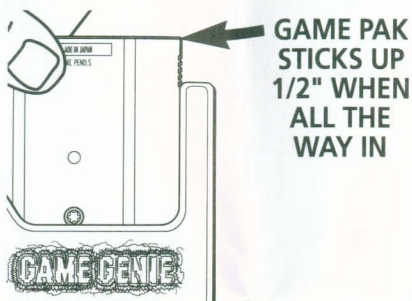# ATTENTION VIDEO DUDES:
# GAME PAK FIT INTO GAME GENIE™ MAY
BE TIGHT!

PUSHING IN GAME PAK

COLOR LABEL ON GAME PAK FACES INTO GAME GENIE (AWAY FROM YOU)!

FIRMLY push game pak into Game Genie slot until it stops.

← GAME PAK STICKS UP 1/2" WHEN ALL THE WAY IN

IMPORTANT: GAME PAK DOES NOT GO ALL THE WAY INTO GAME GENIE. ABOUT 1/2 INCH OF GAME PAK STICKS UP ABOVE TOP OF GAME GENIE (AS SHOWN)

PULLING OUT GAME PAK

PULL

GRASP "STEM"
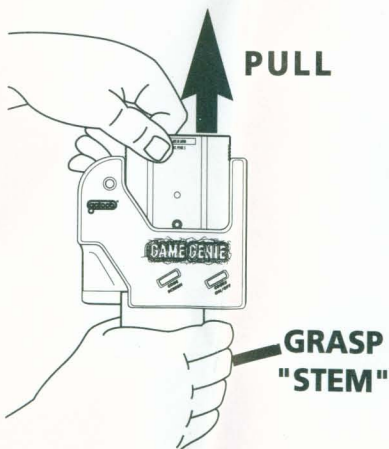
1) Remove Game Genie from Game Boy® unit.
2) Firmly grasp Game Genie by the "Stem."
3) Firmly grasp the part of game pak that sticks up above top of Game Genie and pull out.

"SCRAMBLED" OR DISTORTED SCREEN— WHAT TO DO

Pull out game pak from Game Genie and push it in again. Repeat this several times if necessary. If problem remains, use a cleaning kit to thoroughly clean both Game Genie and game pak.

STILL A PROBLEM? CALL 1-513-868-8835

wo

VIDEO GAME ENHANCER

• How to use the table: The character "0" 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 "F" 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 "0" and "F," going from Smallest Effect on the left to Biggest Effect on the right.

Smallest Effect   **Biggest Effect**

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

Note: On some games, the order of effect may be reversed. In other words, "F" may have the smallest effect and "0" may have the biggest effect.

Examples of Programming Methods

Let's say you have a code that gives you 6 lives. This is a promising code to experiment with, since the effect has a number in it.

Original Code: 05D-49C-E62   Start with 6 lives

First, with any of the three methods, you can ignore the last three characters of the code:

              6-Character   05D-49C

Using Method #1, you change the first character of the code (0). If "9," a character with a bigger effect, is substituted for "0," the result is:

              95D-49C   Start with 96 lives

Using Method #2, you change the second character of the original code (5). If "0," the character with the smallest effect, is substituted for "5," the result is:

              00D-49C   Start with 1 life

Using Method #3, you change both the first and second characters of the original code (0 and 5). If "4" and "9" are substituted for "0" and "5," the combined effect of the two new characters gives you:

              49D-49C   Start with 50 lives

(These examples are from Super Mario Land™ 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!

Super Mario Land is a trademark of Nintendo of America Inc.

WO

GAME GENIE

For the Nintendo Game Boy® Compact System

galoob®

Contents

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!

Introducing Game Genie™ Video Game Enhancer

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

The Game Genie is inserted into the game pak slot in the Game Boy® unit. Your game pak is then inserted into the Game Genie. When the power is turned on, Game Genie introduces its own "Code Screen," where you enter special codes for modifying game-play features listed in the Game Genie™/Game Boy® Codebook. Or, you can program your own codes. Up to three codes can be entered at the same time. Some advanced game-play changes require more than one code to be entered.

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

• The Game Boy® unit should be set up normally, following the instructions that came with it. If you are a first-time Game Boy® user, first read the unit instructions to familiarize yourself with its operation.

Before Using Your New Game Genie™

1) CLEAN

We recommend that you first thoroughly **CLEAN** YOUR GAME BOY® UNIT AND ALL YOUR GAME PAKS **BEFORE** CONNECTING YOUR NEW GAME GENIE™.
Use a Cleaning Kit such as the Nintendo® Game Boy® Cleaning Kit. Follow the instructions that come with the kit.

2) TEST

TEST the function of your Game Boy® Unit and all your Game Paks before connecting your new Game Genie™.

3) READ

READ all instructions on pages 4 to 16 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!

Effects Active Light

Game Pak Slot

galoob

GAME GENIE

"Game Genie" Label

GAME GENIE

"Codes On/Off" Button
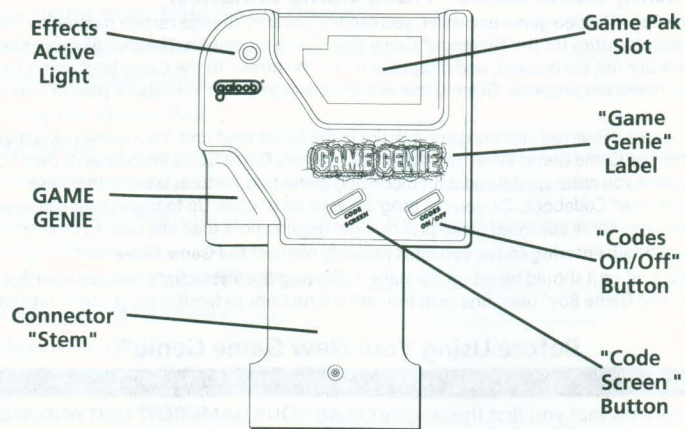
Connector "Stem"

"Code Screen" Button

FIGURE 1

First you connect the Game Genie to the Game Boy® unit. Then you insert your game pak into the Game Genie.

IMPORTANT: ALWAYS TURN OFF THE GAME BOY® POWER SWITCH BEFORE INSERTING OR REMOVING THE GAME GENIE OR GAME PAK.

1) TURN OFF THE POWER TO THE GAME UNIT BEFORE PLUGGING IN THE GAME GENIE.

2) The front of the Game Genie has the "GAME GENIE" label. It faces the same way as the front (screen side) of the Game Boy® Unit. (Figure 1)

3) Carefully insert the Game Genie Connector "Stem" all the way down into the Game Boy® Game Pak Slot. Make sure the "Skirt" on the bottom of the Game Genie housing fits snugly over the top of the Game Boy® Unit and snaps into place. (Figure 2)

Game Genie

REAR VIEW

Connector "Stem"

Game Boy®

"Skirt"

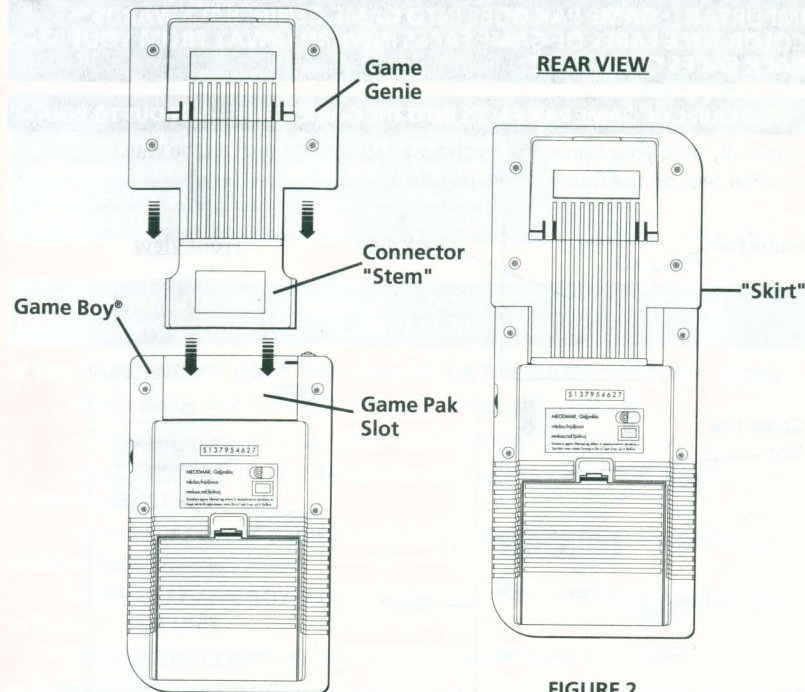Game Pak Slot

5137954627

5137954627

FIGURE 2

Removing Game Genie

1) TURN OFF THE POWER TO THE GAME UNIT BEFORE REMOVING THE GAME GENIE.

2) Grasp the Game Genie and pull it carefully out of the Game Pak Slot.

IMPORTANT: GAME PAK GOES INTO GAME GENIE "BACKWARDS"– COLOR TITLE LABEL OF GAME FACES INWARD (AWAY FROM YOU)– BACK FACES OUTWARD!

TITLE LABEL OF GAME PAK FACES INTO THE GAME GENIE—NOT OUT TO YOU!

1) Carefully plug your Game Pak (with back facing outward) all the way into the Game Pak Slot on the Game Genie. (Figure 3)
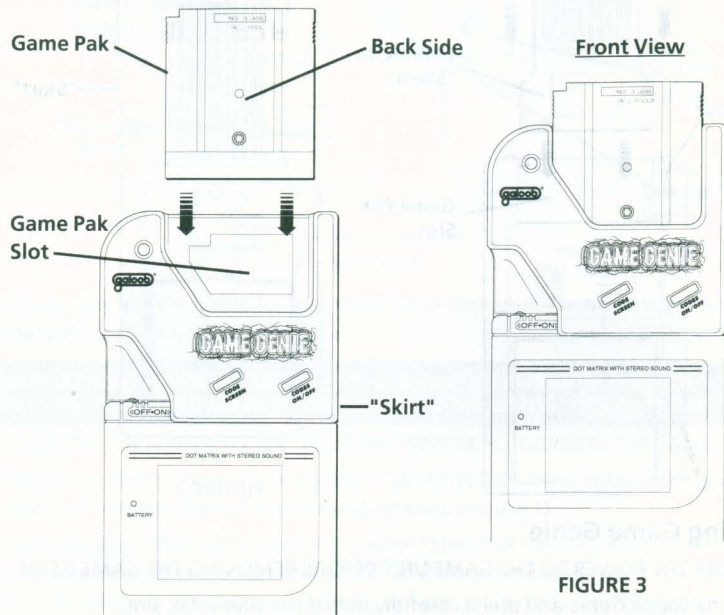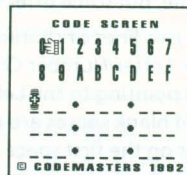
Game Pak

Back Side

Front View

Game Pak Slot

"Skirt"

FIGURE 3

1) With Game Genie and the game pak installed, turn on the Game Boy® unit power. The screen will show the word "Nintendo®" in the usual way, and you will see two brief title screens and then the Game Genie Code Screen.

IF THE CODE SCREEN DOES NOT APPEAR, TURN THE POWER OFF AND THEN ON AGAIN. SOME GAMES MAY BE INCOMPATIBLE WITH GAME GENIE AND CODE SCREEN WILL NOT APPEAR.

```
CODE SCREEN
0 1 2 3 4 5 6 7
8 9 A B C D E F
- - - . - - - .
- - - . - - - .
- - - . - - - .
© CODEMASTERS 1992
```

Code Screen

IF THE GAME BOY® RED POWER LIGHT DOES NOT COME ON, CHECK THE BATTERIES (OR OTHER POWER SUPPLY). SEE PAGE 17.

IF THE "NINTENDO®" DOES NOT APPEAR, OR THE GAME DOES NOT BEGIN:

•TURN GAME BOY® POWER OFF AND THEN ON AGAIN.

•MAKE SURE GAME PAK LABEL FACES INWARD (AWAY FROM YOU).

•MAKE SURE GAME PAK IS PUSHED ALL THE WAY INTO THE GAME GENIE GAME PAK SLOT.

•MAKE SURE GAME GENIE IS PUSHED ALL THE WAY INTO THE GAME BOY® GAME PAK SLOT.

•TURN OFF GAME BOY® POWER, REMOVE THE GAME GENIE AND RE-INSERT INTO THE GAME UNIT.

•ADJUST THE CONTRAST ON THE GAME BOY® UNIT.

IF "NINTENDO®" STILL DOES NOT APPEAR, OR THE GAME STILL DOES NOT BEGIN:

•UNPLUG THE GAME PAK, REMOVE THE GAME GENIE, AND TEST BOTH THE GAME PAK AND THE GAME BOY® BY PLAYING THE GAME IN THE NORMAL WAY. IF BOTH THE GAME PAK AND GAME BOY® ARE FUNCTIONING PROPERLY, THEN RE-INSTALL THE GAME GENIE AND TRY AGAIN.

1) To enter codes, look up the game title in the Game Genie™/Game Boy® Codebook and choose the codes you wish to use. Remember, you can enter up to three codes at a time, but some effects use up more than one code.

2) The two lines of characters (letters and numbers) in the top portion of the screen are the Letter/Number Choices that make up the codes. You will see a Hand on the screen pointing to the Letter Choice "0" in the top left corner of the screen. The 3 rows of blank spaces are the Code Lines. The "bouncing plus sign" Cursor will appear on the first space of the top Code Line. (Figure 5)

```
            CODE SCREEN

Hand ───────▶ 0🖐1 2 3 4 5 6 7      Letter/Number
                                   Choices
            8 9 A B C D E F

"Bouncing Plus" ─  ▒
Cursor             _ _ _ + _ _ + _ _ _

                   _ _ _ + _ _ + _ _ _      Code Lines

FIGURE 5           _ _ _ + _ _ + _ _ _

            © CODEMASTERS 1992
```
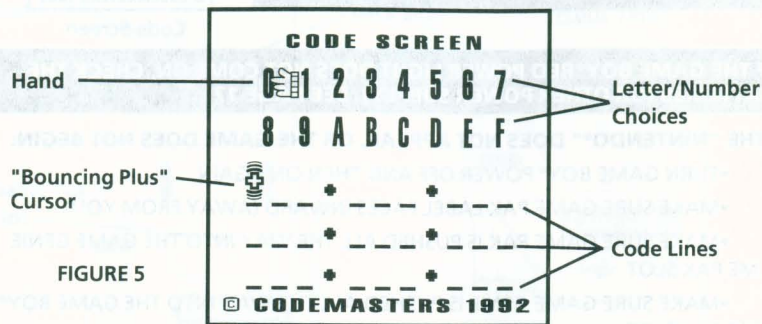
FIGURE 5

3) Move the Hand to point to the first Letter Choice of the code by pressing UP, DOWN, LEFT and RIGHT Arrows on the Control Pad.

4) Press the "A" button to enter the letter on the Code Line. The "bouncing plus" Cursor will move to the next space on the Code Line. 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.

5) The "bouncing plus" will move to the first space on the next Code Line.

6) Repeat this procedure to enter up to three codes, if desired. (Figure 6)

---

1) If you make a mistake and enter the wrong letter, press the "B" button to delete the last letter entered. Then enter the correct letter as described in steps 3 and 4 in the previous section.

2) This method lets you change any previously entered letter in any code line:

A) Move the Cursor (the "bouncing plus") to any previously entered letter on the Code Lines by moving the Hand down to the Code Line, pointing the Hand at the letter you want to change, and pressing the A button. The "bouncing plus" Cursor will move to the letter you want to replace.

B) Then you can enter a new letter by moving the Hand back up to the desired Letter/Number Choice and pressing A again. Repeat this procedure to change any other entered letters.

```
            CODE SCREEN

            0🖐1 2 3 4 5 6 7

            8 9 A B C D E F

            0 1 3 + C A 2 + E 6 6

            1 4 2 + C 0 0 + ▒ _ _

                   _ _ _ + _ _ + _ _ _

            © CODEMASTERS 1992
```

Entering Codes
FIGURE 6

C) To return to the space in the Code Line where you were, move the Hand back to the space, press A to move the "bouncing plus" back to the space, and then move the Hand back up to the Letter/Number Choices to continue entering codes.

3) To erase an entire code, move the Cursor to the code and press and hold down B for about a second. If there is no code on that line, this procedure will erase the code in the line above the Cursor.
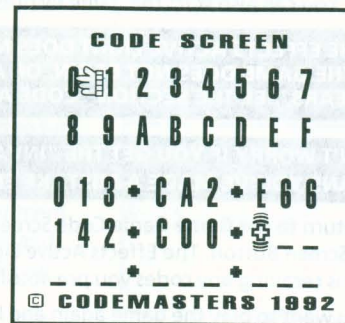
When all desired codes have been entered, DOUBLE-CHECK THEM TO MAKE SURE THEY HAVE BEEN ENTERED CORRECTLY. Then press "Start" on the Game Boy® Unit to begin the game. The Effects Active Light will light and the first screen of the game will appear normally. Proceed to play the game as usual, according to the instructions that came with it.

(Note: You can also start the game by pressing the Select Button.)

IF THE EFFECTS ACTIVE LIGHT DOES NOT LIGHT WHEN YOU PRESS START, OR THE GAME DOES NOT BEGIN, OR AN "INVALID CODE WARNING" APPEARS, SEE THE SECTION "CODE AMENDING FEATURES" ON PAGE 12.

DON'T WORRY IF YOU GET THE "INVALID CODE WARNING." IT JUST MEANS YOU'VE MADE A MISTAKE ENTERING A CODE.

•To return to the Game Genie Code Screen from the game at any time, press the Code Screen Button. The Effects Active Light will flash, indicating that the Game Genie is recalling any codes you previously entered.

•If you want to play the game again and keep the same codes in effect, simply press Code Screen and then Start.

Or, you can restart the game using one of the Reset or Restart methods mentioned in the game's instructions. For example, some games reset when you press the Select, Start, A and B buttons at the same time. Others reset when you press Select and Start at the same time. Others will restart when you press Start in the Game Over screen.

FIGURE 7

• 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, if codes have been entered, when the game begins press the green "Codes On/Off" Button to shut off the Effects Active Light. Press the button again to turn on Effects Active Light (see below).

• To restart the game with no codes entered, turn the power off and then on, and press Start.

Uses of the Codes On/Off Button

FIGURE 8

The green Codes On/Off Button can be used to turn the effects of the Game Genie codes on and off while the game is playing. This will only make a difference on some codes. You should experiment to see which codes can be usefully turned on and off, and which cannot. The Codebook points out some of the codes with this ability.

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.

•To play a game without using effects, press the Codes On/Off Button to shut off the Effects Active Light. Press the button again to turn on Effects Active Light.

IMPORTANT: IF CODES ON/OFF BUTTON HAS NO IMMEDIATE EFFECT (THE LIGHT STAYS ON OR STAYS OFF), PRESS AND HOLD DOWN THE BUTTON FOR A FULL SECOND OR TWO, ESPECIALLY WHEN THE GAME IS PAUSED.

Using The Button During Game Play

Depending on the game you're playing and the codes you're using, the Codes On/Off Button can sometimes be used to turn the effects on and off as you play.

Follow these tips for best results with the Codes On/Off Button:

• TO PLAY WITHOUT EFFECTS, ALWAYS WAIT UNTIL THE GAME ACTUALLY BEGINS TO PLAY (NOT JUST TITLE OR OPTIONS SCREENS, BUT GAME PLAY ACTION) BEFORE YOU PRESS THE CODES ON/OFF BUTTON TO TURN OFF THE EFFECTS ACTIVE LIGHT—EVEN IF YOU DO NOT WANT TO PLAY WITH EFFECTS AT THE BEGINNING OF THE GAME.

• Some effects may take a few seconds to disappear after the light 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 Codes On/Off Button. If you use a code such as "Start with 9 lives," in a game that normally gives you 3 lives, switching off the code 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, speed-up, jump codes, and some other codes.

Code Amending Features

The Game Genie for Game Boy® features powerful new code amending (changing and correcting) features. These features are designed to:

• Let you know when you have made a mistake in entering a code.

• Let you know when you have entered an invalid code (when you are making up your own codes).

• Give you a chance to correct a mistake before getting into the game.

• Automatically change a code so you can go right ahead and play.

• Let you see how the Game Genie has changed a code to make it valid.

1) If you make a mistake in entering a code, or enter an incomplete or invalid code, the Game Genie warns you with a message telling which code or codes are invalid.

For example, if you enter one invalid code (or one invalid code plus one or two valid codes), you will get this message:

INVALID CODE WARNING!

CODE 1 BEING AMENDED.

PRESS START TO CONTINUE

PRESS ANY OTHER KEY TO EDIT CODES

---

2) If you press start, the game will begin using the amended code. The amended code will now be "valid" according to the Game Genie's internal code rules (but still may not work).

NOTE: AN AMENDED CODE STILL MAY NOT HAVE THE DESIRED EFFECT.

3) If you press any other key (Control Pad, Select, A or B), you will return to the Code Screen, where you can:

a) See the changes Game Genie has made to the code. (For example, if you entered "000-000," it will be amended to "000-008.")

b) Fix your mistake by correctly re-entering the original code.

c) Delete a code, add a code, or enter different codes.

Note: You will notice that amended codes are 6 characters long. This is normal. See the section "Programming Your Own Codes" on page 21 for more information.

4) To begin the game once back in the Code Screen, press Start. If you have left the amended code(s) alone, the game will start (and the amended code(s) may or may not work). If you have changed or added codes and all the codes are valid, the game will start.

If one or more of the codes is invalid, the Invalid Code Warning will appear and tell you which code(s) are invalid. You then have the choice of starting the game or returning to the code screen.

Codebook Storage

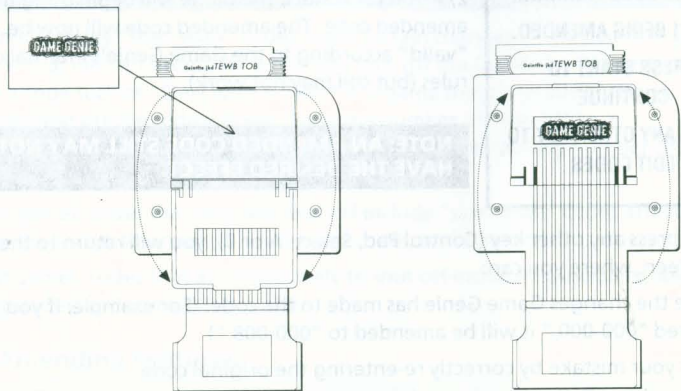Store the codebook in the compartment in the back of the Game Genie. (Figure 9)

FIGURE 9

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 Game Boy® unit.

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

In some situations, turning off the Codes On/Off Button 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 by pressing the Codes On/Off Button 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, let the clock run down, and then turn the effects back on after the next round has begun.

If Codes Have No Effect

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

A video game contains a 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.

Reporting Problem Codes

If you come across a problem code or combination of codes, please write to us at the address below. Be sure to include your name, age, address and phone number, along with the problem code(s) and a brief description of the problem and where it occurred in the game. Your observations can help us improve future editions of the Codebook.

Game Genie Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

PROBLEM	CAUSE/REMEDY
Game Pak insertion is difficult	•GAME PAK SHOULD GO INTO GAME GENIE BACKWARDS—GAME PAK COLOR LABEL FACES TOWARD THE GAME GENIE, AWAY FROM YOU.
"Nintendo®" does not appear or game does not begin when Game Boy® power is turned on	•Turn power off, wait a few seconds, and turn it back on again. •Game Pak is not inserted properly. Make sure Game Pak label faces inward (away from you). •Game Pak is not inserted properly. Push Game Pak all the way into Game Genie. •Game Genie is not inserted properly. Press Game Genie all the way down into the Game Pak slot in the Game Boy®. Make sure the "Skirt" on the bottom of the Game Genie housing fits snugly over the top of the Game Boy® unit and snaps into place. •Adjust the contrast on the Game Boy® unit.
Game Boy® red power light does not come on	•No power to Game Boy®. Game Boy® batteries are weak. Replace with 4 fresh batteries. Refer to Game Boy® instructions—alkaline batteries recommended. •No power to Game Boy®. Batteries are not inserted properly. Refer to Game Boy® instructions. •No power to Game Boy®. AC adaptor is not properly connected to wall or Game Boy®. AC adaptor is not functioning. Refer to Game Boy®/adaptor instructions. •No power to Game Boy®. External battery pack is not properly connected to Game Boy® or is not functioning. Refer to Game Boy®/battery pack instructions.

PROBLEM	CAUSE/REMEDY
Game "freezes," stops, or is interrupted	•Dirt. Clean metal contacts on Game Boy® unit, Game Genie and Game Pak connectors using a cleaning kit such as Nintendo® Game Boy® Cleaning Kit. Clean connector inside Game Genie game pak slot with tool supplied in cleaning kit for cleaning Game Boy® unit. Clean connector at "Stem" end using tool supplied for cleaning game pak. •Problem code. WILL NOT HARM GAME. Press Code Screen Button, or shut off the power to the game unit and turn it back on again, to bring up the Code Screen. 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. •The code you're using prevents progress in a particular part of the game. WILL NOT HARM GAME. Try turning off effects with the Codes On/Off Button.
Scrambled or distorted picture/lines on screen	•Dirt. Clean metal contacts on Game Boy® unit, Game Genie and Game Pak connectors using a cleaning kit such as Nintendo® Game Boy® Cleaning Kit. Clean connector inside Game Genie game pak slot with tool supplied in cleaning kit for cleaning Game Boy® unit. Clean connector at "Stem" end using tool supplied for cleaning game pak. •Adjust contrast on Game Boy® unit.
No picture	•Game Pak is not inserted properly. Make sure Game Pak label faces inward (away from you). •Game Pak is not inserted properly. Push Game Pak all the way into Game Genie.

PROBLEM	CAUSE/REMEDY
No picture (con't.)	•Game Genie is not inserted properly. Press Game Genie all the way down into the Game Pak slot in the Game Boy®. Make sure the "Skirt" on the bottom of the Game Genie housing fits snugly over the top of the Game Boy® unit and snaps into place. •Adjust the contrast on the Game Boy® unit. •Dirt. Clean metal contacts on Game Boy® unit, Game Genie and Game Pak connectors using a cleaning kit such as Nintendo® Game Boy® Cleaning Kit. Clean connector inside Game Genie game pak slot with tool supplied in cleaning kit for cleaning Game Boy® unit. Clean connector at "Stem" end using tool supplied for cleaning game pak. •Remove Game Genie, insert Game Pak into Game Boy® unit and test normal operation of game and unit. If problem occurs without Game Genie, refer to Game Boy® instructions.
Game Genie Code Screen does not appear	•Turn power off and then on again. •Remove Game Genie from Game Boy® unit and carefully but firmly reconnect. Unplug Game Pak from Game Genie, reinsert. •Dirt. Clean metal contacts on Game Boy® unit, Game Genie and Game Pak connectors using a cleaning kit such as Nintendo® Game Boy® Cleaning Kit. Clean connector inside Game Genie game pak slot with tool supplied in cleaning kit for cleaning Game Boy® unit. Clean connector at "Stem" end using tool supplied for cleaning game pak. •Incompatible game. Play another game.

PROBLEM	CAUSE/REMEDY
Game Genie Code Screen does not appear (con't.)	•Remove Game Genie, insert Game Pak into Game Boy® unit and test normal operation of game and unit. If problem occurs without Game Genie, refer to Game Boy® instructions.
No picture or Code Screen some of the time	•Game may be incompatible with Game Genie. Play a different game. •Dirt. Clean metal contacts on Game Boy® unit, Game Genie and Game Pak connectors using a cleaning kit such as Nintendo® Game Boy® Cleaning Kit. Clean connector inside Game Genie game pak slot with tool supplied in cleaning kit for cleaning Game Boy® unit. Clean connector at "Stem" end using tool supplied for cleaning game pak. •Improper connection of Game Genie, Game Pak and/or Game Boy® unit. Repeat connection procedures.
Green Effects Active Light on Game Genie does not light when game begins	•No codes entered. Continue playing without effects, or press Code Screen Button to enter codes.
Pressing Codes On/Off Button has no effect (light stays on/stays off)	•Press and hold down the Codes On/Off Button for a second or two, especially when game is paused.
Unintended effect that does not interrupt game	•Problem code. WILL NOT HARM GAME. Press Code Screen Button, or turn Game Boy® unit power off and on to bring up Code Screen, 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.

PROBLEM	CAUSE/REMEDY
Unintended effect that does not interrupt game (con't.)	•The code you're using prevents progress in a particular part of the game. WILL NOT HARM GAME. Try turning off the effects with the Codes On/Off Button.
Game does not appear after pressing Start in Code Screen	•Incompatible game. Play another game. •Dirt. Clean metal contacts on Game Boy® unit, Game Genie and Game Pak connectors using a cleaning kit such as Nintendo® Game Boy® Cleaning Kit. Clean connector inside Game Genie game pak slot with tool supplied in cleaning kit for cleaning Game Boy® unit. Clean connector at "Stem" end using tool supplied for cleaning game pak.
Codes have no effect	•Codes that have been amended by the Game Genie still may not work. Enter a different code. •Problem code/incompatible game version. Sometimes codes will not work on all versions of a game.
Any other problem	•Call GAME GENIE HELPLINE for help: **1-513-868-8835**

Programming Your Own Codes

The codes listed in the Game Genie™/Game Boy® Codebook give you an idea of the kinds of effects you can create by programming your own codes.

There are two basic kinds of code programming. With one kind, you start with the codes in the Codebook and make changes to them to create new and different effects. With the other kind, Random Code Programming, you make up your own codes from scratch.

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

• Using 2 or more codes at a time is a more difficult way to program 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). Check through the Codebook for examples of these kinds of codes.

• Some kinds of codes are harder to program, such as "Infinite Lives" or "Super Mega Power."

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 the Code Screen Button, or turn the Game Boy® unit power off and on again and then press the Code Screen Button, and program different codes to play. Remember, problem codes cannot damage your Game Boy® unit or games.

Code Programming and the Code Amending Feature

When you enter your own codes in the code screen, one of two things will happen. If your new code is valid, the game will begin when you press Start (but keep in mind that a "valid" code will not necessarily have the desired effect—or any effect). If your new code is invalid, when you press Start the Game Genie will amend the code and give you two choices. You can press Start to play the game (the amended code may or may not have the desired effect, or any effect), or you can press any key to return to the Code Screen. Back in the Code Screen, you can see what changes the Game Genie has made to the code to make it valid. Studying this may help you to discover patterns to aid you in your own code programming.

Programming by Using Random Codes

You can program your own codes by simply using random characters. You should have at least 6 characters in the code. ("Characters" means letters or numbers.)

• 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 AN INTERESTING EFFECT.

• If you find a random code that has an interesting effect, you can press Code Screen to call up the code, change the code slightly, and play again to see what other interesting variations you can come up with.

• If you find a random code that has an interesting effect, then you can also 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.

Programming by Changing Existing Codes

The easiest way to program your own codes is to make slight changes in existing codes. Below is a simple table that shows you how to change the codes you find in the Codebook to create effects you might enjoy.

If you are making small changes to existing codes, you might find it simplest to use only the first 6 characters of the code, and ignore the last 3 characters. You should have at least 6 characters in the code. You can use the last 3 characters of the original code, but don't change them.

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 the Code Screen Button, or turn the Game Boy® unit power off and on again, and program different codes to play. PROBLEM CODES DO NOT HARM YOUR GAMES.