Time Lord(tm)
 406. Tiny Toon Adventures(tm)
 407. Tiny Toon Adventures 2(tm)
 408. To The Earth(tm)
 409. Tom and Jerry(tm)
 410. Toobin'(tm)
 411. Top Gun(tm)
 412. Top Gun(tm) (The Second Mission)
 413. Total Recall(tm)
 414. Totally Rad(tm)
 415. Trojan(tm)
 416. Twin Cobra(tm)
 417. Twin Eagle(tm)
 418. Ultima Exodus(tm)
 419. Ultima, Quest of the Avatar(tm)
 420. Ultima, Warriors of Destiny(tm)
 421. Ultimate Stuntman(tm)
 422. The Untouchables(tm)
 423. Urban Champion(tm)
 424. Vice: Project Doom(tm)
 425. Vindicators(tm)
 426. Wacky Races(tm)
 427. Wayne's World(tm)
 428. Werewolf: The Last Warrior(tm)
 429. Wheel Of Fortune(tm)
 430. Where's Waldo(tm)
 431. Who Framed Roger Rabbit(tm)
 432. Whomp 'Em(tm)
 433. Wild Gunman(tm)
 434. Willow(tm)
 435. Wizardry - Proving Grounds of the Mad Overlord(tm)
 436. Wizards and Warriors(tm)
 437. Wizards & Warriors III(tm)
 438. Wolverine(tm)
 439. World Cup(tm)
 440. World Wrestling(tm)
 441. Wrath of the Black Manta(tm)
 442. Wrecking Crew(tm)
 443. Wurm: Journey to the Center of the Earth(tm)
 444. WWF Wrestlemania(tm)
 445. WWF Wrestlemania Challenge(tm)
 446. X-Men(tm)
 447. Xenophobe(tm)
 448. Xevious(tm) The Avenger
 449. Xxyz(tm)
 450. Yo! Noid(tm)
 451. Yoshi(tm)
 452. The Young Indiana Jones Chronicles(tm)
 453. Zanac(tm)
 454. Zelda II: The Adventures of Link(tm)
 455. Zen Intergalactic Ninja(tm)
 456. Zoda's Revenge: Star Tropics II(tm)

1942(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	PASIOALE	Both players start with 9 rolls
2	IESUTYZA	Start with 6 lives, 1-player game only
3	AESUTYZE	Start with 9 lives, 1-player game only
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

1942 is a trademark of Capcom USA, Inc.

1943(tm) Game

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

1943 is a trademark of Capcom USA, Inc.

3D Worldrunner(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	AEUOLTPA	Infinite lives

2 PEUPPTLA + PLVOLLTL Start with 1 life
 3 TEUPPTLA + TLVOLLTL Start with 6 lives
 4 PEUPPTLE + PLVOLLTLU Start with 9 lives
 5 SXUPZGVG Freeze timer
 6 NNXYGEG Slow down timer
 7 AVXYGEG 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
 3D WorldRunner is a trademark of Acclaim Entertainment, Inc.
 720 Degrees(tm) Game

720
 CODE KEY IN . . . EFFECT . . .
 1 SZUYASVK . . . Infinite continues
 2 PEXKLZLE . . . 9 continues
 3 TEXKLZLA . . . 6 continues
 4 PEXKLZLA . . . 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
 720 Degrees is a trademark of Atari Games Corp. Used by Mindscape
 Inc. under license.
 8 Eyes(tm) Game

EYE
 CODE KEY IN . . . EFFECT . . .
 1 GXOUSUSE . . . Most attacks won't damage Orin(tm)
 2 GXNGNOSE . . . Most attacks won't damage Cutrus(tm)
 3 AGVXGXYZ . . . 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
 8 Eyes, Orin and Cutrus are trademarks of Taxan USA Corp.
 Addams Family(tm) Game

SPOOKY
 CODE KEY IN . . . EFFECT . . .
 1 PEVGGALA . . . Start with 1 life--1st game only
 2 TEVGGALA . . . Start with 6 lives--1st game only
 3 PEVGGALE . . . Start with 9 lives--1st game only
 4 GXVAUVK . . . Infinite lives
 5 GXKKZSVK . . . Infinite life
 6 GXEVLVVK . . . Infinite Things(tm)
 7 PEKGTAAA . . . Start in the tree
 8 ZEKGTAAA . . . Start in the crypt
 9 LEKGTAAA . . . Start in the hallway
 10 AEKGTAAE . . . Start in Fester's(tm) room
 11 PEKGTAAE . . . Start in Pugsly's(tm) room
 12 ZEKGTAAE . . . Start in the toy room
 13 LEKGTAAE . . . Start in Wednesday's(tm) room
 14 GEKGTAAE . . . Start in the attic
 15 YEKGTAAE . . . Start in a secret room
 16 AOKGTAAA . . . Start in a secret room
 17 POKGTAAA . . . Start in a secret room
 18 IOKGTAAE . . . Start in the bone room
 19 POKGTAAA . . . Start in the freezer
 20 ZXKGTAAA . . . Start in the furnace
 21 AXKGTAAA . . . Start in Gomez's(tm) room
 The Addams Family, Thing, Fester, Pugsly, Wednesday and Gomez are
 trademarks of Paramount Pictures Corporation.
 Adventure Island II(tm) Game

ISL2
 CODE KEY IN . . . EFFECT . . .
 1 PEXVAALA . . . 2 lives
 2 TEXVAALA . . . 7 lives
 3 PEXVAALE . . . 10 lives
 4 SXNLOKVK . . . Infinite lives
 5 SZUIGEVK . . . Infinite energy
 6 AENZTPAZ . . . Reversible skateboard
 7 ALKXAAAZ . . . Faster running
 8 AAKSEYZA . . . Don't lose energy from hitting objects
 9 XSUAOSU + GEXULGPA Higher Jump
 Adventure Island II is a trademark of Hudson Soft USA, Inc.
 Adventure Island 3 (tm) Game

ISL3
 CODE KEY IN . . . EFFECT . . .
 1 PESZAALA . . . Start with 2 lives

2 TESZAALA Start with 7 lives
 3 PESZAALE Start with 9 lives
 4 SXNLISSE Infinite lives
 5 GXUUGOSO Keep items after dying--after 1st stage
 6 VTVZZESE Start with 2 Red Taylors(tm)
 7 VTVZIESE Start with 2 Blue Taylors
 8 VTVXAESE Start with 2 Classies(tm)
 9 VTVXLESE Start with 2 Don-Dons(tm)
 10 VTVXTESE Start with 2 Poleys(tm)
 11 VTNZPESE Start with 2 boomerangs
 12 VTNZGESE Start with 2 axes
 13 VTNZYESE Start with 2 invincibility crystals
 14 SUEZEXLN Mega-jumping Master Higgins(tm)
 15 AAKXGTZA Get 99 lives when you pick up 100 fruit
 Adventure Island 3, Master Higgins, Taylor, Classie, Don-Don and
 Poley are trademarks of Hudson Soft USA, Inc.
 Adventures In The Magic Kingdom(tm) Game

MAGIC

CODE	KEY IN . . .	EFFECT . . .
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

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(tm) Game

BILL

CODE	KEY IN . . .	EFFECT . . .
1	GZOVLLVG	Infinite lives
2	PEKVIZYA + SX00UKVK	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

The Adventures of Bayou Billy is a trademark of Konami Inc.
 Adventures of Dino-Riki(tm) Game

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(tm)
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

Adventures of Dino-Riki and Macho-Riki are trademarks of Hudson
 Soft USA, Inc.

Adventures of Lolo(tm) Game

LOL

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

Adventures of Lolo and Lolo are trademarks of HAL America, Inc.
 Adventures of Lolo 2(tm) Game

LOLO
CODE KEY IN . . . EFFECT . . .
1 GZXPVLVG . . . Infinite lives
2 PESPXPIA . . . Start with 1 life
3 ZESPXPIE . . . Start with 10 lives
4 YESPXPIE . . . 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 PEUPKPAE . . . Start at world 10
10 TEUPKPAE . . . Start at world 15
11 LOUPKPAA . . . Start at world 20
12 AOUPKPAE . . . Start at world 25
13 IOUPKPAE . . . Start at world 30
Adventures of Lolo 2 is a trademark of HAL America, Inc.
Adventures of Lolo 3(tm)
LOLO3
CODE KEY IN . . . EFFECT . . .
1 SXOASZVG . . . Infinite shots for the room on pick-up
Adventures of Lolo 3 is a trademark of HAL America, Inc.
The Adventures of Rocky and Bullwinkle and Friends(tm) Game
BULL
CODE KEY IN . . . EFFECT . . .
1 PAOEZAGA . . . Start with 2 lives
2 AAOEYEZA + AEEIGXZA . . . Start game with no bombs
3 TPOEYEZE . . . Start game with 30 bombs
CODES 4 AND 5: ONLY WHEN HE HAS FULL ENERGY
4 TAVE YGYA . . . Rocky(tm) loses no energy when flying
5 TAVEAGZA . . . Rocky loses more energy when flying
6 AANAIGPA . . . Bullwinkle(tm) loses no energy when
headbutting
7 AANAPGGE . . . Bullwinkle loses more energy when
headbutting
8 SZNEUKVK . . . Infinite lives
The Adventures of Rocky and Bullwinkle, Rocky and Bullwinkle are
trademarks of Ward Productions, Inc.
Adventures of Tom Sawyer (tm) Game
TOM
CODE KEY IN . . . EFFECT . . .
1 VZOGGPVG . . . 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 + AEEZXZLLE . . . Start at the river--Player 2
15 LEEZALPA + IEEZXZLLE . . . Start in the forest--Player 2
16 GEEZALPA + ZOEZXZLLA . . . Start in the house--Player 2
17 IEEZALPA + YOEXZLLA . . . Start in the sky--Player 2
18 TEEZALPA + GOEXZLLE . . . Start in the cave--Player 2
Adventures of Tom Sawyer is a trademark of SETA USA, Inc.
Air Fortress(tm) Game
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 GKKKSIST + GXKNKIST . . . Don't take damage
inside fortress
6 AAKPSTPA . . . Infinite Beam Bullets(tm)
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
Air Fortress and Beam Bullets are trademarks of HAL America, Inc.
Airwolf (tm) Game
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
 Airwolf is a trademark of Universal City Studios, Inc. Used by
 Acclaim Entertainment, Inc., under license.
 Alfred Chicken(tm) Game

CHICK9
 CODE KEY IN . . . EFFECT . . .
 1 AASGITZA Start with 1 life
 2 PASGITZA Start with 2 lives
 3 EVKNKAPA Infinite lives
 4 AVULEESZ Infinite time
 5 OZXKXZOU + LAXKUZI 3 balloons needed to complete A level
 6 OZXKXZOU + ZAXKUZI 2 balloons needed to complete A level
 7 OZXKXZOU + PAXKUZI 1 balloon needed to complete A level
 8 NNXYKPZU 255 points for each present collected
 9 GVXYKPZL 108 points for each present collected
 10 PAKLTPTA Only need 1 diamond for an extra life
 Alfred Chicken and related names are trademarks of Twilight.
 Alien Syndrome (tm) Game

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
 Alien Syndrome is a trademark of Sega Enterprises Ltd.

Alpha Mission(tm) Game
 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
 Alpha Mission is a trademark of SNK Corp. of America

Amagon (tm) Game
 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 PEOVPZGA 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
 Amagon is a trademark of American Sammy Corporation.
 American Gladiators (tm) Game

GLAD
 CODE KEY IN . . . EFFECT . . .
 1 PEXALTIA Start with 1 life--player 1
 2 AEXALTIE Start with 8 lives--player 1
 3 ZEXALTIE Start with 10 lives--player 1
 4 GOXALTIA Start with 20 lives--player 1
 5 PEVALTIA Start with 1 life--player 2
 6 AEVALTIE Start with 8 lives--player 2
 7 ZEVALTIE Start with 10 lives--player 2
 8 GOVALTIA Start with 20 lives--player 2

9	PEXAPTAA	Start on level 2--player 1
10	ZEXAPTAA	Start on level 3--player 1
11	LEXAPTAA	Start on level 4--player 1
12	PEVAPTAA	Start on level 2--player 2
13	ZEVAPTAA	Start on level 3--player 2
14	LEVAPTAA	Start on level 4--player 2
15	GLUOZGLV	Less joust time
16	GZXXLUVK	Stop joust timer
17	GLOEGALV	Less Cannonball time
18	GZEPGOVK	Stop cannonball time
19	GLKXXZLV	Less wall time
20	GXOXEVS	Stop wall timer
21	LTXATNIL	More assault time
22	PZXATNIU	Less assault time
23	GZSAINVK	Stop assault timer
24	LTSOZOIL	More power ball time--level 1
25	LTSOLOAL	More power ball time--level 2
26	LTSOGPLL	More power ball time--level 3
27	LTSOIOTZ	More power ball time--level 4

American Gladiators is a trademark of The Samuel Goldwyn Co.
Anticipation (tm) Game

ANTI	KEY IN . . .	EFFECT . . .
CODE		
1	ZUUPYNPP	More time to answer questions
2	YEUPYNPO	Less time to answer questions
3	AANZATEG	Infinite chances

Anticipation is a trademark of Nintendo of America Inc.
Arch Rivals(tm) Game

ARCH	KEY IN . . .	EFFECT . . .
CODE		
1	ALXLNZGU + ALNLPPGU	More time for a quarter
2	ZLXLNZGL + ZLNLPPGL	Less time for a quarter
3	AVNPLAAZ + ATVPAPAZ	Run faster without ball
4	IXVOPAGA + IZSPGPGA	Super speed

Arch Rivals is a trademark of Midway Manufacturing Company.
Archon(tm) Game

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

Archon is a trademark of Free Fall Associates and Electronic Arts.
Arkanoid(tm) Game

ARK	KEY IN . . .	EFFECT . . .
CODE		
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

Arkanoid is a trademark of Taito Corporation.
Arkista's Ring (tm) Game

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

Arkista's Ring is a trademark of American Sammy Corp.
Astyanax(tm) Game

ASTY	KEY IN . . .	EFFECT . . .
CODE		
1	AUEKGUAP	Infinite spell energy
2	SZUGTISA	Infinite life energy
3	AZKAVZGO	Double life and spell energy
4	AEUUEGZA + 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

Astyanax is a trademark of Jaleco USA, Inc.

Athena(tm) Game

ATH

CODE	KEY IN . . .	EFFECT . . .
1	AEKNLPZA	Start with 1 life
2	IEKNLPZA	Start with 6 lives
3	AEKNLPZE	Start with 9 lives
4	GZUZZISA	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

Athena is a trademark of SNK Corp. of America.

Back to the Future(tm) Game

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	AVVOUZSZ	Disable all timers

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

Back to the Future II & III(tm) Game

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

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

Bad Dudes(tm) Game

BAD

CODE	KEY IN . . .	EFFECT . . .
1	SZKNASVK	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!

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

Bad Street Brawler (tm) Game

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	SZOITNVK	Don't die at time out

Bad Street Brawler is a trademark of Mattel, Inc.

Balloon Fight(tm) Game

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

Balloon Fight is a trademark of Nintendo of America Inc.

Barbie(tm) Game

BARB

CODE	KEY IN . . .	EFFECT . . .
1	SXKSKNVK	Infinite Z's on Dream Meter(tm)
2	PEEZEZIE	Start with nine Z's on Dream Meter--1st credit only
3	PEEZEZIA	Start with one Z--1st credit only

IF YOU USE CODE 4 WITH CODES 2 OR 3, YOUR Z'S WILL BE SET BACK TO NORMAL WHEN YOU RE-ENTER A DREAM

4	SZVAAVVK	Can re-enter Barbie's dream an infinite number of times
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5 AEEYAZA Cannot re-enter Barbie's dream
Barbie and Dream Meter are trademarks of Mattel, Inc.

Bases Loaded 4 (tm) Game

BL4

CODE	KEY IN . . .	EFFECT . . .
1	SZNXGUVV	Balls do not count
2	SXOXYUVV	Strikes do not count
GAME SHOWS ONLY UP TO 2 STRIKES AND 3 BALLS		
3	PEOXGLZA	2 strikes and you're out
4	LEOXGLZA	4 strikes and you're out
5	AANZGLLA	1 ball and you walk
6	PANZGLLA	2 balls and you walk
7	ZANZGLLA	3 balls and you walk
CODES 8 AND 9 WORK IN 2-PLAYER MODE ONLY		
8	PANPUTAA + PEOETGAA	Some batters start with count of
1 and 1		
9	ZANPUTAA + ZEOETGAA	Some batters start with count of
2 and 2		

Bases Loaded 4 is a trademark of Jaleco USA Inc.

Batman(tm) Game

BAT

CODE	KEY IN . . .	EFFECT . . .
1	SZUGGTVG	Infinite lives
2	AEEKGZA	Start with 1 life
3	IEESKGA	Start with 6 lives
4	AEEKGZE	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	IASPVZA	Half usual pellets on pick-up

Batman is a trademark of DC Comics Inc. Used by Sun Corporation of America under license.

Batman: Return of the Joker(tm) Game

JOKE

CODE	KEY IN . . .	EFFECT . . .
1	SZSXZONSE	Protection from enemy bullets
2	SZSZKXSE	Protection from collisions
3	SXSATXSE	Protection from "electric grids"
4	AEXILGZA	Start with 1 life
5	GVXILGZA	Start with 100 lives
6	GAVXVLZA	Each Backpack Energy Capsule(tm) counts as two
7	AAVXVLZE	Each Backpack Energy Capsule counts as four
8	AAKOPIZA	Invincibility lasts until next stage
9	GEOSPKVN	Start with 7 Backpack Energy Capsules instead of
none		
10	GEOSTKTA	Start game with 3 life increments instead of 8
11	GASOTOTA	Continue game with 3 life increments instead of 8

12	SZXSZSVK	Infinite lives
13	GXEUIOSE	Don't get stunned when hit
14	AEUUAPGA + GXKLAOKE	Stand your ground!

IMPORTANT: WITH CODE 15, YOU MAY GET STUCK OR DIE IF YOU KNOCK

BACK INTO A WALL

15	VNULTONN + PEUUGPAA	INTENSE knock-back when hit!
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Batman Return of the Joker, and Backpack Energy Capsules are trademarks of DC Comics Inc.

Batman Returns(tm) Game

BAT

CODE	KEY IN . . .	EFFECT . . .
1	SXSKGKVK	Infinite Batarangs(tm)
2	PAXELAIE	Start with 9 Batarangs
3	YLOALEAX	Start with full energy
4	APOALEAZ	Start with less energy
5	AAVASZZA	Don't lose energy from spin attack
6	GZEGLVSE	Almost infinite lives and energy
7	AUSAPPAP	Lots more energy from small hearts
8	YAKZTIZE	Power punch
9	YAKXLIIE	Power slide attack
10	ZPKXZIIIE	Power jump kick

Batman Return and Batarangs are trademarks of DC Comics Inc.

Battle of Olympus(tm) Game

OLY

CODE	KEY IN . . .	EFFECT . . .
1	AAUGPAAO	Start with less stamina
2	AZUGPAAAP	Start with more stamina
3	PAUGYAAA + GZUKGASA + GZUKTASA	Start with Staff of Fennel(tm)
4	Z AUGYAAA + GZUKGASA + GZUKTASA	Start with Sword
5	LAUGYAAA + GZUKGASA + GZUKTASA	Start with Divine Sword(tm)

6 AAEGOZZA Start with Sandals of Hermes(tm)
 Battle of Olympus, Staff of Fennel, Divine Sword and Sandals of
 Hermes are trademarks of Broderbund Software Inc.
 Battleship(tm) Game
 WAR
 CODE KEY IN . . . EFFECT . . .
 1 PEUAUGIA 1 round per level
 2 LEUAUGIA 3 rounds per level
 3 PASAKGAA + VASEOGSA + VASASGSA Start on level 2
 4 ZASAKGAA + VASEOGSA + VASASGSA Start on level 3
 5 LASAKGAA + VASEOGSA + VASASGSA Start on level 4
 6 GASAKGAA + VASEOGSA + VASASGSA Start on level 5
 7 IASAKGAA + VASEOGSA + VASASGSA Start on level 6
 8 TASAKGAA + VASEOGSA + VASASGSA Start on level 7
 9 YASAKGAA + VASEOGSA + VASASGSA Start on level 8
 10 SZUAOSOU Each ship can take only 1 hit
 11 SAXAOISP You have only RIM-66 missiles

Battleship is a trademark of Milton Bradley Company, a Division of
 Hasbro Inc.

Battletank(tm) Game

BANK
 CODE KEY IN . . . EFFECT . . .
 1 SLXTEEVS Infinite ammo!
 2 TOVZIAZL Start with half 150mm ammo
 3 LVVZIAZL Start with double 150mm ammo
 4 ZUVXTAPA Start with more wire guided shells
 5 LVVXTAPA Start with max wire guided shells
 6 ZUNXAAPA Start with more smoke shells
 7 LVNXAAPA Start with max smoke shells
 8 LGEZPPVO Start with less 50mm shells
 9 NYEZPPVO Start with max 50mm shells
 10 GTEZIOEG Start with less 50mm ammo after mission 5
 11 NYEZIOEK Start with max 50mm ammo after mission 5
 12 SXOPAAVT + SXSLNPSA Take infinite hits

Battletank is a trademark of Absolute Entertainment, Inc.

Battletoads(tm) Game

TOAD
 CODE KEY IN... EFFECT...
 1 PENVZILA 1 life
 2 TENVZILA 6 lives
 3 PENVZILE 9 lives
 4 GXZZLVI Infinite lives
 5 GXEILUSO Enemies easier to kill
 6 EYSAUVEI Mega-jumping
 7 AEUZITPA Super fast punching
 8 ZAXAALAA Start on level 2 -- Wookie Hole(tm)
 9 LAXAALAA Start on level 3 -- Turbo Tunnel(tm)
 10 GAXAALAA Start on level 4 -- Arctic Cavern(tm)
 11 IAXAALAA Start on level 5 -- Surf City(tm)
 12 TAXAALAA Start on level 6 -- Karnath's Lair(tm)
 13 YAXAALAA Start on level 7 -- Volkmire's Inferno(tm)
 14 AAXAALAE Start on level 8 -- Intruder Excluder(tm)
 15 PAXAALAE Start on level 9 -- Terra Tubes(tm)
 16 ZAXAALAE Start on level 10 -- Rat Race(tm)
 17 LAXAALAE Start on level 11 -- Clinger Winger(tm)
 18 GAXAALAE Start on level 12 -- The Revolution(tm)!
 19 AOUKXNAA Double energy from flies
 20 YXUKXNAE Maximum energy from flies!

Battletoads, Wookie Hole, Turbo Tunnel, Arctic Cavern, Surf City,
 Karnath's Lair, Volkmire's Inferno, Intruder Excluder, Terra Tubes,
 Rat Race, Clinger Winger and The Revolution are trademarks of Rare,
 Ltd.

Battletoads and Double Dragon(tm) Game

BATT
 CODE KEY IN . . . EFFECT . . .
 1 IEE00ALA Start with full lives
 2 AEE00ALA Start with 1 life
 3 GXXLAAVI Infinite lives (except stage 4)
 4 GZSOXPVI Infinite lives on stage 4
 5 PEVELZZE Start with 10 continues
 6 IYKNIKGX Bonus score now gives invincibility
 (instead of invincibility pod)
 7 YPSYPGIE Longer invincibility
 8 ILSYPGIA Even longer invincibility
 9 AOSEVAZA Double Dragon(tm) super punch
 10 AOUEUAGA Battletoads(tm) super punch
 11 AXUIPOYA Stronger enemies

Battletoads is a trademark of Rare Ltd. Double Dragon is a trademark
 of Technos Japan Corporation.

Baseball Stars II(tm) Game

STARS2
 CODE KEY IN . . . EFFECT . . .
 1 SZSSZSVV Strikes do not count

2 SXSITKVV Balls do not count
 3 PAVIPILA One strike for an out
 4 ZAVIPILA Two strikes for an out
 5 GAVIPILA Four strikes for an out
 6 IAVIPILA Five strikes for an out (only 3 show on screen)
 7 PESSIGGA One ball for a walk
 8 ZEISSIGGA Two balls for a walk
 9 LESSIGGA Three balls for a walk
 10 IESSIGGA Five balls for a walk (only 3 show on screen)
 11 TESSIGGA Six balls for a walk (only 3 show on screen)

Vs. Mode Codes:

12 PANILTLA One out per side instead of 3
 13 ZANILTLA Two outs per side
 14 GANILTLA Four outs per side

Vs. the Computer Codes:

15 PAOAILLA One out per side instead of 3
 16 ZAOAILLA Two outs per side
 17 GAOAILLA Four outs per side
 18 PEXPVGLZ Game ends after 1 inning
 19 LEXPVGLZ Game ends after 2 innings
 20 TEXPVGLZ Game ends after 3 innings
 21 AEXPVGLX Game ends after 4 innings
 22 ZEXPVGLX Game ends after 5 innings
 23 GEXPVGLX Game ends after 6 innings
 24 TEXPVGLX Game ends after 7 innings
 25 AOXPVGLZ Game ends after 8 innings

Baseball Stars II is a trademark of Nintendo of America Inc.

Bee 52(tm) Game

B-52

CODE	KEY IN . . .	EFFECT . . .
1	SXSGOSVK	Infinite lives
2	SZNXNTAX	Keep pick-ups
3	GXNKNTAL + GZOKUYAP	Fly quicker
4	GZSSTTEI	Don't get stunned
5	PAXYKGLA	Start with 1 life
6	TAXYKGLA	Start with 6 lives
7	PAXYKGLE	Start with 9 lives

Bee 52 is a trademark of Codemasters Software Ltd.

Beetlejuice(tm) Game

BEET

CODE	KEY IN . . .	EFFECT . . .
1	SZOIYKVK	Infinite lives
2	PEOAAALA	1 life
3	TEOAAALA	6 lives
4	PEOAAALE	9 lives
5	AAOITYPA	Infinite hits
6	PEOAIAZA + PENSYLZA	Take fewer hits to die

Beetlejuice is a trademark of The Geffen Film Company.

Best of the Best Championship Karate(tm) Game

BEST

CODE	KEY IN . . .	EFFECT . . .
1	AANIGYPA + VTNIPYSA	Each round is 0:10 instead of 1:00
2	AANIGYPA + OZVSYSE + ZANIANI	Each round is 0:20
3	AANIGYPA + OZVSYSE + LANIANI	Each round is 0:30
4	AANIGYPA + OZVSYSE + GANIANI	Each round is 0:40
5	AANIGYPA + OZVSYSE + IANIANI	Each round is 0:50
6	ZANIGYPA	Each round is 2:00
7	LANIGYPA	Each round is 3:00
8	GANIGYPA	Each round is 4:00
9	IANIGYPA	Each round is 5:00
10	TANIGYPA	Each round is 6:00
11	YANIGYPA	Each round is 7:00
12	AANIGYPE	Each round is 8:00
13	PANIGYPE	Each round is 9:00
14	PAOSUZIA	Each match is 1 round
15	ZAOSUZIA	Each match is 2 rounds
16	LAOSUZIA	Each match is 3 rounds
17	GAOSUZIA	Each match is 4 rounds
18	TAOSUZIA	Each match is 6 rounds
19	SXVSAZVG	Infinite time (round never ends)

CODES 20 AND 21 MAY CAUSE SOME GRAPHIC ERRORS NEAR TOP OF SCREEN

20	OXNSGIUO + TONSIIZE	All physical types are 30
21	OXNSGIUO + ZUNSIIZA	All physical types are 50
22	ZLEAZETP	Start with 50 resistance points
23	ZLEAPEAZ	Start with 50 strength points
24	ZLEALAGP	Start with 50 reflex points
25	TGEAZETP	Start with 70 resistance points
26	TGEAPEAZ	Start with 70 strength points
27	TGEALAGP	Start with 70 reflex points
28	AAEVVAGE + AEETOPZA	Gain more strength and reflex points in training
29	APEVVAGA + AEETOPZA	Gain more resistance points in training

Best of the Best Championship Karate is a trademark of Loriciel S.A.

Bigfoot(tm) Game

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	ZEKAUUGA	Transmission work is half price
10	AEKAUUGE	Transmission work is double price
11	PEKAKGZA	Suspension is half price
12	TEKAKGZA	Suspension is triple price

Bigfoot is a trademark of Acclaim Entertainment, Inc.

Bignose The Caveman(tm) Game

BIG

CODE	KEY IN . . .	EFFECT . . .
1	peuyitla	1 life
2	teuyitla	6 lives
3	peuyitle	9 lives
4	sxotpayg	Infinite lives
5	anenakll	Slower timer
6	axenakll	Faster timer
7	aeeyyzpa	Never lose bones when buying
8	xxxyltsz + vekyavse + aougtae	Start on Monster Island
9	xxxyltsz + vekyavse + zoungtae	Start on Terror Island

Bignose The Caveman is a trademark of Codemasters Software Co.

Ltd

Bill & Ted's Excellent Video Game Adventure(tm) Game

EXX

CODE	KEY IN . . .	EFFECT . . .
1	SZKUPXVK	Infinite skeleton keys
2	SZEKUOSE	Infinite coins for locals
3	OJOUUEO0	Infinite Good Stuff(tm)
4	SXOTT0SE	Phone call segments cost only 1 coin
5	OOKKUTIO	Ted starts with 99 coins instead of 15
6	OOSVAPI0	Bill starts with 99 coins
7	IEKKUTIP	Ted starts with 5 coins
8	IESVAPIP	Bill starts with 5 coins

Bill & Ted's Excellent Video Game Adventure and Good Stuff are trademarks of Nelson Films Inc.

Bill Elliott's NASCAR Challenge(tm) Game

ELL

CODE	KEY IN . . .	EFFECT . . .
1	EUEKTLEP	Accelerate faster
2	SZUETKVK	Infinite 'free time' in the pits
3	SXOAZVVK	Freezes timer while crew works on car in pits

Bill Elliott's NASCAR Challenge and Bill Elliot are trademarks used by Konami Industry Co., Ltd. under license from Advantage Management, Inc.

Bionic Commando(tm) Game

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	XYXUUOEN	Autofire--main game
12	AAKUOOZA	Use with BIO Code 11 for im-proved autofire with normal gun

Bionic Commando is a trademark of Capcom USA, Inc.

Blades of Steel(tm) Game

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

Blades of Steel is a trademark of Konami Inc.

Blaster Master(tm) Game

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(tm)
 7 GXSOVXVK Infinite multi-warheads
 8 IAEKPLAA Start with 5 of each weapon
 9 ZAEKPLAE Start with 10 of each weapon
 10 YAEKPLAE Start with 15 of each weapon

Blaster Master and Thunderbreaks are trademarks of Sun Corporation of America.

Bomberman(tm) Game

BOMB

CODE	KEY IN . . .	EFFECT . . .
1	SXPKAG	Infinite lives
2	AEZKLL	Start with 1 life
3	PEZKLU	Start with 10 lives
4	SZIGAT	Stop timer
5	VPKGGG	Decrease time
6	VYKGGK	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	AUKKALAP	Start with double power bomb blasts
13	AUKKALAP	Start with triple power bomb blasts
14	EKKALAP	Start with maximum power bomb blasts!
15	nyxkuilex	Increase bomb detonation time
16	AYXKUIEZ	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	OZKNKNPK + AEEGEYPA	Walk through walls

Bomberman is a trademark of Hudson Soft USA, Inc.

Bonk's Adventure(tm) Game

BONK

CODE	KEY IN . . .	EFFECT . . .
1	SZVZINVK	Infinite lives
2	AEKAAAZA	Start with 1 life
3	IEKAAAZA	Start with 6 lives
4	AEKAAAZE	Start with 9 lives
5	GEUAAEGA	Start with less initial energy (but more maximum energy)
6	AOUAAEGE	Start with more energy
7	GASZTYAA	Gain energy from picking up smiles
8	YEXELAAA	Start on stage 2-1
9	IEXELAAE	Start on stage 3-1
10	ZOXELAAA	Start on stage 4-1
11	YOXELAAA	Start on stage 5-1
12	PXXELAAA	Start on stage 6-1

Bonk's Adventure and related names are trademarks of Hudson Soft

USA, Inc. NES is a trademark of Nintendo of America Inc.

Bomberman 2(tm) Game

BOMB

CODE	KEY IN . . .	EFFECT . . .
1	AEEGEPZA	Start with 1 life
2	IEEGEPZA	Start with 6 lives
3	AEEGEPZE	Start with 9 lives
4	GXXGKXVK	Infinite lives
5	GXXONEVK	Infinite timer
6	LVXOUELL	Slower timer
7	TOXOUELU	Faster timer
8	AEKAZYLA	Always have detonator
9	YNEOLXLK	Bomb has a longer fuse
10	AXEOLXLG	Bomb has a shorter fuse
11	GXOLSXVS	Stop bombs from exploding
12	GAXKSTAA + GASKKTAA	Super start
13	OXXAPYSX + PEXAZNVZ	Always walk through bombs
14	OXOEGYSX + PEOEINSZ	Always walk through walls
15	EASPTANG	Dollar sign acts as flame face
16	GYSPTANG	Dollar sign acts as bomb
17	KASPTANK	Dollar sign acts as heart with bomb
18	OPSPPTANG	Dollar sign acts as skate
19	OZSPTANK	Dollar sign acts as vest for a short time

Bomberman 2 is a trademark of Hudson Soft Co., Ltd.

Boulderdash(tm) Game

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

Boulderdash is a trademark of First Star, Inc. Used by Data East Corporation under license.
 A Boy and His Blob(tm) Game

BLOB
 CODE KEY IN . . . EFFECT . . .
 1 AAULNGIA . . . 1 life only
 2 ZAULNGIE . . . Double lives
 3 GXXEOPVG . . . Infinite lives
 4 SZXLXKSU + YYXLUGEY . . . Gives 101 of all starting Jellybeans
 5 AAVKIPPA . . . Infinite Jellybeans
 6 SXEEZAAX . . . Fast play

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.

7 AVOGAE0Z . . . Invincible
 8 AVOPVGEI . . . Never take damage from enemies
 9 APEUJIAA . . . 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(tm)
 21 APEUNIAA . . . 10 Vitamin B for Vita-Blaster
 22 APOLOIAA . . . 10 Vitamin C for Vita-Blaster

A Boy and His Blob, Blob and Vita-Blaster are trademarks of Absolute Entertainment, Inc.
 Bram Stoker's Dracula (tm) Game

BRAM
 CODE KEY IN . . . EFFECT . . .
 1 NUNTZUKU . . . Infinite lives
 2 SUXLISVS . . . Infinite energy--except falling off cliffs
 3 AEVGPPPA . . . Infinite time
 4 ZEVGPPPA . . . Faster timer
 5 UUETEIZE . . . Infinite weapons--except scene 1 daytime
 6 NNSNGPZE . . . Disable axe

Bram Stoker's Dracula is a trademark of Columbia Pictures Industries Inc.
 Breakthru(tm) Game

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
 13 LTUKTLAA . . . Start each life with 3-way firing and 99 seconds

Breakthru is a trademark of Data East USA, Inc.
 BreakTime(tm) Game

POOL
 CODE KEY IN . . . EFFECT . . .
 1 VAVEILSA + PAVEGLAA . . . Start in Milwaukee
 2 VAVEILSA + ZAVEGLAA . . . Start in Atlanta
 3 VAVEILSA + LAV EGLAA . . . Start in Los Angeles
 4 VAVEILSA + GAVEGLAA . . . Start in Las Vegas

BreakTime is a trademark of FCI, Inc.
 Bubble Bobble(tm) Game

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 PPUGEZPE . . . 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 AAUILSPP Lots of bubble power
 14 AANSIGTA + AESIPGTA Always wear turbo shoes
 Bubble Bobble is a trademark of Taito America Corporation
 Bubble Bobble II(tm) Game

BUB
 CODE KEY IN . . . EFFECT . . .
 1 PEXEEALA . . . 1 life--player 1
 2 TEXEEALA . . . 6 lives--player 1
 3 PEXEEALE . . . 9 lives--player 1
 4 TEVATZLA . . . 6 lives--player 2
 5 PEVATZLE . . . 9 lives--player 2
 6 SZNOASVK . . . Infinite lives--both players
 CODES 7 AND 8: NOT ON THE 1ST LIFE AFTER A CONTINUE
 7 LEXAUAPA + LESOZTPA Start each life with 3 hearts
 8 IEXAUAPA + IESOZTPA Start each life with 5 hearts
 9 OXXANUPX . . . Blow bubbles further
 10 IEKEGZPA . . . Start on level 5
 11 ZEKEGZPE . . . Start on level 10
 12 YEKEGZPE . . . Start on level 15
 13 GOKEGZPA . . . Start on level 20
 14 POKEGZPE . . . Start on level 25
 15 TOKEGZPE . . . Start on level 30
 16 AXKEGZPE . . . Start on level 40
 17 IXKEGZPE . . . Start on level 45
 18 ZUKEGZPA . . . Start on level 50
 19 YUKEGZPA . . . Start on level 55
 20 GUKEGZPE . . . Start on level 60
 21 PKKEGZPA . . . Start on level 65
 22 TKKEGZPA . . . Start on level 70
 23 LKKEGZPE . . . Start on level 75
 24 ASKEGZPA . . . Start on level 80

Bubble Bobble II is a trademark of Taito.
 Bucky O'Hare(tm) Game

HARE
 CODE KEY IN . . . EFFECT . . .
 1 AAELXYZA . . . Start with 1 life
 2 IAELXYZA . . . Start with 6 lives
 3 PAELXYZE . . . Start with 10 lives
 4 AEXGVVYZA . . . 1 life after continue
 5 IEXGVVYZA . . . 6 lives after continue
 6 PEXGVVYZE . . . 10 lives after continue
 7 SZVKOTVG . . . Infinite lives
 8 TAOLKYGP . . . Start with 1/2 energy
 9 EPELVNKE . . . Double Bucky's(tm) special energy
 10 KZELVNKA . . . Triple Bucky's special energy
 11 KAEUXNGE . . . All characters start with normal special energy
 12 EPEUXNGE . . . All characters start with 2x special energy
 13 KZEUXNGA . . . All characters start with 3x special energy

Bucky O'Hare is a trademark of Continuity Graphic Associates, Inc.
 The Bugs Bunny(tm) Birthday Blow Out(tm) Game

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

Bugs Bunny and Bugs are trademarks of Warner Bros.Inc.
 Bugs Bunny(tm)--The Bugs Bunny Crazy Castle(tm) Game

BUGS
 CODE KEY IN . . . EFFECT . . .
 1 SZOKGPVG . . . Start with infinite lives
 2 PAUGPAIA . . . Start with 1 life
 3 ZAUGPAIE . . . Start with 10 lives
 4 PXXTAGEN + PXXTAGAO Start with super rabbit punches
 5 GXETZZEI . . . Become invincible
 6 GXKGZZEY . . . Baddies go as fast as Bugs Bunny(tm)
 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

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

Bump'n'Jump(tm) Game

BUMP

CODE	KEY IN . . .	EFFECT . . .
1	AAVNLGP	Jump OK, even with no power
2	ZAUZAIPA	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

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

Burai Fighter(tm) Game

BURAI

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	LAXTTPPA	More power for weapons
6	ZAXTTPPE	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	KXNYPZSA	Never lose rotating pod
14	AVVNLXOZ	Never lose ANYTHING!

Burai Fighter is a trademark of Taxan USA Corp.

BurgerTime(tm) Game

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(tm) 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 + YOVSVXAO	Monsters move at quadruple speed

BurgerTime and Peter Pepper are trademarks of Data East USA, Inc.

Cabal(tm) Game

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	NNOPLLEK	Longer immunity

Cabal is a trademark of Fabtek, Inc.

Captain Planet and the Planetegers(tm) Game

PLAN

CODE	KEY IN . . .	EFFECT . . .
1	PENVIGGA	Start with 2 lives instead of 5, outside levels
2	PENVIGGE	Start with 10 lives, outside levels
3	SXNLYVVK	Infinite lives, outside levels
4	SZSUGVVK	Infinite lives, inside levels
5	PAETITGE	Start with 10 lives, inside levels
6	PAETITGA	Start with 2 lives, inside levels
7	SZNXGXVK + SZVXPKVK	Infinite power, outside levels
8	SXXEUVK + SZEUGKVK	Infinite power, inside levels
9	AANVAEGZ	Start inside level 1 instead of outside.

Captain Planet and the Planetegers is a trademark of TBS Productions, Inc. and DIC Enterprises, Inc.

Captain Skyhawk (tm) Game

HAWK

CODE	KEY IN . . .	EFFECT . . .
1	OZKAIGVK	Infinite lives
2	PEUITIIA	Start with 1 life
3	ZEUITIIE	Start with 10 lives
4	OZXPVZVK	Infinite Maverick missiles
5	OXKPVGVK	Infinite Hawk bombs
6	LESIIITA	Start with half Hawk bombs
7	GOSITITA	Start with 20 Hawk bombs
8	AESSIZE	Start with 8 Phoenix and Maverick missiles

9 GENXKGZA Double cost of Hawk bombs
 10 GAXZKIZA Double cost of Phoenix missiles
 11 ZAOZEIIE Double cost of Maverick missiles
 Captain Skyhawk is a trademark of Milton Bradley Company.
 Casino Kid II (tm) Game

CAS2
 CODE KEY IN . . . EFFECT . . .
 1 AZKKYOTG Start new game with \$82 instead of \$200
 2 EGKKYOTK Start new game with \$512
 3 AZSGGPAA Start new game with \$21,171
 4 EGSGGPAE Start new game with \$131,272
 5 AASKPPAA Start new game with \$1,342,377
 6 AZSKPPAA Start new game with \$5,368,909
 7 PAOASGIE Can't double down in blackjack (game will say
 you do not have enough money)
 8 PAKAVIIE Can't split in blackjack (game will say you do not
 have enough money)
 Casino Kid II is a trademark of Sofel Corporation.
 Castelian(tm) Game

CAST
 CODE KEY IN . . . EFFECT . . .
 1 PEVGYPLA Start with 1 life
 2 TEVGYPLA Start with 6 lives
 3 PEVGYPLE Start with 9 lives
 4 SLOKZLVI Infinite lives
 5 IAOGTZZA 5 continues
 6 AAOGTZZE 8 continues
 7 SZNXAVVG Infinite time
 Castelian is a trademark of Trifix Entertainment Inc. and Rollogame
 Ltd.

Castle of Dragon(tm) Game
 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 NYXKLAGE 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!

Castle of Dragon is a trademark of Seta, USA, Inc.
 CastleQuest(tm) Game
 QUEST
 CODE KEY IN . . . EFFECT . . .
 1 SXKAVIVG Infinite lives
 2 ATSXATEY Infinite keys
 3 LKUZZZU 75 lives instead of 50
 4 POUZZZU 25 lives instead of 50
 5 SXKNKLVG 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 IAEEALYP Must use with Code 7 for perma-
 nent sword-wielding ability!
 9 GAXEGIZA + GAUEGIZA Supercharged speed-up
 10 AAXEGIZE + AAUEGIZE Turbo fuel-injected 16-valve speed-up

CastleQuest is a trademark of Nexoft Corporation.
 CastleVania(tm) Game
 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 SXXXAAX Infinite time
 8 GZOGYUSE Keep weapons after losing a life
 9 ZEUTAYAA Gain rapid fire shots on weapon pick-up

CastleVania is a trademark of Konami Inc.
 CastleVania(tm) II: Simon's Quest(tm) Game

VAN
 CODE KEY IN... EFFECT....
 CODES 1 THRU 6 WORK ON 1ST GAME ONLY, NOT CONTINUES
 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 aisktia1 Start with more energy
 8 azsktia1 Start with less energy
 CastleVania and Simon's Quest are trademarks of Konami Inc.
 Championship Pool (tm) Game

POOL
 CODE KEY IN . . . EFFECT
 1 PAOUYALA . . . 1 foul loses the game (instead of 3)--
 only in 10-ball in party mode
 2 ZAOUYALA . . . 2 fouls in a row loses the game--
 only on 9- and 10-ball in party mode
 3 SLNUKXSO . . . Fouls don't count--only on 9- and
 10-ball and rotation in party mode
 4 SUOLXXSO . . . Number of fouls is not cleared after a good shot (3
 fouls don't have to be in a row to lose)--only on 10-ball in party
 mode
 5 OZVETASX + AAVEYEST . . . Player 1 always breaks in 9- or
 10-ball
 6 OZVETASX + PAVEYEST . . . Player 2 always breaks in 9- or
 10-ball

Championship Pool is a trademark of Mindscape Inc.
 Chip 'N Dale(tm) Game

CHIP
 CODE KEY IN... EFFECT...
 1 AOEITEEN . . . Infinite energy
 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

Chip 'N Dale is a trademark of The Walt Disney Company.
 Chip 'N Dale Rescue Rangers 2(tm) Game

CND2
 CODE KEY IN . . . EFFECT . . .
 1 PEUYIILA . . . Both start with 1 life
 2 ZEUYIILA . . . Both start with 2 lives
 3 GEUYIILA . . . Both start with 4 lives
 4 IEUYIILA . . . Both start with 5 lives
 5 GXKZKTVI . . . Almost infinite lives--both
 6 PEOYZILA . . . Both start with 1 heart
 7 ZEOYZILA . . . Both start with 2 hearts
 8 GEOYZILA . . . Both start with 4 hearts
 9 IEOYZILA . . . Both start with 5 hearts
 10 OUXLLEVS . . . Infinite hearts--both
 11 PANNAILA . . . Start with 1 credit
 12 ZANNAILA . . . Start with 2 credits
 13 TANNAILA . . . Start with 6 credits
 14 PANNAILE . . . Start with 9 credits
 15 NYNNAILE . . . Start with 255 credits (ignore the counter)
 16 OXUNGIVK . . . Infinite credits

Chip 'N Dale Rescue Rangers 2 and related names are trademarks of
 Disney.

Chubby Cherub (tm) Game

CHER
 CODE KEY IN . . . EFFECT . . .
 1 SZEAYZVG . . . Infinite lives
 2 SZEXIYSA . . . Infinite power
 3 AEOAAZZA . . . Start with 1 life
 4 IE0AAZZA . . . Start with double lives
 5 AEOAAZZE . . . Start with triple lives
 6 IE0ALZPA + 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 . . . Infinite Gau(tm) (shots)
 12 AASXOAGE . . . Double Gau (shots) on candy pick-up

Chubby Cherub and Gau are trademarks of Bandai America, Inc.
 Circus Caper(tm) Game

CAPE
 CODE KEY IN . . . EFFECT . . .
 1 GZEYPSSE . . . Infinite energy
 2 AASVNAZA . . . Full energy from food
 3 NNOTNLAE . . . Start with lots of weapons
 NOTE: WHEN USING CODES 4 THRU 8, YOU HAVE TO START OVER AT
 STAGE 1 WHEN YOU CONTINUE.
 4 ZEVGGAPA . . . Start on stage 2
 5 LEVGGAPA . . . Start on stage 3
 6 GEVGGAPA . . . Start on stage 4
 7 IEVGGAPA . . . Start on stage 5
 8 TEVGGAPA . . . Start on stage 6

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

City Connection (tm) Game

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

City Connection is a trademark of Jaleco USA Inc.

Clash at Demonhead(tm) Game

HEAD

CODE	KEY IN . . .	EFFECT . . .
1	VZSULOVS	Don't die when power hits zero
2	VNNGNUSO	Start with 1 of each item
3	AAEKVGAO + AEVZNPAA + ZAOGXGGA	Start with 50% power
4	APEKVGAO + TAOGXGGA + AOVZNPAA	Start with 150% power
5	AZEKVGAP + AAOGXGGE + AXVZNPAP	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!

Clash at Demonhead is a trademark of Vic Tokai, Inc.

Cliffhanger(tm) Game

CLIFF

CODE	KEY IN . . .	EFFECT . . .
1	PASGVGLA	Start with 2 lives
2	IASGVGLA	Start with 6 lives
3	YASGVGLA	Start with 8 lives
4	PASGVGLE	Start with 10 lives
5	SXEKKSVK	Infinite lives
6	SZVPOKVK	Protection from most hits
7	PAKGUGLA	Start with 1 continue
8	IAKGUGLA	Start with 5 continues
9	YAKGUGLA	Start with 7 continues
10	PAKGUGLE	Start with 9 continues
11	ULOTSYTN	Infinite continues
12	SUNPXXSO	Don't burn money at campfire
13	AXOKNGAP	Start with 2x life (does not show on meter)
14	AEOKNGAO	Start with 1/2 life
15	VTVKVKSE	Start with \$100
16	VTVKUKSE	Start with \$10,000
17	VGKVKUSE	Start with \$650,000 (display shows \$xx0000 until you pick up first money bag)
18	YONKKXAP	Some bags contain mega-money some contain zip

Cliffhanger is a trademark of Cliffhanger B.V.

Clu Clu Land(tm) Game

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

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

Cobra Command(tm) Game

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

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

Cobra Triangle(tm) Game

TRI

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

Cobra Triangle is a trademark of Rare, Ltd.

Code Name: Viper(tm) Game

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	STVPVOON + 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 + GZEVVNSE	Keep machine gun after dying
13	AAOXLZPA	Infinite machine gun bullets
14	AENXZPPA	Infinite bullets for your gun
15	SXKEVNOU + ONEOYEXN	Upper level jump

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

Commando(tm) Game

COM

CODE	KEY IN . . .	EFFECT
1	EZEGNOVG	Start with infinite lives
2	XVULASXK	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

Commando is a trademark of Capcom USA, Inc.

Conquest of the Crystal Palace(tm) Game

CON

CODE	KEY IN . . .	EFFECT . . .
1	GZVTAPAX	Infinite lives
2	SXXTAIAX	Infinite energy for Farron(tm)
3	GPEYUXTA	Maximum energy without Life Crystal
4	GZXVPPAX + GZUTZPAX	Don't use up money when buying things
5	AAVIGTZA + PAVITTLA	Super Jump without Flight Crystal

IMPORTANT: You must ALREADY have super jump FOR Codes 6 AND 7 TO WORK

6 IOUSLVTA Increase Super Jump to Mega Jump
7 IKUSLVTA Increase Super Jump to Super Mega Jump
Conquest of the Crystal Palace and Farron are trademarks of Asmik Corporation of America.

Contra(tm) Game

CONT

CODE	KEY IN . . .	EFFECT . . .
1	SLAIUZ	Start with infinite lives
2	GXIIUX	Keep weapons after losing a life
3	SLTIYG	Become invincible-- don't shoot at you enemies
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

Contra is a trademark of Konami Inc.

Contra Force(tm) Game

CON

CODE	KEY IN . . .	EFFECT . . .
1	PAUYTTLE	Start all characters with 9 lives
2	TAUYTTLA	Start all characters with 6 lives
3	PAUYTTLA	Start all characters with 1 life
4	AANVIAPA	Infinite lives--all characters

Contra Force is a trademark of Konami, Inc.

Cool World(tm) Game

COOL

CODE	KEY IN . . .	EFFECT . . .
1	PEKGYAZA + PAKZKYZA	Start with 2 lives
2	TEKGYAZA + TAKZKYZA	Start with 7 lives
3	PEKGYAZE + PAKZKYZE	Start with 10 lives
4	GXUVTKVK	Infinite lives
5	LEKKGAPA + LAVXXYPA	Start with 3 erasers
6	TEKKGAPA + TAVXXYPA	Start with 6 erasers
7	PEKKGAPE + PAVXXYPE	Start with 9 erasers
8	AZNZEYAE	Lots of erasers
9	LEVLGZPA	Start with 3 bombs
10	TEVLGZPA	Start with 6 bombs
11	PEVLGZPE	Start with 9 bombs
12	SXSTOTVG	Infinite bombs
13	SXVVKTVG	Infinite erasers

Cool World is a trademark of Paramount Pictures.

Crystalis(tm) Game

CRYSTALIS

CODE	KEY IN . . .	EFFECT . . .
1	VVOGVOSE	Start with some gold
2	NYVSPZGV	First pupil gives you more gold
3	SXNOVXSE	Magic doesn't use up M.P.
4	AASVVNYA	Immune to poison
5	AEKTSNYA	Immune to paralysis
6	TEOTVYGA	Stronger poison
7	ZEOTVYGA	Weaker poison
8	SZUOIVSE + SZKPLVSE	Don't get charged for boarding at Inn
9	SXVPUOSE + SXV00OSE	Don't get charged for items in

shops
 Crystalis is a trademark of SNK Corp of America.
 Cybernoid(tm) Game

cybernoid

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	GOOZPZA	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

Cybernoid is a trademark of Gremlin Graphics, Inc. Used by Acclaim Entertainment, Inc., under license.
 Darkwing Duck(tm) Game

DWD

CODE	KEY IN . . .	EFFECT . . .
1	PYSKXPLY	Start with 2 lives
2	IYSKXPLY	Start with 6 lives
3	AYSXPLN	Start with 9 lives
4	GZOGSUVK	Infinite lives
5	AVUEUOSZ	Infinite gas--if you avoid the "Go" missions
6	AVVNSOOG	Infinite strength
7	IYEAKPAY	More gas picked up

Darkwing Duck is a trademark of The Walt Disney Company Inc.
 Dash Galaxy in the Alien Asylum(tm) Game

DASH GALAXY

CODE	KEY IN . . .	EFFECT . . .
1	SZVPTOVK	Can't lose lives in rooms
2	SZUPLQVK	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	AAEPZIPA	Won't take damage from shots and collisions
9	OZEPOISE + IAEPXSVI	Start on level 5
10	OZEPOISE + ZAEPSVS	Start on level 10
11	OZEPOISE + YAEPSVS	Start on level 15
12	OZEPOISE + GPEPSVI	Start on level 20
13	VTNSESSX	Infinite bombs in elevator shaft
14	VVSXXSX	Infinite bombs in rooms
15	VVOSSSX	Infinite detonators in shafts
16	VTESNUSX	Infinite detonators in rooms
17	VTEZIKSX	Infinite keys in shafts
18	VVOXTOSX	Infinite keys in rooms

Dash Galaxy in the Alien Asylum is a trademark of Data East USA, Inc.
 Days of Thunder(tm) Game

DAYS OF THUNDER

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

Days of Thunder is a trademark of Paramount Pictures. Used by Mindscape Inc. under license.
 Deadly Towers(tm) Game

DEADLY TOWERS

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

Defender II(tm) Game

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

Defender II is a trademark of Williams Electronics Games, Inc. Used
by HAL America, Inc., under license.

Defender of the Crown (tm) Game

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 GAEOKOOA Halve the cost of knights
6 APEOKOOA Double the cost of knights
7 YAEOSOYA Halve the cost of catapults
8 ZAEOVPGO Halve the cost of castles

Defender of the Crown is a trademark of Cinemaware Corp.

Demon Sword(tm) Game

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 SZKGT TSA 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
12 XZNZGPSA + VEEZYOSE Start with 44 red spheres
13 XZNZGPSA + VEEZXOSE 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

Demon Sword is a trademark of Taito America Corporation.

Destination Earthstar(tm) Game

STAR
CODE KEY IN . . . EFFECT . . .
1 ISNEUUOP 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.

Destiny of an Emperor(tm) Game

DEST
CODE KEY IN . . . EFFECT . . .
1 AEKPZZGT Buy 300 provisions for no money
2 AEKPIZY + AEKPTZAP Buy 30,000 provisions for no money
3 AENLULZL Dagger costs nothing
4 AEVLKGZL Bandana costs nothing
5 AENUKLG T Flail costs nothing
6 AEXLXGGT Robe costs nothing
7 AEXUOKGZ + AEXUXGPA Leather costs nothing
8 AEUUXLGP Elixir A costs nothing
9 AEXUVLGT Resurrect costs nothing
10 AEXLVUEG Steed costs nothing
11 AEEUKUEG Gullwing costs nothing

Destiny of an Emperor is a trademark of Capcom U.S.A., Inc.

Dick Tracy(tm) Game

TRACY
CODE KEY IN . . . EFFECT . . .
1 SZXZE0VK Infinite hand gun bullets
2 GOEPIOZA More super punches on pick-up
3 SZKZIXVK Infinite super punches
4 GXVOINSV Infinite energy
5 AOVGNAU Take more damage
6 SXVXZEVK Infinite machine gun bullets
7 SZEXIXVK Infinite tear gas

8 KYVZAANY Mega-jumping Dick Tracy(tm)
Dick Tracy is a trademark of The Walt Disney Company. Used by
Bandai America, Inc. under license.
Die Hard(tm) Game

DIE
CODE KEY IN . . . EFFECT . . .
1 SXEZTYSA Lose no life points when shot with pistol
2 SXOZIYSA Lose no life points when shot with submachine gun
3 SXXZLYSA Lose no life points when punched
4 PEOKIPAP Start with 1 life point instead of 16
5 ZEOKIPAP Start with 2 life points
6 GEOKIPAP Start with 4 life points
7 AEOKIPAO Start with 8 life point
8 GEOKIPAO Start with 12 life points
9 GOOKIPAP Start with 20 life points
10 SXOYUSE Lose foot health very slowly
11 AEXGPOYA Start with no pistol shots instead of 15
12 IEXGPOYA Start with 5 pistol shots
13 ZEXGPOYE Start with 10 pistol shots
14 GOXGPOYA Start with 20 pistol shots
15 POXGPOYE Start with 25 pistol shots
16 ATNALXVG Infinite pistol shots
17 ATNEIXVG Infinite submachine gun shots
18 ATVEIZSZ Infinite shots on all guns
19 ENUYPOGL Run timer down at 1/4 normal speed
20 KUUYPOGL Run timer down at 1/3 normal speed
21 ANUYPOGU Run timer down at 1/2 normal speed
22 TOUYPOGU Run timer down at 2x normal speed
23 GOUYPOGL Run timer down at 3x normal speed
24 YEUYPOGU Run timer down at 4x normal speed
25 AVUNGPSZ Freeze timer

Die Hard is a trademark of Twentieth Century Fox Film Corporation.
Dig Dug(tm) II: Trouble in Paradise(tm) Game

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 SZXLSVVK Never lose lives from touching water
5 SXVKLVVK Never lose lives from Fygar's(tm) flame
6 SXNIPEVK Never lose lives from hitting enemies
7 OZNYPUX + ZANYZLLA Turbo speed . . .

Dig Dug, Trouble in Paradise and Fygar are trademarks of Namco Ltd.
Digger T. Rock: The Legend of the Lost City(tm) Game

DIG
CODE KEY IN . . . EFFECT . . .
1 PAONOGAE Start with weapons
2 IAUGZUPA Less rocks on pick-up
3 SZEYTVVK Infinite rocks on pick-up
4 SXEUIVK Infinite rope on pick-up
5 SXEXTVK Infinite dynamite on pick-up
6 SXSYPVG Infinite energy
7 SXVAYTVG Infinite lives

Digger T. Rock: The Legend of the Lost City is a trademark of Rare
Ltd.

Dirty Harry(tm) Game

HARRY
CODE KEY IN . . . EFFECT . . .
1 SXUKOKVK Infinite lives
2 PANSGIIA 1 life
3 ZANSGIIE 10 lives
4 GXGXGST Infinite energy
5 AEVLIPZA Maximum energy from Chili Dogs
6 ZESSTSP0 + ZEVIZSPO Only 10 Magnum Bullets allowed
7 ZUSSTSP + ZUVIZSPP 50 Magnum Bullets allowed

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

Disney's Duck Tales(tm) Game

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

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

Donkey Kong(tm) Game

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

3 PENKNPLE Start with 9 lives
Donkey Kong is a trademark of Nintendo of America, Inc.

Donkey Kong 3(tm) Game

DK3
CODE KEY IN . . . EFFECT . . .
1 SZNKOPVI 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(tm)

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

Donkey Kong Classics(tm) Game

IMPORTANT: CODES FOR DONKEY KONG JR.(tm) ARE ONLY FOR THE DONKEY KONG CLASSICS(tm) PACK VERSION

CLAS
CODE KEY IN . . . EFFECT . . .
DONKEY KONG(tm)
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.(tm)

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 EAVGVIAG Faster single vine climbing
14 PAXIPAIA Can fall onto platforms

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

Double Dragon(tm) Game

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

Double Dragon is a trademark of Tradewest, Inc.

Double Dragon II: The Revenge(tm) Game

DD2
CODE KEY IN . . . EFFECT . . .
1 AASVETGE Player 1 starts with 8 lives
2 AAVVSTGE Player 2 starts with 8 lives
3 PASVETGA Player 1 starts with 1 life
4 PAVVSTGA 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 NNEVOIAE Slow down gameplay

Double Dragon II: The Revenge is a trademark of Technos Japan Corporation. Used by Acclaim Entertainment Inc., under license.

Double Dragon III--The Sacred Stones(tm) Game

DD3
CODE KEY IN . . . EFFECT . . .
1 SZUUPAAX Protection for Billy(tm), Jimmy(tm) & Chin(tm)
2 GVEPXGGI More energy for Billy & Jimmy
3 GVEOXKZG More energy for Ranzou(tm)
4 ZXEPXGGS Less energy for Billy & Jimmy
5 IXEOKZG Less energy for Ranzou
6 ZUEONGGT Less energy for Chin
7 AAELIGPA + GZXUPUVS Infinite 'special' weapons for all
8 GOOPKZIA Start with 20 special weapons for Billy, Jimmy &

Chin
9 AXOPKIE 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!
 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 (tm) Game

CHAOS
 CODE KEY IN . . . EFFECT . . .
 1 LTKKVPZL Start with more energy
 2 PPKKVPZU Start with less energy
 3 PASKSPAA + ZISKNPLG 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
 Dr. Chaos is a trademark of Fujisankei Communications
 International, Inc.
 Dr. Jekyll and Mr. Hyde (tm) Game

HYDE
 CODE KEY IN . . . EFFECT . . .
 1 GZXVTKVK + GZXTTSVK Complete invincibility!
 2 KENLKVSE Start with 16 coins
 3 GXNLKVSE Keep coins from previous games
 4 NXNSZEOO Instant game restart
 Dr. Jekyll and Mr. Hyde is a trademark of Bandai America, Inc.
 Dr. Mario(tm) Game

DR.
 CODE KEY IN... EFFECT...
 1 GZNEVIVT Vitamin capsules don't fall
 To complete a vertical (upright) line:
 2 GEXPYGLA 5 in a row needed instead of 4
 3 IEXPYGLA 6 in a row needed instead of 4
 4 TEXPYGLA 7 in a row needed instead of 4
 To complete a horizontal (flat) line:
 5 GAKPPZLA 5 in a row needed instead of 4
 6 IAKPPZLA 6 in a row needed instead of 4
 7 TAKPPZLA 7 in a row needed instead of 4
 When two or more rows or columns are eliminated at once in a 2-
 player game:
 8 AUVONUAO More pieces sent across to other player
 9 GXXOZGVT + GZKPGZVT No pieces sent across to other
 player
 Dr. Mario is a trademark of Nintendo of America Inc.
 Dragon Power(tm) Game

DRAG
 CODE KEY IN . . . EFFECT . . .
 1 SZVOSZVG Start with infinite energy
 2 EAXAILGT Start with extra energy
 3 KAOETLSA Start with 24 Wind Waves
 Dragon Power and Wind Waves are trademarks of Bandai America,
 Inc.
 Dragon Warrior(tm) Game

WAR
 CODE KEY IN . . . EFFECT . . .
 1 SXOIVLSA Infinite Magic Power(tm)
 2 AEVGUIZA Take no damage in swamp
 3 VVOYYTSA Start with 256 gold coins
 4 VKOIVLSA All spells use only one magic point
 5 YAKKEVYA Barriers cause half usual damage
 Dragon Warrior and Magic Power are trademarks of Nintendo of
 America, Inc.
 Dragon Warrior II(tm) Game

DW2
 CODE KEY IN... EFFECT
 Prince of Midenhall
 1 ZUKLUSGP Start with 50 hit points
 2 LVKLUSGP Start with 99 hit points
 3 AXKLOIE Start with 40 strength points
 4 ASKLOIIA Start with 80 strength points
 5 AXKLXIGE Start with 40 agility points
 6 ASKLXIGA Start with 80 agility points
 Prince of Cannock
 7 ZUKLNSYP Start with 50 hit points
 8 LVKLNSYP Start with 99 hit points
 9 AXKLSIGE Start with 40 strength points

10 GUKLSIGE Start with 60 strength points
 11 TOKLVIGE Start with 30 agility points
 12 GUKLVIGE Start with 60 agility points
 13 AXKUEITE Start with 40 magic points
 14 GUKUEITE Start with 60 magic points
 Princess of Moonbrooke
 15 ZUKUUIAZ Start with 50 hit points
 16 LVKUIAZ Start with 99 hit points
 17 POKUOIZE Start with 25 strength points
 18 ZUKUOIZA Start with 50 strength points
 19 AXKUXITO Start with 40 agility points
 20 AXKUKSGO Start with 40 magic points
 Dragon Warrior II, Prince of Midenhall, Prince of Cannock and
 Princess of Moonbrooke are trademarks of Enix of America Co. Used
 by Nintendo of America Inc. under license.

Dragon Warrior III(tm) Game
 MANY OF THESE CODES WILL GIVE DIFFERENT QUANTITIES OF
 ATTRIBUTES AT
 DIFFERENT TIMES. THEY ALSO MAY AFFECT MORE THAN ONE
 ATTRIBUTE, OR
 JUST ONE, AT DIFFERENT TIMES
 CODES MAY SOMETIMES GIVE ZERO OF AN ATTRIBUTE. IF THIS
 HAPPENS,
 RESET AND TRY AGAIN
 CODES WORK ONLY WHEN STARTING A NEW GAME

CODE	KEY IN . . .	EFFECT . . .
1	NYUOYPZU	King gives 255 gold
2	PASPZPAA	King gives mega-gold
3	YTVUGZYE	Player starts with increased strength and/or attack power
4	VYVUGZYE	Player starts with greatly increased strength and/or attack power
5	LTNLPZIA	Player starts with increased agility and/or defense
6	NYNLPZIE	Player starts with greatly increased agility and/or defense
7	LTNLTZYA	Player starts with increased vitality and/or hit points
8	NYNLTZYE	Player starts with greatly increased vitality and/or hit points
9	LTNULZTA	Player starts with increased magic, maximum magic points and/or intelligence
10	NYNULZTE	Player starts with greatly increased magic, maximum magic points and/or intelligence
11	ZVELAZGA	Player starts with increased luck
12	VNELAZGE	Player starts with greatly increased luck
13	LTVUIZPA	Wizard starts with increased strength and/or attack power
14	VYVUIZPE	Wizard starts with greatly increased strength and/or attack power
15	ZTNLZZGA	Wizard starts with increased agility and/or defense
16	NYNZZZGE	Wizard starts with greatly increased agility and/or defense
17	ZTNLYZZA	Wizard starts with increased vitality and/or maximum hit points
18	OPNLYZZE	Wizard starts with greatly increased vitality and/or maximum hit points
19	LTNUGXPA	Wizard starts with increased magic, intelligence and/or maximum magic
20	LVELPZZA	Wizard starts with increased luck
21	VNELPZZE	Wizard starts with greatly increased luck
22	ZTVUTZLA	Pilgrim starts with increased strength and/or attack power
23	VYVUTZLE	Pilgrim starts with greatly increased strength and/or attack power
24	ZTNLLZGA	Pilgrim starts with increased agility and/or defense
25	LTNUAZLA	Pilgrim starts with increased vitality and/or maximum hit points
26	VYNUAZLE	Pilgrim starts with greatly increased vitality and/or maximum hit points
27	LTNUIXAA	Pilgrim starts with increased magic and/or intelligence
28	VYNUIXAE	Pilgrim starts with greatly increased magic and/or intelligence
29	ZVELZZLA	Pilgrim starts with increased luck
30	VNELZZLE	Pilgrim starts with greatly increased luck
31	LTNLAXPA	Soldier starts with increased strength and/or attack power
32	VYNLAXPE	Soldier starts with greatly increased strength and/or attack power
33	ZTNLIZZA	Soldier starts with increased agility and/or defense

34 LTNUZZYA Soldier starts with increased vitality and/or
maximum hit points
35 IAOZENNY Start with 6 battle-axes
36 TAOZENNY Start with 6 broadswords
37 YAOZENNY Start with 6 wizard's wands
38 YAOZENNN Start with 6 demon's axes
39 GPOZENNY Start with 6 multi-edge swords
40 IPOZENNY Start with 6 staffs of force
41 TPOZENNY Start with 6 swords of illusion
42 APOZENNN Start with 6 falcon swords
43 AZOZENNN Start with 6 armor of radiance

Dragon Warrior III is a trademark of Enix Corporation.
Dragon Warrior IV(tm) Game

DRAG4
CODE KEY IN . . . EFFECT . . .
1 ATVATGSL Take no damage from monsters and
lose no MP--all party members
DON'T COMBINE ANY OF THE "START WITH ITEM" CODES IN THIS GAME

Chapter 1 Codes:
2 POSOAPZU Start with 25 gold
3 GVSOPZL Start with 100 gold
4 NNSOAPZU Start with 255 gold
5 AIXOZAYS Start with lots 'o gold
6 YEEYXLO Start with 15 hit points
7 GVEXYXLP Start with 100 hit points
8 NNEXYXLO Start with 255 hit points
9 LNKPLONY Start with final key
10 TEKPLONN Start with metal babble sword
11 LOKPLONY Start with multi-edge sword
12 PEKPLONN Start with thorn whip
13 AKKPLONY Start with shield of strength
14 LKKPLONY Start with dragon shield
15 LNKPLONY + GEKPGONY Start with final key and chain sickle
16 TEKPLONN + LEKPGONN Start with metal babble sword and
boomerang
17 LOKPLONY + PSKPGONN Start with multi-edge sword and
wizard's ring
18 PEKPLONN + ZOKPGONY Start with thorn whip and
demonhammer
19 AKKPLONY + ASKPGONY Start with shield of strength and
meteorite armband
20 LKKPLONY + IEKPGONN Start with dragon shield and iron fan

Chapter 2 Codes:
21 ZUSOPPGT Start with 50 gold
22 NNSOPPGV Start with 255 gold
23 AIXOZAYS Start with lots of gold
24 GVOZAZAP Alena(tm) starts with 100 hit points
25 NNOZAZAO Alena starts with 255 hit points

Item Codes for Alena:
26 LNKOZONY Start with final key
27 ZOKOZONN Start with fire claw
28 LOKOZONY Start with multi-edge sword
29 PEKOZONN Start with thorn whip
30 LNKOZONY + ZOKOLONN Start with final key and fire claw
31 LEKOLONN Start with boomerang
32 LOKOZONY + PSKOLONN Start with multi-edge sword and
wizard's ring
33 PEKOZONN + ZOKOLONY Start with thorn whip and demon
hammer
34 AKKOZONY + ASKOLONY Start with shield of strength
andmeteorite arm band
35 LKKOZONY + IEKOLONN Start with dragon shield and iron fan

Item Codes for Brey(tm):
36 LNUPLONY Start with final key
37 TOUPLONN Start with magma staff
38 LOUPLONY Start with multi-edge sword
39 PEUPLONN Start with thorn whip
40 AKUPLONY Start with shield of strength
41 LKUPLONY Start with dragon shield
42 LNUPLONY + TOUPGONN Start with final key and magma
staff
43 LEUPGONN Start with boomerang
44 LOUPLONY + PSUPGONN Start with multi-edge sword and
wizard's ring
45 PEUPLONN + ZOUPGONY Start with thorn whip and demon
hammer
46 AKUPLONY + ASUPGONY Start with shield of strength and
meteorite arm band
47 LKUPLONY + IEUPGONN Start with dragon shield and iron fan

Item Codes for Cristo(tm):
48 LNOOLONY Start with final key
49 TEOOLONN Start with metal babble sword
50 LOOOLONY Start with multi-edge sword
51 PEOOLONN Start with thorn whip

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52      AKOOLONY      Start with shield of strength
53      LKOOLONY      Start with dragon shield
54      LNOOLONY + GEOOGONY      Start with final key and chain sickle
55      TEOOLONN + LEOOGONN      Start with metal babble sword and
boomerang
56      LOOOLONY + PSOOGONN      Start with multi-edge sword and
wizard's ring
57      PEOOLONN + ZOOOGONY      Start with thorn whip and demon
hammer
58      AKOOLONY + ASOOGONY      Start with shield of strength and
meteorite arm band
59      LKOOLONY + IEOOGONN      Start with dragon shield and iron fan
Chapter 3 Codes:
60      AOEXTZGP      Start with 16 hit points
61      GVEXTZGP      Start with 100 hit points
62      NNEXTZGO      Start with 255 hit points
63      GVSOPZPAA     Start with 100 gold
64      NNSOPZPAE     Start with 255 gold
65      UNUOLONY      Start with final key
66      LEUOLONN      Start with metal babble sword
67      TOUOLONY      Start with multi-edge sword
68      LEUOLONN      Start with thorn whip
69      PKUOLONY      Start with shield of strength
70      AKUOLONY      Start with dragon shield
71      LNUOLONY + GEUOGONY      Start with final key and chain sickle
72      TEUOLONN + LEUOGONN      Start with metal babble sword and
boomerang
73      LOUOLONY + PSUOGONN      Start with multi-edge sword and
wizard's ring
74      PEUOLONN + ZOUOGONY      Start with thorn whip and demon
hammer
75      AKUOLONY + ASUOGONY      Start with shield of strength and
meteorite arm band
76      LKUOLONY + IEUOGONN      Start with dragon shield and iron fan
Chapter 4 Codes:
77      GVEXLZZP      Mara(tm) starts with 100 hit points
78      GVEXGZAP      Mara(tm) starts with 100 hit points
79      NNEXLZZO      Mara starts with 255 hit points
80      NNEXGZAO      Mara starts with 255 hit points
Item Codes for Nara:
81      LNXPLONY      Start with final key
82      TEXPLONN      Start with metal babble sword
83      LOXPLONY      Start with multi-edge sword
84      PEXPLONN      Start with thorn whip
85      AKXPLONY      Start with shield of strength
86      LKXPLONY      Start with dragon shield
87      LNXPLONY + GEXPGONY      Start with final key and chain sickle
88      TEXPLONN + LEXPGONN      Start with metal babble sword and
boomerang
89      LOXPLONY + PSXPGONN      Start with multi-edge sword and
wizard's ring
90      PEXPLONN + ZOXPGENCY      Start with thorn whip and demon
hammer
91      AKXPLONY + ASXPGONY      Start with shield of strength and
meteorite arm band
92      LKXPLONY + IEXPGONN      Start with dragon shield and iron fan
Item Codes for Mara:
93      LNXOPONY      Start with final key
94      TOXOPONN      Start with magma staff
95      LOXOPONY      Start with multi-edge sword
96      PEXOPONN      Start with thorn whip
97      AKXOPONY      Start with shield of strength
98      LKXOPONY      Start with dragon shield
99      LNXOPONY + GEXOZONY      Start with final key and chain sickle
100     TEXOPONN + LEXOZONN      Start with metal babble sword and
boomerang
101     LOXOPONY + PSXOZONN      Start with multi-edge sword and
wizard's ring
102     PEXOPONN + ZOZOZONY      Start with thorn whip and demon
hammer
103     AKXOPONY + ASXOZONY      Start with shield of strength and
meteorite arm band
104     LKXOPONY + IEXOZONN      Start with dragon shield and iron fan
Chapter 5 Codes:
105     LNOPIONY      Start with final key
106     PXOPIONY      Start with zenithian sword
107     GKOPIONY      Start with zenithian shield
108     YUOPIONY      Start with zenithian armor
109     LKOPIONN      Start with zenithian helmet
Dragon Warrior IV, Alena, Cristo, Nara and Mara are trademarks of
Enix Corporation.
DragonStrike(tm) Game
DRAG
CODE      KEY IN . . .      EFFECT . . .

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1	GPKZGEAZ	Less energy for bronze dragon
2	AIKZGEAZ	More energy for bronze dragon
3	TPKZIEGU	Less energy for silver dragon
4	AIKZIEGL	More energy for silver dragon
5	ZZKZTAAS	Less energy for gold dragon
6	ITKZTAAI	More energy for gold dragon
7	OTKGSYSV	Infinite energy
8	GZKKNNSE	Weapon power doesn't weaken with energy
9	TTXGIALT	Gold dragon has excellent armor class
10	YGXKAAPG	Gold dragon flies faster
11	ATXGYAGV	Silver dragon flies faster
12	YIXGTALI	Bronze dragon flies faster

DragonStrike is a trademark of TSR, Inc.

Dragon's Lair(tm) Game

LAIR

CODE	KEY IN...	EFFECT
1	AAXITVNY	Infinite lives
2	NNXSGSUY	Start with 2 lives
3	KNXSGSUN	Start with 7 lives
4	NNXSGSUN	Start with 10 lives
5	PEUIGIAA	Start with axe
6	ZEUIGIAA	Start with fireball
7	PANSZIAA	Start on level 2
8	ZANSZIAA	Start on level 3
9	LANSZIAA	Start on level 4
10	SXKYUOVK + SXVYXOVK	Infinite candle energy
11	IAVNPYAP	Less energy gained on pick-up
12	YZVNPYAP	More energy gained on pick-up
13	AEXSGEKY	Protection!

Dragon's Lair is a trademark of Bluth Group, Ltd.

DuckTales 2(tm) Game

TALE

CODE	KEY IN . . .	EFFECT . . .
1	GZXGZGVG	Infinite lives
2	APONPXAA	Take more damage
3	GAONPXAA	Take less damage
4	ZAONPXAA	Take very little damage
5	ASNKPAAL	Start with full energy
6	AONKPAAL	Start with a lot less energy
7	PAXSPZAA	Have lots of money
8	IEKSP LPA	\$5,000 cash from small diamonds
9	PEKSP LPE	\$9,000 cash from small diamonds
10	AAEKAPZA	Start with 1 life
11	IAEKAPZA	Start with 6 lives
12	AAEKAPZE	Start with 9 lives

DuckTales 2 is a trademark of The Walt Disney Company.

Dungeon Magic(tm) Game

MAGIC

CODE	KEY IN . . .	EFFECT . . .
1	OVLGLSV + ZEVLIUYL	Take less damage
2	SXVLTLSA	Take no damage except from scorpions
3	GTKIITAA	Start with 100 gold pieces
4	ZAKIITAA + PGKSGTAG	Start with 512 gold pieces
5	PXSTLZPG + AXSTYZAG	Stay at the Inn for free
6	PXUVXTPG + AXUVVTAG	Items at Grocer's shop are free
7	PXENILPG + AXENILAG	Items at Armory are free

Dungeon Magic is a trademark of Taito America Corp.

Dynowarz--The Destruction of Spondylus(tm) Game

DYNO

CODE	KEY IN . . .	EFFECT . . .
1	PANSAEPX + GZNITAVG	Mostly invincible
2	ATSI0GSZ	No harm from spikes
3	AAVNVPLA	No harm from any dinosaur
4	AVNTNKXA	Infinite shield
5	TAXGLPPA	Start at level 2
6	ZAXGLPPE	Start at level 3
7	TAXGLPPE	Start at level 4
8	ZPXGLPPA	Start at level 5
9	YEXIYLLA	Mega-jump power
10	LANSIZPA	Speed up left and right

Dynowarz--The Destruction of Spondylus is a trademark of Bandai America, Inc.

Elevator Action(tm) Game

ELEV

CODE	KEY IN . . .	EFFECT . . .
1	GXEUOVK	Player 1 has infinite lives
2	AAULNLZA	Player 1 starts with 1 life
3	IAULNLZA	Player 1 starts with 6 lives
4	AAULNLZE	Player 1 starts with 9 lives
5	IEVUULZA	Player 2 starts with 6 lives
6	AEVUULZE	Player 2 starts with 9 lives
7	PESIAYLA + NNUSZNSN	Slower man
8	IESIAYLA + XNUSZNSN	Faster man

9 GASTLPTA Can only shoot one bullet
 10 ZAVTLOAE + VYVTYOEY Faster bullets
 11 GAVTLOAA + KYVTYOEN Slower bullets
 12 GEONGPZA + XNXNGOVN Faster enemy
 13 PEONGPZA + NNXNGOVN Slower enemy
 Elevator Action is a trademark of Taito America Corporation.
 The Empire Strikes Back(tm) Game

EMP
 CODE KEY IN . . . EFFECT . . .
 1 TENLGIYE Start with 14 continues
 2 GZVZTNOO Don't take damage from most enemies
 3 PESZYPIE 9 harpoons--scene 2
 4 PESZYPIA 1 harpoon--scene 2
 5 GZVZVKVK Infinite harpoons--scene 2
 6 GXSLIISA Infinite energy for ship--scene 2
 7 AEXOETYL Always have Lightsaber(tm)
 8 PAEGXLAA Start on scene 2
 9 ZAEGXLAA Start on scene 3
 10 LAEGXLAA Start on scene 4
 11 GAEGXLAA Start on scene 5
 12 IAEGXLAA Start on scene 6
 13 TAEGXLAA Start on scene 7

Empire Strikes Back and Lightsaber are trademarks of Lucasfilm Ltd.
 Excitebike(tm) Game

BIKE
 CODE KEY IN . . . EFFECT . . .
 1 SXXTYUVV Never overheat
 2 YEXIKOYA Recover fast after crashes
 3 ENUKGEAP + GESGPALA Turbo speed on 'A' button
 4 EVUKGEAP + TESGPALA Mega turbo speed on 'A' button
 5 PEXIEZLA Reduced enemy bikes in game B
 6 AAUSEYAO Timer runs at half speed
 7 GAUSEYAP Timer runs at quarter speed

Excitebike is a trademark of Nintendo of America Inc.
 F-15 City War(tm) Game

F-15
 CODE KEY IN . . . EFFECT . . .
 1 PEVYGPIA Start with 1 life
 2 PEVYGPIE Start with 9 lives
 3 SZOYLVG Infinite lives for 3-D sections
 4 SXOIYIVG Infinite lives for top-view sections
 5 GXOEIUVN + GXVALUVS Slower left and right movement
 on 3-D sections
 6 GXEETVVS No forward movement on top-view sections

F-15 City War is a trademark of American Video Entertainment, Inc.
 The Fantastic Adventures of Dizzy(tm) Game

DIZ
 CODE KEY IN . . . EFFECT . . .
 1 sxviaavg Infinite lives
 2 paoazazé Start with 10 lives
 3 aavypxaa Spiders, bats, ants and rats do no damage
 4 zekyvzgv Start with 10 stars instead of 100

IMPORTANT: DIZ CODES 5 THRU 9 ARE ONLY FOR PLAYING THE SUB-GAMES. ONCE YOU HAVE USED THEM YOU MUST POWER OFF AND THEN ON TO PLAY THE MAIN GAME.

NOTE: DIZZY(tm) MUST FIRST LEAVE HIS CABIN BEFORE YOU CAN PLAY THE SUB GAMES.

5 yyuzpste Play bubble sub-game only
 6 tyuzpste Play river sub-game only
 7 iyuzpste Play mine sub-game only
 8 zyuzpste Play puzzle sub-game only

The Fantastic Adventures of Dizzy, Zak and Daisy are trademarks of Codemasters Software Co. Ltd.
 Fantasy Zone(tm) Game

FAN
 CODE KEY IN . . . EFFECT . . .
 1 OZEVYTVK Infinite lives
 2 PAXVOPLA Start with 1 life
 3 TAXVOPLA Start with 6 lives
 4 PAXVOPLA Start with 9 lives
 5 OXETOAVK Keep bought weapon for a life
 6 OXETOAVK + OGOVATSE Keep bought weapon until

next shop visit
 7 AAOVKTPA Autofire on all weapons
 8 PASVYYAA Start on level 2
 9 ZASVYYAA Start on level 3
 10 LASVYYAA Start on level 4
 11 GASVYYAA Start on level 5
 12 IASVYYAA Start on level 6
 13 TASVYYAA Start on level 7

Fantasy Zone is a trademark of Sega Enterprises Ltd.
 Faria(tm) Game

FAR
 CODE KEY IN . . . EFFECT . . .

1 AAVZSPZA Get 250 arrows when buying
any amount of arrows
2 SZXGINVK Infinite batteries
3 SXOLYOVK Infinite bombs
4 SAOEGPST + SEUUEAST Infinite energy
5 GZXXZUSE + GZXXYUSE + GZUZGUSE Don't get charged in shops
for items you can afford
6 GXSAASVK Infinite Sede(tm) magic
7 GXNEZSVK Infinite Saba(tm) magic
Faria, Sede and Saba are trademarks of Nexoft Corporation.
Faxanadu(tm) Game

FAX
CODE KEY IN . . . EFFECT . . .
1 GXOGZESV + GXOKLESV Infinite power
2 AXXSNTAP Double starting power
3 AUXSNTAP Triple starting power
4 SXXNUOSE + SXUYUOSE + SXUNUOSE Infinite Gold
5 IASEPSZA Half normal amount of Gold
6 GPSEPSZA Double normal amount of Gold
7 AEENEZZA Infinite magic
8 AAUTAEQY + AAKTPAKY + AAUTZAPA Slow mode
9 AVXVGPSZ Jump in direction you are facing
Faxanadu is a trademark of Falcom. Used by Hudson Soft, Inc. under
license.

Felix the Cat(tm) Game
FELI
CODE KEY IN . . . EFFECT . . .
1 APUGAGZO Start with 9 lives
2 IPUGAGZP Start with 6 lives
3 APUGAGZP Start with 1 life
4 AEUYKPPA Infinite lives
5 ZAOSQZPA + APNSOXPO Pick up 1 head and get 2!
6 AAEENAZA Hearts can't be replenished from bottles
7 GAEENAZA Bottles replenish more hearts
8 AAEENAZE Bottles replenish even more hearts
9 GZUKOSVK Never lose current weapon (acts as invincibility
too!)-unless you fall off the screen
Felix the Cat is a trademark of Felix the Cat Productions, Inc.
Final Fantasy(tm) Game

FINAL
CODE KEY IN . . . EFFECT . . .
1 SZULIEVS "LIFE" Spell never uses up Magic Points
2 SZVULEVS "LIF2" Spell never uses up Magic Points
3 TESGTYZA Magic Users start with 6 Magic Points
4 PESGTYZE Magic Users start with 9 Magic Points
5 ELEXVLEY + AESGANGA + AESGGNAA Non-magic users can
use Level 1 Magic
6 AZOUGAEP + LAOUTAPA Start with 800 Gold
CODES 7 THRU 35 AFFECT STARTING (NEW GAME) CHARACTERS ONLY
7 TGKLPALZ Double Fighter Hit Points
8 GPKUAEZA Double Fighter's Hit
9 ZTKUPAIU Double Fighter's Evade
10 ZAKLTAIE Double Fighter's Luck
11 GLSLPETO Double Thief's Hit Points
12 TASLYAZA Triple Thief's Damage
13 ZASUAAIE Double Thief's Hit
14 GYSUPEZL Double Thief's Evade
15 TPLSTEYE Double Thief's Luck
16 ZGVLPAZ Double Black Belt's Hit Points
17 TAVLYAZA Triple Black Belt's Damage
18 ZAVUAAIE Double Black Belt's Hit
19 ZTVUPAIU Double Black Belt's Evade
20 ZAVLTAIE Double Black Belt's Luck
21 GLNLPETO Double Red Mage(tm)'s Hit Points
22 ZANLYAIE Double Red Mage's Damage
23 TANUAAIE Double Red Mage's Hit
24 GYNUPEZL Double Red Mage's Evade
25 ZANLTAIE Double Red Mage's Luck
26 AUPELPEGO Double White Mage(tm)'s
Hit Points
27 TEELYAZA Triple White Mage's Damage
28 ZEEUAAIE Double White Mage's Hit
29 ZVEUPAIU Double White Mage's Evade
30 ZEELTAIE Double White Mage's Luck
31 ZUOLPEPP Double Black Mage's
Hit Points
32 LEOLYAPA Triple Black Mage's Damage
33 ZEOUAAIE Double Black Mage's Hit
34 GNOUPEZL Double Black Mage's Evade
35 GOOLTEZA Double Black Mage's Luck
36 GXSZPKSV + GXSXZKSV Almost infinite Gold
Final Fantasy Black Mage, Red Mage and White Mage are trademarks
of Square Soft, Inc.
Firehawk(tm)

FIRE
CODE Key In . . . Effect
1 PAOEPALA Start with 1 life
2 TAOEPALA Start with 6 lives
3 PAOEPALE Start with 9 lives
4 OZOXOTES Don't take any damage
Firehawk is a trademark of Codemasters Software Company Ltd.
Fist of the North Star(tm) Game

FIST
CODE KEY IN . . . EFFECT . . .
1 SXKKYPVG Infinite lives
2 PEKKGALA Start with 1 life
3 TEKKGALA Start with 6 lives
4 PEKKGALE Start with 9 lives
5 SZSVGTVG Freeze timer
6 OTSGOGSV For pro's--one hit kills you!
7 OTSGOGSV + PASGXKOI Take minimum damage from all

enemies
8 TEELTPPA Sweep kick damages enemies more
9 AEOLGPLE Straight kick damages enemies more
10 OVOUZPSV + ZEOLUOS Any attack mega-damages

enemies
11 AAUKVGGA Can't be knocked back by big thugs
12 EISGUPEY Pogo stick
Fist of the North Star and Ken are trademarks of Toei Animation.
Used by Taxan USA Corp. under license
Flight of the Intruder(tm) Game

INT
CODE KEY IN . . . EFFECT . . .
1 GZUOZYVG Infinite radar-guided missiles--bombing/strafing
screen
2 PAOALZTE Start with 9 radar-guided missiles--
bombing/strafing screen
3 GZUOLKVK Infinite missiles--cockpit screen
4 OZKZTXOK + AAKXGZPA Start each mission with 6
missiles
5 GAKGKGAA Start on mission 3
6 ZAKGKGAE Start on mission 6
7 APKGKGAA Start on mission 9
8 TPKGKGAA Start on mission 12

Flight of the Intruder(tm) is a trademark of Stephen P. Coonts.
The Flintstones: The Rescue of Dino and Hoppy(tm) Game

FLINT
CODE KEY IN . . . EFFECT . . .
1 SXOAAEVK Infinite lives
2 AAVAYPZA Start with 1 life
3 IAVAYPZA Start with 6 lives
4 AAVAYPZE Start with 9 lives
5 LTNELOZA Start with 99 coins
6 PEEAAPAA Start with slingshot
7 ZEEAAPAA Start with axe
8 GEEAAPAA Start with bomb
9 YESTZZIE 15 coins on pick-up
10 ZESTZZIA 2 coins on pick-up
11 AAUAXTLA Slingshot doesn't use up coins
12 AAUAUTLA Axe doesn't use up coins
13 AAUAKVZA Bomb doesn't use up coins
14 SZNTZKVK + SXOPZOVK Infinite energy

The Flintstones: The Rescue of Dino and Hoppy is a trademark of
Hanna-Barbera Productions, Inc. Used by Taito America Corp. under
license.

The Flintstones--The Surprise at Dinosaur Peak(tm) Game
STONES

CODE KEY IN . . . EFFECT . . .
1 AASALPZA Start with 1 life instead of 3
2 GASALPZA Start with 5 lives
3 AASALPZE Start with 9 lives
4 SXEETEVK Infinite lives
5 AANONPPA Infinite energy
6 LANONPPA Enemies do more damage (take 3 hearts away)
7 SXXOUVSE Infinite stone hammers once you have them
8 VTNEXOSE Start on level 2

CODES 9 THRU 17 TAKE EFFECT ONLY AFTER YOU LOSE ALL YOUR LIVES
WHEN PLAYING LEVEL 1--THEN SELECT CONTINUE--CAN'T USE
INFINITE LIVES OR ENERGY

9 PAKAVPAA Continue on Level 2
10 ZAKAVPAA Continue on Level 3
11 LAKAVPAA Continue on Level 4
12 GAKAVPAA Continue on Level 5
13 IAKAVPAA Continue on Level 6
14 TAKAVPAA Continue on Level 7
15 YAKAVPAA Continue on Level 8
16 AAKAVPAE Continue on Level 9
17 PAKAVPAE Continue on Level 10

18 PANELPLA Start with 1 heart
 19 ZANELPLA Start with 2 hearts
 20 TANELPLA Start with 6 hearts
 21 PANELPLE Start with 9 hearts
 22 GOEATOGA Start with max power
 23 ZEEEUYP A Get bowling ball instead of stone hammer
 24 LEEEUYP A Get mystery item instead of stone hammer

Flintstones--Surprise at Dinosaur Peak is a trademark of Hanna-Barbera Productions.

Flying Dragon(tm)--The Secret Scroll(tm) Game

FLY

CODE	KEY IN . . .	EFFECT . . .
1	VEKLTAKZ	Start with infinite lives
2	GXEETPVG	Start with infinite time
3	PANATALA	Start with 1 life
4	TANATALA	Start with 6 lives
5	PANATALE	Start with 9 lives
6	TAOXULLA	Start with double KO power

Flying Dragon and The Secret Scroll are trademarks of Culture Brain USA Inc.

Formula One: Built to Win(tm) Game

BTW

CODE	KEY IN . . .	EFFECT . . .
1	SXUIXEVK	Infinite nitro
2	ATKSXAAZ	Better nitro
3	AAVSOAZA	Psycho speed!
4	ATNUVUSZ	Items cost nothing
5	ATNUVUSZ + ATVUKLST	Items for free

Formula One: Built to Win is a trademark of SETA U.S.A., Inc.

Fox's Peter Pan and the Pirates(tm) Game

PETE

CODE	KEY IN . . .	EFFECT . . .
1	SZOKYLVG	Infinite lives
2	PENKLG LA	1 life
3	TENKLG LA	6 lives
4	PENKLG LE	9 lives
5	GASSNZGE	Slower flight meter
6	ZASSNZGA	Faster flight meter
7	SZVSVXVK	Infinite flight power
8	TONGZKZE + TPXKYUZE	Start with more energy
9	IENGZKZA + IAXKYUZA	Start with less energy
10	ZAUUZPA + ZAOIVAPA	Faster flying left and right

Fox's Peter Pan and the Pirates and The Revenge of Captain Hook are trademarks of Fox Children's Productions used by THQ, Inc. under license.

Freedom Force(tm) Game

FREE

CODE	KEY IN . . .	EFFECT . . .
1	ZOOTYTGZ	Start with half ammo
2	AEUTLYZZ	Infinite ammo
3	LEOVAYTA	Fewer errors allowed
4	OXOTYNOK	Infinite errors allowed
5	ZAUTLTPA	Start at level 2
6	LAUTLTPA	Start at level 3
7	GAUTLTPA	Start at level 4
8	IAUTLTPA	Start at level 5
9	GAKVYVAO	Start with half health
10	GZVAYLSA	Infinite health

Freedom Force is a trademark of The Nylint Corporation.

Friday the 13th(tm) Game

13TH

CODE	KEY IN . . .	EFFECT . . .
1	SZSLUEVK + IYKLSEAY	Infinite children
2	IEVANTPA + YUNESVYA	Start with 55 children
3	OTEIVISV	Infinite energy for active counselor
4	ZZOUAGTE	Vitamins heal active counselor better
5	AZEVXLGE	Vitamins heal others better
6	INNLI ZGY	Autofire
7	SZVLGXOU + YPVLIXAV	Turbo running
8	GAEUZIAE	Everyone can jump high!

Friday the 13th is a trademark of Paramount Pictures Corporation.

Used by LJN Toys, Ltd., under license

Fun House (tm) Game

FUN

CODE	KEY IN . . .	EFFECT . . .
1	PEOGXALA	Start with 1 turn
2	PEOGXALE	Start with 9 turns
3	EAXOLVGL	Slower timer
4	YPXOLVGU	Faster timer
5	ZESXVGGA	Quicker turning
6	TOVOUEYE	More time from Large Glop Clocks(tm)
7	YEVOUEYA	Less time from Large Glop Clocks
8	SXNKSKVK	Infinite turns
9	PAXGSILA	1 turn after continuing

10 PAXGSILE 9 turns after continuing
 11 YEEKSAPA Start on Floor 2
 12 LOEKSAPA Start on Floor 4
 13 YOEKSAPE Start on Floor 6
 14 LXEKSAPE Start on Floor 8

Fun House and Large Glop Clocks are trademarks of Warner Bros.
 Domestic Television Distribution.

G.I. Joe(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	AENATLPA	Stop timer
2	GOUTKSIA	More energy for Duke(tm)
3	GOUTSSGA	More energy for Blizzard(tm)
4	GOUTVSZA	More energy for Snake Eyes(tm)
5	GOUTNSLA	More energy for Capt. Grid-Iron(tm)
6	GOUVESPA	More energy for Rock & Roll(tm)
7	TEUTKSIA	Less energy for Duke
8	TEUTSSGA	Less energy for Blizzard
9	IEUTVSZA	Less energy for Snake Eyes
10	IEUTNSLA	Less energy for Capt. Grid-Iron
11	GEUVESPA	Less energy for Rock & Roll
12	ALNVIKAY	Shorter immunity
13	NYNVIKAN	Longer immunity
14	AAUEPPLA	Max energy on pick-up
15	OLNTYKOO	Infinite energy
16	AXNVKIYP	Mega jump for Duke
17	AXNVSIZP	Mega jump for Blizzard
18	AXNVVSGP	Mega jump for Snake Eyes
19	AXNVNIGP	Mega jump for Capt. Grid-Iron
20	AZETETAP	Mega jump for Rock & Roll

G.I. Joe, Duke, Blizzard, Snake Eyes, Capt. Grid-Iron and Rock & Roll are trademarks of Hasbro.

Galaga(tm) Demons of Death(tm) Game

GALA CODE	KEY IN . . .	EFFECT . . .
1	XVOKVUXK	Infinite lives
2	PAKKKILA	Start with 1 life
3	TAKKKILA	Start with 6 lives
4	KPNIPZEA + GANIZZIA + AAVSIZPA	Press START for next wave
5	GGVSGXOX + EZVSIZPE + UGVSTZSE	Press START for extra life
6	OXSTZPSX + YESTLOPY	Can't be caught by tractor beam!
7	GXEVPAEI	Start with twin shots
8	ATNVAVZ	Become invincible
9	GXOKOTEI	Play challenge stages only

Galaga and Demons of Death are trademarks of Namco Ltd.

Galaxy 5000(tm) Game

GAL CODE	KEY IN . . .	EFFECT . . .
1	SLKPAEVS	Stop timer
2	GXNXSVSN	Reduce damage free of charge
3	SXKZEPAX	No damage from falling
4	OXNNVPSX + PENNNOZP	Take less damage
5	SXUXSOSU + ALVUVYLZ	More damage from falling
6	TEEOZGVV + NUEOLKVN	More damage from shots

Galaxy 5000 is a trademark of Activision.

Gauntlet II(tm) Game

GAUNT CODE	KEY IN . . .	EFFECT . . .
1	OTXSSYSV	Don't take damage from monsters
2	OTXSSYSV + ZAXSVYAA	Take less damage from monsters
3	ZLVVWIGT	Weaker poison
4	EGVVWIGV	Stronger poison
5	IAUTEUZA	5 super shots picked up
6	GPUTEUZA	20 super shots picked up
7	AYETVUGU	Invincibility lasts longer
8	LPETVUGU	Invincibility doesn't last as long
9	ANNTUXGU	Repulsiveness lasts longer
10	LONTUXGU	Repulsiveness doesn't last as long
11	AYOTKUGU	Invisibility lasts longer
12	LPOTKUGU	Invisibility doesn't last as long

Gauntlet II is a trademark of Atari Games Corp.

Ghostbusters(tm) Game

GB CODE	KEY IN . . .	EFFECT . . .
1	AVVETNTI	Start with \$1,000,000
2	SXKZAZVG	Infinite fuel
3	OXOXKPVK	Immune to ghosts on Zuul(tm) stairway
4	PAEEXKPX	Permanent ghost alarm
5	PASPLOPX	Permanent ghost vacuum
6	OXSEGSX	Self-emptying traps
7	AEEZOAPA	Super sprinting up Zuul stairway

Ghostbusters and Zuul are trademarks of Columbia Pictures Industries, Inc. Used by Activision, Inc., under license
Ghostbusters(tm) II Game

BUST CODE	KEY IN . . .	EFFECT . . .
1	SUKYAUVS	Infinite lives
2	AAXVGGLA	Start with 1 life
3	IAXVGGLA	Start with 6 lives
4	AAXVGGLA	Start with 9 lives
5	SZXPXVK	Infinite continues
6	TAEGTZA	Triple continues
7	ZEE00XYO	Rapid-firing proton rifle
8	KYSOKXVN	All Ghostbusters can mega-jump
9	NNXXAPAS	Shield lasts longer--car scenes
10	SZOXLNVK	Infinite shield--car scenes

Ghostbusters is a trademark of Columbia Pictures Industries, Inc. Used by Activision, Inc., under license.

Ghosts 'n Goblins(tm) Game

GOB CODE	KEY IN . . .	EFFECT . . .
1	PAEKPTLA	1 life for players 1 and 2
2	TAEKPTLA	6 lives for players 1 and 2
3	PAEKPTLE	9 lives for players 1 and 2
4	SZEGNOVK	Infinite lives for players 1 and 2
5	VAEKZVSE	4 lives for player 1 only
6	ZAKILZLA	Speed up game
7	GAKILZLA	Slow down game
8	SXOITUVK	Stop timer

Ghost 'n Goblins is a trademark of Capcom USA, Inc.

Gilligan's Island(tm) Game

GILL CODE	KEY IN . . .	EFFECT . . .
1	PAXSEIZE	Start with 9 ropes
2	PAXSEIZA	Start with 1 rope
3	SZSUUVK	Infinite rope
4	PAXIUIZE	Start with 9 units of food
5	PAXIUIZA	Start with 1 unit of food
6	SZXUIUVK	Infinite supply of food
7	LANNLXPE	More time for Episode 1
8	IANNGLXE	More time for Episode 2
9	GPNNIZLP	More time for Episode 3
10	SZENLZVG	Infinite time
11	PAVSXGAA + GZVSUGSA	Start on Episode 2
12	ZAVSXGAA + GZVSUGSA	Start on Episode 3

Gilligan's Island is a trademark of Bandai America, Inc.

Godzilla(tm) Game

ZILLA CODE	KEY IN . . .	EFFECT . . .
1	AEUSLKNY	Both monsters never lose power
2	AEKSAGPE	Both monsters' power replenishes more quickly
3	AAXITSNY	Both monsters invincible!
4	VYXITSNN	Enemy inflicts more damage to both monsters

Godzilla is a trademark of Toho Company, Ltd.

Golga 13(tm): The Mafat Conspiracy(tm) Game

MAFAT CODE	KEY IN . . .	EFFECT . . .
1	GXOGZZVG	Infinite bullets
2	IASGUSZA	Fewer bullets picked up
3	GPSGUSZA	More bullets picked up
4	XTNIVXXK	Stop timer
5	AYNIEXGL + AYVISXGL	Slower timer
6	AZNIEXGL	Faster timer
7	GZNGOTOY	Immune to physical damage
8	GZOKSSON	Immune to weapon damage
9	GXNGPOSN	Immune to damage in maze

Golga 13 and The Mafat Conspiracy are trademarks of Vic Tokai, Inc.

Golga 13(tm)--Top Secret Episode(tm) Game

GOL CODE	KEY IN . . .	EFFECT . . .
1	SXKVXAVG	Stop energy counting down
2	GXUVXTSA	Doesn't use bullets in horizontal mode
3	GXKNNPSA	Won't take damage in horizontal mode
4	GZOEKGGT	Won't take damage in pan/zoom mode
5	GZKLZGST	Won't take damage in maze
6	ZAVKIAAA	Gives life and bullets a super-boost

Golga 13 and Top Secret Episode are trademarks of Vic Tokai, Inc.

Goonies II(tm) Game

GOON CODE	KEY IN . . .	EFFECT . . .
1	SZUGUYVG	Infinite lives
2	PAXSZGLA	Start with 1 life
3	TAXSZGLA	Start with 6 lives

4 PAXSZGLE Start with 9 lives
 5 GAUIZGZA + AGUIYGZ Start with 4 energy cells
 6 AAUIZGZE + EAUIYGZ Start with 8 energy cells
 7 IAVIAGPA Start with boomerang
 8 LEUAOPZA Always have mega-jump
 9 IEUEKPGA Better jumping boots on pick-up
 10 ZESAPAPA Super speed
 11 SXUASSVK Infinite bombs on pick-up
 12 SZVAESVK Infinite molotov bombs on pick-up
 13 SZNEEVVK Infinite shots for sling on pick-up

Goonies II is a trademark of Warner Bros, Inc. Used by Konami Industry Co. Ltd. under license
 Gotcha!(tm) The Sport!(tm) Game

GOT

CODE KEY IN . . . EFFECT . . .
 1 AASUTIPA Freeze timer
 2 ZAEOKAPA Start with double rations of ammo
 3 IAEPVAGA + PAEPVAIE Increase timer to 59 seconds
 4 ZAEPOAGA + IAEPVAIA Decrease timer to 25 seconds

Gotcha and The Sport are trademarks of Universal City Studios, Inc. Used by LJN Toys, Ltd., under license

Gradius(tm) Game

GRAD

CODE KEY IN . . . EFFECT . . .
 1 SXOYYVI Both players have infinite lives
 2 YGUONUZS + YGKPUUIL Never lose weapons
 3 AENELZLA Both players start with 1 life
 4 IENELZLA Both players start with 6 lives
 5 AENELZLE Both players start with 9 lives
 6 KOXOLYSP Keep power capsules
 7 NNOEKPIE Increase force field protection

Gradius is a trademark of Konami Industry Co., Ltd.

The Great Waldo Search(tm) Game

SEARCH

CODE KEY IN . . . EFFECT . . .
 1 EKEIXTEA Only need to find Waldo(tm) to complete the level
 2 EKXSNTAG Only need to find the magic scroll
 WITH CODES 3 AND 4, THE NUMBER OF CLOCK ICONS ON SCREEN MAY BE

WRONG

3 SXSGKTVG Extra clocks last forever
 4 SZXINYVT Extra clocks worth nothing
 5 ZEKKOTPA Faster timer
 6 GEKKOTPA Much faster timer
 7 OZSIEEOV + GASIOALA Play the Super Waldo Challenge(tm)

The Great Waldo Search, Waldo and Super Waldo Challenge are trademarks of Martin Handford.

Gremlins 2: The New Batch(tm) Game

GREM

CODE KEY IN . . . EFFECT . . .
 1 ZAEKXATA + ZEEELATA Start with only 1 heart
 2 AAEKXATE + AEEELATE Start with 4 hearts
 3 GAEGEAAA Start with 5 lives
 4 PAEGEAAE Start with 10 lives
 5 LAEGSAPA Start with 3 balloons
 6 TAEGSAPA Start with 6 balloons
 7 SZNETEVK Infinite lives
 8 SZXEUVK Infinite balloons
 9 SXKEZPVG Don't take damage from monsters

(or harmful surfaces)

Gremlins 2: The New Batch and Gremlins are trademarks of Warner Bros, Inc.

The Guardian Legend(tm) Game

GUARD

CODE KEY IN . . . EFFECT . . .
 1 AAXTIUNY Infinite energy--
 2 AXVAIAAG Start with less energy
 3 EEVAIAAG Start with more energy

TO FINISH THE GAME USING CODE 4, SAVE YOUR POSITION IN THE GAME BEFORE

OPENING THE ENTRANCE TO CORRIDOR 6. RESTART THE GAME WITH NO

CODES

(TURN THE DECK POWER OFF AND ON) AND GO THRU THE ENTRANCE.

THEN SAVE

THE GAME AGAIN. THEN RESTART THE GAME USING THE SAME CODES

YOU

STARTED WITH.

4 GXOAKLST Never use up shots
 5 OVOAKLSV + PEOASLAP Use up minimum shots
 6 PAKVELAA Start on area 1
 7 LAKVELAA Start on area 3
 8 IAKVELAA Start on area 5
 9 YAKVELAA Start on area 7
 10 PAKVELAE Start on area 9

The Guardian Legend is a trademark of Irem Corp.
Guerilla War(tm) Game

WAR CODE	KEY IN . . .	EFFECT . . .
1	SLTKOV	Both players have infinite lives
2	AELGVP	Both players start with 1 life
3	IELGVP	Both players start with 6 lives
4	PELGVO	Both players start with 9 lives

Guerilla War is a trademark of SNK Corp. of America.

Gumshoe(tm) Game

GUM CODE	KEY IN . . .	EFFECT . . .
1	PAUENALA	Start with 1 life
2	TAUENALA	Start with 6 lives
3	PAUENALE	Start with 9 lives
4	IZSEAAAI	Start with 25 bullets
5	PASEKAAA	Start with 150 bullets
6	ZASEKAAA	Start with 250 bullets
7	PASAUALA	Gain 1 bullet on pick-up
8	TASAUALA	Gain 6 bullets on pick-up
9	LAKEGYTA	Timer set to 04:00
10	PAKEGYTE	Timer set to 10:00
11	SAKAVEKE	Different attack waves

Gumshoe is a trademark of Nintendo of America Inc.

Gyromite(tm) Game

GYRO CODE	KEY IN . . .	EFFECT . . .
1	SUZAAT	Infinite lives
2	ZEA AUS	Slow down timer
3	PEUAGLIA	Start with 1 life
4	ZEUAGLIE	Start with 10 lives
5	GOUAGLIA	Start with 20 lives

Gyromite is a trademark of Nintendo of America Inc.

Gyruss(tm) Game

RUSS CODE	KEY IN . . .	EFFECT . . .
1	AEEOIEZA	Infinite lives
2	GEEPIAZA + OEEPYAPA	Never lose twin shots
3	PAXEGLGA	Start with 1 ship
4	ZAXEGLGE	Start with 10 ships
5	GAKEATPA	Start with 4 phasers
6	AAKEATPE	Start with 8 phasers
7	ZEEPYAPA	Gain 2 phasers when you die with none
8	GEEPYAPA	Gain 4 phasers when you die with none
9	OAKEATPA	Start with twin shots + 1 phaser
10	KAKEATPA	Start with twin shots + 4 phasers
11	EAKEATPE	Start with twin shots + 8 phasers

Gyruss is a trademark of Konami Industry Co., Ltd.

Harlem Globetrotters(tm) Game

TROT CODE	KEY IN . . .	EFFECT . . .
1	IIUGSOIZ	Slower timer
2	GPUGSOIX	Faster timer
3	IIVGKOIZ	Slower shot clock
4	GPVVKOIX	Faster shot clock

Harlem Globetrotters is a trademark of International Broadcasting Corporation.

Heavy Barrel(tm) Game

BAR CODE	KEY IN . . .	EFFECT . . .
1	ENSTPVSN	Autofire for player 1
2	EYNVINSN	Autofire for player 2
3	AEKVXLII	Hand weapons last 4 times longer
4	ZAOVEPAA	Only 1 hand weapon
5	ENVVKLEI	Infinite hand weapons on pick-up for players 1 and 2
6	OXVVVLVS	Infinite hand weapons and firearms on pick-up for players 1 and 2
7	XVKZVEXK	Enemies don't fire handguns
8	XTOVVEXK	Become invisible and invincible!

Heavy Barrel is a trademark of Data East USA, Inc.

Heavy Shreddin'(tm) Game

SHRED CODE	KEY IN . . .	EFFECT . . .
1	AUEXNVAO	Slow timer
2	SXSOYIVG + SXOPPLVG + SXUOZLVG	Infinite penalties
3	PEKAPLGA	1 penalty
4	AEKAPLGE	8 penalties
5	AOKAPLGA	16 penalties
6	ZESEKLPA + ZEVEKLPA	Faster left and right movement
7	NNUEYLAE	Select any level

Heavy Shreddin' is a trademark of Parker Brothers.

Hillsfar (tm) Game

FAR
CODE KEY IN . . . EFFECT . . .
CODES 1 THRU 3 WORK ONLY ON CHARACTERS YOU CREATE
1 IEVANKZA Start with 50% less gold
2 YEVANKZE Start with 50% more gold
3 GOVANKZA Start with 100% more gold
4 AOULILAZ Faster timer when lock-picking
5 ASULILAZ Slower timer when lock-picking
6 ENULILAZ Very slow timer when lock-picking
7 SXKUTSVK + AEKUISAI Infinite knock rings

Hillsfar is a trademark of TSR, Inc.

Hogan's Alley(tm) Game

HOGE
CODE Key In . . . Effect . . .
1 IAEKOIAP 5 misses allowed--Game A
2 AZEKOIAP 20 misses allowed--Game A
3 AAOGETPA Infinite misses allowed--all games
4 ZAOGETPA Each miss counts as 2--all games

Hogan's Alley is a trademark of Nintendo of America Inc.

Home Alone 2(tm) Game

HOME2
CODE KEY IN . . . EFFECT . . .
1 PEEPILLA Start with 1 life instead of 3
2 IEEPILLA Start with 5 lives
3 YEEPILLA Start with 7 lives
4 PEEPILLE Start with 9 lives
5 POEPILLE Start with 25 lives
6 ZUEPILLA Start with 50 lives
7 LKEPILLE Start with 75 lives
8 LVEPILLA Start with 99 lives
9 SZEYKVVK Infinite lives
10 AENYVGGE Every 4 cookies count as 8
11 GENYVGGE Every 4 cookies count as 12
12 AONYVGGA Every 4 cookies count as 16
13 GONYVGGA Every 4 cookies count as 20 (extra life point)
14 IAOUUGTA Extra life with 5 pizza slices instead of 6
15 GAOUGTA Extra life with 4 pizza slices
16 LAOUUGTA Extra life with 3 pizza slices
17 ZAOUGTA Extra life with 2 pizza slices
18 PAOUUGTA Extra life with every pizza slice
19 SZNYSSVK Infinite power units/life points
20 SZSVLVVK Become almost invincible after losing 1 life point
(can walk thru most enemies--vacuum cleaner can still kill you)
21 SZOELKVK Infinite slides on pick-up
22 SZVETKVK Infinite darts on pick-up
23 SZSAAKVK Infinite flying fists on pick-up

Home Alone 2 is a trademark of Twentieth Century Fox Film Corp.

Hook(tm) Game

HOOK
CODE Key In . . . Effect . . .
1 AEXVNTZA Start with 1 life
2 IEXVNTZA Start with 6 lives
3 AEXVNTZE Start with 9 lives
4 SZONIEVK Infinite lives--player 1
5 GZVIKIST Infinite energy--player 1
6 GZNSNIST Infinite energy--player 2
7 AENIOIIA Get maximum energy from food--player 1
8 AAEINTIA Get maximum energy from food--player 2
9 AVVIXSGZ No energy from food!

Hook is a trademark of Tri-Star Pictures, Inc.

Hudson's Adventure Island(tm) Game

AI
CODE KEY IN . . . EFFECT . . .
1 PEEEPALA Start with 1 life
2 TEEEPALA Start with 6 lives
3 PEEEPALAE Start with 9 lives
4 SZOEGPVG Start with infinite lives
5 SXKKIAVG Stop energy bar counting down
6 GXNGLAKA Become immune to rocks
7 GZXEAPSA Keep weapons
8 SPEEIEG Can mega jump while at rest
9 SPEETSOZ Can mega jump while running
10 AAEAYIPA + AEVEZGPZ Multi-mega-maxi-moonjumps!
11 AEKAPIPA + PEEEZIAA Weird . . . Hudson(tm) can moonwalk!

Hudson's Adventure Island and Hudson are trademarks of Hudson Soft USA, Inc.

The Hunt for Red October(tm) Game

NOTE: THESE CODES MAY NOT WORK ON some COPIES OF THE GAME.

NO other CODES ARE AVAILABLE.

RED
CODE KEY IN . . . EFFECT . . .
1 PEVLYAIA Start with 1 life
2 ZEVLYAIE Start with 10 lives
3 SXEZXZVG Infinite lives

4 SXEUPUVK Infinite time
5 ZANLVKPO Start with 10 horizontal torpedoes
6 ZLNLVKPP Start with 50 horizontal torpedoes
7 LTNLVKPP Start with 99 horizontal torpedoes
8 IANUUKYA Start with 5 vertical torpedoes
9 ZLNUUKYA Start with 50 vertical torpedoes
10 LTNUUKYA Start with 99 vertical torpedoes
11 IEELSKZA Start with 5 caterpillars
12 ZUELSKZA Start with 50 caterpillars
13 LVELSKZA Start with 99 caterpillars
14 IEEUXKZA Start with 5 ECM's
15 ZUEUXKZA Start with 50 ECM's
16 LVEUXKZA Start with 99 ECM's
17 SXUYSVK Infinite horizontal torpedoes
18 SZUZPVVK Infinite vertical torpedoes
19 OZEUEKOK + AAEUVGPA Gain maximum power horizontal torpedoes on pick-up
20 OZSLNKOK + AASUSGPA Gain maximum power vertical torpedoes on pick-up
The Hunt For Red October is a trademark of Paramount Pictures.
Hydlide(tm) Game

LIDE
CODE KEY IN . . . EFFECT . . .
1 AZKAAVZE Boost strength, life, magic
2 GTKAAVZA Super boost strength, life, magic
3 SXSGYYSA Don't take damage from most monsters
4 AEUEKVIA Rapid healing
5 AANOVZZA Rapid magic healing

Hydlide is a trademark of T&Esoft. Used by Fujisankei Communications International, Inc., under license
Ice Climber(tm) Game

ICE
CODE KEY IN . . . EFFECT . . .
1 OKEIPGVS Infinite lives
2 ATKSALAZ Become invincible
3 AEXKTGLA Start with 1 life
4 IEXKTGLA Start with 6 lives
5 AEXKTGLE Start with 9 lives
6 VNSKXUNN + ZESKULPA Players double speed
7 SNSKXUNN + LESKULPA Players triple speed
8 GPUKOAZX Super jumping power
9 ELKITLEY Monsters bump you instead of killing you

Ice Climber is a trademark of Nintendo of America Inc.
Ikari Warriors(tm) Game

IK
CODE KEY IN . . . EFFECT . . .
1 SXSNTZVI Infinite lives
2 SXXNVUVS Infinite missiles for tank
3 SZONZSVS Infinite bullets
4 SXEYZSVS Infinite grenades
5 PAUYPTLA Start with 1 life
6 TAUYPTLA Start with 6 lives
7 PAUYPTLE Start with 9 lives
8 ZUNNLZLT Start with 50 bullets
9 LTEYALZL Start with 99 grenades
10 PPEYALZU Start with 25 grenades

Ikari Warriors is a trademark of SNK Corp. of America.
Ikari Warriors(tm) II: Victory Road(tm) Game

VICT
CODE KEY IN . . . EFFECT . . .
1 OZUXVEPV + GAUXNAPA Maximum power weapons on pick-up
2 GXOLYLST Don't take damage from most enemies
3 AUNYIYAT Start game with half normal energy

Ikari Warriors and Victory Road are trademarks of SNK Corp. of America.

Ikari III: The Rescue(tm) Game

IKAR
CODE KEY IN . . . EFFECT . . .
1 PEOKUALA Start with 1 life
2 TEOKUALA Start with 6 lives
3 PEOKUALE Start with 9 lives
4 PEXKZLLA 1 life after continue
5 TEXKZLLA 6 lives after continue
6 PEXKZLLE 9 lives after continue
7 AEUGNYPA Infinite lives
8 YESKVGPA 3-way firing, instead of punching
9 GZSUOAST Immune to most kicks and punches

Ikari III: The Rescue is a trademark of SNK Corporation of America.

Imagefight(tm) Game

IMAGE
CODE KEY IN . . . EFFECT . . .
1 SXSZTPVG Infinite lives--both players

2	PAVXLPLA	Start with 1 life--both players
3	TAVXLPLA	Start with 6 lives--both players
4	PAVXLPLE	Start with 9 lives--both players
5	PAVZLPAA	Start at Combat Simulation Stage 2
6	ZAVZLPAA	Start at Combat Simulation Stage 3
7	LAVZLPAA	Start at Combat Simulation Stage 4
8	GAVZLPAA	Start at Combat Simulation Stage 5
9	IAVZLPAA	Start at Real Combat--1st Target
10	TAVZLPAA	Start at Real Combat--2nd Target
11	ATSLTKOZ	Never lose Pods
12	PAELGGAA	Start with V Cannon
13	ZAELGGAA	Start with Reflecting Ball
14	LAELGGAA	Start with Drilling Laser
15	GAELGGAA	Start with Seeking Missile
16	IAELGGAA	Start with Seeking Laser

Imagefight is a trademark of IREM America Corp.
The Immortal(tm) Game

MORT

CODE	KEY IN . . .	EFFECT . . .
1	GZOLIXVK	Enemy's fatigue level doesn't go down
2	GZOUIXVK	Your fatigue level doesn't go down
3	YLEUIXYN	Your fatigue level goes down faster
4	NYEUIXYN	Your fatigue level goes down slower
5	SZSLTXVK	Don't lose energy from fighting!
6	SZNLXPVV	Your fatigue level never rises
7	ZAKSIYPA	More damage from fireballs

The Immortal is a trademark of Electronic Arts.
Indiana Jones and the Last Crusade(tm) Game

JONES

CODE	KEY IN . . .	EFFECT . . .
1	SZUEEIVG	Infinite lives on bike section
2	PAVAGYIE	More lives on ship section
3	PAVAGYIA	Fewer lives on ship section
4	PAEPIITE	More lives on tank section
5	PAEPIITA	Fewer lives on tank section
6	PEXPTALE	More lives on castle section
7	PEXPTALA	Fewer lives on castle section

Indiana Jones and the Last Crusade is a trademark of Lucasfilm Ltd.
Used by Taito America Corporation under license.

Indiana Jones and the Temple of Doom(tm) Game

INDY

CODE	KEY IN . . .	EFFECT . . .
1	SZEXOKVK	Infinite lives
2	AEKLULGA	Start with 1 life
3	PEKLULGE	Start with 10 lives
4	TEKLULGE	Start with 15 lives
5	SZSZGUVK	Always keep sword
6	SZUXZVVK	Always keep gun
7	SZXZAEVK	Freeze timer
8	GLKUXGLV + LVEXUUGL + LTOXVKGL	Start with less time
9	PPKLEKYA	Start on level 2
10	IPKLEKYA	Start on level 4
11	PPKLEKYE	Start on level 6
12	IPKLEKYE	Start on level 8

Indiana Jones and the Temple of Doom is a trademark of Lucasfilm Ltd.
Used by Mindscape Inc. under license.

Infiltrator (tm) Game

TRATOR

CODE	KEY IN . . .	EFFECT . . .
1	ZPSLPXZA	Start with more Grenades
2	IASLPXZA	Start with fewer Grenades
3	AASLPXZA	Start with no Grenades
4	LPKUIZTZ	Start with less Spray
5	AAKUIZTZ	Start with no Spray
6	SXKXXIVG	Never lose Grenades outside buildings
7	SZVKAIIVG	Never lose Grenades inside buildings
8	SXUXKIVG	Never lose Spray outside buildings
9	SZUKYIVG	Never lose Spray inside buildings
10	SZKLIKVK	Stop timer
11	ILOULXPL	Start with less time

Infiltrator is a trademark of Gray Matter. Licensed to Mindscape Inc.
Iron Tank(tm) Game

TANK

CODE	KEY IN . . .	EFFECT . . .
1	OIOGIIPA + SXUKTKVK	Infinite lives
2	OIOGIIPA + AAUKGGZA	Start with 1 life
3	OIOGIIPA + IAUKGGZA	Start with 6 lives
4	OIOGIIPA + AAUKGGZE	Start with 9 lives
5	SLUVKESO	Super strong tank

Iron Tank is a trademark of SNK Corp. of America.
IronSword(tm)--Wizards & Warriors(tm) II Game

IRON

CODE	KEY IN . . .	EFFECT . . .
1	OXXANAVK	Infinite lives

2 OZUAXPVK Infinite continues
 3 GXSNKVS Infinite spells
 4 PENAEZLA + PESEXPLA Start with 1 life
 5 TENAEZLA + TESEXPLA Start with 6 lives
 6 AEEOEAZA Food gives full energy
 7 AAOPNPZA Drink gives full energy
 8 LEVEXZAA Start with axe and helm
 9 ZEVAVXNY Start with shield
 10 AAAGUGA Start with ironsword
 11 AASTYPLA Fleet foot jumping
 12 OXKSYUPX Fleet foot running
 13 LEEEPZAE Start on wind level
 14 GOEEPZAA Start on tree level
 15 TOEEPZAA Start on water level
 16 IOEEPZAA Start on outer fire level
 17 LUEEPZAA Start on lower earth level
 18 PUEEPZAA Start on lower icefire mountain

IronSword and Wizards & Warriors are trademarks of Acclaim
 Entertainment Inc.
 Isolated Warrior(tm) Game

ISO

CODE	KEY IN . . .	EFFECT . . .
1	PAXTIZLA	1 life
2	TAXTIZLA	6 lives
3	PAXTIZLE	9 lives
4	SZUVPVAVG	Infinite lives
5	SZXOXSVK	Infinite bombs
6	AASVTXPA	Start with maximum energy and bombs
7	TEOAAYZA	More energy restored on pick-up
8	PEOAAYZA	Less energy restored on pick-up
9	PANEGAAA + VANEYESE + VEEAZESE	Start on Scene 2
10	ZANEGAAA + VANEYESE + VEEAZESE	Start on Scene 3
11	LANEGAAA + VANEYESE + VEEAZESE	Start on Scene 4
12	GANEGAAA + VANEYESE + VEEAZESE	Start on Scene 5
13	IANEGAAA + VANEYESE + VEEAZESE	Start on Scene 6

Isolated Warrior is a trademark of NTVIC.
 Ivan "Ironman" Stewart's Super Off-Road(tm) Game

OFF

CODE	KEY IN . . .	EFFECT . . .
1	AAUEIEPP	Computer starts with no nitro boosts
2	ZLUEIEPP	Computer starts with double nitro boosts
3	ZLEVZSPP	Players start with double nitro boosts
4	AEKISPPA	Players have infinite nitro boosts
5	PENTYGLA	Players have only 1 life
6	GGUTGGOU + GGUTIGAV + KTUTTKAL	Infinite money
7	TEKTYGAA	Lots of money and full equipment

Ivan "Ironman" Stewart's Super Off-Road is a trademark of The
 Leland Corporation. Used under license by Tradewest, Inc.
 Jackal(tm) Game

JACK

CODE	KEY IN . . .	EFFECT . . .
1	SZPTSI	Both players have infinite lives
2	PAPKXZ	Both players start with 1 life
3	PAPKXX	Both players start with 9 lives
4	GXZTSG	Keep weapons after death
5	LEZTKG	Full weapons after death

Jackal is a trademark of Konami Inc.
 Jackie Chan's Action Kung Fu(tm) Game

CHAN

CODE	KEY IN . . .	EFFECT . . .
1	PESIKYYE	9 Tornado Attacks(tm) on pick-up
2	PESIVYYE	9 3600 Spin Kicks on pick-up
3	PESINYEE	9 Sky Attacks(tm) on pick-up
4	AESIKYYA	0 Tornado Attacks on pick-up
5	AESISNPA	0 1800 Spin Kicks on pick-up
6	AESIVYYA	0 3600 Spin Kicks on pick-up
7	AESINYAA	0 Sky Attacks on pick-up
8	SXSKEVK	Infinite special attacks
9	TAVGXZZA	Max energy from Energy Bowl(tm)
10	PAVGXZZA	Less energy from Energy Bowl

Jackie Chan's Action Kung Fu, Jackie, Josephine, Tornado Attacks,
 Sky Attacks and Energy Bowl are trademarks
 of Hudson Soft USA, Inc.
 James Bond Jr. (tm) Game

BOND

CODE	KEY IN . . .	EFFECT . . .
1	PANTTATA	Start with 2 lives
2	TANTTATE	Start with 15 lives
3	SXEKSOVK	Infinite lives
4	XVOTAEEXE	Start with some weapons
5	AANNSLPA	Unlimited weapons (bombs, flares, nukes, bullets)
6	YUSOENYO	Slow down rate of air loss (scuba mode)
7	YESOENYO	Speed up rate of air loss
8	GZUYZIST	Shield doesn't take damage from bullets

9 GZVYPIST Immune to most damage
James Bond Jr. is a trademark of EON Productions, Ltd., MACB, Inc.,
DANJAO, S.A. and UAC Financing Co.

Jaws (tm) Game

JAW

CODE	KEY IN . . .	EFFECT . . .
1	SZSATSVK	Infinite lives
2	SZVEYNSE	Infinite shells

3	PEOAGZLA	Start with 1 life
4	TEOAGZLA	Start with double lives
5	SZSELSTK	Don't lose shells on dying
6	SZSETSVK	Don't lose power on dying

Jaws is a trademark of Universal City Studios, Inc. Used by LJN Toys,
Ltd. under license.

The Jetsons: Cogswell's Caper (tm) Game

JET

CODE	KEY IN . . .	EFFECT . . .
1	SZSLXVVK	Infinite lives
2	IEEPPILA	Better start (more lives and hearts)
3	GXVLEVVK	Don't lose extra hearts on dying
4	ZEVEZLPA	2 power packs on pick-up
5	IEVEZLPA	5 power packs on pick-up
6	AUEOGIAP	Start with 30 powerpacks
7	ASEOGIAP	Start with 50 powerpacks
8	AAKAIGTA	Small hearts gives full health
9	SZEELUVK	Infinite hearts
10	GXUENESE	Defenses don't use up powerpacks
11	IAUAKAAZ	Shield uses fewer powerpacks
12	ZENEIYAP	Flashlight uses fewer powerpacks

The Jetsons: Cogswell's Caper is a trademark of Hanna-Barbera
Productions, Inc.

Jimmy Connors Tennis(tm) Game

JIM

CODE	KEY IN . . .	EFFECT . . .
1	AEVIPLA	Only 15 points required to win game
2	PEVIPLA	Only 30 points required to win game
3	ZEVIPLA	Only 40 points required to win game
4	AEVAZTA	Only 1 game required to win set instead of 6
5	PEVAZTA	Only 2 games required to win set
6	ZEEVAZTA	Only 3 games required to win set
7	GEEVAZTA	Only 4 games required to win set
8	IEEVAZTA	Only 5 games required to win set
9	EEVVIPEI	Must get 2 points after 40 to win and no duce (always shows advantage after 40)
10	PEKVGZPA	Don't need to win by 2 to win tiebreaker
11	ZEUVIPYA	2 points needed to win tiebreaker instead of 7
12	LEUVIPYA	3 points needed to win tiebreaker
13	GEUVIPYA	4 points needed to win tiebreaker
14	IEUVIPYA	5 points needed to win tiebreaker
15	TEUVIPYA	6 points needed to win tiebreaker
16	ZEUVIPYE	10 points needed to win tiebreaker

Jimmy Connors Tennis is a trademark of UBI Soft Inc.

Joe & Mac (tm) Game

JNM

CODE	KEY IN . . .	EFFECT . . .
1	PEUXYALA	Start with 1 life instead of 3--player 1
2	IEUXYALA	Start with 5 lives--player 1
3	YEUXYALA	Start with 7 lives--player 1
4	PEUXYALE	Start with 9 lives--player 1
5	SZNXTEVK	Infinite lives--both players
6	SZKVOKVK	Protection from most enemy hits
7	SXUVYVVK	Protection from water
8	AEXZGLAO	Start with 1/2 energy (die when bar is 1/2 empty)
9	AAKUEAPE	Stone axe and flint do more damage to bosses
10	YAKUEAPE	Stone axe and flint do a lot more damage to bosses
11	AASLOAZE	Stone wheel and boomerang do more damage to bosses
12	APSLOAZA	Stone wheel and boomerang do a lot more damage to bosses
13	APSLVAGA	Fire does more damage to bosses
14	AZSLVAGA	Fire does a lot more damage to bosses
15	SZVTKUSE	Apple and hamburger worth nothing
16	AAVTULAO	Apple and hamburger restore energy to 1/2
17	OVUXZAET	Start with stone wheel instead of stone axe-- player 1
18	XVUXZAET	Start with flint instead of stone axe--player 1
19	UVUXZAET	Start with fire instead of stone axe--player 1
20	KVUXZAET	Start with boomerang instead of stone axe--player 1

21 ZEKZGAAA Start somewhere in level 2

Joe & Mac is a trademark of Data East USA, Inc.

Journey to Silius(tm) Game

SILI

CODE	KEY IN . . .	EFFECT . . .
1	SXNGYLVG	Infinite lives
2	PAOSOTLA	Start with 1 life
3	TAOSOTLA	Start with 6 lives
4	PAOSOTLE	Start with 9 lives
5	PEVIULLA	1 life after continue
6	TEVIULLA	6 lives after continue
7	PEVIULLE	9 lives after continue
8	PEKSOGZA	Start with Machine Gun
9	GEKSOGZA	Start with Laser Gun
10	AEKSOGZE	Start with Homing Missiles
11	AOKSOGZA	Start with Grenade Launcher
12	IEKSOGZA	Start with Machine Gun & Laser Gun
13	OTUVOZSV	Protection against most aliens
14	AAXTKAZE	Some aliens are tougher
15	PAXTKAZA	Some aliens are weaker
16	TOOETOLA	Mega-jump
17	AZVALPPA + EVNEYENY	Speed jump
18	LPSEYPGA + KVNELEKN	Super speed

Journey to Silius is a trademark of Sunsoft Corporation of America.
Joust(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	SXXKKZVI	Infinite lives
2	PEOGLAIA	Start with 1 life
3	ZEOGLAIE	Start with 9 lives
4	PASGKGAA	Turbo flying
5	GXSKTASA + GXSKGASA + GXVGGASA	Start on last level reached
6	GXVKOZSP	Heavens above?

Joust is a trademark of Williams Electronics Games, Inc. Used by HAL America, Inc., under license.
Jurassic Park(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	GZUXKKVS	Infinite ammo on pick-up
2	PAVPAGZE	More bullets picked up from small dinosaurs
3	PAVPAGZA	Fewer bullets picked up from small dinosaurs
4	GZEULOVK	Infinite lives--1ST 2 LEVELS ONLY
5	ATVGZOSA	Immune to most attacks

CODES 6 AND 7: FROM SMALL DINOSAURS, INSTEAD OF NORMAL BULLETS

6	VEXASASA + VEUAXASA	3-ball bolas picked up
7	NEXASASA + NEUAXASA	Explosive multi-shots

Jurassic Park is a trademark of Universal City Studios, Inc. & Amblin Entertainment, Inc.
Kabuki - Quantum Fighter(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	AAVGKYPA	Don't lose a life from energy loss
2	AASSAAPA	Don't lose a life from timer
3	AENLSLZA	Start with 1 life
4	IENLSLZA	Start with 6 lives
5	AENLSLZE	Start with 9 lives
6	PENUXLZA	1 continue
7	IENUXLZA	6 continues
8	AENUXLZE	9 continues
9	YENUNUZE + YEXLLUZE	Maximum energy
10	IENUNUZA + IEXLLUZA	Less energy
11	SXEUAESU	Infinite chip power
12	NYXIZEYU	Slower timer
13	YZXIZEYU	Faster timer
14	SXEUAESU + AOEUPEYA	Special weapons use up minimum chip power

Kabuki - Quantum Fighter is a trademark of Hal America, Inc.
The Karate Kid(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	SZOEKAVG	Infinite chances
2	SXEXLYVG	Infinite crane kicks
3	SZXAYVVG	Infinite drum punches on pick-up
4	PENEZTLA	Start with 1 chance
5	TENEZTLA	Start with 6 chances
6	PENEZTLE	Start with 9 chances
7	AAKVUGGE	8 crane kicks in 1-player game
8	AAKVKGGE	8 crane kicks in 2-player game
9	IAKVSGAA	Player 1 has 5 cranes in 'one on one'
10	ZAKVVGPA	Start on stage 2, 1-player game
11	ZAKVNGPA	Start on stage 2, 2-player game
12	LAKVVGPA	Start on stage 3, 1-player game
13	LAKVNGPA	Start on stage 3, 2-player game
14	GAKVVGPA	Start on stage 4, 1-player game
15	GAKVNGPA	Start on stage 4, 2-player game

The Karate Kid is a trademark of Columbia Pictures Industries, Inc.

Used by LJN Toys, Ltd., under license.

Karnov(tm) Game

KARN CODE	KEY IN . . .	EFFECT . . .
1	SXKISXVK	Infinite lives
2	GZVZNVG	Freeze timer
3	AAOSIAZA + AESIVTZA	Start with 1 life
4	IAOSIAZA + IESIVTZA	Start with 6 lives
5	AAOSIAZE + AESIVTZE	Start with 9 lives
6	LEEGOYPA	Gain 3 of most items
7	AEOKSYPA	Never lose most items
8	PAUSAAAA	Start on stage 2
9	ZAUSAAAA	Start on stage 3
10	LAUSAAAA	Start on stage 4
11	GAUSAAAA	Start on stage 5
12	IAUSAAAA	Start on stage 6
13	TAUSAAAA	Start on stage 7
14	YAUSAAAA	Start on stage 8
15	AAUSAAAE	Start on stage 9

Karnov is a trademark of Data East USA, Inc.

Kickle Cubicle(tm) Game

KICK CODE	KEY IN . . .	EFFECT . . .
1	SXEAAVVG	Infinite lives
2	SXNGSVVK	Stop timer
3	YENKXVZA	Faster timer
4	YENKXVZE	Slower timer
5	GZKATXSE + GZUIOSE + PAUIOPAA	Start on land 2
6	GZKATXSE + GZUIOSE + ZAUIOPAA	Start on land 3
7	GZKATXSE + GZUIOSE + LAUIOPAA	Start on land 4

Kickle Cubicle is a trademark of Irem America Corp.

Kid Icarus(tm) Game

KID CODE	KEY IN . . .	EFFECT . . .
1	ZAKSXTPA	Small hearts worth 2 energy points
2	IAKSXTPA	Small hearts worth 5 energy points
3	GPKSSVZA	Big hearts worth 20 energy points

Kid Icarus is a trademark of Nintendo of America Inc.

Kid Klown(tm) Game

KID CODE	KEY IN . . .	EFFECT . . .
1	AANAUAPA	Infinite lives
2	SZKEOESE	Infinite energy
3	AAEAUGLA	Full energy from hearts
4	ZENANLIA	Less energy from hearts
5	ZENANLIE	More energy from hearts
6	GXEZYVVV	Mega jump--DON'T HOLD JUMP BUTTON DOWN
FOR TOO LONG OR YOU MAY	GET STUCK AT TOP OF SCREEN	
7	GZSEIYVG	Infinite chances in sub-game (press Start to re-enter the main game)

Kid Klown is a trademark of Kemco America, Inc.

Kid Kool(tm) Game

KOOL CODE	KEY IN . . .	EFFECT . . .
1	PAVGIALA	Start with one life
2	TAVGIALA	Start with double lives
3	PAVGIALE	Start with triple lives
4	PASKOILA	One life after continue
5	SZKKXIVG	Infinite lives
6	VZOEOGVT	Stop the clock!

Kid Kool is a trademark of Vic Tokai Inc.

Kid Niki, Radical Ninja(tm) Game

NIKI CODE	KEY IN . . .	EFFECT . . .
1	GXSOKIVG	Infinite lives
2	NYUEXOEV	Ninja jumping power!
3	PAOATZLA	Start with 1 life
4	TAOATZLA	Start with 6 lives
5	AESUEGPA	Freeze timer
6	GAUELZTA + GEEPOTTA	Reduce timer value
7	PEVAYPAA + PEUETPAA	Start on round 2
8	ZEVAYPAA + ZEUETPAA	Start on round 3
9	LEVAYPAA + LEUETPAA	Start on round 4
10	GEVAYPAA + GEUETPAA	Start on round 5
11	IEVAYPAA + IEUETPAA	Start on round 6

Kid Niki, Radical Ninja and Kid Niki are trademarks of Data East USA, Inc.

King's Knight(tm) Game

KING CODE	KEY IN . . .	EFFECT . . .
1	GZVXTPSA	Infinite energy
2	AOSUAOGE	Start with double usual energy
3	TESUAOGA	Start with half usual energy
4	OTVXAPSV + PAVXPPAP	Only lose 1 energy point when hit

5 PESUTPAA Start with a better character
 6 ZESUTPAA Start with the best character normally possible
 7 IESUTPAA Start with a super character, better than normally possible

King's Knight is a trademark of Square Soft, Inc.
 Kirby's Adventure(tm) Game

KIRBY
 CODE KEY IN . . . EFFECT . . .
 1 PEVXIYGA Start with 2 lives
 2 AEVXIYGE Start with 9 lives
 3 AOVXIYGA Start with 17 lives
 4 ZAKLLXAA Less energy from 'pep drinks'
 5 APKLLXAA More energy from 'pep drinks'
 6 YZKLLXAE Full energy from 'pep drinks'
 7 YONZZNYX Start with less energy
 8 YKNZZNYX Start with more energy
 9 SZEPSVSE Infinite energy

Kirby's Adventure is a trademark of HAL Laboratory, Inc./Nintendo.
 Kiwi Kraze(tm) Game

KIWI
 CODE KEY IN . . . EFFECT . . .
 1 XYKTISKN Super jump
 2 SUSKLYVI Infinite lives
 3 AANGLLZA Start with 1 life (and 1 continue)
 4 IANGLLZA Start with 6 lives (and 6 continues)
 5 AANGLLZE Start with 9 lives (and 9 continues)
 6 AAEGNPZA 1 life after continue
 7 IAEGNPZA 6 lives after continue
 8 AAEGNPZE 9 lives after continue
 9 GZEKXPVS Infinite continues
 10 GZVKAUSE + GAVGYLAA Start on level 2
 11 GZVKAUSE + AAVGYLAE Start on level 3
 12 GZVKAUSE + GAVGYLAE Start on level 4
 13 GZVKAUSE + PPVGYLAA Start on level 5

Kiwi Kraze is a trademark of Taito America Corporation.
 Klax(tm) Game

KLAX
 CODE KEY IN . . . EFFECT . . .
 1 PAVESGLA Start with 0 drops allowed
 2 IAVESGLA Start with 5 drops allowed
 3 PANENGGGA When starting on level 6: 0 drops allowed
 4 IANENGGGA When starting on level 6: 5 drops allowed
 5 PEOAXGIA When starting on level 11: 0 drops allowed
 6 LEOAXGIA When starting on level 11: 3 drops allowed
 7 SXXLUGVT Infinite drops!

Klax is a trademark of Atari Games Corp. Used by Tengen, Inc. under license.

Knight Rider(tm) Game

RIDE
 CODE KEY IN . . . EFFECT . . .
 1 SXXEVEVK + SXKEIEVK Infinite lives
 2 AANKOAZA + VTNKSESE Start with 1 life
 3 IANKOAZA + VTNKSESE Start with 6 lives
 4 SZXSYSYTA Infinite shield
 5 SZEXUNVK Infinite missiles
 6 GXZSIVVK Infinite laser
 7 SZKZYOSU + LYKXAOTT Start with 99 missiles
 8 SZSZLOSU + PYSZGPGN Start with 99 lasers
 9 SZUZAOSU + ATUZPPTV Start with full gasoline
 10 SZUXGOSU + ITUXIOZV Start with full shield
 11 AEVALAZA Start with 1 life after continue
 12 IEVALAZA Start with 6 lives after continue
 13 AEVALAZE Start with 9 lives after continue

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

The Krion Conquest(tm) Game

KRI
 CODE KEY IN . . . EFFECT . . .
 1 AAKAAPZA 1 life
 2 IAKAAPZA 6 lives
 3 AAKAAPZE 9 lives
 4 PAXEZPAA + EZXEPOOZ + KAXEIPSA Start on stage 2
 5 ZAXEZPAA + EZXEPOOZ + KAXEIPSA Start on stage 3
 6 LAXEZPAA + EZXEPOOZ + KAXEIPSA Start on stage 4
 7 SXVLOIVG Infinite lives
 8 AEOKYTTP Float spell
 9 SXNIVLSA Don't lose energy from touching bad guys
 10 GEXYLEAA + IEOYTEPA Less energy used up when using fire spell

11 PEVGOIGA Quicker 'supershot'
 The Krion Conquest is a trademark of Vic Tokai, Inc.

Krusty's Fun House (tm) Game

FUN
 CODE KEY IN . . . EFFECT . . .

1 PAKATALA Start with 1 life
 2 TAKATALA Start with 6 lives
 3 PAKATALE Start with 9 lives
 4 AAUXAEZA Infinite energy
 5 AEOXSLPA Pick up super balls instead of custard pies
 6 TAKELEPA Start with 6 pies
 7 ZPKELEPA Start with 18 pies
 8 GXKZPKVK Infinite pies--first life only

Krusty's Fun House is a trademark of Twentieth Century Fox Film Corporation.

Kung Fu(tm) Game

KUNG
CODE

	KEY IN . . .	EFFECT . . .
1	SUAAXA	Both players have infinite lives
2	PEZELG	Both players have 1 life
3	PEZELK	Both players have 9 lives
4	GZVKIYSA + ATVKYNGG	Don't die when time runs out
5	GZLATG	Player 1 start at last level reached
6	GZLEPG	Player 2 start at last level reached
7	SEZEGG	Give player 2 an advantage
8	AEVXLSPT	Enemy easier to shrug off
9	ZEVXPIGE	Enemy harder to shrug off
10	LEEXSYPA	Normal enemies do more damage
11	XYUXEUZK	Knife thrower harder to beat

Kung Fu is a trademark of Irem Corp. Used by Nintendo of America Inc. under license.

Kung Fu Heroes(tm) Game

HERO
CODE

	KEY IN . . .	EFFECT . . .
1	AESLZLPA	Infinite lives
2	PASXSPIA	Start with 1 life
3	PASXSPIE	Start with 9 lives
4	AEVSPAPA	Infinite miracle kicks
5	GPVZXPAA	Start with 20 miracle kicks
6	OZSZXPSX + GASZUOSG	Start on Castle 2
7	OZSZXPSX + AASZUOSK	Start on Castle 3
8	OZSZXPSX + GASZUOSK	Start on Castle 4
9	OZSZXPSX + APSZUOSG	Start on Castle 5
10	OZSZXPSX + GPSZUOSG	Start on Castle 6
11	OZSZXPSX + APSZUOSK	Start on Castle 7
12	OZSZXPSX + GPSZUOSK	Start on Castle 8
13	PASZNPLA	Use with warp to start with 1 life
14	TASZNPLA	Use with warp to start with 6 lives
15	PASZNPLE	Use with warp to start with 9 lives
16	ZAXUEGIA	2 E-balls for an extra man
17	GAOKOGPA + KYXGOKNN	Mega jumps left and right

Kung Fu Heroes is a trademark of Culture Brain USA, Inc.

Last Action Hero (tm) Game

LAST
CODE

	KEY IN . . .	EFFECT . . .
1	AAUVSTLA	Start with 1 life
2	TAUVSTLA	Start with 7 lives
3	PAUVSTLE	Start with 10 lives
4	AASTAILA	Continue with 1 life
5	PASTAILA	Continue with 2 lives
6	ZASTAILA	Continue with 3 lives
7	SXXLOGVG	Infinite lives
8	AAKTOTZA	Start with 0 continues
9	IAKTOTZA	Start with 5 continues
10	PAKTOTZE	Start with 9 continues
11	SZEVZIVG	Infinite continues
12	ESXZLAEY	Kill bosses with one hit
13	VZSAEYVT	Red hearts worth nothing instead of 1 life
14	SXOLSGTG	Infinite energy
15	ZENTAAAA	Start on stage 2: Hamlet
16	GENTAAAA	Start on stage 3: The House
17	IENTAAAA	Start on stage 4: The Freeway
18	TENTAAAA	Start on stage 5: The Office block
19	YENTAAAA	Start on stage 6: The Helicopter
20	AENTAAAA	Start on stage 7: The Film Premiere
21	PENTAAAA	Start on Stage 8: The Cinema
22	ZENTAAAA	Start on the end of level bad guy

Last Action Hero is a trademark of Columbia Pictures Industries Inc.
 The Last Starfighter(tm) Game

LAST
CODE

	KEY IN . . .	EFFECT . . .
1	PANENLIA	Players 1 and 2 start with 1 life
2	TANENLIA	Players 1 and 2 start with 6 lives
3	PANENLIE	Players 1 and 2 start with 9 lives
4	KEEAVLSA	Player 2 starts with 1 life
5	SZVPATVG	Players 1 and 2 have infinite lives
6	GAVEKLAA + GZVENLSA + GZNAOLSA	Player 1 start on level
7	PAVEKLAE + GZVENLSA + GZNAOLSA	Player 1 start on level

10
8 IAVEKLAE + GZVENLSA + GZNAOLSA Player 1 start on level

14
9 GXUPLGSA Stop irritating shake
The Last Starfighter is a trademark of Universal/Lorimar, a Joint Venture.

Lethal Weapon (tm) Game

LETH

CODE	KEY IN . . .	EFFECT . . .
1	OLSSGS00	Infinite ammo when shooting on the ground
2	OUSSIS00 + OUXIPS00	Infinite ammo when shooting in the air
3	AKVIXAAP	E restores energy fully
4	AEVIXAAP	E worth nothing
5	AKKSEAAP	Extra ammo restores energy fully
6	AEKSEAAP	Extra ammo worth nothing--if you run out of ammo
you can't use gun till next stage		
7	AEUYXAAZ	No energy lost when falling off screen
8	AKUYXAAZ	Falling off screen is fatal
9	NNNISAAU	Bullet proof vest lasts longer
10	ZENISAAU or AONISAAL	Bullet proof vest does not last as long
11	XVUK00XK	Bullet proof vest lasts until end of stage--except when you die from punches or falling off screen
12	XTUGTXXK	Start on Level 2
13	XZUGLXVL + LAUGGZNP + XTUGIZEK	Start on Level 3

Lethal Weapon is a trademark of Warner Bros.
Legacy of the Wizard(tm) Game

WIZ

CODE	KEY IN . . .	EFFECT . . .
1	GXNTYYVG	Infinite magic power
2	GXSVLGVI	Never lose items
3	GZKVUASA	Shopkeeper forgets to charge
4	GXVTZYSA	Never take any damage
5	LEUYKYPA	Lyll's(tm) strength tripled
6	AUUYUNZP	Lyll's jumping improved
7	LEUYEYPA	Roas'(tm) strength tripled
8	ZXXNNYGO	Roas' jumping improved
9	PEXNEYLE	Xemn's(tm) strength tripled
10	AXXYNYZP	Xemn's jumping improved
11	TEXNKYZA	Menya's(tm) strength tripled
12	AXXNUYGP	Menya's jumping improved

Legacy of the Wizard, Lyll, Roas, Xemn and Menya are trademarks of Broderbund Software, Inc.
The Legend of Kage(tm) Game

KAGE

CODE	KEY IN . . .	EFFECT . . .
1	SXVALZVG	Both players have infinite lives
2	KEOATAVA	Both players start with 28 lives
3	YAKXYPGE + YASZAPGE + YASZPPGE	Super-ninja-power jumping ability
4	GASAOLZA	Super-ninja-power running ability

The Legend of Kage is a trademark of Taito America Corporation.
The Legend of Zelda(tm) Game

NOTE: When continuing a saved game, you must re-enter the same code or codes you entered at the start of the game.

ZELD

CODE	KEY IN...	EFFECT...
1	AVVLAUSZ	Don't take damage from anything
2	YYKPOYZZ	Create character with 8 life hearts
3	NYKPOYZX	Create character with 16 life hearts
4	SZVXASVK	Don't lose rubies when buying
5	SZVXASVK + AEVEVALG	All items for free
6	SZNVVOVK	Infinite bombs
7	ESKUILTA	Wear a blue ring
8	OSKUILTA	Wear a red ring

The Legend of Zelda is a trademark of Nintendo of America Inc.
Legendary Wings(tm) Game

WING

CODE	KEY IN . . .	EFFECT . . .
1	AAEEGLPA + AEEATIPA	Almost infinite energy
2	PEEALYLA	Player 1 starts with 1 life
3	TEEALYLA	Player 1 starts with 6 lives
4	PEEALYLE	Player 1 starts with 9 lives
5	PANEAYLA	Both players start with 1 life
6	TANEAYLA	Both players start with 6 lives
7	PANEAYLE	Both players start with 9 lives
8	ZANAIZPA + ZEVAPIPA	Gain double powers on pick-up
9	LANAIZPA + ZEVAPZPA	Gain triple powers on pick-up

Legendary Wings is a trademark of Capcom USA, Inc.
Legends of the Diamond(tm) Game

BASE

CODE	KEY IN . . .	EFFECT . . .
FOR CODES 1 THRU 3;	FOULS DON'T COUNT AS STRIKES	
1	PASUGILA	1 strike and you're out

2 ZASUGILA 2 strikes and you're out
 3 IASUGILA 5 strikes and you're out--ignore counter
 4 PEKLAIGA 1 ball to walk
 5 ZEKLAIGA 2 balls to walk
 6 TEKLAIGA 6 balls to walk

Legends of the Diamond is a trademark of Bandai of America, Inc.
 Lemmings(tm) Game

LEM
 CODE KEY IN . . . EFFECT . . .
 1 SXUTLAVG Infinite time
 2 SZVTPVG Infinite climbers
 3 SXOVAPVG Infinite floaters
 4 SXKTYVVG Infinite bombers
 5 SZOTPVZVG Infinite blockers
 6 SZVTPZVG Infinite builders
 7 SXXVLZVG Infinite bashers
 8 SZETGLVG Infinite miners
 9 SZSTYLVG Infinite diggers

Lemmings is a trademark of Psygnosis Limited.
 Life Force(tm) Game

LIFE
 CODE KEY IN . . . EFFECT . . .
 1 GZKGILVI Infinite lives
 2 PEKVNTLA Start with 1 life
 3 TEKVNTLA Start with 6 lives
 4 GZSGLTSP Keep pods after death
 5 PEKGPATA Start with Speed
 6 ZEKGPATA Start with Missile
 7 LEKGPATA Start with Ripple
 8 GEKGPATA Start with Laser
 9 IEKGPATA Start with Option
 10 TEKGPATA Start with Force Field
 11 PEUTSTAA Start at the volcanic stage
 12 ZEUTSTAA Start at the prominence stage
 13 LEUTSTAA Start at cell stage 2
 14 GEUTSTAA Start at the temple stage
 15 IEUTSTAA Start at the mechanical city stage

Life Force is a trademark of Konami Inc.

The Little Mermaid(tm) Game

MAID
 CODE KEY IN . . . EFFECT . . .
 1 AASGATZA Start with 1 life
 2 IASGATZA Start with 6 lives
 3 AASGATZE Start with 9 lives
 4 PASGGTLA + PAXGAYLA Start with 1 heart
 5 IASGGTLA + IAXGAYLA Start with 5 hearts
 6 SZSSPLVG Infinite lives
 7 GZSILLSA Keep red pearls after dying
 8 GZSIILSA Keep green pearls after dying
 9 PAKKGTAA Start on 2nd stage
 10 ZAKKGTAA Start on 3rd stage
 11 LAKKGTAA Start on 4th stage
 12 GAKKGTAA Start on 5th stage
 13 IAKKGTAA Start on Ursula(tm) stage
 14 LAKKGTAA + ILKKTVOV Start with all red pearls
 15 LAKKGTAA + TLKKTVOV Start with all green pearls
 16 LASIZLAA Get all pearls after dying

The Little Mermaid and Ursula are trademarks of the Walt Disney Company. Used by Capcom USA under license.

Little Nemo: The Dream Master(tm) Game

NEMO
 CODE KEY IN . . . EFFECT . . .
 1 PEKKSZLA 1 life
 2 TEKKSZLA 6 lives
 3 PEKKSZLE 9 lives
 4 SZOKSLVG Infinite lives
 5 TOKZKNZA Mega-jump
 6 GESLYPPA + UYUUIOVN Speed jumps
 7 ZEXLLPPA + SYEUPOVN Super speed
 8 SXKTGEVK Infinite life
 9 PEUKOZAA Start on stage 2
 10 ZEUKOZAA Start on stage 3
 11 LEUKOZAA Start on stage 4
 12 GEUKOZAA Start on stage 5
 13 IEUKOZAA Start on stage 6
 14 TEUKOZAA Start on stage 7
 15 YEUKOZAA Start on stage 8

Little Nemo: The Dream Master is a trademark of Capcom U.S.A., Inc.

Little Samson (tm) Game

SAM
 CODE KEY IN . . . EFFECT . . .
 1 GXOVAGVG Infinite heroes
 2 AOKTPSAE Increase Samson's energy gauge
 3 AOKTZSAE Increase Kikira's(tm) energy gauge

4 AXKTLIAP Increase Gamm's(tm) energy gauge
 5 AOKTGIGA Increase K.O.'s(tm) energy gauge
 NOTE: USE CODES 6 THRU 9 WITH CODES 2 THRU 5
 6 AOKTISAE Increase Samson's energy
 7 AOKTTSAE Increase Kikira's energy
 8 AXKTYIAP Increase Gamm's energy
 9 AOKVAIGA Increase K.O.'s energy
 10 GZVEPXSXN Infinite energy
 11 AAUZEZGE Crystal ball adds 4 units to energy gauge
 12 AESXVPZE Small hearts give 4 energy units

Little Samson, Kikira, Gamm and K.O. are trademarks of Taito America Corp.

Lode Runner(tm) Game

LODE

CODE	KEY IN . . .	EFFECT . . .
1	GZNGYIVG	Infinite lives
2	GXOKIGEY + GXOGTGEY + GZNGLGEY	Become invincible
3	PASKLTIA	Start with 1 life
4	ZASKLTIE	Start with 10 lives
5	GAUGVGYA + AAKGEGGA	Heavy gravity
6	APOIGPAL	Moonwalk!

Lode Runner is a trademark of Broderbund Software, Inc.

The Lone Ranger(tm) Game

LONE

CODE	KEY IN . . .	EFFECT
1	NNKNTIGV	Start with 255 dollars
2	GZSZNATG + GZSXOATT	Don't lose money when shooting by standers (but still lose energy)
3	AASXUAPA	Infinite rounds
4	IEUZTNZA	Cheaper silver bullets
5	ZEUZYIYA	Cheaper standard bullets
6	ZESYTIIE	Start with 10 silver bullet rounds
7	YESYTIIE	Start with 15 silver bullet rounds
8	YESYZSZE	Start with 15 standard bullet rounds
9	TOSYZSZE	Start with 30 standard bullet rounds
10	GZKKYPSA	Infinite energy--side views only

The Lone Ranger is a trademark of Palladium Media Enterprises, Inc.

Low G Man(tm) Game

LOW

CODE	KEY IN . . .	EFFECT
1	PEXIZTLA	Start with 1 life
2	TEXIZTLA	Start with 6 lives
3	PEXIZTLE	Start with 9 lives
4	PEOSKALA	1 life after continue
5	TEOSKALA	6 lives after continue
6	PEOSKALE	9 lives after continue
7	SZNIEEVK	Infinite lives
8	GZKINOVK	Stop timer
9	SZVSKOVK	Vehicle fuel never runs out
10	AAEZATZE	Full energy gained from capsules
11	PAEZATZA	Less energy gained from capsules
12	LAVSKAPA	Full EMDP on a new life
13	ZAVIKAAA	Full AGM on a new life
14	ZEOZZTLE	Pick up 10 boomerangs
15	ZAVXGTLE	Pick up 10 fireballs
16	ZEUXATLE	Pick up 10 bombs
17	ZESXTTLE	Pick up 10 waves

Low G Man is a trademark of Taxan USA Corporation.

Mad Max(tm) Game

MAX

CODE	KEY IN . . .	EFFECT
1	NYEYVYAX	Start with full food and water
2	AGOYUYEA	Start with less ammo
3	SXVAEVVK	Infinite ammo
4	AENEPYAP	No damage done to car
5	GENEPYAP	Less damage done to car
6	AXNEPYAP	More damage done to car
7	AAUAUEAA	No damage done to you
8	GAUAUEAA	Less damage done to you
9	APUAUEAA	More damage done to you
10	AVKVLPAZ	A better tune-up
11	GEEATZYA + GLKELZYL	Cheaper arena pass
12	AANEPZPA	Dynamite is free
13	AAVEGZPA	Ammo is free

Mad Max is a trademark of Warner Bros., Inc. Licensed to Mindscape Inc.

The Magic of Scheherazade(tm) Game

MAGIC

CODE	KEY IN . . .	EFFECT . . .
1	PAKTAZLA	1 life
2	TAKTAZLA	6 lives
3	PAKTAZLE	9 lives
4	SXEVPVVG	Infinite lives
5	ZAUTAZIA	Start with only 20 Gold Coins

6 POKAOZZU Less energy gained from Bread
 7 ZAEEXGIA Less magic gained from Mashroobs(tm)
 8 SZAEKVKV Never lose Mashroobs
 9 OTSXLGSV Infinite energy
 12 OTSXLGSV + PASXGAA Take minimum damage
 The Magic of Scheherazade and Mashroobs are trademarks of Culture
 Brain USA, Inc.
 MagMax(tm) Game

MAX
 CODE KEY IN . . . EFFECT . . .
 1 SZVVYTVG Infinite lives in a 1-player game
 2 AEEVITPA Both players have infinite lives in a 2-player game
 3 AEKGLZA Both players start with 1 life
 4 IEKGLZA Both players start with 6 lives
 5 AEKGLZE Both players start with 9 lives

MagMax is a trademark of Nihon Bussan Co., Ltd. Used by Fujisankei
 Communications International, Inc., under license.
 Mappy Land(tm) Game

MAP
 CODE KEY IN . . . EFFECT . . .
 1 SZKXITVG Infinite lives
 2 AEXXTAZA Start with 1 life
 3 IEXXTAZA Start with 6 lives
 4 TESXALLA Start with 6 toys
 5 PESXALLA Start with 1 toy
 6 LESZALAA Start with coins, not toys
 7 PESZALAA Start with fish, not toys
 8 ZESZALAA Start with pots, not toys

Mappy Land is a trademark of Namco.
 Marble Madness(tm) Game

MAD
 CODE KEY IN... EFFECT...
 1 GOOZPLAA Extra 20 seconds to complete beginner race
 2 AXOZPLAE Extra 40 seconds to complete beginner race
 3 GXEXTLEL Bonus time not added
 4 OXVXLZVS Infinite time

Marble Madness is a trademark of Tengen.
 Mario Bros.(tm) Game

BROS
 CODE KEY IN . . . EFFECT . . .
 1 SXTIEG Infinite lives
 2 AAISPL Start with 1 life
 3 IAISPL Start with 6 lives
 4 AAISPU Start with 9 lives
 5 PENGSAAA Faster Mario(tm) & Luigi(tm)
 6 ZENGSAAA Mega fast Mario & Luigi
 7 VYSYAUKY + VYSYPUKY Mega-jumping Mario & Luigi
 8 EZEKEPKZ + ZAEKOPNG Faster baddies
 9 EZEKEPKZ + LAEKOPNG Mega fast baddies
 10 AEUIUGAG Coins kill you!

Mario Bros., Mario and Luigi are trademarks of Nintendo of America
 Inc.

M.C. Kids(tm) Game

KIDS
 CODE Key In . . . Effect . . .
 1 PAKILYLA Start with 2 lives
 2 TAKILYLA Start with 7 lives
 3 PAKILYLE Start with 10 lives
 4 GXKSUOSE Infinite lives
 5 AAKSAYZA + AEKSNPZA 1 heart per life
 6 YAKSAYZA + YEKSNPZA 8 hearts per life
 7 EGETYTIA Infinite hearts
 8 EKNVYIIA Don't lose Golden Arches(tm) when hit
 9 AOVEGTGE + AEVEPTLA Super jump

M.C. Kids and Golden Arches are trademarks of McDonald's
 Corporation.

Mechanized Attack(tm) Game

MEC
 CODE KEY IN . . . EFFECT . . .
 1 SXUNPEVK Infinite lives
 2 EZOKIAXZ + PAOKTAAA + KANKPEVE Start with only 1 life
 3 EZOKIAXZ + TAOKTAAA + KANKPEVE Start with 6 lives
 4 EZOKIAXZ + PAOKTAAE + KANKPEVE Start with 9 lives
 5 AEVOAPLA Reduce damage by half
 6 EZOKIAXZ + AAOKTAAA + KANKTEVE Start with only 1
 magazine
 7 EZOKIAXZ + YAOKTAAA + KANKTEVE Start with 8
 magazines
 8 GPONAOAZ + GPEYLEAZ Magazine holds only half normal
 amount of bullets after first magazine used
 9 EZOKIAXZ + PAOKTAAA + KEEGZEVE Start with only 1
 grenade
 10 EZOKIAXZ + AAOKTAAE + KEEGZEVE Start with 8 grenades
 11 SZUNTOVK Infinite grenades

12 SZEYIOVK Infinite bullets
Mechanized Attack is a trademark of SNK Corporation of America.

MegaMan(tm) Game

MEGA

CODE	KEY IN . . .	EFFECT . . .
1	OZSKPZVK	Infinite lives
2	AASPLAZA	Start with 1 life
3	IASPLAZA	Start with 6 lives
4	AASPLAZE	Start with 9 lives
5	SZKZGZSA	Infinite energy
6	TAXOIOGO	Start with half energy
7	AVVXLPSZ	No harm from any enemies,

except super villains
8 OXSLEEPV + AUSLOEAZ Always get maximum points
for shooting super villains

9 TA00YTGA MegaMan mega-jump
MegaMan and Dr. Wily are trademarks of Capcom USA, Inc.
MegaMan 2(tm) Game

note: all codes make the music sound strange. It's harmless. mega
Code 2
may cause you to get "stuck" near the end of the game when your
weapon energy runs out. If this happens, just reset and start again.

MEGA

CODE	KEY IN . . .	EFFECT . . .
1	SXUGTPVG	Infinite lives
2	SXXTPSSE	Infinite energy
3	TEKAIEGO	Start with half energy
4	PANALALA	Start with 1 life
5	TANALALA	Start with 6 lives
6	PANALALE	Start with 9 lives
7	LZVSSZYZ	Gives burst-fire from normal weapon
8	TANAOZGA	Power jumps
9	AANAOZGE	Super power jumps
10	APNAOZGA	Mega power jumps
11	GZKEYLAL	Maximum weapon energy on pick-up
12	PGEAKOPX	Moonwalking

MegaMan 2 and MegaMan are trademarks of Capcom USA, Inc.
MegaMan 3(tm) Game

MEGA

CODE	KEY IN . . .	EFFECT . . .
1	aenkkaza	1 life
2	ienkkaza	6 lives
3	aenkkaze	9 lives
4	PAOONPZA	1 life after continue
5	IAOONPZA	6 lives after continue
6	AAOONPZE	9 lives after continue
7	aeegx1pa	Infinite lives
8	yeukotga	Mega-jumping MegaMan(tm)
9	asxstlgp	Longer slides
10	nnkialee	Speedy slides
11	gxvaaasa	Infinite energy
12	NYKGXSGK	Faster MegaMan
13	zakgnipa	Mega fast MegaMan

MegaMan 3 and MegaMan are trademarks of Capcom USA.
MegaMan 4(tm) Game

MM4

CODE	KEY IN . . .	EFFECT . . .
1	AAUKZIZA	Start with 1 life
2	IAUKZIZA	Start with 6 lives
3	AAUKZIZE	Start with 9 lives
4	SZUGUAVG	Infinite lives
5	GXNPZTVG	Infinite "energy" pods on pick-up
6	AEOAIEPA	Instant megablāst!
7	YXEAIOZO	Longer sliding
8	ZOEATIOZP	Shorter sliding
9	GEOAGPZA	Faster sliding
10	ZANKPTPA + ZEVALLPA	Faster running
11	AAKEYPIE	MegaMan(tm) mega-jumping!
12	GXENESOO	Infinite weapon power
13	GXVEIPSA	Don't take damage from bad guys

Mega Man 4 and Mega Man are trademarks of Capcom USA.
MegaMan 5(tm) Game

MEG5

CODE	KEY IN . . .	EFFECT . . .
1	GXSEYZSA	Infinite MegaMan(tm) energy
2	GXXAAIVG	Infinite lives
3	XAKSUTEA	Start with at least 2 energy tanks
4	VAKSUTEA	Start with at least 6 energy tanks
5	XASIOTEA	Start with at least 2 mega-tanks
6	VASIOTEA	Start with at least 6 mega-tanks
7	GXSEPZVG	Infinite mega-tanks on pick-up
8	GZSATPVG	Infinite energy tanks on pick-up
9	YEXETAIA + ONUELEUN	Super-jumping MegaMan

10 PEXETAIA + NNUELEUY Mega-jumping MegaMan
 11 OVN LZISV + OTKPYISV Infinite energy for most weapons
 12 PEVLLPGA Starting weapons use less energy
 MegaMan 5 and MegaMan are trademarks of Capcom U.S.A
 Mega Man 6(tm) Game

MM6
 CODE KEY IN . . . EFFECT . . .
 1 AAUKVIZE Start with 9 lives
 2 IAUKVIZA Start with 6 lives
 3 AAUKVIZA Start with 1 life
 4 SXEEXTVG Infinite lives--can sometimes die
 and go to another part of the game
 5 GXEAKYST Infinite energy--except fires, falling
 into pits and spikes still kill you
 6 LOOEKGPP Normal shots do more damage
 7 TOKENGLP Mega-shots do more damage
 Mega Man 6 and related names are trademarks of Capcom Co. Ltd.
 Mendel Palace(tm) Game

MEND
 CODE KEY IN . . . EFFECT . . .
 1 SLSIXXVS Infinite lives
 2 AAVZLPZA 1 life
 3 IAVZLPZA 5 lives
 4 AAVZLPZE 9 lives
 5 KEXLXKSE Player 1 has more lives
 6 KEXLSKSE Player 2 has more lives
 7 SZUIOOSU + VTUSEOVN Player 1 gains player 2's speed-
 ups
 8 IEXIAIPA Pick up more stars
 Mendel Palace is a trademark of Hudson Soft USA, Inc.
 Metal Gear(tm) Game

GEAR
 CODE KEY IN . . . EFFECT . . .
 1 SZUYPZVG Don't take hits from bullets
 2 SXVTXZVG No hits taken in hand-to-hand fights with most
 enemies
 3 XZVSAYVZ + PAVSPNTT + AEKSZYIE Start with an energy
 boost
 4 XZVSAYVZ + PAVSPNTT + GEKSZYIE Start with a super
 energy boost
 5 ZASILYPA Mystery location 1
 6 GASILYPA Mystery location 2
 Metal Gear is a trademark of Konami Industries Co. Ltd.
 Metal Mech(tm) Game

MECH
 CODE KEY IN . . . EFFECT . . .
 1 SZEYAVVK Infinite lives for Tony(tm)
 2 PEKSILLA 1 life and 1 smart bomb
 3 TEKSILLA 6 lives and 6 smart bombs
 4 PEKSILLE 9 lives and 9 smart bombs
 5 SZVYISVK Infinite smart bombs
 6 VNNXTENN Super-jumping Tony
 7 ZEEXGAIA Super-speeding Tony
 8 PEEXGAIA Mega-speeding Tony
 9 AESSAUNY Start on level 2
 10 PESSAUNY Start on level 3
 11 ZEISSAUNY Start on level 4
 12 LESSAUNY Start on level 5
 13 GESSAUNY Start on level 6
 Metal Mech and Tony are trademarks of Jaleco USA Inc.
 Metal Storm(tm) Game

MET
 CODE KEY IN . . . EFFECT . . .
 1 TEXUNLZA Start with 6 lives
 2 PEXUNLZE Start with 9 lives
 3 AASOYPA Infinite lives
 4 NNNLOLAE Start with extra weapons
 5 AVKYPSSL Slower timer
 6 AXKYPSSL Faster timer
 7 AESTKXGA Permanent fireball
 8 AESXXNGY Permanent shield
 Metal Storm is a trademark of IREM America Corp.
 Metroid(tm) Game

MET
 CODE KEY IN . . . EFFECT . . .
 1 SXSGNVSE Minimum energy of 30
 2 SZUILUVK Infinite rockets on pick-up
 3 ZENSXLIE Gain 10 rockets on pick-up
 4 YENSXLIE Gain 15 rockets on pick-up
 5 YAXGVPLA Extra energy
 Metroid and Motherbrain are trademarks of Nintendo of America Inc.
 Mickey Mousecapade(tm) Game

MICK
 CODE KEY IN . . . EFFECT . . .

1 SZSOPZVG Infinite lives
 2 PESOIPGA Start with 2 lives
 3 IESOIPGA Start with 6 lives
 4 AESOIPGE Start with 9 lives
 5 OVOPPTSV Infinite energy
 6 GPSIEVGE + LAVSVTZA Mickey(tm) and Minnie(tm) can
 shoot on any level
 Mickey Mousecapade, Mickey and Minnie are trademarks of Walt
 Disney Company. Used by Capcom USA, Inc., under license.
 Micro Machines(tm) The Official Video Game
 NOTE: There are two versions given for some of the following Codes.
 If one code doesn't work on your game, then try the alternate Code.

micro
 CODE KEY IN . . . EFFECT . . .
 These codes can only be used in the Micro Machines Challenge (NOT in
 the two-player
 one-on-one game):

1 PEKNAYLE / PAXNAYLE Play with 9 lives
 2 GXSSZVVK / GZNXGVVK Infinite lives
 3 GEKYSZZA / GAXYSZZA Qualify every race!
 4 PEUYXZLA / PAOYXZLA Ruff Trux(tm) after every race
 5 PASYNALA / PEUYYYLA Kid out of game after every race
 6 GEKNIYAA / GAXNIYAA Start on race 5
 7 PEKNIYAE / PAXNIYAE Start on race 10
 8 TEKNIYAE / TAXNIYAE Start on race 15
 9 LOKNIYAA / LPXNIYAA Start on race 20
 10 AOKNIYAE / APXNIYAE Start on race 25 (Final Race!)
 11 GESYOZPA / GAUYOZPA Win Championship race!

These codes can be used in either the Micro Machines Challenge OR
 the one-on-one game

12 AAOEIAIA Faster Boat acceleration
 13 AAOEGAIA Faster Sports Car acceleration
 14 AAOETAIA Faster Formula 1 acceleration
 15 AAOEYAlA Faster Turbo Wheels(tm) acceleration
 16 AAXAAAIA Faster 4x4 acceleration
 17 AAXAZAZA Faster Tank acceleration
 18 AAXALAlA Faster Chopper acceleration
 19 AAXATEPA Quicker Boat deceleration
 20 AAXAIEPA Quicker Sports Car deceleration
 21 AAXAYEPA Quicker Formula 1 deceleration
 22 AAXEAEPA Quicker Turbo Wheels deceleration
 23 AAXEPEPA Quicker Jeep deceleration
 24 AAXELAZA Quicker Tank deceleration
 25 AAXEGEYA Quicker Chopper deceleration
 26 YAEAZAPA Higher bounce for Boats
 27 IAEAPAPA Higher bounce for Sports Car
 28 YAEALAPA Higher bounce for Formula 1's
 29 yaeagapa Higher bounce for Turbo Wheels
 30 yaealapa Higher bounce for Jeeps
 31 yaeayapa Higher bounce for Tanks

Micro Machines, Ruff Trux, Turbo Wheels, and Game Genie are
 trademarks of Lewis Galoob Toys, Inc.

MIG 29 Soviet Fighter (tm) Game

MIG
 CODE KEY IN . . . EFFECT . . .
 1 AANGGPLA Start with 1 life
 2 IANGGPLA Start with 6 lives
 3 AANGGGLE Start with 9 lives
 4 VYNGGGLE Start with 255 lives
 5 SZSSOLVG Keep weapon after death
 6 LANKPPAA Start with best weapon
 7 NNEOZAAE More time to refuel
 8 LEEOZAAA Less time to refuel
 9 OZOOYPSX + PAXPAPIP + XIXPZPPS Start on mission 2
 10 OZOOYPSX + ZAXPAPIP + XIXPZPPS Start on mission 3
 11 OZOOYPSX + LAXPAPIP + XIXPZPPS Start on mission 4
 12 OZOOYPSX + GAXPAPIP + XIXPZPPS Start on mission 5
 13 OZOOYPSX + IAXPAPIP + XIXPZPPS Start on mission 6

MIG 29 Soviet Fighter is a trademark of Codemasters Software Co.

Ltd.
 Mighty Bomb Jack(tm) Game

JACK
 CODE KEY IN . . . EFFECT . . .
 1 PAOEZZLA 1 life
 2 TAOEZZLA 6 lives
 3 PAOEZZLE 9 lives
 4 VZUEZNVK Infinite lives
 5 AKOEGYAT Less time in game
 6 EEOEGYAT More time in game
 7 SXXALNVK Stop timer
 8 SXOEEVVK Enemies don't return from coin transformation
 9 SZEEXUVK Power coins are not used up
 10 OESPNTLA Disable torture room
 11 ZEYOUAPA Jump through walls

Mighty Bomb Jack is a trademark of Tecmo, Ltd.

Mighty Final Fight(tm) Game

MFF

CODE	KEY IN	EFFECT
CODES 1 THRU 4 DON'T WORK ON CONTINUES		
1	PEVKTYIA	Start with 2 lives
2	LEVKTYIA	Start with 4 lives
3	YEVKTYIA	Start with 8 lives
4	PEVKTYIE	Start with 10 lives
5	SZKSNIIVG	Infinite lives
6	PENGZYLA	Start with 1 credit
7	IENGZYLA	Start with 5 credits
8	YENGZYLA	Start with 7 credits
9	PENGZYLE	Start with 9 credits
10	SZOOLGVG	Infinite credits
WITH CODES 11 AND 12, THE EXPERIENCE NUMBER MAY BE DISPLAYED INCORRECTLY, BUT IT WILL CORRECT ITSELF. ALSO, YOU MAY NEED TO GET MORE THAN THE NUMBER SHOWN TO GO TO THE NEXT LEVEL		
11	OXKAXZSX + AOKAUZIA	Gain experience faster (10 pts. at a time)
12	OXKAXZSX + AXKAUZIA	Gain experience much faster (20 pts at a time)
13	SZXNUPSA	Protection from most hazards
CODES 14 THRU 16: 1ST LIFE ONLY		
14	ALKGOAAG	Cody(tm) starts with 3/4 energy
15	AZKGOAAG	Cody starts with 1/2 energy
16	APKGOAAG	Cody starts with 1/4 energy
CODES 17 THRU 19: AFTER 1ST LIFE		
17	ALKSKTAG	Cody starts with 3/4 energy
18	AZKSKTAG	Cody starts with 1/2 energy
19	APKSKTAG	Cody starts with 1/4 energy
CODES 20 THRU 22: 1ST LIFE ONLY		
20	GZKGXAAAL	Guy(tm) starts with 3/4 energy
21	APKGXAAU	Guy starts with 1/2 energy
22	GAKGXAAU	Guy starts with 1/4 energy
CODES 23 THRU 25: AFTER 1ST LIFE		
23	GZSIXTAL	Guy starts with 3/4 energy
24	APSIXTAU	Guy starts with 1/2 energy
25	GASIXTAU	Guy starts with 1/4 energy
CODES 26 THRU 28: 1ST LIFE ONLY		
26	GLKGUAAS	Haggar(tm) starts with 3/4 energy
27	AZKGUAAS	Haggar starts with 1/2 energy
28	GPKGUAAI	Haggar starts with 1/4 energy
CODES 29 THRU 31: AFTER 1ST LIFE		
29	GLSSETAS	Haggar starts with 3/4 energy
30	AZSSETAS	Haggar starts with 1/2 energy
31	GPSSETAI	Haggar starts with 1/4 energy
32	EXSEYIKZ + IEVAASLT	Cody is stronger
33	EZEAYTKZ + IAEEAVLT	Guy is stronger
34	EZXAYTKZ + LAXEAVLT	Haggar is stronger
35	EXSEYIKZ + IEVAASLT + AKEASELA	Cody is stronger and has a super-powerful normal punch
36	EZEAYTKZ + IAEEAVLT + AGUAKPZA	Guy is stronger and has a super-powerful normal punch
37	EZXAYTKZ + LAXEAVLT + AKKEUOIA	Haggar is stronger and has a super-powerful normal punch
38	OZUEAVOU + AGUEPTVI + XTUEZTNE	Cody is much stronger
39	OZSATVOU + AGSAYVEZ + XTSEAVEE	Guy is much stronger
40	OZNAGVOU + AGNAITYI + XTNATVOE	Haggar is much stronger
41	SZUEAVOU	Cody is weaker
42	SZSATVOU	Guy is weaker
43	SZNAGVOU	Haggar is weaker

Mighty Final Fight, Cody, Guy and Haggar are trademarks of Capcom Co. Ltd.

Millipede(tm) Game

PEDE

CODE	KEY IN	EFFECT
1	SUKGETVI	Both players have infinite lives
2	PAVKSPGA	Player 1 starts with 1 life
3	ZAVKSPGE	Player 1 starts with 10 lives
4	ASESIEEZ	Increase territory to half screen
5	AXESIEEZ	Increase territory to full screen
6	NKESIEEZ	Shrink territory!
7	ZEUSXYTE	Player's bullets move faster
8	LEUSXYTA	Player's bullets move slower

Millipede is a trademark of Atari Corporation. Used by HAL America, Inc., under license

Milon's Secret Castle(tm) Game

MIL

CODE	KEY IN	EFFECT
1	SZNSLZSA	Infinite energy
2	AGSEEZAZ	Start with more energy

3 AISAOXAL Start with a bigger energy bar
 4 AEKGNXAA No energy picked up
 5 AOKGNXAE More energy picked up
 6 ASNPVZLA Floating Milon(tm)
 Milon's Secret Castle and Milon are trademarks of Hudson Soft USA, Inc.

Mission: Impossible(tm) Game

MISS
 CODE KEY IN . . . EFFECT . . .
 1 TEOUNKGA Start with less energy
 2 AOOUNKGA Start with more energy
 3 SXUETVOU Take less damage
 4 ZENETTPA Take more damage
 5 ZEULXGIA 2 Type B weapons for Nicholas(tm)
 6 PEULXGIE 9 Type B weapons for Nicholas
 7 IEXUXKZA 5 Type B weapons for Max(tm) and Grant(tm)
 8 YEXUXKZE 15 Type B weapons for Max and Grant
 9 AAUPIZPA Infinite Type B weapons for all
 10 VKOAVOSX + GAEOPLPA Longer disguise time

Mission: Impossible, Nicholas, Max and Grant are trademarks of Paramount Pictures. Used by Ultra Software Corporation under license.

Monopoly(tm) Game

MONO
 CODE KEY IN . . . EFFECT . . .
 1 YLSSOLPU Collect \$300 as you pass Go
 2 IPSSOLPU Collect \$100 as you pass Go
 3 AAVZKAYP Pay \$0 to get out of jail
 4 IPVZKAYO Pay \$100 to get out of jail
 5 LOOAVKZP Pay \$30 for luxury tax
 6 IOOAVKZO Pay \$100 for luxury tax
 7 PUOAVKZP Pay \$200 for luxury tax
 8 AESAVGPL Pay \$0 for income tax
 9 LOSAVGPL Pay \$30 for income tax
 10 IOSAVGPU Pay \$100 for income tax
 11 YUSAVGPU Pay \$300 for income tax
 12 YLOSLKLLK \$300 to buy Boardwalk(tm)
 13 LIOSLKLK \$600 to buy Boardwalk
 14 PLOIZGIG \$200 to buy Park Place(tm)
 15 LGOIZGIG \$400 to buy Park Place
 16 LIOIZGIG \$600 to buy Park Place
 17 YPOSZGPU Houses on Park Place cost \$100
 18 YLOSZGPU Houses on Park Place cost \$300
 19 IPXILGPU Houses on Boardwalk cost \$100
 20 YLXILGPU Houses on Boardwalk cost \$300
 21 YAOAILLA Go Back 7 spaces instead of 3 on Chance(tm)

Monopoly, Get Out of Jail Free, Luxury Tax, Boardwalk, Park Place and Chance are trademarks of Parker Brothers.

Monster Party (tm) Game

PART
 CODE KEY IN . . . EFFECT . . .
 1 APUPZSGE + AOKPTKGE Start with boosted energy
 2 GZUPZSGE + GXKPTKGE Start with super-boosted energy
 3 SXXAYYVG Take no damage, except from Guardians(tm)
 4 VVXAIYVG Take no damage from Guardians
 5 PAKOZIAA Start on level 2
 6 ZAKOZIAA Start on level 3
 7 LAKOZIAA Start on level 4
 8 GAKOZIAA Start on level 5
 9 IAKOZIAA Start on level 6
 10 TAKOZIAA Start on level 7

Monster Party and Guardians are trademarks of Bandai America Inc.

Motor City Patrol(tm) Game

CITY
 CODE KEY IN . . . EFFECT . . .
 1 ANOEIOGL Slow down timer
 2 YOOEIOGU Speed up timer
 3 IAOXILAA Start with 5 merits
 4 GXUESKVK + APUAUGEI Free equipment
 5 AEEXGTPA Don't take damage
 Motor City Patrol(tm) is a trademark of Matchbox International, Ltd.

Ms. Pac-Man(tm) Game

MS
 CODE KEY IN . . . EFFECT . . .
 1 AEUAYTZA 1 life for players 1 and 2
 2 IEUAYTZA 6 lives for players 1 and 2
 3 AEUAYTZE 9 lives for players 1 and 2
 4 KEUEZVSE 1 life for player 2 in 2-player cooperative and competitive games
 5 SXNETZVG Infinite lives for players 1 and 2 in alternating type games
 6 SZEALUVK Infinite lives for player 2 only, in other type games

7 XVNINZK Super fast turbo speed!
 8 AAUEZTZA Pinky(tm) out of game
 9 AAEZTZA Sue(tm) out of game
 Ms. Pac-Man, Pinky and Sue are trademarks of Namco, Ltd. Used by
 Tengen, Inc. under license.
 M.U.L.E.(tm) Game

MULE
 CODE KEY IN . . . EFFECT . . .
 1 EPOEPNAI + PAOETYZA Humanoids start with \$400
 2 AZOEPNAI + LAOETYZA Humanoids start with \$800
 3 GPUAAAYAG + IAUAIYTA Flappers start with \$1300
 4 EIUAAYAG + YAUAIYTA Flappers start with \$2000
 5 GEKALTTA 4 'months' for beginner game
 6 PEKALTTE 9 'months' for beginner game
 7 TEXAIVGA 6 'months' for standard game
 8 GOXAIVGA 20 'months' for standard game

M.U.L.E. is a trademark of Mindscape, Inc.
 M.U.S.C.L.E.(tm) Game

MUSC
 CODE KEY IN . . . EFFECT . . .
 1 ZESELPLA Set bout length timer to 20
 2 TESELPLA Set bout length timer to 60
 3 PESELPLE Set bout length timer to 90
 4 ZEYOUPPA Computer controlled
 players jump faster
 5 ZASXAAPA Computer controlled
 players speed up
 6 OZUEPZSX + LTUEZXYG Invincibility player 1 team
 M.U.S.C.L.E. is a trademark of Mattel, Inc.

Mystery Quest(tm) Game

MYST
 CODE KEY IN . . . EFFECT . . .
 1 GXNPYAVG Invincibility
 2 AEXOGEY Immune to monster attacks
 3 AEUOAENY Immune to shallow water
 4 ATSEUYAG Start with more energy
 5 AZSEUYAG Start with less energy
 6 PEUOKPAA Start with raft and key
 7 GXVOOYSA Never lose key
 8 PENOPTAA Never lose raft

Mystery Quest is a trademark of Kabushiki Kaisha Carry Lab. Used by
 Taxan USA Corp. under license.

Narc(tm) Game

NARC
 CODE KEY IN . . . EFFECT . . .
 1 AAUAZPZA 1 life
 2 IAUAZPZA 6 lives
 3 AAUAZPZE 9 lives
 4 SUKVTLVI Infinite lives
 5 PUVAGAIU More missiles
 6 PEUZPZIA 1 missile picked up
 7 PEUZPZIE 9 missile picked up
 8 AEEILGPA Infinite missiles
 9 GASPTLZA More bullets picked up
 10 AAOSUPPA Infinite bullets

Narc is a trademark of Williams Electronic Games, Inc. Used by
 Acclaim Entertainment, Inc. under license.

NES Play Action Football(tm) Game

PLAY
 CODE Key In . . . Effect . . .
 1 TOKYLKYE 30-minute quarters
 2 ZEKYLKYE 10-minute quarters
 3 KEKLUNSE No timeouts--player 2
 4 TEUUNYLA + TEUUNYLA 6 timeouts per half
 5 PEUUNYLA + PEUUNYLA 1 timeout per half

NES Play Action Football is a trademark of Nintendo of America Inc.

Nigel Mansell's World Championship Racing(tm) Game

NIGE
 CODE KEY IN . . . EFFECT . . .
 1 GZSULOVV No extra time in the pits
 2 IVSNIOIN Accelerate faster
 3 IVSNIOIN + AAKNALGE Accelerate a lot faster
 4 GANKXZYA Only 3 laps required in South Africa
 instead of 6
 5 GANKUZYA Only 3 laps required in Mexico instead of 6
 6 GANKKZTA Only 3 laps required in Brazil instead of 5
 7 GANKSZIA Only 3 laps required in Spain instead of 4
 8 GANKVZYA Only 3 laps required in San Marino instead of 6
 9 GANKNZTA Only 3 laps required in Monaco instead of 5
 10 GEEGEZYA Only 3 laps required in Canada instead of 6
 11 GEEGOZIA Only 3 laps required in France instead of 4
 12 GEEGXZTA Only 3 laps required in Great Britian

instead of 5
 13 GEEGUZTA Only 3 laps required in Germany instead of 5
 14 GEEGKZTA Only 3 laps required in Hungary instead of 5
 15 GEEGSZTA Only 3 laps required in Belgium instead of 5
 16 GEEGVZYA Only 3 laps required in Italy instead of 6
 17 GEEGNZIA Only 3 laps required in Portugal instead of 4
 18 GEEKEZTA Only 3 laps required in Japan instead of 5
 19 GEEKOZTA Only 3 laps required in Australia instead of 5
 20 ZANKXZYA + SXNKSESU Only 1 lap required on all tracks
 21 AEEKXAAO Start with 1/2 normal tire tread
 22 SZSTLEVK Less tire wear
 23 SZSTLEVK + SZNNXEVK Almost no tire wear
 24 PEOXOZAP The full season ends after South Africa
 25 ZEOXOZAP The full season ends after Mexico
 26 LEOXOZAP The full season ends after Brazil
 27 GEOXOZAP The full season ends after Spain
 28 IEOXOZAP The full season ends after San Marino
 29 TEOXOZAP The full season ends after Monaco
 30 YEOXOZAP The full season ends after Canada
 31 AEOXOZAO The full season ends after France
 32 PEOXOZAO The full season ends after Great Britian
 33 ZEOXOZAO The full season ends after Germany
 34 LEOXOZAO The full season ends after Hungary
 35 GEOXOZAO The full season ends after Belgium
 36 IEOXOZAO The full season ends after Italy
 37 TEOXOZAO The full season ends after Portugal
 38 YEOXOZAO The full season ends after Japan

Nigel Mansell's World Championship Racing is a trademark of Gametek, Inc.

A Nightmare on Elm Street(tm) Game

ELM

CODE	KEY IN . . .	EFFECT . . .
1	SUELSUVS	Infinite lives
2	PAUVEZLA	1 continue
3	TAUVEZLA	6 continues
4	PAUVEZLE	9 continues
5	AESSLAEA	Don't lose 'zzz' when hit
6	AAXOLAPA	Don't lose 'zzz' when standing still
7	ZAXOLAPA	Lose 'zzz' quicker
8	IEULIGLA	Mega-jumping teenagers

A Nightmare On Elm Street is a trademark of The Fourth New Line-Heron Venture. Used by LJN Toys, Ltd. under license.

Ninja Crusaders(tm) Game

NINJA

CODE	KEY IN . . .	EFFECT . . .
1	PEOZEALA	1 life
2	TEOZEALA	6 lives
3	PEOZEALE	9 lives
4	SLKKAOVS	Infinite lives
5	SYXESUVN + ZAXEULPA	Super speed Ninjas
6	IZNXNTZP	Mega-jumping Ninjas
7	PAEPTGAA	Start on stage 1-2
8	ZAEPTGAA	Start on stage 2-1
9	LAEPTGAA	Start on stage 2-2
10	GAEPTGAA	Start on stage 3-1
11	IAEPTGAA	Start on stage 3-2
12	TAEPTGAA	Start on stage 4-1
13	YAEPTGAA	Start on stage 4-2
14	AAEPTGAE	Start on stage 5-1

Ninja Crusaders is a trademark of American Sammy Corp.

Ninja Gaiden(tm) Game

NINJ

CODE	KEY IN . . .	EFFECT . . .
1	SZETPGVG	Infinite lives
2	AAUVLIZE	Start with 9 lives
3	IAUVLIZA	Start with 6 lives
4	AAUVLIZA	Start with 1 life
5	AEXVVYIA	Use windmill throwing-star without losing spiritual strength
6	AAETUYIA	Use fire-wheel without losing spiritual strength
7	AAVTNYLA	Use shuriken without losing spiritual strength
8	APEIKGTA	Maximum strength regained from restorer

Ninja Gaiden is a trademark of Tecmo, Inc.

Ninja Gaiden II(tm) Game

GAID

CODE	KEY IN . . .	EFFECT
1	AEKGVITZA	Start with 1 life
2	IEKGVITZA + SEKKKTSP	Start with 6 lives
3	AEKGVITZE + SEKKKTSP	Start with 9 lives
4	SXXGXAVG	Infinite lives
5	SZNGKGSA	Almost invincible!
6	LEUOSATA	Half-energy from medicine
7	GEUOSATE	Double energy from medicine
8	IAUONEZA + IAKOOEZA	Half-energy from Blue Ninja power

9 GPUONEZA + GPKOOEZA Double energy from Blue Ninja
 power
 10 GOEPOEZA + ZE00EAPA Double maximum Ninja power
 from scroll
 11 SXVKLTVG Stop timer
 12 SVOPXXSN + SVOOKXSN + SVXOXXSN All powers use up only
 5 points
 13 XE0SZVZ + LOE0VXIY + PU00SXLK Infinite Ninja power
 14 GXKKUIVA Never lose Ninja power item
 15 ZEXGYAPA + SNEKYEVN Fast running Ryu
 16 LEXGYAPA + KNEKYEVN Mega-fast running Ryu
 Ninja Gaiden II and Ryu are trademarks of Tecmo, Inc.
 Ninja Gaiden III The Ancient Ship of Doom(tm) Game

GAI3
 CODE KEY IN . . . EFFECT . . .
 1 SXEKVLVG Infinite lives
 2 SZEXILSA Infinite energy
 3 SZVZIIVG Infinite time
 4 VPKGXKXY Less time
 5 AESPYPYA + AEK0XNZA No power required for Windmill
 Throwing Star
 6 AEK0UNAA + AESPENAA No power required for Fire Wheel
 Art
 7 AEK0VYGP + AESOEYZA No power required for Invincible
 Fire Wheel
 8 AEK0KNAA + AESPONAA No power required for Fire Dragon
 Balls
 9 AEK0SNZA + AESPNYPA No power required for Vacuum
 Wave Art
 Ninja Gaiden III The Ancient Ship of Doom is a trademark of Tecmo,
 Inc.
 Ninja Kid(tm) Game

KID
 CODE KEY IN . . . EFFECT . . .
 1 AAVEZAZA Start with 1 life
 2 IAVEZAZA Start with 6 lives
 3 AAVEZAZE Start with 9 lives
 4 SZ0ZUPVG Infinite Feathers
 5 SZXXITVG Infinite Stars
 6 SXNOGGVG Infinite Boomerangs
 7 SXUZZYVG Infinite Fireflames
 8 PAXSXALA Only 1 Feather picked up
 9 TAXSXALA 6 Feathers picked up
 10 ZAXSUAGO Only 10 Stars picked up
 11 AZXSUAGO 40 Stars picked up
 12 ZAXSKAGA Only 1 Boomerang picked up
 13 ZAXSSAGO Only 10 Fireflames picked up
 14 AZXSAGO 40 Fireflames picked up
 15 YAEILNYA Less Invincibility time
 16 AZEILNYE More Invincibility time

Ninja Kid is a trademark of Bandai America, Inc.
 North & South (tm) Game
 NORTH
 CODE KEY IN . . . EFFECT . . .
 1 IEUATOPA Cannon has 5 shots
 2 YEUATOPE Cannon has 15 shots
 3 SZXPYUVS Cannon has infinite shots
 4 GXXATOSO No cannons allowed!
 5 ZAUAGPGA Only 2 daggers in the fortress
 6 GXXPLKVS Infinite daggers in the fortress
 7 ZAUETOZA 2 men in the fortress
 8 IAUETOZA 5 men in the fortress
 9 ZASAGOZA 2 men on the train
 10 IASAGOZA 5 men on the train

North & South is a trademark of Infogrames.
 Operation Wolf(tm) Game

OP
 CODE KEY IN . . . EFFECT . . .
 1 IEVUNSPA Infinite continues
 2 AESSLZTL Never die
 3 PESZIGAA Start on mission 2
 4 ZESZIGAA Start on mission 3
 5 LESZIGAA Start on mission 4
 6 GESZIGAA Start on mission 5
 7 IESZIGAA Start on mission 6
 8 AAVSIIPA Infinite magazines
 9 AAEIATPA Infinite grenades
 10 PEVKVYYE + PAVSIIE Increase magazines
 11 PENGXYIE + PAVSIIE Increase grenades
 12 GANIYIZA Double bullets in each magazine
 13 NNESZALE Heal completely between levels
 14 GANULZZA Grenades inflict double damage
 15 ZAELGPIE Super power drinks

Operation Wolf is a trademark of Taito America Corporation.

P.O.W.(tm) Game

POW

CODE	KEY IN . . .	EFFECT . . .
1	AEUEIZZA	1 life
2	IEUEIZZA	6 lives
3	AEUEIZZE	9 lives
4	AENSLPPA	Infinite lives
5	APKGPLAZ + APESYZAZ	Play with less energy
6	STOLOUON	Take less damage when hit from behind
7	GZUUNUSE + GZSLOSSE	Keep weapons
8	AAVGOTPA	Infinite bullets

P.O.W. is a trademark of SNK Corp. of America.

Pac Man(tm) Game

PAC

CODE	KEY IN . . .	EFFECT . . .
1	SZEKKIVG	Both players have infinite lives
2	VTGKVZ	1 life for player 2
3	AYVITOGL	Power pills last longer
4	AZVITOGL	Power pills don't last as long
5	ATXTZASZ	Power pills don't work
6	IAXVYEYE	Only 3 ghosts are edible
7	PAXVYEYE	Only 2 ghosts are edible

Pac Man is a trademark of Atari Games Corp. Used by Namco, Ltd., under license.

Panic Restaurant(tm) Game

PANIC

CODE	KEY IN . . .	EFFECT . . .
1	OXVPPAVK	Infinite energy--except when you fall on spikes
2	GASYZGZA	Start with 4 hearts
CODES 3 AND 4: HEART METER MAY LOOK FUNNY		
3	TASYZGZA	Start with 6 hearts
4	ZASYZGZE	Start with 10 hearts
5	PAOZNIZA	Start with 2 lives
6	IAOZNIZA	Start with 5 lives
CODES 7 AND 8: METER SHOWS ONLY UP TO 9 LIVES		
7	ZAOZNIZE	Start with 10 lives
8	YAOZNIZE	Start with 15 lives
9	SAOSAGVG	Infinite lives
CODES 10 THRU 12: 1ST LEVEL ONLY		
10	AIVYGGGLT + AIVKXYLT	Start with 80 on timer
11	TGVYGGGLT + TGVKXYLT	Start with 70 on timer
12	GLVYGGGLV + GLVKXYLV	Start with 60 on timer
13	OZVKGZVK	Infinite time

Panic Restaurant is a trademark of Taito Corporation.

Paper Boy(tm) Game

BOY

CODE	KEY IN . . .	EFFECT . . .
1	SXSEVZVG	Infinite lives
2	PAUOEIGA	Start with 1 life
3	TAUOEIGA	Start with 6 lives
4	OZNOKAVK	Infinite papers
5	GOXAUOZA	Start with 20 papers
6	GPUONUZA	Gain 20 papers on pick-up

Paper Boy is a trademark of Tengen.

Paperboy 2(tm) Game

PAPER

CODE	KEY IN . . .	EFFECT . . .
1	PEOUYGIA	Start with 1 life--Paperboy only
2	LEOUYGIA	Start with 3 lives--Paperboy only
3	ZEOUYGIE	Start with 10 lives--Paperboy only
4	AAKEZLPA	Infinite lives
5	YAE LGVZE	Start with 15 papers
6	GPE LGVZA	Start with 20 papers
7	AEV PNLPA	Infinite papers
8	IEO AEOZA	Pick up 5 papers
9	YEO AEOZE	Pick up 15 papers
10	GOO AEOZA	Pick up 20 papers

Paperboy 2 is a trademark of Atari Games Corporation.

Phantom Fighter(tm) Game

PHAN

CODE	KEY IN . . .	EFFECT . . .
1	VTVKEGSA + KAVKOGNA	Start with Sword
2	VTVKEGSA + SAVKOGNA	Start with Bell
3	VTVKEGSA + UAVKOGNA	Start with TonTen
4	VTVKEGSA + XAVKOGNA	Start with Talisman
5	LASKNGAA + VAVKOGNA	Start with 3 Scrolls
6	TASKNGAA + VAVKOGNA	Start with 6 Scrolls
7	SXSZLUSE	Infinite energy
8	OVSZPLSV + PESZZLAA	Take less damage when attacked

Phantom Fighter and Kenchi are trademarks of Fujisankei Communications International, Inc.

Pin-Bot(tm) Game

BOT

CODE	KEY IN . . .	EFFECT
1	PANTGZLA	Start with only 1 ball
2	TANTGZLA	Start with 6 balls
3	PANTGZLE	Start with 9 balls
4	OZVVYZVV	Infinite balls

Pin-Bot is a trademark of Williams Electronic Games, Inc.
Pinball Game

CODE	KEY IN . . .	EFFECT . . .
1	PASGPALA	Start game with 1 ball
2	TASGPALA	Start game with 6 balls
3	PASGPAL	Start game with 9 balls
4	SUXKLEVS	Infinite balls in 'B' game

Pipe Dream(tm) Game

CODE	KEY IN . . .	EFFECT
1	PAOALPLA	Start with 1 wrench
2	TAOALPLA	Start with 6 wrenches
3	PAOALPLE	Start with 9 wrenches
4	SZKTPUVK	Infinite wrenches
5	AAOGZZIA	One-way pipes from level 1
6	IAOGAZLA	One-way pipes from level 5
7	ZAOKPZLE	One-way pipes from level 10
8	KEUAUVSE	Tunnels galore
9	GPKIEGZP + ZPKINGGP	Pumps before reservoirs
10	GPKIEGZP	Pumps instead of reservoirs

Pipe Dream is a trademark of Lucasarts Entertainment Company.
Used by Bullet-Proof Software under license.

CODE	KEY IN . . .	EFFECT . . .
Stage 1		
1	SXKOZPVG	Infinite grenades
2	SZSPYAVG	Start with double capacity magazine
3	AEKESYGE	Double hits
4	SXKAUYVT	Don't take damage
Stage 2		
5	GAKEAPIA	Start on stage 2
6	SZVAXTVT	Don't take damage
Stage 3		
7	LAEGGATA	Start on stage 3
Stage 4		
8	SXKEUZVG	Freeze timer
9	IEVEOPLA	Play with more time
10	PAKOIPIE	Double hits
11	ZAKOIIPIA	Halve hits
12	GEXEUPTI	Start with double ammo

Platoon is a trademark of Hemdale Film Corporation. Used by Sun Corporation of America under license

Popeye(tm) Game
NOTE: THESE CODES MAY NOT WORK ON some copies OF THE GAME.
NO OTHER CODES ARE AVAILABLE.

CODE	KEY IN . . .	EFFECT
1	GSGKXG	Infinite lives for Popeye
2	PAPKNA	1 life for Popeye
3	TAPKNA	6 lives for Popeye
4	PAPKNE	9 lives for Popeye

Popeye is a trademark of King Features Syndicate, Inc. Used by Nintendo of America, Inc. under license.

CODE	KEY IN . . .	EFFECT . . .
1	AAXYZYZA	1 life
2	IAXYZYZA	6 lives
3	AAXYZYZE	9 lives
4	SZSIAAVG	Infinite lives
5	SZKAKXOU	Take minimum damage
6	GZUITAVG + GZVITASA	Don't lose boomerang strength when you die
7	GZUSGAVG + GZVSZASA	Don't lose multi-boomerangs when you die
8	OTKESZSV	Don't take damage from monsters!
9	AZXSAAVU	Mega jump

Power Blade is a trademark of Taito America Corp.
Power Blade 2 (tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	AEKEPTZA	Start with 1 life
2	IEKEPTZA	Start with 6 lives
3	AEKEPTZE	Start with 9 lives
4	GZSILAVG	Infinite lives
5	OVSLZLSV	Infinite energy

CODES 5 AND 6: EXCEPT FOR FALLING ON SPIKES OR OFF SCREEN

6 OVSLZLSV + PESLLLAA Take minimal damage
 7 ATKKXZSZ Stop timer
 8 YPKGNXYU Speed up timer
 9 YYKGNXYU Slow down timer
 10 GXEVXTVG Infinite life tanks
 11 GZEIPLVG Infinite energy tanks
 12 OZVULSOK + SANLZIVT Maximum throwing ability on pick-up
 13 SAKSZZSZ Throw meter doesn't decrease when boomerang is
 thrown

Power Blade 2 is a trademark of Taito Corporation.

Predator(tm) Game

PRED

CODE	KEY IN . . .	EFFECT . . .
1	SZNGGXVK	Infinite lives in jungle mode
2	SXXGZOVK	Infinite lives in big mode
3	AAVKGPGE	Start with double lives
4	LASEOELA + XLSEUEVX	Start each life with laser rifle
5	AVUGVGSA	Infinite life points in jungle mode
6	AEOETOPE	Mega-jumps in jungle mode
7	NTEENEGE + ATOAEE0Z	Don't die if you fall down holes

Predator is a trademark of Twentieth Century Fox. Used by
 Activision under license.

Pro Wrestling(tm) Game

PRO

CODE	KEY IN . . .	EFFECT . . .
1	IEETTZGP	Only have 5 seconds to get back into ring
2	ZEETTZGO	Only have 10 seconds to get back into ring
3	TOETTZGO	30 seconds to get back into ring
4	PEXIKYIA	Rounds are only 1 minute
5	LEXIKYIA	Rounds are only 3 minutes
6	AEXIKYIE	Rounds are 8 minutes
7	ZEXIKYIE	Rounds are 10 minutes
8	ZAVVTGLA	2-second pin count
9	IAVVTGLA	5-second pin count
10	YAVVTGLA	7-second pin count

Pro Wrestling is a trademark of Nintendo of America Inc.

Pro Sport Hockey (tm) Game

PRO

CODE	KEY IN . . .	EFFECT . . .
1	ZESUZYPA	Player 1 goals worth 2
2	LESUZYPA	Player 1 goals worth 3
3	GESUZYPA	Player 1 goals worth 4
4	IESUZYPA	Player 1 goals worth 5
5	TESUZYPA	Player 1 goals worth 6
6	YESUZYPA	Player 1 goals worth 7
7	AESUZYPE	Player 1 goals worth 8
8	ZENLZYPA	Player 2 goals worth 2
9	LENLZYPA	Player 2 goals worth 3
10	GENLZYPA	Player 2 goals worth 4
11	IENLZYPA	Player 2 goals worth 5
12	TENLZYPA	Player 2 goals worth 6
13	YENLZYPA	Player 2 goals worth 7
14	AENLZYPE	Player 2 goals worth 8
15	VVNPTOSE	Player 1 starts with 1 point
16	ZENPIPAA + VVNOZPNT	Player 1 starts with 2 points
17	GENPIPAA + VVNOZPNT	Player 1 starts with 4 points
18	TENPIPAA + VVNOZPNT	Player 1 starts with 6 points
19	AENPIPAE + VVNOZPNT	Player 1 starts with 8 points
20	ZENPIPAE + VVNOZPNT	Player 1 starts with 10 points
21	VVNOPOSE	Player 2 starts with 1 point
22	ZENPIPAA + NVNPPYPT	Player 2 starts with 2 points
23	GENPIPAA + NVNPPYPT	Player 2 starts with 4 points
24	TENPIPAA + NVNPPYPT	Player 2 starts with 6 points
25	AENPIPAE + NVNPPYPT	Player 2 starts with 8 points
26	ZENPIPAE + NVNPPYPT	Player 2 starts with 10 points

Pro Sport Hockey is a trademark of Jaleco USA, Inc.

Pugsley's Scavenger Hunt (tm) Game

PUGS

CODE	KEY IN . . .	EFFECT . . .
1	PEVKZTIA	Start with 1 life
2	PEVKZTIE	Start with 9 lives
3	SXUGZKVK	Infinite lives
4	PENKZTZA	Start with 1 heart
5	GENKZTZA	Start with 4 hearts
6	AASVUGIL	Always be able to fly
7	AAKGYGPA	Infinite hearts
8	AOVTETAO	Mega-jump

Pugsley's Scavenger Hunt is a trademark of Ocean of America Inc.

The Punisher(tm) Game

PUN

CODES	KEY IN . . .	EFFECT . . .
1	PEOTYTIA	1 life
2	ZEOTYTIE	10 lives
3	XVOVGXXX	Never lose a life against normal enemy

4	XVOEXOXX	Never lose a life against end of level enemy
5	XTSVSNXX	Infinite grenades
6	AESYAPPA	Infinite bullets and rockets
7	GEUUYIZA	Faster Punisher(tm)
8	PEUYNLAA	Pick up 150 machine pistol bullets
9	PEUNXLAA	Pick up 150 assault rifle bullets
10	AAEUUPAO	Less energy picked up
11	APEUUPAO	More energy picked up

The Punisher is a trademark of Marvel Entertainment Group, Inc. Used by LJN Toys, Ltd. under license.

Puss 'n Boots--Pero's Great Adventure(tm) Game

BOOT

CODE	KEY IN . . .	EFFECT . . .
1	PEOGZALA	Start with 1 life
2	TEOGZALA	Start with 6 lives
3	PEOGZALE	Start with 9 lives
4	SZOKZZVG	Infinite lives
5	GOSTNUAU	Start with less energy
6	SZNGOISA	Infinite energy
7	GAEGAIAA	Start on stage 1
8	PAEGAIAE	Start on stage 2
9	TAEGAIAE	Start on stage 3
10	AAXGNUPA	Mega-jump
11	AAOVNENY	AutoFire and Autojump

Puss 'n Boots--Pero's Great Adventure is a trademark of Toei Animation. Used by Electro Brain Corp. under license.

Puzznic(tm) Game

PUZZ

CODE	KEY IN . . .	EFFECT . . .
1	ITKIPXGL	Slower timer
2	TPKIPXGU	Faster timer
3	ZEUAIPAE	Start on level 2-1
4	GOUAIPAA	Start on level 3-1
5	TOUAIPAE	Start on level 4-1
6	AXUAIPAE	Start on level 5-1
7	ZUUAIPAA	Start on level 6-1
8	GUUAIPAE	Start on level 7-1
9	TKUAIPAA	Start on level 8-1
10	ASUAIPAA	Start on level 9-1

Puzznic is a trademark of Taito America Corporation.

Q*Bert(tm) Game

BERT

CODE	KEY IN . . .	EFFECT . . .
1	SXSZGPVG	Infinite lives
2	PEUOOGIA + PAXZLLIA	Start with 1 life
3	ZAXZLLIE + ZEUOOGIE	Start with 10 lives
4	AESPVGAE	Start on level 3
5	GOSPVGAA	Start on level 6
6	AXSPVGAA	Start on level 9

Q*BERT is a trademark of JW Electronics, Inc. Used by Konami Inc. under license.

Qix(tm) Game

QIX

CODE	KEY IN . . .	EFFECT . . .
1	PEEAPZGA	1 life for player 1
2	PEEEAZGA	1 life for player 2
3	IANAZZPA	Start on Level 5, player 1 game
4	ZANAZZPE	Start on Level 10, player 1 game
5	GPNAZZPA	Start on Level 20, player 1 game
6	IEEEGZPA	Start on Level 5, player 2 game
7	ZEEEGZPE	Start on Level 10, player 2 game
8	GOEEGZPA	Start on Level 20, player 2 game

Qix is a trademark of Taito America Corporation.

Quattro Adventure(tm) Game

1) Boomerang Kid(tm) Game

BOOM

CODE	KEY IN . . .	EFFECT . . .
1	TAOGPTLA	Start with 6 lives
2	SZOGXVVK	Infinite lives

2) Linus Spacehead(tm) Game

LINU

CODE	KEY IN . . .	EFFECT . . .
1	PEKGGLE	Start with 9 lives
2	AZKKPNAP	Increase oxygen
3	AEULZIPA	Never lose oxygen
4	SXEGLYVG	Never lose life in the water
5	SZXIILVG	Never lose life in the land

3) Super Robin Hood(tm) Game

ROB

CODE	KEY IN . . .	EFFECT . . .
1	PAVGILLA	Start with 1 life
2	TAVGILLA	Start with 6 lives
3	PAVGILLE	Start with 9 lives
4	SXNKZIVG	Infinite lives

5 AVONISPG Become invincible
6 PAEGLTLE 9 energy hearts--you may lose some of the
hearts you have when you pick up new ones
4) Treasure Island Dizzy(tm) Game

TREAS
CODE KEY IN . . . EFFECT . . .
WITH CODE 1 YOU WILL START ON THE ISLAND IN THE SKY, SO JUST
KEEP WALKING
LEFT AND YOU WILL ARRIVE AT THE ORIGINAL STARTING POINT

1 PEXSZYAA Invincible Dizzy(tm)!
2 OZNTKASX Walk backwards
3 PEUSYYAA Start with snorkel
4 PEUSYYAA + PEKNIZZP Start with axe
5 PEUSYYAA + ZEKNIZZP Start with dynamite
6 PEUSYYAA + IEKNIZZP Start with heavy weight
Quattro Adventure, Boomerang Kid, Linus Spacehead, Linus, Linoleum,
Super Robin Hood, Treasure Island Dizzy, Dizzy, Daisy and Yolksfolk
are trademarks of Codemasters Software Ltd.
Quattro Arcade(tm) Game
1) Go! Dizzy Go!(tm) Game

GODIZ
CODE KEY IN . . . EFFECT . . .
1 PAVGZILA Start with 1 life
2 TAVGZILA Start with 6 lives
3 PAVGZILE Start with 9 lives
4 ZEEKGIPA Start on world 1, stage 3
5 GEEKGIPA Start on world 1, stage 5
6 TEEKGIPA Start on world 2, stage 2
7 AEEKGIPE Start on world 2, stage 4
8 AOEGKIPA Start on world 4, stage 2
9 ZOEGKIPA Start on world 4, stage 4
10 GOEGKIPA Start on world 5, stage 1
11 TOEGKIPA Start on world 5, stage 3
12 AOEGGIPE Start on world 5, stage 5
13 XVTISU + XVTIVU Always kill monsters
Quattro Arcade, Go! Dizzy Go!, Dizzy and Evil Wizard Zaks are
trademarks of Codemasters Software Company Ltd.
2) Stunt Buggies(tm) Game

BUGG
CODE KEY IN . . . EFFECT . . .
1 PAKVXGLA Start with 1 life
2 TAKVXGLA Start with 6 lives
3 PAKVXGLE Start with 9 lives
4 SXOXZEVK Infinite lives
Stunt Buggies is a trademark of Codemasters Software Company Ltd.
3) F-16 Renegade(tm) Game

F-16
CODE KEY IN . . . EFFECT . . .
1 PEUGEALA Start with 2 lives--1-player game
2 TEUGEALA Start with 7 lives--1-player game
3 PEUGEALE Start with 10 lives--1-player game
4 LEUGSAPA + PEKGXAAA Start on level 3
5 IEUGSAPA + ZEKGXAAA Start on level 5
6 YEUGSAPA + LEKGXAAA Start on level 7
7 PEUGSAPE + GEKGXAAA Start on level 9
F-16 Renegade is a trademark of Codemasters Software Company
Ltd.
4) C.J.'s Elephant Antics(tm) Game

C.J.
CODE KEY IN . . . EFFECT . . .
1 PASTSVPA Start with 1 life
2 IASTSVPA Start with 5 lives
3 YASTSVPE Start with 15 lives
4 GPSTSVPA Start with 20 lives
5 SUKTZUVS Infinite lives--don't use with
Codes 9 and 10
6 PAEYOAAA Start in Switzerland
7 ZAEYOAAA Start in Egypt
8 LAEYOAAA Start in Africa
WITH CODES 9 AND 10, YOU HAVE TO LOSE ALL YOUR LIVES BEFORE
THE
CODES WILL WORK
9 PAONILAA Always run fast
10 YAONILAE Super C.J.(tm)!
C.J.'s Elephant Antics and C.J. are trademarks of Codemasters
Software Company Ltd.
Rad Racer(tm) Game

RAD
CODE KEY IN . . . EFFECT . . .
1 GZXIUUVIZ Less time to finish each stage
2 GLXIUUVIX More time to finish each stage
3 PAXKPAAA + GXKGK TSA Start at stage 2
4 ZAXKPAAA + GXKGK TSA Start at stage 3
5 LAXKPAAA + GXKGK TSA Start at stage 4

6 GAXKPAAA + GXKGTSA Start at stage 5
 7 IAXKPAAA + GXKGTSA Start at stage 6
 8 ALXGATA Turbo acceleration
 9 YYUKGIAU Super Turbo acceleration
 10 PEEGPAAA Ultra Turbo acceleration

Rad Racer is a trademark of Square Soft, Inc.

Raid on Bungeling Bay(tm) Game

RAID

CODE	KEY IN . . .	EFFECT . . .
1	PENGZYIE	Start with 9 lives
2	PENGZYIA	Start with 1 life
3	SXSIAVK	Infinite bombs
4	SXVVPIAX	Take no damage from ANYTHING
5	LEVKTYP	Start on round 3
6	TEVKTYP	Start on round 6
7	PEVKTYE	Start on round 9
8	AZOIEGX	You can only carry 5 bombs

Raid on Bungeling Bay is a trademark of Broderbund Software, Inc.

Rally Bike(tm) Game

RAL

CODE	KEY IN . . .	EFFECT . . .
1	PAUIKTIA	Start with 1 life in 1-player game
2	ZAUIKTIE	Start with 10 lives in 1-player game
3	PAUIKITA + ZAXSTGTA	Start with 1 life in 2-player game, both players
4	ZAUIKTIE + LAXSTGIE	Start with 10 lives in 2-player game, both players
5	SZEITKVV	Infinite lives in 1 player game
6	SZOSIKVN	Infinite lives in 2 player game, both players
7	SIUKLUVV	Infinite gas

Rally Bike is a trademark of Romstar, Incorporated.

Rambo(tm) Game

BO

CODE	KEY IN . . .	EFFECT . . .
1	SXOVXKVS	Never lose weapons
2	ZEEETIE	More medicine bottles
3	GOEAPVZA	More throwing knives
4	ZEEETIA	Start with 2 medicine bottles
5	ZPNEITPP + ZOEALTPP	Start with bow and arrows
6	LPNEITPP + LOEALTPP	Start with exploding arrows
7	IPNEITPP + IOEALTPP	Start with hand grenades
8	GOXTZXA	Gain double items on pick-up

Rambo is a trademark of Carolco. Used by Acclaim Entertainment, Inc., under license.

Rampage(tm) Game

RAM

CODE	KEY IN . . .	EFFECT . . .
1	NYSGLUYN	More energy for player 1
2	NYVKTUYN	More energy for player 2
3	YLSGLUYN	Less energy for player 1
4	YLVKTUYN	Less energy for player 2
5	NNNGKNYN	More energy for players 1 and 2 after continue
6	YUNGKNYN	Less energy for players 1 and 2 after continue
7	AAOUOPPA + AASLPPA	No harm from water
8	AEXLPGAP	No harm from falling
9	GXXLALOP	No harm from attacks or bad food
10	AXXLPGAP	More damage done from falling
11	GEULLLIA	Double energy from food
12	AEULLLIA + ZKULTUZE	Half energy from food

Rampage is a trademark of Bally Midway Manufacturing Co. used by Data East USA, Inc. under license.

RC Pro Am(tm) Game

NOTE: THERE ARE TWO VERSIONS GIVEN FOR THE FOLLOWING CODES. IF ONE CODE DOESN'T WORK ON YOUR GAME, THEN TRY THE ALTERNATE

CODE

PRO

CODE	KEY IN . . .	EFFECT . . .
1	AAEIPPPA / AASIUAPA	Infinite continues
2	AEXEPPZA / AAUAGZZA	No continues
3	IEXEPPZA / IAUAGZZA	5 continues
4	AEXEPPZE / AAUAGZZE	8 continues
5	GEUGAPPA / GAOGOAPA	Max turbo on first pick-up
6	GEKKGPPA / GAXKSAPA	Max tires on first pick-up
7	GAVGIPPA / GEKGTYP	Max speed on first pick-up
8	ZEUGAPPA / ZAOGOAPA	Double turbo on first pick-up
9	ZEKKGPPA / ZAXKSAPA	Double tires on first pick-up
10	ZAVGIPPA / ZEKGTYP	Double speed on first pick-up
11	SXVLGZAK / SZKLOPAK	Computer cars go crazy!

RC Pro Am is a trademark of Nintendo of America Inc.

R.C. Pro-Am II(tm) Game

PRO 2

CODE	KEY IN . . .	EFFECT . . .
1	AESOLAZA	Start with 1 credit instead of 3

2 GESOLAZA Start with 5 credits
 3 TESOLAZA Start with 7 credits
 4 AESOLAZE Start with 9 credits
 5 SUEEGXVS Infinite credits
 6 ATUXYGSZ Items in the Model Shop are free if you
 have enough money
 7 PEETEEOEG Buckshot costs 10 instead of 2,000
 8 AEEVUPYA Mega Pulse costs 2,080 instead of 20,000
 9 AANTSPIA Scoopers cost 2,200 instead of 15,000
 10 AANTUPLA Dynafit tires cost 2,320 instead of 10,000
 11 AAVVUPLP Mega Motor costs 1,360 instead of 50,000
 12 AAVVUOLA Hyper Motor costs 1,840 instead of 30,000
 13 AEEVOPIA Freeze costs 2,200 instead of 15,000
 14 AEETNPPIA Lazer costs 1,200 instead of 14,000
 15 AEETSPGA Bombs cost 1,760 instead of 12,000
 16 AANTOPZA Nobbies cost 1,880 instead of 7,000
 17 AETUPLA Missile costs 2,320 instead of 10,000
 18 PEOGNTAA Start on Track 2
 19 ZEOGNTAA Start on Track 3
 20 LEOGNTAA Start on Track 4
 21 GEOGNTAA Start on Track 5
 22 IEOGNTAA Start on Track 6
 23 TEOGNTAA Start on Track 7
 24 YEOGNTAA Start on Track 8
 25 AEOGNTAE Start on first Tug-0-Truck Challenge
 26 PEOGNTAE Start on Track 9
 27 ZEOGNTAE Start on Track 10
 28 LEOGNTAE Start on Track 11
 29 GEOGNTAE Start on Track 12
 30 IEOGNTAE Start on Track 13
 31 TEOGNTAE Start on Track 14
 32 YEOGNTAE Start on Track 15
 33 AOOGNTAA Start on Track 16
 34 POOGNTAA Start on Drag Race
 35 ZOOGNTAA Start on Track 17
 36 LOOGNTAA Start on Track 18
 37 GOOGNTAA Start on Track 19
 38 IOOGNTAA Start on Track 20
 39 TOOGNTAA Start on Track 21
 40 YOOGNTAA Start on Track 22
 41 AOOGNTAE Start on Track 23
 42 POOGNTAE Start on Track 24
 43 ZOOGNTAE Start on second Tug-0-Truck Challenge
 44 LOOGNTAE Start on Track 25
 45 GOOGNTAE Start on Track 26
 46 IOOGNTAE Start on Track 27
 47 TOOGNTAE Start on Track 28
 48 YOOGNTAE Start on Track 29
 49 SXKVLVVS Infinite lazars on purchase
 50 SXSTZKVS Infinite bombs on purchase
 51 SXOVGVVS Infinite freezes on purchase
 52 SZXVGSVS Infinite buckshot on purchase
 53 SZSTTSVS Infinite missiles on purchase
 R.C. Pro-Am II is a trademark of Nintendo of America.
 Renegade(tm) Game

PRO
 CODE KEY IN . . . EFFECT . . .
 1 SXUIOTVG Infinite lives
 2 AEOSLYZA Both players start with 1 life
 3 IEOSLYZA Both players start with 6 lives
 4 AEOSLYZE Both players start with 9 lives
 5 AIUOZUAZ Start with a super energy boost
 6 PEXSYAA Start on mission 2
 7 ZEXSYAA Start on mission 3
 8 LEXSYAA Start on mission 4
 9 TOSVOXTU Timer runs faster
 10 EXSVOXTL Timer runs slower
 Renegade is a trademark of Taito America Corporation.
 The Ren & Stimp Show Buckeroos (tm) Game

ROOS
 CODE KEY IN . . . EFFECT . . .
 1 NYOXYLYE Infinite health
 2 NYUVOZTE Infinite lives
 3 PEUAPZLA Start with 2 lives
 4 IEUAPZLA Start with 6 lives
 5 YEUAPZLA Start with 8 lives
 6 PEUAPZLE Start with 10 lives
 7 VNXELSSO Start with \$11 instead of 0
 8 OUEAXXOO Infinite collectibles
 9 OZEOPYES + PAEEZYZZ Start on Rescue the Maiden level
 10 OZEOPYES + PAEEZYZZ + SAEELNVV Start on Out West
 level
 11 OZEOPYES + ZAEZYZZ + SAEELNVV Start on Robin Hoek(tm)
 level

12 YPEYOUGU Shorter invincibility after getting hit
 13 ITEYOUGL Longer invincibility after getting hit
 14 ZAXNPZIA 2 custard pies picked up
 15 PAXNPZIE 9 custard pies picked up
 The Ren & Stimpy Show Buckeroos and Robin Hoek are trademarks of
 Nickelodeon, a Programming Service of Viacom International, Inc.
 Ring King(tm) Game

KING
 CODE KEY IN . . . EFFECT . . .
 1 GZEIPVVK Unlimited power in 1-player game
 2 GXKZYOP Don't lose stamina from fighting
 3 LEOSLYTA Cut timer to 30 seconds
 4 PEOSLYTE Boost timer to 90 seconds
 5 GXOZOIOP Players can't hurt each other!

Ring King is a trademark of Data East USA, Inc.
 River City Ransom(tm) Game

CITY
 CODE KEY IN . . . EFFECT . . .
 1 TOSNAVYÉ Start with double every attribute!
 2 LVNYIVYL Increase stamina to 99
 3 AGENAYAZ Player 1 starts with double money
 4 AGOYYYAZ Player 2 starts with double money
 5 PAENIYAA Player 1 starts with \$100 extra
 6 PAONGYAA Player 2 starts with \$100 extra

River City Ransom is a trademark of Technos Japan Corp.
 Road Runner(tm) Game

BEEP
 CODE KEY IN . . . EFFECT . . .
 1 SZOVUUVK Infinite lives
 2 XVUGAOEK + XVXTSUEK Never lose seed
 3 AA EVTGIA Start game with 1 life
 4 LAEVTGIE Start game with 12 lives
 5 PPEVTGIA Start game with 18 lives
 6 IAOTLGPA Start at level 5
 7 ZAOTLGPE Start at level 10
 8 YAOTLGPE Start at level 15
 9 GPOTLGPA Start at level 20
 10 PPOTLGPE Start at level 25
 11 TPOTLGPE Start at level 30

Road Runner is a trademark of Warner Bros. Inc. Used by Tengen under
 license

Roadblasters(tm) Game

ROAD
 CODE KEY IN . . . EFFECT . . .
 1 SZEIGEVK Infinite credits
 2 GAVLUTZA Double credits
 3 ATNEEISZ Infinite UZ Cannon
 4 LZOENSTO Start with UZ Cannon (MUST be
 used with ROAD Code 3)
 5 PEEAEIIE Extend lifetime of UZ Cannon
 6 AVSEKSVG Infinite Nitro Injectors
 7 SAOENSTO + GXKEOIEY Start with Nitro Injector (MUST
 be used with ROAD Code 6)
 8 NNSEOIEE Extend lifetime of Nitro Injector
 9 AKSEOIEA Reduce lifetime of Nitro Injector
 10 SXVEKSVK Infinite Cruise missiles
 11 ETOENSTP Start with Cruise missiles (MUST
 be used with ROAD Code 10)
 12 SZSEKVVK Infinite Electro Shield
 13 PIOENSTP + VAXAESSE Start with Electro Shield (MUST
 be used with ROAD Code 12)

Roadblasters is a trademark of Tengen. Used by Mindscape Inc. under
 license

Robin Hood: Prince of Thieves(tm) Game

HOOD
 CODE KEY IN . . . EFFECT . . .
 1 VAXEOLSA Infinite hit points for Robin in 'main combat'
 2 EYXAOPAL Infinite hit points for Robin in 'dueling combat'
 3 GOXLLNAA Bandages give more hit points back
 4 AOULIUAE Food gives more hit points back--EXCEPT FOR LEG
 OF MEAT
 5 AASPIZPA Infinite arrows

Robin Hood is a trademark of Morgan Creek Productions, Inc.
 RoboCop(tm) Game

COP
 CODE KEY IN . . . EFFECT . . .
 1 SXKXYIVT Infinite time
 2 SGOTKLIA Infinite ammunition
 3 SZKVOTSA Won't take damage
 from touching enemies
 4 SZVVVYSA Won't take damage from enemy bullets
 5 PAOYNILE Triple normal power on
 power food pick-up
 6 PAXNEILE Triple normal time on battery pick-up

7 TPXNEILA Max time on battery pick-up
 8 TPOYNILA Full power on power food pick-up
 9 PAESZPAA + SAESLPSP + TTESGPSA Start on level 2
 10 ZAESZPAA + SAESLPSP + TTESGPSA Start on level 3
 11 LAESZPAA + SAESLPSP + TTESGPSA Start on level 4
 12 GAESZPAA + SAESLPSP + TTESGPSA Start on level 5
 13 IAESZPAA + SAESLPSP + TTESGPSA Start on level 6
 14 YAXSAPPE Use with COP Code 2 to start with machine gun and
 Cobra gun!

RoboCop is a trademark of Orion Pictures Corporation. Used by Data
 East USA, Inc., under license
 Robocop 3(tm) Game

ROBO3

CODE	KEY IN . . .	EFFECT . . .
1	OXONLPSV + POONGPXV	Invincibility (energy never goes below starting level)
2	ZLVGIXPP	Start with 2x energy
3	GAVGIXPO	Start with 1/2 energy
4	GNUNAEKN	1 hit kills all enemies
5	VVKGLATE	Lots of repair icons

Robocop 3 and Rehab Officers are trademarks of Orion Pictures
 Corporation.

Robowarrior(tm) Game

ROBO

CODE	KEY IN . . .	EFFECT . . .
1	GZUNYXTK	Don't take damage from bomb blast
2	GZNNIXTK	Don't take damage from monsters/stops power drain
3	IAVTPSZA	Gain 5 super bombs on pick-up
4	GPVTPSZA	Gain 20 super bombs on pick-up
5	SZKTYPVG	Never use up super bombs
6	IEVKLPAA	Start with 5 of everything!
7	ZEVKLPAA	Start with 10 of everything!
8	IANGAPPA	Set firing range to 5
9	ZANGAPPE	Set firing range to 10
10	IEVGIPPA	Start with Defense Level at 5
11	AEVGIPPE	Start with Defense Level at 8

Robowarrior is a trademark of Jaleco USA Inc.

Rocketeer(tm) Game

ROCKET

CODE	KEY IN . . .	EFFECT . . .
1	GESLNKAA	Start with 1/2 energy
2	AOSLNKAA	Start with 2x energy
3	AOSLNKAE	Start with 3x energy
4	GZSSINSV	Infinite energy
5	IAOZZXZA	1/2 normal bullets picked up
6	GPOZZXZA	2x normal bullets picked up
7	TPOZZXZE	3x normal bullets picked up
8	ZAEZGZGO	1/2 silver bullets picked up
9	AZEZGZGO	2x silver bullets picked up
10	GLEZGZGO	3x silver bullets picked up
11	AAVLKIIA	Loads of all weapons with infinite ammunition!

Rocketeer is a trademark of the Walt Disney Company.

Rocket Ranger(tm) Game

ROCK

CODE	KEY IN . . .	EFFECT . . .
1	ZEOGSYPA	Double amount of Lunarium in storage
2	LEOGSYPA	Triple amount of Lunarium in storage
3	AEOGSYPA + ZUOKNYAA	Half amount of Lunarium in storage
4	LVOKXNGL	Lunarium level in backpack at 99
5	SZSGPUSE	Never lose Lunarium in backpack

Rocket Ranger and Lunarium are trademarks of Cinemaware
 Corporation.

Roger Clemens' MVP Baseball(tm) Game

ROGER

CODE	KEY IN . . .	EFFECT . . .
1	ZANEAPLA + ZEOUYPLA + ZEVKGPLA	2 strikes and you're out
2	PANEAPLA + PEOUYPLA + PEVKGPLA	1 strike and you're out
3	OOVSLIPA	Strikes are not called when batter doesn't swing
4	GANAAPZA	Strikes are not called when batter swings
5	PENKLPGA	1 ball for a walk
6	ZENKLPGA	2 balls for a walk
7	LENKLPGA	3 balls for walk
8	00NIALAA	Infinite balls (balls are not called)
9	SLNALPVY	Infinite balls and strikes

Roger Clemens MVP Baseball is a trademark of LJJ Ltd.

Roller Ball(tm) Game

ROLL

CODE	KEY IN . . .	EFFECT . . .
1	PANGIPLA	All players start with only 1 ball
2	SZKGPXVS	Infinite balls for all players

Roller Ball is a trademark of Hal America, Inc.
Rollerblade Racer(tm) Game

ROLL CODE	KEY IN . . .	EFFECT . . .
1	PAUKUZLA	Start with 1 life
2	TAUKUZLA	Start with 6 lives
3	PAUKUZLE	Start with 9 lives
4	OXVSAYVK	Infinite lives
5	PEVIPYGA	1 fall and you're dead
6	TEVIPYGA	6 falls and you're dead
7	AEVIPYGE	8 falls and you're dead
8	ZAUKNZAA	Start on the City Street
9	GAUKNZAA	Start on Hit the Beach
10	TAUKNZAA	Start on Panic Park

Rollerblade Racer is a trademark of Rollerblade, Inc.
Rollergames (tm) Game

GAMES CODE	KEY IN . . .	EFFECT . . .
1	SXENAYVG	Infinite lives
2	PASAZALE	9 special moves
3	TASAZALA	6 special moves
4	GXVPAZVG	Infinite special moves
5	TASATEGA	Start with less energy
6	APSATEGE	Start with more energy
7	PAKAAGAE	Mega-jump
8	GZOENISA	Stop timer
9	YPOAUSYU	Faster timer
10	YYOAUYSU	Slower timer

Rollergames is a trademark of World Alliance of Rollersports.
Rolling Thunder(tm) Game

ROLL CODE	KEY IN . . .	EFFECT . . .
1	SZNTULVG + SZSTULVG	Infinite lives
2	PEOVLALA	Start with 1 life
3	TEOVLALA	Start with 6 lives
4	PEOVLALE	Start with 9 lives
5	SZEVYZVG	Stop timer
6	PASPYZLA	Start with 1 life after continue
7	TASPYZLA	Start with 6 lives after continue
8	PASPYZLE	Start with 9 lives after continue
9	AEEVSAZE	Start with increased life meter
10	EKSTEAGV	200 machine gun bullets on pick-up
11	SUOZPXVS	300 machine gun and 300 normal
bullets on pick-up		
12	GOKVNAZL	Gain fewer bullets on pick-up
13	LEXTZAAA + LAKTKLAA	Start with loads of ammunition!
14	EKXVZAZU	Start with 200 bullets
15	EGKVKLZU	200 bullets on each new life
16	ZLVITYPA	Self-replenishing bullets!

Rolling Thunder is a trademark of Namco, Ltd. Used by Tengen under license

Rush'N'Attack(tm) Game

RUSH CODE	KEY IN . . .	EFFECT . . .
1	GZOEAYVG	Infinite lives--player 1
2	GZOEIYVG	Infinite lives--player 2
3	PAVSTPIA	Start with 1 life--player 1
4	PANITPIA	Start with 1 life--player 2
5	ZAVSTPIE	Start with 10 lives--player 1
6	ZANITPIE	Start with 10 lives--player 2
7	AENASIPA	Never lose POW

Rush'N'Attack is a trademark of Konami Inc.

S.C.A.T.(tm) Game

SCAT CODE	KEY IN . . .	EFFECT . . .
1	AANSUGPA	Infinite energy
2	ZUXGKTTA	Start with more energy
3	ZANVNGLE	More energy picked up
4	AEEVKAA	Don't lose speed-ups when hit
5	NNEIKGAK	Longer immunity
6	APKSEGAG	Shorter immunity
7	PAEIKTTE + NYEISVXY	Faster maximum speed-up
8	TENIKIGA + XNNISSKN	Faster normal speed-up

S.C.A.T. and Vile Matmort are trademarks of Natsume, Inc.

Section Z(tm) Game

Z CODE	KEY IN . . .	EFFECT . . .
1	SXOPUIVG	Infinite lives
2	pexsizla	Start with 1 life
3	TEXSIZLA	Start with 6 lives
4	PEXSIZLE	Start with 9 lives
5	ZAUNUZAE	Energy tube gives full energy boost
6	NNNOUTSY	Autofiring capability

Section Z is a trademark of Capcom USA, Inc.

Seicross (tm) Game

SEI CODE	KEY IN . . .	EFFECT . . .
1	SUTEEX	Infinite lives
2	PELAGA	Start with 1 life
3	TELAGA	Start with 6 lives
4	PELAGE	Start with 9 lives
5	PEGEUG	Slow motion

Seicross is a trademark of Nihon Bussan Co., Ltd.
Shadow of the Ninja(tm) Game

SHAD CODE	KEY IN . . .	EFFECT . . .
1	SZSNIIVG	Infinite continues
2	PEEVZAIE	9 continues
3	PEEVZAIA	1 continue
4	GZVXSKSO	Don't lose energy from enemy attacks
5	AAVPGIGA	Don't lose energy from falling
6	APOEOGGA	Maximum energy gained from potion
7	PAOEOGGA	Less energy gained from potion
8	AZUAOGGO	40 throwing stars on pick-up
9	GPKAVGIA	20 bombs on pick-up

Shadow Of The Ninja and Garuda are trademarks of Natsume, Inc.
Shatterhand(tm) Game

HAND CODE	Key In . . .	Effect . . .
1	AEVNAIZA	Start with 1 life
2	IEVNAIZA	Start with 6 lives
3	AEVNAIZE	Start with 9 lives
4	GEMNZSAA	Play with less energy
6	AAKKSPPA	Power-ups don't use up gold
7	AXXAZZGO	Double the value of big coins
8	ZEXAZZGO	Big coins only worth 1/2

NOTE: CODE 9 WORKS ONLY ON PICK-UP OF INDIVIDUAL SMALL COINS,
NOT WHEN YOU GET THEM FROM BAGS

9 YEEAYZIE Triple the value of small coins

Shatterhand and General Gus are trademarks of Jaleco U.S.A. Inc.

Shinobi(tm) Game

NOBI CODE	KEY IN . . .	EFFECT . . .
1	SZEOLXVK	Infinite lives
2	AANOLAZA	1 life
3	IANOLAZA	6 lives
4	AANOLAZE	9 lives
5	SZNIPNVK	Infinite life energy
6	GAXOTATE + GENPGPTE	Start with double normal energy
7	IEKONILA	Turbo running

Shinobi is a trademark of Sega Enterprises, Ltd.

Shooting Range(tm) Game

SHOO CODE	KEY IN . . .	EFFECT . . .
1	ASUAIVAZ + ASXOVXAZ + SXVON00U	Double usual shots per round
2	ASUAIVAZ + ANXOVXAX + SXVON00U	Triple usual shots per round
3	ASUAIVAZ + EXXOVXAZ + SXVON00U	Quadruple usual shots per round
4	GEKAILLA + GAEETTLA	More time for level 1
5	ZEKAILLA + ZAEETTLA	Less time for level 1
6	GAOAAATZA + AAOAPTZL	More time for level 2
7	PAOAAATZA + ZLOAPTZL	Less time for level 2
8	GAOAZTZA + ZLOALTAA	More time for level 3
9	PAOAZTZA + AAOALTAA	Less time for level 3
10	GTEPOAZL	Double bonus time for hourglasses
11	PPEPOAZU	Half bonus time for hourglasses

Shooting Range is a trademark of Bandai America, Inc.

Silent Service(tm) Game

SIL CODE	KEY IN . . .	EFFECT . . .
1	ZLEPOIAI	Start with 50 deck gun shells
2	LTEPOIAI	Start with 99 deck gun shells
3	SZXVOPVG	Infinite deck gun shells
4	SZSVUPVG	Infinite bow torpedoes
5	SXETUPVG	Infinite aft torpedoes

Silent Service is a trademark of MicroProse Software Inc.

Silkworm(tm) Game

SILK CODE	KEY IN . . .	EFFECT . . .
1	PAXGXALA	Start with 1 life
2	TAXGXALA	Start with 6 lives
3	PAXGXALE	Start with 9 lives
4	SXSVIZVG	Infinite lives using helicopter
5	SZVVGTVG	Infinite lives using jeep
6	PEEGSPLA	1 life using helicopter after continue
7	TEEGSPLA	6 lives using helicopter after continue

8 PEEGSPLE 9 lives using helicopter after continue
 9 PEOKNPLA 1 life using jeep after continue
 10 TEOKNPLA 6 lives using jeep after continue
 11 PEOKNPLE 9 lives using jeep after continue
 12 PAXKEAAA Start at stage 2
 13 ZAXKEAAA Start at stage 3
 14 LAXKEAAA Start at stage 4
 15 GAXKEAAA Start at stage 5
 16 IAXKEAAA Start at stage 6
 17 TAXKEAAA Start at stage 7
 18 SZETZLSA Keep firepower and speed-ups for helicopter
 19 SXOTPTSX Keep firepower and speed-ups for jeep
 20 EEOVYUEI Restrict movement area for helicopter
 21 EEOVGYEV Restrict movement area for jeep

Silkworm is a trademark of American Sammy Corp.
 Silver Surfer(tm) Game

SURF
 CODES KEY IN . . . EFFECT . . .
 1 PAOILIIA 1 life for player 1
 2 PAKSGIIA 1 life for player 2
 3 IAXSGIPA Player 1 starts with 5 smart bombs
 4 IAVIIIPA Player 2 starts with 5 smart bombs
 5 SXEKSNNK Infinite lives for both players
 6 NYVTLVGO Infinite smart bombs for both players
 7 GXEITSSE Keep cosmic weapons after losing a life
 8 GXEILSSE + GXKIOUSE Keep orbs after losing a life
 9 IEESIIPA Have 5 smart bombs on a new life

Silver Surfer is a trademark of Marvel Entertainment Group, Inc.
 Used by Arcadia Systems, Inc. under license.

The Simpsons(tm): Bart(tm) vs. The Space Mutants Game
 NOTE: THERE ARE TWO VERSIONS GIVEN FOR THE FOLLOWING CODES. IF
 ONE CODE DOESN'T WORK ON YOUR GAME, THEN TRY THE ALTERNATE

CODE.
 BART
 CODE KEY IN . . . EFFECT . . .
 1 IPKYXUGA / IPUYVUGA Super-jumping Bart!(tm)
 2 XVONYXXK / XVOYLXXK Stop timer
 3 ANENPXGU / AYNINXGU Slow down timer
 4 AXENPXGL / AZNNIXGL Speed up timer
 5 PAONAYAA / PAENGYAA Gain 2 coins for every 1 collected
 6 PAONTNTE / PAOYZNTE Only 10 coins needed to get an
 extra life
 7 GXXZZOVK + GXXULEVK / Buy items for free!
 GXOXIXVK + GXXLIEVK

The Simpsons and Bart are trademarks of Twentieth Century Fox
 Film Corporation. Used by Acclaim Entertainment, Inc. under license.
 The Simpsons(tm): Bart Vs. The World(tm)

BAR2
 CODE KEY IN . . . EFFECT . . .
 1 SZONIPST Infinite lives
 2 SZVVEKVK Infinite energy
 3 EISVNGEY Lose lives more easily
 4 OLUNPPOP Infinite firecracker balls
 5 PAEZPAAE Start with 99 firecracker balls
 6 PAXXVGLE Start with 9 lives
 7 SZNZPEVK Infinite tries for the card match game

The Simpsons and Bart are trademarks of Twentieth Century Fox
 Film Corporation. Bart Vs. The World is a trademark of Acclaim
 Entertainment Inc.

The Simpsons: Bartman Meets Radioactive Man(tm) Game
 NOTE: CODES WORK, BUT THERE MAY BE A BLACK AREA AT THE
 BOTTOM OF YOUR SCREEN. MAY NOT BE COMPATIBLE WITH GAME GENIE

RADIO
 CODE KEY IN . . . EFFECT . . .
 1 PAVAYYLA Start with 2 lives and 2 credits
 2 IAVAYYLA Start with 6 lives and 6 credits
 3 YAVAYYLA Start with 8 lives and 8 credits
 4 PAVAYYLE Start with 10 lives and 10 credits
 5 OLVYAZOP Infinite lives
 6 SZENNEVK Infinite credits
 7 ASVTOZAZ Laser bolts worth more on pick up
 8 SXNNVEVK Infinite laser bolts
 9 AAUY-PYGA Infinite energy
 10 AXUVSZIA Cold breath worth more on pick up
 11 AAKYKPPA Infinite cold breaths

DON'T COMBINE CODES 12 AND 13
 12 OAKNUEEE Don't lose laser bolts when you die
 13 EAKNVEOE Don't lose cold breaths when you die
 14 ZAUZAYAA Start in chapter 1 level 2
 15 IAUZAYAA Start in chapter 1 level 3

Simpsons: Bartman Meets Radioactive Man and Bart are trademarks
 of Twentieth Century Fox Film Corporation.

Skate or Die 2(tm) Game

DIE

CODE KEY IN . . . EFFECT . . .

ADVENTURE GAME:

1	SXUXZPVG	Infinite energy
2	SXVPTVVK	Infinite paint clips
3	AANPZPPA + AAXOZLPA	Infinite eggs
4	AAVPTLPA + AEEOAPPA	Infinite M-80's
5	AEESAAPG + AAKATAPG	Skate at any speed

STUNT RAMP:

6	PAUYLLLLA	Only 1 skateboard
7	TAUYLLLLA	6 skateboards
8	PAUYLLLLL	9 skateboards
9	SXKPVYVG + SXUZGAVG	Infinite skateboards
10	TAONILLA	More time
11	ZAONILLA	Less time
12	SZUAKZVG	Stop timer
13	TEKOKZIA	Super speed

Skate or Die 2 is a trademark of Electronic Arts.
Ski or Die(tm) Game

SKI

CODE KEY IN . . . EFFECT . . .

Snowball Blast(tm)

1	ZENXTTPA	More snowballs picked up
2	OPEPVAAV	Start with more time
3	AKEPVAAT	Start with less time
4	IOKXITAP	More time gained
5	IEKXITAP	Less time gained
6	GAUPVAZA	Start with more ammo
7	PAUPVAZA	Start with less ammo

Acro Aerials(tm)

8	TESTEYLA + IAVVNILA	More jumps allowed
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Ski or Die, Snowball Blast and Acro Aerials are trademarks of Electronic Arts.

Skull & Crossbones (tm) Game

SKULL

CODES KEY IN . . . EFFECT . . .

1	SZNOTNVK	Infinite continues
2	PEXPTYIA	1 continue
3	PEXPTYIE	9 continues
4	POVPLYZU + POEPZYZU	Half energy for Red Dog(tm) and One Eye(tm)
5	LVVPLYZL + POEPZYZU	Double energy for Red Dog and One Eye
6	EUVVEYNEK + EUVAGNEK	Better super jump
7	SUOEIIVS	Infinite weapons
8	SZONGXVK	Stop timer
9	AZONAXGL	Faster timer
10	AYONAXGL	Slower timer

Skull & Crossbones, Red Dog and One Eye are trademarks of Atari Games. Used by Tengen, Inc. under license.

Sky Kid(tm) Game

SKYK

CODE KEY IN . . . EFFECT . . .

1	SXEKGZVI	Infinite lives
2	PANYNZLA	Start with 1 life--both players
3	TANYNZLA	Start with 6 lives--both players
4	PANYNZLE	Start with 9 lives--both players
5	VANNVZSA	Player 1 has more lives than player 2
6	AAOKIZPA	Shoot more bullets
7	IAVNNZPA + GAVNUZAA	Start at level 5
8	ZAVNNZPE + PAVNUZAE	Start at level 10
9	APVNNZPA + YAVNUZAE	Start at level 15
10	GPVNNZPA + LPVNUZAA	Start at level 20

Sky Kid is a trademark of NAMCO Ltd.
Sky Shark(tm) Game

SKY

CODE KEY IN . . . EFFECT . . .

1	OZNEAAVS	Infinite lives
2	GXUEALVI	Infinite bombs
3	GZNEIOVS	Infinite credits
4	GZXATEOZ	Start with 1 life--player 1
5	AAUALAGA	Start with 1 life--player 2
6	TAXEZAXZ + PZXELNY	Start with 9 lives--player 1
7	AAUALAGE	Start with 9 lives--player 2
8	AAEELOGI	Autofire
9	EZXAPPKZ + TAXAZOIL	Start with maximum firepower
10	TAVPSTLA	Double bombs
11	TAUAYALA	Double credits
12	AANEZPGA	1 life after continue--both players
13	AANEZPGE	9 lives after continue--both players

Sky Shark is a trademark of Taito America Corporation
Slalom(tm) Game

SLALOM

CODE KEY IN . . . EFFECT . . .

1	PAOULZAA	Ski super fast!
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2 AAEPLIPA No track obstacles
3 XZXPATVZ + PAXPPVPN Timer at 5 minutes for all tracks
Slalom is a trademark of Nintendo of America & Rare Ltd.

Snake's Revenge(tm) Game

SNAKE

CODE	KEY IN . . .	EFFECT . . .
1	AXXVGYAG	Start with half bullets for Beretta M92
2	EEXVGYAG	Start with double bullets for Beretta M92
3	SZEEOUSE	Infinite Beretta ammo
4	SXOASKSE	Infinite Shotgun ammo
5	SZKAKKSE	Infinite Grenades
6	SXVEOKSE	Infinite Missiles
7	XTNTZVEE	Infinite ammo for all weapons
8	ZEOVAYPA + XKXVTYEG	Start with Machine Gun instead of Beretta
9	GEOVAYPA+ KXXVTYEG	Start with Shotgun instead of Beretta
10	AXOVAYPA+ VKXVTYEG	Start with Grenades instead of Beretta
11	EEOVAYPA+ EKXVTYEG	Start with Missiles instead of Beretta
12	SXKVKASA	Infinite energy
13	XVUYTUZE + XTKZXKZE	Play with less energy
14	AEUVOAYA	Reduce your injuries by up to 50%

Snake's Revenge is a trademark of Ultra Software Corporation

System.

Snake, Rattle 'N' Roll(tm) Game

RAT

CODE	KEY IN . . .	EFFECT . . .
1	SXEYOZVG	Freeze timer
2	AGNNVXTT	Faster timer
3	EPNNVXTT	Slower timer
4	AEXAYZZA	1 life, both players
5	IEXAYZZA	6 lives, both players
6	AEXAYZZE	9 lives, both players
7	AEUAETZA	1 life, both players, after continue
8	IEUAETZA	6 lives, both players, after continue
9	AEUAETZE	9 lives, both players, after continue
10	PEUEGXNY	Start at level 2
11	ZEUEGXNY	Start at level 3
12	LEUEGXNY	Start at level 4
13	GEUEGXNY	Start at level 5
14	IEUEGXNY	Start at level 6
15	TEUEGXNY	Start at level 7
16	SLOUSVVS	Infinite lives, both players
17	ZAXOSGPA	Super jump
18	LAXOSGPA	Mega-jump

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

Snow Brothers(tm) Game

SNOW

CODE	KEY IN . . .	EFFECT . . .
1	SXNEUYVI	Infinite number of chances
2	PAXXPLZE	Start game with 10 chances instead of 3 (count starts at 9 instead of 2)
3	AAXXPLZA	Start game with 1 chance (count starts at 0)
4	PAOAYLZE	Always get 10 chances after a continue (count restarts at 9)
5	AAOAYLZA	Always get 1 chance after a continue (count restarts at 0)

IMPORTANT: CODES 6, 7, 8 AND 9 CANNOT BE USED IN COMBINATION

WITH

EACH OTHER. USE CODE 9 TO GET ALL 3 SUPER ABILITIES.

6	PAEEYAAA	Start with Speed Skates
7	ZAEYAAA	Start with Power Shots
8	GAEYAAA	Start with super snow-throwing ability
9	YAEYAAE	Start with Speed Skates, Power Shots and super snow-throwing
10	OUOOGEOO	Don't lose super ability after you lose a chance

Snow Brothers is a trademark of Capcom USA, Inc.

Soccer Game

SOC

CODE	KEY IN . . .	EFFECT . . .
1	APOOKZIP	Each half lasts only 10 minutes
2	AIOOKZIP	Each half lasts for 50 minutes!
3	PASLVATAA + KASUOTSA + KASUUVSE	Player 1 starts 1 goal
4	LASLVATAA + KASUOTSA + KASUUVSE	Player 1 starts 3 goals

Solar Jetman(tm) Game

JET

CODE	KEY IN . . .	EFFECT . . .
1	PAKSZLGA	Only 1 ship and 1 life
2	AAKSZLGE	8 ships and 8 lives
3	SZXONIVG	Infinite lives
4	AEXXAVNY	Minimum damage taken from walls

5	AEXZGVSY + AEXXAVNY	No damage taken from walls
6	ZASSTLAA	Start on level 3
7	IASSTLAA	Start on level 6
8	AASSTLAE	Start on level 9
9	ZASSTLAE	Start on level 11
10	AASSZLPE	Start with more money
11	AEUIOXYA + GXKSOZSA	Items for free
12	SVEKOVON	Weapons use up no energy
13	UNSPLSLE	Reversed gravity for planet 1
14	VTSOZVTO	Reversed gravity for planet 2
15	KVOPATGP	Reversed gravity for planet 3
16	XNVOTSZE	Reversed gravity for planet 4
17	ETXPGTAZ	Reversed gravity for planet 5
18	OTUOYVPX	Reversed gravity for planet 6
19	UTEOPTLZ	Reversed gravity for planet 7
20	AOXOLVEV	Normal gravity for planet 8

Solar Jetman is a trademark of Rare Coin-It, Inc. Used by Tradewest, Inc. under license.

Solomon's Key(tm) Game

SOL	CODE	KEY IN . . .	EFFECT . . .
1		XTKKKEXK	Infinite lives
2		GZOXLAAZ	Indestructible fireball
3		AAXZIALZ	Continuous fairies
4		KAXOOEVE	Start with 40,000 life points
5		GZUPTOSE	Start on last level reached
6		VTUPTOSE	Start on next level
7		SZUOPOSE + UPUOLPGA + PAUPIPAE	Start on level 10
8		SZUOPOSE + UPUOLPGA + LPUPIPAE	Start on level 20
9		SZUOPOSE + UPUOLPGA + IPUPIPAE	Start on level 30
10		SZUOPOSE + UPUOLPGA + YZUPIPAE	Start on level 40

Solomon's Key is a trademark of Tecmo, Inc.

Solstice(tm) Game

SOLS	CODE	KEY IN . . .	EFFECT . . .
1		SZSESXVK	Infinite lives
2		PAKAVIGA	Start with 1 life
3		AAKAVIGE	Start with 8 lives
4		PAXELPLA	1 life after continue
5		AAHELPLE	8 lives after continue
6		GAOEUIZA	Start with full flasks of potions
7		AAOEUIZA	Start with no potions
8		SUSPIXVS	Never use up potions
9		SXUXYGAX	Multi-jumping

Solstice is a trademark of Software Creations (ROM Developments)

Ltd

Spelunker(tm) Game

LUNK	CODE	KEY IN . . .	EFFECT . . .
1		IXOOPSVK	Infinite lives
2		AANATPZA	Start with 1 life
3		IANATPZA	Start with 6 lives
4		AANATPZE	Start with 9 lives
5		AEXAYTAP	Become invisible!
6		ATKPAIAZ + TUEEYKNN + GXOAPKIX	Become invincible

Spelunker is a trademark of Broderbund Software, Inc.

Spy Hunter(tm) Game

SPY	CODE	KEY IN . . .	EFFECT . . .
1		SXKAYOVK	Infinite lives
2		SZKUANVK	Infinite missiles
3		VXELTVSE	Infinite smoke
4		GXSAKUSE + GXSANUSE	Keep special weapons
5		ZEEEXKIAA	Start with 2 extra lives
6		TEEXKIAA	Start with 6 extra lives
7		TEEXLILA	Double missiles on pick-up
8		YAEZNIYE	Slow down timer

Spy Hunter is a trademark of Bally Midway Manufacturing Corp. Used by Sun Corporation of America under license.

Spy vs Spy(tm) Game

SPYS	CODE	KEY IN . . .	EFFECT . . .
1		SZVAYUVK	Stop black spy's clock
2		SXUELUVK	Stop white spy's clock
3		PUEAPLIU	Black spy has 100 seconds in a minute
4		PUSAILIU	White spy has 100 seconds in a minute
5		ONVZYNUT	Black spy has deadly punches
6		IEVZLYIE	White spy has deadly punches

Spy vs Spy is a trademark of EC Publications Inc. Used by Kemco-Seika Corporation under license.

Squoon (tm) Game

SQOO	CODE	KEY IN . . .	EFFECT . . .
1		AEEAAIPA	Infinite lives

2 AEUESLZA Start with 1 life
 3 IEUESLZA Start with 6 lives
 4 AEUESLZE Start with 9 lives
 5 LASEXLPA Start at phase 3
 6 IASEXLPA Start at phase 5
 7 AASEXLPE Start at phase 8
 8 GXEAKKSE + GXSUZXE Never lose humans on dying
 9 SZEEOSVK Never lose your special weapon
 10 ZEOOEYPA Gain main weapon on rescuing 9 humans
 Sgoon is a trademark of IREM Corp.

Star Soldier(tm) Game

STAR

CODE	KEY IN . . .	EFFECT . . .
1	SZOEAPVG	Infinite lives
2	PEOAPPA	Start with laser
3	GXPXTVG	Infinite shield power
4	ZA000YIE + ZENOGIE	Double shield power

Star Soldier is a trademark of Hudson Soft USA, Inc.

StarTropics(tm) Game

TROP

CODE	KEY IN . . .	EFFECT . . .
1	SXETAKVK	Infinite lives
2	PASTYZLA	1 life with a new character
3	TASTYZLA	6 lives with a new character
4	PAUTGILA	1 life after continue
5	TAUTGILA	6 lives after continue
6	SZNZGPAX + VZVZLOSV	Infinite energy
7	PEXXYTIA + PEUZLTIA	Only 1 star needed to restore energy
8	PEXXYTIE + PEUZLTIE	9 stars needed to restore energy
9	SUXXPVS	Infinite weapons
10	ZUVLZEPP	Gain 50 fire weapons on pick-up
11	ZUSUYETP	Gain 50 bat weapons on pick-up
12	IEUZZNGA	Only 3 hearts needed to use shooting-star
13	AEOZPYTO	Only 8 hearts needed to use super-nova

StarTropics is a trademark of Nintendo of America Inc.

Star Voyager(tm) Game

VOY

CODE	KEY IN . . .	EFFECT . . .
1	GZSZSTVG	Infinite life support pods
2	GPKIASZA	Start with double life support pods
3	TPKIASZE	Start with triple life support pods
4	AASLSLLA	Barrier won't take damage
5	AOKLVLEI	Radar won't take damage
6	ENXLXLEI	Cannon won't take damage
7	AAXUXLLA	Engine won't take damage

Star Voyager is a trademark of Acclaim Entertainment, Inc.

Star Wars(tm) Game

STAR

CODE	KEY IN . . .	EFFECT . . .
1	AAXAGAZA	Start with 1 life
2	IAXAGAZA	Start with 6 lives
3	AAXAGAZE	Start with 9 lives
IMPORTANT: WHEN USING CODE 5, YOU CAN GET STUCK ON SPIKES AND HAVE TO RESET		
5	GZSYLSSO	Immune to spikes
6	SLVUYNSO	Immune to most bullets
7	GXNUZIST + SLKLYVSO	Immune to most collisions
8	AAKLNZGA	Full energy on big energy pick-ups
9	AAKLUGAX	Less energy on big energy pick-ups
10	AGKLUGAZ	More energy on big energy pick-ups
11	ZEOKOIPA + ZEKKXIPA	Always running

Star Wars and the Empire are trademarks of Lucasfilm Ltd.

Starforce(tm) Game

FORCE

CODE	KEY IN . . .	EFFECT . . .
1	SZKEVTVG	Infinite lives
2	AEUAIIZA	Start with 1 life
3	IEUAIIZA	Start with 6 lives
4	AEUAIIZE	Start with 9 lives
5	VYVEGONN	Turbo speed

Starforce is a trademark of Tecmo, Inc.

Starship Hector(tm) Game

HEC

CODE	KEY IN . . .	EFFECT . . .
1	SZKIOGVG	Infinite lives
2	AANSOGZA	Start with 1 life
3	IANSOGZA	Start with 6 lives
4	AANSOGZE	Start with 9 lives
5	GEVVGIPA	Extra energy from capsules
6	OVUYEGSV + PEUYOGTA	Take minimum damage
7	PENYGIAA	Start at stage 2
8	ZENYGIAA	Start at stage 3

9 LENYGIAA Start at stage 4
10 GENYGIAA Start at stage 5
Starship Hector is a trademark of Hudson Soft USA, Inc.
Star Trek 25th Anniversary (tm) Game

TREK
CODE KEY IN . . . EFFECT . . .
1 LEOOVGYE Kirk(tm) has more energy
2 GEOOVGYA Kirk has less energy
3 LAUXYAYE McCoy(tm) has more energy
4 GAUXYAYA McCoy has less energy
5 LAUZTAYE Spock(tm) has more energy
6 GAUZTAYA Spock has less energy
7 LAVZLAYE Security has more energy
8 LAKXAAYE Geologist has more energy
9 GAKXAAYA Geologist has less energy
10 LASXZAYE Biologist has more energy
11 GASXZAYA Biologist has less energy
12 LASZPAYE Historian has more energy
13 GASZPAYA Historian has less energy
14 YEKUYPGA McCoy gives full energy to injured party
Star Trek 25th Anniversary, Kirk, McCoy and Spock are trademarks of
Paramount Pictures.

Star Trek: The Next Generation(tm) Game

NEXT
CODE KEY IN . . . EFFECT . . .
1 OUXTPYOP All systems are immune to damage--shields down
2 SXUVTNSE Shields are immune to damage--Shields up
3 AGKVTTTEP Quicker damage repair
4 APKVTTEP Very quick damage repair
5 EGKVTTTEP Slower damage repair
6 ZKNVLEZE Enemy does less damage
7 AAUZPAGY Photon Torpedoes(tm) always work
8 AAEXTPNY Phasers(tm) always work
9 AAOXPOKT Phasers fire for longer
10 AAVTZVIL Damage is repaired immediately
11 SVVUSTVG Transporter power does not decrease most of the
time
12 IANUXTAZ Less transporter power required most of the time
13 GVNZOZIT Stardate does not advance

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

Stealth ATF(tm) Game

ATF
CODE KEY IN . . . EFFECT . . .
1 SZVZSSVK Infinite missiles
2 AOUXEAA Start with double missiles
3 SZVPXNVV No damage taken from enemy's bullets
4 AVUXNAVV Start with less fuel
5 AEKZZLZE More enemy planes on the screen

Stealth ATF is a trademark of Activision, Inc.

Stinger(tm) Game

NOTE: WHEN USING STING CODES 1 THRU 5 YOU MUST WAIT FOR THE
"DEMONSTRATION GAME" TO START BY ITSELF BEFORE PRESSING
"START". THE DISPLAY WILL READ "STAGE 1," BUT EACH CODE DOES
WARP YOU TO THE CORRECT STAGE.

STING
CODE KEY IN . . . EFFECT . . .
1 GZOGIGSA + PAEGPLPA Start at stage 2
2 GZOGIGSA + ZAEGPLPA Start at stage 3
3 GZOGIGSA + LAEGPLPA Start at stage 4
4 GZOGIGSA + GAEGPLPA Start at stage 5
5 GZOGIGSA + IAEGPLPA Start at stage 6
6 YNGGAKTL + PAVKTGAP Start with Dual Cannons
7 YNGGAKTL + ZAVKTGAP Start with Laser
8 YNGGAKTL + GAVKTGAP Start with Shoot Right
9 YNGGAKTL + AAVKTGAO Start with Shoot Left
10 YNGGAKTL + APVKTGAP Start with Five Direction Firing
11 YNGGAKTL + AZVKTGAP Start with Three Direction Firing
12 YNGGAKTL + AGVKTGAP Start with Force field
13 GZNGNLSP Keep weapons after death
14 PAXKPGLA Start with 1 life
15 TAXKPGLA Start with 6 lives
16 PAXKPGLE Start with 9 lives
17 OZVKKLVS Infinite lives

Stinger is a trademark of Konami Inc.

Street Cop(tm) Game

COP
CODE KEY IN . . . EFFECT . . .
1 TAOVTXPA Less time on the timer
2 ZPOVTXPA More time on the timer
3 SZSNTAVG Stop timer
4 GXESTZST Immune to damage
5 OVESTZSV + PEESYZAP Take minimum damage
6 AONGNAAU Start with less energy

7 AVNGNAAL Start with more energy
 8 PAXTPPAA Start at level 2
 9 ZAXTPPAA Start at level 3
 10 LAXTPPAA Start at level 4
 Street Cop is a trademark of Bandai America, Inc.
 Street Fighter 2010: The Final Fight(tm) Game

FIGHT
 CODE KEY IN . . . EFFECT . . .
 1 AAETAGA Start with 1 life
 2 PAETAGE Start with 9 lives
 3 SZUATPVG Infinite lives
 4 AEUIPGZA Become invincible!
 5 PEUIPGZA Take less damage
 6 LEUIPGZA Take more damage
 7 GZOAZPSA Keep power-ups after losing a life
 8 AEKIYGZA Keep power-ups when hit
 9 ZESESPPA Faster Ken(tm)
 Street Fighter 2010: the Final Fight and Ken are trademarks of
 Capcom U.S.A., Inc.
 Strider(tm) Game

STRI
 CODE KEY IN . . . EFFECT . . .
 1 ZAUXEYPE More energy from small capsules (10)
 2 GPUXXNZA More energy from big capsules (20)
 3 ZAUXKYPE Health from small capsules (10)
 4 GPUXVNZ A Health from big capsules (20)
 5 ZAEXVNAO Double health and energy from all capsules
 Strider is a trademark of Capcom.

Stunt Kids(tm) Game
 STUNT
 CODE KEY IN . . . EFFECT . . .
 1 AESGNZZA Start with 1 life instead of 3
 2 IESGNZZA Start with 6 lives
 3 PESGNZZE Start with 9 lives
 4 SZSZSKVK Infinite lives
 5 AEESPALA Start with 0 turbos instead of 3
 6 TEESPALA Start with 6 turbos
 7 PEESPALE Start with 9 turbos
 8 VANILVKE Always have 9 coins after a race
 9 SZKOEQVV Coins worth nothing on pick up
 10 SLNOYXVS Infinite time--player 1
 11 SLXOYUVS Infinite time--player 2
 Stunt Kids is a trademark of Codemasters Software Company Ltd.

Super Bowl(tm) Game
 SUPBOL
 CODE KEY IN . . . EFFECT . . .
 1 APUXLZIA 10 minutes per quarter instead of 5
 2 PUXLZIA 15 minutes per quarter
 3 AZUXLZIA 20 minutes per quarter
 4 ZAUXLZIA 2 minutes per quarter
 5 SXNXPZVG Freeze timer for continuous play (Press RESET to
 stop)
 6 AAOATTTA Touchdown scores 0 instead of 6--player 1
 7 AEOEVITA Touchdown scores 0--player 2 or computer
 8 LAOATTTA Touchdown scores 3--player 1
 9 LEOEVITA Touchdown scores 3--player 2 or computer
 10 PAOATTTA Touchdown scores 9--player 1
 11 PEOEVITE Touchdown scores 9--player 2 or computer
 12 GAOATTTA Touchdown scores 12--player 1
 13 GEOEVITE Touchdown scores 12--player 2 or computer
 14 AAALYPA Extra-point kick scores 0 instead of 1--player 1
 15 AEEUPTA Extra-point kick scores 0--player 2 or computer
 16 ZAAALYPA Extra-point kick scores 2--player 1
 17 ZEEUPTA Extra-point kick scores 2--player 2 or computer
 18 LAALYPA Extra-point kick scores 3--player 1
 19 LEEUPTA Extra-point kick scores 3--player 2 or computer
 20 TAAALYPA Extra-point kick scores 6--player 1
 21 TEEUPTA Extra-point kick scores 6--player 2 or computer
 22 AEKAGGLA Field goal scores 0 instead of 3--player 1
 23 AAKEKGLA Field goal scores 0--player 2 or computer
 24 PEKAGGLA Field goal scores 1--player 1
 25 PAKEKGLA Field goal scores 1--player 2 or computer
 26 TEKAGGLA Field goal scores 6--player 1
 27 TAKEKGLA Field goal scores 6--player 2 or computer
 28 PEKAGGLE Field goal scores 9--player 1
 29 PAKEKGLE Field goal scores 9--player 2 or computer
 30 AASASIZA Safety scores 0 instead of 2--player 1
 31 AEKEIIZA Safety scores 0--player 2 or computer
 32 PASASIZA Safety scores 1--player 1
 33 PEKEIIZA Safety scores 1--player 2 or computer
 34 GASASIZA Safety scores 4--player 1
 35 GEKEIIZA Safety scores 4--player 2 or computer
 36 TASASIZA Safety scores 6--player 1
 37 TEKEIIZA Safety scores 6--player 2 or computer

Super Bowl is a trademark of the National Football League. Used by Tecmo, Inc. under license.
Super C(tm) Game

SUPER

CODE	KEY IN . . .	EFFECT . . .
1	AEXTLIZA	1 life for both players
2	IEXTLIZA	6 lives for both players
3	AEXTLIZE	9 lives for both players
4	EUUTGIYS + YSXTPESEL + ZEUTZIAA	Start game with Spray Gun
5	EUUTGIYS + YSXTPESEL + GEUTZIAA	Start game with Fireball

Gun

6	PEETLIAA	Start at area 2
7	ZEETLIAA	Start at area 3
8	LEETLIAA	Start at area 4
9	GEETLIAA	Start at area 5
10	IEETLIAA	Start at area 6
11	TEETLIAA	Start at area 7
12	AENTTIZA	Bonus life for each enemy soldier shot
13	TEEVIIZA	9 continues
14	SZOVXZVG	Infinite continues

Super C is a trademark of Konami Inc.

Super Mario Bros.(tm) Game

SMB

CODE	KEY IN . . .	EFFECT . . .
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LIVES!

Codes 1 to 5 let you adjust lives. Code 4 is really good for handicapping one player

1	AATOZA	Start players 1 & 2 with 1 life
2	IATOZA	Start players 1 & 2 with 6 lives
3	AATOZE	Start players 1 & 2 with 9 lives
4	VATOLE	Start player 1 with 8 lives and player 2 with 3 lives
5	SXIOPO	Infinite lives for both players

JUMPS!

Super and Mega-jumps can be achieved while standing still, running or turbo running (holding down button B). Try entering Codes 6, 7 and 8 or Codes 9, 10 and 11 for all-around Super- or Mega-jumping.

Super jumps let you jump better--the effect is especially noticeable when turbo running.

6	APZLGK	Super jump from a standing start only
7	TPZLTG	Super jump from running only
8	GPZUAG	Super jump from turbo running only

Mega-jumps enable you to jump almost to the top of the screen--right off the top when turbo running!

9	APZLGG	Mega-jump from a standing start only
10	APZLTG	Mega-jump from running only
11	GAZUAG	Mega-jump from turbo running only

MOON GRAVITY!

Moon gravity is a brilliant ability! It has weird and wonderful effects. Again, it works when stationary, running, or turbo running. The Moon gravity effect is more fun than Super- or Mega-jumps, but it is harder to get used to. Stay with it and you'll find that it gives the game an added twist!

You can control the height of your Moon jumps. To jump really high, tap button A really quickly. To do low jumps hold down button A for about one second.

Use this power to find new places to explore. You can even jump over the flags! (If you're playing to complete the game rather than just explore it, don't jump over the flagpoles--or else you'll get "stuck" and have to reset.)

12	YAZULG	Moon Gravity from a standing start
13	YAZUIG	Moon Gravity from a running start
14	YAZUYG	Moon Gravity from turbo running only

STAY BIG!

Code 15 will keep you big. However, you can still die if you fall down holes.

15	OZTLLX + AATLGZ + SZLIVO	Always stay big
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Worldwarping!

Codes 16 to 22 allow you to start on any World of your choice!

16	YSAOPE + YEAOZA + PEAPYA	Start on World 2
17	YSAOPE + YEAOZA + ZEAPYA	Start on World 3
18	YSAOPE + YEAOZA + LEAPYA	Start on World 4
19	YSAOPE + YEAOZA + GEAPYA	Start on World 5
20	YSAOPE + YEAOZA + IEAPYA	Start on World 6
21	YSAOPE + YEAOZA + TEAPYA	Start on World 7
22	YSAOPE + YEAOZA + YEAPYA	Start on World 8

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

Super Mario Bros.(tm) 2 Game

SMB2

CODE	KEY IN . . .	EFFECT . . .
1	SZNESXVK	Infinite lives
2	GZELVXSE	Infinite life meter (except if you hit a spike)

3 GOEANKAO + USEEEKKA Walk backwards
4 SXUASXOU Quick pick up
5 AEUEKKGL Special "squat" high jumps
6 PPXAOIAA Princess has mega-float
7 PAXAOIAA Princess has mega-float and lunar descent
8 PESEGLGA Super moonjumps for Mario(tm)
9 AAEEZGPA Mega moonjumps for Luigi(tm)
10 PENALLGA Super moonjumps for Toad(tm)
11 PAXAPGGA Super moonjumps for Princess(tm)
12 XVVANSZK + XVNEXSZV Super turbo running
13 AEVAVIIA + AENEEITA Permanent turbo running
14 AXSETUAO + ESVAPUEV Super fast run for Mario
15 AZEEGKAO + EIEEYKEV Super fast run for Luigi
16 AXNAIUAO + ESNEAUEV Fast run for Toad
17 AZXALKAO + EIXATKEV Super fast run for Princess
18 AEXALGZA Speed up enemies
19 AXNAZSAA + EVNALSEY Super speed enemies

NOTE: There are two versions given for some of the following Codes.
If one code doesn't work on your game, then try the alternate Code.

20 YESUAPTE / YESLPPTE Strong Wart(tm)
21 IAVENYZE / IAVEUYZE Strong Birdetta(tm)
22 YAXXIYZE Strong Tryclyde(tm)
23 YAVXVGGE Strong Fryguy(tm)
24 YAEXTPGE Strong Clawgrip(tm)
25 YEVXVYLE / YEVZNYLE Strong Hawkmoth(tm)
26 AAVENYZA / AAVEUYZA Weak Birdetta
27 TPEPLAAX / TONENYAX Birdetta spits eggs instead of
fireballs (appears in late levels of the game)

28 PEEPZAG + IUEPSZAA + TEEPVZPA Start on World 2 *
29 ZEEPZAG + IUEPSZAA + TEEPVZPA Start on World 3 *
30 LEEPZAG + IUEPSZAA + TEEPVZPA Start on World 4 *
31 GEEPZAG + IUEPSZAA + TEEPVZPA Start on World 5 *
32 IEEPZAG + IUEPSZAA + TEEPVZPA Start on World 6 *
33 TEEPZAG + IUEPSZAA + TEEPVZPA Start on World 7 *

Super Mario Bros., Mario, Luigi, Toad, Princess, Wart, Birdetta,
Tryclyde, Fryguy, Clawgrip and Hawkmoth are trademarks of
Nintendo of America Inc.
Super Mario Bros.(tm) 3 Game

SMB3

CODE	KEY IN	EFFECT
1	SLXPLOVS	Infinite lives for Mario(tm) and Luigi(tm)
2	AEKPTZGA	1 life for Mario and Luigi after continue
3	AEKPTZGE	9 lives for Mario and Luigi after continue

SUPER JUMPS

4	ELKZYVEK	Power Jumps
5	EZKZYVEK	Super Power Jumps
6	EAKZYVEK	Mega Power Jumps
7	GZUXNGEI	Multi-Jumps

WITH CODE 8, IF YOU LET MARIO(tm) OR LUIGI(tm) DROP TOO LONG,
YOU CAN'T SKY WALK UNTIL YOU TOUCH GROUND

8 SXEZSKOZ Skywalker

STAR CODES! (these codes work really well together)

9	OXKZELSX	Super speed running
10	XVUXNUEE	Turbocharged running

POWER "TAKE OFF" METER
YOU MUST BE RACCOON MARIO(tm) FOR CODE 11 TO WORK

11	AANZKLLA	Can raise power meter while standing still so that you can fly from a standing start
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START ON ANY WORLD

12	PEUZUGAA	Start on World 2
13	ZEUZUGAA	Start on World 3
14	LEUZUGAA	Start on World 4
15	GEUZUGAA	Start on World 5
16	IEUZUGAA	Start on World 6
17	TEUZUGAA	Start on World 7
18	YEUZUGAA	Start on World 8

RE-USE ITEMS!

19	YPXXLVGE	Mario (not Luigi) can re-use items again and again
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KEEP SPECIAL POWERS

20	SZUEXNSO	Restore powers after playing an action scene (e.g. if you were "Fire Mario(tm)" on the map screen, then entered an action scene, died or changed to "Frog Mario(tm),"you would return to the map scene as "Fire Mario")
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SELECT SUPER ABILITY

The following codes are useful with Code 20.

21	ZEUXKGAA	Start the game as Fire Mario
22	LEUXKGAA	Start the game as Raccoon Mario(tm)
23	GEUXKGAA	Start the game as Frog Mario
24	IEUXKGAA	Start the game as Tanooki Mario(tm)
25	TEUXKGAA	Start the game as 'Sledgehammer' Mario(tm)!

LECT PERMANENT SUPER ABILITY

IMPORTANT: IF YOU USE ANY OF CODES 26 THRU 30 TO DEFEAT
BOWZER(tm), YOU SHOULD STAND IN FRONT OF THE DOOR AND HOLD

"UP". AS SOON AS THE DOOR OPENS, YOU WILL PASS THROUGH INTO THE CHAMBER WHERE THE PRINCESS IS HELD. IF YOU DO NOT DO THIS, YOU MAY GET CAUGHT IN BOWZER'S TIME TRAP AND THE GAME WILL PAUSE FOREVER!

26 XUKXGLIE Start and stay as Super Mario(tm)
 27 UXKXGLIA Start and stay as Fire Mario
 28 nxkxglie Start and stay as Raccoon Mario(tm)!
 29 oukxglie Start and stay as Frog Mario
 30 xnkxglie Start and stay as Sledgehammer Mario(tm)

INVINCIBILITY
 31 SZKIKXSE Invincibility after changing up from Super Mario (e.g. to Raccoon, Frog, etc.)

AUTOMATIC SUPER ABILITY AFTER YOU FALL AND DIE
 With all of the following codes, you will find that you change into Super Mario

if you die again:
 32 AEOSSZPA + PAOZTGAA Change to SUPER MARIO if you fall off screen and die
 33 AEOSSZPA + ZAOZTGAA Change to FIRE MARIO if you fall off screen and die
 34 AEOSSZPA + LAOZTGAA Change to RACCOON MARIO if you fall off screen and die
 35 AEOSSZPA + GAOZTGAA Change to FROG MARIO if you fall off screen and die
 36 AEOSSZPA + IAOZTGAA Change to TANOOKI MARIO if you fall off screen and die
 37 AEOSSZPA + TAOZTGAA Change to SLEDGEHAMMER MARIO if you fall off screen and die

All codes (except as noted) work for Luigi as well as Mario. Super Mario Bros., Mario, Mario Land, Luigi, Fire Mario, Raccoon Mario, Frog Mario, Tanooki Mario, Sledgehammer Mario, Super Mario and Bowzer are trademarks of Nintendo of America Inc.

Super Pitfall(tm) Game

PIT
 CODE KEY IN . . . EFFECT . . .
 1 SZKSASVK Infinite lives--1-player game
 2 SXESTSVK Infinite lives--player 1
 3 SXXSZSVK Infinite lives--player 2
 4 PAVIPALA Both players start with 1 life
 5 TAVIPALA Both players start with 6 lives
 6 PAVIPALE Both players start with 9 lives
 7 LEXKNYZA Start with 30 bullets
 8 PEXKNYZA Start with 10 bullets
 9 AEOYILPA Infinite bullets
 10 LENLELZA 30 bullets gained on pick-up
 11 PENLELZA 10 bullets gained on pick-up

Super Pitfall is a trademark of Activision, Inc.
 Super Sprint(tm) Game

SPRI
 CODE KEY IN . . . EFFECT . . .
 1 SZETVUVK Infinite continues
 2 YASSPALA 6 continues
 3 PASSPALA No continues
 4 IEKKNTAA + GXSGUVSE More obstacles on tracks
 5 ZEKKNTAE + GXSGUVSE Even more obstacles on tracks
 6 YEKKNTAE + GXSGUVSE Lots and lots of obstacles on tracks

Super Sprint is a trademark of Atari Games Corporation. Used by Tengen under license.

Superman(tm) Game

SUPER
 CODE KEY IN . . . EFFECT . . .
 1 AAXSEIEA Never die when out of super power
 2 SXNSSKSE Never lose super power
 3 XVUVYZIA Start with lots of super power
 4 AVEQIUAL Double max power of all items at start
 5 AXUPYLAP Double usual item power on item power pick-up
 6 EXUPYLAP Full item power on item power crystal pick-up
 7 EZVPKSOZ + PAVPSIAA + KANPXSSE Start at mission 2
 8 EZVPKSOZ + ZAVPSIAA + KANPXSSE Start at mission 3
 9 EZVPKSOZ + LAVPSIAA + KANPXSSE Start at mission 4
 10 EZVPKSOZ + GAVPSIAA + KANPXSSE Start at mission 5

Superman is a trademark of DC Comics Inc. Used by Kemco Seika Corp. under license.

Swords & Serpents(tm) Game

SWORD
 CODE KEY IN . . . EFFECT . . .
 1 TPXGNVZE + IPXKSVZE Start with 30 health points each
 2 ZLXGNVZA + ZLXKSVZA Start with 50 health points each
 3 VANGKTVE All characters have Scale Armor
 4 UEEKSTOE Warriors start with a Great Sword
 5 KEEKSTOE Warriors start with a Great Axe
 6 SEEGETSE Magicians start with a Wizard's Wand

7 YPKGSTLE Magicians start with more spells
 8 LAKKXTAA Magicians have greater spells
 9 GZKYLGOY Spells use up no magic points
 10 XEOGVTXE Thieves start with a Long Sword
 11 KEOGVTXA Thieves start with an Axe
 Swords and Serpents is a trademark of Acclaim Entertainment, Inc.
 T2(tm) Terminator(tm) 2: Judgment Day(tm) Game

TERM2
 CODE KEY IN . . . EFFECT . . .
 1 SXOATOVK . . . Infinite lives
 2 PANXPLGA . . . Start with 1 life
 3 PANXPLGE . . . Start with 9 lives
 4 GXVTXZAX . . . Infinite life energy
 5 OXNVKXPK + VNNVSXNN . . . Take minimal damage
 6 XNVOSOKN . . . Super jump
 7 PAOOVZZA + PAUOXZZA . . . Slower running
 8 LAOOVZZA + LAUOXZZA . . . Faster running
 9 LESPKGZA + LEVPEGZA . . . Faster and longer jumping
 T2 Terminator 2: Judgment Day and T-1000 are trademarks of
 Carolco Pictures Inc. Used by LJN under license.
 T & C Surf Designs(tm) Game

SURF
 CODE KEY IN . . . KEY IN . . .
 1 GXUZZZVG . . . Infinite lives for skating
 2 GXNKALVG . . . Infinite lives for surfing
 3 PEOGILZA . . . When surfing lose only 1 symbol
 4 PAEZYALA . . . When skating lose only 1 symbol if you
 fall into the ocean or a crack
 5 GXKLXAVG . . . Stop timer
 6 LESPGZPA . . . Increase time

T & C Surf Designs is a trademark of Town & Country Surf Shop Inc.
 Used by LJN Toys, Ltd. under license.
 Tale Spin(tm) Game

SPIN
 CODE KEY IN . . . EFFECT . . .
 1 AYVKZYLY . . . Start with 1 life
 2 TYVKZYLY . . . Start with 7 lives
 3 PYVKZYLN . . . Start with 10 lives
 4 ANNGVLLY . . . 1 life after continue
 5 TNGVLLY . . . 7 lives after continue
 6 PNNGVLLN . . . 10 lives after continue
 7 GZKGNKVK . . . Infinite lives from getting trapped by obstacles
 8 AAXEGPTA . . . Infinite energy
 9 PYEGITLY . . . 1 continue
 10 TYEGITLY . . . 6 continues
 11 PYEGITLN . . . 9 continues
 12 SXNKXLVG . . . Infinite continues
 13 PYVGUAAY . . . Add \$1,000,000 to end-of-level bonus

Tale Spin is a trademark of The Walt Disney Company.
 Target: Renegade(tm) Game

TAR
 CODE KEY IN . . . EFFECT . . .
 1 SZEAOZVG . . . Freeze timer
 2 SXEATXSU . . . Set timer to 5:00 for all levels
 3 SXEATXSU + NKEEAZEE . . . Set timer to 3:00 for all levels
 4 AEKESZZA . . . Hearts replenish energy to maximum
 5 SXVZVTSA . . . Don't take most damage
 6 TASPSPGP . . . Take half damage from bosses
 7 PAOOYZAA . . . Start on level 2
 8 ZAOOYZAA . . . Start on level 3
 9 LAOOYZAA . . . Start on level 4
 10 GAOOYZAA . . . Start on level 5
 11 IAOOYZAA . . . Start on level 6
 12 TAOOYZAA . . . Start on level 7

Target: Renegade is a trademark of Ocean Software Ltd.
 Tecmo Bowl(tm) Game

BOWL
 CODE KEY IN . . . EFFECT . . .
 1 ZAXAYIGA + ZAXOTPGA . . . Only 2 downs allowed
 2 TAXAYIGA + TAXOTPGA . . . 6 downs allowed
 3 GAOATSPA . . . More time for the 1st Quarter
 Tecmo Bowl is a trademark of Tecmo, Inc.
 Tecmo(tm) NBA(tm) Basketball Game

BALL
 CODE KEY IN . . . EFFECT . . .
 1 SLVUPUVS . . . Infinite timeouts
 2 AEOLVPPA . . . 2-pt. shots worth 1, 3-pt. shots worth 2
 3 ZEOLVPPA . . . 2-pt. shots worth 3, 3-pt. shots worth 4
 4 LEOLVPPA . . . 2-pt. shots worth 4, 3-pt. shots worth 5
 5 GEOLVPPA . . . 2-pt. shots worth 5, 3-pt. shots worth 6
 6 IEOLVPPA . . . 2-pt. shots worth 6, 3-pt. shots worth 7
 7 AVNUVOVT . . . 3-pt. shots worth 2 pts.
 8 NYSENYE . . . 5-second violations become 10-second violations
 9 NYOPTNZE . . . No 10-second violations

10 ASOLSEAO Longer shot clock after getting ball on rebound
11 AEOLSEAO Shorter shot clock after getting ball on rebound
Tecmo is a trademark of Tecmo, Ltd. NBA is a trademark of NBA
Properties, Inc.

Teenage Mutant Ninja Turtles(tm) Game

TEEN

CODE	KEY IN . . .	EFFECT . . .
1	ZENOATGO	Pick up 10 weapons only
2	ZUNOATGP	Pick up 50 weapons at a time!
3	GXSOUAST	Don't take most damage
4	SXVZGSOO	Don't take damage from non-killing seaweed
5	AEOOGTZA	Full energy boost from pizza slices
6	GPUOLNZA	20 missiles on pick-up
7	TAKOPYLA	Double rope on pick-up
8	SXVXTLVG	Never lose rope

Teenage Mutant Ninja Turtles is a trademark of Mirage Studios, USA.

Used by Ultra Software Corp. under license.

Teenage Mutant Ninja Turtles(tm) II: The Arcade Game(tm)

TMNT2

CODE	KEY IN . . .	EFFECT . . .
1	PEOIAPZA	Start with 1 life
2	TEOIAPZA	Start with 6 lives
3	PEOIAPZE	Start with 9 lives
4	AAEAULPA	Infinite lives
5	PEXTKZZE	More powerful turtle weapon
6	PEOVKZGE	More powerful 'jump + attack'
7	ZEOVKZGA	Weaker 'jump + attack'
8	PEXTEZLE	More powerful kick
9	PEXTEZLA	Weaker kick

10 SXEAPZVG + SZUAYZVG In two-turtle mode, when one player is revived the other player's spare life won't get used up
Teenage Mutant Ninja Turtles II and The Arcade Game are trademarks of Mirage Studios, U.S.A. Used by Ultra Software Corporation under license.

Teenage Mutant Ninja Turtles III-The Manhattan Project(tm)

TMNT3

CODE	KEY IN . . .	EFFECT . . .
1	AENKLZPA	Infinite lives
2	AEOAALLA	Start with 1 life instead of 4
3	IEOAALLA	Start with 6 lives
	AEOAALLE	Start with 9 lives
5	SLXUTXVS + SLKXPKSO	Infinite energy
6	AAESYXAA	No energy loss from using turbo attack
7	ALUGVYAG	High jump
8	AZUGVYAK	Super jump
9	AZUGVYAG	Mega jump
10	SXNSKKVK	Infinite continues instead of 3
11	PAUZOGLA	1 continue
12	PAUZOGLE	9 continues

Teenage Mutant Ninja Turtles III - The Manhattan Project is a trademark of Mirage Studios.

Terra Cresta(tm) Game

TERA

CODE	KEY IN . . .	EFFECT . . .
1	SZKVPTVG	Infinite lives
2	AAKSPGZA	Start with 1 life
3	IAKSPGZA	Start with 6 lives
4	AAKSPGZE	Start with 9 lives
5	SXSTULVG	Infinite "ship formation" splits
6	PEOTEALE + PEKGETLE	9 "ship formation" splits
7	KTKSLGAZ	Indestructible!
8	AEVKNYLA	A secret mega-weapon

Terra Cresta is a trademark of Vic Tokai, Inc.

Tetris(tm) Game

TET

CODE	KEY IN . . .	EFFECT . . .
1	ENEALYNN	Two-player interactive game!
2	APSEGYIZ	Need only complete 10 lines in game B
3	AISEGYIZ	Must complete 50 lines in game B
4	EASEGYIZ	Must complete 80 lines in game B
5	PASAUPPE	Faster 'forced' fall rate

Tetris is a trademark of V/O Electronorgtechnica (Elorg). Used by Nintendo of America Inc. under license

Tetris 2(tm) Game

TET2

CODE	KEY IN . . .	EFFECT . . .
1-Player Game Codes:		
1	AAUEUSSO	Speed does not increase
2	VNUEUSSO	Speed increases much faster
3	TEXAKYPA	Start and stay at speed of 25
4	ZEKESSPP + PESAOSAP	Maximum speed is 2 instead of 25
5	ZEKESSPO + PESAOSAO	Maximum speed is 10
6	YEKESSPO + TESAOSAO	Maximum speed is 1

7 GOKESSPP + LOSAOSAP Maximum speed is 20
 1-Player vs 2-Player or
 1-Player vs Computer Game Codes:
 8 OZNETPOU + PANEYPAA Every round starts with 4 fixed
 blocks
 9 OZNETPOU + YANEYPAA Every round starts with 10 fixed
 blocks
 10 OZNETPOU + GANEYPAE Every round starts with 15 fixed
 blocks
 11 OZNETPOU + PPNEYPAA Every round starts with 20 fixed
 blocks
 All Games Codes:
 12 AAVZVVEA Cannot pause game with START button
 13 AVEYOXYZ Do not hide remaining pieces during pause
 (current and next are still hidden)
 Tetris 2 is a trademark of Elorg.

Thunderbirds(tm) Game
 BIRD
 CODE KEY IN . . . EFFECT . . .
 1 SXNTOVVK Don't lose life points when colliding with enemy
 2 SZUVUNVK Don't lose life points when hit
 3 SXNVVVVK Don't lose energy points when colliding with enemy
 4 SZKVENVK Don't lose energy points when hit
 5 ATXEANAA + ATXEGNAA Limited forward movement
 6 GEXETTZA + GEXEZZTA Faster craft
 7 EZUAETEG + XTUAKVEK Full firepower on first pick up
 8 PSEKIVGL 81 Days to defeat Hood(tm)
 9 TOEKIVGU 30 Days to defeat Hood

Thunderbirds and Hood are trademarks of ITC Distribution.
 Thundercade(tm) Game

CADE
 CODE KEY IN . . . EFFECT . . .
 1 GXVYPZVI Infinite lives
 2 PAOYIILA Start with 1 life
 3 TAOYIILA Start with 6 lives
 4 PAOYIILE Start with 9 lives
 5 AAUNLIPP Infinite missiles
 6 GZXYZTVI Infinite bombs
 7 TENNPZLA Start with double bombs
 8 PENNPZLE Start with triple bombs
 9 ZANYGSZA Autofire!

Thundercade is a trademark of American Sammy Corporation.
 Tiger Heli(tm) Game

HELI
 CODE KEY IN . . . EFFECT . . .
 1 SZSYAEGK Don't take damage
 2 SLXLGNVS Infinite lives--1-player game
 3 AEUUYTZA Start with 2 lives--1-player game
 4 AEUUYTZE Start with 9 lives--1-player game
 5 SUKLINVS + SUVULNVS Infinite lives--both players
 6 IASUYYZA Start with 6 lives--player 1 in a 2-player game
 7 AASUYYZE Start with 9 lives--player 1 in a 2-player game
 8 IANLZYZA Start with 6 lives--player 2
 9 AANLZYZE Start with 9 lives--player 2
 10 LASNVVZA Extra life every 5 bonus blocks
 11 XTVLUEZK Start with 2 little-helis after dying
 12 TEKNAXIA Autofire capability
 13 ZEKNAXIA Burstfire capability
 14 GXVNZLZP Turbo boost

Tiger Heli is a trademark of Taito America Corporation.
 Time Lord(tm) Game

LORD
 CODE KEY IN . . . EFFECT . . .
 1 SZUKSKVK Infinite lives
 2 PEEKYPLA Start with 1 life
 3 TEEKYPLA Start with 6 lives
 4 PEEKYPLE Start with 9 lives

NOTE: DO NOT use Codes 5 and 6 together
 5 AAXKXTPA + PAUGVTAA Moonwalking
 6 PESKOTAA + PEOGSTAA Super speed
 Time Lord is a trademark of Milton Bradley Company

Tiny Toon Adventures(tm) Game
 TINY
 CODE KEY IN . . . EFFECT . . .
 1 AAXKUYZA Start with 1 life
 2 IAXKUYZA Start with 6 lives
 3 AAXKUYZE Start with 9 lives
 4 AEXZNZZA 1 life after continue
 5 IEXZNZZA 6 lives after continue
 6 AEXZNZZE 9 lives after continue
 7 YXIXXLU Slow down timer
 8 YPXIXXLU Speed up timer
 9 SZOOSVVK Infinite energy after collecting one heart
 10 SZNOUNVK Infinite lives

11 AEEPPYPA Pick up more hearts
 12 VASGOYSA + XZXKNOZ + IAUGEYPA Start on level 2
 13 VASGOYSA + XZXKNOZ + ZAUGEYPE Start on level 3
 14 VASGOYSA + XZXKNOZ + YAUGEYPE Start on level 4
 15 VASGOYSA + XZXKNOZ + GPUGEYPA Start on level 5
 Tiny Toon Adventures is a trademark of Warner Bros. Inc. Used by
 Konami Co. Ltd. under license.
 Tiny Toon Adventures 2(tm) Game

TOON2
 CODE KEY IN . . . EFFECT . . .
 1 ZAEYPYPA Start with 20 tickets instead of 10
 2 IAEYPYPA Start with 50 tickets instead of 10
 3 PAEYPYPE Start with 90 tickets instead of 10
 4 VVVNAVSE Start with 110 tickets instead of 10
 5 SXUXVXVK Protection against hits on log ride
 6 SZSEASVK Protection against hits on train
 7 SZOOUXVK Protection against hits on bumper cars
 8 SXKAYUVK Protection against hits on roller coaster
 9 SZSALOVK Protection against hits in fun house
 10 AANPYPLA Log ride costs nothing instead of 3 tickets
 11 IANPYPLA Log ride costs 5 tickets
 12 AANPIPZA Train costs nothing instead of 2 tickets
 13 IANPIPZA Train costs 5 tickets
 14 AANPPPGA Roller coaster costs nothing instead of 4 tickets
 15 TANPPPGA Roller coaster costs 6 tickets
 16 AANLPPA Bumper cars cost nothing instead of 1 ticket
 17 GANLPPA Bumper cars cost 4 tickets
 18 AANOZPIA Fun house costs nothing instead of
 50 normal tickets
 19 PANOZPIA Fun house costs 10 normal tickets
 20 PANOZPIE Fun house costs 90 normal tickets

Tiny Toon Adventures 2 is a trademark of Warner Bros. A TWE Co.
 To The Earth(tm) Game

EARTH
 CODE KEY IN . . . EFFECT . . .
 1 AAEUXTGA Your shots use up no energy
 2 ZAEUXTGA Your shots use up less energy
 3 AAEUXTGE Your shots use up more energy
 4 AEUVEYGP Enemy bombs do no damage
 5 AEUVEYGO Enemy bombs do half damage
 6 AXUVEYGO Enemy bombs do more damage
 7 GOEUEVZA Bonus energy for shooting enemy
 8 GEEUEVZA Less energy for shooting enemy
 9 AEEUEVZA No energy for shooting enemy

To The Earth is a trademark of Nintendo of America, Inc.
 Tom and Jerry(tm) Game

TOM
 CODE KEY IN . . . EFFECT . . .
 1 PASNVZLA Start with 1 life
 2 TASNZVLA Start with 6 lives
 3 PASNVZLE Start with 9 lives
 4 SXSNEYVK Infinite lives
 5 AEXYPAPA Infinite energy
 6 LEXYPAPA Minimum energy--one touch kills!
 7 AEVYKPAE Start on world 2
 8 AOVYKPAA Start on world 3
 9 AOVYKPAE Start on world 4
 10 AXVYKPAA Start on world 5

Tom and Jerry, Tom and Tuffy are trademarks of Turner
 Entertainment Co.
 Toobin'(tm) Game

TOOB
 CODE KEY IN . . . EFFECT . . .
 1 SXUTGIVG Infinite lives
 2 PAOTZTLA Start with 2 lives
 3 TAOTZTLA Start with 6 lives
 4 PAOTZTLE Start with 9 lives
 5 SZEZZIVG Infinite cans
 6 ZPOTTTTA Start with 18 cans
 7 GAOTTTTE Start with 12 cans
 8 PAOTTTTA Start with 1 can
 9 ALKXTAAZ + ALVXLAAZ Turbo left and right movement
 10 PAOZEAAA Start on level 2
 11 LAOZEAAA Start on level 4
 12 IAOZEAAA Start on level 6
 13 YAOZEAAA Start on level 8--

Toobin' is a trademark of Atari Games. Used by Tengen under license.
 Top Gun(tm) Game

TOP
 CODE KEY IN . . . EFFECT . . .
 1 GXKIKIVG Infinite missiles
 2 ASEKTOAZ Take off with double Hound missiles
 3 AXEKYPGO Take off with double Wolf missiles
 4 GOOGAOZA Take off with double Tiger missiles

5 GXUSNGVG Infinite fuel
 6 IANKLOZA Start with half fuel
 7 AEKSNLLa Immune to bullets (but not missiles!)
 8 ZAEGLPPLA Start on mission 2
 9 LAEGLPPA Start on mission 3
 10 GAEGLPPLA Start on mission 4

Top Gun is a trademark of Paramount Pictures Corporation. Used by
 Konami Inc. under license.

Top Gun(tm) (The Second Mission) Game

GUN
 CODE KEY IN . . . EFFECT . . .
 1 SZVYLIVG Infinite lives
 2 PASYALLA Start with 1 life
 3 TASYALLA Start with 6 lives
 4 PASYALLE Start with 9 lives
 5 AAKEUYPA Infinite missiles--1-player game
 6 AENAZIPA Infinite missiles--2-player game
 7 KUVZTIKO 60 Phoenix missiles--1-player game
 8 KOVXTISA 20 Phoenix missiles--2-player game

Top Gun is a trademark of Paramount Pictures Corporation. Used by
 Konami Inc. under license.

Total Recall(tm) Game

CALL
 CODE KEY IN . . . EFFECT . . .
 1 AVNVOAKZ Infinite energy!
 2 OZKKEPSX + ALNK00LZ Start with less energy
 3 OZKKEPSX + NYNK00LX Start with more energy
 4 GXUIIXSO Most enemies easier to kill
 5 PENVKEGE Take less damage
 6 XYUVNUXT Gain maximum energy from canisters

Total Recall is a trademark of Carolco Pictures, Inc. Used by Acclaim
 Entertainment, Inc. under license.

Totally Rad(tm) Game

RAD
 CODE KEY IN . . . EFFECT . . .
 1 SZSEYXVK Infinite lives
 2 AEUXSTZA Start with 1 life
 3 IEUXSTZA Start with 6 lives
 4 AEUXSTZE Start with 9 lives
 5 SVVNTKON Don't lose energy from bad guys
 6 GXXAPKSN Infinite magic
 7 A00AYGA0 Super jump
 8 Y00AYGA0 Mega-jump!
 9 TEEONALA Half a life or half magic give full energy
 10 SZVAYIVG Immune to fire and water!

Totally Rad is a trademark of Jaleco USA, Inc.

Trojan(tm) Game

TRO
 CODE KEY IN . . . EFFECT . . .
 1 PENKXPLA Start with 1 life--player 1
 2 PAOKNZLA Start with 1 life--player 2
 3 TENKXPLA Start with 6 lives--player 1
 4 TAOKNZLA Start with 6 lives--player 2
 5 PENKXPLE Start with 9 lives--player 1
 6 PAOKNZLE Start with 9 lives--player 2
 7 YASGUUAE Start with an energy boost
 8 TPSGUUAE Start with a super energy boost
 9 GASGUUAA Start with half usual energy
 10 PASKELZA Set timer to 1:00
 11 GXEPGKVS Freeze timer

Trojan is a trademark of Capcom USA, Inc.

Twin Cobra(tm) Game

COBRA
 CODE KEY IN . . . EFFECT . . .
 1 SZVSGXVK Infinite lives
 2 SZNYXOVK Infinite bombs
 3 AEUGZIZA Start with 1 life
 4 IEUGZIZA Start with 6 lives
 5 AEUGZIZE Start with 9 lives
 6 AANKLTZA Start with 1 life after a continue
 7 IANKLTZA Start with 6 lives after a continue
 8 AANKLTZE Start with 9 lives after a continue
 9 AAKKYTPA Infinite continues
 10 PEOKIIIE 9 continues
 11 ZAEGKILE Start with 9 bombs
 12 GPEGKILA Start with 20 bombs
 13 ZANIAZLE 9 bombs after dying
 14 GPNIAZLA 20 bombs after dying
 15 AAOYVOLP Autofire
 16 GZNITZSA Keep weapon type after death
 17 GZNSAZSA Keep super chargers after death

Twin Cobra is a trademark of American Sammy Corporation.

Twin Eagle(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	SXOSVPG	Infinite lives--player 1
2	YEETIPLA	Start with 7 lives--both players
3	GEETIPLA	Start with 4 lives--both players
4	PEETIPLA	Start with 1 life--both players
5	SXNSXSVK	Infinite bombs on pick-up--player 1
6	SZSIXNVK	Infinite bombs on pick-up--player 2
7	EYKVVUSA + YAKVNLKZ	Never lose weapons--player 1
8	ENXVKUSA + YEXVLSZ	Never lose weapons--player 2
9	PAEKXTLA	Player 1 has 1 life after a continue
10	GAEKXTLA	Player 1 has 4 lives after a continue
11	YAEKXTLA	Player 1 has 7 lives after a continue

Twin Eagle is a trademark of Romstar Incorporated.

Ultima Exodus(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	GZUKOGST	Take no damage from most monsters
2	AEOAKVAA	No limit on stat points
3	YKEAUVTZ + LKUAVYZU + LGSOPAZU	75 stat points to start, not 50
4	lseavvtx + ysuavyzu + yisopazu9	5 stat points to start, not 50
5	IEOPTPPA	Start with 5 of each item
6	ZEOPTPPE	Start with 10 of each item
7	EKEOAPGV	Start with 200 GPs
8	ZEEQAPGT + PUEPTPAL	Start with 512 GPs
9	AAXIAPPA	Never lose tools
10	KPVSUZOP	Never lose magic
11	AAUEPYPA + OLUAGYOI	Rapid magic recovery

Ultima Exodus is a trademark of Richard Garriot. Used by Fujisankei Communications International, Inc., under license.

Ultima, Quest of the Avatar(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	AZKPTIPA	Start with 8336 Gold Pieces instead of 400
2	APKPTIPA	Start with 4240 Gold Pieces
3	AAKPTIPA	Start with 144 Gold Pieces (for experts)
4	ZEVPTIAA	Mage starts with 712 Hit Points instead of 200
5	PAOPTTAA	Mage starts with 381 Experience points instead of 125
6	AXNOIAP	Mage starts with Strength of 32 instead of 16
7	GTXPVAAA	Start with 100 Ash instead of 8
8	GTXPVAAA	Start with 100 Ginseng instead of 8
9	GTXPVAAA	Start with 100 Garlic instead of 9
10	GTXOATYA	Start with 100 Silkweb instead of 7
11	GTXOPVAA	Start with 100 Moss instead of 8
12	GTXOZTGA	Start with 100 Pearl instead of 4
13	GTXOLTAA	Start with 100 Fungus instead of none
14	GTXOGTAA	Start with 100 Manroot instead of none
15	AEKITITG	Heal costs nothing instead of 70
16	AAVILSZA	Cure poison costs nothing instead of 10
17	PAEENYOT	Axe costs 1 instead of 225
18	PAEEUYGP	Staff costs 1 instead of 20
19	AAOAXYPA	Sword costs 144 instead of 400
20	AAEAKYZA	Bow costs 168 instead of 680
21	PAXAONEG	Leather costs 1 instead of 200
22	AAXAKYZA	Chain costs 88 instead of 600
23	AAXEXNPA	Plate costs 196 instead of 2500
24	AUNOYSLP	Fighter starts with Strength of 48 instead of 27
25	NYOOPVSK	Fighter starts with Experience of 255 instead of 205
26	LEVOZIPA	Fighter starts with 812 Hit Points instead of 300
27	LKNPYIAE	Fighter starts with 75 Magic Points instead of none

Ultima, Quest of the Avatar is a trademark of Origin Systems, Inc. and Richard Garriot.

Ultima, Warriors of Destiny(tm) Game

CODE	KEY IN . . .	EFFECT . . .
1	SUSTXSVS	Infinite consumable items such as food and torches--MAY NOT BE ABLE TO DISCARD SOME ITEMS
2	AAEZIPZL	A night at the Wayfarer Inn(tm) is free
At Healer's Herbs(tm):		
3	AEUZPAPA	Sulfurous ash is free instead of 1 GP
4	AEUZGAZA	Ginseng is free instead of 2 GP
5	AEUZYAZA	Garlic is free instead of 2 GP
6	AEUXIAGT	An Tym Scroll(tm) is free instead of 100 GP
7	AEKZAAVP	Spellbook is free instead of 150 GP
8	AEUXZAGA	Spidersilk is free instead of 4 GP From Pendra(tm)
9	AEEXZAGA	Spidersilk is free instead of 4 GP
10	AEZYZALA	Black Pearl is free instead of 3 GP
11	AEZYZAZA	Garlic is free instead of 2 GP

12 AEEZPAZA Ginseng is free instead of 2 GP
 13 AEEXIELG Sant Talisman(tm) is free instead of 75 GP
 At Iolo's Bows(tm):
 14 AAEXIELG Bow is free instead of 75 GP
 15 AAEXZEPP Wooden shield is free instead of 25 GP
 16 AAEZGALA Dagger is free instead of 3 GP
 17 AAEZYEAZ Short sword is free instead of 40 GP
 18 AAOZAAVP Crossbow is free instead of 150 GP
 19 AAOZLAAZ + AAOZGALA Magic bow is free instead of 800 GP
 20 AAOZTAPA Arrow is free instead of 1 GP
 21 AAOXPAZA Bolt is free instead of 2 GP
 22 PAOZAPAE Sell Dagger for 2,305 instead of 1 GP
 23 LAOZLPAG Sell Short sword for 2,848 instead of 20 GP
 24 YAOZTPAE Sell Wooden shield for 3,850 instead of 10 GP
 25 AESXEZGA Start new game with 201 instead of 1,225 GP
 26 AOSXEZGA Start new game with 4,297 instead of 1,225 GP
 27 YNSXEZGE Start new game with 32,713 instead of 1,225 GP

Ultima, Warriors of Destiny, Wayfarer Inn, Healer's Herbs, Pendra, An Tym Scroll, Sant Talisman and Iolo's Bows are trademarks of Richard Garriott.

Ultimate Stuntman (tm) Game

NOTE: THERE ARE TWO VERSIONS GIVEN FOR MOST OF THE FOLLOWING CODES. IF ONE CODE DOESN'T WORK ON YOUR GAME, THEN TRY THE ALTERNATE CODE

ULT

CODE	KEY IN	EFFECT
1	AAOT0IZA / AENVNGZA	Start with 1 life (first credit only)
2	IAOTOIZA / IENVNGZA	Start with 6 lives (first credit only)
3	AAOTOIZE / AENVNGZE	Start with 9 lives (first credit only)
4	SZEIPUVK / SXNSYXVK	Infinite time
5	SXXSVUVK / SXXSNUVK	Infinite 'Crez' weapon until end of stage
6	PEXXOAIIE / PEXXSATE	9 seconds on clock pick-up
7	AEEZSPZA / AEOZXPZA	Full energy on pick-up
8	OVXZNPSV + PEXXEONY / OVUZKPSV + PEUZSONY	Minimum damage taken
9	NYXXXVAN / NYXXVVAN	Shield lasts longer on Human Fly stages
10	AGXXXVAY / AGXXVVAY	Shield lasts a shorter time on Human Fly stages
11	GXUAOKVK	Don't lose a life on Ground Pursuit, Boat and Hang Glider stages
12	SZOUZXVK / SXNXKNVK	Don't lose a life against end-of-stage bosses and on Street Combat stages
13	SXXLVSVK / SXXUXSVK	Don't lose a life on Human Fly stages

Ultimate Stuntman and Dr. Evil are trademarks of Codemasters Software Co. Ltd.

The Untouchables(tm) Game

UNTO

CODE	KEY IN	EFFECT
1	AAXKTEGA	Start on scene 2
2	ZAXKTEGA	Start on scene 3
3	GAXKTEGA	Start on scene 4
4	TAXKTEGA	Start on scene 5
5	ZAXKTEGE	Start on scene 7
6	SXUAZGVG	Infinite time on scenes 1 and 4
7	GEXELPZA	More time on scene 1
8	PEXELPZA	Less time on scene 1
9	TAXELAGA	More time on scene 2
10	ZAXELAGA	Less time on scene 2
11	TAXEYAGA	More time on scene 3
12	ZAXEYAGA	Less time on scene 3
13	TAXAPAIA	More time on scene 5
14	LAXAPAIA	Less time on scene 5
15	ZAOEAAPA	More time on scene 7
16	SLOEAGVI	Infinite energy on scenes 1 and 4 only
17	SXKAATVG	Infinite energy on scene 2 only
18	AZNETGAP	More ammo picked up on scene 2
19	IANETGAP	Less ammo picked up on scene 2
20	PAOEGATE	More ammo picked up on scene 7

The Untouchables is a trademark of Paramount Pictures.

Urban Champion(tm) Game

URB

CODE	KEY IN	EFFECT
1	AEEIZGGE	Powerful quick punches
2	TOEIZGGA	Super powerful quick punch
3	GZOTZLVG	Freeze the timer
4	LENVTZTA	Speed up the timer
5	AAXSLLPA	Become a stronger fighter
6	LAXSLLPA	Become a weaker fighter

Urban Champion is a trademark of Nintendo of America Inc.
Vice: Project Doom(tm) Game

VICE CODE	KEY IN . . .	EFFECT . . .
1	SZSKIOVK	Infinite lives
2	SZNNNSVK	Stop timer
3	SZVYXKVK	Infinite grenades
4	SZKNXKVK	Infinite bullets
5	ZEOYNGGV	10 coins for an extra life
6	POOYNGGV	25 coins for an extra life
7	GOENELIA	20 extra Grenades on pick-up
8	POXYXUZE	25 extra Bullets on pick-up
9	LTNNXLIA	Start with 99 grenades
10	SXVYVKSE	Infinite power
11	VPOEPKXY	Start timer for round 1 at 150
12	VPUAZKXY	Start timer for round 2 at 150

Vice: Project Doom and Neon Gel are trademarks of American Sammy Corporation.

Vindicators(tm) Game

VIND CODE	KEY IN . . .	EFFECT . . .
1	KLUAGTVI	Infinite lives
2	AAKKYTZA	Start with 1 life
3	IAKKYTZA	Start with 6 lives
4	AAKKYTZE	Start with 9 lives
5	AAUKYTZO + VIKGPTEI	Start with 80 shots
6	AAUKYTZO + KIKGPTEI	Start with 80 bombs
7	VYUKEIVI	Automatic fuel replenishment
8	GZOEVXON	Never lose stars
9	VVVAAPSA	Start with 10 stars
10	ZAUKYTZP	Quicker shot re-load
11	AZKGYVAA	Start with increased shot range
12	LPKKLVGE	Turbo speed

Vindicators is a trademark of Atari Games. Used by Tengen under license.

Wacky Races(tm) Game

RACES CODE	KEY IN . . .	EFFECT . . .
1	AAKVEIZA	Start with 1 life
2	GAKVEIZA	Start with 5 lives
3	TAKVEIZA	Start with 7 lives
4	AAKVEIZE	Start with 9 lives
5	SASSZEVK + SEKIYEVK	Infinite lives
6	TASTOILA	Start with 6 hearts
7	AASTOILE	Start with 8 hearts
8	GXSGSVVK	Don't take most damage
9	GXSGSVVK + GZNVKVVK +	Infinite hearts
10	GXUKUSVK	
11	EKUVKIKK	Start at race 1, end of stage 1
12	NKUVKIKK	Start at race 1, end of stage 2
13	KSUVKIKG	Start at race 1, end of stage 3
14	ESUVVIVS	Start at race 2, end of stage 1
15	KSUVVIVS	Start at race 2, end of stage 2
16	EVUVVIVI	Start at race 2, end of stage 3
17	KVKTEIXT	Start at race 3, end of stage 1
18	EVKTEIXV	Start at race 3, end of stage 2
19	KVKTEIXV	Start at race 3, end of stage 3
20	ENKTEIXT	Start at race 3, end of stage 4
20	XNUVKIKG	Go straight to level boss--use with one of Codes 10 thru 19 to select which boss

Wacky Races, Muttley(tm) and Dick Dastardly are trademarks of Hanna-Barbera Productions, Inc.

Wayne's World (tm) Game

WAY CODE	KEY IN . . .	EFFECT . . .
1	PANEYAGA	Start with 2 lives
2	YANEYAGA	Start with 8 lives
3	PANEYAGE	Start with 10 lives
4	VXKESXVK	Infinite lives
5	EANEZAEL	Start with less Worthiness(tm)
6	AGNEZAEL	Start with much less Worthiness
7	SZSEXUSE	Infinite Worthiness
8	NNSLYYKU	More time in level 1
9	NNNLIYZU	More time in Donut shop in level 1
10	SXSALOVK	Infinite time
11	AANAKLZA	Power-up restores all Worthiness
12	SZANANUSE	Power-up worth nothing
13	SZOOSUVV	Getting all donuts is worth no extra lives
14	YOKEZOLU	Faster timer
15	AVKEZOLL	Slower timer
16	IAEZXAGP	5 special moves picked up
17	AZEZXAGO	40 special moves picked up

Wayne's World and Worthiness are trademarks of NBC and Paramount.
Werewolf: The Last Warrior(tm) Game

WOLF
CODE KEY IN... EFFECT...
1 SZXTTLVG Infinite time
2 PAENGTIA Only 1 anger point needed to
become Super-Werewolf!
3 AAUNGVZA + AAUNPVAA Don't lose energy from blue "W"
4 SZXNPVVK Blue "W" won't change you back to a man
5 ESKNTIKI Gain maximum energy from small hearts
Werewolf: The Last Warrior is a trademark of Data East USA Inc.
Wheel Of Fortune(tm) Game
WHEEL
CODE KEY IN . . . EFFECT . . .
1 YENOIAYA + GEKPOAYA Less time for choosing
2 YENOIAYE + YEKPOAYE More time for choosing
3 GPUUISAZ Less time to solve
4 GLUUISAX More time to solve
Wheel of Fortune is a trademark of Merv Griffin Enterprises, a unit
of Columbia Pictures Entertainment, Inc. Used by
Game Tek/IJE, Inc. under license.
Where's Waldo(tm) Game
WHERE
CODE KEY IN . . . EFFECT . . .
1 AEETLZPA Infinite time
2 VTSVYYTE Guesses cost nothing
Where's Waldo is a trademark of Martin Handford. Used by T-HQ under
license.
Who Framed Roger Rabbit(tm) Game
ROG
CODE KEY IN . . . EFFECT . . .
1 PESSSYLA 1 life
2 TESSSYLA 6 lives
3 PESSSYLE 9 lives
4 SXVOYIVG Never lose a life except in Punch lines
5 SZSZXYVG Never lose a life in Punch lines
6 SXKELNVK Infinite continues
7 PAUKXTGA Harder to build strength
8 EPUKXTGA Strength to full instantly
Who Framed Roger Rabbit is a trademark of The Walt Disney Company
and Amblin Entertainment, Inc.
Used by LJN Toys, Ltd., under license.
Whomp Em(tm) Game
WHOMP
CODE KEY IN... EFFECT...
1 AEKKGALA Start with 1 life
2 LAVKYAAA Start with 5 lives
3 AAVKYAAE Start with 10 lives
4 SXEEZPVG Don't lose a life from energy loss
5 SXXOUPVG Creatures can't steal extra lives
6 SZNATPSA Infinite energy
7 SZKEGPVG Keep buffalo headdress for present level
8 ZAKELOAA Always have buffalo headdress
Whomp'Em is a trademark of Jaleco Ltd.
Wild Gunman(tm) Game
WILD
CODE KEY IN . . . EFFECT . . .
1 GZOGVYVG Infinite lives
2 YEUISPLE + PENGVALA Start with 1 life
3 ZEUISPLE + ZENGVALE Start with 10 lives
4 YEUISPLE + YENGVALE Start with 15 lives
5 GZNIPAVG Infinite bullets
6 AXVIEOYA Start with double normal bullets
7 AUVIEOYA Start with triple normal bullets
8 AEVIEOYE Start with half normal bullets
9 IENSUOZA + IEUSSUZA Shoot 5 baddies to finish level
Wild Gunman is a trademark of Nintendo of America Inc.
Willow(tm) Game
WILO
CODE KEY IN . . . EFFECT . . .
1 ZASEGOUI Infinite magic
2 TGNILGSA Don't take any hits
3 XZKYILKP + AVUOXSOZ Start with all items
4 GEKISVZA + PNKINTSL Start at xp level 5
5 PEKISVZE + PNKINTSL Start at xp level 10
6 TEKISVZE + PNKINTSL Start at xp level 15
Willow and Bavmorda are trademarks of LucasFilm, Ltd. Used by
Capcom USA, Inc., under license.
Wizardry - Proving Grounds of the Mad Overlord(tm) Game
PROV
CODE KEY IN . . . EFFECT . . .
1 AVEEIPAL Anointed Mace costs nothing instead of 30.
2 AAVEIPIZ Long Sword costs nothing instead of 25.
3 AEXEIPIZ Short Sword costs nothing instead of 15.
4 AVEEIZAZ Small Shield costs nothing instead of 20.
5 AAVEIZAP Staff costs nothing instead of 10.

6 AEXEIZIA Dagger costs nothing instead of 5.
7 AAVEILIP Robes costs nothing instead of 15.
8 AEVEGYIA S of Pain costs nothing instead of 500.
9 AAXEKAIA S of Fire costs nothing instead of 500.
10 AEXEGYIP Body Armor costs nothing instead of 1500.
11 AAXEILAG Large Shield costs nothing instead of 40.
12 AEXEILAI Leather Armor costs nothing instead of 50.
13 AEVEILEP Chain Mail costs nothing instead of 90.
14 AAVEIGAI + AAVEGGYA Plate Mail costs nothing instead
of 750.
15 AAXEGGZA Breast Plate costs nothing instead of 200.
16 AEXEGGPA Helm costs nothing instead of 100.
17 AEVEGGIA S of Curing costs nothing instead of 500.
18 AAXEGTAL Rod of Iron costs nothing instead of 3000.
19 AEXEGTIP Padded Leather costs nothing instead of 1500.
20 AEVEGTIP Shiny Chain costs nothing instead of 1500.
21 AAXEGYIP Sturdy Plate costs nothing instead of 1500.
22 AAVEGYIP Iron Shield costs nothing instead of 1500.
23 AEVEKGAT Gloves of Copper costs nothing instead of 6000.
24 AAVEKLIP S of Glass costs nothing instead of 1500.
25 AAXEKPIZ Studly Staff costs nothing instead of 2500.
26 AEXEGIAI + AEXELIPA Blade of Biting costs nothing instead of
15000.
27 AAXEGILA S of Neutralizing costs nothing instead of 300.
Wizardry - Proving Grounds of the Mad Overlord is a trademark of
Sir-Tech Software, Inc.
Wizards and Warriors(tm) Game

WIZ
CODE KEY IN . . . EFFECT . . .
1 GXVUZGVG Infinite lives
2 IAUUKAZA + IAXGGAZA Start with 6 lives
3 AAUUKAZE + AAXGGAZE Start with 9 lives
4 GZNVILST Infinite energy
5 NTEINNYK Potions will last longer
6 PEEVAGZA Gain half energy value from meat
7 GEEVAGZA Gain double energy value from meat
Wizards & Warriors are trademarks of Acclaim Entertainment, Inc.
Wizards & Warriors III(tm) Game

WAW3
CODE KEY IN . . . EFFECT . . .
1 PAXXPYLA Start with 2 lives
2 TAXXPYLA Start with 7 lives
3 PAXXPYLE Start with 10 lives
4 SXNTPLVG Infinite lives--except at boss stages
5 POSAGGZU Coins worth 25
6 GVSAGGZL Coins worth 100
7 NNSAGGZU Coins worth 255
8 IESAZKZA Bags worth 5
9 ZUSAZKZA Bags worth 50
10 NNSAZKZE Bags worth 255
11 AGKZGYEA Less energy
12 ELKZGYEA More energy
13 AGELLZEA Less energy after death--except at boss stages
14 ELELLZEA More energy after death--except at boss stages
Wizards & Warriors III is a trademark of Acclaim Entertainment, Inc.
Wolverine (tm) Game

WOLV
CODE KEY IN . . . EFFECT . . .
1 PEUSZALA Start with 1 life--player 1
2 TEUSZALA Start with 6 lives--player 1
3 PEUSZALE Start with 9 lives--player 1
4 PEVIYALA Start with 1 life--player 2
5 TEVIYALA Start with 6 lives--player 2
6 PEVIYALE Start with 9 lives--player 2
7 GZEXAOKV Infinite lives--both players
8 PEXIZAAA Start on stage 2--player 1
9 LEXIZAAA Start on stage 4--player 1
10 IEXIZAAA Start on stage 6--player 1
11 YEXIZAAA Start on stage 8--player 1
12 PEKSYAAA Start on stage 2--player 2
13 LEKSYAAA Start on stage 4--player 2
14 IEKSYAAA Start on stage 6--player 2
15 YEKSYAAA Start on stage 8--player 2
16 AXXLNUIE Mega-jump
17 KYXUVUVN + GAUUELZA Super speed
18 ZAXLISAA + ZAEKAKAA Take less damage from bullets
19 AAXGYLPA Claws use up no energy
20 AGNIZAAA Start each new life as a berserker!
Wolverine is a trademark of Marvel Entertainment Group Inc.
World Cup(tm) Game

CUP
CODE KEY IN . . . EFFECT . . .
1 AAUVKZLA 1 minute in tournament mode
2 IAUVKZLA 6 minutes in tournament mode

3	AAUVKZLE	9 minutes in tournament mode
4	IAKTXXPA	6 minutes in match mode
5	ZAKTXXPA	3 minutes in match mode
6	AAKTXXPA	1 minutes in match mode
7	PEXLUIAA	Faster players
8	AYXXNXAL	More powerful 'normal' shots

World Cup is a trademark of Technos Japan Corp.
World Wrestling(tm) Game

WORLD	KEY IN . . .	EFFECT . . .
CODE	IEUSTOZA	Half training time allowed
1	GOUSTOZA	Double training time allowed
2		

World Wrestling and TWW are a trademarks of Tecmo, Inc.
Wrath of the Black Manta(tm) Game

MANT	KEY IN . . .	EFFECT . . .
CODE	AEOAZTLE	Start with extra energy
1	SXSLXUVK	Take no damage from most enemies
2	SZVOKEVK	Never die from falling off screen
3	GZUZSUSO	Mega-jump when stationary
4	AEOAYTZA	Start with 1 life
5	IEOAYTZA	Start with 6 lives
6	AEOAYTZE	Start with 9 lives
7		

Wrath of the Black Manta is a trademark of Taito America Corporation.

Wrecking Crew(tm) Game

CREW	KEY IN . . .	EFFECT . . .
CODE	SXGXGL	Infinite lives--player 1
1	SXIXZL	Infinite lives--player 2
2	PELXYP	Start with 1 life--both players
3	PELXYO	Start with 10 lives--both players
4	YELXYO	Start with 15 lives--both players
5		

Wrecking Crew is a trademark of Nintendo of America Inc.
Wurm: Journey to the Center of the Earth(tm) Game

WURM	KEY IN . . .	EFFECT . . .
CODES	1 AND 2 MAY	OBSCURE SOME ON-SCREEN INFORMATION
1	SZSGYNSE	More fuel Some enemies can still kill you
2	SXNGZTSA	More shields and life--
3	ZEXITGPA	Start on Act 2, Dyna Crystal(tm)
4	LEXITGPA	Start on Act 3, Magma Falls(tm)
5	GEXITGPA	Start on Act 4, Ziggy(tm)
6	IEXITGPA	Start on Act 5, Dual Duel(tm)
7		

Wurm: Journey to the Center of the Earth, Dyna Crystal, Magma Falls, Ziggy and Dual Duel are trademarks of Asmik Corporation of America.

WWF Wrestlemania(tm) Game

WRES	Key In . . .	Effect . . .
CODE	PAXGXPLA	1-minute tournament rounds
1	TAXGXPLA	6-minute tournament rounds
2	PAXGXPLE	9-minute tournament rounds
3		

WWF Wrestlemania is a trademark of TitanSports, Inc.
WWF Wrestlemania Challenge(tm) Game

WRES	KEY IN . . .	EFFECT . . .
CODE	ZEELLGGE	Pin count extended to 9 seconds
1	TESGYOLA	10-count reduced to 5 seconds
2	IVNKGUGL	All counts slower
3	YONKGOGU	All counts faster
4		

WWF Wrestlemania Challenge is a trademark of TitanSports, Inc.

X-Men(tm) Game

X	KEY IN . . .	EFFECT . . .
CODE	SXEEXIST	Infinite energy
1	GVUZPOEG	Half energy for Wolverine(tm)
2	GVUZYOEG	Half energy for Cyclops(tm)
3	PKUXIPXA	Half energy for Nightcrawler(tm)
4	YSKZLOVU	Half energy for Iceman(tm)
5	YNKXPONN	Half energy for Colossus(tm)
6	ASKXYPEZ	Half energy for Storm(tm)
7		

X-Men, Wolverine, Cyclops, Nightcrawler, Iceman, Colossus and Storm are trademarks of Marvel Entertainment Group, Inc.

Xenophobe(tm) Game

XENO	KEY IN . . .	EFFECT . . .
CODE	LASIZOPA	Increase starting energy for both players
1	AAKIYNUJ	Infinite energy for both players
2	LAVILONY + AIVIIOGI	More energy to player 1 only
3	SXNITVOO	No energy pickups allowed
4	IAKSAPYA	Start at level 2
5	IAKSAPYA	Start at level 3
6	GAKSAPYA	Start at level 4
7		

8 LAKSAPYA Start at level 5
Xenophobe is a trademark of Bally Midway Manufacturing used by
Sunsoft Corporation of America under license.

Xevious(tm) The Avenger Game
ZEV
CODE KEY IN . . . EFFECT . . .
1 SZLNZY Infinite lives
2 PAZYOG Start with 1 life
3 TAZYOG Start with 6 lives
4 PAZYOK Start with 9 lives

Xevious is a trademark of Namco Ltd.
Xexyz(tm) Game
XEX
CODE KEY IN . . . EFFECT . . .
1 OTNGGYSV Immune to enemy bullets
2 OTNGGTSV Immune to monsters
3 PAUZZLA Start with 1 life
4 TAUZZLA Start with 6 lives
5 PAUZZLE Start with 9 lives
6 SZEXTKVK Infinite lives
7 PAUXLILA 1 life after continue
8 VTOXAKSE Become a whirlwind on new life
9 AAOLPNAA Start with and keep foot-wing
Xexyz and Goruza are trademarks of Hudson Soft USA, Inc.

Yo! Noid(tm) Game
NOID
CODE KEY IN . . . EFFECT . . .
1 AUUIVPZL + AKUSOPZG Start with 1 life
2 IUUIVPZL + IKUSOPZG Start with 6 lives
3 PUUIVPZU + PKUSOPZK Start with 9 lives
4 SXKTTUVK + SXKVPUVK Infinite lives
5 SXXLIGVG Stop timer
6 IAKUVGPA More magic from small scrolls
7 AEUGSKTZ Multi-mega-jumps
8 PAXSNZLA 1 continue
9 TAXSNZLA 6 continues
10 ZEVSKPPA Start on stage 2
11 GEVSKPPA Start on stage 4
12 TEVSKPPA Start on stage 6
13 AEVSKPPE Start on stage 8
14 ZEVSKPPE Start on stage 10
15 GEVSKPPE Start on stage 12

Yo! Noid is a trademark of Domino's Pizza, Inc. Used by Capcom U.S.A.,
Inc. under license.

Yoshi(tm) Game
YOSH
CODE KEY IN . . . EFFECT . . .
1 PAVAAPLA + PESTAZLA + PEXTZLLA Need only 1 Victory
Egg(tm) to win
2 ZAVAAPLA + ZESTAZLA + ZEXTZLLA Need only 2 Victory
Eggs to win
3 GOUYPEAZ Short wait for next characters
4 ZEUYPEAZ Really short wait for next characters
5 NNUYPEAX Really long wait for next characters
6 AVSULYZA Freeze characters for a short time
(press 'Down')

Yoshi and Victory Egg are trademarks of Nintendo of America Inc.
Tetris is a trademark of V/O Electronorgtechnica (Elorg).

The Young Indiana Jones Chronicles(tm) Game
KRON
CODE KEY IN . . . EFFECT . . .
1 PEKSVGLA Start with 2 lives2 TEKSVGLA Start with 7 lives
3 PEKSVGLE Start with 10 lives
4 SZEUGVG Infinite lives

The Young Indiana Jones Chronicles is a trademark of LucasArts
Entertainment Company.

Zanac(tm) Game
ZAN
CODE KEY IN . . . EFFECT . . .
1 PEEKOLLA Start with 1 life
2 TEEKOLLA Start with 6 lives
3 PEEKOLLE Start with 9 lives
4 OXEENYVK Infinite lives
5 PEOPAGAA Start with Straight Crusher(tm)
6 ZEOPAGAA Start with Field Shutter(tm)
7 LEOPAGAA Start with the Circular(tm)
8 GEOPAGAA Start with the Vibrator(tm)
9 IEOPAGAA Start with the Rewinder(tm)
10 TEOPAGAA Start with the Plasma Flash(tm)
11 YEOPAGAA Start with rapid fire!
Zanac, Straight Crusher, Field Shutter, Circular, Vibrator, Rewinder
and Plasma Flash are trademarks of FCI, Inc.
Zelda II: The Adventures of Link(tm) Game
ZEL2

CODE	KEY IN . . .	EFFECT
1	SZKGGKXVK	Link(tm) has infinite lives
2	PASKPLLA	Link starts with 1 life
3	TASKPLLA	Link starts with 6 lives
4	PASKPLLE	Link starts with 9 lives
5	AZUOLIAL	Mega-jump
6	OYKEEVSA + NPKEOVVA	Swap Shield spell for Fire spell
7	LYKEEVSA + VAKEOVVE	Swap Shield spell for Spell spell
8	LZKEEVSA + OPKEOVVA	Swap Shield spell for Fairy spell
9	IIKEEVSE + VAKEOVVE	Swap Shield spell for Life spell
10	VTKEEVSA + OPKEOVVA	Swap Shield spell for Thunder

spell

Zelda II: The Adventures of Link and Link are trademarks of Nintendo of America Inc.

Zen Intergalactic Ninja(tm) Game

ZEN

CODE	KEY IN . . .	EFFECT
1	ZAELNGIE	9 lives allowed in 'options'
2	SZSPGTVG + SZOZYTVG	Infinite lives
3	PAEUGGLA + PAXUNTLA	Fewer hits in shield
4	TAEUGGLA + TAXUNTLA	Double hits in shield
5	PAEUGGLE + PAXUNTLE	Triple hits in shield
6	GZNLVUSE	Infinite energy
7	NYNXVTOE	Slower timer
8	YTNXVTOE	Faster timer
9	YINXVTOE	Even faster timer
10	AEUAOIGE	Zen does increased damage-- isometric stages
11	GOUAOLGA	Zen does mega damage--isometric stages
12	AAKXUIGE	Jab attack does more damage--horizontal stages
13	GPKXUIGA	Mega jab attack damage--horizontal stages

Zen Intergalactic Ninja is a trademark of Zen Comics Inc.

Zoda's Revenge: Star Tropics II(tm) Game

ZODE

CODE	KEY IN . . .	EFFECT
CODES 1	THRU 3: ONLY ON	FIRST LIFE, BATTLE MODE
1	PAVTIZLA	Start with 1 life
2	TAVTIZLA	Start with 6 lives
3	PAVTIZLE	Start with 9 lives
4	SXKVPKVK	Infinite lives
5	SLUZTSVS	Infinite weapons
6	PASZPTIA + PASZITIA	1 star gives energy
7	ZAUXKAPA	Walk faster--battle mode
8	PAUZAAAA	Jump faster and farther--battle mode
9	ANKULAAL	Throw Tink's axe farther
CODES 10	THRU 12	CAN'T BE COMBINED
10	OYUUAAPG	Throw Tink's axe faster
11	LGUUAAPG	Tink's axe splits into 3 little ones when thrown
12	UYUUAAPG	Throw Tink's splitting axe faster

Zoda's Revenge: Star Tropics II and related names are trademarks of Nintendo of America Inc.