GAME GENIE

SUPER NES CODE UPDATE

- ActRaiser 2™
- Battletoads/Double Dragon™
- Bram Stoker's Dracula™
- Bugs Bunny in Rabbit Rampage™
- Flashback™
- Lethal Enforcer™
- Mega Man X™
- NBA Jam™
- Paladin's Quest™
- Ranma 1/2™
- Robocop versus The Terminator™
- Run Saber™
- Soldiers of Fortune™
- Top Gear 2™
- Total Carnage™
- Wolfenstein 3-D™

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ActRaiser 2™ Game

1 D727-4DD1 Start with 3 lives on Easy
2 FD27-4DD1 Start with 10 lives on Easy
3 9D27-4DD1 Start with 50 lives on Easy
4 DF27-4DD1 Start with 1 life on Normal
5 D927-4DD1 Start with 5 lives on Normal
6 FD27-4DD1 Start with 10 lives on Normal
7 9D27-4DD1 Start with 50 lives on Normal
8 DF27-4FD1 Start with 1 life on Hard
9 D927-4FD1 Start with 5 lives on Hard
10 FD27-4FD1 Start with 10 lives on Hard
11 9D27-4FD1 Start with 50 lives on Hard
12 DD67-4468 Infinite lives
13 D484-1F66 Start with 2 magic pts. on Easy
14 D584-1F66 Start with 7 magic pts. on Easy
15 DB84-1F66 Start with 9 magic pts. on Easy
16 DF8F-1766 Start with 1 magic pts. on Normal or Hard
17 D98F-1766 Start with 5 magic pts. on Normal or Hard
18 DS8F-1766 Start with 7 magic pts. on Normal or Hard
19 DB8F-1766 Start with 9 magic pts. on Normal or Hard
20 SC65-CFA8 Infinite magic pts. (must have 1 to cast)
21 DC8F-1F06 Start with 1/2 health
22 DE8F-1F06 Start with 3/4 health
23 CB80-CF07 Protection from most enemies
24 C2B2-C7D3 Protection from some ground hazards
25 DC70-37A7 Small magic power-up adds 3 instead of 1
26 D9C0-37A7 Small magic power-up adds 5
27 DBC0-37A7 Small magic power-up adds 9
28 DFC9-3407 Large magic power-up adds 1 instead of 3
29 DC9C-3407 Large magic power-up adds 5
30 DBC9-3407 Large magic power-up adds 9
31 DFC7-3D67 Small health power-ups add 1 instead of 2
32 DC7C-3D67 Small health power-ups add 4
33 F9C7-3D67 Small health power-ups add 15
34 F0C7-3D67 Small health power-ups heal completely
35 D4C9-3FD7 Medium health power-ups add 2 instead of 5
36 D6C9-3FD7 Medium health power-ups add 8
37 F9C9-3FD7 Medium health power-ups add 15
38 F0C9-3FD7 Medium health power-ups heal completely
39 D4C7-3FA7 Large health power-ups add 2 instead of 10
40 D0C7-3FA7 Large health power-ups add 5
41 F9C7-3FA7 Large health power-ups add 15
42 F0C7-3FA7 Large health power-ups heal completely
43 DDB3-C764 All enemies take 1 hit to kill
44 DD33-476F Infinite time

ActRaiser 2 is a trademark of ENIX/Quintet/YUZO KOSHIRO.

**Battletoads/Double Dragon™ Game**

1 DF60-D76D Start with 2 lives
2 DB60-D76D Start with 10 lives
3 DE6E-1466 Enemies have less energy
4 40B8-04AF Infinite lives
5 DD65-DD0D + CB66-D46D + DF66-D4AD Start on level 2 with 11 lives
6 DD65-DD0D + CB66-D46D + D466-D4AD Start on level 3 with 11 lives
7 DD65-DD0D + CB66-D46D + D766-D4AD Start on level 4 with 11 lives
8 DD65-DD0D + CB66-D46D + D066-D4AD Start on level 5 with 11 lives
9 DD65-DD0D + CB66-D46D + D966-D4AD Start on level 6 with 11 lives
10 4EB7-1DD6 Abobo has less energy
11 4EB3-C4DB Big Blag has less energy
12 D7BA-3FA8 Roper has less energy
13 D7C5-3F66 Robo-Manus has less energy

Battletoads/Double Dragon and related names are trademarks of Rare Ltd. or Technos Japan Corporation.

**Bram Stoker’s Dracula™ Game**

1 C263-0F2F Infinite energy
2 3CC2-6F6D Turbo walking
3 6D68-DFFF 1 hit kills all enemies—EXCEPT BOSSES.
4 4AA8-6D4D Freeze most ground enemies

Bram Stoker's Dracula is a trademark of Columbia Pictures Industries Inc.

**Bugs Bunny in Rabbit Rampage™ Game**

1 C28C-4FAF Infinite energy
2 DC60-CD0D Start and continue with 10 lives
3 D460-CD0D Start and continue with 2 lives
4 DDA3-3D07 Infinite lives
5 A38C-4FAF Take minimal damage
6 DD88-476F Full energy from carrots
7 DDBD-47DD + DDB2-440D Spin attack drains no energy
8 D4BD-47DD + D4B2-4402 Spin attack drains more energy
9 F0B4-1404 Moon-jumping Bugs
Flashback™ Game

1  3C1F-EDAC  Never lose a shield when shot—switch off to kill some enemies
2  8511-ED6C  Don’t die from falling too far
3  D4D4-5F7B  Start with 1 shield
4  D7D4-5F7B  Start with 2 shields
5  D0D4-5F7B  Start with 3 shields
6  D1D4-5F7B  Start with 5 shields
7  D8D4-5F7B  Start with 10 shields
8  F9D4-5F7B  Start with 20 shields
9  77D4-5F7B  Start with 50 shields
10 19D4-5F7B  Start with 100 shields

CODES 11 THRU 15: LEVEL 1

11  74F0-5F7B  Start with 50 credits
12  10F0-5F7B  Start with 100 credits
13  ECF0-5F7B  Start with 250 credits
14  D4F0-5DEB  Start with 512 credits
15  D0F0-5DEB  Start with 1024 credits

CODES 16 THRU 20: LEVEL 2

16  7489-716F  Start with 50 credits
17  1089-716F  Start with 100 credits
18  EC89-716F  Start with 250 credits
19  D489-710F  Start with 512 credits
20  D089-710F  Start with 1024 credits
21  CB5D-8D08 + DF5D-8D68 + DD5D-8DA8  Always recharge to 0 shields
22  CB5D-8D08 + D45D-8D68 + DD5D-8DA8  Always recharge to 1 shield
23  CB5D-8D08 + D75D-8D68 + DD5D-8DA8  Always recharge to 2 shields
24  CB5D-8D08 + D05D-8D68 + DD5D-8DA8  Always recharge to 3 shields
25  CB5D-8D08 + D15D-8D68 + DD5D-8DA8  Always recharge to 5 shields
26  CB5D-8D08 + D65D-8D68 + DD5D-8DA8  Always recharge to 7 shields
27  CB5D-8D08 + D85D-8D68 + DD5D-8DA8  Always recharge to 10 shields
28  CB5D-8D08 + F95D-8D68 + DD5D-8DA8  Always recharge to 20 shields
29  CB5D-8D08 + 775D-8D68 + DD5D-8DA8  Always recharge to 50 shields
30  CB5D-8D08 + 195D-8D68 + DD5D-8DA8  Always recharge to 100 shields

Lethal Enforcer™ Game

1  3CCE C4AB  Infinite bullets
2  3CB5 140C  No damage from bad guys
3  3CB2 446C  No energy loss when you hit civilians
4  F365 CF64 + F362 CD64  Play with more energy
5  6DBF 1FAC  Keep weapon until you die
6  DAA3 4F60  Magnum—more shots per round

Flashback is a trademark of Delphine Software International and U.S. Gold, Inc.

Lethal Enforcer is a trademark of Konami (America) Inc.
**Mega Man X™ Game**

1. DBBE-446F  Start with 10 lives
2. D1BE-446F  Start with 7 lives
3. D0BE-446F  Start with 5 lives
4. DDBE-446F  Start with 1 life
5. C2B9-3404  Infinite lives
6. D6BE-47AF  Start with less energy
7. 4DBE-47AF  Start with more energy
8. C2B9-1FF7  Infinite energy
9. 6DB5-CD97  Most enemies are defeated with one shot
10. 23BD-3F07  Start with all weapons and all enemies defeated—EXCEPT SIGMA
11. C9B3-4769  Infinite weapons once you have them

**SOMETIMES JUMPS WILL GO BACK TO NORMAL**

12. D08A-1FBC  Bogus jump
13. D58A-1FBC  Super jump
14. D88A-1FBC  Mega-jump
15. DDB0-4FA1  Disable weapon charging
16. DDB1-4F61  Weapon charges to 1st power level faster

Mega Man X and related names are trademarks of Capcom.

**NBA Jam™ Game**

1. BBCC-0F6F  Visitor's baskets worth 1
2. 34CC-0F6F  Visitor's baskets worth 2
3. 30CC-0F6F  Visitor's baskets worth 3
4. 39CC-0F6F  Visitor's baskets worth 4
5. 35CC-0F6F  Visitor's baskets worth 5
6. 36CC-0F6F  Visitor's baskets worth 6
7. 3CCC-0F6F  Visitor's baskets worth 7
8. 3ACC-0F6F  Visitor's baskets worth 8
9. BBC6-A7AF  Home's baskets worth 1
10. 34C6-A7AF  Home's baskets worth 2
11. 30C6-A7AF  Home's baskets worth 3
12. 39C6-A7AF  Home's baskets worth 4
13. 35C6-A7AF  Home's baskets worth 5
14. 36C6-A7AF  Home's baskets worth 6
15. 3CC6-A7AF  Home's baskets worth 7
16. 3AC6-A7AF  Home's baskets worth 8
17. D8E7-C448  All players have super dunk ability
18. D6E1-CF38  All players have infinite turbo
19. D6E9-CD18  All players always "on fire"
20. D8ED-C418  All players have super interception ability
21. D6E5-C718  "Juice" mode
22. D6E4-CDC8  Shot success percentages displayed for non-dunk shots
23. D4BD-3038 + D4BA-C948  Only need 2 baskets to be "on fire"
24. D0BD-3038  Need 4 baskets to be "on fire"
25. D9BD-3038  Need 5 baskets to be "on fire"
26. D1BD-3038  Need 6 baskets to be "on fire"
27 D5BD-3038 Need 7 baskets to be "on fire"
28 D6BD-3038 Need 8 baskets to be "on fire"
29 D8BD-3038 Need 9 baskets to be "on fire"
30 DCBD-3038 Need 10 baskets to be "on fire"
31 D4BD-3038 Need 2 baskets tostay "on fire" until an opponent
goese "on fire"
32 DDE1-3C2A Turbo bar never goes up (until next quarter)
33 D3E1-3C2A Turbo bar restores very slowly
34 F9E1-3C2A Turbo bar restores much slower
35 F2E1-3C2A Turbo bar restores slower
36 ODE1-3C2A Turbo bar restores faster
37 9DE1-3C2A Turbo bar restores much faster
38 6FE1-3C2A Turbo bar restores extremely fast
39 D0E9-38FA Turbo drains very slowly
40 D6E9-38FA Turbo drains slower
41 FDE9-38FA Turbo drains slightly slower
42 44E9-38FA Turbo drains slightly faster
43 42E9-38FA Turbo drains faster
44 76E9-38FA Turbo drains very fast

NBA Jam is a trademark of NBA Properties, Inc.

**Paladin's Quest™ Game**

1 EEEE-6D1F Chezni starts with 255 max. H.P.
2 EEE6-673F Chezni starts with 255 present H.P.
3 46EB-6D3F Chezni starts with 40 Power, 42 Attack
4 7AEB-6D3F Chezni starts with 60 Power, 62 Attack
5 F3EB-6F3F Chezni starts with 42 Defense, 30 Endurance
6 7AEB-6F3F Chezni starts with 72 Defense, 60 Endurance
7 F3EB-6F1F Chezni starts with 30 Speed
8 7AEB-6F1F Chezni starts with 60 Speed
9 D6EA-6F1D Chezni starts with a bow
10 D2EA-6F1D Chezni starts with a light sword
11 FDEA-6F1D Chezni starts with a mid sword
12 FCEA-6F1D Chezni starts with a Aybro Spear
13 F5EA-6F1D Chezni starts with a heavy sword
14 7DEA-6F1D Chezni starts with a wind sword
15 70EA-6F1D Chezni starts with HST
16 9FEA-6F1D Chezni starts with Gomutai
17 54EA-6F1D Chezni starts with a Psych Beam
18 57EA-6F1D Chezni starts with a flame thrower
19 D8EA-6FCD Chezni starts with light armor
20 DEEA-6FCD Chezni starts with mid armor
21 FAEA-6FCD Chezni starts with heavy armor
22 7FEA-6FCD Chezni starts with storm armor
23 77EA-6FCD Chezni starts with bib
24 D4EA-6F3D Chezni starts with wood boots
25 F8EA-6F3D Chezni starts with long boots
26 40EA-6F3D Chezni starts with knife boots
27 F9EA-6F3D Chezni starts with mid boots
28 74EA-6D3D Chezni starts with sun helm
29 D9EA-6D3D Chezni starts with leather helm
**Ranma 1/2” Game**

1. D7B4-0DA9 + EABF-04D9
   Ranma moves faster—CAN’T MOVE BACKWARDS
2. E1B7-0769
   Ranma’s diagonal jumps are higher
3. F6B7-AD60
   Ranma’s diagonal kicks are harder
4. 1DB1-D4D9
   Ranma’s dragon blast kills with 1 hit
5. D78F-6DD5 + EA8D-DFD5
   Genma moves faster
6. E48C-6DD5
   Genma’s paternal anger (running at enemy) is faster
7. 46B9-0465
   Genma’s verbal punishment is stronger
8. 1D89-0465
   Genma’s verbal punishment kills with 1 hit
9. EA81-6760 + D7B5-6460
   Ryoga moves faster
10. EA88-6D60 + D78B-6760
    Ryoga jumps faster
11. 1DD8-DD05
    Ryoga’s bandana throw kills with 1 hit
12. EAC9-D765 + D7C1-D465
    Shampoo moves faster
13. E9CF-0765
    Shampoo’s dragon sky kick is faster
14. E9CE-D465
    Shampoo’s super fury charge goes farther
15. 41C5-67D1
    Shampoo’s kick is faster
16. EA84-D4D1 + D787-DFD1
    Akane moves faster
17. E880-D7D1 + D089-6760
    Akane jumps faster
18. E68E-DFD1
    Akane’s 2-step whip kick is faster
19. 418B-6D69
    Akane’s 2-step whip kick is stronger
20. 1DB8-BD69
    Akane’s 2-step whip kick kills with 1 hit
21. 3EA8-DF61 + EE8A-D401
    Akane’s dust devil uppercut is faster
22. ECC5-64D9 + D0C6-6FD9
    Gosunkugi moves faster
23. E8CB-67D9 + D0CC-64D9
    Gosunkugi jumps faster
24. 40D8-DD05
    Gosunkugi’s strawman throw does more damage
25. 1DD8-DD05
    Gosunkugi’s strawman throw kills with 1 hit
26. ECB8-64D1 + D0BA-6FD1
    Ukkyo moves faster
27. E8B2-67D1 + D0B3-64D1
    Ukkyo jumps faster
28. EBC5-0FD0
    Mousse’s flying egg bombs are faster
29. 1DB1-AF65
    Mousse’s eagle claw strike—1 hit kill
Robocop versus The Terminator™ Game
1. DFB3-CD0D Start with 1 life
2. DBB3-CD0D Start with 9 lives
3. DEB3-CD0D Start with 15 lives—IGNORE COUNTER
4. DDBE-0D05 Infinite lives
5. DD37-C4D7 Super jump
6. DE63-C460 Rockets do more damage
7. DE60-4460 Normal pistol does more damage
8. 7D66-1F00 Plasma rifle does massive damage
9. FD64-446F Only 10 Terminators to kill on the 3-D Stage
10. 7D64-446F Only 30 Terminators to kill on the 3-D Stage

Run Saber™ Game
1. DF3A-6454 Level select and 9 lives selectable on the option menu
2. DD21-1F6F Infinite lives—player 1
3. DD26-1F6F Infinite lives—player 2
4. DD29-0474 Start with no super bombs
5. DF29-0474 Start with 1 super bomb
6. D929-0474 Start with 5 super bombs
7. DB29-0474 Start with 9 super bombs
8. DDE4-39E3 Infinite super bombs—player 1
9. DDEF-3073 Infinite super bombs—player 2
10. DDE1-44B5 Bomb power-ups give no super bombs
11. D4E1-44B5 Bomb power-ups give 2 super bombs
12. DF25-0D84 Start with 1 health
13. D025-0D84 + D039-0454 Start with 4 health
14. D925-0D84 + D939-0454 Start with 5 health
15. D625-0D84 + D639-0454 Start with 8 health

FOR CODES 16 THRU 18: IF YOU FALL INTO A PIT, SWITCH OFF EFFECTS TO GET OUT
16. C2B9-CDA4 Almost invincible—player 1
17. C2B1-C4A4 Almost invincible—player 2
18. 18B0-C4A4 Almost invincible—both players
19. DF83-AD84 Start with no continues
20. D483-AD84 Start with 1 continue
21. D183-AD84 Start with 5 continues
22. DC83-AD84 Start with 9 continues
23. C2E7-4572 Infinite continues

Soldiers of Fortune™ Game
1. DCE0-87AD Smaller food power-ups heal 2x as much
2. F0E0-87AD Smaller food power-ups heal 4x as much
3. F3E9-8FDD Large food power-ups heal 2x as much
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>7AE9-8FDD</td>
<td>Large food power-ups heal 4x as much</td>
</tr>
<tr>
<td>6DEB-BD0D</td>
<td>Special power power-ups are worth 6 (always fill meter)</td>
</tr>
<tr>
<td>3CC6-B70D</td>
<td>Special powers aren’t used up</td>
</tr>
<tr>
<td>CBC1-E46F</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>1D4E-5475</td>
<td>Mercenary starts with much more health</td>
</tr>
<tr>
<td>1D44-87E5</td>
<td>Brigand starts with much more health</td>
</tr>
<tr>
<td>1D41-8F85</td>
<td>Gentleman starts with much more health</td>
</tr>
<tr>
<td>1D4B-B755</td>
<td>Navvie starts with much more health</td>
</tr>
<tr>
<td>1D42-BF75</td>
<td>Thug starts with much more health</td>
</tr>
<tr>
<td>1D4D-E4E5</td>
<td>Scientist starts with much more health</td>
</tr>
<tr>
<td>DDF6-5D50</td>
<td>Extra lives cost 244 instead of 500</td>
</tr>
<tr>
<td>DDF6-5DE0</td>
<td>Skill power-ups cost 44 instead of 300</td>
</tr>
<tr>
<td>DFF6-5F70</td>
<td>Health power-ups cost 1 instead of 75</td>
</tr>
<tr>
<td>FBF6-5F70</td>
<td>Health power-ups cost 25 instead of 75</td>
</tr>
<tr>
<td>DFF6-5F80</td>
<td>Speed power-ups cost 1 instead of 250</td>
</tr>
<tr>
<td>10F6-5F80</td>
<td>Speed power-ups cost 100 instead of 250</td>
</tr>
<tr>
<td>DFF6-5470</td>
<td>Wisdom power-ups cost 1 instead of 80</td>
</tr>
<tr>
<td>FBF6-5470</td>
<td>Wisdom power-ups cost 25 instead of 80</td>
</tr>
<tr>
<td>DFF6-5480</td>
<td>Special powers cost 1 instead of 150</td>
</tr>
<tr>
<td>74F6-5480</td>
<td>Special powers cost 50 instead of 150</td>
</tr>
<tr>
<td>DFF6-5780</td>
<td>Weapon power-ups cost 1 instead of 250</td>
</tr>
<tr>
<td>10F6-5780</td>
<td>Weapon power-ups cost 100 instead of 250</td>
</tr>
</tbody>
</table>

**FOR CODES 26 THRU 109, IGNORE SPECIAL POWER INDICATOR WHEN YOU HIRE YOUR CREW**

<table>
<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>26 DF40-ED75</td>
<td>Brigand starts with Bomb special power</td>
</tr>
<tr>
<td>27 DF40-EF75</td>
<td>Mercenary starts with Bomb special power</td>
</tr>
<tr>
<td>28 DF40-E475</td>
<td>Gentleman starts with Bomb special power</td>
</tr>
<tr>
<td>29 DF40-E775</td>
<td>Navvie starts with Bomb special power</td>
</tr>
<tr>
<td>30 DF49-ED75</td>
<td>Thug starts with Bomb special power</td>
</tr>
<tr>
<td>31 DF49-EF75</td>
<td>Scientist starts with Bomb special power</td>
</tr>
<tr>
<td>32 D440-ED75</td>
<td>Brigand starts with Shot Burst special power</td>
</tr>
<tr>
<td>33 D440-EF75</td>
<td>Mercenary starts with Shot Burst special power</td>
</tr>
<tr>
<td>34 D440-E475</td>
<td>Gentleman starts with Shot Burst special power</td>
</tr>
<tr>
<td>35 D440-E775</td>
<td>Navvie starts with Shot Burst special power</td>
</tr>
<tr>
<td>36 D449-ED75</td>
<td>Thug starts with Shot Burst special power</td>
</tr>
<tr>
<td>37 D449-EF75</td>
<td>Scientist starts with Shot Burst special power</td>
</tr>
<tr>
<td>38 D740-ED75</td>
<td>Brigand starts with Map special power</td>
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<tr>
<td>39 D740-EF75</td>
<td>Mercenary starts with Map special power</td>
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<tr>
<td>40 D740-E475</td>
<td>Gentleman starts with Map special power</td>
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<tr>
<td>41 D740-E775</td>
<td>Navvie starts with Map special power</td>
</tr>
<tr>
<td>42 D749-ED75</td>
<td>Thug starts with Map special power</td>
</tr>
<tr>
<td>43 D749-EF75</td>
<td>Scientist starts with Map special power</td>
</tr>
</tbody>
</table>

**FOR CODES 44 THRU 49, YOU HAVE THE DESTROY NODES SPECIAL POWER EVEN THOUGH THE INDICATOR SHOWS MAP SPECIAL POWER**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>44 D040-ED75</td>
<td>Brigand starts with Destroy Nodes special power</td>
</tr>
<tr>
<td>45 D040-EF75</td>
<td>Mercenary starts with Destroy Nodes special power</td>
</tr>
<tr>
<td>46 D040-E475</td>
<td>Gentleman starts with Destroy Nodes special power</td>
</tr>
<tr>
<td>47 D040-E775</td>
<td>Navvie starts with Destroy Nodes special power</td>
</tr>
<tr>
<td>48 D049-ED75</td>
<td>Thug starts with Destroy Nodes special power</td>
</tr>
<tr>
<td>Location</td>
<td>Character Power</td>
</tr>
<tr>
<td>----------</td>
<td>-----------------</td>
</tr>
<tr>
<td>49 D049-EF75</td>
<td>Scientist starts with Destroy Nodes special power</td>
</tr>
<tr>
<td>50 D940-ED75</td>
<td>Brigand starts with Repel Monster special power</td>
</tr>
<tr>
<td>51 D940-EF75</td>
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<td>Gentleman starts with Repel Monster special power</td>
</tr>
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<td>53 D940-E775</td>
<td>Navvie starts with Repel Monster special power</td>
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<tr>
<td>54 D949-ED75</td>
<td>Thug starts with Repel Monster special power</td>
</tr>
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</tr>
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<td>71 D640-E775</td>
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<td>92 DA40-ED75</td>
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<tr>
<td>98 D240-ED75</td>
<td>Brigand starts with Ground Mine special power</td>
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</table>
Top Gear 2™ Game

1  DD2A-4D6D      Start with no nitros instead of 6
2  D42A-4D6D      Start with 2 nitros
3  D02A-4D6D      Start with 4 nitros
4  D62A-4D6D      Start with 8 nitros
5  DC2A-4D6D      Start with 10 nitros
6  C267-CD07      Infinite nitros for Player 1
7  C2CB-CF0F      Infinite nitros for Player 2
8  C9BD-1F04      Fuel never runs out

AFTER WINNING A RACE, MONEY AND POINT DISPLAYS WILL SHOW THE OLD VALUE BUT MONEY AND POINT TOTALS WILL BE UPDATED PROPERLY

9  7430-398E      1st place gives $50,000 instead of $10,000
10 7430-317E      2nd place gives $50,000 instead of $6,000
11 7430-318E      3rd place gives $50,000 instead of $4,000
12 7430-357E      4th place gives $50,000 instead of $3,000
13 7430-358E      5th place gives $50,000 instead of $2,000
14 7439-307E      6th place gives $50,000 instead of $1,000
15 7439-308E      7th place gives $50,000 instead of $0
16 7439-397E      8th place gives $50,000 instead of $0
17 7439-398E      9th place gives $50,000 instead of $0
18 7439-317E      10th place gives $50,000 instead of $0
19  F039-355A     1st place is worth 20 pts. instead of 10
20  F039-35EA      2nd place is worth 20 pts. instead of 6
21  F031-305A      3rd place is worth 20 pts. instead of 4
22  F031-30EA      4th place is worth 20 pts. instead of 3
23  F031-395A      5th place is worth 20 pts. instead of 2
24  F031-39EA      6th place is worth 20 pts. instead of 1
25  F031-315A      7th place is worth 20 pts. instead of 0
26  F031-31EA      8th place is worth 20 pts. instead of 0
27  F031-355A      9th place is worth 20 pts. instead of 0
28  F031-35EA      10th place is worth 20 pts. instead of 0
29  0BC4-49EE + 52C3-3083   Everything is free (must have enough to buy)

NOTE: "K" EQUALS 1000 (EX.: $15K = $15,000)

30  DFC5-405E      2nd engine costs $1K instead of $30K
31  DEC5-405E      2nd engine costs $15K instead of $30K
32 DFC5-40EE  3rd engine costs $1K instead of $50K
33 FBC5-40EE  3rd engine costs $25K instead of $50K
34 DFCS-495E  4th engine costs $1K instead of $80K
35 46C5-495E  4th engine costs $40K instead of $80K
36 DDC5-415E  2nd wet tires are free
37 DDC5-41EE  3rd wet tires are free
38 DDC5-455E  4th wet tires are free
39 DDC6-405E  2nd dry tires are free
40 DDC6-40EE  3rd dry tires are free
41 DDC6-495E  4th dry tires are free
42 DFC6-415E  2nd gear box costs $1K instead of $10K
43 D9C6-415E  2nd gear box costs $5K instead of $10K
44 DFC6-41EE  3rd gear box costs $1K instead of $30K
45 DEC6-41EE  3rd gear box costs $15K instead of $30K
46 DFC6-455E  4th gear box costs $1K instead of $50K
47 FBC6-455E  4th gear box costs $25K instead of $50K
48 DFCB-405E  2nd nitro costs $1K instead of $5K
49 D4CB-405E  2nd nitro costs $2K instead of $5K
50 DFCB-40EE  3rd nitro costs $1K instead of $15K
51 D5CB-40EE  3rd nitro costs $7K instead of $15K
52 DFCB-495E  4th nitro costs $1K instead of $30K
53 DECB-495E  4th nitro costs $15K instead of $30K
54 DFCC-405E  2nd side armor costs $1K instead of $5K
55 D4CC-405E  2nd side armor costs $2K instead of $5K
56 DFCC-40EE  3rd side armor costs $1K instead of $10K
57 D9CC-40EE  3rd side armor costs $5K instead of $10K
58 DFCC-495E  4th side armor costs $1K instead of $20K
59 DCCC-495E  4th side armor costs $10K instead of $20K
60 DFCC-415E  2nd rear armor costs $1K instead of $5K
61 D4CC-415E  2nd rear armor costs $2K instead of $5K
62 DFCC-41EE  3rd rear armor costs $1K instead of $10K
63 D9CC-41EE  3rd rear armor costs $5K instead of $10K
64 DFCC-455E  4th rear armor costs $1K instead of $20K
65 DCCC-455E  4th rear armor costs $10K instead of $20K
66 DFCB-405E  2nd front armor costs $1K instead of $5K
67 D4CB-405E  2nd front armor costs $2K instead of $5K
68 DFCB-40EE  3rd front armor costs $1K instead of $10K
69 D9CB-40EE  3rd front armor costs $5K instead of $10K
70 DFCB-495E  4th front armor costs $1K instead of $20K
71 DCCC-495E  4th front armor costs $10K instead of $20K

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**Total Carnage™ Game**

1 DFC3-44D2  Start with 2 lives
2 DBC3-44D2  Start with 10 lives
3 DFCD-1DD2 + 40B5-1DD4  Start with 1 time bomb
4 DBCD-1DD2  Start with 9 time bombs
5 DFBC-47D4  Join in with 2 lives and 3 time bombs
6 DBBC-47D4  Join in with 10 lives and 9 time bombs
7 C932-341E  Infinite lives
8 4029-3F12  Infinite time bombs
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<tr>
<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>1</td>
<td>C28D-7D0F Infinite ammo</td>
</tr>
<tr>
<td>2</td>
<td>C228-E7D4 Infinite lives</td>
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<tr>
<td>3</td>
<td>DF25-84D4 Start with 1 life</td>
</tr>
<tr>
<td>4</td>
<td>D125-84D4 Start with 6 lives</td>
</tr>
<tr>
<td>5</td>
<td>DB25-84D4 Start with 9 lives</td>
</tr>
<tr>
<td>6</td>
<td>C2CC-5D64 Infinite energy</td>
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<tr>
<td>7</td>
<td>1729-8704 + 1728-74D4 Start with more ammo</td>
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**Codes 8 Thru 11 Take Effect Only After Losing 1st Life**

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<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>8</td>
<td>622C-7764 Start with chain gun as backup weapon</td>
</tr>
<tr>
<td>9</td>
<td>622C-74A4 Start with machine gun as backup weapon</td>
</tr>
<tr>
<td>10</td>
<td>622A-7DD4 + D02C-7DA4 Start with special weapon 1 (super machine gun)</td>
</tr>
<tr>
<td>11</td>
<td>6228-7704 + D92C-7DAF Start with special weapon 2 (rocket launcher)</td>
</tr>
<tr>
<td>12</td>
<td>C289-77DF Infinite ammo for special weapon 1</td>
</tr>
<tr>
<td>13</td>
<td>C28F-84DF Infinite ammo for special weapon 2</td>
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