Unlock the power of your favorite video games!

GAME GENIE™

VIDEO GAME
ENHANCER

PROGRAMMING
MANUAL AND
CODEBOOK

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GAME
GENIE

Game Genie™ works on many game
titles for the Nintendo Entertainment
System. Not all effects can be
created at the same time, and some
effects are not available on some games.
Game Genie is a product of Lewis
Galoob Toys, Inc., and is not manu-
factured, distributed or endorsed by
Nintendo of America Inc.
Nintendo, Nintendo Entertainment
System and Control Deck are trade-
marks of Nintendo of America Inc.
Game Genie and Galoob are trade-
marks of Lewis Galoob Toys, Inc.

INVENTED BY
CODEMASTERS™

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> **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.**
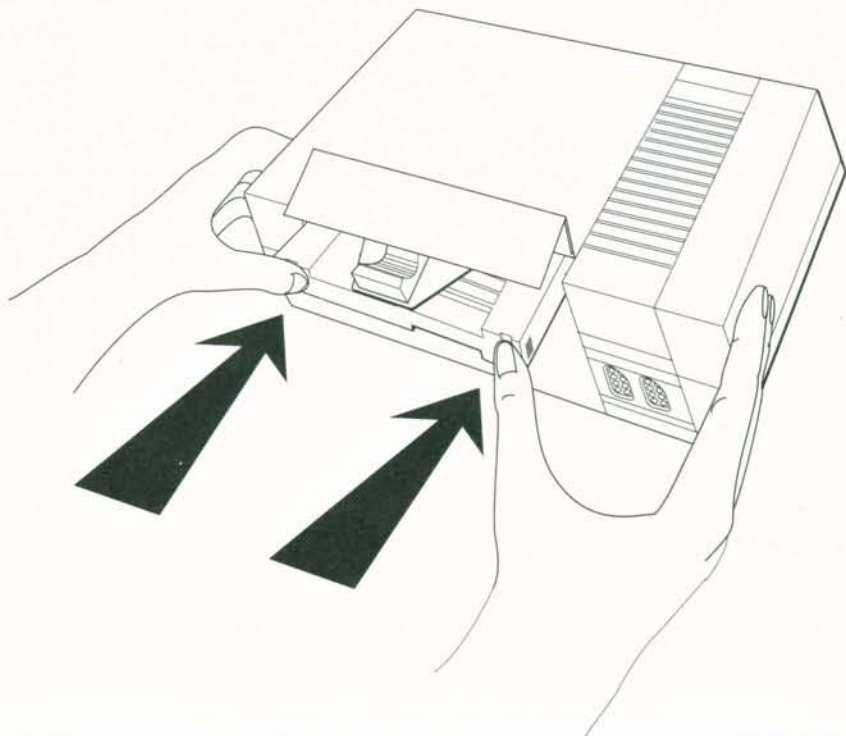> **SEE BACK PAGE FOR CODE UPDATE OFFER!**

YO, VIDEO DUDES!
IF CODE SCREEN DOES NOT APPEAR, OR SCREEN IS BLANK OR BLINKING, MAKE SURE GAME GENIE™ IS PUSHED ALL THE WAY INTO DECK. FIRMLY PUSH IT IN UNTIL DECK LID CLOSES DOWN ON GAME GENIE HANDLE.

IMPORTANT: ALWAYS TURN THE DECK POWER OFF BEFORE INSERTING OR REMOVING GAME GENIE!

Insert Game Genie (with game cartridge attached) into the deck. Hold the deck securely with both hands, and using both thumbs firmly push the Game Genie all the way in, until the lid closes down on the handle.
See Codebook pages 6 & 7.

IMPORTANT - READ THIS - *DIRT HURTS!*

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

If you have any of the following PROBLEMS, CLEANING the deck, game cart and Game Genie connectors could easily solve them!

•GAME STOPS OR SCREEN "FREEZES"

•DISTORTED OR "SCRAMBLED" SCREEN

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

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

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

Consult the Troubleshooting Guide on Page 11 of the Codebook for more information.

Before Using Your
New Game Genie™

1 CLEAN

We recommend that you first thoroughly **CLEAN** YOUR NES® DECK AND ALL YOUR GAME CARTS **BEFORE** CONNECTING YOUR NEW GAME GENIE™.

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

2 TEST

TEST the function of your NES® Deck and all your Game Carts before connecting your new Game Genie.

3 READ

Read all instructions on pages 6 to 12 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!

Introducing Game Genie™ Video Game Enhancer

With Game Genie video game enhancer, you can program your video games to change certain game-play features on many popular titles for the Nintendo Entertainment System®.

The changes you make with Game Genie are not permanent, and disappear when the power to the game deck is turned off. When connected properly, Game Genie will not damage either your game cartridges or your game deck.

Game Genie is a cartridge-like pack that connects between your game cartridge and the game deck. It introduces its own startup screen, called the "Code Screen," when you power up your game deck. On this screen, you enter special codes from examples listed in this manual for modifying game-play features (games appear in alphabetical order beginning on page 16). 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 Nintendo® Control Deck™ should be connected normally, following the instructions that came with it.

**TURN OFF THE POWER TO THE GAME DECK
BEFORE PLUGGING IN THE GAME GENIE UNIT.**

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

1-513-868-8835

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DIRT HURTS!

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

If you have any of the following PROBLEMS, CLEANING the deck, game cart and Game Genie connectors could easily solve them!

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

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

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

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

KEEP YOUR GAME GENIE™ CLEAN. Always store it in the box.

Consult the Troubleshooting Guide on Page 11 for more information.

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Game Genie is a trademark of Lewis Galoob Toys, Inc.

Connecting the Game Cart

1) Carefully plug your game cartridge all the way onto the black connector on the Game Genie so that the Game Genie handle overlaps the top (label) side of the game cartridge. (Figures 1 and 2)

Cartridge Label

GAME GENIE

Black Connector
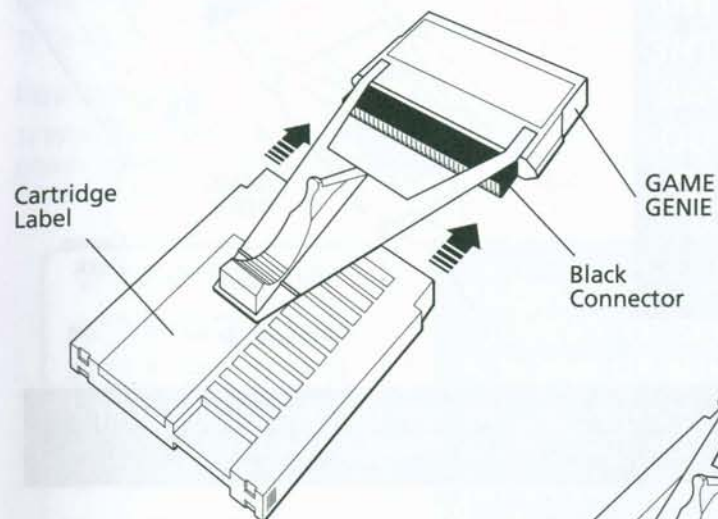
FIGURE 1

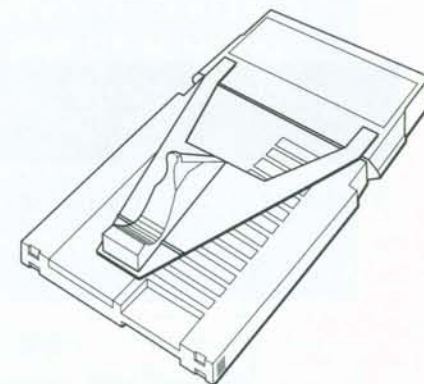**FIGURE 2**

Connecting Game Genie

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

2) Plug the Game Genie (with game cart attached) into the deck.

GRASPING THE GAME CARTRIDGE, PUSH THE GAME GENIE CAREFULLY BUT FIRMLY ALL THE WAY INTO THE DECK UNTIL THE WEDGE ON THE HANDLE TOUCHES THE LID OF THE DECK. (FIGURE 3 ON NEXT PAGE)

WITH POWER OFF, FIRMLY PUSH GAME GENIE ALL THE WAY INTO THE DECK, AS FAR AS IT WILL GO. LID SHOULD CLOSE ON HANDLE.
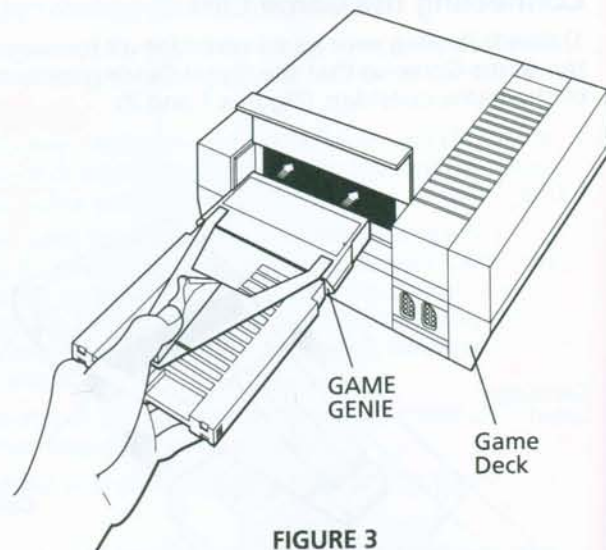
GAME GENIE

Game Deck

FIGURE 3

THE LID SHOULD CLOSE DOWN TO MEET THE "CLOSE LINE" ON THE GAME GENIE HANDLE. (FIGURES 4 AND 5)

Wedge   **LID CLOSES**

FIGURE 4

Right   Wrong

Handle

Close Line   Close Line
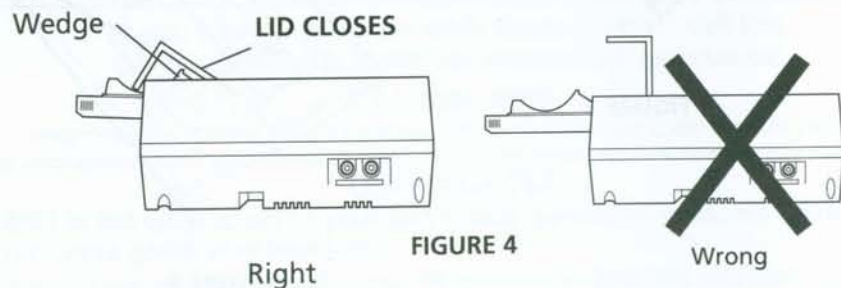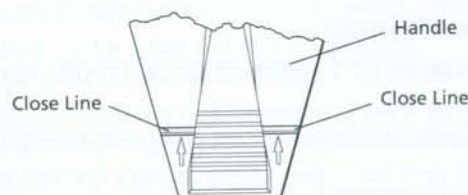
FIGURE 5

IF THE LID DOES NOT MEET THE "CLOSE LINE," OR THE DECK LID DOES NOT CLOSE, REMOVE THE GAME GENIE UNIT AS DECRIBED IN THE NEXT SECTION, AND RE-INSERT IT AS DESCRIBED ABOVE.

Removing Game Genie

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

2) Holding the game deck lid open, grasp the game cart, pressing your thumb down on the Game Genie handle, and pull carefully to unplug the Game Genie unit.

3) Carefully remove the game cart from Game Genie.

Powering Up

1) With Game Genie and the game cart installed, turn on the game deck power. Instead of the game starting, you will see the Game Genie Code Screen. (Figure 6)

Game Genie
A POZXLU
GKISTVYN

FIGURE 6 - Code Screen

IF CODE SCREEN DOES NOT APPEAR, OR SCREEN IS BLANK OR BLINKING, MAKE SURE GAME GENIE IS PUSHED ALL THE WAY INTO DECK. FIRMLY PUSH IN UNTIL LID CLOSES DOWN ON HANDLE.

NOTE: If the Code Screen does not appear, turn the power off and then on again. If the Code Screen still does not appear, turn off the power, remove the Game Genie unit as described above, and carefully re-insert it into the game deck.

If the Game Genie Code Screen still does not appear, remove the Game Genie, unplug the game cart, and test both the game cart and the game deck by playing the game in the normal way. If both the game cart and game deck are functioning properly, then re-install the Game Genie and try again.

IMPORTANT: Some games may be incompatible with Game Genie™ and the code screen will not appear.

Entering Codes

1) To enter codes, look up the game title in this manual and choose the codes you wish to use. Remember, you can enter up to three codes at a time, and some effects require more than one code.

2) To enter codes on the Code Screen, use the control pad on the number 1 Nintendo® controller. The two lines of letters in the top portion of the screen are the Letter Choices that make up the codes. You will see a hand on the screen pointing to the Letter Choice "A" in the top left corner of the screen.
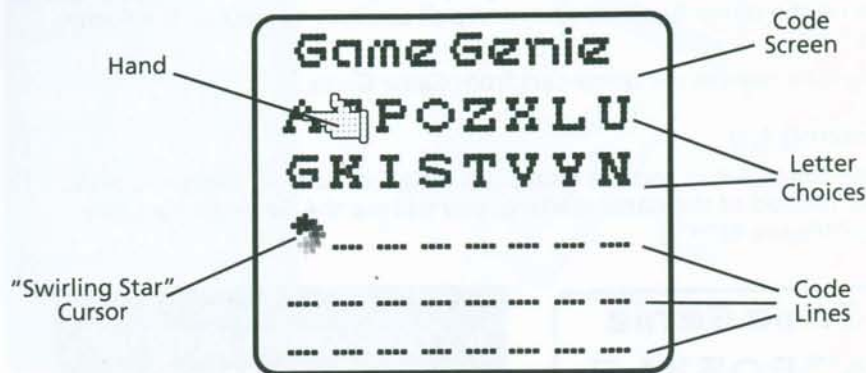

FIGURE 7

The 3 rows of blank spaces are the Code Lines. The "swirling star" cursor will appear on the first space of the top Code Line. (Figure 7)

Note: If you are using a special controller and are having difficulty entering Game Genie codes, use the standard controller that came with your Nintendo® deck to enter the codes, and then replace it with the special controller to play the game. If you are using a light gun, plug it into Port 2 and your controller into Port 1. Use the controller to enter codes and the light gun to play the game.

3) Move the hand to point to the first Letter Choice of the code by pressing UP, DOWN, LEFT and RIGHT on the control pad.

4) PRESS THE "A" BUTTON TO ENTER THE LETTER ON THE CODE LINE. The "swirling star" cursor will move to the next space on the Code Line. Continue in this way until all the code letters have been entered. You have now entered the first code.

5) The completed Code Line will dim, and the "swirling star" will move to the first space on the next Code Line.

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

Correcting Mistakes

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) Or, you can move the cursor (the "swirling star") 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

letter you want to replace will be highlighted. Then you can enter a new letter by moving the hand back up to the desired Letter Choice and pressing "A" again. Repeat this procedure to change any other entered letters.

3) To return to the space in the Code Line where you were, move the hand back to the space, press "A" to highlight the space, and then move the hand back up to the Letter Choices to continue entering codes.

Starting the Game

WHEN ALL DESIRED CODES HAVE BEEN ENTERED, DOUBLE-CHECK THEM TO ENSURE THEY HAVE BEEN ENTERED CORRECTLY. Then press "Start" on the controller to begin the game. The first screen of the game will appear normally. Proceed to play the game as usual, according to the instructions that came with it.

To return to the Game Genie Code Screen from the game at any time, turn off the power to the deck and then turn it on again.

If you want to play the game again and keep the codes in effect, simply press "Reset."

IF YOU HAVE PROBLEMS WITH CODES. . .

Every effort has been made to test and verify each code listed in this book. However, it is possible that some codes or combinations of codes may cause undesired effects at some point in the game play. If this occurs, it will not harm your games or deck.

Simply shut off the power to the game deck and turn it back on again to bring up the Code Screen.

◆ Double-check to make sure you enter 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 entering them in a different order or trying a new combination of codes.

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!

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

◆ Start the game again.

If you come across a code or combination of codes that causes an interruption or other undesired effect in a game, 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. Your observations can help us to improve future editions of the Codebook.

Game Genie Consumer Service
2350 Pleasant Avenue
Hamilton, OH 45015

MAKE SURE YOU PUSH THE GAME GENIE ALL THE WAY INTO THE DECK AS FAR AS IT WILL GO. THE DECK LID SHOULD CLOSE DOWN ON THE HANDLE. THIS IS THE #1 CAUSE OF PROBLEMS INCLUDING NO PICTURE, BLINKING SCREEN, NO CODE SCREEN.

PROBLEM	REMEDY
Game "freezes," stops, or interrupts	◆ CLEAN METAL CONTACTS ON DECK, GAME GENIE AND GAME CART CONNECTORS USING A CLEANING KIT SUCH AS NES CLEANING KIT™.
	◆ Problem code. WILL NOT HARM GAME. Turn power off and on and re-enter codes. If using a single code, choose another code. If using 2 or 3 codes, enter them in a different order, or try a different combination of codes.
No picture	◆ MAKE SURE GAME GENIE IS PUSHED IN AS FAR AS IT WILL GO.
	◆ CLEAN METAL CONTACTS ON DECK, GAME GENIE AND GAME CART CONNECTORS USING A CLEANING KIT SUCH AS NES CLEANING KIT™.
	◆ Make sure TV and Nintendo® deck are plugged in. ◆ Make sure TV and deck are turned on. ◆ Make sure TV and deck are connected properly. Refer to NES™ instructions. ◆ Make sure Channel 3/4 switch on deck is set correctly. Refer to NES™ instructions. ◆ Remove Game Genie, insert game cart into deck and test normal operation of game and deck. If problem occurs without Game Genie, refer to NES instrxuctions.
Game Genie™ Code Screen does not appear	◆ MAKE SURE GAME GENIE IS PUSHED IN AS FAR AS IT WILL GO.
	◆ CLEAN METAL CONTACTS ON DECK, GAME GENIE AND GAME CART CONNECTORS USING A CLEANING KIT SUCH AS NES CLEANING KIT™.
	◆ Turn deck power off and then on again. ◆ Remove Game Genie and reinsert firmly into deck. Deck door should close down onto "Close Line" on Game Genie handle. (See page 7.) ◆ Remove Game Genie, unplug game cart from Game Genie and carefully but firmly reconnect. Reinsert Game Genie into deck. ◆ Remove Game Genie, insert game cart into deck and test normal operation of game and deck. (See "No Picture,"above.)
No picture or Code Screen some of the time	◆ Game may be incompatible with Game Genie. Play a different game.
	◆ CLEAN METAL CONTACTS ON DECK, GAME GENIE AND GAME CART CONNECTORS USING A CLEANING KIT SUCH AS NES CLEANING KIT™.
	◆ Poor connection of Game Genie, game cart and/or deck. Repeat connection procedures.
Hard to push Game Genie into game cart	◆ This is normal, especially when Game Genie is new, and WILL NOT HARM THE GAME CART.
"Scraping" noise when pushing Game Genie into deck chamber	◆ This is normal, especially when Game Genie is new, and WILL NOT HARM THE GAME DECK.
Hard to push Game Genie into deck chamber	◆ THIS IS NORMAL. PUSH THE GAME GENIE INTO THE DECK FIRMLY. AFTER SEVERAL TIMES, YOU WILL GET THE HANG OF IT.
Unintended effect that does not interrupt game	◆ Problem code. WILL NOT HARM GAME. Either continue play or turn power off and on and re-enter codes. If using a single code, choose another code. If using 2 or 3 codes, enter them in a different order, or try a different combination of codes.
Any other problem	◆ Call GAME GENIE HELPLINE for assistance at 1-513-868-8835.

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Programming Your Own Codes

The codes listed in this manual give you an idea of the kinds of effects you can create by programming your own codes to enhance game play and add to your enjoyment.

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

◆ The easiest way to program your own codes is to make slight changes in existing codes. In the next section, there are simple tables that show you how to change the example codes in the manual to create effects you might enjoy.

◆ If you are making small changes to existing codes, it is best to leave the same number of letters in the code.

◆ You can also program codes by simply using random letters. The best results are obtained when you make up codes of 6 letters.

◆ Using 3 codes at a time makes it more likely to get an effect, but it's a more difficult way to program random codes, since it's harder to tell which code is making the effect happen.

◆ Most codes of the proper length will have some effect, but often it will be such a small change that you will not even 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, then try changing it by using the programming techniques in the next section. This way, you are more likely to "home in" on a really good effect.

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

If a code you program interrupts the game or causes an undesired effect, just turn off the power and turn it on again, and then program different codes to play.

How to Program

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

Using Method #1, you change either the **first** or **second** letter of the code. Using Method #2, you change either the **first** or **last** letter of the code.

You can also combine both methods if you wish.

Method #1 and Method #2 will work best on **single codes**, when the effect of the code you wish to change has **numbers** in it (for example, number of lives, number of bullets, number of weapons, number of seconds or minutes on the timer).

The best way to proceed is to write down the original code, look up the choices in the tables below, and then write down all the variations below 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 turn off the power and turn it on again, and then program different codes to play.

Method #1

Using Method #1, you change either the **first** or **second** letter of the original code. First try changing the first letter and write down the new code. Then try changing the second. Then try changing both the first and second at the same time.

How to use the tables: Find the letter you want to change in one of the tables. Then substitute one of the other letters **in the same table**.

The farther apart two letters are in the table, the bigger the change in the effect will be. For example, in Table 1, changing **A** to **Y** will make a bigger difference than changing **A** to **Z**. In Table 2, changing **V** to **O** will make a bigger difference than changing **V** to **S**.

Table 1	A P Z L G I T Y

EXAMPLE: If the first or second letter of the code is **P**, you can change it to **A, Z, L, G, I, T** or **Y**. Try them all!

Table 2	E O X U K S V N

EXAMPLE: If the first or second letter of the code is **U**, you can change it to **E, O, X, K, S, V** or **N**. Try them all!

SAMPLES FOR METHOD #1: The Game Genie™ example Code 6 for **Super Mario Bros.**™ Game is **A P Z L G K**, which allows Mario™ to jump higher when he's not running. Using Method #1, look up the first letter (**A**) in the tables. In Table 1, you find the **A**. One of the letters you can substitute for **A** is **L**.

Original code   A P Z L G K   Using Table 1   L P Z L G K

Then look up the second letter, **P**. You find **P** in Table 1 also. **G** is one of the letters you can substitute for **P**.

Original code   A P Z L G K   Using Table 1   A G Z L G K

Try combining these last two examples. See what you get!

Super Mario Bros. and Mario are trademarks of Nintendo of America Inc.

The Game Genie™ example Code 3 for **Snake, Rattle 'N' Roll**™ Game is **E P N N V X T T**, which allows you to slow down the timer. Using Method #1, look up the first letter, E, in the tables. In Table 2, you find the E. One of the letters you can substitute for E is X.

Original code   E P N N V X T T   Using Table 2   X P N N V X T T

Then look up the second letter, **P.** You find P in Table 1. Z is one of the letters you can substitute for P.

Original code   E P N N V X T T   Using Table 1   E Z N N V X T T

Try combining the last two examples. See what you get!

Snake, Rattle 'n' Roll is a trademark of Nintendo of America Inc.

Method #2

In Method #2, you change either the **first** or **last** letter of the original code. First try changing the first letter. Then try changing the last. Then try changing both the first and last at the same time.

How to use the table: Find the letter you want to change in the table and change it to the letter on its right.

Table 3

A can be changed to E	E can be changed to A
G can be changed to K	K can be changed to G
P can be changed to O	O can be changed to P
Z can be changed to X	X can be changed to Z
L can be changed to U	U can be changed to L
I can be changed to S	S can be changed to I
T can be changed to V	V can be changed to T
Y can be changed to N	N can be changed to Y

EXAMPLES: If the first letter of the code is **O**, you can change it to **P**. If the last letter of the code is **Y**, you can change it to **N**.

SAMPLES FOR METHOD #2: Go back to Game Genie™ sample Code 6 for **Super Mario Bros.**™ Game, **A P Z L G K**. Looking up the first letter, **A**, you see that **A** can be changed to **E**.

Original code   A P Z L G K   Using Table 3   E P Z L G K

Looking up the last letter, **K**, you see that **K** can be changed to **G**.

Original code   A P Z L G **K**   Using Table 3   E P Z L G **G**

Try combining these last two examples. See what you get!

And, using both Methods #1 and #2, you could come up with a code like:

Original code   A P Z L G K   Using both methods   Z P Z L G G

See if you can figure out how this one was done!

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

Let's go back to the Game Genie™ example Code 3 for **Snake, Rattle 'N' Roll**™ Game, **E P N N V X T T**. Look up the last letter, **T**. You find that **T** can be changed to **V**.

Original code   E P N N V X T **T**   Using Table 3   E P N N V X T **V**

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

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