

Super Mario 64 Codes

UK, USA and JAPANESE codes for the Mario N64 classic

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Tip: If you are using an emulator but cannot add a code, try removing any extra spaces at the end of each code line.

Codes marked (JS) were created by me, others are unknown who first made them.

Advanced codes

Spawn objects, edit the memory and more.

Window mode with health reflecting border colour (JS)

Whenever the game is not paused, and at other times, the game will be in window mode, the border colour will change from bright red when Mario has full health to dark red when he is dead.

Note: the NTSC game has a black border at the top and bottom of the screen that is fixed and unaffected by this code.

PAL

8130B000 27BD
8130B002 FFE8
8130B004 AFBF
8130B006 0014
8130B008 3C05
8130B00A 8030
8130B00C 24A5
8130B00E 9D00
8130B010 3C04
8130B012 8031
8130B014 8086
8130B016 94DE
8130B018 0006
8130B01A 3100
8130B01C 24C6
8130B01E 0070
8130B020 2407
8130B022 0000
8130B024 0000
8130B026 2025
8130B028 0C09
8130B02A AC50
8130B02C A3A0
8130B02E 0013
8130B030 8FBF
8130B032 0014
8130B034 27BD
8130B036 0018
8130B038 03E0
8130B03A 0008
812F9D00 0240
812F9D02 01A0
810E3720 8030
810E3722 B000

NTSC

8133D3D0 27BD
8133D3D2 FFE8
8133D3D4 AFBF
8133D3D6 0014
8133D3D8 3C05
8133D3DA 8033
8133D3DC 24A5
8133D3DE DB30
8133D3E0 3C04
8133D3E2 8034
8133D3E4 8086

8133D3E6 B21E
8133D3E8 0006
8133D3EA 3100
8133D3EC 24C6
8133D3EE 0070
8133D3F0 2407
8133D3F2 0000
8133D3F4 0000
8133D3F6 2025
8133D3F8 0C09
8133D3FA E9F4
8133D3FC A3A0
8133D3FE 0013
8133D400 8FBF
8133D402 0014
8133D404 27BD
8133D406 0018
8133D408 03E0
8133D40A 0008
8132DB30 0240
8132DB32 01A0
810EE060 8033
810EE062 D3D0

Spawn object version 3.0 (JS)

Activate this code before the title screen appears. This version of the spawn code makes use of the spawn debug mode coding as to shorten the length of the code. Separate Gameshark codes are used to set the behaviour, GFX ID and extra value. There are actually 5 codes that work together, the main code which is the longest one and also 4 short codes that set the values needed to spawn an object. So, you'll have 5 codes which you could call Spawn v3.0, Spawn v3.0 bhv seg, Spawn v3.0 bhv off, Spawn v3.0 GFX, and Spawn v3.0 extra. Replace the xxxx with the correct values, make sure all the codes are on and then press shoulder L to spawn the object, which will be spawned slightly above and in front of Mario.

Note: when you want to change any of the 4 values (behaviour segment, behaviour offset, GFX ID or extra value), turn the code off first, make the changes and then turn the code back on.

PAL

8130AF0E 0001
802FD054 0003
812A4190 8704
812A4192 1DB8
812A41B4 3C09
812A41B6 8031
812A41B8 8D2A
812A41BA B000
812A41BC 8529
812A41BE B004
812A41A6 0020
812A41D0 2404
812A41D2 0090
812A41D4 2405
812A41D6 0000
812A41D8 3C06
812A41DA 8031
812A41DC 0C0A
812A41DE B1C2
812A41E0 24C6
812A41E2 B010
8130B010 5945
812A41E4 1000
812A41E6 001E
812A41AA 0009
8130B000 xxxx Behaviour segment value (usually 0x1300)
8130B002 xxxx Behaviour offset value (e.g., 0x4580 for Koopa)
8130B004 xxxx GFX ID (e.g., 0x68 for Koopa)
8130B008 xxxx Extra value (e.g., 0x02 for Koopa the Quick)

NTSC

8133D2DE 0001
80330E94 0003
812CB2CC 8724
812CB2CE 2448
812CB2B8 3C0B

812CB2BA 8034
812CB2BC 8D6C
812CB2BE D3D0
812CB2C0 856B
812CB2C2 D3D4
812CB2A6 0020
812CB2E4 2404
812CB2E6 0090
812CB2E8 2405
812CB2EA 0008
812CB2EC 3C06
812CB2EE 8034
812CB2F0 0C0B
812CB2F2 59B0
812CB2F4 24C6
812CB2F6 D3E0
8133D3E0 5945
812CB2F8 1000
812CB2FA 0022
8133D3D0 xxxx Behaviour segment value (usually 0x1300)
8133D3D2 xxxx Behaviour offset value (e.g., 0x4580 for Koopa)
8133D3D4 xxxx GFX ID (e.g., 0x68 for Koopa)
8133D3D8 xxxx Extra value (e.g., 0x02 for Koopa the Quick)

Spawn any object wherever you want [ver2.1] (JS)

Turn this code on before the title screen. I have tested the PAL code on a real N64 but to get the PAL and NTSC code to work with Project64 you have to split the code in half and activate both parts. To do that, add a new cheat and copy half the code into it and then copy the bottom half into another new cheat; turn both halves on as if they were a single cheat (I have divided the codes for you):

Whenever the game is not paused. use the D-pad left and right buttons to alter the GID value (in hex) which is the graphic ID, i.e., what the object to spawn should look like. To modify the behaviour value (in hex)-shown as BHV (BHR in NTSC version as there's no colourful V character)-use the D-pad up and down, and then press the shoulder left button to spawn the object at Mario's position (the code is very sensitive so it's likely that many objects will be created with a single press). Make sure you select the right values otherwise the game may crash-see Super Mario 64 Exposed section about SM64 for values to use (you don't need the 1300); if you spawn too many objects the game will freeze.

Due to the way the code works, Mario's health will not update as it should making him invincible. Do not press other buttons with the D-pad or shoulder L button otherwise the code will not work. You can only spawn one type of an object, for e.g., you can't choose what type of Koopa to spawn.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C10
8130AF0A 8031
8130AF0C 960A
8130AF0E 9260
8130AF10 9209
8130AF12 B010
8130AF14 960B
8130AF16 B018
8130AF18 2408
8130AF1A 0100
8130AF1C 1148
8130AF1E 0012
8130AF20 2408
8130AF22 0200
8130AF24 1148
8130AF26 0013
8130AF28 2408
8130AF2A 0800
8130AF2C 1148
8130AF2E 0014
8130AF30 2408
8130AF32 0400
8130AF34 1148
8130AF36 0015
8130AF38 2408
8130AF3A 0020

8130AF3C 1148
8130AF3E 0002
8130AF40 0000
8130AF42 0000
8130AF44 1000
8130AF46 0012
8130AF48 3C04
8130AF4A 8033
8130AF4C 8C84
8130AF4E ED90
8130AF50 9205
8130AF52 B010
8130AF54 3c06
8130AF56 1300
8130AF58 0C0D
8130AF5A EFE2
8130AF5C 00CB
8130AF5E 3025
8130AF60 1000
8130AF62 0018
8130AF64 0000
8130AF66 0000
8130AF68 2529
8130AF6A 0001
8130AF6C 1000
8130AF6E 0008
8130AF70 0000
8130AF72 0000
8130AF74 2129
8130AF76 FFFF

8130AF78 1000
8130AF7A 0005
8130AF7C 0000
8130AF7E 0000
8130AF80 256B
8130AF82 0004
8130AF84 1000
8130AF86 0002
8130AF88 0000
8130AF8A 0000
8130AF8C 216B
8130AF8E FFFC
8130AF90 A209
8130AF92 B010
8130AF94 A60B
8130AF96 B018
8130AF98 2404
8130AF9A 0010
8130AF9C 2405
8130AF9E 0000
8130AFA0 2606
8130AFA2 B000
8130AFA4 0C0A
8130AFA6 B108
8130AFA8 9207
8130AFAA B010
8130AFAC 2404
8130AFAE 00D0
8130AFB0 2405
8130AFB2 0000
8130AFB4 3C10
8130AFB6 8031
8130AFB8 2606
8130AFBA B008
8130AFBC 0C0A
8130AFBE B108
8130AFC0 9607
8130AFC2 B018
8130AFC4 2404
8130AFC6 0090
8130AFC8 2405
8130AFCA 0000

8130AFCC 3C06
8130AFCE 8031
8130AFD0 0C0A
8130AFD2 B1C2
8130AFD4 24C6
8130AFD6 B020
8130AFD8 8FBF
8130AFDA 0014
8130AFDC 27BD
8130AFDE 0018
8130AFE0 03E0
8130AFE2 0008
8130B000 4749
8130B002 4420
8130B004 2578
8130B008 4248
8130B00A 5620
8130B00C 2578
8130B020 5945
8124D730 0C0C
8124D732 2BC0

NTSC

8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C10
8133D2DA 8034
8133D2DC 960A
8133D2DE AFA0
8133D2E0 9209
8133D2E2 D3E0
8133D2E4 960B
8133D2E6 D3E8
8133D2E8 2408
8133D2EA 0100
8133D2EC 1148
8133D2EE 0012
8133D2F0 2408
8133D2F2 0200
8133D2F4 1148
8133D2F6 0013
8133D2F8 2408
8133D2FA 0800
8133D2FC 1148
8133D2FE 0014
8133D300 2408
8133D302 0400
8133D304 1148
8133D306 0015
8133D308 2408
8133D30A 0020
8133D30C 1148
8133D30E 0002
8133D310 0000
8133D312 0000
8133D314 1000
8133D316 0012
8133D318 3C04
8133D31A 8036
8133D31C 8C84
8133D31E 1160
8133D320 9205
8133D322 D3E0
8133D324 3c06
8133D326 1300
8133D328 0C0A
8133D32A 7B73
8133D32C 00CB
8133D32E 3025
8133D330 1000
8133D332 0018

8133D334 0000
8133D336 0000
8133D338 2529
8133D33A 0001
8133D33C 1000
8133D33E 0008
8133D340 0000
8133D342 0000
8133D344 2129
8133D346 FFFF

8133D348 1000
8133D34A 0005
8133D34C 0000
8133D34E 0000
8133D350 256B
8133D352 0004
8133D354 1000
8133D356 0002
8133D358 0000
8133D35A 0000
8133D35C 216B
8133D35E FFFC
8133D360 A209
8133D362 D3E0
8133D364 A60B
8133D366 D3E8
8133D368 2404
8133D36A 0010
8133D36C 2405
8133D36E 0008
8133D370 2606
8133D372 D3D0
8133D374 0C0B
8133D376 58B6
8133D378 9207
8133D37A D3E0
8133D37C 2404
8133D37E 00D0
8133D380 2405
8133D382 0008
8133D384 3C10
8133D386 8034
8133D388 2606
8133D38A D3D8
8133D38C 0C0B
8133D38E 58B6
8133D390 9607
8133D392 D3E8
8133D394 2404
8133D396 0090
8133D398 2405
8133D39A 0008
8133D39C 3C06
8133D39E 8034
8133D3A0 0C0B
8133D3A2 59B0
8133D3A4 24C6
8133D3A6 D3F0
8133D3A8 8FBF
8133D3AA 0014
8133D3AC 27BD
8133D3AE 0018
8133D3B0 03E0
8133D3B2 0008
8133D3D0 4749
8133D3D2 4420
8133D3D4 2578
8133D3D8 4248
8133D3DA 5220
8133D3DC 2578
8133D3F0 5945
81254A18 0C0C

81254A1A F4B4

Screen shakes when Mario ground pounds (JS)

Make Mario ground pound and the screen will rumble as if a Thwomp had hit the ground.

PAL

8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C04
8130AF0A 8031
8130AF0C 9084
8130AF0E 9439
8130AF10 0C0E
8130AF12 0221
8130AF14 0004
8130AF16 2040
8130AF18 8FBF
8130AF1A 0014
8130AF1C 27BD
8130AF1E 0018
8130AF20 03E0
8130AF22 0008
810E3720 8030
810E3722 AF00

NTSC

8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C04
8133D2DA 8034
8133D2DC 9084
8133D2DE B179
8133D2E0 0C0A
8133D2E2 943F
8133D2E4 0004
8133D2E6 2040
8133D2E8 8FBF
8133D2EA 0014
8133D2EC 27BD
8133D2EE 0018
8133D2F0 03E0
8133D2F2 0008
810EE060 8033
810EE062 D2D0

D-pad tree remote control (JS)

When you are in any level turn this code on and then you'll be able to move all the trees using the D-pad; why not climb a tree and then move it and Mario where you want?! D-pad left/right moves the trees horizontally, up/down moves the trees back and forward and by pressing D-pad right and up or D-pad left and down you can move the trees up and down.

PAL

8130AF00 3C09
8130AF02 8033
8130AF04 8D29
8130AF06 ED90
8130AF08 C520
8130AF0A 00A0
8130AF0C C526
8130AF0E 00A4
8130AF10 C524
8130AF12 00A8
8130AF14 3C08
8130AF16 4200
8130AF18 4488
8130AF1A 1000
8130AF1C 3C0A
8130AF1E 8031

8130AF20 814A
8130AF22 9260
8130AF24 2408
8130AF26 0001
8130AF28 1148
8130AF2A 000D
8130AF2C 2408
8130AF2E 0002
8130AF30 1148
8130AF32 000A
8130AF34 2408
8130AF36 0008
8130AF38 1148
8130AF3A 000C
8130AF3C 2408
8130AF3E 0004
8130AF40 1148
8130AF42 000B
8130AF44 2408
8130AF46 0006
8130AF48 1148
8130AF4A 000C
8130AF4C 2408
8130AF4E 0009
8130AF50 1148
8130AF52 000B
8130AF54 0000
8130AF56 0000
8130AF58 03E0
8130AF5A 0008
8130AF5C 4600
8130AF5E 1087
8130AF60 4602
8130AF62 0000
8130AF64 E520
8130AF66 00A0
8130AF68 03E0
8130AF6A 0008
8130AF6C 4600
8130AF6E 1087
8130AF70 4602
8130AF72 2100
8130AF74 E524
8130AF76 00A8
8130AF78 03E0
8130AF7A 0008
8130AF7C 4600
8130AF7E 1087
8130AF80 4602
8130AF82 3180
8130AF84 E526
8130AF86 00A4
8130AF88 03E0
8130AF8A 0008
810E3308 8030
810E330A AF00

NTSC
8133D2D0 3C09
8133D2D2 8036
8133D2D4 8D29
8133D2D6 1160
8133D2D8 C520
8133D2DA 00A0
8133D2DC C526
8133D2DE 00A4
8133D2E0 C524
8133D2E2 00A8
8133D2E4 3C08
8133D2E6 4200
8133D2E8 4488
8133D2EA 1000
8133D2EC 3C0A

8133D2EE 8034
8133D2F0 814A
8133D2F2 AFA0
8133D2F4 2408
8133D2F6 0001
8133D2F8 1148
8133D2FA 000D
8133D2FC 2408
8133D2FE 0002
8133D300 1148
8133D302 000A
8133D304 2408
8133D306 0008
8133D308 1148
8133D30A 000C
8133D30C 2408
8133D30E 0004
8133D310 1148
8133D312 000B
8133D314 2408
8133D316 0006
8133D318 1148
8133D31A 000C
8133D31C 2408
8133D31E 0009
8133D320 1148
8133D322 000B
8133D324 0000
8133D326 0000
8133D328 03E0
8133D32A 0008
8133D32C 4600
8133D32E 1087
8133D330 4602
8133D332 0000
8133D334 E520
8133D336 00A0
8133D338 03E0
8133D33A 0008
8133D33C 4600
8133D33E 1087
8133D340 4602
8133D342 2100
8133D344 E524
8133D346 00A8
8133D348 03E0
8133D34A 0008
8133D34C 4600
8133D34E 1087
8133D350 4602
8133D352 3180
8133D354 E526
8133D356 00A4
8133D358 03E0
8133D35A 0008
810EDC48 8033
810EDC4A D2D0

Memory editor v1.1 (JS)

Turn this code on before the title screen appears; the code is split into two which you will need to add as two separate codes but activate as if they were the one cheat. Then, whenever the game is not paused you will be able to view and edit the memory (RAM). The address is displayed on the left, and the byte stored there on the right.

These are the controls:

D-pad up/down go to next/previous address.

D-pad right/left go to +0x100/-0x100 address.

Shoulder L and right/left increase/decrease the byte.

Shoulder L and up/down go to +0x00100000/-0x00100000 address.

Do not go below address 0x80000000 or above 0x803FFFFFF otherwise the game may crash. As an added bonus, when you use this code you can directly change the size modifiers in the Mario object allowing you to make Mario more Luigi or Wario's size, for example.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C09
8130AF0A 0010
8130AF0C 3C10
8130AF0E 8031
8130AF10 9E07
8130AF12 B020
8130AF14 00E0
8130AF16 E025
8130AF18 3C05
8130AF1A 8000
8130AF1C 0385
8130AF1E E025
8130AF20 9384
8130AF22 0000
8130AF24 960A
8130AF26 9260
8130AF28 2408
8130AF2A 0120
8130AF2C 1148
8130AF2E 0022
8130AF30 2408
8130AF32 0220
8130AF34 1148
8130AF36 0023
8130AF38 2408
8130AF3A 0800
8130AF3C 1148
8130AF3E 0018
8130AF40 2408
8130AF42 0400
8130AF44 1148
8130AF46 0019
8130AF48 2408
8130AF4A 0100
8130AF4C 1148
8130AF4E 000E
8130AF50 2408
8130AF52 0200
8130AF54 1148
8130AF56 000F
8130AF58 2408
8130AF5A 0820
8130AF5C 1148
8130AF5E 0005
8130AF60 2408
8130AF62 0420
8130AF64 1148
8130AF66 0006
8130AF68 0000
8130AF6A 0000
8130AF6C 1000
8130AF6E 0018
8130AF70 0000
8130AF72 0000
8130AF74 00E9
8130AF76 3821
8130AF78 1000
8130AF7A 0014
8130AF7C 0000
8130AF7E 0000
8130AF80 00E9
8130AF82 3823
8130AF84 1000
8130AF86 0011
8130AF88 24E7
8130AF8A 0100
8130AF8C 1000

8130AF8E 000F
8130AF90 0000
8130AF92 0000
8130AF94 24E7
8130AF96 FF00
8130AF98 1000
8130AF9A 000C
8130AF9C 0000
8130AF9E 0000
8130AFA0 24E7
8130AFA2 0001
8130AFA4 1000
8130AFA6 0009
8130AFA8 0000
8130AFAA 0000
8130AFAC 24E7
8130AFAE FFFF
8130AFB0 1000
8130AFB2 0006
8130AFB4 0000
8130AFB6 0000
8130AFB8 2484
8130AFBA 0001
8130AFBC 1000
8130AFBE 0002
8130AFC0 0000
8130AFC2 0000
8130AFC4 2484
8130AFC6 FFFF
8130AFC8 A384
8130AFCA 0000
8130AFCC AE07
8130AFCE B020
8130AFD0 2404
8130AFD2 0010
8130AFD4 2405
8130AFD6 0000
8130AFD8 0C0A
8130AFDA B108
8130AFDC 2606
8130AFDE B010
8130AFE0 2404
8130AFE2 0080
8130AFE4 2405
8130AFE6 0000
8130AFE8 2606
8130AFEA B018
8130AFEC 9E07
8130AFEE B020
8130AFF0 0C0A
8130AFF2 B108
8130AFF4 9387
8130AFF6 0000
8130AFF8 8FBF
8130AFFA 0014
8130AFFC 27BD
8130AFFE 0018
8130B000 03E0
8130B002 0008
8130B010 3830
8130B012 2530
8130B014 3678
8130B018 5945
8130B01A 2025
8130B01C 3032
8030B01E 0078
8124C7F0 0C0C
8124C7F2 2BC0

NTSC
8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF

8133D2D6 0014
8133D2D8 3C09
8133D2DA 0010
8133D2DC 3C10
8133D2DE 8034
8133D2E0 9E07
8133D2E2 D3F0
8133D2E4 00E0
8133D2E6 E025
8133D2E8 3C05
8133D2EA 8000
8133D2EC 0385
8133D2EE E025
8133D2F0 9384
8133D2F2 0000
8133D2F4 960A
8133D2F6 AFA0
8133D2F8 2408
8133D2FA 0120
8133D2FC 1148
8133D2FE 0022
8133D300 2408
8133D302 0220
8133D304 1148
8133D306 0023
8133D308 2408
8133D30A 0800
8133D30C 1148
8133D30E 0018
8133D310 2408
8133D312 0400
8133D314 1148
8133D316 0019
8133D318 2408
8133D31A 0100
8133D31C 1148
8133D31E 000E
8133D320 2408
8133D322 0200
8133D324 1148
8133D326 000F
8133D328 2408
8133D32A 0820
8133D32C 1148
8133D32E 0005
8133D330 2408
8133D332 0420
8133D334 1148
8133D336 0006
8133D338 0000
8133D33A 0000
8133D33C 1000
8133D33E 0018
8133D340 0000
8133D342 0000
8133D344 00E9
8133D346 3821
8133D348 1000
8133D34A 0014
8133D34C 0000
8133D34E 0000
8133D350 00E9
8133D352 3823
8133D354 1000
8133D356 0011
8133D358 24E7
8133D35A 0100
8133D35C 1000
8133D35E 000F
8133D360 0000
8133D362 0000
8133D364 24E7
8133D366 FF00

8133D368 1000
8133D36A 000C
8133D36C 0000
8133D36E 0000
8133D370 24E7
8133D372 0001
8133D374 1000
8133D376 0009
8133D378 0000
8133D37A 0000
8133D37C 24E7
8133D37E FFFF
8133D380 1000
8133D382 0006
8133D384 0000
8133D386 0000
8133D388 2484
8133D38A 0001
8133D38C 1000
8133D38E 0002
8133D390 0000
8133D392 0000
8133D394 2484
8133D396 FFFF
8133D398 A384
8133D39A 0000
8133D39C AE07
8133D39E D3F0
8133D3A0 2404
8133D3A2 0010
8133D3A4 2405
8133D3A6 0010
8133D3A8 0C0B
8133D3AA 58B6
8133D3AC 2606
8133D3AE D3E0
8133D3B0 2404
8133D3B2 0080
8133D3B4 2405
8133D3B6 0010
8133D3B8 2606
8133D3BA D3E8
8133D3BC 9E07
8133D3BE D3F0
8133D3C0 0C0B
8133D3C2 58B6
8133D3C4 9387
8133D3C6 0000
8133D3C8 8FBF
8133D3CA 0014
8133D3CC 27BD
8133D3CE 0018
8133D3D0 03E0
8133D3D2 0008
8133D3E0 3830
8133D3E2 2530
8133D3E4 3678
8133D3E8 5945
8133D3EA 2025
8133D3EC 3032
8033D3EE 0078
812535CC 0C0C
812535CE F4B4

Screen shakes whenever Mario moves v1.1 (JS)

If you move Mario (and sometimes when he's still) or make him jump the screen will shake like when a Thwomp hits the ground.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014

8130AF08 3C04
8130AF0A 8031
8130AF0C 0C0E
8130AF0E 0221
8130AF10 9084
8130AF12 944B
8130AF14 8FBF
8130AF16 0014
8130AF18 27BD
8130AF1A 0018
8130AF1C 03E0
8130AF1E 0008
810E3720 8030
810E3722 AF00

NTSC

8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C04
8133D2DA 8034
8133D2DC 0C0A
8133D2DE 943F
8133D2E0 9084
8133D2E2 B18B
8133D2E4 8FBF
8133D2E6 0014
8133D2E8 27BD
8133D2EA 0018
8133D2EC 03E0
8133D2EE 0008
810EE060 8033
810EE062 D2D0

D-pad messages (JS)

With this code on you can press any of the D-pad buttons to display a set message above Mario's head if the game is not paused.

PAL

8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 2404
8130AF0A 00A0
8130AF0C 3C06
8130AF0E 8031
8130AF10 24C6
8130AF12 B000
8130AF14 3C0A
8130AF16 8031
8130AF18 814A
8130AF1A 9260
8130AF1C 2408
8130AF1E 0001
8130AF20 1148
8130AF22 0009
8130AF24 2408
8130AF26 0002
8130AF28 1148
8130AF2A 0008
8130AF2C 2408
8130AF2E 0008
8130AF30 1148
8130AF32 0007
8130AF34 2408
8130AF36 0004
8130AF38 1148
8130AF3A 0006
8130AF3C 8FBF
8130AF3E 0014

8130AF40 27BD
8130AF42 0018
8130AF44 03E0
8130AF46 0008
8130AF48 24C6
8130AF4A 0008
8130AF4C 24C6
8130AF4E 0008
8130AF50 24C6
8130AF52 0008
8130AF54 0C0A
8130AF56 B1C2
8130AF58 2405
8130AF5A 0080
8130AF5C 8FBF
8130AF5E 0014
8130AF60 27BD
8130AF62 0018
8130AF64 03E0
8130AF66 0008
8130B000 4849
8130B008 4C4F
8030B00A 004C
8130B010 4259
8030B012 0045
8130B018 4F55
8130B01A 4348
810E3720 8030
810E3722 AF00

NTSC

8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 2404
8133D2DA 00A0
8133D2DC 3C06
8133D2DE 8034
8133D2E0 24C6
8133D2E2 D3D0
8133D2E4 3C0A
8133D2E6 8034
8133D2E8 814A
8133D2EA AFA0
8133D2EC 2408
8133D2EE 0001
8133D2F0 1148
8133D2F2 0009
8133D2F4 2408
8133D2F6 0002
8133D2F8 1148
8133D2FA 0008
8133D2FC 2408
8133D2FE 0008
8133D300 1148
8133D302 0007
8133D304 2408
8133D306 0004
8133D308 1148
8133D30A 0006
8133D30C 8FBF
8133D30E 0014
8133D310 27BD
8133D312 0018
8133D314 03E0
8133D316 0008
8133D318 24C6
8133D31A 0008
8133D31C 24C6
8133D31E 0008
8133D320 24C6
8133D322 0008

8133D324 0C0B
8133D326 59B0
8133D328 2405
8133D32A 0080
8133D32C 8FBF
8133D32E 0014
8133D330 27BD
8133D332 0018
8133D334 03E0
8133D336 0008
8133D3D0 4849
8133D3D8 4C4F
8033D3DA 004C
8133D3E0 4259
8033D3E2 0045
8133D3E8 4F55
8133D3EA 4348
810EE060 8033
810EE062 D2D0

Scrolling message (JS)

Activate this code when you want to have a message scroll across the screen when the game is not paused. The message is
CODES BY YOSHIELECTRON.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C06
8130AF0A 8031
8130AF0C 90C4
8130AF0E B000
8130AF10 2484
8130AF12 0001
8130AF14 A0C4
8130AF16 B000
8130AF18 2405
8130AF1A 0000
8130AF1C 0C0A
8130AF1E B1C2
8130AF20 24C6
8130AF22 B010
8130AF24 8FBF
8130AF26 0014
8130AF28 27BD
8130AF2A 0018
8130AF2C 03E0
8130AF2E 0008
810E3720 8030
810E3722 AF00
8130B010 434F
8130B012 4445
8130B014 5320
8130B016 4259
8130B018 2059
8130B01A 4F53
8130B01C 4849
8130B01E 454C
8130B020 4543
8130B022 5452
8130B024 4F4E

NTSC
8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C06
8133D2DA 8034
8133D2DC 90C4
8133D2DE D3D0

8133D2E0 2484
8133D2E2 0001
8133D2E4 A0C4
8133D2E6 D3D0
8133D2E8 2405
8133D2EA 0010
8133D2EC 0C0B
8133D2EE 59B0
8133D2F0 24C6
8133D2F2 D3E0
8133D2F4 8FBF
8133D2F6 0014
8133D2F8 27BD
8133D2FA 0018
8133D2FC 03E0
8133D2FE 0008
810EE060 8033
810EE062 D2D0
8133D3E0 434F
8133D3E2 4445
8133D3E4 5320
8133D3E6 4259
8133D3E8 2059
8133D3EA 4F53
8133D3EC 4849
8133D3EE 454C
8133D3F0 4543
8133D3F2 5452
8133D3F4 4F4E

Spawn 1-up mushrooms wherever you want (JS)

Turn this code on before the title screen and then press the shoulder L button in any course to spawn a 1-up mushroom at Mario's location. Be careful, if too many 1-ups are created the game will crash.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C0A
8130AF0A 8031
8130AF0C 814A
8130AF0E 9261
8130AF10 2408
8130AF12 0020
8130AF14 1148
8130AF16 0003
8130AF18 8FBF
8130AF1A 0014
8130AF1C 27BD
8130AF1E 0018
8130AF20 03E0
8130AF22 0008
8130AF24 3C04
8130AF26 8033
8130AF28 8C84
8130AF2A ED90
8130AF2C 2405
8130AF2E 00D4
8130AF30 3c06
8130AF32 1300
8130AF34 0C0D
8130AF36 EFE2
8130AF38 24C6
8130AF3A 4010
8130AF3C 8FBF
8130AF3E 0014
8130AF40 27BD
8130AF42 0018
8130AF44 03E0
8130AF46 0008
810E3720 8030

810E3722 AF00

NTSC

8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C0A
8133D2DA 8034
8133D2DC 814A
8133D2DE AFA1
8133D2E0 2408
8133D2E2 0020
8133D2E4 1148
8133D2E6 0003
8133D2E8 8FBF
8133D2EA 0014
8133D2EC 27BD
8133D2EE 0018
8133D2F0 03E0
8133D2F2 0008
8133D2F4 3C04
8133D2F6 8036
8133D2F8 8C84
8133D2FA 1160
8133D2FC 2405
8133D2FE 00D4
8133D300 3c06
8133D302 1300
8133D304 0C0A
8133D306 7B73
8133D308 24C6
8133D30A 4010
8133D30C 8FBF
8133D30E 0014
8133D310 27BD
8133D312 0018
8133D314 03E0
8133D316 0008
810EE060 8033
810EE062 D2D0

Attack of... codes

Oh no-who's attacking?!

Attack of the Peach Snifit outside the castle (JS)

When you are outside the castle turn this code on and you will see Peach where you start who will act like a Snifit bad guy.

PAL

8130FCCC 8019
8130FCCE 3A90
8130FCF4 8013
8130FCF6 8760
8030FE37 00FF
8130FE8C 800E
8130FE8E 5A20

NTSC

8134209C 8019
8134209E 4690
813420C4 8013
813420C6 9360
80342207 00FF
8134225C 800F
8134225E 0360

Attack of the Toad pond skater (JS)

When you are inside the castle by the first Toad turn this code on and the Toad will start behaving like a pond skater. If you stomp him you will get lots of coins.

PAL
81312E0C 800E
81312E0E 5CA8
810E5CB6 FC48
80312DD3 0040

NTSC
813451DC 800F
813451DE 05E8
810F05F6 FC48
803451A3 0040

Attack of the Big Goomba Castles outside the castle (JS)

Turn this code on before you start the game and where you start outside the castle the signposts will have been replaced with big Goombas that look like the castle. Do not go to any other courses that have signposts even if you turn the code off.

PAL
810EE36C 0700
810EE36E 6D70
810EE354 0700
810EE356 95F0
812FDE3A 472C
802FDE3F 0001

NTSC
810F8CAC 0700
810F8CAE 6D70
810F8C94 0700
810F8C96 95F0
8133188A 472C
8033188F 0001

Attack of the Yoshi Snifit outside the castle (JS)

When you are outside the castle turn this code on so that the signpost near where you start is transformed into Yoshi behaving like a Snifit.

PAL
8130FCCC 8019
8130FCCE 4228
8130FCF4 8014
8130FCF6 FF74
8130FE8C 800E
8130FE8E 5A20

NTSC
8134209C 8019
8134209E 4E28
813420C4 8015
813420C6 0B74
8134225C 800F
8134225E 0360

Attack of the Toad Shy guy (JS)

When you are outside the castle where you start activate this code for the nearest signpost to be transformed into Toad acting like a Shy guy.

PAL
8130FCCC 8019
8130FCCE 4AA4
8030FE37 00FF
8130FCF4 8015
8130FCF6 993C
8130FD46 2049
8130FE8E 4F60

NTSC
8134209C 8019
8134209E 56A4
80342207 00FF
813420C4 8015

813420C6 A53C
81342116 2049
8134225E F8A0

Attack of the Giant butterflies outside the castle (JS)

Start a file, go to the castle, turn on this code and when you return to outside the castle the butterflies will be giant and will attack you! Although the butterflies will be big in other courses they won't attack like they do outside the castle by using this code.

PAL
810E3C24 802D
810E3C26 9B28
810E3C02 2049
810EE850 4080

NTSC
810EE564 8030
810EE566 DC70
810EE542 2049
810F9190 4080

Attack of the Giant Princess outside the Castle (JS)

When outside the castle, turn the code on when the signpost to the left that is close to the waterfall appears. Peach has grown to a huge size and whenever you get near her you'll be harmed!
STAY OUTSIDE THE CASTLE WITH THESE CODES ON.

PAL
813100E6 08C0
813100EE 08C0
8130FF2C 8019
8130FF2E 3A90
8130FF54 8013
8130FF56 8760
80310097 00FF
80310049 0000

NTSC
813424B6 B200
813424BE B200
813422FC 8019
813422FE 4690
81342324 8013
81342326 9360
80342467 00FF
80342419 0000

Attack of the Peach Shy-Guy outside castle (JS)

Can you defeat Peach if she can fly and shoot fire at you? Remember to stay outside the castle while you have this code on.

PAL
8130FCCC 8019
8130FCCE 3A90
8130FCF4 8013
8130FCF6 8760
8030FE37 00FF
8130FE8E 4F60
8130FD46 2041

NTSC
8134209C 8019
8134209E 4690
813420C4 8013
813420C6 9360
80342207 00FF
8134225E F8A0
81342116 2041

Attack of Giant Yoshi Shy-guy ouside the castle (JS)

When you are outside the castle go to the signpost to the left near the waterfall and turn this code on for the signpost to be transformed into a huge Yoshi that behaves like a Shy-guy.

Please be sure that the signpost has appeared before turning this code on.

PAL
8130FF2C 8019
8130FF2E 4228
8130FF54 8014
8130FF56 FF74
8130FFA6 2049
813100EE 4F60
81310126 4F1C
81194258 3F80

NTSC
813422FC 8019
813422FE 4E28
81342324 8015
81342326 0B74
81342376 2049
813424BE F8A0
813424F6 F85C
81194E58 3F80

Attack 2 of Giant Yoshi outside the castle (JS)

Outside the castle, when the signpost to the left of the castle comes into view turn on this code for a giant Yoshi to appear who is super deadly!

PAL
8130FF2C 8019
8130FF2E 4228
8130FF54 8014
8130FF56 F4CC
80310049 0000
813100EE 08C0

NTSC
813422FC 8019
813422FE 4E28
81342324 8015
81342326 00CC
80342419 0000
813424BE B200

Attack of the Wing caps! (JS)

Go to inside the castle, turn on this code and then go to any level that has signposts (including outside the castle)-the signposts will behave like Boos and look like wing caps.

PAL
810E3B26 2049
810E3B58 802A
810E3B5A 061C
81309980 800E
81309982 EE90
810E3B50 103E
810E3B52 0002

NTSC
810EE466 2049
810EE498 802C
810EE49A 51D4
8133B6C0 800F
8133B6C2 97D0
810EE490 103E
810EE492 0002

Change the '0002' on the last line to a value from 0001-0008 to set how many segments of damage the signpost-Boos do to Mario.

Behaviour change codes

Codes that change the way objects behave including spawning different items to normal.

Get King Bob-omb from Koopa who thinks he is his shell (JS)

Turn this code on before the title screen appears. In Bob-omb Battlefield, if you stomp the small Koopa King Bob-omb will appear who you can fight but Koopa will think King Bob-omb is his shell. Note that even after you defeat King Bob-omb, Koopa will dive near when King Bob-omb was when he was defeated.

PAL

812CB66A 0056
812CB65E 01F4
812CB81E 01F4

NTSC

812FC4DE 0056
812FC4D2 01F4
812FC70E 01F4

Thwomps pound yellow coins out of the ground (JS)

Turn this code on before the title screen appears. Each time a Thwomp hits the ground the screen will shake and 3 yellow coins will appear. The code spawns one of the items you would get from an item box so you can alter what you get from the Thwomp when it hits the ground by changing the 5 at the end of the 4th code line.

PAL

8128D1A4 0C0C
8128D1A6 2BC0
8128D1A8 2405
8128D1AA 0005
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C04
8130AF0A 8030
8130AF0C 0C0A
8130AF0E 75F0
8130AF10 2484
8130AF12 CD60
8130AF14 0C0E
8130AF16 0221
8130AF18 2404
8130AF1A 0001
8130AF1C 8FBF
8130AF1E 0014
8130AF20 27BD
8130AF22 0018
8130AF24 03E0
8130AF26 0008

NTSC

812AD1E4 0C0C
812AD1E6 F4B4
812AD1E8 2405
812AD1EA 0005
8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C04
8133D2DA 8033
8133D2DC 0C0B
8133D2DE 05EF
8133D2E0 2484
8133D2E2 0BA0
8133D2E4 0C0A
8133D2E6 943F
8133D2E8 2404
8133D2EA 0001
8133D2EC 8FBF
8133D2EE 0014
8133D2F0 27BD
8133D2F2 0018
8133D2F4 03E0

8133D2F6 0008

Yellow coins appear instead of rolling cannon balls (JS)

Turn this code on before the title screen appears. In Bob-omb Battlefield and Tall, tall mountain, yellow coins will replace the rolling cannon balls, such as where there is a warp near the top of the mountain. You may have to go away and then come back for more coins to show up.

PAL
812C0BF2 0964
812C0BCA 0000

NTSC
812EF0A6 0964
812EF0B2 0000

Homing in 1-up mushroom comes out of Goombas and other objects (JS)

Turn this code on before the title screen appears. You will get a 1-up mushroom that chases Mario instead of a yellow coin from Goombas and other objects such as the posts you run around.

PAL
8037E0BB 00D4
8137E0C6 4148

NTSC
802A1BA7 00D4
812A1BAE 4148

Yellow and blue coins fall from the sky in Bob-omb Battlefield (JS)

Turn this code on before the title screen appears. In Bob-omb Battlefield, groups of ten yellow coins and a blue coin will fall from the sky instead of a water bomb. Be careful, if there are too many coins the game may crash.

PAL
812D3672 0984
812D3676 0000
812D36F2 0830
812D36F6 0076
812D3740 0000
812D3742 0000

NTSC
8130617A 0984
8130617E 0000
8130625A 0830
81306266 0076
81306274 0000
81306276 0000

Bob-ombs blow up Mario! (JS)

Turn this code on before the title screen appears. If a Bob-omb blows up, Mario will always be hit by the explosion but will not be killed (unless he has low health).

PAL
812BA1A6 8033
812BA1AA ED88

NTSC
812E6B62 8034
812E6B6E B1F8

Punch or kick yellow coins out of walls (JS)

Turn this code on before the title screen appears. If you punch or kick a wall, yellow coins will come out!

PAL
8128C7AA 0074
8128C796 3068

NTSC
812AC4C2 0074

812AC4B6 3068

Flame throwers spawn yellow coins (JS)

Turn this code on before the title screen appears. The flame throwers in courses such as Rainbow ride will produce yellow coins instead of flames. Note that the coins don't spin but you can still collect them and in some levels the game will crash.

PAL
8128ECE6 0074
8128ED52 3068

NTSC
812AF286 0074
812AF37E 3068

Snowmen throw Chuk-yas (JS)

Turn this code on before the title screen appears. The snowmen in Snowman's land will throw Chuk-yas but if there are too many the game may slow down or crash.

PAL
812D509E 0528
812D50A6 00DF

NTSC
8130815A 0528
81308162 00DF

Taller Pokey (JS)

Turn this code on before the title screen appears. The Pokeys in Shifting sand land will generate a lot more body segments than normal. Note: sometimes a Pokey may revert to its normal size and then spawn more body segments.

PAL
812CCE02 0020

NTSC
812FE0A6 0020

Most baddies move away from Mario (JS)

Turn this code on before the title screen appears. Baddies such as Goombas (but not Bob-ombs) will move away from Mario when he gets near them instead of chasing him. Bosses including King Bob-omb and Bowser are also affected.

PAL
8137BA4C 0000
8137BA4E 0000

NTSC
8129E6E8 0000
8129E6EA 0000

Koopa thinks Mario is his shell! (JS)

Turn this code on before the title screen appears. In Bob-omb Battlefield or Tiny-huge island, if you stomp the Koopa he will chase Mario as if he was his shell.

PAL
812CB81E 2EC0

NTSC
812FC70E 2EC0

Koopa thinks Bob-omb is his shell! (JS)

Turn this code on before the title screen appears. In Bob-omb Battlefield, if you stomp the Koopa he will chase the nearest Bob-omb as if it were his shell which is not good for either of them. This code doesn't work so well in Tiny-huge island, the Koopa will run into the water and get destroyed.

PAL
812CB81E 3174

NTSC

812FC70E 3174

Deadly trees (JS)

Turn this code on before the title screen appears. If you climb any type of tree Mario will be hit by a deadly explosion. Note: the explosions are set to do 8 damage which also affects the explosion from Bob-ombs.

PAL
810E3D66 0008
81290012 3510
8129001A 00CD
8128FF7E 3510
8128FF86 00CD

NTSC
810EE6A6 0008
812B0ABA 3510
812B0AC6 00CD
812B0A02 3510
812B0A0E 00CD

Deadly ground pound (JS)

Turn this code on before the title screen appears. If you ground pound, Mario will be hit by an explosion which will kill him. Note: the explosions are set to do 8 damage which also affects the explosion from Bob-ombs.

PAL
810E3D66 0008
8128CACA 3510
8128CADE 00CD

NTSC
810EE6A6 0008
812AC88E 3510
812AC89A 00CD

Deadly red coins (JS)

Turn this code on before the title screen appears. Whenever you collect a red coin (and certain yellow coins) Mario will be hit by an explosion, that does more damage than normal (the explosion from a Bob-omb will also do more damage). Note: the explosions are set to do 8 damage but collecting a red coin restores 2 segments of health so the explosion from the red coin will do only 6 damage.

PAL
810E3D66 0008
812B9772 3510
812B977E 00CD

NTSC
810EE6A6 0008
812E5EB6 3510
812E5EC2 00CD

Deadly Bob-ombs (JS)

Turn this code on before the title screen appears. Bob-ombs will chase Mario as soon as they are in view and will kill Mario instantly if they explode next to him. Note that the Bob-ombs won't have the smoke coming out of them unless you pick one up. The end value (8) can be changed to alter how much damage an explosion (such as from a Bob-omb) does.

PAL
812BA4D6 0015
810E3D66 0008

NTSC
812E6EF2 001A
810EE6A6 0008

Deadly Goombas (JS)

These codes set each of the three types of Goombas to do Mario maximum damage, killing him instantly. The end value (8) can be changed to alter how much damage is done by the small, normal and big size Goombas.

PAL

802FEEA2 0008
802FEE8A 0008
802FEE96 0008

NTSC
803328F2 0008
803328DA 0008
803328E6 0008

Bowser's flames turn into shockwaves (JS)

Turn this code on before the title screen appears. This code will make the Bowser fight levels harder because shockwaves will come out of Bowser's flames.

PAL
81296516 11D0
8129651E 0068

NTSC
812B8AE6 11D0
812B8AF2 0068

Blue coins come out of green trees (JS)

Turn this code on before the title screen appears. If you climb any green trees, different sized blue coins will come out instead of leaves. Make sure you collect all the coins otherwise the game may crash if there are too many.

PAL
81290012 0830
8129001A 0076

NTSC
812B0ABA 0830
812B0AC6 0076

10 yellow coin Bob-omb jackpot (JS)

Turn this code on before the title screen appears. Bob-ombs will give 10 yellow coins instead of just one.

PAL
812B91CE 0984
812B91D6 0000

NTSC
812E5786 0984
812E5792 0000

Exploded Bob-ombs come back as King Bob-omb! (JS)

Have this code on before the title screen and then go to Bob-omb Battlefield, any star. After any of the Bob-ombs have been defeated they will return as King Bob-omb and you can fight loads of them!

PAL
802BA233 0056
812BA22E 01F4

NTSC
802E6BA7 0056
812E6BA2 01F4

Bob-ombs behave like a Goomba in any level (JS)

For the Bob-ombs to act like a Goomba turn on this code and then enter a level that has Bob-ombs.

PAL
810E39E4 802C
810E39E6 E2E8
810E39D8 802C
810E39DA DE70

NTSC
810EE318 802F
810EE31A F408

810EE324 802F
810EE326 F96C

Goombas give Bob-ombs instead of coins (JS)

Activate this code before the title screen and then make your way to any level that has Goombas, if you defeat a Goomba a Bob-omb will come out instead of a coin! Here's a tip: punch the Goombas instead of stomping them otherwise the spawned Bob-omb may chase you immediately. Also, this code works for other objects that you would usually get yellow coins from including the wooden posts that you run around, but you will only get one Bob-omb.

PAL
8037E0BB 00BC
8137E0C6 3174

NTSC
802A1BA7 00BC
812A1BAE 3174

Bob-ombs don't react to Mario (JS)

Activate this code before the title screen and then in levels that have Bob-ombs, the Bob-ombs won't react to Mario.

NTSC
812E6D9C 0000
812E6D9E 0000
812E6D8C 0000
812E6D8E 0000
812E71C8 0000
812E71CA 0000

Goomba jackpots (JS)

With this code activated, go to any course that has Goombas and stomp away for jackpots, the code even works for the small and big Goombas in Tiny-huge island (except if you ground pound a big Goomba you will still get only 1 blue coin).

WARNING: Be sure to collect all the coins before defeating another Goomba otherwise the game is likely to crash.

PAL
802FEE77 0020

NTSC
803328C7 0020

Change the '20' on the end (hex value) to determine how many coins you get from defeating a Goomba but too high values will crash the game when the coins are released from a Goomba.

Get yellow coins when Mario hits a wall or ground-pounds (JS)

Turn this code on before the title screen and then go to any level, if you knock Mario into a wall or ground-pund, instead of stars appearing, yellow coins will instead.

PAL
8128CACA 09A4
8128CADE 0074
8128C946 09A4
8128C95A 0074

NTSC
812AC68E 09A4
812AC69A 0074
812AC88E 09A4
812AC89A 0074

Replace signposts with wind-up baddies (JS)

Go inside the castle and turn on this code and then go to either Wet-dry world or Whomp's fortress; do NOT go to any other course even after turning off this code (you'll have to restart to get things back to normal).

PAL
812FDE3A 1548
802FDE3D 0059

NTSC

8133188A 1548
8033188D 0059

Replace signposts with big Goombas (JS)

After activating this code, go to a level that has signposts to be faced with the large Goombas that you get in Tiny-huge island.

PAL
812FDE3A 472C
802FDE3D 00C0
802FDE3F 0001

NTSC
8133188A 472C
8033188D 00C0
8033188F 0001

Snifits give out lots of coins (JS)

Activate this code before the title screen and then go to a level that has Snifits such as the Cavern of the metal cap course. Now, instead of shooting those tiny black bullets they will give lots of yellow coins-but be quick to collect them all.

PAL
812D9ADA 0984
812D9ADE 0000

NTSC
8130DC16 0984
8130DC1A 0000

Whomp falls from the sky in Bob-omb Battlefield (JS)

Turn this code on before the title screen and then make your way to Bob-omb Battlefield and choose any of the stars. Then, whenever you get near where a water bomb normally falls from the sky a Whomp will instead. Take note that only one Whomp will ever appear for each area that a water bomb usually does.

PAL
812D3672 2BCC
812D3676 0067

NTSC
8130617A 2BCC
8130617E 0067

Bowser's flames turn into moving 1-up mushrooms (JS)

Before the title screen turn on this code and then get yourself to the Bowser in the Dark world boss fight. When Bowser does his fire breath attack, many 1-up mushrooms will appear but be quick to catch them.

PAL
81296516 4010
8129651E 00D4

NTSC
812B8AE6 4010
812B8AF2 00D4

Bad Lakitu gives out 10 yellow coins instead of spinies (JS)

For Lakitu to give you coins instead of spinies activate this code before the title screen and then go to either Tiny-huge island or Rainbow ride. Please be aware that Lakitu will only give a few lots of ten coins, or at least he did with me.

PAL
812D0BA6 0984

NTSC
81302D16 0984

Spindrifts come out of snow trees (JS)

Turn on this code before the title screen and then make your way to either Cool, cool mountain or Snowman's land. Then, if you

climb any snow tree Spindrifts of different sizes will come out-aim for the top of the tree and you will jump and spin off it, defeating the Spindrift easily.

WARNING: too many Spindrifts may slow down the game.

PAL
8128FF7E 12B4
8128FF86 0054

NTSC
812B0A02 12B4
812B0A0E 0054

Chain-chomp comes out of the red coins (JS)

Before the title screen turn on this code and then go to either Bob-omb Battlfield or Whomp's fortress. Whenever you collect a red coin a Chain-chomp will appear!

WARNING: If you release any of the added Chain-chomps it may cause problems.

PAL
812B95EA 478C
812B95EE 0066

NTSC
812E5CAA 478C
812E5CAE 0066

Bob-ombs come out of trees instead of leaves (JS)

Activate this code before the title screen and then go to a level that has the ordinary green trees, such as Bob-omb Battlefield and outside the castle. When you climb a tree, different size Bob-ombs will appear which most of the time will explode immediately but some may wander around. If you manage to pick up a very large Bob-omb you will get pushed around until you let it go.

WARNING: Sometimes the game will crash especially if you don't collect all the coins from the Bob-ombs.

PAL
81290012 3174
8129001A 00BC

NTSC
812B0ABA 3174
812B0AC6 00BC

Replace signposts with King Whomp (JS)

Go inside the castle, activate this code and then go to either Bob-omb battlefield, Whomp's fortress or Tiny-huge island. Please note that sometimes a King Whomp won't be able to harm Mario due to the different surfaces, and do not go to any other course that has signposts even if you turn the code off (you'll need to restart).

PAL
812FDE3A 2BB8
812FDE3C 0067

NTSC
8133188A 2BB8
8133188C 0067

Replace signposts with Dorrie (JS)

Turn this code on inside the castle and then go to either Lethal lava land, Big Boo's haunt (via level select but game slows down and crashes in Big Boo's haunt) or Cavern of the metal cap (using level select) but not Hazy maze cave.

DO NOT GO TO ANY OTHER COURSES THAT HAVE SIGNPOSTS EVEN IF YOU TURN THE CODE OFF (YOU'LL HAVE TO RESET).

PAL
812FDE3A 4F90
812FDE3C 0068

NTSC
8133188A 4F90

8133188C 0068

Signposts replaced with Chuk-ya (JS)

Turn on this code and then go to any level that has signposts including outside the castle, Bob-omb battlefield and Jolly roger bay.

PAL
812FDE3A 0528
812FDE3C 00DF

NTSC
8133188A 0528
8133188C 00DF

Signposts replaced with Shuguys (JS)

With this code on make your way to a level that has signposts, like outside the castle or Whomp's fortress, for the signposts to have changed to shyguys.

PAL
812FDE3A 46DC
812FDE3C 00DC

NTSC
8133188A 46DC
8133188C 00DC

Goombas come out of Gombas (JS)

Before the title screen activate this code and then in any level that has Goombas, defeating them will result in another Goomba appearing instead of a coin, although sometimes you won't get another. This code also works for the big Goombas in Tiny-huge island if you stomp them but you'll get a normal size Goomba.

PAL
8037E0BB 00C0
8137E0C6 472C

NTSC
802A1BA7 00C0
812A1BAE 472C

Big and small Goombas and Piranha plants swapped (JS)

This code works for Tiny-huge island but doesn't affect all the Goombas and Piranha plants and does change the Piranha plants to large versions in the course Bowser in the sky. Activate the code and then go to any of the mentioned levels.

PAL
802FE5BF 0001
802FE5C7 0000
802FDE87 0002
802FDE8F 0001

NTSC
8033200F 0001
80332017 0000
803318D7 0002
803318DF 0001

Get many Goombas from each Goomba (JS)

This code combines the Goomba jackpot and Goomba come out of Goombas cheats and needs to be turned on before the title screen. In any course that has Goombas, you will get lots of Goombas from a single Goomba-it's best to punch rather than stomp them or you may get no Goombas.

Too many Goombas will slow down or even crash the game.

PAL
8037E0BB 00C0
8137E0C6 472C
802FEE77 0020

NTSC

802A1BA7 00C0
812A1BAE 472C
803328C7 0020

Get Piranha plant from Goombas (JS)

Turn on this code before the title screen and then make your way to a level such as Bob-omb Battlefield or Tiny-huge island (works also for big Goombas if you stomp them). Now a Piranha plant will pop out of a goomba instead of a yellow coin. Also, this code works for other objects that you would usually get yellow coins from including the wooden posts that you run around, but only one Piranha plant will appear.

It's possible that the piranha plant from the Goomba will appear in the air and stay there as it's not affected by gravity.

PAL
8037E0BB 0064
8137E0C6 1FBC

NTSC
802A1BA7 0064
812A1BAE 1FBC

Running Koopa comes out of Goombas (JS)

Turn this code on before the title screen and then when you stomp a Goomba a running Koopa (as if he'd lost his shell) will come out instead of a yellow coin. This works for Bob-omb battlefield and Tiny-huge island (small and big Goombas, if stomp them not ground-pound). Also, this code works for other objects that you would usually get yellow coins from including the wooden posts that you run around.

PAL
8037E0BB 0068
8137E0C6 4580

NTSC
802A1BA7 0068
812A1BAE 4580

Get no coin from Bob-ombs (JS)

With this code on before the title screen, you will get no coins from any Bob-ombs.

PAL
812B91D8 0000
812B91DA 0000

NTSC
812E578C 0000
812E578E 0000

Get 1-up mushrooms from green trees instead of leaves (JS)

Turn this code on before the title screen and then if you climb a green tree outside the castle, in Bob-omb battlefield or other places you will get different size 1-up mushrooms.

PAL
81290012 4010
8129001A 00D4

NTSC
812B0ABA 4010
812B0AC6 00D4

Bob-ombs leave a trail of yellow coins (JS)

Turn on this code before the title screen and then in any level that has Bob-ombs they will leave a trail of yellow coins instead of emitting smoke.

PAL
812BA9FE 0074
812BAA1A 3068

NTSC
812E7562 0074
812E7556 3068

Killer 1-up mushrooms (JS)

Have this code on before the title screen so that whenever you get a 1-up mushroom, Mario will be killed.

PAL
812C4938 A040
812C493A 00AE

NTSC
812F3CA0 A1C0
812F3CA2 00AE

Get wing cap from Koopa instead of Koopa shell (JS)

Activate this code before the title screen appears and then in levels that have a Koopa such as Bob-omb battlefield and Tiny-huge island, stomping the Koopa will give you a wing cap not a Koopa shell.

PAL
812CB66A 0087
812CB65E 3DB8

NTSC
812FC4DE 0087
812FC4D2 3DB8

Replace signposts with Thwomps (JS)

Activate this code when inside the castle and then go to Whomp's fortress.

PAL
812FDE3A 0B8C
812FDE3C 0058

NTSC
8133188A 0B8C
8133188C 0058

Bob-ombs come out of metal cap boxes (JS)

Turn on this code and then go to a level that has a metal cap box, every time you break it open a Bob-omb will come out.

PAL
802FCD6B 00BC
812FCD6E 3174

NTSC
80330BAB 00BC
81330BAE 3174

Bob-ombs leave trail of metal caps (JS)

Activate this code before the title screen appears and then in any level that has Bob-ombs they will leave a trail of metal caps.

PAL
812BA9FE 0086
812BAA1A 3DD8

NTSC
812E7562 0086
812E7556 3DD8

Get Yoshi out of Wing cap box (JS)

When outside the castle activate this code and then use the cannon to get to the top of the castle. Every time you break open the wing cap box you will get another Yoshi who you can talk to, but you can't get more than 100 lives. Do not use this code in other courses.

PAL
802FCD63 0055
812FCD66 4538

NTSC

80330BA3 0055
81330BA6 4538

Chuk-yas come out of wing cap boxes (JS)

Activate this code and then go to a level that has a wing cap box.

PAL
812FCD62 00DF
812FCD66 0528

NTSC
81330BA2 00DF
81330BA6 0528

King Bob-omb appears instead of star from Koopa the Quick (JS)

Turn this code on before the title screen, go to Bob-omb Battlefield and select the star to race Koopa the Quick. Get to the mountain top before he does and talk to him-King Bob-omb will show up. If you defeat him, he will be replaced with another King Bob-omb!

Do not get a star from an object in any other course when using this code.

PAL
812C3B62 01F4
812C3B6A 0056

NTSC
812F2AC6 01F4
812F2AD2 0056

Poison 1-up mushrooms (JS)

Activate this code before the title screen to cause the 1-up mushrooms to take a life instead of giving one. As a side effect, collecting a 1-up at zero lives will give you 255, displayed as 'M1' (because the counter doesn't go over 100).

PAL
812C4936 FFFF

NTSC
812F3C9E FFFF

Change the 'FFFF' to any hex value to alter how many lives you get from a 1-up mushroom; if this value is '8000' or over live(s) will be subtracted (e.g., 'FFFF'=-1 life).

The ghost of Peach-outside the castle (JS)

Select a file and outside the castle where you start turn on the code to meet the ghost of Peach where the first signpost usually is (warning: turn the code off if you want to enter the castle).

PAL
8030FCCD 0019
8130FCCE 3A90
8130FCF4 8013
8130FCF6 8760
8130FE86 2F9C
8130FE8E 2F9C
8130FD46 2049

NTSC
8034209D 0019
8134209E 4690
813420C4 8013
813420C6 9360
81342256 D8DC
8134225E D8DC
81342116 2049

Peach-Goomba outside the castle (JS)

When outside the castle use this code and go to the right of the castle where you will find Peach instead of the signpost but she

will harm you if you get too close, but you can bounce off the top of her like a Goomba.

PAL
8030F80D 0019
8130F80E 3A90
8130F834 8013
8130F836 8760
8030F977 00FF
8030F929 0040
8030F97B 0001

NTSC
80341BDD 0019
81341BDE 4690
81341C04 8013
81341C06 9360
80341D47 00FF
80341CF9 0040
80341D4B 0001

HINT: Change the last value 0001 to a higher value (up to 0008) so that Peach does more damage to Mario.

Climb the Cannon balls in Bob-omb Battlefield Star 3 (JS)

You know the three cannon balls in Bob-omb Battlefield on the way to the mountain summit-now you can climb them like a tree and they won't do you any damage! This code works best for the third star but can be used for the other Bob-omb Battlefield stars though not all of the cannon balls will be affected.

PAL
8031C7CB 0040
8031CA2B 0040
8031CC8B 0040

NTSC
8034EB9B 0040
8034EDFB 0040
8034F05B 0040

Beta codes

Codes that make use of beta/unused items

Swap blue coins for working keys in Big Boo's Haunt (JS)

Turn this code on before the title screen appears and then go to Big Boo's Haunt, it's best to use the level select. Instead of there being a blue coin in the Boos there will be the beta key; each one that is collected will be displayed at the right of the screen, showing what it may have been like in the original design. (It will also work for the courtyard with the Boos except they will still look like yellow coins.) I have not used the actual key behaviour (if it even exists) but instead modified the coin behaviour so that the key display is updated instead of how many coins you have.

JAP ORG
8124D9A8 81CF
8124D9AA 00AC
8124D9AC 2419
8124D9AE 0001
8124D9B4 A1C8
8124D9B6 00AC
8133A338 8018
8133A33A 4C5C

Camera codes

Confuse Lakitu!

Slow camera (JS)

Turn this code on before the title screen appears which will make the camera move slower than normal. Note: the NTSC version is one code line longer than the PAL version due to differences in the game coding.

PAL
81276D96 3D00

NTSC

812893FE 3D00
8128941A 3D00

Most 3D objects always face camera (JS)

Turn this code on before the title screen appears so that most 3D objects will always face the camera. Note that in some courses, such as Whomp's fortress, the level will look messed up since objects are used for the surfaces.

PAL
8028650F 0025

NTSC
8029CB73 0025

Put the camera on any object [ver1.3] (JS)

Activate this code before the title screen appears and when you start outside the castle the camera will be at a different view. To put the camera on the next object use D-pad up, or on the previous object by pressing D-pad down; the object number (ON) will be displayed. If the object number goes below zero or over EF the game may crash (as there are only 240 objects in any level).

Here are some values to use: Castle grounds 54=overhead at start; 60=Mario; 5B=drain under water; 5F on the way to the castle. Inside castle 3C=Mario; 26=overhead. Bob-omb Battlefield star 2 13=a Goomba; 43= a Bob-omb; 80=Mario; 71=Koopa the Quick. Castle basement 1A=Mario.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C04
8130AF0A 8031
8130AF0C 9087
8130AF0E B000
8130AF10 948A
8130AF12 9260
8130AF14 2408
8130AF16 0800
8130AF18 1148
8130AF1A 0005
8130AF1C 2408
8130AF1E 0400
8130AF20 1148
8130AF22 0006
8130AF24 0000
8130AF26 0000
8130AF28 1000
8130AF2A 000A
8130AF2C 0000
8130AF2E 0000
8130AF30 24E7
8130AF32 0001
8130AF34 1000
8130AF36 0002
8130AF38 0000
8130AF3A 0000
8130AF3C 24E7
8130AF3E FFFF
8130AF40 A087
8130AF42 B000
8130AF44 2486
8130AF46 B010
8130AF48 2404
8130AF4A 0070
8130AF4C 0C0A
8130AF4E B108
8130AF50 2405
8130AF52 0000
8130AF54 3C04
8130AF56 8031
8130AF58 9085
8130AF5A B000
8130AF5C 2406
8130AF5E 0260

8130AF60 00A6
8130AF62 0019
8130AF64 0000
8130AF66 2812
8130AF68 2486
8130AF6A B0B8
8130AF6C 00A6
8130AF6E 2821
8130AF70 C4A0
8130AF72 00A0
8130AF74 E480
8130AF76 A7E4
8130AF78 C4A2
8130AF7A 00A4
8130AF7C E482
8130AF7E A7E8
8130AF80 C4A4
8130AF82 00A8
8130AF84 E484
8130AF86 A7EC
8130AF88 8FBF
8130AF8A 0014
8130AF8C 27BD
8130AF8E 0018
8130AF90 03E0
8130AF92 0008
8124D2B0 0C0C
8124D2B2 2BC0
8130B010 5945
8130B012 204F
8130B014 4E20
8130B016 2578

NTSC

8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C04
8133D2DA 8034
8133D2DC 9087
8133D2DE D3D0
8133D2E0 948A
8133D2E2 AFA0
8133D2E4 2408
8133D2E6 0800
8133D2E8 1148
8133D2EA 0005
8133D2EC 2408
8133D2EE 0400
8133D2F0 1148
8133D2F2 0006
8133D2F4 0000
8133D2F6 0000
8133D2F8 1000
8133D2FA 000A
8133D2FC 0000
8133D2FE 0000
8133D300 24E7
8133D302 0001
8133D304 1000
8133D306 0002
8133D308 0000
8133D30A 0000
8133D30C 24E7
8133D30E FFFF
8133D310 A087
8133D312 D3D0
8133D314 2486
8133D316 D3E0
8133D318 2404
8133D31A 0070
8133D31C 0C0B

8133D31E 58B6
8133D320 2405
8133D322 0010
8133D324 3C04
8133D326 8034
8133D328 9085
8133D32A D3D0
8133D32C 2406
8133D32E 0260
8133D330 00A6
8133D332 0019
8133D334 0000
8133D336 2812
8133D338 2486
8133D33A D488
8133D33C 00A6
8133D33E 2821
8133D340 C4A0
8133D342 00A0
8133D344 E480
8133D346 C524
8133D348 C4A2
8133D34A 00A4
8133D34C E482
8133D34E C528
8133D350 C4A4
8133D352 00A8
8133D354 E484
8133D356 C52C
8133D358 8FBF
8133D35A 0014
8133D35C 27BD
8133D35E 0018
8133D360 03E0
8133D362 0008
81254318 0C0C
8125431A F4B4
8133D3E0 5945
8133D3E2 204F
8133D3E4 4E20
8133D3E6 2578

Freeze/unfreeze the camera

This will work for any level; press camera-right button to stop the camera from moving and then camera-left to get it moving again.

NTSC

D033AFA1 0001
8033B205 0001
D033AFA1 0002
8033B205 0033

Mario always faces the camera (JS)

If you want Mario to only face the camera then turn this code on before the title screen, it works for all levels.

PAL
8124D5F4 35F8
8124D5F6 0005

NTSC
81254866 0005
81254872 5025

Lakitu's day off (JS)

PAL
8124D738 0000
8124D73A 0000

The camera will not move properly. Note: for some reason the camera not moving will confuse Mario in the demos... This is a

better version of what you can already do by changing the camera option from the pause menu and holding R during game play; for one thing, there's no need to hold R!

Stop the camera

Similiar to the Lakitu's day off code but although the camera won't move with Mario you can still rotate and change the zoom level using the camera buttons.

PAL

803094C5 0001

NTSC

8033B205 0001

Cap power codes

Press L for random cap power (JS)

Hold the shoulder L button to quickly cycle through the different cap powers; let go of L to be able to use the selected cap power. The cap power will be gone when you enter a course but you can just press L to change the cap power again.

PAL

8130B000 3C04
8130B002 8031
8130B004 948A
8130B006 9260
8130B008 2408
8130B00A 0020
8130B00C 150A
8130B00E 0003
8130B010 9485
8130B012 9436
8130B014 24A5
8130B016 0001
8130B018 A485
8130B01A 9436
8130B01C 03E0
8130B01E 0008
810E3720 8030
810E3722 B000

NTSC

8133D3D0 3C04
8133D3D2 8034
8133D3D4 948A
8133D3D6 AFA0
8133D3D8 2408
8133D3DA 0020
8133D3DC 150A
8133D3DE 0003
8133D3E0 9485
8133D3E2 B176
8133D3E4 24A5
8133D3E6 0001
8133D3E8 A485
8133D3EA B176
8133D3EC 03E0
8133D3EE 0008
810EE060 8033
810EE062 D3D0

D-pad cap powers (JS)

In any level, press D-pad right for wing cap, D-pad down for metal cap, D-pad left for vanish cap or D-pad up to return Mario to normal, If you go into another level Mario will return to his normal self but you can just press a D-pad direction to change Mario again.

PAL

D0309260 0008
80309437 0011

D0309260 0001
80309437 0019
D0309260 0004
80309437 0015
D0309260 0002
80309437 0013

NTSC

D033AFA0 0008
8033B177 0011
D033AFA0 0001
8033B177 0019
D033AFA0 0004
8033B177 0015
D033AFA0 0002
8033B177 0013

Unlimited cap power

Using this code caps that you get from the boxes will last forever.

PAL
813094E6 0700

NTSC
8133B226 0700

Colour codes

Customize Mario and other game objects exactly how you want.

Yellow Mario colour code (JS)

This code makes Mario yellow and removes the buttons on his outfit.

PAL
81074328 FFFF
8107432A 0000
8107432C FFFF
8107432E 0000
81074330 FFFF
81074332 0000
81074334 FFFF
81074336 0000
810742F8 FFFF
810742FA 0000
810742FC FFFF
810742FE 0000
81074300 FFFF
81074302 0000
81074304 FFFF
81074306 0000
810742E0 FFFF
810742E2 0000
810742E4 FFFF
810742E6 0000
810742E8 FFFF
810742EA 0000
810742EC FFFF
810742EE 0000
81074310 FFFF
81074312 0000
81074314 FFFF
81074316 0000
81074318 FFFF
8107431A 0000
8107431C FFFF
8107431E 0000
81074340 FFFF
81074342 0000
81074344 FFFF
81074346 0000

81074348 FFFF
8107434A 0000
8107434C FFFF
8107434E 0000
8008467A 0000
8008ABD2 0000
8008C1AA 0000

NTSC

8107EC68 FFFF
8107EC6A 0000
8107EC6C FFFF
8107EC6E 0000
8107EC70 FFFF
8107EC72 0000
8107EC74 FFFF
8107EC76 0000
8107EC38 FFFF
8107EC3A 0000
8107EC3C FFFF
8107EC3E 0000
8107EC40 FFFF
8107EC42 0000
8107EC44 FFFF
8107EC46 0000
8107EC20 FFFF
8107EC22 0000
8107EC24 FFFF
8107EC26 0000
8107EC28 FFFF
8107EC2A 0000
8107EC2C FFFF
8107EC2E 0000
8107EC50 FFFF
8107EC52 0000
8107EC54 FFFF
8107EC56 0000
8107EC58 FFFF
8107EC5A 0000
8107EC5C FFFF
8107EC5E 0000
8107EC80 FFFF
8107EC82 0000
8107EC84 FFFF
8107EC86 0000
8107EC88 FFFF
8107EC8A 0000
8107EC8C FFFF
8107EC8E 0000
8008EFBA 0000
80095512 0000
80096AEA 0000

Zero suit Mario colour code (JS)

This code gives Mario a more bare look including removing his cap as to complete the look.

PAL

81074328 7F60
8107432A 3C00
8107432C 7F60
8107432E 3C00
81074330 FEC1
81074332 7900
81074334 FEC1
81074336 7900
810742F8 7F60
810742FA 3C00
810742FC 7F60
810742FE 3C00
81074300 FEC1
81074302 7900
81074304 FEC1

81074306 7900
810742E0 7F60
810742E2 3C00
810742E4 7F60
810742E6 3C00
810742E8 FEC1
810742EA 7900
810742EC FEC1
810742EE 7900
80309437 0000
8008467A 0000
8008ABD2 0000
8008C1AA 0000

NTSC

8107EC68 7F60
8107EC6A 3C00
8107EC6C 7F60
8107EC6E 3C00
8107EC70 FEC1
8107EC72 7900
8107EC74 FEC1
8107EC76 7900
8107EC38 7F60
8107EC3A 3C00
8107EC3C 7F60
8107EC3E 3C00
8107EC40 FEC1
8107EC42 7900
8107EC44 FEC1
8107EC46 7900
8107EC20 7F60
8107EC22 3C00
8107EC24 7F60
8107EC26 3C00
8107EC28 FEC1
8107EC2A 7900
8107EC2C FEC1
8107EC2E 7900
8033B177 0000
8008EFBA 0000
80095512 0000
80096AEA 0000

Yellow Yoshi outside castle (JS)

To change Yoshi to yellow, as well as giving him green shoes, this code will do the job which you might want to use with the above code if you haven't unlocked Yoshi.

PAL

80149645 0000
81149646 0A18
8014964D 0000
8114964E 0A10
80149585 0000
81149586 0A18
8014958D 0000
8114958E 0A10
8014D5BD 0000
8114D5BE 0A18
8014D5C5 0000
8114D5C6 0A10
8014D705 0000
8114D706 0A18
8014D70D 0000
8114D70E 0A10
8014D7A5 0000
8114D7A6 0A18
8014D7AD 0000
8114D7AE 0A10
8014D845 0000
8114D846 0A18
8014D84D 0000

8114D84E 0A10
8014D98D 0000
8114D98E 0A18
8014D995 0000
8114D996 0A10
8014DA2D 0000
8114DA2E 0A18
8014DA35 0000
8114DA36 0A10
8014DCBD 0000
8114DCBE 0A18
8014DCC5 0000
8114DCC6 0A10
8014DE05 0000
8114DE06 0A18
8014DE0D 0000
8114DE0E 0A10
8014DF65 0000
8114DF66 0A18
8014DF6D 0000
8114DF6E 0A10
8014E28D 0000
8114E28E 0A18
8014E295 0000
8114E296 0A10
8014E3D5 0000
8114E3D6 0A18
8014E3DD 0000
8114E3DE 0A10
8014E535 0000
8114E536 0A18
8014E53D 0000
8114E53E 0A10
8014E735 0000
8114E736 0A18
8014E73D 0000
8114E73E 0A10
8014DACF 00C8
8014DAD7 00C0
8014E09F 00C8
8014E0A7 00C0

NTSC

8014A245 0000
8114A246 0A18
8014A24D 0000
8114A24E 0A10
8014A185 0000
8114A186 0A18
8014A18D 0000
8114A18E 0A10
8014E1BD 0000
8114E1BE 0A18
8014E1C5 0000
8114E1C6 0A10
8014E305 0000
8114E306 0A18
8014E30D 0000
8114E30E 0A10
8014E3A5 0000
8114E3A6 0A18
8014E3AD 0000
8114E3AE 0A10
8014E445 0000
8114E446 0A18
8014E44D 0000
8114E44E 0A10
8014E58D 0000
8114E58E 0A18
8014E595 0000
8114E596 0A10
8014E62D 0000
8114E62E 0A18

8014E635 0000
8114E636 0A10
8014E8BD 0000
8114E8BE 0A18
8014E8C5 0000
8114E8C6 0A10
8014EA05 0000
8114EA06 0A18
8014EA0D 0000
8114EA0E 0A10
8014EB65 0000
8114EB66 0A18
8014EB6D 0000
8114EB6E 0A10
8014EE8D 0000
8114EE8E 0A18
8014EE95 0000
8114EE96 0A10
8014EFD5 0000
8114EFD6 0A18
8014EFDD 0000
8114EFDE 0A10
8014F135 0000
8114F136 0A18
8014F13D 0000
8114F13E 0A10
8014F335 0000
8114F336 0A18
8014F33D 0000
8114F33E 0A10
8014E6CF 00C8
8014E6D7 00C0
8014EC9F 00C8
8014ECA7 00C0

Change Peach's hair colour to brown outside the castle (JS)

To be used with the other Peach codes, this hack will alter the colour of the princess' hair to that of Mario's which some may find useful for giving Peach a more Daisy look. As with the other Peach codes it's best to stay outside the castle where you start while you have the codes on.

PAL
80131924 0004
8013192C 0004
81131926 0080
8113192E 0078
801338B4 0004
801338BC 0004
811338B6 0080
811338BE 0078

NTSC
80132524 0004
8013252C 0004
81132526 0080
8113252E 0078
801344B4 0004
801344BC 0004
811344B6 0080
811344BE 0078

Purple Chain-chomp (JS)

This code gives the Chain-chomp in Bob-omb battlefield a purple texture.

PAL
81161104 0800
81161106 9070
811617C4 0800
811617C6 9070

NTSC
81161D04 0800

81161D06 9070
811623C4 0800
811623C6 9070

Peach's dress is orange (JS)

Use this with any of the codes that make Peach appear outside the castle for her dress to appear more of an orange colour. You can alter the values on the right of each line to change her dress to different colours.

PAL
81135EDE 0A18
81135EE6 0A10
81133DA6 0A18
81133DAE 0A10
81134176 0A18
8113417E 0A10
81133006 0A18
8113300E 0A10
81132826 0A18
8113282E 0A10

NTSC
81136ADE 0A18
81136AE6 0A10
811349A6 0A18
811349AE 0A10
81134D76 0A18
81134D7E 0A10
81133C06 0A18
81133C0E 0A10
81133426 0A18
8113342E 0A10

Yoshi has pink spikes and seat (JS)

PAL
8114960E 0A18
81149616 0A10
8114E6F6 0A18
8114E6FE 0A10
8114E7CE 0A18
8114E7D6 0A10

NTSC
8114A20E 0A18
8114A216 0A10
8114F2F6 0A18
8114F2FE 0A10
8114F3CE 0A18
8114F3D6 0A10

Debug codes

Activate the built-in features that were used to test the game.

2-player modified spawn debug mode (JS)

Turn this code on before the title screen appears to enable this modified spawn debug mode which is controlled by a second player. Using the second controller, press D-pad right for a yellow coin, D-pad left for a Bob-omb (can be spawned in most levels) and D-pad down for a red flame. Each item will be placed in front of Mario so the second player can help out or make things worse.

Note: due to how the NTSC game is programmed, the NTSC version of this code is slightly longer than the PAL code.

PAL
802FD054 0003
8130AF0E 0001
812A418E 9798
812A41BA 3068
812A41BE 0074
812A41F6 3174
812A41FA 00BC
812A423E 1AA4

812A4242 0090

NTSC

80330E94 0003
8133D2DE 0001
812CB29E D5E8
812CB2EA D5E8
812CB336 D5E8
812CB2BE 3068
812CB2C2 0074
812CB30A 3174
812CB30E 00BC
812CB356 1AA4
812CB35A 0090

Second modified spawn debug mode (JS)

Turn this code on before the title screen appears. This code enables the debug spawn mode but also changes what items you can spawn with the D-pad. Press D-pad right for a yellow coin, D-pad left for a red coin (you'll have to jump to get it) and D-pad down for a blue coin.

PAL

802FD054 0003
8130AF0E 0001
812A41BA 3068
812A41BE 0074
812A419E 0164
812A41A2 0000
812A41F6 3EAC
812A41FA 00D7
812A420A 0164
812A420E 0000
812A423E 0830
812A4242 0076
812A4252 0164
812A4256 0000

NTSC

80330E94 0003
8133D2DE 0001
812CB2BE 3068
812CB2C2 0074
812CB2D6 0164
812CB2DA 0000
812CB30A 3EAC
812CB30E 00D7
812CB322 0164
812CB326 0000
812CB356 0830
812CB35A 0076
812CB36E 0164
812CB372 0000

Modified spawn debug mode (JS)

Turn this code on before the title screen appears. This code enables the debug spawn mode but also changes what items you can spawn with the D-pad. Press D-pad right for a yellow coin, D-pad left for a slowing moving 1-up mushroom and D-pad down for a wing cap. Each object will fall from above Mario.

PAL

802FD054 0003
8130AF0E 0001
812A41BA 3068
812A41BE 0074
812A419E 0164
812A41A2 0000
812A41F6 3FDC
812A41FA 00D4
812A420A 0164
812A420E 0000
812A423E 3DB8
812A4242 0087
812A4252 0164

812A4256 0000

NTSC

80330E94 0003
8133D2DE 0001
812CB2BE 3068
812CB2C2 0074
812CB2D6 0164
812CB2DA 0000
812CB30A 3FDC
812CB30E 00D4
812CB322 0164
812CB326 0000
812CB356 3DB8
812CB35A 0087
812CB36E 0164
812CB372 0000

Spawn debug mode (JS)

Using this code you can access the spawn debug mode that Nintendo used to test the game. Press D-pad right for a normal Koopa shell, D-pad left for a bouncing box and D-pad down for a water Koopa shell (spawn it in the water). If you try to spawn an object in levels such as inside the castle the game will crash because the graphics aren't available.

PAL

802FD054 0003
8130AF0E 0001

NTSC

80330E94 0003
8133D2DE 0001

Debug display 1

A few bits of debug information are displayed always at the right of the screen.

PAL

802F9748 0001

NTSC

8032D598 0001

Debug display 2 (JS)

This code allows you to activate one of several debug displays that Nintendo used to test the game, using the D-pad and shoulder L button whenever the game is not paused. Note: Before pressing a D-pad direction or the shoulder L button only the object number will be shown.

The PAL version has less debug information. The NTSC version has more missing colourful characters so the debug will be harder to read. The Japanese versions have all the colourful characters so the debug looks as it should.

PAL

8030AE93 0001
D0309260 0008
802FD054 0001
D0309260 0001
802FD054 0002
D0309260 0004
802FD054 0003
D0309260 0002
802FD054 0004
D0309261 0020
802FD054 0005

NTSC

8033D263 0001
D033AFA0 0008
80330E94 0001
D033AFA0 0001
80330E94 0002
D033AFA0 0004
80330E94 0003
D033AFA0 0002

80330E94 0004
D033AFA1 0020
80330E94 0005

JAP ORG
8033BEF3 0001
D0339C30 0008
8032FF34 0001
D0339C30 0001
8032FF34 0002
D0339C30 0004
8032FF34 0003
D0339C30 0002
8032FF34 0004
D0339C31 0020
8032FF34 0005

JAP SE
8031F423 0001
D031D560 0008
803105C4 0001
D031D560 0001
803105C4 0002
D031D560 0004
803105C4 0003
D031D560 0002
803105C4 0004
D031D561 0020
803105C4 0005

Level Select

Activate this code before the title screen appears.

PAL
802F973C 0001

NTSC
8032D58C 0001

Sound Display

PAL
802F9744 0001

NTSC
8032D594 0001

Explosive codes

Blow up Mario and other objects!

Press L to make Mario explode (JS)

Any time you want Mario to blow up like a Bob-omb just press the shoulder L button. If Mario is not moving when you make him explode and you are in a level like Bob-omb battlefield you can exit the course and Mario will return.

PAL
8130B000 27BD
8130B002 FFE8
8130B004 AFBF
8130B006 0014
8130B008 3C04
8130B00A 8031
8130B00C 948A
8130B00E 9260
8130B010 2408
8130B012 0020
8130B014 150A
8130B016 0003
8130B018 0000
8130B01A 0000
8130B01C 0C0A

8130B01E E869
8130B020 0000
8130B022 0000
8130B024 8FBF
8130B026 0014
8130B028 27BD
8130B02A 0018
8130B02C 03E0
8130B02E 0008
810E3720 8030
810E3722 B000

NTSC
8133D3D0 27BD
8133D3D2 FFE8
8133D3D4 AFBF
8133D3D6 0014
8133D3D8 3C04
8133D3DA 8034
8133D3DC 948A
8133D3DE AFA0
8133D3E0 2408
8133D3E2 0020
8133D3E4 150A
8133D3E6 0003
8133D3E8 0000
8133D3EA 0000
8133D3EC 0C0B
8133D3EE 9ABE
8133D3F0 0000
8133D3F2 0000
8133D3F4 8FBF
8133D3F6 0014
8133D3F8 27BD
8133D3FA 0018
8133D3FC 03E0
8133D3FE 0008
810EE060 8033
810EE062 D3D0

Mario thinks he's a Bob-omb (JS)

Go to a level and turn on this code, if you then touch another object Mario will explode! Most of the time you'll have to restart but if you can exit the course turn the code off first.

PAL
810E3720 802B
810E3722 A918

NTSC
810EE060 802E
810EE062 742C

Bigger and longer lasting explosions (JS)

With this code on before the title screen, explosions such as from Bob-ombs will last longer and be bigger too. The '89' can be swapped with higher values (in hex) for even greater explosions; the normal value is '09'.

PAL
802BD40B 0089

NTSC
802EAAE7 0089

Mario explodes if he moves too fast (JS)

If Mario runs too fast, or he does other things too quickly, he will explode like a Bob-omb!

PAL
8130B000 27BD
8130B002 FFE8
8130B004 AFBF

8130B006 0014
8130B008 3C04
8130B00A 8031
8130B00C 948A
8130B00E 9484
8130B010 2D44
8130B012 41D0
8130B014 1C80
8130B016 0003
8130B018 0000
8130B01A 0000
8130B01C 0C0A
8130B01E E869
8130B020 0000
8130B022 0000
8130B024 8FBF
8130B026 0014
8130B028 27BD
8130B02A 0018
8130B02C 03E0
8130B02E 0008
810E3720 8030
810E3722 B000

NTSC

8133D3D0 27BD
8133D3D2 FFE8
8133D3D4 AFBF
8133D3D6 0014
8133D3D8 3C04
8133D3DA 8034
8133D3DC 948A
8133D3DE B1C4
8133D3E0 2D44
8133D3E2 41D0
8133D3E4 1C80
8133D3E6 0003
8133D3E8 0000
8133D3EA 0000
8133D3EC 0C0B
8133D3EE 9ABE
8133D3F0 0000
8133D3F2 0000
8133D3F4 8FBF
8133D3F6 0014
8133D3F8 27BD
8133D3FA 0018
8133D3FC 03E0
8133D3FE 0008
810EE060 8033
810EE062 D3D0

Graphic changes

Alter the way objects look in the game other than just colour changes.

Mario has no legs (JS)

Using this code Mario's legs will not appear, but to keep the code shorter they do show when the camera is zoomed out and if you use the metal or vanish cap.

PAL
810E672C 0000
810E672E 0000
810E8648 0000
810E864A 0000
810E674C 0000
810E674E 0000
810E8668 0000
810E866A 0000
810E676C 0000
810E676E 0000

810E8688 0000
810E868A 0000
810E67AC 0000
810E67AE 0000
810E86C8 0000
810E86CA 0000
810E67CC 0000
810E67CE 0000
810E86E8 0000
810E86EA 0000
810E6844 0000
810E6846 0000
810E8760 0000
810E8762 0000
810EA550 0000
810EA552 0000
810EA570 0000
810EA572 0000
810EA590 0000
810EA592 0000
810EA5D0 0000
810EA5D2 0000
810EA5F0 0000
810EA5F2 0000
810EA668 0000
810EA66A 0000

NTSC

810F106C 0000
810F106E 0000
810F2F88 0000
810F2F8A 0000
810F108C 0000
810F108E 0000
810F2FA8 0000
810F2FAA 0000
810F10AC 0000
810F10AE 0000
810F2FC8 0000
810F2FCA 0000
810F10EC 0000
810F10EE 0000
810F3008 0000
810F300A 0000
810F110C 0000
810F110E 0000
810F3028 0000
810F302A 0000
810F1184 0000
810F1186 0000
810F30A0 0000
810F30A2 0000
810F4E90 0000
810F4E92 0000
810F4EB0 0000
810F4EB2 0000
810F4ED0 0000
810F4ED2 0000
810F4F10 0000
810F4F12 0000
810F4F30 0000
810F4F32 0000
810F4FA8 0000
810F4FAA 0000

Mario has Starmans for his hands (JS)

Turn this code on when you start outside the castle, it will replace Mario's hands with Starmans and works for all courses. If you use the metal or vanish cap the Starmans will be gone until the cap power runs out-this also happens when warping and when putting on Mario's cap.

PAL

810EA2C0 0302

810EA2C2 B870
810E649C 0302
810E649E B870
810E660C 0302
810E660E B870
810EA430 0302
810EA432 B870
810E83B8 0302
810E83BA B870
810E64B4 0302
810E64B6 B870
810EA2D8 0302
810EA2DA B870
810E66D4 0302
810E66D6 B870
810E6694 0302
810E6696 B870
810EC358 0302
810EC35A B870
810E8528 0302
810E852A B870
810EC1E8 0302
810EC1EA B870
810EA470 0302
810EA472 B870
810E664C 0302
810E664E B870

NTSC
810F4C00 0302
810F4C02 B870
810F0DDC 0302
810F0DDE B870
810F0F4C 0302
810F0F4E B870
810F4D70 0302
810F4D72 B870
810F2CF8 0302
810F2CFA B870
810F0DF4 0302
810F0DF6 B870
810F4C18 0302
810F4C1A B870
810F1014 0302
810F1016 B870
810F0FD4 0302
810F0FD6 B870
810F6C98 0302
810F6C9A B870
810F2E68 0302
810F2E6A B870
810F6B28 0302
810F6B2A B870
810F4DB0 0302
810F4DB2 B870
810F0F8C 0302
810F0F8E B870

Make Chain-chomp look like Pac-Man in Bob-omb Battlefield-any star (JS)

This code will change Chain-chomp's texture to yellow and remove his teeth so that he resembles Pac-Man. This works for any of the stars of Bob-omb Battlefield and can be used with other Chain-chomp codes.

PAL
80161106 0023
80161104 0004
801617C4 0004
801617C6 0023
80161DD0 00B8
80162030 00B8

NTSC
80161D06 0023

80161D04 0004
801623C4 0004
801623C6 0023
801629D0 00B8
80162C30 00B8

Common graphics swapped (JS)

With this code, the graphics used for the common objects will be changed about so that the water bubbles are yellow coins and the butterflys are blue stars and lots more!

PAL
81309962 E600
8130996A E30C
81309976 F7C8
8130997A F4D0
81309982 E25C
813099AE F15C
81309A32 E164
81309A76 E820
81309A7E E2C0
81309AE2 EB24
81309966 E67C
8130996E E30C
81309A7A E820

NTSC
8133B6A2 8F40
8133B6AA 8C4C
8133B6B6 A108
8133B6BA 9E10
8133B6C2 8B9C
8133B6EE 9A9C
8133B772 8AA4
8133B7B6 9160
8133B7BE 8C00
8133B822 9464
8133B6A6 8FBC
8133B6AE 8C4C
8133B7BA 9160

See what looks like a hatching Yoshi egg in Wet-dry World Star 1 (JS)

I, like many others, discovered the Yoshi egg texture in Wet-dry world but by using an existing object and animating it, the effect looks almost like a hatching egg. Go to Wet-Dry World, select star 1 and when in the level switch the code on; you will find the Yoshi egg where the large float would be higher up from where you start (but it's still a float).

PAL
803148BB 0025
813148CC 8018
813148CE B4A0
813148E4 4080
813148E8 4080
81314A8E 1120

NTSC
80346C8B 0025
81346C9C 8018
81346C9E C0A0
81346CB4 4080
81346CB8 4080
81346E5E BA60

Remove the wings on Mario's cap when flying (JS)

This code will do away with the wings on Mario's cap that he has while using the wing cap. Note that the wing cap item will still have wings.

PAL
80090CA8 00B8
80090CC8 00B8

NTSC

8009B5E8 00B8
8009B608 00B8

Health codes

Mario and the time limit of death (JS)

Mario's health will continually drain until he dies, so be sure to collect lots of coins.

PAL
8130B000 3C04
8130B002 8031
8130B004 9485
8130B006 94DE
8130B008 24A5
8130B00A FFFF
8130B00C A485
8130B00E 94DE
8130B010 03E0
8130B012 0008
810E3720 8030
810E3722 B000

NTSC
8133D3D0 3C04
8133D3D2 8034
8133D3D4 9485
8133D3D6 B21E
8133D3D8 24A5
8133D3DA FFFF
8133D3DC A485
8133D3DE B21E
8133D3E0 03E0
8133D3E2 0008
810EE060 8033
810EE062 D3D0

Misc. codes

Different types of codes that don't fit in any other sections.

See the invisible objects (JS)

Turn this code on after the file select screen to see the invisible objects that work behind the scenes such as the activators that spawn a 1-up mushroom, etc.

PAL
81309790 800E
81309792 E30C

NTSC
8133B4D0 800F
8133B4D2 8C4C

Stop time for everyone except Mario (JS)

Turn this code on before the title screen appears. Press D-pad up to freeze everyone except for Mario, although you will still be able to read signs and climb trees. Press D-pad down to unfreeze and anything you did while the objects were frozen (such as stomping a Goomba) will respond. Note that while in the frozen state some strange things will happen such as when you pick up a Bob-omb, also some objects may not appear.

PAL
81286DAE FFFF
D0309260 0008
8030B0B3 0040
D0309260 0004
8030B0B3 0000

NTSC
8129D84E FFFF
D033AFA0 0008
8033D483 0040
D033AFA0 0004

8033D483 0000

Final Bowser Control (JS)

Using the D-pad you can make Bowser in the final fight (Bowser in the Sky) do different things. Press D-pad up to throw Bowser backward, D-pad right make to Bowser fall down and get up, D-pad down to make Bowser stand on his toes as if stopping himself from falling off, and D-pad left to defeat Bowser allowing you to get the power star.

PAL

D0309260 0008
8030B207 000C
D0309260 0001
8030B207 0001
D0309260 0004
8030B207 000A
D0309260 0002
8030B207 0004

NTSC

D033AFA0 0008
8033D5D7 000C
D033AFA0 0001
8033D5D7 0001
D033AFA0 0004
8033D5D7 000A
D033AFA0 0002
8033D5D7 0004

Certain objects don't appear (JS)

Turn this code on before the title screen appears and then some objects such as signposts, baddies and coins will not be in various levels. If you go to Bob-omb Battlefield when using this code the game will crash. Also, some stars will appear without you having to get them.

PAL

813786AC 0000
813786AE 0000

NTSC

81383564 0000
81383566 0000

Yoshi kills Mario after talking to him (JS)

Turn this code on before the title screen appears. If you have the cannon unlocked use it to get to the top of the castle and talk to Yoshi who will kill Mario after jumping off the roof.

PAL

812C9204 81CE
812C9206 94DE
812C9218 15C0
812C927A 00AE
812C927E FFFF
812C9282 00AE

NTSC

812F95C4 81EF
812F95C6 B21E
812F95CC 15E0
812F963A 00AE
812F963E FFFF
812F9642 00AE

Very tall tree outside the castle (JS)

Now you can climb a tree that reaches for the sky and will allow you to get to the top of the castle without the use of the cannon. Please view the video on YouTube (search for yoshielectron) to see which tree is affected.

PAL

8130B514 462A

NTSC
8133D8E4 462A

Remove the HUD v1.0 (JS)

Turn this code on before the title screen appears to remove the lives, stars, camera and coins display (but the power meter will still show).

PAL
812B7DE0 0000
812B7DE2 0000
812B7E08 0000
812B7E0A 0000
812B7E38 0000
812B7E3A 0000
812B7DF4 0000
812B7DF6 0000

NTSC
812E3DB0 0000
812E3DB2 0000
812E3DE0 0000
812E3DE2 0000
812E3E18 0000
812E3E1A 0000
812E3DC8 0000
812E3DCA 0000

Screen shakes when Mario ground pounds (JS)

Make Mario ground pound and the screen will rumble as if a Thwomp had hit the ground.

PAL
8130AF00 27BD
8130AF02 FFE8
8130AF04 AFBF
8130AF06 0014
8130AF08 3C04
8130AF0A 8031
8130AF0C 9084
8130AF0E 9439
8130AF10 0C0E
8130AF12 0221
8130AF14 0004
8130AF16 2040
8130AF18 8FBF
8130AF1A 0014
8130AF1C 27BD
8130AF1E 0018
8130AF20 03E0
8130AF22 0008
810E3720 8030
810E3722 AF00

NTSC
8133D2D0 27BD
8133D2D2 FFE8
8133D2D4 AFBF
8133D2D6 0014
8133D2D8 3C04
8133D2DA 8034
8133D2DC 9084
8133D2DE B179
8133D2E0 0C0A
8133D2E2 943F
8133D2E4 0004
8133D2E6 2040
8133D2E8 8FBF
8133D2EA 0014
8133D2EC 27BD
8133D2EE 0018
8133D2F0 03E0
8133D2F2 0008

810EE060 8033
810EE062 D2D0

Change signpost to left of castle to look like Yoshi (JS)

Start a file, turn this code on and go to the signpost to the left of the castle on the way to the waterfall to find Yoshi who you can talk to.

PAL
8130FF2C 8019
8130FF2E 4228
8130FF54 8014
8130FF56 F4CC

NTSC
813422FC 8019
813422FE 4E28
81342324 8015
81342326 00CC

Bob-omb Buddy becomes patrolling Bob-omb BADDY in Bob-omb Battlefield Star 3 (JS)

Go to Star 3 of the Bob-omb Battlefield level and turn on the code for your version of the game; the pink Bob-omb will become an enemy! This is a good example of keeping an object's graphics the same but by changing its behaviour pointers so it will act differently.

PAL
8131C3A6 39E0
8131C3AE 39E0
8031C31F 0000

NTSC
8134E776 E320
8134E77E E320
8034E6EF 0000

Go beyond the Mirror In the Castle (JS)

In the video I uploaded to YouTube I had moved a door so that it was between the mirror, allowing Mario to just walk through it. However, the doors move about in memory, making it hard to create a code.

But there is a much easier way to go past the mirror by modifying Mario's coordinates which is exactly what this code does. To get it working, go up the stairs in the castle, into the mirror room and place Mario against the mirror-press L and he will go past the mirror.

You can have this code on even before starting the game.

PAL
D0309261 0020
8130946C 45A4
D0309261 0020
81309474 44BC

NTSC
D033AFA1 0020
8133B1AC 45A4
D033AFA1 0020
8133B1B4 44BC

Replace signpost with Blarrg in Lethal Lava Land Star 1 (JS)

Go to Lethal Lava Land and choose star 1 and after turning on the code you will find a Blarrg baddy behind where you star where there is a warp; get too close to the Blarrg and you will be harmed! Please note that although the Blarrg's graphics and animation are real I created its behaviour.

PAL
8130C62C 8018
8130C62E 955C
8130C654 8014
8130C656 8E10
8130C644 4000
8130C648 4000
8130C64C 4000

8130C6B8 C5A8
8130C6BC 421A
8130C6C0 45B0
8030C749 0020
8130C810 4406
8030C79B 0002

NTSC
8133E9FC 8018
8133E9FE A15C
8133EA24 8014
8133EA26 9A10
8133EA14 4000
8133EA18 4000
8133EA1C 4000
8133EA88 C5A8
8133EA8C 421A
8133EA90 45B0
8033EB19 0020
8133EBE0 4406
8033EB6B 0002

Mario is constantly sparkling and baddies can't harm him (JS)

Turn on this code before the title screen and then when you are in any level Mario will have stars coming out of him like with Koopa shells (because now he is sort of) and Goombas and other enemies will not be able to hurt him. I've noticed with this code if you go into water when you come out the sparkles don't return until you jump. If you just want Mario to sparkle but not be invincible then simple remove the last two lines of the code for your version of the game.

PAL
810E3720 8029
810E3722 A1C4
8124A318 2818
8124A31A 0001

NTSC
810EE060 802B
810EE062 D680
81250430 2819
81250432 0001

Super Sudden Death (JS)

Activate this code (by pressing the cheat device's button-so it can't be done using an emulator that doesn't support this type of code) after you have selected your save file and the game has started. Then, after losing a life you'll continue with just one segment of health.

PAL
8924D1DE 0180

Pond skater jackpot in Wet-dry world Star 1 (JS)

In Wet-dry world star 1 turn on this code; it's best to enter the painting as low as possible to make it easier to get to the second pond skater who should be near the blue coin switch. Defeat the baddy and try to collect all 100 coins!

Change the value on the right of the code to alter the number of coins that the pond skater gives out, but too high values will crash the game.

PAL
80314333 0064

NTSC
80346703 0064

Spawn Mario

In any course press the D-pad up button to restart the level and spawn another Mario at the original Mario's position. You can do this many times but the original Mario will move faster and be glitchy as will be the other Marios, although you can't move them. To get rid of the extra Marios as well as restarting the level, press the D-pad down button.

PAL
D0309260 0008
80309510 0001

D0309260 0004
80309510 0002

NTSC
D033AFA0 0008
8033B248 0001
D033AFA0 0004
8033B248 0002

Mario always has a certain number of coins

PAL
813094FA xxxx

NTSC
8133B262 xxxx

Where xxxx=how many coins.

Mario always has a set number of lives

PAL
803094DD 00xx

NTSC
8033B21D 00xx

Where xx=how many lives.

Raise Mario above or below the ground

PAL
813094E0 xxxx

NTSC
8133B220 xxxx

0xBD=default, values less than 0xBD lower Mario while values higher than 0xBD raise Mario above the ground.

Mario has a set number of red coins

PAL
8031BBAF 00xx

Where xx=how many red coins.
Demented Mario

Toggle sprites visible on/off

PAL
80386A23 000x

Where x=0 is not visible, x=1 is visible.

Invincible Mario (JS)

Using this code Mario will not loose health including when he is under water. Be sure to have this code on before selecting a save file.

PAL

8124D730 0000
8124D732 0000

Deadly water (JS)

Turn on before title screen, then Mario will die instantly if you go under water.

PAL
8024D1B1 0080

Loose health quicker underwater (JS)

Turn on before title screen.

PAL
8024D19F 0018

Ride a koopa shell down the Princess's secret slide! (JS)

Go to the Princess' secret slide and activate this code to make the item box appear with a Koopa shell in it. Now let's see if you can beat the challenge of getting to the end of the slide in under 21 seconds on a Koopa shell.

PAL
81311058 45A2
8131105A 8FD8
8131105C 45C8
81311060 C5B1
81311062 97E8
81311064 8000
803110FF 0003

NTSC
81343428 45A2
8134342A 8FD8
8134342C 45C8
81343430 C5B1
81343432 97E8
81343434 8000
803434CF 0003

Talk to Peach-outside the castle! (JS)

You will find the princess waiting for you outside her castle with a message...

PAL
8130F898 C216
8130F89C 444A
8130F8A0 C52B
8030F80D 0019
8130F80E 3A90
8130F834 8013
8130F836 8760
8030F977 00FF
8030F93F 0014

NTSC
81341C68 C216
81341C6C 444A
81341C70 C52B
80341BDD 0019
81341BDE 4690
81341C04 8013
81341C06 9360
80341D47 00FF
80341D0F 0014

Moves codes

Mario's long jump is cannon jump (JS)

Whenever you do a long jump it will seem like Mario has been blasted out of a cannon. If you do the long jump while wearing the wing cap, you'll fly.

PAL
8130455A 2FE4

NTSC
81336C82 FF78

Deadly jump (JS)

If Mario jumps, he will be burnt by fire (but other jumps won't hurt Mario)!

PAL
8130453A 2F04

NTSC
81336C62 FE60

Super high spin attack if backflip or triple jump (JS)

Turn this code on before the title screen appears. Whenever you backflip or triple jump Mario will do a super high spin attack. Mario will also perform a spin attack if he falls off a platform or other surface.

PAL
81262C6A 0092
8124BC56 4334
8124BC6A 4340

NTSC
8126FB4A 00AC
81252662 4334
8125267A 4340

Multiplayer codes

2P controlled work elevator (JS)

This code lets you control the work elevator in Hazy maze cave using the second controller D-pad (the buttons on the elevator will still work).

PAL
D030927C 0004
802FED54 0001
D030927C 0008
802FED54 0002
D030927C 0001
802FED54 0003
D030927C 0002
802FED54 0004

NTSC
D033AFBC 0004
803327A4 0001
D033AFBC 0008
803327A4 0002
D033AFBC 0001
803327A4 0003
D033AFBC 0002
803327A4 0004

Pick up codes

Pick up objects and carry them where you like...

Pick up a Thwomp in Whomp's fortress (JS)

Go to Whomp's fortress, select any star and then turn this code on to change the small box you can pick up near where you start to look like a Thwomp.

PAL
81311BAC 8019
81311BAE 2B4C
81311BC4 3FB3
81311BC8 3FB3
81311BCC 3FB3

NTSC
81343F7C 8019
81343F7E 374C
81343F94 3FB3
81343F98 3FB3
81343F9C 3FB3

Pick up King Bob-omb (JS)

Go to Bob-omb Battlefield, select any star and turn this code on so the small box near where you start will look like King Bob-omb. Turn the code off and then you can pick up King Bob-omb but remember he's only a box.

PAL
8131336E D55C
81313394 8013
81313396 9270
81313384 3F80
81313388 3F80
8131338C 3F80

NTSC
8134573E E15C
81345764 8013
81345766 9E70
81345754 3F80
81345758 3F80
8134575C 3F80

Pick up Peach-outside the castle! (JS)

To the right of the castle near the moat when the signpost appears turn the code on for it to transform into Peach. Pick it up; now you can place her where you want but as she's actually a breakable box take care of her!

Select a save file and after the outside castle level has loaded turn the codes on.

PAL
8130F886 0449
8030F80D 0019
8130F80E 3A90
8130F834 8013
8130F836 8760
8030F977 00FF
8030F929 0000
8030F92B 0002
8130F9C6 4A74
8130F9CE 4A74
8030F9CB 0001

NTSC
81341C56 0449
80341BDD 0019
81341BDE 4690
81341C04 8013
81341C06 9360
80341D47 00FF
80341CF9 0000
80341CFB 0002
81341D96 F3B4
81341D9E F3B4
80341D9B 0001

Pick up the mother penguin in Cool, cool mountain Star 1 (JS)

When you are in Cool, cool mountain (star 1) go to where the mother penguin is and press the L button on your controller. The penguin will react and now you will be able to pick her up and use her like a box.

PAL
D0309261 0020
81313FC6 0449
D0309261 0020
80314069 0000
D0309261 0020
8031406B 0002
D0309261 0020
8131410E 4A74

NTSC
D033AFA1 0020
81346396 0449
D033AFA1 0020
80346439 0000
D033AFA1 0020
8034643B 0002
D033AFA1 0020

813464DE F3B4

Pick up Chain-chomp in Bob-omb Battlefield Star 1 (JS)

In Bob-omb Battlefield star 1 turn on this code and the small box near where you start will look like Chain-chomp so you can pick it up and throw it to get coins.

The game may crash when the Chain-chomp box breaks most likely thanks to a bug in the game.

PAL
8131336E E42C
81313394 8016
81313396 2220
NTSC
8134573E F02C
81345764 8016
81345766 2E20

Pick up Dorrie (sea dragon) in Big Boo's Haunt Star 1 (JS)

In Big Boo's Haunt star 1, turn on this code for Dorrie to appear near where you start but if you pick him up be careful not to throw him...

PAL
8130F0EC 8018
8130F0EE 7CF8
8130F114 8015
8130F116 548C
8130F166 0449
8030F209 0000
8030F20B 0002
8130F2AE 4A74

NTSC
813414BC 8018
813414BE 88F8
813414E4 8015
813414E6 608C
81341536 0449
803415D9 0000
803415DB 0002
8134167E F3B4

Pick up Toad outside the castle (JS)

When you start the game turn the codes on and where the first signpost should be you'll find Toad who you can pick up and if you want to find out if he has anything for you try to break him...

STAY OUTSIDE THE CASTLE WITH THESE CODES ON.

PAL
8130FCCC 8019
8130FCCE 4AA4
8130FCF4 8015
8130FCF6 AA90
8030FE37 00FF
8030FDE9 0000
8030FDEB 0002
8130FD46 0449
8130FE86 4A74
8130FE8E 4A74
8030FE8B 0001

NTSC
8134209C 8019
8134209E 56A4
813420C4 8015
813420C6 B690
80342207 00FF
803421B9 0000
803421BB 0002
81342116 0449
81342256 F3B4
8134225E F3B4

8034225B 0001

Pick up giant Ampere in Cool, cool mountain star 1 (JS)

In Cool, cool mountain star 1, activate this code to transform the signpost near where you start into a large Ampere that acts like a box that can be picked up.

PAL
8130FA6C 8018
8130FA6E 17F0
8130FA94 8015
8130FA96 C07C
8130FA84 4080
8130FA88 4080
8130FA8C 4080
8130FAE6 0449
8030FB89 0000
8030FB8B 0002
8130FC2E 4A74
8130FAFC 452A

NTSC
81341E3C 8018
81341E3E 23F0
81341E64 8015
81341E66 CC7C
81341E54 4080
81341E58 4080
81341E5C 4080
81341EB6 0449
80341F59 0000
80341F5B 0002
81341FFE F3B4
81341ECC 452A

Pick up the Bob-omb Buddies in Bob-omb Battlefield Star 1 (JS)

This code will allow you to pick up the Bob-omb Buddies in Bob-omb Battlefield star 1, though it will work for other stars but you will only be able to pick up one of the Bob-omb buddies. You should activate this code before going to Bob-omb Battlefield.

PAL
810E3A30 0000
810E3A32 0002
810E3A60 802C
810E3A62 68C4

NTSC
810EE370 0000
810EE372 0002
810EE3A0 802F
810EE3A2 6228

Pick up Yoshi-outside the castle! (JS)

Even if you haven't unlocked Yoshi, he will be waiting for you to the right of the castle near the moat where the signpost should be. Instead you should bump into an invisible object, so pick it up and it will turn into Yoshi, but remember he's only a box. Select a save file and after the outside castle level has loaded turn the codes on.

PAL
8130F886 0449
8030F80D 0019
8130F80E 4228
8130F834 8014
8130F836 FF74
8030F929 0000
8030F92B 0002
8130F9C6 4A74
8130F9CE 4A74
8030F9CB 0001

NTSC
81341C56 0449
80341BDD 0019

81341BDE 4E28
81341C04 8015
81341C06 0B74
80341CF9 0000
80341CFB 0002
81341D96 F3B4
81341D9E F3B4
80341D9B 0001

Pick up Lakitu-outside the castle! (JS)

After startng the game go to the signpost to the right of the castle near the moat and activate this code to find the cameraman (minus his cloud). He will act like a box so if you throw him at something solid you'll get some coins.

PAL
8130F886 0449
8130F80E 48A0
8130F834 8015
8130F836 61B0
8030F929 0000
8030F92B 0002
8130F9CE 4A74
8030F80D 0019

NTSC
81341C56 0449
81341BDE 54A0
81341C04 8015
81341C06 6DB0
80341CF9 0000
80341CFB 0002
81341D9E F3B4
80341BDD 0019

Pick up Koopa in Bob-omb Battlefield Star 3 (JS)

Go to Bob-omb Battlefield, select star 3 and then turn the code on to find Koopa who you can pick up and throw...

PAL
8131336E DF54
81313396 C4AC
81313394 8014
81313384 4040
81313388 4040
8131338C 4040

NTSC
8134573E EB54
81345766 D0AC
81345764 8014
81345754 4040
81345758 4040
8134575C 4040

Playing as... codes

Now's your chance to play as someone other than Mario.

Play as Chuk-ya Outside the castle version 2 (JS)

To play as Chuk-ya, when you are outside the castle turn on this code. It also mutes Mario's voice.

PAL
813194CC 8019
813194CE 33D4
813194F4 8017
813194F6 495C
803004E2 0000

NTSC
8134B89C 8019
8134B89E 3FD4
8134B8C4 8017

8134B8C6 555C
803331C2 0000

Play as Eyerok in Shifting Sand Land version 2 (JS)

To play as Eyerok go to Shifting Sand Land, select star 1 and turn the code on. The code also gives you the metal cap and mutes Mario's voice. Please note that if you go inside the pyramid you will turn back into Mario.

PAL
81314B2C 8018
81314B2E 304C
81314B54 8015
81314B56 2E3C
803004E2 0000
80309437 0015

NTSC
81346EFC 8018
81346EFE 3C4C
81346F24 8015
81346F26 3A3C
803331C2 0000
8033B177 0015

Play as MIPS the rabbit inside the castle (JS)

Go inside the castle and turn on this code to play as MIPS the rabbit (it only works in the downstairs area). The code also mutes Mario's voice. Note that you may find it hard to open doors, a backflip helps.

PAL
81313F4C 8018
81313F4E D110
81313F74 8018
81313F76 8748
803004E2 0000

NTSC
8134631C 8018
8134631E DD10
81346344 8018
81346346 9348
803331C2 0000

Play as a Koopa in Whomp's Fortress Star 1 (JS)

Go to Whomp's fortress, select the first star and turn on this code to play as a Koopa. The code also mutes Mario's voice.

PAL
8131998C 8019
8131998E 32B8
813199B4 8015
813199B6 2468
803004E2 0000

NTSC
8134BD5C 8019
8134BD5E 3EB8
8134BD84 8015
8134BD86 3068
803331C2 0000

Play as a bat in Hazy Maze Cave Star 1 version 2 (JS)

Go to Hazy Maze Cave, choose star 1 and activate this code to play as a bat. The code also mutes Mario's voice and gives you the wing cap.

PAL
8131F16C 8017
8131F16E D2CC
8131F194 8014
8131F196 3768
803004E2 0000
80309437 0019

NTSC
8135153C 8017
8135153E DECC
81351564 8014
81351566 4368
803331C2 0000
8033B177 0019

Play as Toad in The Princess's Secret Silde (JS)

When you are in The Princess's Secret Slide level, turn this code on to play as Toad; the code also mutes Mario's voice.

PAL
8131148C 8018
8131148E D608
813114B4 8017
813114B6 DCCC
803115F7 00FF
803004E2 0000

NTSC
8134385C 8018
8134385E E208
81343884 8017
81343886 E8CC
803439C7 00FF
803331C2 0000

Play as a Piranha Plant in Bob-omb Battlefield star 1 (JS)

Go to Bob-omb Battlefield, select the first star and turn on this code to play as a Piranha Plant. The code also gives you the metal cap and mutes Mario's voice.

PAL
8131DC0C 8018
8131DC0E DAF4
8131DC34 8015
8131DC36 4CF8
803004E2 0000
80309437 0015

NTSC
8134FFDC 8018
8134FFDE E6F4
81350004 8015
81350006 58F8
803331C2 0000
8033B177 0015

Play as Toad inside the castle (JS)

Go inside the castle and turn on this code to play as Toad (it only works in the downstairs area). The code also mutes Mario's voice. Note that you may find it hard to open doors, a backflip helps.

PAL
81313F4C 8018
81313F4E D608
81313F74 8017
81313F76 DCCC
803140B7 00FF
803004E2 0000

NTSC
8134631C 8018
8134631E E208
81346344 8017
81346346 E8CC
80346487 00FF
803331C2 0000

Play as Grindel in Shifting Sand Land Star 1,2 or 3 (JS)

Go to Shifting Sand Land, select one of the first three stars and then turn on this code to play as a Grindel. The code also mutes Mario's voice.

PAL
81314B2C 8018
81314B2E 3D74
803004E2 0000

NTSC
81346EFC 8018
81346EFE 4974
803331C2 0000

Play as a penguin in Cool, cool Mountain (JS)

Go to Cool, cool mountain and select any star except for the 5th one. Then turn on this code to play as a penguin; the code also mutes Mario's voice.

PAL
8131596C 8018
8131596E 3350
81315994 8014
81315996 D70C
803004E2 0000

NTSC
81347D3C 8018
81347D3E 3F50
81347D64 8014
81347D66 E30C
803331C2 0000

Play as Butterfly in Bob-omb battlefield Star 1 (JS)

Go to Bob-omb battlefield, choose the first star and when you are in the course turn this code on to play as a Butterfly. The code gives you the wing cap to fly like a real Butterfly and also, the code mutes Mario's voice.

PAL
8131DC0C 800E
8131DC0E E820
8131DC34 800A
8131DC36 ED08
80309437 0019
803004E2 0000

NTSC
8134FFDC 800F
8134FFDE 9160
81350004 800B
81350006 9648
8033B177 0019
803331C2 0000

Play as Bullet Bill in Whomp's fortress star 1 version 2 (JS)

Go to Whomp's fortress, select star 1 and turn on this code to play as Bullet Bill with the metal cap so you can easily destroy baddies. Also, Mario's voice has been muted so it seems more like you're playing as Bullet Bill.

PAL
8131998C 8019
8131998E 264C
80309437 0015
803004E2 0000
NTSC
8134BD5C 8019
8134BD5E 324C
8033B177 0015
803331C2 0000

Play as an Amp in Bowser in the Dark World (JS)

Go to the Bowser in the Dark world level and turn on this code to play as an Amp.

PAL
81319BEC 8018
81319BEE 1EEC
810E3720 802B
810E3722 BA70

NTSC
8134BFBC 8018
8134BFBE 2AEC
810EE060 802E
810EE062 8AE4

Play as the rabbit in The Princess' Secret Slide (JS)

Hop it to Peach's slide and activate this code to play as MIPS the rabbit.

PAL
8131148C 8018
8131148E D110
813114B4 8018
813114B6 8748

NTSC
8134385C 8018
8134385E DD10
81343884 8018
81343886 9348

Play as Blarrg in Lethal Lava Land Star 1 (JS)

In Lethal Lava Land Star 1 turn this code on to play as the beta Blarrg.

PAL
8131AC8C 8018
8131AC8E 955C
8131ACB4 8014
8131ACB6 8E10

NTSC
8134D05C 8018
8134D05E A15C
8134D084 8014
8134D086 9A10

Play as the Owl in Whomp's Fortress Star 5 (JS)

Go to Whomp's fortress and select the fith star and after you have turned the code on the other owl can give you a ride!

PAL
8131AEEC 8019
8131AEEE 26BC
8131AF14 8013
8131AF16 1E6C

NTSC
8134D2BC 8019
8134D2BE 32BC
8134D2E4 8013
8134D2E6 2A6C

Play as a Goomba in Bob-omb Battlefield Star 3 (JS)

Would you had ever thought that you would see such things a Goomba riding a Koopa shell!

PAL
8131DE6C 8018
8131DE6E C62C
8131DE94 8018
8131DE96 0324

NTSC
8135023C 8018
8135023E D22C

81350264 8018
81350266 0F24

Play as a Piranha Plant in Whomp's Fortress Star 1 (JS)

When you have made your way to Whomp's Fortress Star 1 turn the code on to play as a Piranha Plant.

PAL
8131998C 8019
8131998E 2E58
813199B4 8015
813199B6 D844

NTSC
8134BD5C 8019
8134BD5E 3A58
8134BD84 8015
8134BD86 E444

Play as a Snowman in Snowman's land Star 1 (JS)

If you need to cool down then go to Snowman's land, choose star 1 and turn the code on to play as a snowman.

PAL
8131570C 8016
8131570E EFF8
81315734 8013
81315736 DBE8

NTSC
81347ADC 8016
81347ADE FBF8
81347B04 8013
81347B06 E7E8

Play as King Bob-omb in Bob-omb Battlefield Star 1 (JS)

Make your way to the top of the mountain to meet with your twin after you turn the codes on in Bob-omb Battlefield star 1.

PAL
8131DC0C 8018
8131DC0E D55C
8131DC34 8013
8131DC36 BAD8

NTSC
8134FFDC 8018
8134FFDE E15C
81350004 8013
81350006 C6D8

Play as Lakitu inside the castle second floor (JS)

Inside the castle, go up the stairs where the mirror room is and then turn on the code to play as Lakitu. You might have trouble using the doors while using this code, backflips will help you get through them.

PAL
8131018C 8018
8131018E D404
813101B4 8017
813101B6 A540

NTSC
8134255C 8018
8134255E E004
81342584 8017
81342586 B140

Play as Yellow Star in any level (JS)

Start a file and turn the code on and then go to a different area such as inside the castle to then play as a yellow star in any level including outside the castle.

PAL
81309794 800E
81309796 E25C

NTSC
8133B4D4 800F
8133B4D6 8B9C

Play as a Whomp in Whomp's Fortress Star 1 (JS)

Now you too can be one of those walking stone blocks in Whomp's fortress; turn the code on when you are in the course.

PAL
8131998C 8019
8131998E 305C
813199B4 8016
813199B6 2BFC

NTSC
8134BD5C 8019
8134BD5E 3C5C
8134BD84 8016
8134BD86 37FC

Play as Toad outside the castle (JS)

Toad isn't much fun but you'll be able to play as him as long as you stay outside the castle.

PAL
813194CC 8019
813194CE 4AA4
813194F4 8015
813194F6 AA90
80319637 00FF

NTSC
8134B89C 8019
8134B89E 56A4
8134B8C4 8015
8134B8C6 B690
8034BA07 00FF

Play as Lakitu outside the castle (JS)

When you have selected your save file and the outside castle level has loaded turn on the code for your chance to play as the cameraman without his cloud.

PAL
813194CC 8019
813194CE 48A0
813194F4 8015
813194F6 61B0

NTSC
8134B89C 8019
8134B89E 54A0
8134B8C4 8015
8134B8C6 6DB0

Play as Princess Peach outside the castle (JS)

Although far from perfect this is the closest you can get to playing as Peach without major modifications to the game; sadly you'll have to put up with Mario's voice (unless you use the mute Mario code)! While you have these codes on you must stay outside the castle to avoid crashing the game.

PAL
813194CC 8019
813194CE 3A90
813194F4 8013
813194F6 8760
80319637 00FF

NTSC

8134B89C 8019
8134B89E 4690
8134B8C4 8013
8134B8C6 9360
8034BA07 00FF

Play as the monkey in Tall, Tall Mountain Star 2 (JS)

Isn't he cute, that monkey; well, with this code now you too can be just like him.

PAL
8131900C 8018
8131900E C4D0
81319034 8015
81319036 A0D8

NTSC
8134B3DC 8018
8134B3DE D0D0
8134B404 8015
8134B406 ACD8

Play as Eyerok in Shifting Sand Land Star 1 (JS)

If ever you wanted to be one of those rock hand bosses here's your chance by going to Shifting Sand Land, select star 1 and turn the code on. Please note that if you go inside the pyramid your will turn back into Mario.

PAL
81314B2C 8018
81314B2E 304C
81314B54 8015
81314B56 2E3C

NTSC
81346EFC 8018
81346EFE 3C4C
81346F24 8015
81346F26 3A3C

Play as Monty Mole in Tall, Tall Mountain Star1 (JS)

To be one of those moles go to Tall Tall Mountain, choose star 1 and turn on this code.

PAL
81318DAC 8018
81318DAE C2C4
81318DD4 8015
81318DD6 04AC

NTSC
8134B17C 8018
8134B17E CEC4
8134B1A4 8015
8134B1A6 10AC

Play as Bob-omb buddy in Bob-omb battlefield star 1 (JS)

In Bob-omb Battlefield Star 1, activate this code to play as the good Bob-omb.

PAL
8131DC0C 8018
8131DC0E CAC8
8131DC34 8018
8131DC36 60EC

NTSC
8134FFDC 8018
8134FFDE D6C8
81350004 8018
81350006 6CEC

Play as a giant eel in Jolly Roger Bay Star 1 (JS)

Go to Jolly Roger Bay star 1 and then activate the code and see if you can show that other eel who's boss!

PAL
8131D74C 8017
8131D74E E188
8131D774 8013
8131D776 9CBC
8124C7DA 4000

NTSC
8134FB1C 8017
8134FB1E ED88
8134FB44 8013
8134FB46 A8BC
812535BE 4000
812535C2 4000
812535CA 4000
(Yes, the NTSC version does require two extra codes.)

Play as Bob-omb in Bob-omb battlefield star 1 (JS)

If you want to be a bad Bob-omb then go to Bob-omb Battlefield, pick star 1 and turn this code on to play as a Bob-omb.

PAL
8131DC0C 8018
8131DC0E C87C
8131DC34 8018
8131DC36 60EC

NTSC
8134FFDC 8018
8134FFDE D47C
81350004 8018
81350006 6CEC

Play as Chuk-ya Outside the castle (JS)

To play as Chuk-ya-that purple bad guy-outside the castle, start a file and activate this code.

PAL
813194CC 8019
813194CE 33D4
813194F4 8017
813194F6 495C

NTSC
8134B89C 8019
8134B89E 3FD4
8134B8C4 8017
8134B8C6 555C

Play as Boo in Princess' Secret Slide (JS)

PAL
8131148C 8018
8131148E D364
803115F7 00FF

NTSC
8134385C 8018
8134385E DF64
803439C7 00FF

Play as Cavern beast in Hazy maze cave Star 1 (JS)

PAL
8131F16C 8017
8131F16E DC98
8131F194 8014
8131F196 B29C

NTSC
8135153C 8017

8135153E E898
81351564 8014
81351566 BE9C

Play as Koopa without his shell in Whomp's Fortress Star 1 (JS)

PAL
8131998C 8019
8131998E 350C
813199B4 8015
813199B6 2468

NTSC
8134BD5C 8019
8134BD5E 410C
8134BD84 8015
8134BD86 3068

Play as the rabbit outside the castle (JS)

Even though you don't normally see him there, go to where you start outside the castle and activate this code to play as the rabbit.

PAL
813194CC 8019
813194CE 45AC
813194F4 8016
813194F6 43B8

NTSC
8134B89C 8019
8134B89E 51AC
8134B8C4 8016
8134B8C6 4FB8

Play as a Spiny in the large version of Tiny-huge Island Star 1 (JS)

Go through the big painting of Tiny-huge island, select star 1 and activate this code to play as a spiny.

PAL
81313CEC 8019
81313CEE 0650
81313D14 8013
81313D16 FA34

NTSC
813460BC 8019
813460BE 1250
813460E4 8014
813460E6 0634

Play as wind-up baddy in Tick Tock Clock Star 1 (JS)

PAL
8131CB6C 8015
8131CB6E 15AC
8131CB94 8012
8131CB96 5DF8

NTSC
8134EF3C 8015
8134EF3E 21AC
8134EF64 8012
8134EF66 69F8

Play as a Bob-omb in Rainbow Ride Star 1 (JS)

Now a Bob-omb can be the hero if you go to Rainbow Ride, select star 1 and activate this code.

PAL
8131DE6C 8018
8131DE6E B620
8131DE94 8018

8131DE96 441C

NTSC

8135023C 8018

8135023E C220

81350264 8018

81350266 501C

Play as Bullet Bill in Whomp's Fortress in any star (JS)

Go to Whomp's fortress and at the star select screen turn on the code and after choosing a star you will be playing as Bullet Bill.

WARNING: IF YOU EXIT THE COURSE EVEN IF YOU TURN THE CODE OFF THE GAME WILL CRASH. TO STOP THIS FROM HAPPENING PLEASE SEE THE SECOND CODE.

PAL

81309794 8019

81309796 264C

NTSC

8133B4D4 8019

8133B4D6 324C

Before exiting the course turn off the above code and then turn on the following code which can be turned off after leaving Whomp's Fortress.

PAL

81309794 800E

81309796 5F20

NTSC

8133B4D4 800F

8133B4D6 0860

Play as piano baddy in Big Boo's Haunt Star 1 (JS)

He has trouble with the doors but to play as that hungry piano go to Big Boo's Haunt, choose star 1 and turn on this code.

PAL

81318DAC 8018

81318DAE 705C

81318DD4 8014

81318DD6 017C

NTSC

8134B17C 8018

8134B17E 7C5C

8134B1A4 8014

8134B1A6 0D7C

Play as a Goomba in The Princess' Secret Slide (JS)

Even Goombas can use Peach's slide so why not go to the secret slide and use this code to play as a Goomba.

PAL

8131148C 8013

8131148E 836C

813114B4 8012

813114B6 C064

NTSC

8134385C 8013

8134385E 8F6C

81343884 8012

81343886 CC64

Play as a Spindrift in Cool, cool mountain Star 1 (JS)

To be one of those baddies that make Mario spin when you land on its head, go to Cool, cool mountain, choose star 1 and activate this code.

PAL

8131596C 8018

8131596E 2C6C
81315994 8014
81315996 525C

NTSC
81347D3C 8018
81347D3E 386C
81347D64 8014
81347D66 5E5C

Play as Big Boo in Big Boo's Haunt Star 5 (JS)

Go to Big Boo's Haunt and select star 5 and then turn on the code to play as a large Boo but be warned that the other Boos won't be fooled by Mario's disguise.

Please note: if you are using an emulator either turn the code on as well as level select and start Big Boo's haunt that way or, turn the code on and then off, start a file and go to Big Boo's haunt (Mario will be big) and then turn the code on again.

PAL
8131972C 8018
8131972E 6E3C
80319897 00FF
8124C7DA 4080

NTSC
8134BAFC 8018
8134BAFE 7A3C
8034BC67 00FF
812535BE 4080
812535C2 4080
812535CA 4080

Play as Bowser in the Bowser in the Sky level (JS)

It's difficult to control Bowser but if you ever wanted to play as King Koopa now is your chance. To make it easy to get to the final Bowser fight why not use the level select code and select 'KUPPA3' which is the Bowser in the Sky level. When the level starts, turn the code on for your version.

PAL
8130E50C 8018
8130E50E 3010
8130E534 8014
8130E536 F9B0
8030E677 00FF

NTSC
813408DC 8018
813408DE 3C10
81340904 8015
81340906 05B0
80340A47 00FF

Play as Koopa in Bob-omb Battlefield Star 2 (JS)

This code is perfect for anyone who wants to race Koopa the Quick as a Koopa, a small one of that. When you are in Bob-omb Battlefield, having had selected star 2, turn the code on.

PAL
8131E0CC 8018
8131E0CE DF54
8131E0F4 8014
8131E0F6 C4AC

NTSC
8135049C 8018
8135049E EB54
813504C4 8014
813504C6 D0AC

Play as Klepto (vulture) in Shifting Sand Land Star 1 (JS)

Make your way to Shifting Sand Land, pick star 1 and then turn on this code for Mario to look like the vulture.

PAL
81314B2C 8018
81314B2E 2B14
81314B54 8014
81314B56 8FB4

NTSC
81346EFC 8018
81346EFE 3714
81346F24 8014
81346F26 9BB4

Play as Bookend (book baddy) in Big Boo's Haunt Star 1 (JS)

To be one of those book enemies go to Big Boo's Haunt, pick star 1 and activate this code.

PAL
81318DAC 8018
81318DAE 7110
81318DD4 8013
81318DD6 8A74

NTSC
8134B17C 8018
8134B17E 7D10
8134B1A4 8013
8134B1A6 9674

Play as Flyguy (Shyguy) in Tower of the Wing cap (JS)

This code works very well for your chance to control a Flyguy in the Tower of the Wing cap course.

PAL
81312EAC 8015
81312EAE 0620
81312ED4 8013
81312ED6 7B5C

NTSC
8134527C 8015
8134527E 1220
813452A4 8013
813452A6 875C

Play as a spider in Bowser in the Fire sea (JS)

To be one of those spiders go to the Bowser in the Fire sea level and use this code.

PAL
8131842C 8017
8131842E 5300
81318454 8014
81318456 AE4C

NTSC
8134A7FC 8017
8134A7FE 5F00
8134A824 8014
8134A826 BA4C

Play as a bat in Hazy Maze Cave Star 1 (JS)

To be one of those purple bats make your way to Hazy Maze Cave, choose star 1 and activate this code.

PAL
8131F16C 8017
8131F16E D2CC
8131F194 8014
8131F196 3768

NTSC
8135153C 8017
8135153E DECC

81351564 8014
81351566 4368

Play as Killer Cheep-cheep Fish in Tiny-Huge Island Star 1(JS)

Go into the small Tiny-huge island painting, choose the first star and turn on the code to play as the man-eating fish. Please note that if you use a pipe to go to the large version of the course Mario will look like he normally does.

PAL
81316C6C 8019
81316C6E 0D6C

NTSC
8134903C 8019
8134903E 196C

Play as a Thwomp in Whomp's Fortress Star 1 (JS)

Go to Whomp's Fortress and select the first star and as soon as you have turned the code on you'll be a blue block also known as a Thwomp.

PAL
8131998C 8019
8131998E 2B4C

NTSC
8134BD5C 8019
8134BD5E 374C

Play as Yoshi outside the castle (JS)

Now's your chance to control Yoshi though still with Mario's voice and you MUST stay outside the castle with these codes on.

PAL
813194CC 8019
813194CE 4228
813194F4 8014
813194F6 FF74

NTSC
8134B89C 8019
8134B89E 4E28
8134B8C4 8015
8134B8C6 0B74

Play as Chain-chomp in Bob-omb Battlefield Star 1 (JS)

When you've made your way to Bob-omb Battlefield and selected star 1, turn the code on to play as the dog-like baddy.

PAL
8131DC0C 8018
8131DC0E E42C
8131DC34 8016
8131DC36 2220

NTSC
8134FFDC 8018
8134FFDE F02C
81350004 8016
81350006 2E20

Play as the Mummy Thwomp in Shifting Sand Land Star 1 (JS)

PAL
81314B2C 8018
81314B2E 3DD4

NTSC
81346EFC 8018
81346EFE 49D4

Play as a Cheep-cheep in Wet-dry World (JS)

Make your way to Wet-dry world (any star) and activate this code to play as a Cheep-cheep.

PAL
8131900C 8018
8131900E B8A8
81319034 8015
81319036 A9CC

NTSC
8134B3DC 8018
8134B3DE C4A8
8134B404 8015
8134B406 B5CC

Play as a small ice bully in Snowman's Land Star 1 (JS)

There's a big ice bully so why not try to take him on as a smaller version in the first star of Snowman's Land using this code which you need to turn on when you're in the course.

PAL
8131570C 8016
8131570E F6E4
81315734 8014
81315736 17B0

NTSC
81347ADC 8017
81347ADE 02E4
81347B04 8014
81347B06 23B0

Play as King Bob-omb in Bob-omb Battlefield Star 2 (JS)

For your chance to race Koopa the Quick as King Bob-omb, go to Bob-omb Battlefield, pick the second star and use this code.

PAL
8131E0CC 8018
8131E0CE D55C
8131E0F4 8013
8131E0F6 BAD8

NTSC
8135049C 8018
8135049E E15C
813504C4 8013
813504C6 C6D8

Play as a spinning blue coin in Bob-omb Battlefield Star 3 (JS)

To be a blue coin that spins go to Bob-omb Battlefield and select star 3 and then activate this code. Please note: even if you turn this code off and exit the course so Mario returns to his normal self, you may have trouble using the doors in the castle.

PAL
8031DE5B 0025
8131DE6E EB24
810E3720 8028
810E3722 BEFC

NTSC
8035022B 0025
8135023E 9464
8135023C 800F
810EE060 802A
810EE062 B70C

(Due to differences in the two versions the NTSC cheat requires an extra code.)

Play as a shark in Dire, dire docks star 1 (JS)

To be a shark make your way to Dire, dire docks, choose star 1 and activate this code.

PAL
8130F0EC 8018
8130F0EE 8028

8130F114 8013
8130F116 BECC

NTSC
813414BC 8018
813414BE 8C28
813414E4 8013
813414E6 CACC

Play as a Pond skater in Wet-dry World Star 1 (JS)

If you want to be a water spider go to Wet-dry world, pick the first star and then turn on this code.

PAL
8131900C 8018
8131900E BC50
81319034 8014
81319036 E3D4

NTSC
8134B3DC 8018
8134B3DE C850
8134B404 8014
8134B406 EFD4

Ride... codes

Have a ride on something other than a normal Koopa shell.

Ride Chomp like a Koopa shell in Bob-omb Battlefield (JS)

Go to Bob-omb Battlefield, select any star and then turn on this code. You should see Chomp (he has no chain) near where you start instead of the signpost who you can ride like a Koopa shell.

PAL
8130F5AC 8018
8130F5AE E42C
8130F5D4 8016
8130F5D6 2220
8130F76E 277C

NTSC
8134197C 8018
8134197E F02C
813419A4 8016
813419A6 2E20
81341B3E D0BC

Ride Toad like a Koopa shell outside the castle (JS)

When you are outside the castle turn this code on and you will see Toad spinning around where you start; go up to him to ride him like a Koopa shell.

PAL
8130FCCC 8019
8130FCCE 4AA4
8130FCF4 8015
8130FCF6 993C
8030FE37 00FF
8130FE8E 277C

NTSC
8134209C 8019
8134209E 56A4
813420C4 8015
813420C6 A53C
80342207 00FF
8134225E D0BC

Ride a Spiny like a Koopa shell (JS)

Turn on this code and then go to a level that has the bad Lakitu who will throw a Spiny which you can ride.

PAL
810E5238 8029
810E523A A1C4

NTSC
810EFB78 802B
810EFB7A D680

Ride a pond skater in Jolly Roger Bay Star 1 (JS)

If you want one of those pests to be useful for a change then make your way to Jolly Roger Bay, choose star 1 and activate this code.

PAL
8130B0CC 8017
8130B0CE E9E8
8130B0F4 8014
8130B0F6 1FF0
8130B28E 277C

NTSC
8133D49C 8017
8133D49E F5E8
8133D4C4 8014
8133D4C6 2BF0
8133D65E D0BC

Ride Blarrg in Bowser in the Fire Sea (JS)

When you enter the course turn the code on and go to where the first 1-up normally is to find Blarrg who you can ride like a koopa shell. Note that if you crash the 'shell' the Blarrg will remain but you cannot ride it again.

PAL
8130EE8C 8017
8130EE8E 4CC0
8130EEB4 8013
8130EEB6 5A20
8130F04E 277C
8030EE7B 0021

NTSC
8134125C 8017
8134125E 58C0
81341284 8013
81341286 6620
8134141E D0BC
8034124B 0021

Ride Princess Peach outside the castle (JS)

Start a file and then turn the code on to see Peach spinning around, walk up to her to get a ride just like a koopa shell. Make sure you stay outside the castle with these codes on.

PAL
8130FCCC 8019
8130FCCE 3A90
8130FCF4 8014
8130FCF6 1590
8030FE37 00FF
8130FE8E 277C

NTSC
8134209C 8019
8134209E 4690
813420C4 8014
813420C6 2190
80342207 00FF
8134225E D0BC

Ride a Koopa shell outside the castle (JS)

Start your file and you will find an ! box near to the pond outside the castle, this contains a Koopa shell. If you still have the moat then it will be extra fun surfing on it using the Koopa shell!

PAL
81310B98 4515
81310B9C 4300
81310BA0 4530
80310C3F 0003

NTSC
81342F68 4515
81342F6C 4300
81342F70 4530
8034300F 0003

Ride a monkey in Tall, tall mountain star 1 (JS)

In Tall, tall mountain star 1, activate this code for the signpost near where you start to be transformed into a monkey who you can ride.

PAL
8130FA6C 8018
8130FA6E C4D0
8130FA94 8016
8130FA96 05F4
8130FC2E 277C

NTSC
81341E3C 8018
81341E3E D0D0
81341E64 8016
81341E66 11F4
81341FFE D0BC

Ride Yoshi outside the castle (JS)

Like with the similiar Peach code, you will find Yoshi spinning around where you start waiting to give you a ride. Make sure you stay outside the castle with these codes on.

PAL
8130FCCC 8019
8130FCCE 4228
8130FCF4 8014
8130FCF6 FF74
8130FE8E 277C

NTSC
8134209C 8019
8134209E 4E28
813420C4 8015
813420C6 0B74
8134225E D0BC

Ride a Goomba in Whomp's Fortress Star 1 (JS)

Go to Whomp's fortress, select the first star and when you're in the course turn the code on. You should find a spinning Goomba near the piranha plant where the signpost should be.

PAL
8130E2AC 8019
8130E2AE 177C
8130E2D4 8018
8130E2D6 5474
8130E46E 277C

NTSC
8134067C 8019
8134067E 237C
813406A4 8018
813406A6 6074
8134083E D0BC

Ride Koopa the Quick (JS)

Turn on this code and then go to Bob-omb battlefield or Tiny-huge island and choose the Koopa the Quick star. Note that Koopa

the Quick will be smaller than normal and you will be able to use him like a Koopa shell.

PAL
810E4E08 8029
810E4E0A A1C4

NTSC
810EF748 802B
810EF74A D680

Ride Dorrie in Lethal Lava Land (JS)

Go to Lethal Lava Land, select a star and turn on this code. Where you start, you will find Dorrie spinning around who you can ride like a Koopa shell.

PAL
8131194C 8018
8131194E A3FC
81311974 8015
81311976 7BAC
81311B0E 277C

NTSC
81343D1C 8018
81343D1E AFFC
81343D44 8015
81343D46 87AC
81343EDE D0BC

Size modifier codes

Change the size of Mario and other objects.

Change Mario to 1 of 5 different sizes (JS)

Turn this code on before the title screen appears. When you start the game Mario will be invisible; use the D-pad buttons and the shoulder L button to change Mario between Waluigi (D-pad up), Paper Mario (D-pad right), Luigi (D-pad down), Wario (D-pad left) and normal size Mario (shoulder L button).

PAL
8124C7E4 8E05
8124C7E6 1BD0
8124C7E8 8E06
8124C7EA 1BD4
8124C7EC 8E07
8124C7EE 1BD8
D0309260 0008
8130B000 3F30
D0309260 0008
8130B004 4000
D0309260 0008
8130B008 3F30
D0309260 0001
8130B000 3D00
D0309260 0001
8130B004 3F80
D0309260 0001
8130B008 3F80
D0309260 0004
8130B000 3F40
D0309260 0004
8130B004 3FC0
D0309260 0004
8130B008 3F80
D0309260 0002
8130B000 4000
D0309260 0002
8130B004 3F80
D0309260 0002
8130B008 4020
D0309261 0020
8130B000 3F80
D0309261 0020

8130B004 3F80
D0309261 0020
8130B008 3F80

NTSC
812535BC 8D05
812535BE 2260
812535C0 8D06
812535C2 2264
812535C8 8D07
812535CA 2268
D033AFA0 0008
8133D3D0 3F30
D033AFA0 0008
8133D3D4 4000
D033AFA0 0008
8133D3D8 3F30
D033AFA0 0001
8133D3D0 3D00
D033AFA0 0001
8133D3D4 3F80
D033AFA0 0001
8133D3D8 3F80
D033AFA0 0004
8133D3D0 3F40
D033AFA0 0004
8133D3D4 3FC0
D033AFA0 0004
8133D3D8 3F80
D033AFA0 0002
8133D3D0 4000
D033AFA0 0002
8133D3D4 3F80
D033AFA0 0002
8133D3D8 4020
D033AFA1 0020
8133D3D0 3F80
D033AFA1 0020
8133D3D4 3F80
D033AFA1 0020
8133D3D8 3F80

Mario size modifier

PAL

8124C7DA xxxx (Version 1-must be activated before the title screen)

This single code will alter Mario's size in all three dimensions (X,Y,Z) using xxxx and will work for any level since it actually changes part of the coding stored in the RAM. This is a floating point number which defaults to 3F80; any value less will make Mario smaller, larger values will make Mario grow.

810E5F50 xxxx (Version 2)

Does the same as version 1 except that the default size is 3E80 and affects the graphics structure.

NTSC
810F0890 xxxx. (Version 2-Values as above.)

Mario is Waluigi's size in any level (JS)

For Mario to be much more like Waluigi in size, use this code which you should turn on before the title screen.

PAL
8124C7E8 3C06
8124C7EA 4000
8124C7DA 3F30

NTSC
812535C2 4000
812535BE 3F30

Play as Paper Mario in any level (JS)

Turn this code on before the title screen appears. With this code Mario will be flat in one direction like in the old days or a bit like

Paper Mario.

PAL
8124C7E4 3C05
8124C7E6 3D00

NTSC
812535BE 3D00
(Yes, the NTSC version only needs one code!)

To adjust Mario's size more to your liking change the 3D00 which is a hex value.

Play as Luigi sized Mario in any level (JS)

Turn this code on before the title screen appears. For those of you who have edited Mario to look like Luigi but cannot change his size this code will make Mario taller and slimmer.

PAL
8124C7E8 3C06
8124C7EA 3FC0
8124C7DA 3F40

NTSC
812535C2 3FC0
812535BE 3F40
(Yes, the NTSC version needs one less code!)

To adjust Mario's size more to your liking then change the 3FC0 and 3F40 which are hex values.

Play as Wario size Mario in any level (JS)

Turn on this code before the title screen and when you start your file Mario will be Wario's size. You can turn this code off after it has been on briefly and the changes will remain.

PAL
8124C7E4 3C05
8124C7E6 4000
8124C7EC 3C07
8124C7EE 4020

NTSC
812535BE 4000
812535CA 4020

To adjust Mario's size more to your liking then change the 4000 and 4020 which are hex values.

Change the size of Bowser in Bowser in the Sky (final Bowser) boss fight level (JS)

To shrink Bowser to a tiny size uses this code:

PAL
8130B0E4 3E80
8130B0E8 3E80
8130B0EC 3E80

NTSC
8133D4B4 3E80
8133D4B8 3E80
8133D4BC 3E80

For other Bowser sizes replace the 3E80 values with 3F40 for small Bowser, 3F80 for normal size Bowser, 3FC0 for large Bowser, 4000 for very large Bowser, 4040 for giant Bowser and 4200 for super giant Bowser. Each code modifies Bowser's size in the X, Y and Z directions so try different combinations to distort Bowser!

Change Princess Peach's size (JS)

If you use a code to get Peach outside the castle, use this code with it to change her size-it can be turned on any time.

PAL
81193AC0 xxxx

NTSC
811946C0 xxxx

Values to use for xxxx are 3F80 for large Peach, 4000 for an even bigger princess and for a tiny Peach use 3E00.

Monkey size modifier (JS)

This code allows you to change the size of the monkey in Tall, tall mountain; activate it when you are in the level.

PAL
8118C500 xxxx

NTSC
8118D100 xxxx

Replace xxxx with 3F80 for large size or 3E00 for small size; 3E80 is the normal size.

Sound codes

Don't like Mario's voice-do something about it!

D-pad music select (JS)

Turn this code on before the title screen appears. To change the music, press a D-pad direction and then enter a level. Use D-pad up for the SMB music, D-pad right for the water music, D-pad down for the end music and D-pad left for Piranha plant music.

PAL
81376104 3C09
81376106 8031
81376112 B000
D0309260 0008
8130B000 0002
D0309260 0001
8130B000 0005
D0309260 0004
8130B000 0020
D0309260 0002
8130B000 000B

NTSC
81380350 3C0B
81380352 8034
81380362 D3D0
D033AFA0 0008
8133D3D0 0002
D033AFA0 0001
8133D3D0 0005
D033AFA0 0004
8133D3D0 0020
D033AFA0 0002
8133D3D0 000B

Press D-pad for different sounds (JS)

For each of the D-pad directions you will hear a different sound, you will need to press the button longer for the more lengthy sounds. The sounds are (Mario) "Hello!" for D-pad up, (Peach) "Dear Mario..." for D-pad down, Bowser growl for D-pad left and (Mario) "Game over" for D-pad right.

To change the sounds for each D-pad direction, modify the values that are in blue. Here are some values to use; 202B "Yahoo!", 202E "Wa-ha!", 202F "Yipee!", 2030 "D'oh!", 2033 "Press start to play", 2034 "Boing", 2036 "So long Bowser", 2037 "I'm-a-tired".

PAL
8130B000 27BD
8130B002 FFE8
8130B004 AFBF
8130B006 0014
8130B008 3C04
8130B00A 8031
8130B00C 948A
8130B00E 9260
8130B010 2408
8130B012 0800
8130B014 1148

8130B016 0009
8130B018 2408
8130B01A 0400
8130B01C 1148
8130B01E 000A
8130B020 2408
8130B022 0100
8130B024 1148
8130B026 000B
8130B028 2408
8130B02A 0200
8130B02C 1148
8130B02E 000C
8130B030 0000
8130B032 0000
8130B034 1000
8130B036 000D
8130B038 0000
8130B03A 0000
8130B03C 3C04
8130B03E 2032
8130B040 1000
8130B042 0008
8130B044 0000
8130B046 0000
8130B048 3C04
8130B04A 2028
8130B04C 1000
8130B04E 0005
8130B050 0000
8130B052 0000
8130B054 3C04
8130B056 2031
8130B058 1000
8130B05A 0002
8130B05C 0000
8130B05E 0000
8130B060 3C04
8130B062 5004
8130B064 0C0A
8130B066 8E24
8130B068 3484
8130B06A 6001
8130B06C 8FBF
8130B06E 0014
8130B070 27BD
8130B072 0018
8130B074 03E0
8130B076 0008
810E3720 8030
810E3722 B000

NTSC

8133D3D0 27BD
8133D3D2 FFE8
8133D3D4 AFBF
8133D3D6 0014
8133D3D8 3C04
8133D3DA 8034
8133D3DC 948A
8133D3DE AFA0
8133D3E0 2408
8133D3E2 0800
8133D3E4 1148
8133D3E6 0009
8133D3E8 2408
8133D3EA 0400
8133D3EC 1148
8133D3EE 000A
8133D3F0 2408
8133D3F2 0100
8133D3F4 1148

8133D3F6 000B
8133D3F8 2408
8133D3FA 0200
8133D3FC 1148
8133D3FE 000C
8133D400 0000
8133D402 0000
8133D404 1000
8133D406 000D
8133D408 0000
8133D40A 0000
8133D40C 3C04
8133D40E 2032
8133D410 1000
8133D412 0008
8133D414 0000
8133D416 0000
8133D418 3C04
8133D41A 2028
8133D41C 1000
8133D41E 0005
8133D420 0000
8133D422 0000
8133D424 3C04
8133D426 2031
8133D428 1000
8133D42A 0002
8133D42C 0000
8133D42E 0000
8133D430 3C04
8133D432 5004
8133D434 0C0B
8133D436 2864
8133D438 3484
8133D43A 6001
8133D43C 8FBF
8133D43E 0014
8133D440 27BD
8133D442 0018
8133D444 03E0
8133D446 0008
810EE060 8033
810EE062 D3D0

Mute Mario's voice in any level (JS)

PAL
803004E2 0000

NTSC
803331C2 0000

Timer codes

Time how long it takes to get a star V1.1 (JS)

Turn this code on before the title screen appears. So that the timer doesn't reset to zero when you enter certain areas such as inside the volcano, the timer is always ticking but at the star select screen you can press L to reset the timer.

PAL
81244CAC A030
81244CAE 9526
812484A4 A200
812484A6 00F6
80246413 0040
81244CB0 0000
81244CB2 0000
D0309261 0020
81309504 0000

NTSC
81249688 A03B
8124968A B25E

8124DC7C A1A0
8124DC7E 00EE
8024B197 0040
81249690 0000
81249692 0000
D033AFA1 0020
8133B26C 0000

Time how long it takes to get a star (JS)

Turn this code on before the title screen appears. When you enter any enemy level, the timer will appear and star counting up, the timer will stop when you've get a star.

PAL
81244CAC A030
81244CAE 9526
812484A4 A200
812484A6 00F6
80246413 0040

NTSC
81249688 A03B
8124968A B25E
8124DC7C A1A0
8124DC7E 00EE
8024B197 0040

Time yourself in any enemy level (JS)

Activate this code before the title screen appears and then in any enemy level the timer will be displayed. Press D-pad up to start the timer, D-pad down to stop it or shoulder left button to reset the timer to zero. Note that this code also gives you control over the timer when racing including the slides.

PAL
80246413 0040
D0309260 0008
80309526 0001
D0309260 0004
80309526 0000
D0309261 0020
81309504 0000

NTSC
8024B197 0040
D033AFA0 0008
8033B25E 0001
D033AFA0 0004
8033B25E 0000
D033AFA1 0020
8133B26C 0000

Water codes

Water level in Wet-dry world constantly rises (JS)

Turn this code on before the title screen appears. It will be a race against time as soon as you enter Wet-dry world as the water level will continually higher itslef but you can use the water level switches to help or make the situation worse.

PAL
8130B000 3C04
8130B002 8033
8130B004 9485
8130B006 EDBA
8130B008 24A5
8130B00A 0001
8130B00C A485
8130B00E EDBA
8130B010 03E0
8130B012 0008
8124C7F0 0C0C
8124C7F2 2C00

NTSC

8133D3D0 3C04
8133D3D2 8036
8133D3D4 9485
8133D3D6 118A
8133D3D8 24A5
8133D3DA 0001
8133D3DC A485
8133D3DE 118A
8133D3E0 03E0
8133D3E2 0008
812535CC 0C0C
812535CE F4F4

D-pad Wet-dry world water level control (JS)

In Wet-dry world, use D-pad up for very high water level, D-pad right for quite high, D-pad down for very low and D-pad left for high.

PAL
D0309260 0008
8132EDBA 3200
D0309260 0001
8132EDBA 0900
D0309260 0004
8132EDBA 0000
D0309260 0002
8132EDBA 1000

NTSC
D033AFA0 0008
8136118A 3200
D033AFA0 0001
8136118A 0900
D033AFA0 0004
8136118A 0000
D033AFA0 0002
8136118A 1000

Remove water in levels that have water (JS)

Go to a level that has water, turn on this code, and the water will be gone! If you want the water back, exit the course, turn the code off and go back to the level. Note that outside the castle you can get rid of the water except for the waterfall.

PAL
8132EDB4 0000
8132EDB6 0000

NTSC
81361184 0000
81361186 0000

Very high water in Wet-dry World any star (JS)

To raise the water to an extreme height in Wet-Dry world simply activate this code when in the course or at the star select screen.

PAL
8132EDBA 3200

NTSC
8136118A 3200