

Codebook

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COLLABORATORS

	TITLE : Codebook		
ACTION	NAME	DATE	SIGNATURE
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- Adventure Island How to Keep Weapons When Game Ends
- After Burst Level Code
- Aladdin level skipping
- Amazing Tater Last Level Password
- Amazing Penguin
- Amida
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Zen: The Intergalactic Ninja Level Passwords
The ZELDA Solution!

1.2 The author

Well I'm not exactly author but a collector of this list.
Most of this list is gathered up from various sources from Internet.

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1.3 Introduction

This list contains cheats, codes and tips for Gameboy games which
you use in Gameboy emulators or in real Gameboy without Gamegenie.

1.4 Help needed

With your help there could be much more cheats and codes in this
list. So if you know any cheats, codes, tips, solutions or whatever
for Gameboy games please send them to me.

I haven't got time to check all the cheats so if some of these
doesn't work please notify (mention emulator) me.

You could also correct my typing mistakes, broken links and etc...
but if you do so please send me corrected version.

Wanted:

- Codes for Lemmings
- Codes for The Humans

I'm waiting for your reply ;)

1.5 Thanks to

Thanks to following people

Ville Helin for his great Gameboy emulator Wzonka-Lad without it this

list wouldn't exist. Thank you !

Tomas Amsrud for icons and his great emulation site.
(<http://www.applausenett.no/~gdwarf/emu/index.html>)

Reinder Kraaij (Tser) for cheats which I ripped from his page, sorry.

Christer Ericson for Zelda solution.

1.6 Adventure Island Stage Select

--ð Adventure Island Stage Select ð--

Press RIGHT-LEFT-RIGHT-LEFT-A-B-A-B At The Title Screen.

1.7 After Burst Level Codes

-- After Burst Level Codes --

Level 06 -	31520347
Level 11 -	11145378
Level 16 -	13020060
Level 21 -	36985214
Level 26 -	93493887

1.8 Amazing Tater Last Level Password

--ð Amazing Tater Last Level Password ð--

Floor 3: YBTF5ZZFT2

1.9 Battle Bull Last Level Password

--ð Battle Bull Last Level Password ð--

Level 48: \$F**

1.10 Battle Ping Pong Level Paswords

--ð Battle Ping Pong Level Paswords ð--

7822	5802
6524	8731
1604	0511
0781	1199

1.11 Bill And Ted's Excellent GameBoy Adventure Level passwords

--ð Bill And Ted's Excellent GameBoy Adventure Level passwords ð--

New Mexico	- 555-4239
Greece	- 555-6767
England	- 555-8942
School Room	- 555-4118
Shopping Mall	- 555-8471
School Room	- 555-2989
The Abyss	- 555-6737
Paradise	- 555-6429
School Concert	- 555-1881

1.12 Bionic Commando Final Boss

Bionic Commando

Final Boss:

S=Square, T=Triangle, C=Circle, B=BLANK

ABCDEF

- 1 SCSSCC
- 2 TSBTSC
- 3 TSCBTC
- 4 CTBCCT

1.13 Bionic Commando Level Skip

Bionic Commando

On Any Level Hold Start, then press A and B simultaneously to skip levels.

1.14 Blodia Level Paswords

--ð Blodia Level Paswords ð--

Level 16: AIJD	Level 21: CNGL
Level 17: DIFP	Level 22: APQD
Level 18: DJGN	Level 23: DQMQ
Level 20: BKQF	Level 24: BNCE
Level 21: ANPD	Level 25: CPHI

1.15 Boomer's Adventure in Asmik World

Boomer's Adventure in Asmik World

Stage Passwords:

Stage 8: SCARAB
Stage 9: BLUTEN
Stage 15: REMORA
Stage 16: PANGOLIN
Stage 17: DEWLAP
Stage 23: MINORCA
Stage 24: ELYTRON
Stage 25: GILA
Stage 32: NYDRA
Stage 33: IBEX

Special Passwords:

Level Select: ANCIENT.
For experience battling Bouncer, enter: ZAHNBELA.
Dig up the Bommerang in front of you.

1.16 Boxxle

Boxxle

Passwords:

Enter the Spade symbol in the "_" spaces.

Level 1-10: B_XW
Level 2-10: D_XX
Level 3-10: G_XY
Level 4-10: H_XZ
Level 5-10: J_X!
Level 6-10: K_x?
Level 8-10: M6X1
Level 9-10: N_X2
Level 10-10: P_X3
Level 11-8: Q_HT

1.17 Boxxle 2 Last Password

--ð Boxxle 2 Last Password ð--

Level 5 : 0K84

1.18 Bugs Bunny Crazy Castle

Bugs Bunny Crazy Castle

Stage Passwords:

Stage 2: SZWS
Stage 3: ZS2S
Stage 4: ZZPS
Stage 5: SW3S
Stage 6: SXES
Stage 7: ZW4S
Stage 8: ZX9S
Stage 9: WSRS
Stage 10: WZFS
Stage 11: XSJS
Stage 12: XZKS
Stage 13: WWMS
Stage 14: WXCS
Stage 15: XWAS
Stage 16: XXOS
Stage 17: S2SZ
Stage 18: STWZ
Stage 19: Z22Z
Stage 20: ZTPZ
Stage 21: SP3Z
Stage 22: SYEZ
Stage 23: ZP4Z
Stage 24: ZYPZ
Stage 25: W2RZ
Stage 26: WTFZ
Stage 27: X2JZ
Stage 28: XTKZ
Stage 29: WPMZ
Stage 30: WYCZ
Stage 31: XPAZ
Stage 32: XYOZ
Stage 33: 2SSW
Stage 34: 2ZWW
Stage 35: TS2W
Stage 36: TZPW
Stage 37: 2W3W
Stage 38: 2XEW
Stage 39: TW4W
Stage 40: TX9W
Stage 41: PSRW
Stage 42: PZFW
Stage 43: YSJW
Stage 44: YZKW
Stage 45: PWMW
Stage 46: PXCW
Stage 47: YWAW
Stage 48: YXOW
Stage 49: 22SX
Stage 50: 2TWX
Stage 51: T22X
Stage 52: TTPX
Stage 53: 2P3X

Stage 54: 2YEX
Stage 55: TP4X
Stage 56: TY9X
Stage 57: P2RX
Stage 58: PTFX
Stage 59: Y2JX
Stage 60: YTKX
Stage 68: Z1P2
Stage 70: SHE2
Stage 74: W1F2
Stage 80: XH02.

1.19 Bugs Bunny Crazy Castle 2

Bugs Bunny Crazy Castle 2

Passwords:

Level 4: SHIP
Level 27: KING.

1.20 Choplifer II Codes

--ð Choplifer II Codes ð--

Level 02 - SKYHPPR	Level 09 - SPRYSKS
Level 03 - LKYBYSS	Level 10 - CMPTRWZ
Level 04 - CHPLFTR	Level 11 - CHPYBYS
Level 05 - BYMSFWR	Level 12 - VRYHPPY
Level 06 - RGTHND	Level 13 - GMBYQZD
Level 07 - GDGMPLY	Level 14 - LVLYTYZ
Level 08 - TRYHRDR	Level 15 - GDDYGMZ

1.21 Faceball 2000 Secret

--ð Faceball 2000 Secretð--

On Level One. Find The Exit. Shoot It Five Times, You Will Here A Sound Effect, Then Explore The Level Some More. You Will Find Extra Lives And Speed-Up Power-Ups. You Will Also Have Five Exits To Choose From, Each Of Which Takes You To A Different Level (level select).

1.22 Final Fantasy Legend

Final Fantasy Legend

Find Medusa Cave:

Find an oasis with two palm trees and walk in a figure 8-like manner around them.

Sound Test:

At the Title Screen, press DOWN, B and START simultaneously.

1.23 Final Fantasy Legend II Sound Test

--ð Final Fantasy Legend II Sound Test ð--

At The Title Screen Press SELECT-B-START.

1.24 Fish Dude Last Level Password

--ð Fish Dude Level Passwords ð--

Level Passwords:

Level 2-1: EJ	Level 2-2: BZ	Level 2-3: UQ
Level 3-1: WA	Level 3-2: NR	Level 3-3: GI
Level A-1: CH	Level A-2: ZP	Level A-3: LK
Level B-1: XV	Level B-2: DA	Level B-3: MU
Level C-1: TY	Level C-2: FO	Level C-3: SE

1.25 Go! Go! Tank Cheat Mode

--ð Go! Go! Tank Cheat Mode ð--

Press LEFT-UP-RIGHT-UP-LEFT-LEFT-UP-RIGHT-UP-LEFT-UP-LEFT-START At The Title Screen To Become Invincible During The Game.

1.26 Kirby's Dreamland Extra Game & Game Configuration

--ð Kirby's Dreamland Extra Game & Game Configuration ð--

To Access A More Difficult Version Of Kirby's Dreamland Press UP-A-SELECT At The Title Screen, The Message "Extra Game" Should Appear, If It Doesn't, Then Press B Instead Of A. To Access The Hidden Game Configuration Screen Press DOWN-SELECT-B At The Title Screen, You'll Be Able To Set The Number Of Lives And Energy During The Game, As Well As Access The Sound/Music Test.

1.27 Kirby's Pinball Land

Kirby's Pinball Land

Play Bonus Stages:

At the Title Screen, press LEFT, B and SELECT simultaneously. The High Scores screen will appear with a white cat walking at the bottom of the screen. Then, a level select screen will appear. Select a level and instead of playing the level, you will go straight to the bonus stage of that level.

Practice Fighting The Bosses: Simultaneously press RIGHT, A, B and SELECT during the Title Screen. Hold them until the High Scores screen appears.

1.28 Prince Of Persia Level Passcodes

--ð Prince Of Persia Level Passcodes ð--

Level 2: 06769075

Level 3: 24613065

Level 4: 99116015

Level 5: 53004005

Level 6: 46308135

Level 7: 65903195

Level 8: 43961795 or
13807185

Level 9: 77865785 or
25432654

Level 10: 12463454 or
92731644

Level 11: 36717444 or
80637674

Level 12: 20610574 or
56135664

Battle with Jaffar: 98119464 or
71196464

The End: 89012414

To access the Password Screen, walk left at the start of the game

1.29 Prince of Persia Password Creation

--ð Prince of Persia Password Creation ð--

A Password Is An 8-Digit Number ABCDEFGH. The First 3 Digits (ABC) Are check-Digits, The Next One (D) Represents The Number Of Lives, The Next Two (EF) Represent The Minutes Left And The Last Two (GH) Designate The Level.

How To Construct A Password:

- þ Choose Your Level And Jot It Down As Two Digits And Reverse.
Example: Choose Level 8 And Write Down 80.
- þ Choose The Number Of Minutes Left And Write It Down In Two Digits, Reverse, And Append It To The Left Of The Level.
Example: Choose 59 Minutes, Which Gives 9580.
- þ Choose The Number Of Lives (1 Digit) And Append It To The Left.
Example: Choose 7 Lives To Obtain 79580.
- þ Call The Result DEFGH And Construct ABC As Follows:
 - þ $C = G + H$ (subtract 10 if necessary)
 - þ $B = E + F$ (subtract 10 if necessary)
 - þ $A = C + D$ (subtract 10 if necessary)

This way the 8-digit number ABCDEFGH is obtained.

Example:

- þ $C = 8 + 0 = 8$
- þ $B = 9 + 5 = 4$
- þ $A = 8 + 7 = 5$

The result is 54879580.

- þ Generate abcdefgh From ABCDEFGH By Substituting Each Digit According To The Table At The Bottom. In Our Example 54879580 Becomes The Password 01928095 Which Is Good For 7 Lives And 59 Minutes On Level 8.

TABLE:

FROM	0	1	2	3	4	5	6	7	8	9
INTO	5	4	7	6	1	0	3	2	9	8

Contributed by Herl Roos Lindgreen

1.30 Snoopy's Magic Show Passwords

--ð Snoopy's Magic Show Passwords ð--

þ1N1B	þ XZ10	þ V5K2	þ CA1H	þ 424V	þ VS10
þC417	þ CS1V	þ VUY0	þ 12ET	þ 2UV4	þ VU12
þZ2JH	þ 2207	þ C21I	þ ZUUV	þ 7UBB	þ BE10
þCE1Q	þ HEO4	þ CEIB	þ VHNX	þ 1H11	þ B6N0
		þ CD1T	þ CD1D		

Passwords:

Level 2: 1NWQ

Level 3: 70BT

Level 4: 104A
Level 5: 4N44
Level 6: 1NX2
Level 7: 105H
Level 8: 10XD
Level 9: 1N1C
Level 10: 1N10
Level 11: H007
Level 12: 10EI
Level 13: ONBV
Level 14: 1N1B
Level 15: C01X
Level 16: 10I1
Level 17: CZ10
Level 18: XZ2Q
Level 19: 1QET
Level 20: XQ1A
Level 58: V5Y0.

1.31 Snow Bros. Jr Level Select

--ð Snow Bros. Jr Level Select ð--

Press And Hold Up-SELECT-B At The Title Screen And Press START.

1.32 Speedy Gonzales Level Passwords

--ð Speedy Gonzales Level Passwords ð--

Mexico Zone : 500999
Forest Zone : 343003
Desert Zone : 830637
Country Zone : 812171
Island Zone : 522472

1.33 Super Marioland

Super Marioland

3-Up Hint:

At the end of each World, get into the the top of the tower. Hold button A down while the time remaining is being added to your score. Keep the button pressed as you shift into the bonus stage. You'll be rewarded with three extra Marios almost every time.

Continue:

In order to continue on level you were last on, you must have a score of 100,000 or more when the game is over.

Stage Select For Experts:

First, you must complete the game twice in a row. Once you do this, simply press A to change the stage number and press START to begin. If you have Game Genie, you can enter the following code to have the same effect: A12-16F-E98.

Hint:

There are many places in the game where you come across small crevices you must go through, but they are seemingly only big enough for Small Mario. When you're Super Mario, get right next to the crevice. Press DOWN to crouch, and then go RIGHT (or LEFT depending on the direction you are headed). Hold RIGHT and repeatedly press DOWN until Mario's head is completely covering the first block. Then, while holding DOWN and RIGHT, repeatedly press A until you reach the other side.

1.34 Super Mario Land 2: Secret demo game

--ð Super Mario Land 2: Secret demo game ð--

When title screen appears, Hold Up, Select and B and you should enter secret demo game. (BUT DEMOLASTS FOR 60SECONDS THEN CRASHES)

1.35 Super Marioland 2 Easy Mode

Super Marioland 2, Six Golden Coins

Easy Mode:

Press SELECT at the Pipe Screen.

1.36 Super Mario Land 3: Wario Land Cheat

--ð Super Mario Land 3: Wario Land Cheat ð--

Pause the game, then hit select 16 times. A box should appear over lives, time, or coins. hold A or B, then press left or right to move the box. Press up or down to change the numbers. When you've finished, unpause the game. Using this you can increase all three to their maximum. This is available on each level.

Tested with AmiGB

1.37 Tetris Expert Mode

--ð Tetris Expert Mode ð--

Hit D-START At The Title Screen To Acess The Expert Mode Of Tetris.

1.38 Tetris: Harder Levels

Tetris: Harder Levels

Harder Levels:

At the Title Screen, hold DOWN and press START. This will add 10 levels to the level you choose.

1.39 Zen: The Intergalactic Ninja Level Passwords

--ð Zen: The Intergalactic Ninja Level Passwords ð--

[C] Can [B] Bottle [O] bOx [T] Tire [] Empty

1 Stage Cleared : CBB
2 Stages Cleared : T BT
3 Stages Cleared : CBOB
Last Stage : BTCC

1.40 Aladdin level skipping

Aladdin level skipping

Just pause the game.
Then type: A,B,B,A,A,B,B,A

1.41 The ZELDA Solution!

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The ZELDA Solution

Note: Map coordinates are occasionally given as RC, both for the world map as well as for the dungeon maps. [I've been unable to find two pieces of heart. If you know how to collect these, please let me know!] [I've experienced two bugs in the game:

* Once when I restarted the game after having played for a while, the sprites that normally build up to a lightning bolt in the intro were not properly initialized and instead some level building blocks were used.

- * Also only once, in the room at R7C3 in Angler's Tunnel (level #4) I sorta moonwalked over the pots and over the wall towards the chest, when the game suddenly hung. Have you experienced these, or any other bugs? I'd love to know!]
 - * After awakening in Tarin and Marin's house (in Mabe village), talk to Tarin to get your Shield back.
 - * Go south to Toronbo Shores to fetch your Sword.
 - * Retrieve the piece of heart (#1) in the well in Mabe Village.
 - * Travel to Mysterious Woods. By going through a wooden stump, you will find a Toadstool. Take it to the witch (at Witch's Hut) who'll mix you some Magic Powder (20). You can also get the nagic powder from the "Trendy Game" In Mabe Village. Sprinkle Magic Powder on the raccoon to get rid of it (it transforms into Tarin, is it?). Now get the Tail Key from the chest.
 - * While passing through Mabe on your trip to Tail Cave: get the secret seashell (#1) from the field of bushes, play the Trendy Game to win the Yoshi Doll, trade the Doll for a Ribbon from the woman at the Quadruplet's House, give the Ribbon to the small BowWow at Madam MeowMeow's House to receive the Can of Dog Food, play the Fishing Game and catch the lurker and a piece of heart (#2). (If you're short of rupies the Trendy Game is a foolproof way of getting more. To win each time you must time the release of the crane. Here's how to do it: With the B button, position the crane over the conveyer belt going down. When the object you want, typically one of the rupies, is at the top of the conveyer belt going up, lower the crane just slightly with the A button and release the button, and presto... object grabbed!)
 - * Stop by at Sale's House of Bananas and trade the Can for some Bananas.
 - * Use the Tail Key to enter Tail Cave (level #1). Inside you'll find the Roc's Feather. Beating the boss -- a worm-thing that you're supposed to hit the tail of -- earns you a heart and the Full Moon Cello.
 - * When you return to Mabe, you'll find that the Moblins has attacked the village and kidnapped the BowWow. Go north through Mysterious Woods to a cave in Tal Tal Heights to rescue BowWow. On the way, collect the piece of heart (#3) in Mysterious Woods/Koholint Prairie that you need the Roc's Feather to get at. To defeat the boss guarding BowWow, wait until he gets dizzy after ramming the wall and each time, quickly hit him twice with your sword.
 - * Travel with BowWow to Goponga Swamp and enter the Bottle Grotto (level #2). Inside you'll find the first Power Bracelet (it's guarded by two ghosts in a dark room at R3C2; to be able to defeat the ghosts you must, well, hint hint, use the Magic Powder). Since you need Bombs for this level, once you have over 200 rupies, return to Mabe and buy the Shovel, then buy Bombs. To get the Nightmare's Key you must pay attention to the stone slab: "First Pois Voice, Last Stalfos" (in plain text: first kill the rabbit, then the bat, and finally Stalfos, the robed skeleton thing). Also, grab the pot to make the non-moving platform move. Killing the boss -- a genie whose bottle must be destroyed first -- earns you a heart and the Conch Horn.
 - * On your return trip to Mabe through Mysterious Woods, use the Power Bracelet to collect the piece of heart (#4) in the wooden stump (the one where you found the Toadstool), as well as the secret seashell (#2) in the chest. Under the stone at R6C3 is a genie who'll grant you more magic.
-

* Back in Mabe: return BowWow. Temporarily return to Tail Cave (now that you have Bombs) and get the secret seashell (#3) from the chest in the secret room (as shown on page 23 in the Zelda instruction booklet).

* Go talk to Richard at Richard's Villa. He'll have you return the five Golden Leaflets from Kanalet Castle. (You don't necessarily have to visit Richard, you can go directly to Kanalet Castle if you like.)

* Go to Kanalet Castle. Give Bananas to Kiki the ape. He/she will call some other apes who'll build you a bridge (as well as leave you the Stick) so you can get in. Inside, you'll get the five Leaflets by: killing the mad bomber, killing the raven (first throw a stone to rouse it), killing the first guards inside, killing the leftmost guard (that you have to use a Bomb to free from the wall), and finally killing the guy wielding a morning star.

* On your trip back to Richard's Villa, stop by at Seashell Mansion and get the secret seashell (#4) from the bushes nearby to the right.

* Back at Richard's Villa, get the secret seashell (#5) from the chest in his cellar. Dig in front of the owl statue in Richard's field to get the Slime Key.

* Use the Slime Key to enter Key Cavern (level #3). Here you'll find the Pegasus Boots (in a chest at the coordinates R2C3). Defeating the boss -- an eyeball which, hint hint, you'll have to run down -- gives you a heart and the Sea Lily's Bell. (I don't know, but I have a spare small key after completing this level, am I missing something?)

* Nearby is a Telephone Booth, and near the booth is a tree. By running into the tree, using the Pegasus Boots, you'll get a secret seashell (#6). In the single tree west of Tail Cave is another secret seashell (#7) that you can get with the Pegasus Boots (you have to run into the tree from the right, not from the top).

* Now, again since you now have the Pegasus Boots, visit the Dream Shrine in Mabe and fetch the Ocarina. Next, talk to Marin (she's at the weathercock) and learn the "Ballad of the Wind Fish" song.

* Travel to Ukuku Prairie. Give the Stick to Tarin(?) to get the Honeycomb. Also in Ukuku Prairie, under a stone (guarded by three pig guards, at R12C10) is a secret seashell (#8). Another secret seashell (#9) can be dug out from beneath the owl statue. To get at the statue, you have to bomb the west wall in the cave nearby (R10C9).

* Now travel to Animal Village. On your way, stop by at Martha's Bay, at the corner towards the mermaid statue. Cut the bush down to collect another secret seashell (#10).

* In Animal Village, give the Honeycomb to the bear cook. In return you get a Pineapple.

* The bear tells you that Marin's song will rouse the lazy walrus, so next is to fetch her. Use the warp hole to return to Mabe. Surprisingly (or perhaps not so) she's not at the weathercock. The small boy nearby lets you know she likes to go to Toronbo Shores. (Actually, she's at the far east of the Toronbo Shores.) Return via the warp hole with Marin, and rouse the walrus.

* With the walrus gone, you're on your way to Yarna Desert. Under a stone at the absolute southeast corner of the desert is another secret seashell (#11). Also, in the cave (at R13C16) is a secret passageway that leads to a piece of heart (#5).

* Defeating the sandworm boss -- by hitting its head -- earns you the Angler Key. If the key is swallowed by the sand, it drops down into the cave where you got the piece of heart.

* Next stop is the mountains. First, use the Angler Key to make the Angler's Tunnel appear from behind the waterfall. Second, give the Pineapple to Papahl (who's lost in the mountains, just as he said he would be). He'll give you a Hibiscus flower. Third, jump from the top of the mountain to land in front of the Angler's Tunnel. Fourth, enter!

* In the Angler's Tunnel you'll find the Flippers in the left, topmost room. To defeat the miniboss which roams the shallow water, use the Pegasus Boots and run him down from behind. To get at the chest with the Nightmare's Key you have to step on the magic stepping stones. Defeating the boss -- a fish, which you just hit repeatedly with your sword -- gives you a heart and the Surf Harp.

* Exiting from the Angler's Tunnel go east. Enter the cave and dive into the murky depths of the water within to find a piece of heart (#6).

* Return to the Angler's Tunnel and go west. Enter the cave -- Manbo's cave -- and learn his song, Manbo's mambo. Playing the mambo outdoors takes you to Manbo's pond, just outside of Crazy Tracy's house. Oh, speaking of Tracy, make sure you always carry one of her heart restoring elixirs. Playing the mambo in a dungeon takes you to the entrance. Remember to use it instead of taking the long route.

* Just about now a ghost will appear when you travel around. For me it has appeared both in the Tabahl Wasteland and in the Mysterious Woods. Roam around until it appears, then first, take it to the house by the bay, and then take it to the single grave next to the Witch's Hut. While at the grave, dig in the midst of the fungi near the grave to get a secret seashell (#12). Return to the house by the bay to get another secret seashell (#13), left there by the ghost.

* If you have enough rupies, now's the time to buy the Bow, before entering Catfish's Maw (level #5). If you don't have the rupies, temporarily return to Mabe once you do (you will get enough rupies in this level). To get the Hook Shot you must defeat the skeleton miniboss in several different rooms. The corner stones of the rooms tells you in which order to enter them (in order the rooms are at R5C6, R4C8, R1C6, and R1C2). You must dive into the water to get the Nightmare's Key. Defeating the boss -- a worm-thing appearing from the walls that you have to drag out from the wall with the Hook Shot and hit repeatedly with your sword -- earns you a heart and the Wind Marimba.

* Again go to Animal Village and give the Hibiscus to Ms. Goat who'll give you a Letter in exchange. Take the letter to Mr. Write and he'll give you a Broom. Return to Animal Village and give the broom to Ulrira's wife who in return gives you a Fishing Hook. What will the Fishing Hook become? Actually, it will become the Mermaid's Necklace if you stop by at the fisherman under the bridge to the island in Martha's Bay. Return the Necklace to the mermaid, and she'll let you take a Scale from her tail. Insert the Scale into the mermaid statue and you'll find the Magnifying Lens. You'll need this at the end!

* Now that you have the Hook Shot, go into the underground cave near the ghost's grave (you can enter it from a grave in the cemetery as well) and get the piece of heart (#7).

* Get the secret seashell (#14) from under the bush on the island in the lake in Ukuku Prairie. (How many prepositions were there in that sentence?)

* If you have 300 rupies, go to the Signpost Maze and follow the instructions given. Pay Mamu to learn the Frog's Song of Soul. If you haven't, I'd suggest you get the money by playing the Trendy Game in Mabe.

* Next is Face Shrine (level #6). Actually, there are two shrines. First go south and retrieve the Face Key from the first shrine (the boss is easily defeated by shooting 12 arrows into it from a distance.) Use the Key to raise the second shrine from the ground. Inside, go to the left first. Here you'll find the level-2 Power Bracelet (you will have to Bomb a wall to get to it). You will also find a stair which goes outside, where you'll find a secret seashell (#15) in a chest. I had troubles finding the map; it's in a chest which appears once you have defeated the three magicians that's in the room. Defeating the boss gives you a heart and the Coral Triangle.

* From now on, you will need the help of the rooster. Unfortunately, it's dead, so you need to resurrect it. Its body lies buried under the weathercock in Mabe. Push at the weathercock and a stairway is revealed (and no, it is not possible to move the weathercock until you have conquered level 6). Play song #3 to resurrect the rooster.

* Before you take on the next level, it would be nice to have the level-2 Sword, wouldn't it? Therefore, now's the time to collect the remaining secret seashells. Up the mountain you go. First, while you're in the mountains, stop by at the Henhouse, enter the cave nearby and retrieve the Bird Key. Now, get the secret seashell (#16) from under the stone at the end of the bridge going right. Get another secret seashell (#17) from the chest on top of the mountain (just continue to the right). To get at the chest, you have to Bomb a wall inside the mountain. The three remaining secret seashells are: (#18) under the bush on the small island in the south of Martha's Bay, (#19) is hidden in the ground in front of the owl statue near the bridge, under which the fisherman was, and (#20) is in the earthen room to the immediate left of the entrance to Kanalet Castle (the one you need to take the rooster for a ride to get at). Now that you have all 20 secret seashells, stop by at Seashell Mansion and collect the level-2 Sword, with which you can shoot lightning bolts when your heart containers are full.

* Speaking of hearts, in the cave to the northeast of Animal Village is another piece of heart (#8) giving you a new heart container.

* Another thing you'd want to do before doing anything else is to go to Toronbo Shores and the cave there. As of a sudden, there's this dude there who will trade you the Boomerang for whatever is in your B button (I recommend you trade him the Shovel, or the Feather). Use the Boomerang to clear the field of bushes to the south of Martha's Bay (at R16C10) so you can land there with the rooster and take the stairway down to the genie which will grant you more Bombs (or alternatively, more Arrows, if you say no to his first offer). It's entirely up to you if you want to keep the Boomerang or trade back your original item. The Boomerang is pretty nifty to have though, since it saves you a lot of Bombs when you are to toggle crystal switches, for instance.

* OK, now go to the Eagle's Tower (level #7) in the east of the mountains. Here you get the level-2, Mirror Shield. To get to the fourth floor you have to pay attention to the stone slab message: "The riddle is solved when the pillars fall." (What you do is that you take the cannonball and throw it onto the four pillars on the second floor and the fourth floor will fall down into the third floor!) Defeating the boss gives you (as always) a heart, and the Organ of Evening Calm.

* Head to the left of the mountain. In the room that you get to when you take the stairs going down at R1C8, Bomb the south wall to get a piece of heart (#9).

* Continue going left. Under a stone is a stairway down to a third genie. This one will grant you more Arrows (or Bombs, depending on what you did at the previous genie).

* Play the #3 song to awaken the guardian of Turtle Rock (level #8). Kill it, and enter. The stone slab says: "Fill all the holes with the rock that rolls, this (+) is the key." This refers to the thing that starts rolling out floor tiles when you push it. It can be controlled by you pushing the joypad! The crystal switch that you're unable to find is in a secret room at R6C7. You'll find a stair which leads out and to a piece of heart (#10). You'll also find the Magic Rod, which you need to melt the ice. Defeating the boss earns you a heart and the Thunder Drum.

* So, now you have all the eight instruments. Rush to the egg and play... ...the Ballad of the Wind Fish, what else!? An opening into the egg appears. You enter, but you can't seem to get anywhere. What to do? What to do? Well, Ulrira advises you to go to the Library, so why don't you do so. Using the Magnifying Lens you are now able to read the small print of the book of secrets. Here you'll find the directions to travel once you're inside the egg's maze. (Note: these directions vary from game to game, so if you quit the game for the day, you will have to return to the library to get new directions.) Finally, you stand in front of your last opponent, or rather opponents. They say: "We were born of nightmares... To take over this world, we made the Wind Fish sleep endlessly! If the Wind Fish doesn't wake up, this island will never disappear! We would have been the masters of this place... But you had to come here and disrupt our plans! Heh heh! You can never defeat us!!! Let's rumble!"

* All bosses up until now have been rather cheesy, but the nightmares are quite tough. There are six of them (or perhaps it is only one, which has six stages). To defeat them, I suggest you: First : Use Magic Powder (3 times) Second: Strike the lightning bolts with your sword (4 times) Third : Stand still and just chop at the end of the tail (8 times) Fourth: Run into it with the Pegasus Boots (6 times) Fifth : Run into it with the Pegasus Boots (1 time) Sixth : Shoot arrows at the eyeball (some 15-20 times)

* Climb the stairs before you, and... you have completed the game!

* Here's what the owl says, again: "Hoot! Young lad, I mean... , the hero! You have defeated the Nightmares! You have proven your wisdom, courage and power! As part of the Wind Fish's spirit, I am the guardian of his dream world... But one day, the Nightmares entered the dream and began wrecking havoc. Then you, , came to rescue the island... I have always trusted in your courage to turn back the Nightmares. Thank you, ... My work is done... The Wind Fish will wake soon. Good bye... Hoot!"

* And what the Wind Fish says: "I AM THE WIND FISH... LONG HAS BEEN MY

SLUMBER...IN MY DREAMS... AN EGG APPEARED AND WAS SURROUNDED BY AN ISLAND, WITH PEOPLE, ANIMALS, AN ENTIRE WORLD! BUT, VERILY, IT BE THE NATURE OF DREAMS TO END! WHEN I DOST AWAKEN, KOHOLINT WILL BE GONE... ONLY THE MEMORY OF THIS DREAM LAND WILL EXIST IN THE WAKING WORLD...SOMEDAY, THOU MAY RECALL THIS ISLAND... THAT MEMORY MUST BE THE REAL DREAM WORLD... .. COME, ... LET US AWAKEN... TOGETHER!!" "PLAY THE EIGHT INSTRUMENTS! PLAY THE SONG OF AWAKENING!!"

And That Was it!!

1.42 Killer Instinct moves and tips

Killer Instinct moves and tips.

CHARACTER ENDING MOVES

Do the Fatalities when DANGER! text appears for opponent.
Do the Humiliations when you have still energy in first energybar and Danger appears for opponent.

JAGO:

- * FATALITY:BACK,FOWARD,FOWARD,PUNCH
- * HUMILATION:NO TITLE

GLASIUS:

- * FATALITY:NO TITLE
- * HUMILATION:FOWARD,FOWARD,BACK,KICK

ORCHID:

- * FATALITY:NO TITLE
- * HUMILATION:NO TITLE

SABREWULF:

- * FATALITY:NO TITLE
- * HUMILATION:FOWARD,FOWARD,FOWARD,PUNCH

SPINAL:

- * FATALITY:BACK,BACK,BACK,KICK
- * HUMILATION:NO TITLE

COMBO:

- * FATALITY:BACK,FOWARD,FOWARD,PUNCH
- * HUMILATION:NO TITLE

THUNDER:

- * FATALITY:NO TITLE
- * HUMILATION:NO TITLE

FULGORE

- * FATALITY:NO TITLE
- * HUMILATION:NO TITLE

Play as eyedol:

Choose any character on the player select screen, then on the versus

screen, hold right and press select, start, B, A if you heard noise you will get eyedol!!!!

by:

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Random Character Select:

At the Character Select Screen, hold UP and press START.

1.43 Mortal Kombat:Play As Goro

Mortal Kombat

Play As Goro:

Beat the game, then wait for the credits to end. Hold UP, LEFT, A and SELECT until the next screen appears. Now enter your initials and press START at the high score table. A screen with Goro with the words "Goro Lives...As You" will appear. Now you can play as Goro against new characters like Bob, Fergus and himself.

1.44 Mortal Kombat 3

Mortal Kombat 3

FIGHTERS MOVES

SUB-ZERO:

- * FATALITY:BACK, BACK, DOWN, BACK, FOWARD
- * BABALITY:DOWN, BACK, BACK, KICK

SONYA BLADE:

- * FATALITY:DOWN, DOWN, FOWARD, KICK
- * BABALITY:DOWN, DOWN, FOWARD, KICK

SEKTOR:

- * FATALITY:FOWARD, FOWARD, FOWARD, BACK, BLOCK
- * BABALITY:BACK, DOWN, DOWN, DOWN, KICK

SINDEL:

- * FATALITY:BACK, BACK, FOWARD, FOWARD, FOWARD, PUNCH
- * BABALITY:FOWARD, FOWARD, FOWARD, UP

SHEEVA:

- * FATALITY:FOWARD, DOWN, DOWN, FOWARD, PUNCH
- * BABALITY:DOWN, DOWN, DOWN, BACK, KICK

KANO:

- * FATALITY:NO TITLE
 - * BABALITY:FOWARD, FOWARD, DOWN, DOWN, KICK
-

KABAL:

- * FATALITY:NO TITLE
- * BABALITY:FOWARD,FOWARD,PUNCH

CYRAX:

- * FATALITY:DOWN,DOWN,UP,DOWN,PUNCH
- * BABALITY:FOWARD,FOWARD,BACK,PUNCH

moves by:

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Vs. Codes:

Enable Smoke: 192-234
 Fight Smoke: 205-205
 Throws Disabled: 100-100
 Blocking Disabled: 020-020
 No Power Bars: 987-123
 Player One 1/2 Energy: 033-000
 Player Two 1/2 Energy: 000-033
 Player One 1/4 Energy: 707-000
 Player Two 1/4 Energy: 000-707
 Dark Fighting: 688-422
 Psycho Kombat: 985-125
 Randper Kombat: 460-460
 Unlimited Run: 466-466,
 Message No Fear Pinball: 282-282
 Message No Fear Pinball 2: 987-666

Random Character Select:

When the Character Select screen appears, hold UP and press START.

1.45 MORTAL KOMBAT II The Competitors and Their Moves

MORTAL KOMBAT II for the GameBoy The Competitors and Their Moves

In order to perform some of the more difficult moves, one can hold down the Block button while keying in the move. This will prevent the character from moving or jumping during the keying in. Let go of the Block button as the last button of the sequence is released.- On the Game Boy, fatalities can be performed at any distance from the helpless victim.- To perform babalities, you must not press Punch during the round in which you wish to do it. If you do it wont occur. The Kombat Tomb Fatalities can only be performed on the Kombat Tomb stage, hence the name.

Liu Kang:

Flying Kick -- Foward, Foward, Kick
 Bicycle Kick -- Hold Kick for 3-5 seconds, release
 Fireball -- Foward, Foward, Punch
 Low Fireball -- Down, Diagonal-Foward, Punch
 Babality -- Down, Down, Foward, Back, Kick Kombat
 Tomb Fatality -- Back, Foward, Foward,
 Punch Dragon Fatality -- Down, Foward, Back, Back, Kick

Sub-Zero:

Slide -- Hold Back, Punch + Kick
Freeze -- Rotate pad Down/Foward, Punch
Ground Freeze -- Rotate Down/Back, Kick
Babality -- Down, Back, Back, Kick
Kombat Tomb Fatality -- Down, Foward, Foward, Block Deep-Freeze
Fatality -- Foward, Foward, Down, Kick to freeze Foward, Down, Foward, Foward, ←
Punchnch to shatter

Kitana:

Fan Slice -- Hold Back, Punch
Fan Throw -- Foward, Foward, Punch + Kick
Fan Lift -- Back, Back, Back, Punch
Air Attack -- Rotate pad Foward/Down/Back, Punch
Babality -- Down, Down, Down, Kick
Kombat Tomb Fatality -- Foward, Down, Foward, Kick
Fan Fatality -- Block, Block, Block, Kick

Reptile:

Slide -- Hold Back, Punch + Kick
Spit Acid -- Foward, Foward, Punch
Power Ball -- Back, Back, Punch + Kick
Invisibilty -- Up, Up, Down, Punch
Babality -- Down, Back, Back, Kick Kombat
Tomb Fatality -- Down, Foward, Foward, Block
Tongue Fatality -- Back, Back, Down, Punch

Shang:

Tsung Morphs:

Liu Kang -- Back, Foward, Foward, Block
Sub-Zero -- Foward, Down, Foward, Kick
Kitana -- Block, Block, Block
Reptile -- Up, Down, Up, Kick
Mileena -- Hold Punch for 3 seconds, release
Scorpion -- up, up
Jax -- Down, Foward, Back, Punch
Flaming Skulls:
1 Skull -- Back, Back, Punch
2 Skulls -- Back, Back, Foward, Punch
3 Skulls -- Back, Back, Foward, Foward, Punch
Babality -- Back, Foward, Down, Kick Life Force
Fatality -- Hold Block, Up, Down, Kick

Mileena:

Ground Roll -- Back, Back, Down, Kick
Teleport Kick -- Foward, Foward, Kick
Sai Throw -- Hold Punch for 3 seconds, release
Babality -- Down, Down, Down, Kick
Kombat Tomb Fatality -- Foward, Down, Foward, Kick
Inhale Fatality -- Hold Kick for 3 seconds, release

Scorpion:

Spear -- Back, Back, Punch
Air Throw -- Block while close to opponent in mid air
Teleport Punch -- Rotate pad Down/Back, Punch
Babality -- Down, Back, Back, Kick Kombat
Tomb Fatality -- Down, Foward, Foward, Block

Fire Fatality -- Up, Up, Punch

Jax:

Earthquake -- Hold Punch for 3 seconds, release

Gotcha Grab -- Foward, Foward, Punch

Multi-Slam -- Punch repeatedly while throwing opponent

Energy Wave -- Rotate Pad Foward/Down/Back, Kick

Back Breaker -- Press Block while close to opponent in mid-air

Babality -- Down, Up, Down, Up, Kick

Kobat Tomb Fatality -- Up, Up, Down, Kick

Head Pop Fatality -- Hold Punch, press Foward, Foward, Foward, release

SECRET CHARACTERS

Jade:

Jade is a Kitana clone. Special moves don't work on her and she's pretty quick. To reach Jade on the Game Boy, get to the stage prior to the stage with the question mark. Defeat your opponent only using the kick button in both of your winning rounds. Losing to Jade does not waste a life.

Smoke:

Smoke is a Scorpion clone. To reach Smoke you must be on the kombat tomb stage. When the little picture of Dan Forden (MKII sound designer) appears in the corner, hold Down and press Start. If your timing is right (mine seldom is), you'll get to fight smoke. Losing to Smoke does not waste a life.

Characters not in the Game Boy version Baraka, Johnny Cage, Kung Lao, Rayden, Kintaro, Noob Saibot.

"best in the boss are high kicks" - HANA

by:

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1.46 ADVENTURE ISLAND

ADVENTURE ISLAND

Keep Weapons When Game Ends: In Area 3 of the first island, after you pass the first frog, climb up one edge and down another. Turn around where you land and shoot with your dinosaur or throw axes at the invisible egg. Next, jump and the egg will reveal itself. Break the egg and you will warp into a room where the friendly dragon gives you the Hudson Bee. With the Hudson Bee, you can keep all your weapons when the game ends.

1.47 ADVENTURE ISLAND 2

ADVENTURE ISLAND 2

Power Up Password: 0894.

1.48 Amazing Penguin

Amazing Penguin

Level 37 Password: 916328.

1.49 Amida

Amida

Passwords: TLKSS, LEIQX, VOTAJ.ATOMIC PUNK

Stage 50 Password: B0MNDPBL3NCB3L2H2DJJ

1.50 Avenging Spirit

Avenging Spirit

Expert Level: At the Title Screen, simultaneously press UP, A and B.

1.51 Batman

Batman

Sound Test: At the Title Screen, hold UP, RIGHT and press START.

1.52 Battletoads 2

Battletoads 2

5 Lives: Hold DOWN, A, B and press START.

1.53 Blades of Steel

Blades of Steel

Sound Test:

At the opening screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, RIGHT, A, B, A and B.

1.54 Blaster Master Boy

Blaster Master Boy

Stage Select:

At the Title Screen, highlight the Continue option, hold A and press START. Press LEFT and RIGHT to select your desired stage.

1.55 Brainbender

Brainbender

Level 5 Password: 3081.

1.56 Bubble Bobble

Bubble Bobble

Level Passwords:

Level 25: 4LL1

Level 50: 1GBF

Level 75: HLB3

Level 100:KZBJ

Level Select:

Enter the password: KGBJ. Now, use LEFT to select level.

1.57 Burai Fighter Deluxe

Burai Fighter Deluxe

Passwords:

Level 2: GBHL

Level 3: MHCB

Level 4: CDMN

Level 5: KDPG.

More Passwords: IDCP, CPFJ, LEOJ, JJOE, ODEN, COHL, DKLF, AFKP.

1.58 Castlevania

Castlevania

Extra 1-Ups:

If you pass by the first candle in Stage 1-1, you'll find a 1-Up by then breaking the eleventh candle. You'll also find a 1-Up in the the hidden room, which is above the fifth rope. Get both of these 1-Ups and let your character lose a life. Then, collect the 1-Ups again. Continue to collect two 1-Ups, lose a life and repeat this to build up your number of lives.

1.59 Castlevania 2

Castlevania 2

Level Codes:

Begin after the Crystal Caslte: CANDLE, HEART, HEART, EYEBALL
Begin after the Plant Castle: HEART, HEART, HEART, BLANK
Begin after the Rock Castle: HEART, HEART, EYEBALL, BLANK
Begin on Stage Two: HEART, CANDLE, EYEBALL, EYEBALL
Beginning Of Dracula's Castle: HEART, EYEBALL, CANDLE, EMPTY
Final Room: EYEBALL, HEART, CANDLE, EYEBALL
Dracula's Personal Haunt: CRYSTAL BALL, HEART, CANDLE, HEART
10 Lives: CANDLE, CANDLE, HEART, HEART
Sound Test: HEART, HEART, HEART, HEART

Hint:

When your climbing a rope, try to keep going up even if it looks as though there's nowhere to go. You can find lots of secret rooms containing power-ups and special weapons this way, and if you're on a rope beside a wall, try jumping into the wall. There are several places where you can find a shortcut through a stage, avoiding plenty of places where you might take a hit.

1.60 Catrap

Catrap

Stage 100 Password: R61H.

Level Skip:

At any time during the game, hold A, B, SELECT and START until you skip the level.

1.61 Chase HQ

Chase HQ

Stage Select: At the Title Screen, press DOWN, A, B and START simultaneously. Select stages with the A and B buttons.

1.62 Contra

Contra

Extra Lives:

Pause the game and press:

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, A, B, SELECT and START.

1.63 Contra, Alien Wars

Contra, Alien Wars

Level Skip: Enter "H2F2" at the Password Screen. To skip levels, press START during the game.

1.64 Cyraid

Cyraid

Last Level Password: RUGGER.

1.65 Daedalian Opus

Daedalian Opus

Passwords:

Final Stage: FINE.

Stage Select:

Enter the following password: ZEAL.

1.66 Deadheat Scramble

Deadheat Scramble

Level Select:

Wait for the Title Screen, then press B eight times, A eight times and B as many times as the number of levels you want to skip.

1.67 Dick Tracy

Dick Tracy

Stage Passwords:

Stage 2: 49730

Stage 3: 64608

Stage 4: 59715

Stage 5: 56115

1.68 Dr. Franken

Dr. Franken

Passwords:

To start on Level 4's Recharge Cubicle room with the Book, the Tower Key and Bitsy's Left Arm, enter: RZ1YQ W985W L25LG

Last Level: JHT87 (HEART)V7VN VG20Z.

1.69 Extra Bases

Extra Bases

Password:

The following code sets you ahead with 7 wins, no losses: 2CCZ.

1.70 Fish Killer

Fish Killer

Passwords:

Level 21: UIRE Level 22: CXMT Level 23: HOBL

Level 31: KAPG Level 32: SNWD Level 33: FQJV

Level A1: PAHN Level A2: ESZC

1.71 Fist of the North Star

Fist of the North Star

Final Stage Password: XKP 72QN VHR JGU5.

1.72 Flappy Special

Flappy Special

Password: AK00.

1.73 Flash

Flash

Level Passwords:

Press SELECT at the Title Screen, then enter any of the following passwords:

Level 1: 23 DELANEY ST

Level 2: DENIM BLVD

Level 3: TRACK 29

Level 4: PICASSO BLVD

Level 5: INGOT LANE

Level 6: 7TH MARKET

Level 7: TRACK 12

Level 8: RUE LE DAY

Level 9: TIN ALLEY

Level 10: GORBY WAY

Level 11: TRACK 66

Level 12: FUN HOUSE

1.74 Fortified Zone

Fortified Zone

Passwords:

Level 2: 3375

Level 3: 1681

Level 4: 1122

Unlimited Lives (Male Commando): AAAA

Unlimited Lives (Female Commando): BBBB.

1.75 Game Genie

Game Genie

Hidden Messages From Programmers:

Press the buttons in the following sequence at the Code Entry Screen.

Message #1: UP, DOWN, LEFT and RIGHT.

Message #2: B, A, LEFT, RIGHT and SELECT.

Message #3: UP, UP, A, B, A, DOWN and DOWN.

Message #4: RIGHT, UP, DOWN, UP, LEFT, UP, DOWN and UP.

Message #5: B, A, B, RIGHT, LEFT, DOWN and UP.

Message #6: A, A, A, A, B, B, B and START.

Message #7: RIGHT, LEFT, RIGHT, LEFT, DOWN, DOWN, UP and UP.

Message #8: A, B, A, B, A, A and SELECT.

Message #9: A, LEFT, LEFT, A, B, RIGHT, RIGHT and B.

1.76 Gargoyles Quest

Gargoyles Quest

Password:

To start on the last level with 9 lives and 33 vials, enter: WPXF-4BDQ

The following codes give you 9 men, 99 vials, and the essence of the soulstream.

Pass Dimension Portal and into first village: F7K8-PSO5

Pass Monster Tower and into second village: G586-CLUW

Into third village: 4YRL-EEXZ

Pass palace and into fourth village: 9P5L-XAW6

Pass Desert Palace and into sixth village: XYSD-E6Y9

Into the last town: 56CD-E67C

Last code: NPAN-RRXY or SWXE-CBFJ.

1.77 Godzilla

Godzilla

Level Passwords:

GL6T, 1XPK, 39TN, L&=7, T8CJ, ?=5Q, C47?, 71CL, JHJ/,
SC/W, ?7QG, 8W2H, C?#2, =M3K, Q41M, LC/W, MXRT, WT7Q,
GG1C, T94/, 8QH=, B#QG, GH4/, ?KGQ, 9T4M, HB2/, =65=

Sound Test:

At the Title Screen, press A, B, SELECT and START at the same time.

1.78 Golf

Golf

Retry Hole:

If you do not like the direction of your first shot on any hole, you can retry the shot by turning off the Gameboy, then turn it back on and select continue. You'll start again on the same tee as before.

1.79 Heiankyo Alien

Heiankyo Alien

Kebiishis Dance:

Begin a two-player game in the Old Mode and have the Kebiishisface one another. If you move them together, they'll hold each other and dance.

1.80 Hong Kong

Hong Kong

End Screen: Press A and START simultaneously at the second screen.

Sound Test: Press B and START simultaneously at the second screen.

Test Mode: Press A, B and START simultaneously at the second screen.

1.81 Hunt for Red October

Hunt for Red October

Level Select: At the Title Screen, press B, SELECT, LEFT and RIGHT.

Start With 25 Lives:

While the route of the submarine is being plotted, hold A and B together and press SELECT, UP, then DOWN.

Start With 25 Missiles:

While the route of the submarine is being plotted, hold A and B together and press UP, then DOWN.

Start With 25 Units Of Cativation Drive Fuel:

While the route of the submarine is being plotted, hold A and B together and press SELECT, LEFT, then RIGHT.

1.82 Hyper Lode Runner

Hyper Lode Runner

Return To Completed Levels:

Once you have cleared 50 levels, you can return to any of the levels you completed by entering the following password: QM-0388.

1.83 James Bond, JR.

James Bond, JR.

Passwords:

Press SELECT for the Password Screen and enter one of the following:

Sound Test - 012345

Ending Credits - 888888.

1.84 Jurassic Park

Jurassic Park

Level Skip:

When the Tyrannosaurus opens its mouth after the Title Screen, quickly press UP, DOWN, LEFT, UP, DOWN, RIGHT, SELECT, UP, DOWN, LEFT, UP, DOWN, RIGHT and SELECT. During the game, whenever you want to skip ahead, hold START and press SELECT.

1.85 Korodice

Korodice

Easy Level Passwords:

Level 4: 94347 Level 5: 68890 Level 6: 24486 Level 7: 49320 Level 8: 28076
Level 9: 96545, Level 10: 83193

Average Level Passwords:

Level 4: 22307 Level 5: 64422 Level 6: 43059 Level 7: 46403 Level 8: 50136
Level 9: 17443 Level 10: 99007.

1.86 Krusty's Fun House

Krusty's Fun House

Passwords:

Level 2: MCBAIN
Level 3: MILHOUS
Level 4: CMBURNS
Level 5: PRINCESS.

1.87 Lock 'n Chase

Lock 'n Chase

Start On Level 7-1: At the Title Screen, press A, A, B, B, A, B, B and START.

1.88 Lion King

Lion King

Stage Skip: Press SELECT to pause (PAWS) the game and press B, A, A, B, A and A.

1.89 unnamed.2

Maru's Mission - Tons Of Bubbles

To earn a lot of bubbles, go to the first tree stump in the first stage.
Continuously shoot at the tree stump. Bubbles should come out after each shot.

1.90 Mega Man, dr. Wily's Revenge

Mega Man, dr. Wily's Revenge

Level Codes:

Cut Man: A1, B1, B2, D2, C1.
Elec. Man: D1, A2, B2, C3, D3.
Ice Man: A3, B2, B3, B4, C4.
Dr. Wily: A2, A3, B4, C2, C3.

1.91 Mega Man 2

Mega Man 2

Level Codes:

Dr. Wily's Lab: A2, A3, B4, C2, C3
Dr. Wily's Fortress: A1, A3, A4, B3, C1, C4, D1, D2, D4.

Weapon Power-Up Codes:

Enter these codes to begin the game with the weapons of your choice

Air: A2, B1, B3, B4, C3, D2, D4
Clash: A2, B1, B3, B4, C3, D1, D2, D4
Metal: A2, A3, B1, C3, D1, D2, D4
Wood: A2, A3, B1, B4, C3, D1, D2, D4
Hard: A1, B3, C1, C2, D1, D4
Magnet: A3, A4, B1, B3, C1, C2, C4, D1, D3
Top: A1, A3, A4, B3, C1, C2, C4, D1, D3

1.92 Mega Man 4

Mega Man 4

Passwords:

"X"=BLANK
"PD"=PORTRAIT OF DOG
"PB"=PORTRAIT OF BALLADE
"PN"=NAPALM MAN

4 Extra Weapons:

XXEBEE "PD"

BRRRXE "E"
EBXEXX "PN"
EBERBX "X"

Beyond Dr. Wily's Tank:

XRREBB "PD"
XRRXBR "PN"
EBBREE "B"
REXRXB "X"

Loaded With Weapons Near The End:

BBEBRX "R"
RXXXRE "PN"
BEBXEB "PB"
XBBBBR "X"

Facing Wily:

EREEEX "PD"
BREXBE "PN"
EERXRX "B"
BRBEBX "X"

1.93 Mega Man 5 (Rockman World 5)

Mega Man 5

Begin With The 1st Four Androids Behind You:

Enter the following password: E_ET TE_EE RRT_E TERR_

1.94 Mercenary Force

Mercenary Force

Level Skip:

At the Title Screen, hold UP, SELECT, A, B and press START.
Hold RIGHT and press START when "Round One" appears. Each
time you press START, you'll go ahead another level.

Start With 50,000 Yen:

At the Title Screen, press UP, SELECT, A and B at the
same time.

1.95 Mighty Morphin' Power Rangers

Mighty Morphin' Power Rangers

Passwords:

Level 2: 4718

Level 3: 1012.

1.96 Monster Max

Monster Max

Passwords:

Level 4: -8?-35R-

Level 5: 273?35RZ

Level 6: JZVH MV3D

Level 7: L5VP79N7 (This is actually Level 6.3, just use the lift to get to Level 7) ←

Level 8: PL1H17P-

Level 9: MQLYTY2D

Level 10: -J#X5DKP

1.97 Motocross Maniacs

Motocross Maniacs

Express Route:

Get a super time on your run with a straight ahead race to the goal. On the loops you can pick up so much speed that you will land in a rut and pass by all the rest of the jumps. As you jump into a loop, press B quickly and repeatedly for super turbo power. You'll land with extra force down below the surface of the tracks.

1.98 Navy Blue

Navy Blue

Passwords:

MVCROEOX (CRUISER)

MBZRLYOC (SEA SPARROW)

MUDLTEOH (TOMAHAWK)

YLNFEHQ (TARTAN)

YLN YDMIS (CARRIER)

FKMWCMHK (FANTOM)

KAFSKYL (TOMCAT)

FLTHVMXP (TRIDENT)

FLTCWMHN (FINALE)

1.99 NBA Jam

NBA Jam

Hidden Characters:

Character #1 - At the Initials Screen, enter V and I, then place the cursor on J and press RIGHT, A and B.

Character #2 - At the Initials Screen, enter B and A, then place the cursor on the blank square and press UP, A and B. Character #3 - At the Initials Screen, enter F and R, then place the cursor on E square and press LEFT and B.

Power-Up Defense: At the "Tonight's Match-Up" screen, press any button 5 times while holding UP.

Power-Up Intercept: At the "Tonight's Match-Up" screen, press any button 15 times while holding RIGHT.

Shot Percentage Displayed: At the "Tonight's Match-Up" screen, press any button 3 times, then hold UP and B until the game begins.

1.100 Nemesis

Nemesis

Full Menu Of Weapons:

Pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, B, A and START.

Full Menu Of Game Options:

Pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START.

Full Speed & Full Shields:

Pause the game and press B, B, B, B, B, A, A, A, A and A.

Bonus Stage Locations:

In Level 1-2 after you kill the second starship, go to the top of the screen and destroy the Coda. Move yourself into its debris, and you'll warp into a bonus stage, then on to Level 3. In Level 4, fight your way to the sixth Re-Bone. Once you defeat him and the other small fluttering enemy, go to the bottom of the screen and edge your way to the mechanical wall to the left for another bonus stage.

1.101 Ninja Boy

Ninja Boy

Infinite Continues:

When the Title Screen appears after the Game Over Screen, hold A and B, and press START.

Stage Select:

At the Title Screen, press UP, UP, DOWN, DOWN, A, B, A and B. Then, hold A and press START. The Stage Select Screen will appear. Use UP or DOWN to select stages. For an extra bonus, you will receive 80 fighters and 99 miracle kicks.

1.102 Ninja Gaiden Shadow

Ninja Gaiden Shadow

Sound Test:

At the Title Screen, hold A, B and UP and press START.

1.103 Operation C

Operation C

10 Lives:

At the Title Screen, press UP, UP, UP, UP, DOWN, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, RIGHT, A, B and START.

Stage Select:

At the Title Screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A and START.

1.104 Penguin Wars

Penguin Wars

Level Select:

Choose a character from the Character-Select Screen but don't leave the screen. Simultaneously press LEFT and B. Next, press A to bring up the level number.

1.105 Pipe Dream

Pipe Dream

Passwords:

Stage 5: HAHA

Stage 9: GRIN

Stage 13: REAP

Stage 17: SEED

Stage 21: GROW

Stage 25: TALL

Stage 29: YALI

1.106 Pitman

Pitman

Stage Select:

Enter the password: Q16KXW.

1.107 Power mission

Power mission

Level 11 Password: LRDMR1.

1.108 Q-Billion

Q-Billion

Passwords: WALL, IDEA, NOON

Stage Select: TOIL

1.109 Q*Bert

Q*Bert

Watch Intermissions:

At the Title Screen, press UP, B, A, DOWN, UP, B, DOWN, UP, B and START.

1.110 Raging Fighter

Raging Fighter

Play Against Same Character, Same Color (1 Player):

At the Title Screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and B.

Play Against Same Character, Different Color (1 Player):

At the Title Screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A.

Play Against Same Character, Same Color (2 Players):

At the Title Screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A and A.

Play Against Same Character, Different Color (2 Players):

At the Title Screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A and B.

1.111 Robocop 2

Robocop 2

See The Ending:

At the Title Screen, press A, B, SELECT and START simultaneously.
Then, press LEFT.

1.112 Rolan's Curse

Rolan's Curse

Passwords:

Stage 1: GDRS SKLL

Stage 2: GKRS STJP

Stage 3: GJRT STTP

Stage 4: GSRT TKKP

End: PQRJ LNPC

More Passwords:

Fire Wand/Magic Axe: QKMT TQHP

Sword/Power Crystal: FRTT TGTP

1.113 Samurai Shodown

Samurai Shodown

Play As Kuroko, Hikyaku Or Amakusa:

Wait until you see a close-up of Haohmaru's eyes in the beginning cinema.
Then, press SELECT three times. You'll hear a sound. Now you can play as
Kuroko, Hikyaku or Amakusa.

1.114 Shanghai

Shanghai

Passwords:

"MAN" - Tough Level

"REV" - Switch the tiles so you can't see them until you've picked them

"STF" - Credits

1.115 Skate Or Die, Tour De Thrash

Skate Or Die, Tour De Thrash

Atlantis Level Password: JZWC.

1.116 Soccer Mania

Soccer Mania

Invisible Opponents:

At the Title Screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START.

1.117 Solomon's Club

Solomon's Club

Level Passwords:

Level 2-8: 8DHDYJJ8

Level 2-9: JDHHYJJ8

Level 3-6: 4DDKJYJ8

Level 3-8: 6DDHDYJ8

Level 4-8: 4DDDHDY8

Level 4-10: QDDHHSY8

Level 5-1: 6ZNNNZ

1.118 Spanky's Quest

Spanky's Quest

Stage Select:

Enter the following password: 0119.

1.119 Spud's Adventure

Spud's Adventure

Stage Select:

Enter the following password: BANCHOU.

1.120 Spy vs. Spy

Spy vs. Spy

Passwords:

Level 2: ZKP

Level 3: YPT

Level 4: MMD.

1.121 Star Trek

Star Trek

Instant Warp: Hold LEFT, then press SELECT for an instant star warp.

Passwords:

Neural: 0523.4

Kalanda: 1031.5

Triskelion: 2307.6

Pallas X1:3112.7

M-24 Alpha: 7156.3

Planet Killer: 3516.7

Other Codes To Try: 7552.3, 6541.2, 5570.1, 4567.0.

1.122 Star Trek, Next Generation

Star Trek, Next Generation

Mission Select: Enter "OVERRIDE" on the Password Screen.

Passwords:

RANK: Ensign - Q

RANK: Lieutenant - Barclay

RANK: Lt. Commander - Tomalak

RANK: Commander - Ro Laren

RANK: Captain - Locutus.

1.123 Sumo Fighter

Sumo Fighter

Passwords:

Level 2: 532773, 753442, 362459

Level 3: 355530, 526158, 085530

Level 4: 524358, 780554, 546127

Level 5: 650594, 105960, 155965

Final Level: 968158.

1.124 Sword of Hope

Sword of Hope

Passwords:

"-" stands for three parallel lines.

"@" stands for the horseshoe-like Omega.
"A" is a Pyramid."/ " is an inverted Pyramid.
"% " is Infinity.

Level 7: X-J- BL@W @JAW /S3M
Level 14: BRY5 %ZKG %5T@ GLA
Level 15: 4LVB WT3F LAN2 -1FX
Level 17: V2BH LYRX Z-W ZRGT
Level 19: /KNY V2PN 3HW G44%.

1.125 Tail Gator

Tail Gator

Passwords:
Area 2: 6291 and 3685
Final Area: 8093.

1.126 Tecmo Bowl

Tecmo Bowl

Passwords:
Play as Los Angeles Vs. Miami in the Tecmo Bowl: 94BFFDAI.
Play as San Francisco Vs. Denver in the Championships: 1DAFF7A6
Play as New York Vs. Miami in the Championships: 24AFFDAD
Play as Seattle Vs. Washington in the Championships: 937FBFA5
Play as The Invisible Team Vs. Chicago in the Championships: 397BFFA5.

Mirror Match Passwords:
5B7FBFA3: Washington
CFBFF7A0: Denver
43AFFEAC: Indianapolis
46AFFDAB: Miami
49AFFBA9: Cleveland
969FDFA5: Los Angeles
9C3F7FA5: San Francisco
63AEFFA5: Dallas
269DFFA1: New York
697BFFA5: Chicago
AC37FFA9: Minnesota.

1.127 Teenage Mutant Ninja Turtles, Fall of the Foot Clan

Teenage Mutant Ninja Turtles, Fall of the Foot Clan

Bonus Stage Locations: In Stage 2, there is a bonus stage on the right side of the second smasher.

The next bonus stage is on the left side of the fourth smasher.

In Stage 4, Section 2, jump to the top left corner of the screen.

In Stage 5, both sections, jump to the top left corner of the screen.

Energy Refill: Pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START. You can refill your energy only once per game.

Invisible Turtle: After turning on the Gameboy, hold SELECT, A and B. Continue to hold these buttons and press START until you reach you Level Select screen and choose Level 2.

When the game begins, release the buttons. Make sure you only have one energy unit left and go to the bonus stage on the left side of the fourth smasher.

While flashing, press A, B, SELECT and START to reset the game. Continue to hold A, B and SELECT and choose your Level and select Leonardo. Continue to hold A, B, SELECT, and RIGHT until the game begins.

Practice Bonus Stages: At the Level Select Screen, Press SELECT, A and B at the same time. A question mark will appear after Level 5. Select it to practice all three bonus stages.

1.128 Teenage Mutant Ninja Turtles 3, Radical Rescue

Teenage Mutant Ninja Turtles 3, Radical Rescue

Password: Enter the following password to reach a higher level: 3711702.

1.129 Track Meet

Track Meet

Passwords:

Enter "SNAKE" to play against Irwin B. Cheetin. Enter "REGRUB" to play against Jack Strop.

Enter "APPLEII" to change the logos in the background.

1.130 Turrican

Turrican

Invincibility & Stage Select:

At the Title Screen, press A, B, B, A, B, A, A, B, A, A, B, A and A.

The word "Cheat" will appear on the screen. Select it and become invincible.

To skip stages, press START and then SELECT while you're invincible.

1.131 Wario Blast

Wario Blast

All Special Items:

Enter the following password to receive all of the special items in the game: ↵
2264.

Passwords:

The passwords listed below are for Bomberman. To play as Wario, reverse the ↵
numbers.

For example, Bomberman's password for Level 1-1 is 4696, so for Wario, it's 6964:

Level 1-1: 4696
Level 1-2: 7006
Level 1-3: 8774
Level 1 Boss: 5141

Level 2-1: 9185
Level 2-2: 4610
Level 2-3: 2630
Level 2 Boss: 3569

Level 3-1: 8401
Level 3-2: 8264
Level 3-3: 0173
Level 3 Boss: 2828

Level 4-1: 4152
Level 4-2: 3451
Level 4-3: 4312
Level 4 Boss: 0874

Level 5-1: 1909
Level 5-2: 5010
Level 5-3: 2904
Level 5 Boss: 1726

Level 6-1: 3614
Level 6-2: 0610
Level 6-3: 9867
Level 6 Boss: 9618

Level 7-1: 1884
Level 7-2: 7702
Level 7-3: 6925
Level 7 Boss: 7110

Level 8-1: 5814
Level 8-2: 8136
Level 8-3: 0390
Level 8 Boss: 3158

Secret Battle Game: 5656.

1.132 Wheel of Fortune

Wheel of Fortune

3 Pause Codes:

If you have no idea what consonant to pick, move to the "SPIN" setting and hold A. Time will freeze. Once you're ready to pick, release A.

If you want to buy a vowel, move to the "BUY" setting and hold A.

If you want to solve, move to the "SOLVE" setting and press A.

Then, move to "DEL" and hold A.

1.133 Who Framed Roger Rabbit

Who Framed Roger Rabbit

Passwords:

Scene 2: DLT3QYBY

Scene 3: GPLDMSRC

Scene 4: MMCFGWXJ

Scene 5: BGQTVKJP

Scene 6: RTJBWN43

1.134 Wizards & Warriors X

Wizards & Warriors X

6 Extra Lives:

Enter "W W" on the High Score screen and then press START to begin again.

1.135 World Cup

World Cup

USA Finals Password: 01631