

VIDEO GAME ENHANCER

GAME GENIE


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

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Invented by
Codemasters™ 

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UNLOCK THE POWER OF YOUR FAVORITE VIDEO GAMES!

VIDEO GAME ENHANCER

GAME GENIE

16-BIT SUPER
For the Super Nintendo
Entertainment System®



CODEBOOK AND PROGRAMMING MANUAL

IMPORTANT - READ THIS - DIRT HURTS!

DIRT in the connectors of your Super NES™ deck, game pak or Game Genie™ can cause game play problems!

If you have any of the following PROBLEMS, CLEANING the DECK, GAME PAK AND GAME GENIE connectors could easily solve them!

- GAME STOPS OR SCREEN "FREEZES"
- DISTORTED OR "SCRAMBLED" SCREEN

We recommend REGULAR use of a CLEANING KIT such as Super NES Cleaning Kit. Follow the instructions that come with the kit.

USE THE CLEANING KIT TO CLEAN *BOTH ENDS* OF THE GAME GENIE.

Clean the black connector using the tool supplied in the cleaning kit for cleaning the Super NES Deck. Clean the other end using the tool supplied for cleaning the game pak.

Consult the Troubleshooting Guide on Page 16 of the Codebook for more information.

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If you have a problem with Game Genie, call the
GAME GENIE HELPLINE for assistance:

1-513-868-8835

NEW CODES NOT AVAILABLE BY PHONE.
SEE BACK PAGE FOR CODE UPDATE OFFER!

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Introducing Game Genie™ Video Game Enhancer for the Super Nintendo Entertainment System®

With Game Genie™ video game enhancer, you can temporarily change certain game-play features and create special effects on many popular titles for the Super Nintendo Entertainment System®. The changes you make with Game Genie are not permanent, and disappear when the power to the game deck is turned off. When connected properly, Game Genie will not damage either your game paks or your game deck.

Game Genie connects between your game pak and game deck. It introduces its own startup screen, called the "Code Screen," when you turn on the game deck power. On this screen, you enter special codes listed in this manual to modify game-play features and create special effects. (Games appear in alphabetical order beginning on page 23.) Or, you can program your own codes.

Up to five codes can be entered at the same time. Some effects require that more than one code be entered.

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

First, the Super Nintendo Entertainment System® should be connected normally, following the instructions that came with it. If you are a first-time Super NEST™ user, first read the control deck instructions to familiarize yourself with its operation.

Before Using your New Game Genie™

1) Clean

We recommend that you first thoroughly CLEAN YOUR SUPER NEST™ DECK AND ALL YOUR GAME PAKS BEFORE CONNECTING YOUR NEW GAME GENIE™.

Use a Cleaning Kit such as the Super NES™ Cleaning Kit. Follow the instructions that come with the kit.

2) Test

TEST the function of your Super NES™ Deck and all your Game Paks before connecting your new Game Genie™.

3) Read

Read all instructions on pages 5 to 14 of this manual.

**If you have a problem with Game Genie, call the
GAME GENIE HELPLINE for immediate assistance:**

1-513-868-8835

NEW CODES NOT AVAILABLE BY PHONE. SEE BACK PAGE FOR CODE UPDATE OFFER!

ALWAYS SLIDE THE DECK POWER SWITCH TO THE OFF POSITION BEFORE REMOVING THE GAME PAK OR GAME GENIE!

Connecting the Game Pak

IMPORTANT: FRONTS (TITLE LABEL SIDES) OF GAME PAK AND GAME GENIE MUST FACE IN THE SAME DIRECTION.

- 1) Hold the Game Genie with the front (LABEL SIDE) facing you. (Figure 1)

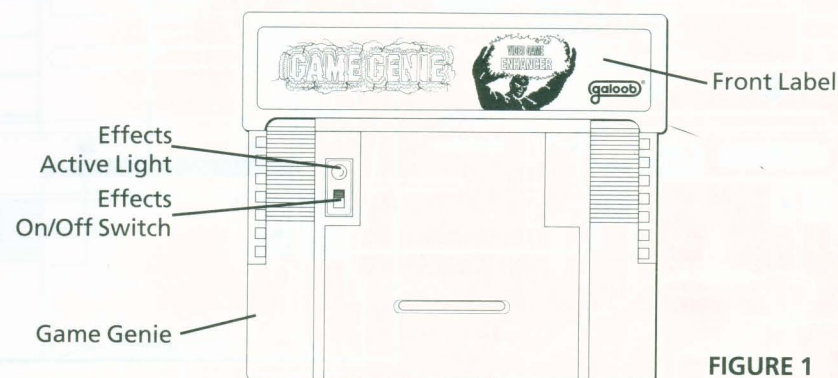


FIGURE 1

- 2) Open the GAME HOLDER on the Game Genie by pulling the HOLDER outward (toward you). (Figure 2)

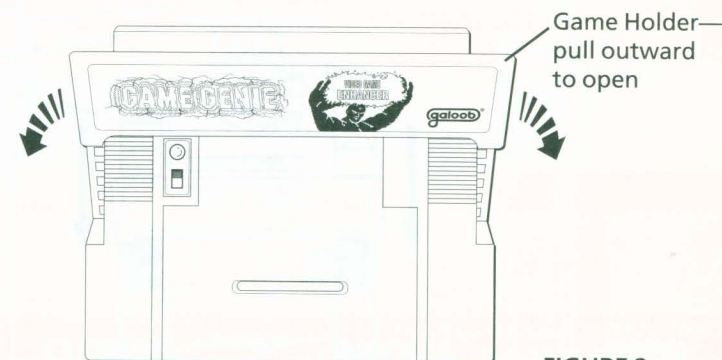


FIGURE 2

Connecting the Game Pak

- 3) Hold your Game Pak with the front (TITLE LABEL SIDE) facing you.
- 4) Carefully plug the Game Pak all the way onto the black connector inside the GAME HOLDER on the Game Genie. (Figures 3, 4 and 5)

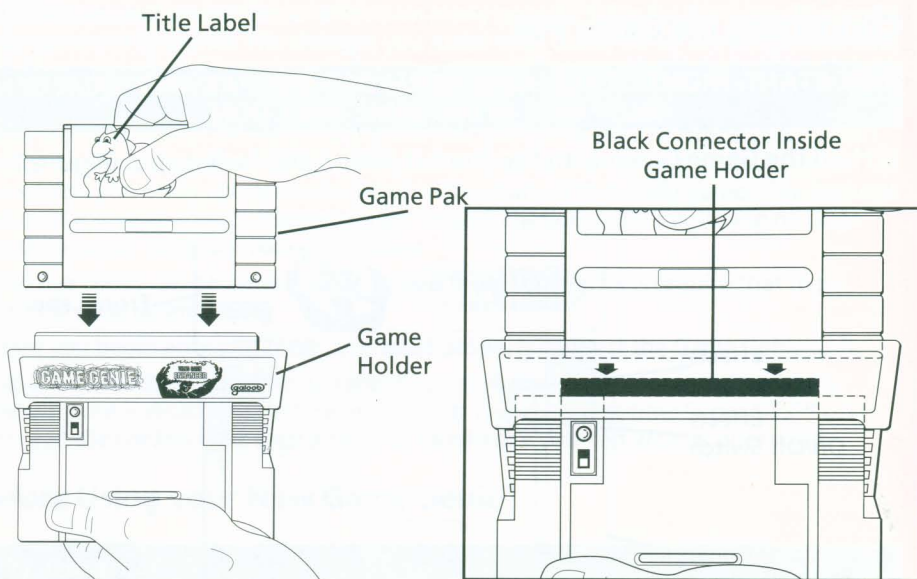


FIGURE 3

FIGURE 4

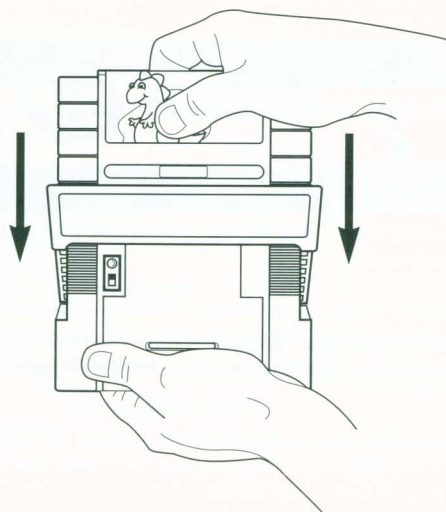


FIGURE 5

Connecting the Game Pak

- 5) Close the GAME HOLDER by pressing the label area of the HOLDER ALL THE WAY BACK against the Game Pak. (Figure 6)

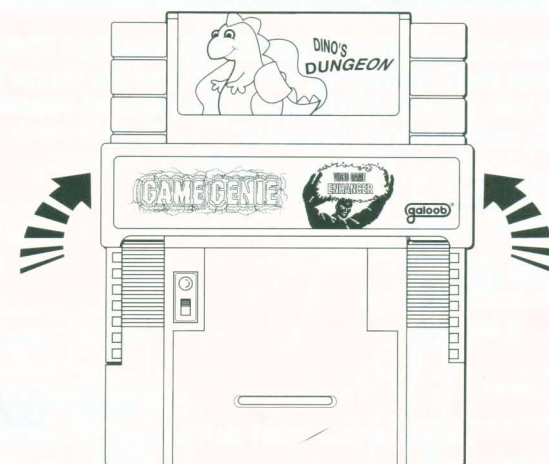


FIGURE 6

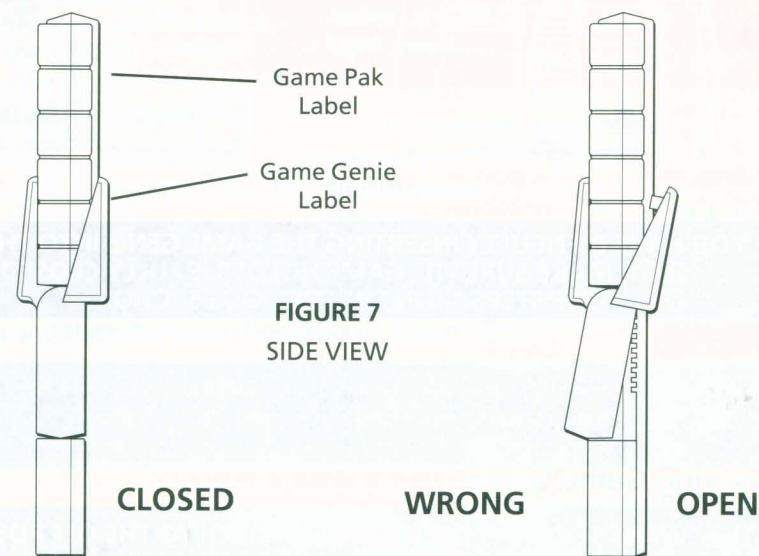


FIGURE 7
SIDE VIEW

- 6) If the HOLDER does not close flat against the Game Pak, make sure the Game Pak is pushed ALL THE WAY onto the black connector and the Game Pak label is facing FORWARD. (Figure 7)

Connecting Game Genie

1) ALWAYS SLIDE THE DECK POWER SWITCH TO THE OFF POSITION BEFORE INSERTING THE GAME GENIE.

2) WITH GAME GENIE AND GAME PAK LABELS BOTH FACING FORWARD, firmly plug the Game Genie (with Game Pak attached and the Game Holder fully closed) all the way into the slot in the top of the deck, as you would an ordinary Game Pak, until it stops. (Figure 8)

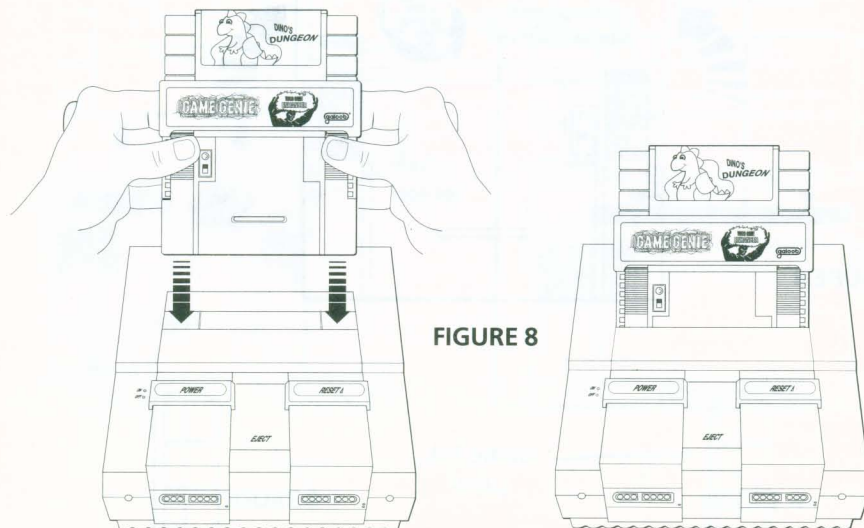


FIGURE 8

IF YOU HAVE DIFFICULTY INSERTING THE GAME GENIE INTO THE DECK SLOT, MAKE SURE THE GAME HOLDER IS FULLY CLOSED. SEE STEPS 1-6 IN THE PREVIOUS SECTION.

IMPORTANT: BE CAREFUL NOT TO ROCK THE GAME GENIE AND GAME PAK BACK AND FORTH WHEN THEY ARE IN THE DECK. PUSH STRAIGHT DOWN TO INSERT AND PULL STRAIGHT UP TO REMOVE.

Removing Game Genie

1) ALWAYS SLIDE THE DECK POWER SWITCH TO THE OFF POSITION BEFORE REMOVING THE GAME GENIE.

2) Press and hold down the deck's EJECT Button, grasp Game Genie with the other hand, and pull it STRAIGHT UP to remove. (Figure 9, next page)

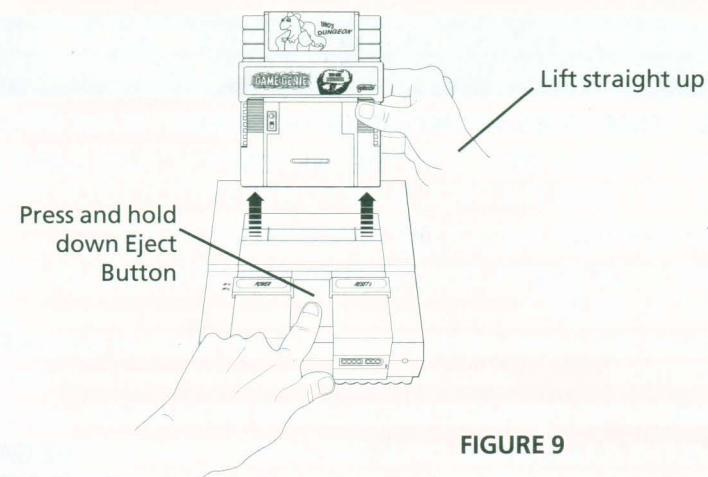


FIGURE 9

3) Pull open the Game Holder.

4) Carefully remove the Game Pak from Game Genie.

Powering Up

1) With Game Genie and the Game Pak plugged into the deck, make sure the EFFECTS ON/OFF SWITCH on the front of the Game Genie is in the UP (ON) position. (Figure 10)

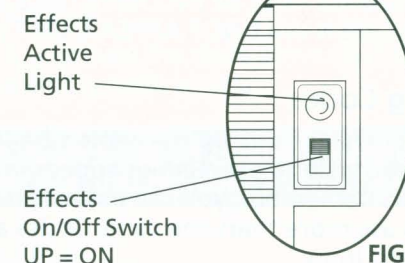
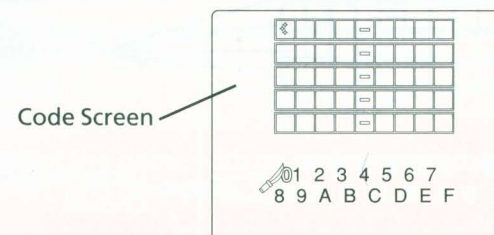


FIGURE 10

2) Turn on the game deck power. The green EFFECTS ACTIVE LIGHT on the Game Genie will light up, and instead of the game starting, you will see two brief title screens and then the Game Genie Code Screen. (Figure 11)

IF THE DECK POWER SWITCH WILL NOT SLIDE TO THE ON POSITION, REMOVE THE GAME GENIE AND RE-INSERT ACCORDING TO THE INSTRUCTIONS ABOVE. DO NOT FORCE THE SWITCH.



IF CODE SCREEN DOES NOT APPEAR, SEE INSTRUCTIONS ON NEXT PAGE

FIGURE 11

Powering Up/Entering Codes

IF THE GREEN EFFECTS ACTIVE LIGHT DOES NOT LIGHT, MAKE SURE THE DECK IS PLUGGED IN AND THE DECK'S RED POWER INDICATOR LIGHT IS ON

IF THE CODE SCREEN DOES NOT APPEAR, OR THE SCREEN IS BLANK OR BLINKING:

- SLIDE DECK POWER SWITCH TO THE OFF POSITION, PUSH GAME GENIE ALL THE WAY INTO THE DECK, SLIDE POWER SWITCH TO ON POSITION.
- TURN DECK POWER SWITCH OFF AND THEN ON AGAIN.
- TURN OFF DECK POWER, REMOVE THE GAME GENIE AND RE-INSERT INTO THE GAME DECK.
- MAKE SURE THE GAME GENIE EFFECTS ON/OFF SWITCH IS IN THE UP (ON) POSITION

IF THE GAME GENIE CODE SCREEN STILL DOES NOT APPEAR:

- REMOVE THE GAME GENIE, OPEN THE HOLDER, UNPLUG THE GAME PAK, AND TEST BOTH THE GAME PAK AND THE GAME DECK BY PLAYING THE GAME IN THE NORMAL WAY. IF BOTH THE GAME PAK AND GAME DECK ARE FUNCTIONING PROPERLY, THEN RE-INSTALL THE GAME GENIE AND TRY AGAIN.
- SOME GAMES MAY BE INCOMPATIBLE WITH GAME GENIE AND THE CODE SCREEN WILL NOT APPEAR, OR TV SCREEN WILL BLINK.

Entering Codes

- 1) To enter codes, look up the game title in this manual and choose the codes you wish to use. Games appear in alphabetical order beginning on page 21. Remember, you can enter up to five codes at a time, but some effects use more than one code. Codes are eight characters (letters and numbers) long.
- 2) The 2 lines of characters in the bottom portion of the screen are the Letter/Number Choices that make up the codes. You will see a Sword on the screen pointing to the Letter Choice "0" on the left side of the screen. (Figure 12)
- 3) The 5 rows of blank squares are the Code Lines. The "Swirling Star" Cursor will appear on the first space of the top Code Line. (Figure 12)

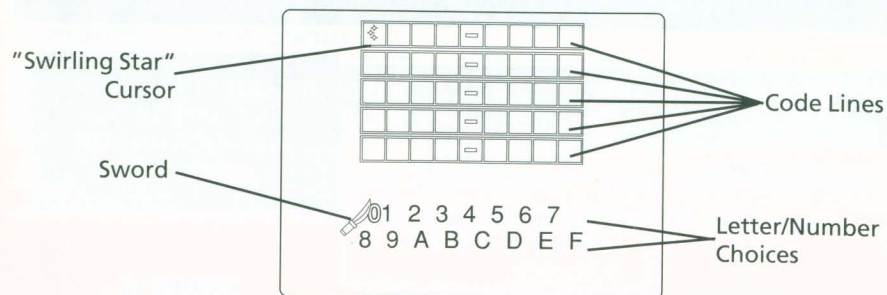


FIGURE 12

Entering Codes / Correcting Mistakes / Starting the Game

- 4) To enter codes on the Code Screen, use the Number 1 controller.

Note: If you are using a special controller and are having difficulty entering Game Genie codes, try turning off any special features such as "Turbo." OR, use the standard controller that came with your Super NES™ deck to enter the codes, and then replace it with the special controller to play the game.

- 5) Move the Sword to point to the first Letter Choice of the first code by pressing UP, DOWN, LEFT and RIGHT arrows of the Control Pad.
- 6) Press the "B" Button on the controller to enter the letter on the Code Line. The "Swirling Star" Cursor will move to the next space. Continue in this way until all the code letters have been entered (and all spaces on the line are filled). You have now entered the first code.
- 7) After you have completed a Code Line, the "Swirling Star" will move to the first space on the next Code Line.
- 8) Repeat this procedure to enter up to five codes, if desired.

Correcting Mistakes

- 1) If you make a mistake and enter the wrong letter, press the "A" Button to backspace and delete the last letter entered. Then enter the correct letter as described in steps 5 and 6 above.
- To start all over again at any point, just turn the deck power switch off and then on again to bring up the empty code screen.

FOR MORE DETAILED INFORMATION ON HOW TO CORRECT AND CHANGE CODES, SEE "ADVANCED CODE EDITING FEATURES," NEXT PAGE.

Starting the Game

When all desired codes have been entered, double-check them to make sure they have been entered correctly. Then press "Start" on the controller to begin the game. The first screen of the game will appear normally. Proceed to play the game as usual, according to the instructions that came with it.

- To return to the Game Genie Code Screen from the game at any time, press Reset.
- To play the game again and keep the same codes in effect, press Reset and then Start.
- To play the game normally without any effects, you do not have to remove the Game Genie. Just press Start with no codes entered on the Code Screen, or move the Effects On/Off Switch to the down (OFF) position and press Start.
- To restart the game with no codes entered, turn the deck power off and then on, and then press Start.

Advanced Code Editing Features

Press Reset during the game, or at the end of the game, to return to the Code Screen. All the codes you previously entered will still appear in the Code Lines. At this point, you can:

- 1) Restart the game using the same codes by pressing Start.
- 2) Add, delete or change one or more codes on the screen using these editing techniques:

How to Erase or Change a Code Letter, a Code, or Codes

TO MOVE THE SWIRLING STAR TO A LETTER OR SPACE ON THE CODE LINES	Press the "X" button to advance one space. Press "Y" to back up one space. OR Hold down "X" and use the control pad arrows to move the "Swirling Star" to the desired letter space. (You can also hold down the "Y" button instead of the "X".)
TO ERASE A LETTER	Move the "Swirling Star" to the desired letter (see above) and press the "A" button
TO CHANGE A LETTER	Move the "Swirling Star" to the code letter you want to change. Use the control pad to move the Sword to the new Letter Choice. Press the "B" button to enter the new letter.
TO ERASE ONE CODE	Move the "Swirling Star" to any letter in the code (see above). Press and hold down both the "L" and "R" buttons. (If there is no code entered on the line where the "Swirling Star" is, this procedure will erase the previous line.)
TO ERASE ALL CODES	Press and hold down both the "L" and "R" buttons and press "A".

Uses of the Effects Switch

To play a game without using effects, move the switch to the down (off) position.

Some players prefer to use effects for only part of a game. For example, they might key in a code for invincibility, but may want to see how far they can get in the game without using the effect. To do this, they would switch off the effect shortly after the game begins (see below), but could switch it back on at some point during the game when they feel they need protection.

Using The Switch During Game Play

Depending on the game you're playing and the codes you're using, the Effects Switch can sometimes be used to turn the effects on and off as you play.

Follow these tips for best results with the Effects Switch:

- ALWAYS MAKE SURE THE SWITCH IS "ON" WHEN YOU PRESS "START" IN THE CODE SCREEN.
- ALWAYS MAKE SURE THE SWITCH STAYS ON UNTIL THE GAME ACTUALLY BEGINS TO PLAY (NOT JUST TITLE OR OPTIONS SCREENS, BUT GAME PLAY ACTION)—EVEN IF YOU DO NOT WANT TO PLAY WITH EFFECTS AT THE BEGINNING OF THE GAME. If you don't want to play with effects, turn the switch off right after game play begins.
- Some effects may take a few seconds to disappear after the switch is turned off.

IMPORTANT: WHEN USING SOME CODES ON SOME GAMES, SOME EFFECTS MAY NOT SHUT OFF, OR SOME GAME CONDITIONS MAY NOT CHANGE BACK TO NORMAL.

For example, many "start with" codes make certain changes at the beginning of the game that will not disappear when you turn off the Effects Switch. If you use a code such as "Start with 9 lives," in a game that normally gives you 3 lives, turning off the switch will not cause the number of lives left to go immediately back to 3. You will continue to use up the remaining number of lives until you lose them all and the game ends.

On most games, codes that may not shut off include "start with" codes affecting lives, credits or character points, level-warp codes, and some other codes.

On most games, codes that are more likely to shut off include invincibility, stop timer, jump codes, and some other codes.

If You Have Problems with Codes...

Every code in this book has been tested and verified on all known versions of each game. However, because of the nature of game enhancement, it is possible that some codes or combinations of codes may cause undesired effects at some point in the game play. If this occurs, it will not harm your games or deck.

Simply press Reset or shut off the power to the game deck and turn it back on again to bring up the Code Screen. (Or, continue playing if you can.)

In some situations, turning off the Effects On/Off Switch may solve the problem.

Entering passwords and Game Genie codes together may cause problems on some games.

If you experience an undesired effect:

- Double-check to make sure you entered the codes correctly.
- If the problem occurred when using a single code, enter a different code.
- If the problem occurred when using a combination of codes, try using a different combination of codes, or deleting one or more of the codes.
- Start the game again.

If you become "stuck" in a game because you are using an effect that prevents you from progressing in the game, try turning off the Effects On/Off Switch and seeing if that solves the problem.

For example, if you are using a "stop timer" code and the game requires the timer to run out so the bonus round will end and the next round will begin, you can turn off the effects switch, let the clock run down, and then turn the effects switch back on after the next round has begun.

If Codes Have No Effect

Problem codes turn up from time to time. Codes may not work on all versions of a game. In addition, there are other reasons why codes don't work.

A 16-bit video game contains a very large number of ever-changing conditions. So, despite our intensive testing, you may discover a location, situation, or combination of conditions in a game where a code problem occurs.

We are confident that the vast majority of codes in this book work fine, and we welcome you to call to our attention any problems you may discover.

PROBLEM	CAUSE/REMEDY
Can't slide deck power switch to ON position	<ul style="list-style-type: none"> •Game Genie is not inserted properly. Do not force the switch. Remove Game Genie and re-install according to instructions on pages 8 to 9.
Game "freezes," stops, or is interrupted	<ul style="list-style-type: none"> •Problem code. WILL NOT HARM GAME. Press reset or turn deck power off and on and re-enter codes. Recheck codes. If using a single code, choose another code. If using 2 or more codes, delete 1 or more codes, or try a different combination of codes. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak.

PROBLEM	CAUSE/REMEDY
Game "freezes," stops, or is interrupted, con't.	<ul style="list-style-type: none"> •The code you're using prevents progress in a particular part of the game. WILL NOT HARM GAME. Try turning off the Effects On/Off Switch.
Scrambled or distorted picture	<ul style="list-style-type: none"> •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak.
No picture	<ul style="list-style-type: none"> •Make sure Game Genie is pushed in as far as it will go. •Make sure TV and deck are plugged in. •Make sure TV and deck are turned on. •Make sure TV and deck are connected properly. Refer to Super NES™ instructions. •Make sure Channel 3/4 switch on deck is set correctly. Refer to Super NES™ instructions. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak. •Remove Game Genie, insert Game Pak into deck and test normal operation of game and deck. If problem occurs without Game Genie, refer to Super NES™ instructions.
Game Genie Code Screen does not appear	<ul style="list-style-type: none"> •Make sure Game Genie is pushed in as far as it will go. •Game may be incompatible with Game Genie. Play a different game. •Turn deck power off and then on again. •Remove Game Genie, unplug Game Pak from Game Genie and carefully but firmly reconnect. Reinsert Game Genie into deck.

Game Genie Code Screen does not appear, con't.	<ul style="list-style-type: none"> •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ Cleaning Kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak. •Remove Game Genie, insert Game Pak into deck and test normal operation of game and deck. (See "No Picture," above.)
No picture or Code Screen some of the time	<ul style="list-style-type: none"> •Game may be incompatible with Game Genie. Play a different game. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ cleaning kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak. •Poor connection of Game Genie, Game Pak and/or deck. Repeat connection procedures.
Picture problems—fuzzy, snow, no color	<ul style="list-style-type: none"> •Switch off TV automatic fine tuning (AFT) control
No color with AFT off	<ul style="list-style-type: none"> •Switch TV automatic fine tuning (AFT) control back on
Green Effects Active Light on Game Genie is not lighted with switch up (on)	<ul style="list-style-type: none"> •Make sure Game Genie is pushed in as far as it will go. •Make sure Super NES™ deck is plugged in. •Make sure deck power is turned on. •Turn deck power off and then on again. •Remove Game Genie and reinsert into deck.
Unintended effect that does not interrupt game	<ul style="list-style-type: none"> •Problem code. WILL NOT HARM GAME. Press reset or turn deck power off and on and re-enter codes. Recheck codes. If using a single code, choose another code. If using 2 or more codes, delete 1 or more or try a different combination of codes.

Unintended effect that does not interrupt game (con't)	<ul style="list-style-type: none"> •The code you're using prevents progress in a particular part of the game. WILL NOT HARM GAME. Try turning off the Effects On/Off Switch.
Game does not appear after pressing Start in Code Screen	<ul style="list-style-type: none"> •Incompatible game. Play another game. •Dirt. Clean metal contacts on deck, Game Genie and Game Pak connectors using a cleaning kit such as Super NES™ Cleaning Kit. Clean black connector of Game Genie with tool supplied in the cleaning kit for cleaning the Super NES™ deck. Clean other end using tool supplied for cleaning the game pak.
Codes have no effect	<ul style="list-style-type: none"> •Make sure Effects On/Off Switch is in up (On) position and green Effects Active Light is on. •Problem code/incompatible game version. Sometimes there is more than one version of a game, and codes will not work.
Can't enter codes/ control Sword or "Swirling Star" Cursor	<ul style="list-style-type: none"> •Make sure controller is plugged into Socket #1. •Make sure you are using controller 1 to enter codes.
Any other problem	<ul style="list-style-type: none"> •Call the GAME GENIE HELPLINE for help: 1-513-868-8835

Programming Your Own Codes

The codes listed in this manual give you an idea of the kinds of effects you can create by programming your own codes.

When programming your own codes, keep in mind the following guidelines:

- The easiest way to program your own codes is to make slight changes in existing codes. In the next section, there is a simple table that shows you how to change the codes you find in this manual to create effects you might enjoy.
- If you are making small changes to existing codes, you must have 8 characters in the code. ("Characters" means letters or numbers.)
- You can also program codes by simply using random characters. You must have 8 characters in the code.

WHEN PROGRAMMING RANDOM CODES, IT IS POSSIBLE TO ACCIDENTALLY COME UP WITH A CODE THAT CAUSES AN UNDESIRABLE EFFECT, SUCH AS DELETING A SAVED GAME.

- Using 2 or more codes at a time is a more difficult way to program random codes, since it's harder to tell which code is making the effect happen.
- Some kinds of codes are easier to program. The best ones are codes with numbers in them (for example, number of lives, number of bullets, number of weapons, number of seconds or minutes on the timer).
- Some kinds of codes are harder to program, such as "Infinite Lives" or "Super Mega Power."
- Many codes you create will have some effect, but often it will be such a small change that you will not notice any difference. YOU MAY HAVE TO TRY MANY RANDOM CODES BEFORE YOU GET A NOTICEABLE EFFECT.
- If you find a random code that has an interesting effect, then try changing it by using the programming techniques in the next section. This way, you are more likely to "home in" on a really good effect.

Your success in code programming will depend a lot on luck. Keep trying! Of course, some of the effects you create you may not like. Almost any effect is possible—good, bad, interesting, annoying, fun, or just plain silly.

If a code you program interrupts the game or causes an undesired effect, just press reset or turn the power off and then on again, and program different codes to play. Remember, problem codes cannot damage your deck or games.

How to Program

There are three basic methods used to program your own codes by changing existing codes.

Using Method #1, you change the 1st character of the code to any other character.

Using Method #2, you change the 2nd character of the code to any other character.

Using Method #3, you change both the 1st and 2nd characters of the code to any other characters.

- Changing the first character of a code makes a bigger difference than changing the second character.

Remember, these methods work best when the effect of the code you wish to change has numbers in it, such as "Start with 10 lives." They will usually not work on a code like "Infinite lives."

The best way to proceed is to write down the original code, use the table below to choose the variations you want to try, and then write down all the variations underneath the original code. This way, you can return to your

Game Genie with your own list of codes to try.

Reminder: If a code you program interrupts the game or causes an undesired effect, just press reset or turn off the power and turn it on again, and then program different codes to play. **PROBLEM CODES DO NOT HARM YOUR GAMES.**

How to use the table: The character "D" will usually give you the "smallest" effect (lowest number of lives, ammo, energy, weapons, continues, the lowest jump, slowest speed, etc.) of any letter. The character "E" will give you the "biggest" effect (highest number of lives, ammo, energy, weapons, continues, the highest jump, fastest speed, etc.) of any letter. The table shows you the rank of the characters in between "D" and "E," going from Smallest Effect on the left to Biggest Effect on the right.

Smallest Effect

Biggest Effect

D F 4 7 0 9 1 5 6 B C 8 A 2 3 E

Note: On some games, the order of effect may be reversed. In other words, "E" may have the smallest effect and "D" may have the biggest effect.

Examples of Programming Methods

Let's say you have a code that gives you 50 lives. This is a promising code to experiment with, since the effect has a number in it.

Original Code: 7FB4-6F07 Start with 50 lives

Using Method #1, you change the first character of the code (7). If "D," the character with the smallest effect, is substituted for "7," the result is:

DFB4-6F07 Start with 2 lives

Using Method #2, you change the second character of the original code (F). If "3," one of the characters with the biggest effects, is substituted for "F," the result is:

73B4-6F07 Start with 63 lives

Using Method #3, you change both the first and second characters of the original code (7 and F). If "1" and "4" are substituted for "7" and "F," the combined effect of the two new characters gives you:

14B4-6F07 Start with 99 lives

(These codes are from Super Mario World™ Game.)

Remember, programming is an art that requires lots of patient, trial-and-error experimenting! The techniques will not work on all codes, but keep trying until you discover a code that works. Of course, the methods we've described are not the only ones that might work. Feel free to invent your own programming techniques!

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