GAME GENIE

CODE UPDATE
SUPER NES™ SPECIAL
50 MORE GAMES

BONUS!
MORE STREET FIGHTER II™ CODES

- Amazing Tennis™
- Arcana™
- Axelay™
- Battle Clash™
- Chessmaster™
- Desert Strike™
- DinoCity™
- F1 ROC—Race of Champions™
- Faceball 2000™
- Final Fantasy Mystic Quest™
- George Foreman's KO Boxing™
- Home Alone 2: Lost in New York™
- Hook™
- Jack Nicklaus Golf™
- James Bond Jr.™
- John Madden Football '93™
- Ka-Bloey™
- King of the Monsters™
- Magic Sword™
- NCAA Basketball™
- Nolan Ryan's Baseball™
- Pebble Beach Golf Links™
- PGA Tour Golf™
- Phalanx™
- Q*bert™
- Race Drivin'™
- Rampart™
- Robocorp 3™
- Roger Cemens' MVP Baseball™
- Romance of the Three Kingdoms II™ Game
- Simpsons: Bart's Nightmare™
- Skūlagger™
- Soul Blazer™
- Spanky's Quest™
- Strike Gunner S-T-G™
- Super Batter Up™
- Super Battle Tank™
- Super Bowling™
- Super Buster Bros.™
- Super Double Dragon™
- Super Play Action Football™
- Super Scope 6™
- Super Soccer Champ™
- Super Soccer™
- Thunder Spirits™
- TKO Super Championship Boxing™
- Waialae Country Club™
- Wheel of Fortune™
- Wings 2—Aces High™
- World League Soccer™

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# Code Symbols

There are many types of codes you can use to change game-play features with Game Genie™. For quick reference, find the symbol for the type of code you want to use on this page. Then turn to the game codes in the listings on the following pages (games appear in alphabetical order) and look for the symbol next to the corresponding codes.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Code Type</th>
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<tr>
<td><img src="image" alt="Energy/Food/Fuel" /></td>
<td>Energy/Food/Fuel</td>
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<tr>
<td><img src="image" alt="Expert—Makes game harder" /></td>
<td>Expert—Makes game harder</td>
</tr>
<tr>
<td><img src="image" alt="Extra Continues/Credits" /></td>
<td>Extra Continues/Credits</td>
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<tr>
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<td>Handicap—Gives one player an advantage or disadvantage</td>
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<td><img src="image" alt="In-Game Money/Currency/Points" /></td>
<td>In-Game Money/Currency/Points</td>
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<tr>
<td><img src="image" alt="Infinite Lives" /></td>
<td>Infinite Lives</td>
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<tr>
<td><img src="image" alt="Invincibility/Protection/Almost Invincible" /></td>
<td>Invincibility/Protection/Almost Invincible</td>
</tr>
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<td><img src="image" alt="Keep Weapons/Equipment/Power-Ups" /></td>
<td>Keep Weapons/Equipment/Power-Ups</td>
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<td><img src="image" alt="Lives" /></td>
<td>Lives</td>
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<tr>
<td><img src="image" alt="Magic" /></td>
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<tr>
<td><img src="image" alt="Mega Power" /></td>
<td>Mega Power</td>
</tr>
<tr>
<td><img src="image" alt="Super Mega Power (and sometimes Infinite Lives)" /></td>
<td>Super Mega Power (and sometimes Infinite Lives)</td>
</tr>
<tr>
<td><img src="image" alt="Mystery/Weird/Special/Defies Categories" /></td>
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<tr>
<td><img src="image" alt="Super Flying" /></td>
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</tr>
<tr>
<td><img src="image" alt="Super/Mega Jumping" /></td>
<td>Super/Mega Jumping</td>
</tr>
<tr>
<td><img src="image" alt="Timer" /></td>
<td>Timer</td>
</tr>
<tr>
<td><img src="image" alt="Weapons/Equipment" /></td>
<td>Weapons/Equipment</td>
</tr>
<tr>
<td><img src="image" alt="World, Level and Stage Warps" /></td>
<td>World, Level and Stage Warps</td>
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Amazing Tennis™ Game

<table>
<thead>
<tr>
<th>TEN CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>EA8B-AFDD + D085-A7DD</td>
<td>Faster side-to-side movement</td>
<td></td>
</tr>
<tr>
<td>EC88-AFDD + D185-A7DD</td>
<td>Even faster side-to-side movement</td>
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Arcana™ Game

<table>
<thead>
<tr>
<th>ARC CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
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</thead>
<tbody>
<tr>
<td>1D69-AFD0 + 3C69-AF00</td>
<td>Start with 60,000 gold pieces</td>
<td></td>
</tr>
<tr>
<td>EC69-AFD0 + DD69-AF00</td>
<td>Start with 250 gold pieces</td>
<td></td>
</tr>
<tr>
<td>C225-0F02</td>
<td>Infinite money for weapons</td>
<td></td>
</tr>
<tr>
<td>C22A-0402</td>
<td>Infinite money for items</td>
<td></td>
</tr>
<tr>
<td>C229-640E</td>
<td>Infinite money for rooms</td>
<td></td>
</tr>
<tr>
<td>C22F-A7DE</td>
<td>Infinite money for elixir</td>
<td></td>
</tr>
<tr>
<td>B387-DFF2</td>
<td>Level and statistics for all characters in group are increased after each battle you win</td>
<td></td>
</tr>
<tr>
<td>828B-AF2E</td>
<td>Magic points don’t decrease</td>
<td></td>
</tr>
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Arcana is a trademark of Hal America Inc.

Axelay™ Game

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<tr>
<th>AXE CODE</th>
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<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>D766-D7A7</td>
<td>Start with 1 credit instead of 5</td>
<td></td>
</tr>
<tr>
<td>D066-D7A7</td>
<td>Start with 2 credits</td>
<td></td>
</tr>
<tr>
<td>D966-D7A7</td>
<td>Start with 3 credits</td>
<td></td>
</tr>
<tr>
<td>D166-D7A7</td>
<td>Start with 4 credits</td>
<td></td>
</tr>
<tr>
<td>D666-D7A7</td>
<td>Start with 6 credits</td>
<td></td>
</tr>
<tr>
<td>D866-D7A7</td>
<td>Start with 7 credits</td>
<td></td>
</tr>
<tr>
<td>DC66-D7A7</td>
<td>Start with 8 credits</td>
<td></td>
</tr>
<tr>
<td>D866-D7A7</td>
<td>Start with 9 credits</td>
<td></td>
</tr>
<tr>
<td>C2C5-DDDF</td>
<td>Infinite credits</td>
<td></td>
</tr>
<tr>
<td>DF21-AD04</td>
<td>Start with 1 life instead of 3</td>
<td></td>
</tr>
<tr>
<td>D421-AD04</td>
<td>Start with 2 lives</td>
<td></td>
</tr>
<tr>
<td>D921-AD04</td>
<td>Start with 5 lives</td>
<td></td>
</tr>
<tr>
<td>D521-AD04</td>
<td>Start with 7 lives</td>
<td></td>
</tr>
<tr>
<td>DB21-AD04</td>
<td>Start with 9 lives</td>
<td></td>
</tr>
<tr>
<td>DE21-AD04</td>
<td>Start with 15 lives</td>
<td></td>
</tr>
<tr>
<td>FB21-AD04</td>
<td>Start with 25 lives</td>
<td></td>
</tr>
<tr>
<td>7421-AD04</td>
<td>Start with 50 lives</td>
<td></td>
</tr>
<tr>
<td>0821-AD04</td>
<td>Start with 75 lives</td>
<td></td>
</tr>
<tr>
<td>1721-AD04</td>
<td>Start with 99 lives</td>
<td></td>
</tr>
</tbody>
</table>

For codes 1 thru 8, do not go to the set-up screen.
Battle Clash™ Game
Enter the codes with the number 1 controller connected as usual. Then press Start on the controller.

**THE SUPER SCOPE 6™ RECEIVER MUST BE UNPLUGGED UNTIL YOU EXIT THE CODE SCREEN.**

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN…</th>
<th>EFFECT…</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C234-3FD3</td>
<td>Protection from most enemy attacks</td>
</tr>
<tr>
<td>2</td>
<td>D9A9-1DA7</td>
<td>Weapon charges faster</td>
</tr>
<tr>
<td>3</td>
<td>FDA9-1DA7</td>
<td>Weapon charges much faster</td>
</tr>
<tr>
<td>4</td>
<td>1DAA-3FAF</td>
<td>Once charged, weapon always stays charged</td>
</tr>
<tr>
<td>5</td>
<td>33EE-3D1F</td>
<td>Start in Cairo instead of New York</td>
</tr>
</tbody>
</table>

**CODES 6 THRU 13 ARE FOR PRACTICE ONLY. AFTER DEFEATING THE ENEMY, YOU DO NOT ADVANCE TO THE NEXT STAGE, BUT RETURN TO FIGHT THE SAME ENEMY AGAIN**

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN…</th>
<th>EFFECT…</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>CBAB-CDA0 + DDAB-CF00 + DDAB-CFD0</td>
<td>Fight Garam™ at New York</td>
</tr>
<tr>
<td>7</td>
<td>CBAB-CDA0 + DDAB-CF00 + DFAB-CFD0</td>
<td>Fight Scarab™ at Cairo</td>
</tr>
<tr>
<td>8</td>
<td>CBAB-CDA0 + DDAB-CF00 + D4AB-CFD0</td>
<td>Fight Lorca™ at London</td>
</tr>
<tr>
<td>9</td>
<td>CBAB-CDA0 + DDAB-CF00 + D7AB-CFD0</td>
<td>Fight Artemis™ at Andes</td>
</tr>
<tr>
<td>10</td>
<td>CBAB-CDA0 + DDAB-CF00 + D0AB-CFD0</td>
<td>Fight Schneider™ at Kyoto</td>
</tr>
<tr>
<td>11</td>
<td>CBAB-CDA0 + DDAB-CF00 + D9AB-CFD0</td>
<td>Fight Ivan™ at Oceania</td>
</tr>
<tr>
<td>12</td>
<td>CBAB-CDA0 + DDAB-CF00 + D1AB-CFD0</td>
<td>Fight Valius™ at Babel</td>
</tr>
<tr>
<td>13</td>
<td>CBAB-CDA0 + DDAB-CF00 + D5AB-CFD0</td>
<td>Fight Baron™ at Moonbase</td>
</tr>
<tr>
<td>14</td>
<td>CBAB-CDA0 + DDAB-CF00 + D6AB-CFD0</td>
<td>Fight Thanatos™ at last stage</td>
</tr>
</tbody>
</table>

Battle Clash, Garam, Scarab, Lorca, Artemis, Schneider, Ivan, Valius, Baron and Thanatos are trademarks of Nintendo of America Inc.

Chessmaster™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN…</th>
<th>EFFECT…</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C9C7-D76F</td>
<td>White player’s timer is stopped</td>
</tr>
<tr>
<td>2</td>
<td>C9C9-DFFD</td>
<td>Black player’s timer is stopped</td>
</tr>
<tr>
<td>3</td>
<td>56C4-D46F</td>
<td>Timers count 2x as slow</td>
</tr>
<tr>
<td>4</td>
<td>80C4-D46F</td>
<td>Timers count 3x times as slow</td>
</tr>
<tr>
<td>5</td>
<td>F3C4-D46F</td>
<td>Timers count 2x as fast</td>
</tr>
<tr>
<td>6</td>
<td>F0C4-D46F</td>
<td>Timers count 3x times as fast</td>
</tr>
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</table>

Chessmaster is a trademark of The Software Toolworks, Inc.
<table>
<thead>
<tr>
<th>Desert Strike™ Game</th>
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<td><strong>DESERT CODE</strong></td>
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<tr>
<td><strong>FOR CODES 23 THRU 36, PICKING UP AMMO CRATES RESETS WEAPON/AMMO LEVELS TO THE NUMBER IN THE CODE</strong></td>
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<tr>
<td>DD31-A4DF</td>
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<tr>
<td>DD3F-D7D4</td>
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<tr>
<td>DD37-D464</td>
</tr>
<tr>
<td>DD33-ADD4</td>
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<tr>
<td>DinoCity™ Game</td>
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**DINO CODE**

**KEY IN…**

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<tr>
<th>Code</th>
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<tbody>
<tr>
<td>1</td>
<td>1 credit instead of 3—player 1</td>
</tr>
<tr>
<td>2</td>
<td>2 credits—player 1</td>
</tr>
<tr>
<td>3</td>
<td>5 credits—player 1</td>
</tr>
<tr>
<td>4</td>
<td>7 credits—player 1</td>
</tr>
<tr>
<td>5</td>
<td>9 credits—player 1</td>
</tr>
<tr>
<td>6</td>
<td>No credits—player 1</td>
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<tr>
<td>7</td>
<td>1 credit instead of 3—player 2</td>
</tr>
<tr>
<td>8</td>
<td>2 credits—player 2</td>
</tr>
<tr>
<td>9</td>
<td>5 credits—player 2</td>
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Desert Strike is a trademark of Electronic Arts.
<table>
<thead>
<tr>
<th>Code</th>
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<tbody>
<tr>
<td>D5CF-DF7</td>
<td>7 credits—player 2</td>
</tr>
<tr>
<td>DBCF-DF7</td>
<td>9 credits—player 2</td>
</tr>
<tr>
<td>DDCF-DF7</td>
<td>No credits—player 2</td>
</tr>
<tr>
<td>C260-67F7</td>
<td>Infinite credits—both players</td>
</tr>
<tr>
<td>7A64-D420</td>
<td>Clock runs faster</td>
</tr>
<tr>
<td>ED64-D420</td>
<td>Clock runs slower</td>
</tr>
<tr>
<td>ED64-D420 + DF64-D7F0</td>
<td>Clock runs much slower</td>
</tr>
<tr>
<td>8269-DF90</td>
<td>Freeze clock—must switch off effects in bonus stage</td>
</tr>
<tr>
<td>DF6D-D7BD</td>
<td>1 play per game instead of 3—both players</td>
</tr>
<tr>
<td>D46D-D7BD</td>
<td>2 plays per game—both players</td>
</tr>
<tr>
<td>D06D-D7BD</td>
<td>4 plays per game—both players</td>
</tr>
<tr>
<td>D96D-D7BD</td>
<td>5 plays per game—both players</td>
</tr>
<tr>
<td>D56D-D7BD</td>
<td>7 plays per game—both players</td>
</tr>
<tr>
<td>DB6D-D7BD</td>
<td>9 plays per game—both players</td>
</tr>
<tr>
<td>C26E-6D2D</td>
<td>Infinite plays—both players</td>
</tr>
<tr>
<td>6DA6-6D69</td>
<td>No harm from most enemies</td>
</tr>
<tr>
<td>C23B-A7F9 + C232-67B1</td>
<td>No harm if swallowed by a monster</td>
</tr>
<tr>
<td>D427-6D2D</td>
<td>Collect 2 eggs for extra play instead of 50</td>
</tr>
<tr>
<td>D927-6D2D</td>
<td>Collect 5 eggs for extra play</td>
</tr>
<tr>
<td>FD27-6D2D</td>
<td>Collect 10 eggs for extra play</td>
</tr>
<tr>
<td>F927-6D2D</td>
<td>Collect 15 eggs for extra play</td>
</tr>
<tr>
<td>4927-6D2D</td>
<td>Collect 25 eggs for extra play</td>
</tr>
<tr>
<td>5927-6D2D</td>
<td>Collect 75 eggs for extra play</td>
</tr>
<tr>
<td>BB27-6D2D</td>
<td>Collect 99 eggs for extra play</td>
</tr>
<tr>
<td>EC6B-DFBE</td>
<td>Rex™ jumps higher</td>
</tr>
<tr>
<td>E66B-DFBE</td>
<td>Rex jumps much higher</td>
</tr>
<tr>
<td>EC8A-D793</td>
<td>Tops™ jumps higher</td>
</tr>
<tr>
<td>E68A-D793</td>
<td>Tops jumps much higher</td>
</tr>
<tr>
<td>EC22-DF22</td>
<td>Timmy™ and Jamie™ jump higher</td>
</tr>
<tr>
<td>E622-DF22</td>
<td>Timmy and Jamie jump much higher</td>
</tr>
</tbody>
</table>

DinoCity, Rex, Tops, Timmy and Jamie are trademarks of Smart Egg Pictures/Irem America Corp.

**F1 ROC—Race of Champions™ Game**

When using Codes 9 thru 34, the normal price for the part is still shown on the screen, but an “X” will not appear over the part when you select it, and you will be allowed to buy it.

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
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<tbody>
<tr>
<td>1</td>
<td>BA26-A44F</td>
<td>Start player with no money instead of $500</td>
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<td>Description</td>
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<tr>
<td>---</td>
<td>-----------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>3C26-AF4F + CB26-AF1F + D426-AF3F Start player with $5,240</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>3C26-AF4F + CB26-AF1F + D626-AF3F Start player with $20,600</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>3C26-AF4F + CB26-AF1F + 0D26-AF3F Start player with $163,960</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>3C26-AF4F + CB26-AF1F + 6D26-AF3F Start player with $327,800</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>3C26-AF4F + CB26-AF1F + EE26-AF3F Start player with $652,920</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>C9A8-07DD No damage when hitting walls</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>C922-0FD No damage when hitting other cars</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>DDEE-6F21 Normal tires are free</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>DDEE-6491 Hi-grip tires are free</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>DDEE-6F91 Rain tires are free</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>DDED-A491 2L nitro is free</td>
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</tr>
<tr>
<td>13</td>
<td>DDED-A421 3L nitro is free</td>
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<tr>
<td>14</td>
<td>DDED-A791 4L nitro is free</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>DDEE-6721 + DDED-ADF1 Ford V-8 engine is free</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>DDED-AD91 + DDED-ADB1 Ilmoa V-8 engine is free</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>DDED-AD21 + DDED-AFF1 Remart V-10 engine is free</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>DDE3-6791 Low DF rear wing is free</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>DDEE-6D91 + DDEE-6DB1 High DF rear wing is free</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>DDE3-6D21 Low DF front wing is free</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>DDEE-6F21 + DDE3-64F1 High DF front wing is free</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>DDE3-6491 + DDE3-641B Special-L front wing is free</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>DDEE-6421 Small diffuser is free</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>DDEE-6721 Large diffuser is free</td>
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</tr>
<tr>
<td>25</td>
<td>DDE3-6D91 + DDE3-6DB1 Special diffuser is free</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>DDEE-6D21 Hard suspension is free</td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>DDE2-6491 Active suspension is free</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>DDEE-6D91 Carbon brakes are free</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>DDE2-6DF1 Antilock brakes are free</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>DDED-6491 5-speed transmission is free</td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>DDEE-6421 + DDEA-671F 6-speed transmission is free</td>
<td></td>
</tr>
<tr>
<td>32</td>
<td>DDEE-6791 + DDEA-67B1 7-speed transmission is free</td>
<td></td>
</tr>
<tr>
<td>33</td>
<td>DDEA-6D21 + DDEA-6FF1 Type 2 chassis is free</td>
<td></td>
</tr>
<tr>
<td>34</td>
<td>DDEA-6FF1 + DDEA-6FB1 Type 3 chassis is free</td>
<td></td>
</tr>
</tbody>
</table>

F1 ROC—Race of Champions is a trademark of Seta U.S.A., Inc.

**Faceball 2000™ Game**

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>DFB6-6461 Start with 1 life instead of 3</td>
</tr>
<tr>
<td>2</td>
<td>D9B6-6461 Start with 5 lives</td>
</tr>
<tr>
<td>3</td>
<td>D5B6-6461 Start with 7 lives</td>
</tr>
<tr>
<td>4</td>
<td>DDB6-6461 Start with 9 lives</td>
</tr>
<tr>
<td>5</td>
<td>FBB6-6461 Start with 25 lives</td>
</tr>
<tr>
<td>6</td>
<td>74B6-6461 Start with 50 lives</td>
</tr>
</tbody>
</table>
7 08B6-6461  Start with 75 lives
8 17B6-6461  Start with 99 lives
9 EEB6-6461  Start with 255 lives
10 89AB-D708  Infinite lives
11 CBB5-6406 + DFB5-6466  Start each Cyberzone™ level with 1 tag required
12 CBB5-6406 + D9B5-6466  Start each Cyberzone level with 5 tags required
13 CBB5-6406 + F085-6466  Start each Cyberzone level with 20 tags required
14 CBB5-6406 + F3B5-6466  Start each Cyberzone level with 30 tags required
15 CBB5-6406 + 7AB5-6466  Start each Cyberzone level with 60 tags required
16 CBB5-6406 + 9CB5-6466  Start each Cyberzone level with 90 tags required

**USE CODES 18 THRU 64 FOR PRACTICE ONLY. YOU CAN'T CONTINUE**

17 C282-0706 + DFCE-0468  Start Cyberzone mode on zone 1 level 2
18 C282-0706 + D4CE-0468  Start Cyberzone mode on zone 1 level 3
19 C282-0706 + D7CE-0468  Start Cyberzone mode on zone 1 level 4
20 C282-0706 + D0CE-0468  Start Cyberzone mode on zone 1 level 5
21 C282-0706 + D9CE-0468  Start Cyberzone mode on zone 1 bonus level
22 C282-0706 + D1CE-0468  Start Cyberzone mode on zone 2 level 6
23 C282-0706 + D5CE-0468  Start Cyberzone mode on zone 2 level 7
24 C282-0706 + D6CE-0468  Start Cyberzone mode on zone 2 level 8
25 C282-0706 + DBCE-0468  Start Cyberzone mode on zone 2 level 9
26 C282-0706 + DCCE-0468  Start Cyberzone mode on zone 2 level 10
27 C282-0706 + D8CE-0468  Start Cyberzone mode on zone 2 bonus level
28 C282-0706 + DACE-0468  Start Cyberzone mode on zone 3 level 11
29 C282-0706 + D2CE-0468  Start Cyberzone mode on zone 3 level 12
30 C282-0706 + D3CE-0468  Start Cyberzone mode on zone 3 level 13
31 C282-0706 + DECE-0468  Start Cyberzone mode on zone 3 level 14
32 C282-0706 + FDCE-0468  Start Cyberzone mode on zone 3 level 15
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>C282-0706 + FFCE-0468</td>
<td>Start Cyberzone mode on zone 3 bonus level</td>
</tr>
<tr>
<td>C282-0706 + F4CE-0468</td>
<td>Start Cyberzone mode on zone 4 level 16</td>
</tr>
<tr>
<td>C282-0706 + F7CE-0468</td>
<td>Start Cyberzone mode on zone 4 level 17</td>
</tr>
<tr>
<td>C282-0706 + F0CE-0468</td>
<td>Start Cyberzone mode on zone 4 level 18</td>
</tr>
<tr>
<td>C282-0706 + F9CE-0468</td>
<td>Start Cyberzone mode on zone 4 level 19</td>
</tr>
<tr>
<td>C282-0706 + F1CE-0468</td>
<td>Start Cyberzone mode on zone 4 level 20</td>
</tr>
<tr>
<td>C282-0706 + F5CE-0468</td>
<td>Start Cyberzone mode on zone 4 bonus level</td>
</tr>
<tr>
<td>C282-0706 + F6CE-0468</td>
<td>Start Cyberzone mode on zone 5 level 21</td>
</tr>
<tr>
<td>C282-0706 + FBCE-0468</td>
<td>Start Cyberzone mode on zone 5 level 22</td>
</tr>
<tr>
<td>C282-0706 + FCCE-0468</td>
<td>Start Cyberzone mode on zone 5 level 23</td>
</tr>
<tr>
<td>C282-0706 + F8CE-0468</td>
<td>Start Cyberzone mode on zone 5 level 24</td>
</tr>
<tr>
<td>C282-0706 + FACE-0468</td>
<td>Start Cyberzone mode on zone 5 level 25</td>
</tr>
<tr>
<td>C282-0706 + F2CE-0468</td>
<td>Start Cyberzone mode on zone 5 bonus level</td>
</tr>
<tr>
<td>C282-0706 + F3CE-0468</td>
<td>Start Cyberzone mode on zone 6 level 26</td>
</tr>
<tr>
<td>C282-0706 + FECE-0468</td>
<td>Start Cyberzone mode on zone 6 level 27</td>
</tr>
<tr>
<td>C282-0706 + 4DCE-0468</td>
<td>Start Cyberzone mode on zone 6 level 28</td>
</tr>
<tr>
<td>C282-0706 + 4FCE-0468</td>
<td>Start Cyberzone mode on zone 6 level 29</td>
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<tr>
<td>C282-0706 + 44CE-0468</td>
<td>Start Cyberzone mode on zone 6 level 30</td>
</tr>
<tr>
<td>C282-0706 + 47CE-0468</td>
<td>Start Cyberzone mode on zone 6 bonus level</td>
</tr>
<tr>
<td>C282-0706 + 40CE-0468</td>
<td>Start Cyberzone mode on zone 7 level 31</td>
</tr>
<tr>
<td>C282-0706 + 49CE-0468</td>
<td>Start Cyberzone mode on zone 7 level 32</td>
</tr>
<tr>
<td>C282-0706 + 41CE-0468</td>
<td>Start Cyberzone mode on zone 7 level 33</td>
</tr>
<tr>
<td>C282-0706 + 45CE-0468</td>
<td>Start Cyberzone mode on zone 7 level 34</td>
</tr>
<tr>
<td>C282-0706 + 46CE-0468</td>
<td>Start Cyberzone mode on zone 7 level 35</td>
</tr>
<tr>
<td>C282-0706 + 4BCE-0468</td>
<td>Start Cyberzone mode on zone 7 bonus level</td>
</tr>
<tr>
<td>Number</td>
<td>Code</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------</td>
</tr>
<tr>
<td>58</td>
<td>C282-0706 + 4CCE-0468</td>
</tr>
<tr>
<td>59</td>
<td>C282-0706 + 48CE-0468</td>
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<td>60</td>
<td>C282-0706 + 4ACE-0468</td>
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<td>C282-0706 + 42CE-0468</td>
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<td>62</td>
<td>C282-0706 + 43CE-0468</td>
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<tr>
<td>63</td>
<td>C282-0706 + 4ECE-0468</td>
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<tr>
<td>64</td>
<td>1061-DD52</td>
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<td>65</td>
<td>1069-6752</td>
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<td>66</td>
<td>1068-DDE3</td>
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<td>1061-A473</td>
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<td>A66C-047E</td>
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<td>A6B1-D45A</td>
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<td>A6B0-AF7A</td>
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<td>71</td>
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</table>

Faceball 2000 and Cyberzone are trademarks of Bullet-Proof Software, Inc.

**Final Fantasy Mystic Quest™ Game**

<table>
<thead>
<tr>
<th>MYST CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>83AF-D40D</td>
<td>Infinite cure potions</td>
</tr>
<tr>
<td>2</td>
<td>DDA4-D40D</td>
<td>Cure potion restores life points to maximum</td>
</tr>
<tr>
<td>3</td>
<td>C96B-64AB</td>
<td>Infinite life points—can make enemies invincible; switch off to defeat them</td>
</tr>
<tr>
<td>4</td>
<td>C9B8-D4A6</td>
<td>Infinite ninja stars</td>
</tr>
<tr>
<td>5</td>
<td>C9B0-D7A6</td>
<td>Infinite bombs—only in battle</td>
</tr>
</tbody>
</table>

Final Fantasy Mystic Quest is a trademark of Square Co., Ltd.

**George Foreman's KO Boxing™ Game**

<table>
<thead>
<tr>
<th>GEORGE CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>566D-07DD</td>
<td>Time goes slower</td>
</tr>
<tr>
<td>2</td>
<td>DC6D-07DD</td>
<td>Time speeds up</td>
</tr>
<tr>
<td>3</td>
<td>CB62-040F + 5662-046F</td>
<td>Time stands still</td>
</tr>
</tbody>
</table>

George Foreman's KO Boxing is a trademark of Bullet-Proof Software, Inc.
<table>
<thead>
<tr>
<th>HOME2 CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>4D25-A464</td>
<td>Infinite super punch after getting it</td>
<td></td>
</tr>
<tr>
<td>4D6C-D70D</td>
<td>Both players start with 1/2x energy</td>
<td></td>
</tr>
<tr>
<td>C228-A764 + 5728-A7A4 + 622A-AFA4 + 572A-A4D4</td>
<td>Damage inflicted by your opponent affects him (your energy may go down slightly, too)</td>
<td></td>
</tr>
</tbody>
</table>

George Foreman's KO Boxing is a trademark of Acclaim Entertainment, Inc.

**Home Alone 2: Lost in New York™ Game**

<table>
<thead>
<tr>
<th>HOME2 CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 C22E-AF9D</td>
<td>Infinite power—some things can still kill you</td>
<td></td>
</tr>
<tr>
<td>2 DFB5-6FA7</td>
<td>Start with 1 life instead of 3</td>
<td></td>
</tr>
<tr>
<td>3 D9B5-6FA7</td>
<td>Start with 5 lives</td>
<td></td>
</tr>
<tr>
<td>4 DBB5-6FA7</td>
<td>Start with 9 lives</td>
<td></td>
</tr>
<tr>
<td>5 FBB5-6FA7</td>
<td>Start with 25 lives</td>
<td></td>
</tr>
<tr>
<td>6 74B5-6FA7</td>
<td>Start with 50 lives</td>
<td></td>
</tr>
<tr>
<td>7 17B5-6FA7</td>
<td>Start with 99 lives</td>
<td></td>
</tr>
<tr>
<td>8 C264-D464</td>
<td>Infinite lives</td>
<td></td>
</tr>
<tr>
<td>9 DF2B-AFBF</td>
<td>Extra life from 1 pizza slice instead of 6</td>
<td></td>
</tr>
<tr>
<td>10 D42B-AFBF</td>
<td>Extra life from 2 pizza slices</td>
<td></td>
</tr>
<tr>
<td>11 D72B-AFBF</td>
<td>Extra life from 3 pizza slices</td>
<td></td>
</tr>
<tr>
<td>12 D02B-AFBF</td>
<td>Extra life from 4 pizza slices</td>
<td></td>
</tr>
<tr>
<td>13 D92B-AFBF</td>
<td>Extra life from 5 pizza slices</td>
<td></td>
</tr>
<tr>
<td>14 7427-AF2F + 7429-AD9F</td>
<td>Dart guns have 50 shots</td>
<td></td>
</tr>
<tr>
<td>15 3CB7-6DA4</td>
<td>Infinite ammo</td>
<td></td>
</tr>
</tbody>
</table>

Home Alone 2: Lost in New York is a trademark of Twentieth Century Fox Film Corporation.

**Hook™ Game**

<table>
<thead>
<tr>
<th>PETER CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>3CA5-D70F</td>
<td>Infinite power—if you fall, switch off effects, then switch back on to die</td>
<td></td>
</tr>
<tr>
<td>A268-6F03</td>
<td>Stop timer</td>
<td></td>
</tr>
<tr>
<td>D56B-ADA2</td>
<td>Time starts at 7 min.—stage 1</td>
<td></td>
</tr>
<tr>
<td>D76B-ADA2</td>
<td>Time starts at 3 min.—stage 1</td>
<td></td>
</tr>
</tbody>
</table>
### Jack Nicklaus Golf™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DF33-076F + DDEB-D40A</td>
<td>Each round ends after hole 1</td>
</tr>
<tr>
<td>2</td>
<td>D433-076F + DFEB-D40A</td>
<td>Each round ends after hole 2</td>
</tr>
<tr>
<td>3</td>
<td>D733-076F + D4EB-D40A</td>
<td>Each round ends after hole 3</td>
</tr>
<tr>
<td>4</td>
<td>D033-076F + D7EB-D40A</td>
<td>Each round ends after hole 4</td>
</tr>
<tr>
<td>5</td>
<td>D933-076F + D0EB-D40A</td>
<td>Each round ends after hole 5</td>
</tr>
<tr>
<td>6</td>
<td>D133-076F + D9EB-D40A</td>
<td>Each round ends after hole 6</td>
</tr>
<tr>
<td>7</td>
<td>D533-076F + D1EB-D40A</td>
<td>Each round ends after hole 7</td>
</tr>
<tr>
<td>8</td>
<td>D633-076F + D5EB-D40A</td>
<td>Each round ends after hole 8</td>
</tr>
<tr>
<td>9</td>
<td>DB33-076F + D6EB-D40A</td>
<td>Each round ends after hole 9</td>
</tr>
<tr>
<td>10</td>
<td>DC33-076F + DBEB-D40A</td>
<td>Each round ends after hole 10</td>
</tr>
<tr>
<td>11</td>
<td>D833-076F + DCEB-D40A</td>
<td>Each round ends after hole 11</td>
</tr>
<tr>
<td>12</td>
<td>DA33-076F + D8EB-D40A</td>
<td>Each round ends after hole 12</td>
</tr>
<tr>
<td>13</td>
<td>D233-076F + DAEB-D40A</td>
<td>Each round ends after hole 13</td>
</tr>
<tr>
<td>14</td>
<td>D333-076F + D2EB-D40A</td>
<td>Each round ends after hole 14</td>
</tr>
<tr>
<td>15</td>
<td>DE33-076F + D3EB-D40A</td>
<td>Each round ends after hole 15</td>
</tr>
<tr>
<td>16</td>
<td>FD33-076F + DEEB-D40A</td>
<td>Each round ends after hole 16</td>
</tr>
<tr>
<td>17</td>
<td>FF33-076F + FDEB-D40A</td>
<td>Each round ends after hole 17</td>
</tr>
<tr>
<td>18</td>
<td>82BF-6707</td>
<td>Infinite mulligans</td>
</tr>
<tr>
<td>19</td>
<td>6DB2-0D07</td>
<td>Mulligan can be taken after any stroke</td>
</tr>
<tr>
<td>20</td>
<td>DDBA-0467</td>
<td>No mulligans allowed</td>
</tr>
</tbody>
</table>

---

### James Bond Jr.™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DFA0-670D</td>
<td>Start with 1 life on the ground instead of 5</td>
</tr>
<tr>
<td>2</td>
<td>D7A0-670D</td>
<td>Start with 3 lives on the ground</td>
</tr>
<tr>
<td>3</td>
<td>D5A0-670D</td>
<td>Start with 7 lives on the ground</td>
</tr>
<tr>
<td>4</td>
<td>DBA0-670D</td>
<td>Start with 9 lives on the ground</td>
</tr>
<tr>
<td>5</td>
<td>C2E0-6F0D</td>
<td>Infinite lives on the ground</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>6</td>
<td>DF68-DDAD</td>
<td>Start with 1 life in the air instead of 5</td>
</tr>
<tr>
<td>7</td>
<td>D768-DDAD</td>
<td>Start with 3 lives in the air</td>
</tr>
<tr>
<td>8</td>
<td>D568-DDAD</td>
<td>Start with 7 lives in the air</td>
</tr>
<tr>
<td>9</td>
<td>DB68-DDAD</td>
<td>Start with 9 lives in the air</td>
</tr>
<tr>
<td>10</td>
<td>C26C-6F08</td>
<td>Infinite lives in the air</td>
</tr>
<tr>
<td>11</td>
<td>DDE7-6F6D</td>
<td>Start with 0 grenades and darts instead of 10</td>
</tr>
<tr>
<td>12</td>
<td>D9E7-6F6D</td>
<td>Start with 5 grenades and darts</td>
</tr>
<tr>
<td>13</td>
<td>FBE7-6F6D</td>
<td>Start with 25 grenades and darts</td>
</tr>
<tr>
<td>14</td>
<td>74E7-6F6D</td>
<td>Start with 50 grenades and darts</td>
</tr>
<tr>
<td>15</td>
<td>17E7-6F6D</td>
<td>Start with 99 grenades and darts</td>
</tr>
<tr>
<td>16</td>
<td>DDA9-640D + CEE7-64AD</td>
<td>Start with 0 darts instead of 10</td>
</tr>
<tr>
<td>17</td>
<td>D9A9-640D + CEE7-64AD</td>
<td>Start with 5 darts</td>
</tr>
<tr>
<td>18</td>
<td>FBA9-640D + CEE7-64AD</td>
<td>Start with 25 darts</td>
</tr>
<tr>
<td>19</td>
<td>74A9-640D + CEE7-64AD</td>
<td>Start with 50 darts</td>
</tr>
<tr>
<td>20</td>
<td>17A9-640D + CEE7-64AD</td>
<td>Start with 99 darts</td>
</tr>
<tr>
<td>21</td>
<td>C22A-6FBC</td>
<td>Infinite grenades</td>
</tr>
<tr>
<td>22</td>
<td>C227-DDF8</td>
<td>Infinite darts</td>
</tr>
<tr>
<td>23</td>
<td>C23D-6FBC</td>
<td>Hearts worth 0</td>
</tr>
<tr>
<td>24</td>
<td>CE2B-D4B6</td>
<td>Infinite health—but you can still be hurt by some things</td>
</tr>
<tr>
<td>25</td>
<td>DD34-679C</td>
<td>Large red grenade worth 0 instead of 5</td>
</tr>
<tr>
<td>26</td>
<td>DC34-679C</td>
<td>Large red grenade worth 10</td>
</tr>
<tr>
<td>27</td>
<td>F034-679C</td>
<td>Large red grenade worth 20</td>
</tr>
<tr>
<td>28</td>
<td>F334-679C</td>
<td>Large red grenade worth 30</td>
</tr>
<tr>
<td>29</td>
<td>4634-679C</td>
<td>Large red grenade worth 40</td>
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<tr>
<td>30</td>
<td>3C3A-ADFC</td>
<td>Small silver grenade worth 0 instead of 1</td>
</tr>
<tr>
<td>31</td>
<td>CBAC-6D0D + DFAC-6D6D</td>
<td>Start on level 3</td>
</tr>
<tr>
<td>32</td>
<td>CBAC-6D0D + D4AC-6D6D</td>
<td>Start on level 5</td>
</tr>
<tr>
<td>33</td>
<td>CBAC-6D0D + D7AC-6D6D</td>
<td>Start on level 7</td>
</tr>
<tr>
<td>34</td>
<td>CBAB-67AD + D0AC-6DDD + 6DAC-6D0D</td>
<td>Start on level 3, part 2</td>
</tr>
<tr>
<td>Code</td>
<td>Effect</td>
<td>Level Start</td>
</tr>
<tr>
<td>-----------</td>
<td>---------------------------------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>DB30-D43A</td>
<td>9 timeouts—player 1</td>
<td>Start on level 5, part 2</td>
</tr>
<tr>
<td>D130-D43A</td>
<td>6 timeouts—player 1</td>
<td>Start on level 7, part 2</td>
</tr>
<tr>
<td>DF30-D43A</td>
<td>1 timeout—player 1</td>
<td>Start on level 3, part 3</td>
</tr>
<tr>
<td>DB30-D74A</td>
<td>9 timeouts—player 2</td>
<td>Start on level 5, part 3</td>
</tr>
<tr>
<td>D130-D74A</td>
<td>6 timeouts—player 2</td>
<td>Start on level 7, part 3</td>
</tr>
<tr>
<td>DF30-D74A</td>
<td>1 timeout—player 2</td>
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</tr>
<tr>
<td>3C3A-0FAD</td>
<td>Infinite timeouts—both players</td>
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</tr>
</tbody>
</table>

**John Madden Football '93™ Game**

**Ka-Blooy™ Game**

<table>
<thead>
<tr>
<th>Code</th>
<th>Effect</th>
<th>Level Start</th>
</tr>
</thead>
<tbody>
<tr>
<td>C261-0F0D</td>
<td>Infinite lives</td>
<td></td>
</tr>
<tr>
<td>DF6B-D76D</td>
<td>Start with 1 life instead of 5</td>
<td>Start on level 5</td>
</tr>
<tr>
<td>D76B-D76D</td>
<td>Start with 3 lives</td>
<td>Start on level 7</td>
</tr>
<tr>
<td>DC6B-D76D</td>
<td>Start with 10 lives</td>
<td></td>
</tr>
<tr>
<td>FB6B-D76D</td>
<td>Start with 25 lives</td>
<td></td>
</tr>
<tr>
<td>746B-D76D</td>
<td>Start with 50 lives</td>
<td></td>
</tr>
<tr>
<td>086B-D76D</td>
<td>Start with 75 lives</td>
<td></td>
</tr>
<tr>
<td>146B-D76D</td>
<td>Start with 98 lives</td>
<td></td>
</tr>
<tr>
<td>3C27-6D0D</td>
<td>Bonus timer doesn't count down</td>
<td></td>
</tr>
<tr>
<td>BAC8-07D4</td>
<td>Level is completed after only 1 bomb goes off</td>
<td></td>
</tr>
</tbody>
</table>

**CODES 11 THRU 139 WORK FOR PLAYER 1 ONLY**

<table>
<thead>
<tr>
<th>Code</th>
<th>Effect</th>
<th>Level Start</th>
</tr>
</thead>
<tbody>
<tr>
<td>BA25-07D7 + DF25-04D7</td>
<td>Start on level 2</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D425-04D7</td>
<td>Start on level 3</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D725-04D7</td>
<td>Start on level 4</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D025-04D7</td>
<td>Start on level 5</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D925-04D7</td>
<td>Start on level 6</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D125-04D7</td>
<td>Start on level 7</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D525-04D7</td>
<td>Start on level 8</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D625-04D7</td>
<td>Start on level 9</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + D825-04D7</td>
<td>Start on level 10</td>
<td></td>
</tr>
<tr>
<td>BA25-07D7 + DC25-04D7</td>
<td>Start on level 11</td>
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</tr>
<tr>
<td>21</td>
<td>BA25-07D7 + D825-04D7</td>
<td>Start on level 12</td>
</tr>
<tr>
<td>22</td>
<td>BA25-07D7 + DA25-04D7</td>
<td>Start on level 13</td>
</tr>
<tr>
<td>23</td>
<td>BA25-07D7 + D225-04D7</td>
<td>Start on level 14</td>
</tr>
<tr>
<td>24</td>
<td>BA25-07D7 + D325-04D7</td>
<td>Start on level 15</td>
</tr>
<tr>
<td>25</td>
<td>BA25-07D7 + DE25-04D7</td>
<td>Start on level 16</td>
</tr>
<tr>
<td>26</td>
<td>BA25-07D7 + FD25-04D7</td>
<td>Start on level 17</td>
</tr>
<tr>
<td>27</td>
<td>BA25-07D7 + FF25-04D7</td>
<td>Start on level 18</td>
</tr>
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<td>28</td>
<td>BA25-07D7 + F425-04D7</td>
<td>Start on level 19</td>
</tr>
<tr>
<td>29</td>
<td>BA25-07D7 + F725-04D7</td>
<td>Start on level 20</td>
</tr>
<tr>
<td>30</td>
<td>BA25-07D7 + F025-04D7</td>
<td>Start on level 21</td>
</tr>
<tr>
<td>31</td>
<td>BA25-07D7 + F925-04D7</td>
<td>Start on level 22</td>
</tr>
<tr>
<td>32</td>
<td>BA25-07D7 + F125-04D7</td>
<td>Start on level 23</td>
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<tr>
<td>33</td>
<td>BA25-07D7 + F525-04D7</td>
<td>Start on level 24</td>
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<td>34</td>
<td>BA25-07D7 + F625-04D7</td>
<td>Start on level 25</td>
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<tr>
<td>35</td>
<td>BA25-07D7 + FB25-04D7</td>
<td>Start on level 26</td>
</tr>
<tr>
<td>36</td>
<td>BA25-07D7 + FC25-04D7</td>
<td>Start on level 27</td>
</tr>
<tr>
<td>37</td>
<td>BA25-07D7 + F825-04D7</td>
<td>Start on level 28</td>
</tr>
<tr>
<td>38</td>
<td>BA25-07D7 + FA25-04D7</td>
<td>Start on level 29</td>
</tr>
<tr>
<td>39</td>
<td>BA25-07D7 + F225-04D7</td>
<td>Start on level 30</td>
</tr>
<tr>
<td>40</td>
<td>BA25-07D7 + F325-04D7</td>
<td>Start on level 31</td>
</tr>
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<td>41</td>
<td>BA25-07D7 + FE25-04D7</td>
<td>Start on level 32</td>
</tr>
<tr>
<td>42</td>
<td>BA25-07D7 + 4D25-04D7</td>
<td>Start on level 33</td>
</tr>
<tr>
<td>43</td>
<td>BA25-07D7 + 4F25-04D7</td>
<td>Start on level 34</td>
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<tr>
<td>44</td>
<td>BA25-07D7 + 4425-04D7</td>
<td>Start on level 35</td>
</tr>
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<td>45</td>
<td>BA25-07D7 + 4725-04D7</td>
<td>Start on level 36</td>
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<td>46</td>
<td>BA25-07D7 + 4025-04D7</td>
<td>Start on level 37</td>
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<td>47</td>
<td>BA25-07D7 + 4925-04D7</td>
<td>Start on level 38</td>
</tr>
<tr>
<td>48</td>
<td>BA25-07D7 + 4125-04D7</td>
<td>Start on level 39</td>
</tr>
<tr>
<td>49</td>
<td>BA25-07D7 + 4525-04D7</td>
<td>Start on level 40</td>
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<tr>
<td>50</td>
<td>BA25-07D7 + 4625-04D7</td>
<td>Start on level 41</td>
</tr>
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<td>51</td>
<td>BA25-07D7 + 4B25-04D7</td>
<td>Start on level 42</td>
</tr>
<tr>
<td>52</td>
<td>BA25-07D7 + 4C25-04D7</td>
<td>Start on level 43</td>
</tr>
<tr>
<td>53</td>
<td>BA25-07D7 + 4825-04D7</td>
<td>Start on level 44</td>
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<td>54</td>
<td>BA25-07D7 + 4A25-04D7</td>
<td>Start on level 45</td>
</tr>
<tr>
<td>55</td>
<td>BA25-07D7 + 4225-04D7</td>
<td>Start on level 46</td>
</tr>
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<td>56</td>
<td>BA25-07D7 + 4325-04D7</td>
<td>Start on level 47</td>
</tr>
<tr>
<td>57</td>
<td>BA25-07D7 + 4E25-04D7</td>
<td>Start on level 48</td>
</tr>
<tr>
<td>58</td>
<td>BA25-07D7 + 7D25-04D7</td>
<td>Start on level 49</td>
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<tr>
<td>59</td>
<td>BA25-07D7 + 7F25-04D7</td>
<td>Start on level 50</td>
</tr>
<tr>
<td>60</td>
<td>BA25-07D7 + 7425-04D7</td>
<td>Start on level 51</td>
</tr>
<tr>
<td>61</td>
<td>BA25-07D7 + 7725-04D7</td>
<td>Start on level 52</td>
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<tr>
<td>62</td>
<td>BA25-07D7 + 7025-04D7</td>
<td>Start on level 53</td>
</tr>
<tr>
<td>63</td>
<td>BA25-07D7 + 7925-04D7</td>
<td>Start on level 54</td>
</tr>
<tr>
<td>64</td>
<td>BA25-07D7 + 7125-04D7</td>
<td>Start on level 55</td>
</tr>
<tr>
<td>65</td>
<td>BA25-07D7 + 7525-04D7</td>
<td>Start on level 56</td>
</tr>
<tr>
<td>66</td>
<td>BA25-07D7 + 7625-04D7</td>
<td>Start on level 57</td>
</tr>
<tr>
<td>67</td>
<td>BA25-07D7 + 7B25-04D7</td>
<td>Start on level 58</td>
</tr>
</tbody>
</table>
68  BA25-07D7 + 7C25-04D7  Start on level 59
69  BA25-07D7 + 7825-04D7  Start on level 60
70  BA25-07D7 + 7A25-04D7  Start on level 61
71  BA25-07D7 + 7225-04D7  Start on level 62
72  BA25-07D7 + 7325-04D7  Start on level 63
73  BA25-07D7 + 7E25-04D7  Start on level 64
74  BA25-07D7 + 0D25-04D7  Start on level 65
75  BA25-07D7 + 0F25-04D7  Start on level 66
76  BA25-07D7 + 0425-04D7  Start on level 67
77  BA25-07D7 + 0725-04D7  Start on level 68
78  BA25-07D7 + 0025-04D7  Start on level 69
79  BA25-07D7 + 0925-04D7  Start on level 70
80  BA25-07D7 + 0125-04D7  Start on level 71
81  BA25-07D7 + 0525-04D7  Start on level 72
82  BA25-07D7 + 0625-04D7  Start on level 73
83  BA25-07D7 + 0B25-04D7  Start on level 74
84  BA25-07D7 + 0C25-04D7  Start on level 75
85  BA25-07D7 + 0825-04D7  Start on level 76
86  BA25-07D7 + 0A25-04D7  Start on level 77
87  BA25-07D7 + 0225-04D7  Start on level 78
88  BA25-07D7 + 0325-04D7  Start on level 79
89  BA25-07D7 + 0E25-04D7  Start on level 80
90  BA25-07D7 + 9D25-04D7  Start on level 81
91  BA25-07D7 + 9F25-04D7  Start on level 82
92  BA25-07D7 + 9425-04D7  Start on level 83
93  BA25-07D7 + 9725-04D7  Start on level 84
94  BA25-07D7 + 9025-04D7  Start on level 85
95  BA25-07D7 + 9925-04D7  Start on level 86
96  BA25-07D7 + 9125-04D7  Start on level 87
97  BA25-07D7 + 9525-04D7  Start on level 88
98  BA25-07D7 + 9625-04D7  Start on level 89
99  BA25-07D7 + 9B25-04D7  Start on level 90
100 BA25-07D7 + 9C25-04D7  Start on level 91
101 BA25-07D7 + 9825-04D7  Start on level 92
102 BA25-07D7 + 9A25-04D7  Start on level 93
103 BA25-07D7 + 9225-04D7  Start on level 94
104 BA25-07D7 + 9325-04D7  Start on level 95
105 BA25-07D7 + 9E25-04D7  Start on level 96
106 BA25-07D7 + 1D25-04D7  Start on level 97
107 BA25-07D7 + 1F25-04D7  Start on level 98
108 BA25-07D7 + 1425-04D7  Start on level 99
109 BA25-07D7 + 1725-04D7  Start on level 100
110 BA25-07D7 + 1025-04D7  Start on level 101
111 BA25-07D7 + 1925-04D7  Start on level 102
112 BA25-07D7 + 1125-04D7  Start on level 103
113 BA25-07D7 + 1525-04D7  Start on level 104
114 BA25-07D7 + 1625-04D7  Start on level 105
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BA25-07D7 + 1825-04D7</td>
<td>Start on level 108</td>
</tr>
<tr>
<td>BA25-07D7 + 1A25-04D7</td>
<td>Start on level 109</td>
</tr>
<tr>
<td>BA25-07D7 + 1225-04D7</td>
<td>Start on level 110</td>
</tr>
<tr>
<td>BA25-07D7 + 1325-04D7</td>
<td>Start on level 111</td>
</tr>
<tr>
<td>BA25-07D7 + 1E25-04D7</td>
<td>Start on level 112</td>
</tr>
<tr>
<td>BA25-07D7 + 5D25-04D7</td>
<td>Start on level 113</td>
</tr>
<tr>
<td>BA25-07D7 + 5F25-04D7</td>
<td>Start on level 114</td>
</tr>
<tr>
<td>BA25-07D7 + 5425-04D7</td>
<td>Start on level 115</td>
</tr>
<tr>
<td>BA25-07D7 + 5725-04D7</td>
<td>Start on level 116</td>
</tr>
<tr>
<td>BA25-07D7 + 5025-04D7</td>
<td>Start on level 117</td>
</tr>
<tr>
<td>BA25-07D7 + 5925-04D7</td>
<td>Start on level 118</td>
</tr>
<tr>
<td>BA25-07D7 + 5125-04D7</td>
<td>Start on level 119</td>
</tr>
<tr>
<td>BA25-07D7 + 5525-04D7</td>
<td>Start on level 120</td>
</tr>
<tr>
<td>BA25-07D7 + 5625-04D7</td>
<td>Start on level 121</td>
</tr>
<tr>
<td>BA25-07D7 + 5B25-04D7</td>
<td>Start on level 122</td>
</tr>
<tr>
<td>BA25-07D7 + 5C25-04D7</td>
<td>Start on level 123</td>
</tr>
<tr>
<td>BA25-07D7 + 5825-04D7</td>
<td>Start on level 124</td>
</tr>
<tr>
<td>BA25-07D7 + 5A25-04D7</td>
<td>Start on level 125</td>
</tr>
<tr>
<td>BA25-07D7 + 5225-04D7</td>
<td>Start on level 126</td>
</tr>
<tr>
<td>BA25-07D7 + 5325-04D7</td>
<td>Start on level 127</td>
</tr>
<tr>
<td>BA25-07D7 + 5E25-04D7</td>
<td>Start on level 128</td>
</tr>
<tr>
<td>BA25-07D7 + 6D25-04D7</td>
<td>Start on level 129</td>
</tr>
<tr>
<td>BA25-07D7 + 6F25-04D7</td>
<td>Start on level 130</td>
</tr>
</tbody>
</table>

**King of the Monsters™ Game**

**MSTERS CODE**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F5AF-D5A1</td>
<td>Faster timer</td>
</tr>
<tr>
<td>1DAF-DFA1</td>
<td>Slower timer</td>
</tr>
</tbody>
</table>

WITH CODES 3 AND 4, IT LOOKS LIKE YOU HAVE NO ENERGY, BUT YOU DO. CODES WORK ONLY IN A 2-PLAYER GAME, NOT AGAINST THE COMPUTER

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>6DB2-AF67</td>
<td>Player 1 starts with less energy</td>
</tr>
<tr>
<td>6DC4-D764</td>
<td>Player 2 starts with less energy</td>
</tr>
</tbody>
</table>

**King of the Monsters is a trademark of SNK**

**Magic Sword™ Game**

**MAGIC CODE**

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5ECC-0D67</td>
<td>Slower magic counter countdown</td>
</tr>
<tr>
<td>EECC-0D67</td>
<td>Faster magic counter countdown</td>
</tr>
<tr>
<td>C2CC-0F67</td>
<td>No magic counter countdown</td>
</tr>
<tr>
<td>C2BC-D7A5 + C280-D7DD</td>
<td>No energy loss on collision with enemies</td>
</tr>
<tr>
<td>C2B4-6FD9</td>
<td>No energy loss when magic is used</td>
</tr>
</tbody>
</table>

**Magic Sword is a trademark of Capcom USA, Inc.**
# NCAA Basketball™ Game

**CODES 1 THRU 5 WORK ONLY AFTER THE FIRST POSSESSION**

<table>
<thead>
<tr>
<th>CODE</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 FDBB-DDD9</td>
<td>Shot timer starts at 10 sec. instead of 45</td>
</tr>
<tr>
<td>2 4DBB-DDD9</td>
<td>Shot timer starts at 20 sec.</td>
</tr>
<tr>
<td>3 7DBB-DDD9</td>
<td>Shot timer starts at 30 sec.</td>
</tr>
<tr>
<td>4 1DBB-DDD9</td>
<td>Shot timer starts at 60 sec.</td>
</tr>
<tr>
<td>5 BDBB-DDD9</td>
<td>Shot timer starts at 90 sec.</td>
</tr>
<tr>
<td>6 C2B5-DDA9</td>
<td>Infinite time to shoot</td>
</tr>
<tr>
<td>7 C224-6FDF</td>
<td>Infinite timeouts—player 1</td>
</tr>
<tr>
<td>8 C224-676F</td>
<td>Infinite timeouts—player 2</td>
</tr>
<tr>
<td>9 DD34-A767</td>
<td>3-point shots worth 0—both players</td>
</tr>
<tr>
<td>10 DF34-A767</td>
<td>3-point shots worth 1 point</td>
</tr>
<tr>
<td>11 D434-A767</td>
<td>3-point shots worth 2 points</td>
</tr>
<tr>
<td>12 D034-A767</td>
<td>3-point shots worth 4 points</td>
</tr>
<tr>
<td>13 D934-A767</td>
<td>3-point shots worth 5 points</td>
</tr>
<tr>
<td>14 D134-A767</td>
<td>3-point shots worth 6 points</td>
</tr>
<tr>
<td>15 D534-A767</td>
<td>3-point shots worth 7 points</td>
</tr>
<tr>
<td>16 D634-A767</td>
<td>3-point shots worth 8 points</td>
</tr>
<tr>
<td>17 DB34-A767</td>
<td>3-point shots worth 9 points</td>
</tr>
<tr>
<td>18 76BA-A404 + 76B9-6FA7</td>
<td>Player 1 shots worth 1 extra point (2-pt. shots worth 3, 3-pt. shots worth 4)</td>
</tr>
<tr>
<td>19 76B0-64A7 + 76B8-A704</td>
<td>Player 2 shots worth 1 extra point (2-pt. shots worth 3, 3-pt. shots worth 4)</td>
</tr>
<tr>
<td>20 76BD-0D07</td>
<td>Player 1 free throws worth 2 instead of 1</td>
</tr>
<tr>
<td>21 76BE-DF07</td>
<td>Player 2 free throws worth 2</td>
</tr>
<tr>
<td>22 C265-D4D7</td>
<td>No 5-second violations</td>
</tr>
</tbody>
</table>

NCAA Basketball is a trademark of National Collegiate Athletic Association.

# Nolan Ryan’s Baseball™ Game

**KEY IN...**

<table>
<thead>
<tr>
<th>CODE</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 A3BF-6DD1</td>
<td>1 strike and batter is out</td>
</tr>
<tr>
<td>2 C2BF-6DD1</td>
<td>Batter never strikes out</td>
</tr>
<tr>
<td>3 A3BE-0D61</td>
<td>1 ball and batter walks</td>
</tr>
<tr>
<td>4 C2BE-0D61</td>
<td>Batter never walks</td>
</tr>
<tr>
<td>5 76AC-0D65</td>
<td>Each run worth 2—player 1</td>
</tr>
<tr>
<td>6 76A8-04D5</td>
<td>Each run worth 2—player 2</td>
</tr>
<tr>
<td>7 766D-67A5</td>
<td>Short game (play only odd-numbered innings)</td>
</tr>
</tbody>
</table>
CODES 8 THRU 11 MAY NOT WORK IN PENNANT MODE

8  DDC8-D706  Increasing a player’s power setting does not decrease the power number excess (use to maximize stats for a player)
9  4DBF-A7A8  Maximum power for a player is 32 instead of 25
10 46BF-A7A8  Maximum power for a player is 40 instead of 25
11 7DBF-A7A8  Maximum power for a player is 48

Nolan Ryan’s Baseball is a trademark of Romstar, Incorporated.

Pebble Beach Golf Links™ Game

PEB CODE  KEY IN...  EFFECT...
1  CE65-D763  All holes are par 4
2  8665-D7A3 + D728-04DA  Course is generally harder (par goes down randomly for some holes)

Pebble Beach Golf Links is a trademark of The Pebble Beach Company.

PGA Tour Golf™ Game

TOUR CODE  KEY IN...  EFFECT...
1  D235-6D07 + D22A-D40F  Allow 14 clubs for full set instead of 13
2  D335-6D07 + D32A-D40F  Allow 15 clubs for full set
3  DE35-6D07 + DE2A-D40F  Allow 16 clubs for full set
4  6DC8-6DD7  No wind
5  CBC8-6DD7 + DDC8-6D67 + DCC8-6D07  Constant wind of 10 mph to the left
6  BACA-64D7

7  DFA7-A704  Each round ends after hole 1
8  D4A7-A704  Each round ends after hole 2
9  D7A7-A704  Each round ends after hole 3
10  D0A7-A704  Each round ends after hole 4
11  D9A7-A704  Each round ends after hole 5
12  D1A7-A704  Each round ends after hole 6
13  D5A7-A704  Each round ends after hole 7
14  D6A7-A704  Each round ends after hole 8
15  DBA7-A704  Each round ends after hole 9
16  DCA7-A704  Each round ends after hole 10
17  D8A7-A704  Each round ends after hole 11
<table>
<thead>
<tr>
<th>LANX Code</th>
<th>Key In...</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DFA8-05E3 + DF2D-015A</td>
<td>Start with 1 credit instead of 4</td>
</tr>
<tr>
<td>2</td>
<td>D4A8-05E3 + D42D-015A</td>
<td>Start with 2 credits</td>
</tr>
<tr>
<td>3</td>
<td>D7A8-05E3 + D72D-015A</td>
<td>Start with 3 credits</td>
</tr>
<tr>
<td>4</td>
<td>D9A8-05E3 + D92D-015A</td>
<td>Start with 5 credits</td>
</tr>
<tr>
<td>5</td>
<td>D5A8-05E3 + D52D-015A</td>
<td>Start with 7 credits</td>
</tr>
<tr>
<td>6</td>
<td>FDA8-05E3 + FD2D-015A</td>
<td>Start with 10 credits</td>
</tr>
<tr>
<td>7</td>
<td>DD63-DD04</td>
<td>Infinite credits</td>
</tr>
<tr>
<td>8</td>
<td>D42F-007A + D4AA-01E3</td>
<td>Start on mission 2</td>
</tr>
<tr>
<td>9</td>
<td>D72F-007A + D7AA-01E3</td>
<td>Start on mission 3</td>
</tr>
<tr>
<td>10</td>
<td>D02F-007A + D0AA-01E3</td>
<td>Start on mission 4</td>
</tr>
<tr>
<td>11</td>
<td>D92F-007A + D9AA-01E3</td>
<td>Start on mission 5</td>
</tr>
<tr>
<td>12</td>
<td>D12F-007A + D1AA-01E3</td>
<td>Start on mission 6</td>
</tr>
<tr>
<td>13</td>
<td>D52F-007A + D5AA-01E3</td>
<td>Start on mission 7</td>
</tr>
<tr>
<td>14</td>
<td>D62F-007A + D6AA-01E3</td>
<td>Start on mission 8</td>
</tr>
<tr>
<td>15</td>
<td>D4A8-00E3 + D42D-008A</td>
<td>Start with 2 strikefighters</td>
</tr>
<tr>
<td>16</td>
<td>D7A8-00E3 + D72D-008A</td>
<td>Start with 3 strikefighters</td>
</tr>
<tr>
<td>17</td>
<td>D0A8-00E3 + D02D-008A</td>
<td>Start with 4 strikefighters</td>
</tr>
<tr>
<td>18</td>
<td>D1A8-00E3 + D12D-008A</td>
<td>Start with 6 strikefighters</td>
</tr>
<tr>
<td>19</td>
<td>FFA8-00E3 + FF2D-008A</td>
<td>Start with 11 strikefighters</td>
</tr>
<tr>
<td>20</td>
<td>41A8-00E3 + 412D-008A</td>
<td>Start with 26 strikefighters</td>
</tr>
<tr>
<td>21</td>
<td>9F8A-00E3 + 9F2D-008A</td>
<td>Start with 51 strikefighters</td>
</tr>
<tr>
<td>22</td>
<td>BCA8-00E3 + BC2D-008A</td>
<td>Start with 100 strikefighters</td>
</tr>
<tr>
<td>23</td>
<td>DFA8-00E3 + DF2D-008A</td>
<td>Start with 1 strikefighter</td>
</tr>
<tr>
<td>24</td>
<td>DD2A-64AF</td>
<td>Infinite strikefighters</td>
</tr>
<tr>
<td>25</td>
<td>3C21-AD0F</td>
<td>Armor cannot be damaged</td>
</tr>
</tbody>
</table>
Once power-up has been obtained, it is not lost until you continue—doesn’t work for weapon, only power-ups

Power capsule restores armor to full strength

Power capsule has no effect on armor or power-up

Phalanx is a trademark of Kemco America Inc.

Q*bert 3™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DF66-D7DD</td>
<td>Start with 1 life instead of 5</td>
</tr>
<tr>
<td>2</td>
<td>D766-D7DD</td>
<td>Start with 3 lives</td>
</tr>
<tr>
<td>3</td>
<td>D566-D7DD</td>
<td>Start with 7 lives</td>
</tr>
<tr>
<td>4</td>
<td>DB66-D7DD</td>
<td>Start with 9 lives</td>
</tr>
<tr>
<td>5</td>
<td>FB66-D7DD</td>
<td>Start with 25 lives</td>
</tr>
<tr>
<td>6</td>
<td>1066-D7DD</td>
<td>Start with 100 lives</td>
</tr>
<tr>
<td>7</td>
<td>C2C5-AF6F</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>8</td>
<td>DF61-D76D</td>
<td>Start on level 1-2</td>
</tr>
<tr>
<td>9</td>
<td>D461-D76D</td>
<td>Start on level 1-3</td>
</tr>
<tr>
<td>10</td>
<td>D761-D76D</td>
<td>Start on level 1-4</td>
</tr>
<tr>
<td>11</td>
<td>D061-D76D</td>
<td>Start on level 2-1</td>
</tr>
<tr>
<td>12</td>
<td>D961-D76D</td>
<td>Start on level 2-2</td>
</tr>
<tr>
<td>13</td>
<td>D161-D76D</td>
<td>Start on level 2-3</td>
</tr>
<tr>
<td>14</td>
<td>D561-D76D</td>
<td>Start on level 2-4</td>
</tr>
<tr>
<td>15</td>
<td>D661-D76D</td>
<td>Start on level 3-1</td>
</tr>
<tr>
<td>16</td>
<td>DB61-D76D</td>
<td>Start on level 3-2</td>
</tr>
<tr>
<td>17</td>
<td>DC61-D76D</td>
<td>Start on level 3-3</td>
</tr>
<tr>
<td>18</td>
<td>D861-D76D</td>
<td>Start on level 3-4</td>
</tr>
<tr>
<td>19</td>
<td>DA61-D76D</td>
<td>Start on level 4-1</td>
</tr>
<tr>
<td>20</td>
<td>D261-D76D</td>
<td>Start on level 4-2</td>
</tr>
<tr>
<td>21</td>
<td>D361-D76D</td>
<td>Start on level 4-3</td>
</tr>
<tr>
<td>22</td>
<td>DE61-D76D</td>
<td>Start on level 4-4</td>
</tr>
<tr>
<td>23</td>
<td>FD61-D76D</td>
<td>Start on level 5-1</td>
</tr>
<tr>
<td>24</td>
<td>FF61-D76D</td>
<td>Start on level 5-2</td>
</tr>
<tr>
<td>25</td>
<td>F461-D76D</td>
<td>Start on level 5-3</td>
</tr>
<tr>
<td>26</td>
<td>F761-D76D</td>
<td>Start on level 5-4</td>
</tr>
<tr>
<td>27</td>
<td>F061-D76D</td>
<td>Start on level 6-1</td>
</tr>
<tr>
<td>28</td>
<td>F961-D76D</td>
<td>Start on level 6-2</td>
</tr>
<tr>
<td>29</td>
<td>F161-D76D</td>
<td>Start on level 6-3</td>
</tr>
<tr>
<td>30</td>
<td>F561-D76D</td>
<td>Start on level 6-4</td>
</tr>
</tbody>
</table>

CODES 1 THRU 7 ARE FOR 1-PLAYER GAME ONLY
<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>F661-D76D</td>
<td>Start on level 7-1</td>
</tr>
<tr>
<td>32</td>
<td>F681-D76D</td>
<td>Start on level 7-2</td>
</tr>
<tr>
<td>33</td>
<td>FC61-D76D</td>
<td>Start on level 7-3</td>
</tr>
<tr>
<td>34</td>
<td>F861-D76D</td>
<td>Start on level 7-4</td>
</tr>
<tr>
<td>35</td>
<td>FA61-D76D</td>
<td>Start on level 8-1</td>
</tr>
<tr>
<td>36</td>
<td>F261-D76D</td>
<td>Start on level 8-2</td>
</tr>
<tr>
<td>37</td>
<td>F361-D76D</td>
<td>Start on level 8-3</td>
</tr>
<tr>
<td>38</td>
<td>FE61-D76D</td>
<td>Start on level 8-4</td>
</tr>
<tr>
<td>39</td>
<td>4D61-D76D</td>
<td>Start on level 9-1</td>
</tr>
<tr>
<td>40</td>
<td>4F61-D76D</td>
<td>Start on level 9-2</td>
</tr>
<tr>
<td>41</td>
<td>4G61-D76D</td>
<td>Start on level 9-3</td>
</tr>
<tr>
<td>42</td>
<td>4761-D76D</td>
<td>Start on level 9-4</td>
</tr>
<tr>
<td>43</td>
<td>4061-D76D</td>
<td>Start on level 10-1</td>
</tr>
<tr>
<td>44</td>
<td>4961-D76D</td>
<td>Start on level 10-2</td>
</tr>
<tr>
<td>45</td>
<td>4161-D76D</td>
<td>Start on level 10-3</td>
</tr>
<tr>
<td>46</td>
<td>4561-D76D</td>
<td>Start on level 10-4</td>
</tr>
<tr>
<td>47</td>
<td>4661-D76D</td>
<td>Start on level 11-1</td>
</tr>
<tr>
<td>48</td>
<td>4B61-D76D</td>
<td>Start on level 11-2</td>
</tr>
<tr>
<td>49</td>
<td>4C61-D76D</td>
<td>Start on level 11-3</td>
</tr>
<tr>
<td>50</td>
<td>4861-D76D</td>
<td>Start on level 11-4</td>
</tr>
<tr>
<td>51</td>
<td>4A61-D76D</td>
<td>Start on level 12-1</td>
</tr>
<tr>
<td>52</td>
<td>4261-D76D</td>
<td>Start on level 12-2</td>
</tr>
<tr>
<td>53</td>
<td>4361-D76D</td>
<td>Start on level 12-3</td>
</tr>
<tr>
<td>54</td>
<td>4E61-D76D</td>
<td>Start on level 12-4</td>
</tr>
<tr>
<td>55</td>
<td>7D61-D76D</td>
<td>Start on level 13-1</td>
</tr>
<tr>
<td>56</td>
<td>7F61-D76D</td>
<td>Start on level 13-2</td>
</tr>
<tr>
<td>57</td>
<td>7461-D76D</td>
<td>Start on level 13-3</td>
</tr>
<tr>
<td>58</td>
<td>7761-D76D</td>
<td>Start on level 13-4</td>
</tr>
<tr>
<td>59</td>
<td>7061-D76D</td>
<td>Start on level 14-1</td>
</tr>
<tr>
<td>60</td>
<td>7961-D76D</td>
<td>Start on level 14-2</td>
</tr>
<tr>
<td>61</td>
<td>7161-D76D</td>
<td>Start on level 14-3</td>
</tr>
<tr>
<td>62</td>
<td>7561-D76D</td>
<td>Start on level 14-4</td>
</tr>
<tr>
<td>63</td>
<td>7661-D76D</td>
<td>Start on level 15-1</td>
</tr>
<tr>
<td>64</td>
<td>7B61-D76D</td>
<td>Start on level 15-2</td>
</tr>
<tr>
<td>65</td>
<td>7C61-D76D</td>
<td>Start on level 15-3</td>
</tr>
<tr>
<td>66</td>
<td>7861-D76D</td>
<td>Start on level 15-4</td>
</tr>
<tr>
<td>67</td>
<td>7A61-D76D</td>
<td>Start on level 16-1</td>
</tr>
<tr>
<td>68</td>
<td>7261-D76D</td>
<td>Start on level 16-2</td>
</tr>
<tr>
<td>69</td>
<td>7361-D76D</td>
<td>Start on level 16-3</td>
</tr>
<tr>
<td>70</td>
<td>7E61-D76D</td>
<td>Start on level 16-4</td>
</tr>
<tr>
<td>71</td>
<td>0D61-D76D</td>
<td>Start on level 17-1</td>
</tr>
<tr>
<td>72</td>
<td>0F61-D76D</td>
<td>Start on level 17-2</td>
</tr>
<tr>
<td>73</td>
<td>0461-D76D</td>
<td>Start on level 17-3</td>
</tr>
<tr>
<td>74</td>
<td>0761-D76D</td>
<td>Start on level 17-4</td>
</tr>
<tr>
<td>75</td>
<td>0061-D76D</td>
<td>Start on level 18-1</td>
</tr>
<tr>
<td>76</td>
<td>0961-D76D</td>
<td>Start on level 18-2</td>
</tr>
<tr>
<td>77</td>
<td>0161-D76D</td>
<td>Start on level 18-3</td>
</tr>
<tr>
<td>Code</td>
<td>Start Level</td>
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<tr>
<td>0561-D76D</td>
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<td>0861-D76D</td>
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<td>0261-D76D</td>
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<td>0361-D76D</td>
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<td>0D61-D76D</td>
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<tr>
<td>0F61-D76D</td>
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<tr>
<td>9461-D76D</td>
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<td>9761-D76D</td>
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<tr>
<td>9161-D76D</td>
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<tr>
<td>9561-D76D</td>
<td>x8</td>
<td></td>
</tr>
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<td>9861-D76D</td>
<td>x9</td>
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</tr>
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<td>9C61-D76D</td>
<td>x10</td>
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<td>9E61-D76D</td>
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<tr>
<td>9861-D76D</td>
<td>x12</td>
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</tr>
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<td>9A61-D76D</td>
<td>x13</td>
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</tr>
<tr>
<td>9261-D76D</td>
<td>x14</td>
<td></td>
</tr>
<tr>
<td>9361-D76D</td>
<td>x15</td>
<td></td>
</tr>
<tr>
<td>9E61-D76D</td>
<td>x16</td>
<td></td>
</tr>
<tr>
<td>1D61-D76D</td>
<td>x17</td>
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</tr>
<tr>
<td>1F61-D76D</td>
<td>x18</td>
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<td>1461-D76D</td>
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<td>1761-D76D</td>
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</tr>
</tbody>
</table>

*Q'bert 3 is a trademark of Columbia Pictures Industries Inc.*

**Race Drivin’™ Game**

<table>
<thead>
<tr>
<th>Drive Code</th>
<th>Key in...</th>
<th>Effect...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A266-07AD</td>
<td>Stop timer</td>
</tr>
<tr>
<td>2</td>
<td>8066-04DD</td>
<td>Slow timer</td>
</tr>
<tr>
<td>3</td>
<td>4266-04DD</td>
<td>Fast timer</td>
</tr>
<tr>
<td>4</td>
<td>2B6C-07AD</td>
<td>Freeze lap timer</td>
</tr>
<tr>
<td>5</td>
<td>1968-0DAD</td>
<td>Slow lap timer</td>
</tr>
</tbody>
</table>

*Race Drivin' is a trademark of Atari Games Corporation.*

**Rampart™ Game**

<table>
<thead>
<tr>
<th>Ram Code</th>
<th>Key in...</th>
<th>Effect...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C284-DD07</td>
<td>Infinite continues</td>
</tr>
<tr>
<td>2</td>
<td>3C6B-D467</td>
<td>Infinite cannons</td>
</tr>
<tr>
<td>3</td>
<td>CBAA-67DD + DDAA-676D + DFAA-670D</td>
<td>Start on battlefield 2</td>
</tr>
<tr>
<td>4</td>
<td>CBAA-67DD + DDAA-676D + D4AA-670D</td>
<td>Start on battlefield 3</td>
</tr>
</tbody>
</table>
Robocop 3” Game

ROBO3

CODE KEY IN... EFFECT...
1 5D69-6D0F Slower timer
2 FE69-6D0F Faster timer
3 DDC7-A7A4 Infinite ammo (except flame thrower)
4 4A6E-6FDD Infinite lives
5 DD62-D7DD Start with 1 life
6 D962-D7DD Start with 6 lives
7 DFEC-DD67 + D4EC-DFD7 Ammo pick-ups worth more
8 7DEC-DD07 + DDEC-DFD7 + 7DEC-DDA7 Ammo pick-ups worth less
9 D4C7-64DD + E3C9-6DAD Faster Robocop™
10 DF37-64A4 Start on stage 2
11 D437-64A4 Start on stage 3
12 D737-64A4 Start on stage 4
13 D037-64A4 Start on stage 5

Robocop 3 is a trademark of Orion Pictures Corporation.

Roger Clemens’ MVP Baseball™ Game

ROG CODE KEY IN... EFFECT...
1 C22D-6FAD Batter never walks
2 DF2D-676D 1 ball per walk
3 D42D-676D 2 balls per walk
4 D72D-676D 3 balls per walk
5 D92D-676D 5 balls per walk
6 D12D-676D 6 balls per walk
7 D52D-676D 7 balls per walk
8 C227-6D6D Batter never strikes out
9 DF27-640D 1 strike per out
10 D427-640D 2 strikes per out
11 D027-640D 4 strikes per out
12 D927-640D 5 strikes per out
13 7665-0FD1 + 7669-0F01 Each run counts as 2
14 DFBF-07DF 1 out per inning per team
15 D4BF-07DF 2 outs per inning per team

Roger Clemens’ MVP Baseball is a trademark of L1N, Ltd.
### Romance of the Three Kingdoms II™ Game

**These codes work for Province 19 only**

<table>
<thead>
<tr>
<th>Scenario 1</th>
<th>EFFECT…</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 7DE7-A465 + 59E7-A4A5</td>
<td>Start with 30,000 gold pieces</td>
</tr>
<tr>
<td>2 7DE7-A765 + 59E7-A705</td>
<td>Start with 30,000 rice</td>
</tr>
<tr>
<td>3 7DE7-A765 + 59E7-A7A5</td>
<td>Start with 30,000 population</td>
</tr>
<tr>
<td>4 7D67-A406 + 596D-A466</td>
<td>Start with 30,000 gold pieces</td>
</tr>
<tr>
<td>5 7D67-A4A6 + 596D-A7D6</td>
<td>Start with 30,000 rice</td>
</tr>
<tr>
<td>6 7D67-A706 + 596D-A766</td>
<td>Start with 30,000 population</td>
</tr>
<tr>
<td>Scenario 3</td>
<td></td>
</tr>
<tr>
<td>7 7D67-A7DB + 5967-A70B</td>
<td>Start with 30,000 gold pieces</td>
</tr>
<tr>
<td>8 7D67-A76B + 5967-A7AB</td>
<td>Start with 30,000 rice</td>
</tr>
<tr>
<td>9 7D60-ADDB + 5960-AD0B</td>
<td>Start with 30,000 population</td>
</tr>
<tr>
<td>Scenario 4</td>
<td></td>
</tr>
<tr>
<td>10 7D67-A70C + 5967-A76C</td>
<td>Start with 30,000 gold pieces</td>
</tr>
<tr>
<td>11 7D67-A7AC + 5960-ADD6C</td>
<td>Start with 30,000 rice</td>
</tr>
<tr>
<td>12 7D60-AD0C + 5960-AD6C</td>
<td>Start with 30,000 population</td>
</tr>
<tr>
<td>Scenario 5</td>
<td></td>
</tr>
<tr>
<td>13 7DBB-D7D6 + 59BB-D706</td>
<td>Start with 30,000 gold pieces</td>
</tr>
<tr>
<td>14 7DBB-D766 + 59BB-D7A6</td>
<td>Start with 30,000 rice</td>
</tr>
<tr>
<td>15 7DBC-DDD6 + 59BC-DD06</td>
<td>Start with 30,000 population</td>
</tr>
<tr>
<td>Scenario 6</td>
<td></td>
</tr>
<tr>
<td>16 7DB9-6766 + 59B9-67A6</td>
<td>Start with 30,000 gold pieces</td>
</tr>
<tr>
<td>17 7DB1-6DD6 + 59B1-6D06</td>
<td>Start with 30,000 rice</td>
</tr>
<tr>
<td>18 7DB1-6D66 + 59B1-6DA6</td>
<td>Start with 30,000 population</td>
</tr>
</tbody>
</table>

Romance of the Three Kingdoms II is a trademark of Koei Corporation.

### Simpsons: Bart’s Nightmare™ Game

<table>
<thead>
<tr>
<th>EFFECT…</th>
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</thead>
<tbody>
<tr>
<td>1 D46A-D521</td>
</tr>
<tr>
<td>2 DB6A-D521</td>
</tr>
<tr>
<td>3 89CB-D9B5</td>
</tr>
<tr>
<td>4 C2BE-60EA</td>
</tr>
<tr>
<td>5 C2C3-6925 + C2C3-61B5</td>
</tr>
</tbody>
</table>

Simpsons: Bart’s Nightmare, Bartman and Itchy and Scratchy are trademarks of Twentieth Century Fox Film Corporation.
**Skuljagger™ Game**

<table>
<thead>
<tr>
<th>SKUL CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FDC3-6DA4</td>
<td>10 green jemerals for an extra life</td>
</tr>
<tr>
<td>2</td>
<td>9DC3-6DA4</td>
<td>50 green jemerals for an extra life</td>
</tr>
<tr>
<td>3</td>
<td>DDC3-6F04</td>
<td>Each green jemerald gives you a life</td>
</tr>
<tr>
<td>4</td>
<td>5D66-DFA7</td>
<td>Slower timer</td>
</tr>
<tr>
<td>5</td>
<td>F366-DFA7</td>
<td>Faster timer</td>
</tr>
<tr>
<td>6</td>
<td>6DCB-A404 + 6DCC-A4D4</td>
<td>Die when touched (regardless of jemerals)</td>
</tr>
<tr>
<td>7</td>
<td>DD6B-DF07</td>
<td>Infinite time</td>
</tr>
<tr>
<td>8</td>
<td>D46B-DF07</td>
<td>Time goes by 2x as fast</td>
</tr>
<tr>
<td>9</td>
<td>D06B-DF07</td>
<td>Time goes by 4x as fast</td>
</tr>
<tr>
<td>10</td>
<td>D7C2-6704</td>
<td>Each green jemerald is worth 3</td>
</tr>
<tr>
<td>11</td>
<td>DBC2-6704</td>
<td>Each green jemerald is worth 9</td>
</tr>
<tr>
<td>12</td>
<td>FBC2-6704</td>
<td>Each green jemerald is worth 19</td>
</tr>
<tr>
<td>13</td>
<td>49C2-6704</td>
<td>Each green jemerald is worth 25 (extra life on each one)</td>
</tr>
<tr>
<td>14</td>
<td>DDCA-AD04 + DDBB-6D61</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>15</td>
<td>DF83-D765</td>
<td>Start with 1 life instead of 5</td>
</tr>
<tr>
<td>16</td>
<td>D783-D765</td>
<td>Start with 3 lives</td>
</tr>
<tr>
<td>17</td>
<td>DB83-D765</td>
<td>Start with 9 lives</td>
</tr>
<tr>
<td>18</td>
<td>FB83-D765</td>
<td>Start with 19 lives</td>
</tr>
<tr>
<td>19</td>
<td>9D83-D765</td>
<td>Start with 50 lives</td>
</tr>
<tr>
<td>20</td>
<td>BB83-D765</td>
<td>Start with 99 lives</td>
</tr>
<tr>
<td>21</td>
<td>1DCC-A4D4</td>
<td>Walk through enemies if you have no red jemerals</td>
</tr>
<tr>
<td>22</td>
<td>D4CB-A7D4</td>
<td>Don’t lose all red jemerals when you get hit</td>
</tr>
<tr>
<td>23</td>
<td>C2BB-6FA1</td>
<td>Don’t lose green jemerals when you fall and die</td>
</tr>
<tr>
<td>24</td>
<td>8BAB-6DD9</td>
<td>No enemies or jemerals—good for exploring, switch off effects to advance</td>
</tr>
<tr>
<td>25</td>
<td>FFCB-A7D4</td>
<td>Red jemerals set to 10 after you get hit—must have at least 1</td>
</tr>
</tbody>
</table>

Skuljagger is a trademark of Barr Entertainment Inc.

**Soul Blazer™ Game**

<table>
<thead>
<tr>
<th>SOUL CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C26E-6DA7 + C223-0D07</td>
<td>Invincible</td>
</tr>
<tr>
<td>Page</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>----------------</td>
<td>------------------------------------</td>
</tr>
<tr>
<td>2</td>
<td>D0E6-0FB4</td>
<td>Start with 4 hit points</td>
</tr>
<tr>
<td>3</td>
<td>DEE6-0FB4</td>
<td>Start with 15 hit points</td>
</tr>
<tr>
<td>4</td>
<td>FBE6-0FB4</td>
<td>Start with 25 hit points</td>
</tr>
<tr>
<td>5</td>
<td>74E6-0FB4</td>
<td>Start with 50 hit points</td>
</tr>
<tr>
<td>6</td>
<td>08E6-0FB4</td>
<td>Start with 75 hit points</td>
</tr>
<tr>
<td>7</td>
<td>10E6-0FB4</td>
<td>Start with 100 hit points</td>
</tr>
<tr>
<td>8</td>
<td>5EE6-0FB4</td>
<td>Start with 127 hit points</td>
</tr>
<tr>
<td>9</td>
<td>DDE8-64BF</td>
<td>Gems set to 999,999 every time a gem is picked up</td>
</tr>
<tr>
<td>10</td>
<td>FDE8-A761 + DDE8-A7A1</td>
<td>10 EXP required instead of 100 for level 2</td>
</tr>
<tr>
<td>11</td>
<td>DFEA-ADA1</td>
<td>180 EXP required instead of 280 for level 3</td>
</tr>
<tr>
<td>12</td>
<td>D7EA-AFA1</td>
<td>380 EXP required instead of 580 for level 4</td>
</tr>
<tr>
<td>13</td>
<td>D1EA-A4A1</td>
<td>600 EXP required instead of 1,000 for level 5</td>
</tr>
<tr>
<td>14</td>
<td>F4EA-A7A1</td>
<td>1,200 EXP required instead of 2,000 for level 6</td>
</tr>
<tr>
<td>15</td>
<td>40E2-ADA1</td>
<td>2,400 EXP required instead of 3,200 for level 7</td>
</tr>
<tr>
<td>16</td>
<td>79E2-AFA1</td>
<td>3,500 EXP required instead of 4,500 for level 8</td>
</tr>
<tr>
<td>17</td>
<td>06E2-A4A1</td>
<td>4,800 EXP required instead of 5,800 for level 9</td>
</tr>
<tr>
<td>18</td>
<td>11E2-A7A1</td>
<td>6,600 EXP required instead of 7,600 for level 10</td>
</tr>
<tr>
<td>19</td>
<td>61E3-ADA1</td>
<td>8,600 EXP required instead of 9,600 for level 11</td>
</tr>
<tr>
<td>20</td>
<td>DDE3-AFA1</td>
<td>10,000 EXP required instead of 12,400 for level 12</td>
</tr>
<tr>
<td>21</td>
<td>7DE3-A4A1</td>
<td>13,000 EXP required instead of 15,000 for level 13</td>
</tr>
<tr>
<td>22</td>
<td>9DE3-A7A1</td>
<td>15,000 EXP required instead of 19,000 for level 14</td>
</tr>
</tbody>
</table>

Soul Blazer is a trademark of Enix America Corporation.

**Spanky's Quest™ Game**

<table>
<thead>
<tr>
<th>SPANK CODE</th>
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<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>40AC-DF08</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>2</td>
<td>DD31-AFAD</td>
<td>Start with 1 life</td>
</tr>
<tr>
<td>3</td>
<td>D931-AFAD</td>
<td>Start with 6 lives</td>
</tr>
<tr>
<td>4</td>
<td>DB31-AFAD</td>
<td>Start with 10 lives</td>
</tr>
<tr>
<td>5</td>
<td>CB3F-0FDF + DF3F-0F0F</td>
<td>Start with 1 key in all areas after 1-1</td>
</tr>
<tr>
<td>6</td>
<td>CB35-A7AD + DF36-ADDD</td>
<td>Start on area 2-1</td>
</tr>
<tr>
<td>7</td>
<td>CB35-A7AD + D436-ADDD</td>
<td>Start on area 3-1</td>
</tr>
<tr>
<td>Code</td>
<td>Effect</td>
<td></td>
</tr>
<tr>
<td>------------</td>
<td>------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>4DC6-6493</td>
<td>Championship mode on</td>
<td></td>
</tr>
<tr>
<td>6DCF-D764 + FFCF-D7A4</td>
<td>Advance to next level when you continue (must switch off before you continue on M. Bison™ stage)</td>
<td></td>
</tr>
<tr>
<td>24 CBA0-AF64 + EEA0-AFA4</td>
<td>Always fight Ryu™</td>
<td></td>
</tr>
<tr>
<td>25 CBA0-AF64 + DDA0-AFA4</td>
<td>Always fight Honda™</td>
<td></td>
</tr>
<tr>
<td>26 CBA0-AF64 + DFA0-AFA4</td>
<td>Always fight Blanka™</td>
<td></td>
</tr>
<tr>
<td>27 CBA0-AF64 + D4A0-AFA4</td>
<td>Always fight Guile™</td>
<td></td>
</tr>
<tr>
<td>28 CBA0-AF64 + D7A0-AFA4</td>
<td>Always fight Ken™</td>
<td></td>
</tr>
<tr>
<td>29 CBA0-AF64 + D0A0-AFA4</td>
<td>Always fight Chun-Li™</td>
<td></td>
</tr>
<tr>
<td>30 CBA0-AF64 + D9A0-AFA4</td>
<td>Always fight Zangief™</td>
<td></td>
</tr>
<tr>
<td>31 CBA0-AF64 + D1A0-AFA4</td>
<td>Always fight Dhalsim™</td>
<td></td>
</tr>
<tr>
<td>32 CBA0-AF64 + DBA0-AFA4</td>
<td>Always fight Balrog™</td>
<td></td>
</tr>
<tr>
<td>33 CBA0-AF64 + DCA0-AFA4</td>
<td>Always fight Vega™</td>
<td></td>
</tr>
<tr>
<td>34 CBA0-AF64 + D6A0-AFA4</td>
<td>Always fight Sagat™</td>
<td></td>
</tr>
<tr>
<td>35 B9A0-AF04</td>
<td>Fight M. Bison™</td>
<td></td>
</tr>
<tr>
<td>36 DDA4-A404 + 6DA4-A764</td>
<td>Always fight on bonus stage 1</td>
<td></td>
</tr>
<tr>
<td>37 DDA7-AF04 + DDA7-A4A4</td>
<td>Always fight on bonus stage 2</td>
<td></td>
</tr>
<tr>
<td>38 3CA4-DD67 + FEA4-DFD7</td>
<td>High throw and grab damage</td>
<td></td>
</tr>
<tr>
<td>39 3CA4-DD67 + EEA4-DFD7</td>
<td>Minimum throw and grab damage</td>
<td></td>
</tr>
<tr>
<td>40 503E-04DF</td>
<td>Player dies after getting hit by 2 blows</td>
<td></td>
</tr>
<tr>
<td>41 60AC-AFD4</td>
<td>Both players start with 3/4 energy (1/4 damage)</td>
<td></td>
</tr>
<tr>
<td>42 96AC-AFD4</td>
<td>Both players start with 1/2 energy (1/2 damage)</td>
<td></td>
</tr>
<tr>
<td>43 4AAC-AFD4</td>
<td>Both players start with 1/4 energy (3/4 damage)</td>
<td></td>
</tr>
<tr>
<td>44 C2CC-A7DF</td>
<td>Round number does not advance (can’t fight to a draw)</td>
<td></td>
</tr>
<tr>
<td>45 DF81-A704</td>
<td>1 draw ends fight in VS. battle</td>
<td></td>
</tr>
<tr>
<td>46 893E-04DF</td>
<td>Most punches and kicks do no damage</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: FOR CODES 24 THRU 34, DO NOT CHOOSE THE CHARACTER YOU WANT TO ALWAYS FIGHT.

FOR CODES 38 AND 39, ZANGIEF'S PILE DRIVER DOES LESS DAMAGE.
### Strike Gunner S-T-G™ Game

<table>
<thead>
<tr>
<th>STRIKE CODE</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 C2B4-076F</td>
<td>Infinite lives—player 1</td>
</tr>
<tr>
<td>2 C2B8-046F</td>
<td>Infinite lives—player 2</td>
</tr>
<tr>
<td>3 C262-D9E6</td>
<td>Infinite continues</td>
</tr>
</tbody>
</table>

WITH CODES 4 AND 5, DO NOT COMBINE PLAYERS IN GAME

<table>
<thead>
<tr>
<th>CODE</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Infinite special weapon energy—player 1</td>
</tr>
<tr>
<td>5</td>
<td>Infinite special weapon energy—player 2</td>
</tr>
<tr>
<td>6</td>
<td>Start on stage 2</td>
</tr>
<tr>
<td>7</td>
<td>Start on stage 3</td>
</tr>
<tr>
<td>8</td>
<td>Start on stage 4</td>
</tr>
<tr>
<td>9</td>
<td>Start on stage 5</td>
</tr>
<tr>
<td>10</td>
<td>Start on stage 6</td>
</tr>
<tr>
<td>11</td>
<td>Player 1’s shot power goes to max on pick-up of 1 shot-power unit</td>
</tr>
<tr>
<td>12</td>
<td>Player 2’s shot power goes to max on pick-up of 1 shot-power unit</td>
</tr>
</tbody>
</table>

Strike Gunner S-T-G is a trademark of Vap Inc., Athene

### Super Batter Up™ Game

<table>
<thead>
<tr>
<th>BATUP CODE</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 C2B2-0D6A</td>
<td>Batter never walks</td>
</tr>
<tr>
<td>2 DFB2-040A</td>
<td>1 ball per walk</td>
</tr>
<tr>
<td>3 D4B2-040A</td>
<td>2 balls per walk</td>
</tr>
<tr>
<td>4 D7B2-040A</td>
<td>3 balls per walk</td>
</tr>
<tr>
<td>5 D9B2-040A</td>
<td>5 balls per walk</td>
</tr>
<tr>
<td>6 D1B2-040A</td>
<td>6 balls per walk</td>
</tr>
<tr>
<td>7 D5B2-040A</td>
<td>7 balls per walk</td>
</tr>
<tr>
<td>8 C2BD-64DA</td>
<td>Batter never strikes out</td>
</tr>
<tr>
<td>9 DFBD-67AA</td>
<td>1 strike per out</td>
</tr>
<tr>
<td>D4BD-67AA</td>
<td>2 strikes per out</td>
</tr>
<tr>
<td>D0BD-67AA</td>
<td>4 strikes per out</td>
</tr>
<tr>
<td>D9BD-67AA</td>
<td>5 strikes per out</td>
</tr>
</tbody>
</table>

Super Batter Up is a trademark of Namco Ltd.
### Super Battletank™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4ABD-DDA4</td>
<td>Infinite weapon ammo—not for smoke screens or machine gun</td>
</tr>
<tr>
<td>2</td>
<td>C9AC-0D67</td>
<td>Take no damage from most enemies or mines</td>
</tr>
<tr>
<td>3</td>
<td>1022-D7D4</td>
<td>More cannon ammo on each mission</td>
</tr>
<tr>
<td>4</td>
<td>D923-DF04</td>
<td>More laser shells on each mission</td>
</tr>
<tr>
<td>5</td>
<td>D923-D7A4</td>
<td>More smoke screens on each mission</td>
</tr>
<tr>
<td>6</td>
<td>EE2E-D4D4</td>
<td>More machine gun ammo on stages 1 thru 4</td>
</tr>
<tr>
<td>7</td>
<td>FB22-D7D4</td>
<td>Less cannon ammo on each mission</td>
</tr>
<tr>
<td>8</td>
<td>DD23-DF04</td>
<td>No laser shells on each mission</td>
</tr>
<tr>
<td>9</td>
<td>DD23-D7A4</td>
<td>No smoke screens on each mission</td>
</tr>
<tr>
<td>10</td>
<td>482E-D4D4</td>
<td>Less machine gun ammo on stages 1 thru 4</td>
</tr>
</tbody>
</table>

**Super Battletank** is a trademark of Absolute Entertainment, Inc.

### Super Bowling™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4ACA-0464</td>
<td>No spin on ball</td>
</tr>
<tr>
<td>2</td>
<td>D1C5-DDAD</td>
<td>Faster spin meter</td>
</tr>
<tr>
<td>3</td>
<td>D4C5-DDAD</td>
<td>Slower spin meter</td>
</tr>
<tr>
<td>4</td>
<td>DFC5-DDAD</td>
<td>Really slow spin meter</td>
</tr>
<tr>
<td>5</td>
<td>D1C5-D4DD</td>
<td>Faster power meter</td>
</tr>
<tr>
<td>6</td>
<td>D4C5-D4DD</td>
<td>Slower power meter</td>
</tr>
<tr>
<td>7</td>
<td>DFC5-D4DD</td>
<td>Really slow power meter</td>
</tr>
</tbody>
</table>

**Super Bowling** is a trademark of American Technos Inc.

### Super Buster Bros.™ Game

With Code 27, you do not lose the weapon if you die, advance to the next world, or start another game. In fact, this code can be used to take advanced weaponry into the Panic Mode—just end the Tour Mode with an advanced weapon, then start the Panic Mode, and you will still have that weapon!

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DF61-0DDA</td>
<td>Start with 2 lives</td>
</tr>
<tr>
<td>2</td>
<td>D461-0DDA</td>
<td>Start with 3 lives</td>
</tr>
<tr>
<td>3</td>
<td>D061-0DDA</td>
<td>Start with 5 lives</td>
</tr>
<tr>
<td>4</td>
<td>D961-0DDA</td>
<td>Start with 6 lives</td>
</tr>
<tr>
<td>5</td>
<td>D561-0DDA</td>
<td>Start with 8 lives</td>
</tr>
<tr>
<td>6</td>
<td>DB61-0DDA</td>
<td>Start with 10 lives</td>
</tr>
<tr>
<td>7</td>
<td>DD61-0DDA</td>
<td>Start with 1 life</td>
</tr>
<tr>
<td>8</td>
<td>DDB2-07A4</td>
<td>Infinite lives</td>
</tr>
<tr>
<td>9</td>
<td>FB83-0D64</td>
<td>Clock runs faster</td>
</tr>
</tbody>
</table>

**CODES 1 THRU 8 DO NOT WORK IN THE PANIC MODE**

**Super Buster Bros.** is a trademark of Konami.)
10 1083-D64  Clock runs slower
11 A683-D64  Clock runs much slower
12 DD83-0704  Clock is frozen (no time limit)
13 DD61-0D0A  1 credit
14 DF61-0D0A  2 credits
15 D461-0D0A  3 credits
16 D761-0D0A  4 credits
17 D961-0D0A  6 credits
18 D561-0D0A  8 credits
19 EE61-0D0A  No credits
20 C9B9-6D04  Infinite credits
21 D42B-A7D0  Extra credit after 2 food items instead of 10
22 D02B-A7D0  Extra credit after 4 food items
23 D12B-A7D0  Extra credit after 6 food items
24 D62B-A7D0  Extra credit after 8 food items
25 3C2B-A460  Food items never earn extra credit

DON'T COMBINE CODES 26, 27 AND 29

26 D184-ADA8  Double harpoon pick-up same as machine gun
27 C96E-6DF6  Retain weapon after dying or advancing thru stages
28 D780-DDD4 + D781-DF04  Panic mode has 2 levels instead of 99
29 D180-DDD4 + D181-DF04  Panic mode has 5 levels
30 D880-DDD4 + D881-DF04  Panic mode has 10 levels
31 F980-DDD4 + F981-DF04  Panic mode has 20 levels

Super Double Dragon™ Game

SDD CODE | KEY IN… | EFFECT…
---|---|---
1 DF8C-070B 1 extra credit—2-player game A

CODES 2 THRU 7 DO NOT WORK ON CONTINUES

2 DB86-070B 9 lives—1-player game
3 D186-070B 6 lives—1-player game
4 DF86-070B 1 life—1-player game
5 DB88-0D6B 9 lives—2-player game A
6 D188-0D6B 6 lives—2-player game A
7 DF88-0D6B 1 life—2-player game A
8 4A86-6F05  Infinite lives—player 1
9 4068-6F6B  Infinite energy—both players
Super Play Action Football™ Game

P.A.F. (Power Action Football)

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DFB7-D4D7</td>
<td>1 timeout each team</td>
</tr>
<tr>
<td>2</td>
<td>10B7-D407</td>
<td>Player 1 has no timeouts</td>
</tr>
<tr>
<td>3</td>
<td>10B7-D4A7</td>
<td>Player 2 has no timeouts</td>
</tr>
<tr>
<td>4</td>
<td>4067-6FDD</td>
<td>Infinite time to select play</td>
</tr>
<tr>
<td>5</td>
<td>F367-6D0D</td>
<td>Less time to select play</td>
</tr>
<tr>
<td>6</td>
<td>5D67-6D0D</td>
<td>More time to select play</td>
</tr>
</tbody>
</table>

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

Super Scope 6™ Game

Enter the codes with the number 1 controller connected as usual. Then press Start on the controller.

The Super Scope 6™ Receiver Must Be Unplugged Until You Exit The Code Screen

<table>
<thead>
<tr>
<th>SCOPE CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blastris™ A Game</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>DFC6-05D4</td>
<td>Add 1 bullets at a time</td>
</tr>
<tr>
<td>2</td>
<td>D7C6-05D4</td>
<td>Add 3 bullets at a time</td>
</tr>
<tr>
<td>3</td>
<td>D9C6-05D4</td>
<td>Add 5 bullets at a time</td>
</tr>
<tr>
<td>4</td>
<td>D5C6-05D4</td>
<td>Add 7 bullets at a time</td>
</tr>
<tr>
<td>5</td>
<td>DBC6-05D4</td>
<td>Add 9 bullets at a time</td>
</tr>
<tr>
<td>6</td>
<td>C9C2-D16F</td>
<td>Infinite bullets</td>
</tr>
<tr>
<td>7</td>
<td>DFC9-056F</td>
<td>Clear 1 line instead of 5 to advance to next level</td>
</tr>
<tr>
<td>8</td>
<td>D4C9-056F</td>
<td>Clear 2 lines to advance to next level</td>
</tr>
<tr>
<td>9</td>
<td>D7C9-056F</td>
<td>Clear 3 lines to advance to next level</td>
</tr>
<tr>
<td>10</td>
<td>D0C9-056F</td>
<td>Clear 4 lines to advance to next level</td>
</tr>
</tbody>
</table>

Blastris B Game, Type B:

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>D968-D100</td>
<td>Select low mode to start on level 5</td>
</tr>
<tr>
<td>12</td>
<td>DE68-D100</td>
<td>Select low mode to start on level 15</td>
</tr>
<tr>
<td>13</td>
<td>FB68-D100</td>
<td>Select low mode to start on level 25</td>
</tr>
<tr>
<td>14</td>
<td>F368-D100</td>
<td>Select low mode to start on level 30</td>
</tr>
<tr>
<td>15</td>
<td>4768-D100</td>
<td>Select low mode to start on level 35</td>
</tr>
<tr>
<td>16</td>
<td>4668-D100</td>
<td>Select low mode to start on level 40</td>
</tr>
</tbody>
</table>

Mole Patrol™ Game, Stage Mode:

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>BAA6-01DD</td>
<td>Clear stage after 1 Molian is hit</td>
</tr>
</tbody>
</table>

LazerBlazer™ Game, Type A:

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>18</td>
<td>8262-64A1</td>
<td>Take no damage</td>
</tr>
</tbody>
</table>

LazerBlazer Game, Type B:

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>19</td>
<td>3CB0-670B</td>
<td>Take no damage</td>
</tr>
</tbody>
</table>

LazerBlazer Game, Type C:

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>C269-67DE</td>
<td>Take no damage</td>
</tr>
</tbody>
</table>

Super Scope 6, Blastris, Mole Patrol and LazerBlazer are trademarks of Nintendo of America Inc.
### Super Soccer™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN ...</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FC2A-0F65 + 3C2A-0FA5</td>
<td>Each goal worth 2 — player 1</td>
</tr>
<tr>
<td>2</td>
<td>FC2A-0F65 + FC2A-0FA5</td>
<td>Each goal worth 3 — player 1</td>
</tr>
<tr>
<td>3</td>
<td>1B2A-0F65 + D72A-0FA5</td>
<td>Each goal worth 4 — player 1</td>
</tr>
<tr>
<td>4</td>
<td>1B2A-0F65 + D02A-0FA5</td>
<td>Each goal worth 5 — player 1</td>
</tr>
<tr>
<td>5</td>
<td>1B2A-0F65 + D92A-0FA5</td>
<td>Each goal worth 6 — player 1</td>
</tr>
<tr>
<td>6</td>
<td>1B2A-0F65 + D12A-0FA5</td>
<td>Each goal worth 7 — player 1</td>
</tr>
<tr>
<td>7</td>
<td>1B2A-0F65 + D52A-0FA5</td>
<td>Each goal worth 8 — player 1</td>
</tr>
<tr>
<td>8</td>
<td>1B2A-0F65 + D62A-0FA5</td>
<td>Each goal worth 9 — player 1</td>
</tr>
<tr>
<td>9</td>
<td>FC22-0465 + 3C22-04A5</td>
<td>Each goal worth 2 — player 2</td>
</tr>
<tr>
<td>10</td>
<td>FC22-0465 + FC22-04A5</td>
<td>Each goal worth 3 — player 2</td>
</tr>
<tr>
<td>11</td>
<td>1B22-0465 + D722-04A5</td>
<td>Each goal worth 4 — player 2</td>
</tr>
<tr>
<td>12</td>
<td>1B22-0465 + D022-04A5</td>
<td>Each goal worth 5 — player 2</td>
</tr>
<tr>
<td>13</td>
<td>1B22-0465 + D922-04A5</td>
<td>Each goal worth 6 — player 2</td>
</tr>
<tr>
<td>14</td>
<td>1B22-0465 + D122-04A5</td>
<td>Each goal worth 7 — player 2</td>
</tr>
<tr>
<td>15</td>
<td>1B22-0465 + D522-04A5</td>
<td>Each goal worth 8 — player 2</td>
</tr>
<tr>
<td>16</td>
<td>1B22-0465 + D622-04A5</td>
<td>Each goal worth 9 — player 2</td>
</tr>
<tr>
<td>17</td>
<td>DDA6-0DD1</td>
<td>Timer continues to count when it is normally stopped (pause can still stop time)</td>
</tr>
</tbody>
</table>

Super Soccer is a trademark of Human Inc.

### Super Soccer Champ™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN ...</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>F32B-D400</td>
<td>Faster timer</td>
</tr>
<tr>
<td>2</td>
<td>5D2B-D400</td>
<td>Slower timer</td>
</tr>
<tr>
<td>3</td>
<td>D4E7-6DEF</td>
<td>Faster Brazil strikers</td>
</tr>
<tr>
<td>4</td>
<td>D4E0-6DEF</td>
<td>Faster USA strikers</td>
</tr>
<tr>
<td>5</td>
<td>D4ED-6DEF</td>
<td>Faster England strikers</td>
</tr>
<tr>
<td>6</td>
<td>D4E3-0DEF</td>
<td>Faster Germany strikers</td>
</tr>
<tr>
<td>7</td>
<td>D4EF-6DEF</td>
<td>Faster Italy strikers</td>
</tr>
<tr>
<td>8</td>
<td>D4E4-6DEF</td>
<td>Faster Holland strikers</td>
</tr>
<tr>
<td>9</td>
<td>D4EE-0DEF</td>
<td>Faster Argentina strikers</td>
</tr>
<tr>
<td>10</td>
<td>D4E9-6DEF</td>
<td>Faster France strikers</td>
</tr>
</tbody>
</table>

Super Soccer Champ is a trademark of Taito Corp.

### Thunder Spirits™ Game

<table>
<thead>
<tr>
<th>CODE</th>
<th>KEY IN ...</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>C7BF-0DAD</td>
<td>Start with 1 credit instead of 4</td>
</tr>
<tr>
<td>2</td>
<td>84BF-0DAD</td>
<td>Start with 2 credits</td>
</tr>
<tr>
<td>3</td>
<td>B4BF-0DAD</td>
<td>Start with 3 credits</td>
</tr>
<tr>
<td>4</td>
<td>BEBF-0DAD</td>
<td>Start with 5 credits</td>
</tr>
<tr>
<td>5</td>
<td>68BF-0D6D + C4BF-0DAD</td>
<td>Start with 8 credits</td>
</tr>
</tbody>
</table>

Thunder Spirits is a trademark of Taito Corp.
6  D0BF-0D6D + C3BF-0DAD  Start with 12 credits
7  3CAC-67DF  Infinite credits
8  EEB3-DD0D + CBB3-DDDD  Start with 1 life instead of 3
9  DDB3-DD0D + CBB3-DDDD  Start with 2 lives
10  D7B3-DD0D + CBB3-DDDD  Start with 5 lives
11  D9B3-DD0D + CBB3-DDDD  Start with 7 lives
12  D5B3-DD0D + CBB3-DDDD  Start with 9 lives
13  F5B3-DD0D + CBB3-DDDD  Start with 25 lives
14  7DB3-DD0D + CBB3-DDDD  Start with 50 lives
15  14B3-DD0D + CBB3-DDDD  Start with 100 lives
16  CBCC-0407  Infinite lives
17  BAAD-ADDF  Continue with 1 life instead of 3
18  DDAE-670F + CBAE-67DF  Continue with 2 lives
19  D7AE-670F + CBAE-67DF  Continue with 5 lives
20  D9AE-670F + CBAE-67DF  Continue with 7 lives
21  D5AE-670F + CBAE-67DF  Continue with 9 lives
22  DF65-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 2
23  D465-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 3
24  D765-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 4
25  D065-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 5
26  D965-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 6
27  D165-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 7
28  D565-67D4 + CB65-64A4 + DD65-6704 + 3C65-6764  Start on stage 8
29  C2C8-0407 + C2C8-0767  Keep captured weapon until game ends (except claw and shield)

Thunder Spirits is a trademark of Technosoft/Toshiba EMI

**TKO Super Championship Boxing™ Game**

<table>
<thead>
<tr>
<th>TKO CODE</th>
<th>KEY IN...</th>
<th>EFFECT...</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>DB60-A7D4</td>
<td>9 minutes per round</td>
</tr>
<tr>
<td>2</td>
<td>D160-A7D4</td>
<td>6 minutes per round</td>
</tr>
<tr>
<td>3</td>
<td>DF60-A7D4</td>
<td>1 minute per round</td>
</tr>
<tr>
<td>4</td>
<td>D7B4-0D6D + D765-A764</td>
<td>Player 1 allowed only 3 punches in punch meter instead of 6</td>
</tr>
<tr>
<td>5</td>
<td>D7B9-04DD + D765-A764</td>
<td>Player 2 allowed only 3 punches in punch meter</td>
</tr>
<tr>
<td>6</td>
<td>4088-AF00</td>
<td>Infinite punch meters—both players</td>
</tr>
<tr>
<td>7</td>
<td>40BF-04DD</td>
<td>Infinite punch meter—player 1</td>
</tr>
<tr>
<td>8</td>
<td>40B0-076D</td>
<td>Infinite punch meter—player 2</td>
</tr>
</tbody>
</table>

TKO Super Championship Boxing is a trademark of Sofel Corporation.
Waialae Country Club™ Game

**WAIA CODE** | **KEY IN** | **EFFECT**
---|---|---
1 | C6A-67D9 + D081-046A | Most holes have new par values
2 | C6A-64A9 | All holes are par 5
3 | C6A-64A9 + 1A6A-67D9 | All holes are par 4

Waialae Country Club is a trademark of Waialae Country Club.

Wheel of Fortune™ Game

**WHEEL CODE** | **KEY IN** | **EFFECT**
---|---|---
1 | 8381-DF64 | 3/4 of normal time to choose
2 | F0B1-DF64 | 1/2 of normal time to choose
3 | D1B1-DF64 | 1/4 of normal time to choose
4 | C264-DF0F | Infinite time to choose
5 | DD62-DF07 | Vowels are free if you have at least $250
6 | 7462-DF07 | Vowels cost $50 if you have at least $250
7 | 1062-DF07 | Vowels cost $100 if you have at least $250
8 | B162-DF07 | Vowels cost $150 if you have at least $250
9 | A662-DF07 | Vowels cost $200 if you have at least $250
10 | C2BE-DFDF | Don’t lose money when landing on Bankrupt

Wheel of Fortune is a trademark of Califon Productions.

Wings 2—Aces High™ Game

**WING CODE** | **KEY IN** | **EFFECT**
---|---|---
1 | 828A-040B | Infinite lives—all pilots (you can still get fired)
2 | C2C6-DDD8 | Infinite power-ups

Wings 2—Aces High is a trademark of Namco Hometek, Inc.

World League Soccer™ Game

**WORLD CODE** | **KEY IN** | **EFFECT**
---|---|---
1 | D4AC-ADA3 | Each goal worth 2—player 1
2 | D7AC-ADA3 | Each goal worth 3—player 1
3 | D0AC-ADA3 | Each goal worth 4—player 1
4 | D9AC-ADA3 | Each goal worth 5—player 1
5 | D1AC-ADA3 | Each goal worth 6—player 1
6 | D5AC-ADA3 | Each goal worth 7—player 1
7 | D6AC-ADA3 | Each goal worth 8—player 1
8 | DBAC-ADA3 | Each goal worth 9—player 1
9 | D4AD-D7DE | Each goal worth 2—player 2
10 | D7AD-D7DE | Each goal worth 3—player 2
11 | D0AD-D7DE | Each goal worth 4—player 2
12 | D9AD-D7DE | Each goal worth 5—player 2
13 | D1AD-D7DE | Each goal worth 6—player 2
14 | D5AD-D7DE | Each goal worth 7—player 2
15 | D6AD-D7DE | Each goal worth 8—player 2
16 | DBAD-D7DE | Each goal worth 9—player 2

World League Soccer is a trademark of Mindscape Inc.
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</tr>
</thead>
<tbody>
<tr>
<td>Code Update Subscription (4 quarterly issues)</td>
<td>$3.50</td>
</tr>
<tr>
<td>Update Postage &amp; Handling</td>
<td>+$1.50</td>
</tr>
</tbody>
</table>

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