GAME GENIE

- Disney's The Jungle Book™
- Double Dragon 5™
- Dream TV™
- Equinox™
- Eye of the Beholder™
- Fatal Fury 2™
- The Incredible Hulk™
- Inspector Gadget™
- Ken Griffey Jr. Presents Major League Baseball™
- Knights of the Round™
- Lamborghini American Challenge™
- The Lawnmower Man™
- Lester the Unlikely™
- Lufia & The Fortress of Doom™
- Mario's Time Machine™

- NBA Jam™—Alternate Codes
- NBA Showdown™
- Pirates of Dark Water™
- Redline: F-1 Racer™
- Saturday Night Slam Masters™
- Star Trek: The Next Generation™
- Super Street Fighter II™
- T2 The Arcade Game™
- Tetris 2™
- Timeslip™
- Wing Commander: The Secret Missions™
- Wizardry VI™
- Young Merlin™

THIS COULD BE YOUR LAST ISSUE!
SEE ADDRESS LABEL ON BACK. IF THIS IS YOUR LAST ISSUE, USE ORDER FORM (LAST PAGE) AND CHECK "RENEWAL" BOX!

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### Disney’s The Jungle Book

**CODES 1 THRU 5: NORMAL GAME**

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

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 D4CA-4DDF</td>
<td>Bonus gems worth 2</td>
</tr>
<tr>
<td>14 D7CA-4DDF</td>
<td>Bonus gems worth 3</td>
</tr>
<tr>
<td>15 D0CA-4DDF</td>
<td>Bonus gems worth 4</td>
</tr>
<tr>
<td>16 D4C2-4FAF</td>
<td>Red gems worth 2</td>
</tr>
<tr>
<td>17 D7C2-4FAF</td>
<td>Red gems worth 3</td>
</tr>
<tr>
<td>18 D0C2-4FAF</td>
<td>Red gems worth 4</td>
</tr>
<tr>
<td>19 DD65-47AD</td>
<td>The amazing rock! (Just for fun)</td>
</tr>
</tbody>
</table>

Disney’s The Jungle Book is a trademark of The Walt Disney Company.
**Double Dragon 5™ Game**
B3C8-CFBF + B3C6-CDBF + BAC9-3FBF

Computer (player 2) can’t perform special moves

DBBC-1F27  Allows you to pick up to 9 points of any attribute instead of 5
46C6-340D  Both characters start with 50% energy
F0C6-340D  Both characters start with 25% energy
DDAB-3DAE  Player 1 always wins
3C85-CF07  Harder to recover from dizziness
D685-C407  Dizziness doesn’t last long

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

**Dream TV™ Game**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 8FA6 3DA8 + 8FAA 3FA8</td>
<td>Almost infinite energy</td>
</tr>
<tr>
<td>2 DDCE-C7DC</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>3 D9B8-1F04</td>
<td>Start with 5 lives</td>
</tr>
<tr>
<td>4 DF88-1F04</td>
<td>Start with 1 life</td>
</tr>
<tr>
<td>5 D6B8-1F04</td>
<td>Start with 8 lives</td>
</tr>
<tr>
<td>6 8F23-3768</td>
<td>Monsters take only 1 hit to kill—except skeletons</td>
</tr>
<tr>
<td>7 8F84-17D8</td>
<td>Mega-jump—switch off to land again</td>
</tr>
<tr>
<td>8 DDC7-1DD8</td>
<td>Can’t get hit—some characters are white</td>
</tr>
<tr>
<td>9 4DDB-CF04</td>
<td>Start with 2/3 energy—1st life</td>
</tr>
<tr>
<td>10 4DCE-CD0C</td>
<td>Start with 2/3 energy—after 1st life</td>
</tr>
<tr>
<td>11 FD8D-CF04</td>
<td>Start with 1/3 energy—1st life</td>
</tr>
<tr>
<td>12 FDCE-CD0C</td>
<td>Start with 1/3 energy—after 1st life</td>
</tr>
</tbody>
</table>

Dream TV is a trademark of Triffix, Inc.

**Equinox™ Game**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 C28F-AF4D</td>
<td>Protection from most small monsters</td>
</tr>
<tr>
<td>2 3CA0-0DC7</td>
<td>Infinite life energy</td>
</tr>
<tr>
<td>3 CEAE-0D17</td>
<td>Infinite magic—must have enough MP for spell to work</td>
</tr>
<tr>
<td>4 CB2A-C4D9</td>
<td>More energy from apples</td>
</tr>
<tr>
<td>5 4F27-1F00 + 4020-1FD0</td>
<td>Super jump</td>
</tr>
<tr>
<td>6 FC27-1F00 + 4020-1FD0</td>
<td>Mega-jump</td>
</tr>
<tr>
<td>7 DD86-674F + 3C86-671F</td>
<td>Colored doors don’t need keys</td>
</tr>
<tr>
<td>8 B32C-4FA0 + CD2C-4700</td>
<td>Super speed</td>
</tr>
<tr>
<td>9 D9AC-6437</td>
<td>‘Slow’ spell lasts 2x as long</td>
</tr>
<tr>
<td>10 D6AC-6437</td>
<td>‘Slow’ spell lasts 3x as long</td>
</tr>
<tr>
<td>11 D9AB-6FC7</td>
<td>‘Freeze’ spell lasts 2x as long</td>
</tr>
<tr>
<td>12 D6AB-6FC7</td>
<td>‘Freeze’ spell lasts 3x as long</td>
</tr>
</tbody>
</table>

Equinox is a trademark of Sony Music Entertainment Inc.

**Eye of the Beholder™ Game**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 8285 6D2C + 82DE-049B</td>
<td>Infinite HP</td>
</tr>
<tr>
<td>3 828D A798</td>
<td>No waiting to hit again</td>
</tr>
<tr>
<td>4 CBA9 A726 + 3CA2-AD96</td>
<td>Kill with 1 hit—works for monsters too</td>
</tr>
<tr>
<td>5 D68B-A474</td>
<td>Pick a lawful, human male fighter and he will be at Level 8</td>
</tr>
</tbody>
</table>
Pick a lawful, human male fighter and he will be at level 6

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

**Fatal Fury 2™ Game**

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

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

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

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

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

Fatal Fury 2 and related names are trademarks of SNK.

**The Incredible Hulk™ Game**

1. DFBD-CD6F  Start with 1 life
2. D1BD-CD6F  Start with 6 lives
3. DBBD-CD6F  Start with 9 lives
4. D0BC-173B  Get 4 shots from gun
5. DBBC-173B  Get 9 shots from gun
6. F0BC-173B  Get 20 shots from gun
7. 4DB0-1F4B  Get 20 seconds from time icon
8. 0DB0-1F4B  Get 40 seconds from time icon
9. 8260-1465 + 2E9-44DF  Don’t take damage from most enemies
10. F3BE-144B  2x energy from gamma capsules
11. DD88-171B  Gamma capsules act as mega-gamma capsules
12. C96D-CDC6  Infinite transformation capsules once picked up
13. DA25-34A7 + DA34-47AD  Super jump—sometimes
14. FB25-34A7 + FB34-47AD  Mega-jump—sometimes
15. DCB7-44D0  MEGA damage from Hulk’s uppercut
16. DCB1-4FD0  MEGA damage from Hulk’s head butt
17. D0B7-44D0  x4 damage from Hulk’s uppercut
18. D0B1-4FD0  x4 damage from Hulk’s head-butt
19. C260-4746  Energy doesn’t go down when Hulked-out
20. DDB2-1F0F  Start on level 2
Inspector Gadget™ Game
1 D74B-E7D7 Start with plungers at 3
2 C216-5DD4 Infinite lives
3 C297-8F0F Infinite time
4 C269-5DD0 Keep coat after getting hit (invincibility)
Inspector Gadget is a trademark of DIC Animation City, Inc.

Ken Griffey Jr. Presents Major League Baseball™ Game
1 DFC3-170F 1 ball and you walk
2 D4C3-170F 2 balls and you walk
3 CBB3-1D2D Can’t walk a player
4 DFCE-1F0F 1 strike and you’re out
5 D4CE-1F0F 2 strikes and you’re out
6 C2BE-179D Can’t strike out
7 DF27-CFA4 Invisible baserunners
8 D4C3-170F 2 outs and whole team is out
9 C2A2-4D94 + C2AA-47B4 No outs except strike outs
10 C28A-3FA7 + CBB0-4797 + C283-34D7 Computer can’t score
Ken Griffey Jr. Presents Major League Baseball is a trademark of Major League Baseball Properties, Inc.

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

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

The Incredible Hulk and related names are trademarks of Marvel Entertainment Group, Inc.
5 3324-C45F  Repair 10% of car for free
6 C22A-377D  Free turbos

FOR CODES 7 AND 8, YOU MUST HAVE THE FULL PRICE OF THE TURBO
7 DC28-348D + DD28-34ED  Turbos for $1000
8 F028-343D + DD28-34ED  Turbos for $2000
9 D169-443B  Start with 6-speed transmission
10 8881-34D7  Don’t take damage in races

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

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

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

Lester the Unlikely™ Game
4 C2C6-7F5B  Infinite lives
5 C2C2-8DEB  Don’t take damage from most enemies
6 D0C2-848B  Flashing after getting hit lasts a long time
7 DAC2-848B  Flashing after getting hit lasts a real long time

FOR CODES 8 THRU 9, YOU MAY GET TRAPPED AND HAVE TO RESET
8 0DCA-5D5B  Lighter gravity effect—MUST TURN OFF EFFECTS SWITCH RIGHT AFTER PRESSING START AND DON’T TURN ON UNTIL 1ST GAME PLAY SCREEN
9 49CA-5D5B  Even lighter gravity effect
10 F9CA-5D5B  Amazingly lighter gravity effect

Lester the Unlikely is a trademark of DTMC Inc.

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

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

NBA Jam™ Game—Alternate Codes

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

17. D8E8-C718 / D8E7-C448  All players have super dunk ability
18. D6E3-C748 / D6E1-CF38  All players have infinite turbo
19. D6E2-CFC8 / D6E9-CD18  All players always “on fire”
20. D8E6-C7C8 / D8ED-C418  All players have super interception ability
21. D6ED-3DC8 / D6E5-C718  “Juice” mode
22. D6EC-CF38 / D6E4-CDC8  Shot success percentages displayed for non-dunk shots
23. D4BD-3038 / D4BA-C948  Only need 2 baskets to be “on fire”
32. D6E6-3B2A / D6E1-3C2A  Turbo bar never goes up (until next quarter)
33. D3E6-3B2A / D3E1-3C2A  Turbo bar restores very slowly
34. F9E6-3B2A / F9E1-3C2A  Turbo bar restores much slower
35. F2E6-3B2A / F2E1-3C2A  Turbo bar restores slower
36. D0E6-3B2A / D0E1-3C2A  Turbo bar restores faster
37. 9DE6-3B2A / 9DE1-3C2A  Turbo bar restores much faster
38. 6FE6-3B2A / 6FE1-3C2A  Turbo bar restores extremely fast
39. D0E5-3CFA / D0E9-38FA  Turbo drains very slowly
40. D6E5-3CFA / D6E9-38FA  Turbo drains slower
41. FDE5-3CFA / FDE9-38FA  Turbo drains slightly slower
42. 44E5-3CFA / 44E9-38FA  Turbo drains slightly faster
43. 42E5-3CFA / 42E9-38FA  Turbo drains faster
44. 76E5-3CFA / 76E9-38FA  Turbo drains very fast

NBA Showdown™ Game

1. C23B-44A8  No personal fouls—both teams
2. DAE3-14AA + DAB7 37DA + DA3F-140F  12-sec. shot clock when ball is in-bounded—player 1
3. DAE3-14AA + DA6E 47DB + DA84-CDDB  12-sec. shot clock when ball is in-bounded—computer
4. C220-4FDF  Infinite shot clock—computer
5. C224-4DA4  Infinite time
Pirates of Dark Water™ Game
1 4F82-17AF + D583-1DDF Energy bar refills itself about every 15 seconds
2 DD82-14AF Infinite energy
3 C280-1F6F Infinite lives
4 D9C8-4DA4 Start with 6 lives—not when joining in
5 DFC8-4DA4 Start with 2 lives—not when joining in
6 DDA5-1DDF Don’t lose energy from doing a special attack
7 4D65-1FF5 + 4D63-440E 1/2 energy for 1st life—you must get hit once
8 4DB0-CFDF Start with less energy—after 1st life

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

Saturday Night Slam Masters™ Game
1 DDC1-CF6F Stingray becomes Biff
2 DFC1-CF6F Stingray becomes Gunloc
3 D4C1-CF6F Stingray becomes Oni
4 D7C1-CF6F Stingray becomes Titan
5 D9C1-CF6F Stingray becomes Haggar
6 D1C1-CF6F Stingray becomes Grater
7 D5C1-CF6F Stingray becomes Rasta
8 D6C1-CF6F Stingray becomes Jumbo
9 DBC1-CF6F Stingray becomes Scorpion
10 DFC1-CD6F Biff becomes Gunloc
11 D4C1-CD6F Biff becomes Oni
12 D7C1-CD6F Biff becomes Titan
13 D0C1-CD6F Biff becomes Stingray
14 D9C1-CD6F Biff becomes Haggar
15 D1C1-CD6F Biff becomes Grater
16 D5C1-CD6F Biff becomes Rasta
17 D6C1-CD6F Biff becomes Jumbo
18 DBC1-CD6F Biff becomes Scorpion
19 D3DB-5D01 14-second count outside ring
20 DCDB-5D01 10-second count outside ring
21  DBD6-5DD1  9-second count for pin  
22  D1D6-5DD1  6-second count for pin  
23  DFD6-5DD1  1-second count for pin  
24  F31F-8F0D  Faster timer  
25  1D1F-8F0D  Slower timer  
26  D12D-5765 + EB2F-5F05  Stingray has faster jalepeno comet  
27  0C83-17D7 + D78E-1F67  Quicker ‘pattycake slap’ for Grater  
28  0C83-1FA7 + D78E-1D07  Quicker ‘sonic fist’ for Gunloc  
29  0C83-1F67 + D78E-1D07  Quicker ‘sonic fist’ for Biff  
30  0C83-1707 + D48E-1FA7  Quicker ‘jungle fever’ for Rasta  

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

**Star Trek: The Next Generation™ Game**

Away Team Codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>1 DD81-47DB + DD88-4DDB</td>
<td>Medical packs aren’t used up</td>
</tr>
<tr>
<td>2 DF2A-1DD7</td>
<td>Start each away mission with 1 medical pack</td>
</tr>
<tr>
<td>3 D42A-1DD7</td>
<td>Start each away mission with 2 medical packs</td>
</tr>
<tr>
<td>4 D02A-1DD7</td>
<td>Start each away mission with 4 medical packs (only 3 shown)</td>
</tr>
<tr>
<td>5 D92A-1DD7</td>
<td>Start each away mission with 5 medical packs (only 3 shown)</td>
</tr>
<tr>
<td>6 DD86-4FAB</td>
<td>Medical packs heal more</td>
</tr>
<tr>
<td>7 D48E-44DB</td>
<td>Medical packs heal twice as much</td>
</tr>
<tr>
<td>8 D78E-44DB</td>
<td>Medical packs heal completely</td>
</tr>
<tr>
<td>9 8EA4-4FD6</td>
<td>Crew members are immune to enemy fire</td>
</tr>
</tbody>
</table>

Space Combat Codes

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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<tbody>
<tr>
<td>14 DFB2-1DF7</td>
<td>Forward torpedoes reload much faster</td>
</tr>
<tr>
<td>15 D4B2-1DF7</td>
<td>Forward torpedoes reload faster</td>
</tr>
<tr>
<td>16 DF88-1FF7</td>
<td>Aft torpedoes reload much faster</td>
</tr>
<tr>
<td>17 D488-1FF7</td>
<td>Aft torpedoes reload faster</td>
</tr>
<tr>
<td>18 C26C-3FFD</td>
<td>Forward torpedoes don’t require recharging</td>
</tr>
<tr>
<td>19 C267-342D</td>
<td>Aft torpedoes don’t require recharging</td>
</tr>
<tr>
<td>20 D6B4-1F27</td>
<td>Enemy shields regenerate at half speed</td>
</tr>
<tr>
<td>21 DO84-1F27</td>
<td>Enemy shields regenerate at 1/4 speed</td>
</tr>
<tr>
<td>22 DDB4-1F27</td>
<td>Enemy shields don’t regenerate</td>
</tr>
<tr>
<td>23 F6B4-1F27</td>
<td>Enemy shields regenerate faster</td>
</tr>
<tr>
<td>24 3C6A-14FF</td>
<td>Forward phasers never lose power</td>
</tr>
<tr>
<td>25 C2B3-4DB7</td>
<td>Forward phasers don’t recharge</td>
</tr>
<tr>
<td>26 3C69-17BF</td>
<td>Aft phasers never lose power</td>
</tr>
<tr>
<td>27 C2BE-44F7</td>
<td>Aft phasers don’t recharge</td>
</tr>
<tr>
<td>28 D764-1D24</td>
<td>Torpedoes do half damage</td>
</tr>
<tr>
<td>29 DO64-1D24</td>
<td>Torpedoes do less damage</td>
</tr>
<tr>
<td>30 D564-1D24</td>
<td>Torpedoes do slightly more damage</td>
</tr>
</tbody>
</table>
Torpedoes do more damage
Torpedoes do much more damage
Torpedoes do double damage

Super Street Fighter II™ Game

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

CODES 14 AND 15 DON’T WORK FOR THE COMPUTER

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

THE FOLLOWING CODES MAKE THE MOVES LISTED DO HEAVY DAMAGE

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

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

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

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

Honda
28. 6E99-8795 Jab hundred-hand slap
29. 6E96-E495 Fierce torpedo
<table>
<thead>
<tr>
<th>Page</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td>6E92-E795</td>
<td>Fierce sumo splash</td>
</tr>
<tr>
<td>31</td>
<td>6E16-5491</td>
<td>Fierce sonic boom</td>
</tr>
<tr>
<td>32</td>
<td>6E1E-7491</td>
<td>Roundhouse sonic kick, extremely close range</td>
</tr>
<tr>
<td>33</td>
<td>6E51-EF90</td>
<td>Double spinning lariat (only certain hits)</td>
</tr>
<tr>
<td>34</td>
<td>6E5F-ED90</td>
<td>Spinning clothesline</td>
</tr>
<tr>
<td>35</td>
<td>DE5E-8729</td>
<td>Yoga spear</td>
</tr>
<tr>
<td>36</td>
<td>6E5E-E429</td>
<td>Strong yoga flame (solid hit)</td>
</tr>
<tr>
<td>37</td>
<td>6E58-E729</td>
<td>Fierce yoga fire</td>
</tr>
<tr>
<td>38</td>
<td>6E64-5F20</td>
<td>Roundhouse low tiger, from far away</td>
</tr>
<tr>
<td>39</td>
<td>6E62-7720</td>
<td>Fierce high tiger, from far away</td>
</tr>
<tr>
<td>40</td>
<td>6E53-ED25</td>
<td>Short tiger knee</td>
</tr>
<tr>
<td>41</td>
<td>EE27-479E</td>
<td>Jab projectiles move slower for everyone but Sagat</td>
</tr>
<tr>
<td>42</td>
<td>EE20-4D2E</td>
<td>Jab projectiles move slower for Sagat</td>
</tr>
<tr>
<td>43</td>
<td>EC20-4D9E</td>
<td>Fierce projectiles move faster for everyone but Sagat</td>
</tr>
<tr>
<td>44</td>
<td>E520-4F2E</td>
<td>Fierce projectiles move faster for Sagat</td>
</tr>
<tr>
<td>45</td>
<td>AE6A-8491</td>
<td>Fierce claw dive</td>
</tr>
<tr>
<td>46</td>
<td>6E62-BF91</td>
<td>Rolling claw attack</td>
</tr>
<tr>
<td>47</td>
<td>6E6E-EF91</td>
<td>Claw thrust</td>
</tr>
<tr>
<td>48</td>
<td>6E6A-EF90</td>
<td>Fierce charging punch</td>
</tr>
<tr>
<td>49</td>
<td>6E62-E790</td>
<td>Roundhouse charging uppercut</td>
</tr>
<tr>
<td>50</td>
<td>6E69-5799</td>
<td>Fierce shoulder butt</td>
</tr>
<tr>
<td>51</td>
<td>6EB3-5F20</td>
<td>Fierce spin knuckle</td>
</tr>
<tr>
<td>52</td>
<td>6EBB-5720</td>
<td>Roundhouse front kick</td>
</tr>
<tr>
<td>53</td>
<td>6EBF-5420</td>
<td>Roundhouse cannon drill, from far away</td>
</tr>
<tr>
<td>54</td>
<td>6EB3-5F91</td>
<td>The Hawk</td>
</tr>
<tr>
<td>55</td>
<td>6EC7-5F20</td>
<td>Fierce slide punch (1st hit)</td>
</tr>
<tr>
<td>56</td>
<td>6EC0-5D20</td>
<td>Fierce slide punch (2nd hit)</td>
</tr>
<tr>
<td>57</td>
<td>6EC0-5720</td>
<td>Fierce slide punch (3rd hit)</td>
</tr>
<tr>
<td>58</td>
<td>6ECE-7420</td>
<td>Roundhouse dragon kick</td>
</tr>
<tr>
<td>59</td>
<td>6EC5-EF99</td>
<td>Fierce hyper fist (1st hit)</td>
</tr>
<tr>
<td>60</td>
<td>6ECF-7D91</td>
<td>Fierce Max Out</td>
</tr>
<tr>
<td>61</td>
<td>6EC3-8F99</td>
<td>Roundhouse dread kick</td>
</tr>
<tr>
<td>62</td>
<td>DF81-E404</td>
<td>Each battle lasts only 1 round</td>
</tr>
<tr>
<td>63</td>
<td>FE0C-7FDD</td>
<td>Speed up timer</td>
</tr>
<tr>
<td>64</td>
<td>9C0C-7FDD</td>
<td>Slow down timer</td>
</tr>
<tr>
<td>65</td>
<td>3169-57A5</td>
<td>No delay after throwing fireball—Ryu and Ken</td>
</tr>
</tbody>
</table>
Player 2 starts right in front of player 1
Ryu’s and Ken’s hurricane kicks rise higher when done in mid-air
Faster hurricane kicks—roundhouse
Super fast hurricane kicks—roundhouse
Balrog has a faster turn punch—roundhouse
Balrog has a superfast turn punch—roundhouse
Chun Li has a faster whirlwind kick—roundhouse
Chun Li has a superfast whirlwind kick—roundhouse
M. Bison has a super fast psycho crusher—fierce
M. Bison does his psycho crusher in one place—fierce
Vega has a superfast claw roll
Vega does his claw roll in one place
Deejay’s dread kick is faster—fierce
Deejay’s dread kick is faster—strong
Cammy has an erratic cannon drill
Cammy has a superfast cannon drill
Cammy has a superfast front kick—fierce
Cammy has a superfast front kick—strong
Cammy has a superfast front kick—jeb
Feilong has a superfast rekka-ken—strong
Feilong has a superfast rekka-ken—fierce

**T2 The Arcade Game™ Game**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD2A-476B</td>
<td>Infinite missiles—player 1</td>
</tr>
<tr>
<td>DD2E-4DBB</td>
<td>Infinite missiles—player 2</td>
</tr>
<tr>
<td>6D33-47D6</td>
<td>Infinite energy—player 1</td>
</tr>
<tr>
<td>6D3F-1DA6</td>
<td>Infinite energy—player 2</td>
</tr>
<tr>
<td>5E27-44A7</td>
<td>Shields lasts longer</td>
</tr>
<tr>
<td>D62B-4F67</td>
<td>Plasma Pulse Energizer lasts longer—player 1</td>
</tr>
<tr>
<td>D628-47D7</td>
<td>Plasma Pulse Energizer lasts longer—player 2</td>
</tr>
<tr>
<td>C267-47A5</td>
<td>Keep P.P.E. for that level once picked up—P1</td>
</tr>
<tr>
<td>C260-4765</td>
<td>Keep P.P.E. for that level once picked up—P2</td>
</tr>
<tr>
<td>D12D-4707</td>
<td>Get 6 missiles for each 1—player 1</td>
</tr>
<tr>
<td>D82D-4707</td>
<td>Get 9 missiles for each 1—player 1</td>
</tr>
<tr>
<td>D124-4D67</td>
<td>Get 6 missiles for each 1—player 2</td>
</tr>
<tr>
<td>D324-4D67</td>
<td>Get 9 missiles for each 1—player 2</td>
</tr>
<tr>
<td>C9B7-1407</td>
<td>Infinite gunpower—player 1</td>
</tr>
<tr>
<td>C9B9-17D7</td>
<td>Infinite gunpower—player 2</td>
</tr>
<tr>
<td>FDB3-476F</td>
<td>Gunpower replenishes slower—player 1</td>
</tr>
<tr>
<td>FDB0-1F0F</td>
<td>Gunpower replenishes slower—player 2</td>
</tr>
<tr>
<td>FD3E-C7A3</td>
<td>10 credits</td>
</tr>
<tr>
<td>F93E-C7A3</td>
<td>15 credits</td>
</tr>
<tr>
<td>4D3E-C7A3</td>
<td>20 credits</td>
</tr>
<tr>
<td>D12B-44A7</td>
<td>P.P.E. does extra damage—player 1</td>
</tr>
<tr>
<td>F42B-44A7</td>
<td>P.P.E. does massive damage—player 1</td>
</tr>
</tbody>
</table>

*T2 The Arcade Game and related names are trademarks of Carolco Pictures Inc.*
Tetris 2™ Game
1 9DBD 3DF4 Select any round (1-player mode only)—at round select meter, keep pressing ‘right’ on d-pad
2 CBC5-4FDC + DDC5 4F0C + DDC5-4F6C Tile speed always at 0
3 CBC5-4FDC + EEC5 4F0C + DDC5-4F6C Tile speed always at 255
4 6DB1 346B More time to place the blocks where you want them—even after they hit the ground (left and right only once on ground)

Tetris 2 is a trademark of Elorg.

Timeslip™ Game
1 CD24-67A7 + CD24-6467 Keep gun power-ups after dying—not on J-bike stage
2 EE6D-670D Start with 16 lives
3 C22E-04A7 Infinite lives
4 C2B7-6DD0 Infinite energy—not on J-bike stage
5 DE2E-0F67 Start with 4 energy—after 1st life
6 D52E-0F67 Start with 3 energy—after 1st life
7 DE6C-6F0D Start with 4 energy—1st life
8 D56C-6F0D Start with 3 energy—1st life
9 3CC2-D769 Invincibility
10 6DB7-6460 Flash 2x longer when hit
11 FDB7-6460 Barely flash at all
12 C26F-6FD1 + C26C-07A1 + C26F-ADD1 + C26C-OFA1 Fewer enemies

Timeslip is a trademark of Vic Tokai Inc.

Wing Commander: The Secret Missions™ Game
1 C2A6-4D0D Infinite blaster power
2 C2C8-14AD Infinite fuel
3 D668-C402 Start on mission 8
4 D068-C402 Start on mission 4
5 3C66-C7A1 Infinite missiles

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

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

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

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

Young Merlin is a trademark of Westwood Studios, Inc.
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RALLY™, SPACE MEGAFORCE™, SPIDER-MAN AND THE X-MEN: ARCADE’S REVENGE™, STREET
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FURY™, FINAL FANTASY II™ (ALTERNATE CODES), HARLEY’S HUMUNGOUS ADVENTURE™,
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ROCK N’ ROLL RACING™, SECRET OF MANA™, SUPER MARIO ALL-STARSTM, SUPER OFF ROAD,
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