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Super mario world game genie codes invincibility

DDB4-6F07 Start with Lifetime 1 instead of 5 D6B4-6F07 Start with 9 Live D3B4-6F07 Start with 15 Live F6B4-6F07 Start with 25 live 7FB4-6F07 Start with 50 live 14B4-6F07 Start with 99 live C222-D4D Infinite Live D964-A7D7+D967 - AFA7 Ex Lives in 5 Coins Instead of 100 DC64-A7D7+ DC67-AFA7- AFA7 Extra Life in 10 Coins 1F064-A7D7+F067-AFA7 Extra Life of Coin 7464-A7D7+7467-AFA7 Extra Life in 50 Coin DD32-6DAD Starter and stay invisible most of the time CBED-6DF Remains as Super Mario, Fire Mario, or Cape Mario when you get hit-extra items can still fall from the top box of screen CB28-DF6D Rete as Super Mario, Fire or Cape Mario when you Fall and Die D02C-AF6F Low Jump D42C-AF6F Super So DF2C-AF6 Mega-Go C264-64D7 Infinite Time-Some game use the time and you might need to change effect on continuing D2E5-A7AD Extra life with every dragon coin wedge instead of 5 31B7-6F07 Start as Super Mario CBB7-6D67+D4B7-6DA7+3CB7-6FD7+69B7-6F07 Start As Cape Mario CB7-6D67+D7B7-6DA7+3CB7-6FD7+69B7-6F07 Start as Fire Mary dfce-64A0 Little Yoshi grows to Big Yoshi after eating just 1 enemy instead of 5 D4CE-6 Little Yoshi grown in big Yoshi after eating just 2 enemies D 7CE-64A0 Little Yoshi grows to big Yoshi after eating just 3 enemies D0CE-64A0 Little Yoshi grows to big Yoshi after eating just 4 enemy Super Mario Bros. Game Genie code Super Mario Bros. is one of the great classic videos. Super Mario Bros. tune in more familiar to more people than any popular song. This code list page uses Genie's Game to provoke up the new exploration area of this big game. The scheme was code level: PIGPOG – The best code! Randomly change the enemy's placement. Example: Fight Kupa and find Princess Toadstool on level 1. XVXOKK - Effects similar to THE HIGHEST PIGPOG. SSAPE - Drink mario. PGPPOG – Level 1-1 under water. 1-2 is an underwater tree level. After that just become too weird... APZPUG - Similar to PGPPOG above. APZPEG - Never finished water levels. APZPOG - Underground, randomly changing placement of enemies, earthquakes. SIPPOG - Screwed up underwater levels. OSTPGP – Randomly change placement of enemies. Tap take you to unusual version at level 8. POGAKA - Everything but enemies are invisible. ZOTPOG – Hammer bros. with tortoise jumping. UUPOGS – Shift around stationary objects and add deep. GEGEIE - screen convinced, enemies made of Kupa parts, and screw objects. Gives you a big headache. AKAPIG - Brick in air. Going to the very beginning begins to survive. SOSAKA – Long strings of coinboxes and axes. Some are not there. AKAPOG - Azure Oblivation. POGAAI - Illusion was. ZIGAEP – Mega purply crazy break level. EKGAIS - Bright colors. POGAAI - Shed underwater. AAPAK - Climbing madness: Vines everywhere. APESS – Walk on invisible surfaces. PKPOK – Cloud replacing bricks, star music. IPEPNY – Fire at 1-1. NPEPNY – Bills at 1-1. KPEPNY - Fly fish at 1-1. OPEPNY – Lakitu at 1-1. SNAPEL - peach slots for bricks, weird pipes, strange music. APZPVG - Mixed enemy EATOZS - Never ending wall. SIPNG - The bowser castle is underwater. SIIPK – Weird level 1. SPEPNG – Unusual level 2. SPPNK – Unusual level 3. PIPOIS – Weird level 4. PGAPGG – Unknown level 6. AAPOT - Wider level 7. Fire Code: ISTLLT – No fireballs. IOTLLT - Wrap fireballs. SEXLLT - Shoot a fireball vigorously at the top of the screen. IOTLLT - Invisible fireballs that make enemies everywhere disappear. TOPLLT - Fireball acid feeding into the ground. GKPLLT - Fireballs keep blown over what they hit. SEGSEG – Skip to blocks to give you powerful and sky color changes. KILLLT - Shoot 2 burst fireball. STPTVI – Fireballs explode for longer. TIEZT – Starts out small and powerful weapons. SENEP - Lakitu appeared at the first level and there is no Goombas. POZLLT – Fireballs from different vertically. PONEYS - Mario doesn't wear firefighting clothes. KIZLLT - Little Mario can shoot fireballs, but only while moving. KISLLT - Keep fireballs in Mario's mouth before it spit them out. Stationary Object Code: AISSON - Walk through any solid wall. APEPAK - Long strings of coin boxes. AZAPAK - Longest strings of coin boxes. AGE - Hit bricks disappear. Blocks act like vines are weird war zones. PIOISS - Left side of object behaves like coins. KILPAK – Change location and in object and how to look. EO IMPACT – Walk through pipe and walk on cloud. Code was: AEEPAK - No tea. AEYPAK - No tea, but it looks like it is there. CHAKIT – Ground is a lower block. Haters fall in. AZIPAK – Ground in two types of bricks. AXEPAK - Terrain of pipes. EOAPAK - Vine was grapes. Box Code: GELLOS - Box provides nothing. OPEAOZ - black coin box. ZXLUU - Rain coins. Historical Code: AAOPAK – No background. SYPPACK – Screwed up background. EONAKA – Historic is a mess. KOPPOK – No hills or bushes. TO IMPACT – Some objects in background are solid. YOPAK - Only couds. Mario/DuckHunt Select Code: XXXAKA - Only play duck hunting. PEOA – The game goes directly to hunting. ZVZEIE – Press Start Reset. Sound Code: NLLNYY – Preschool rap. STOPGO - No music. PIEPGO - Still music stars. ZYZYVA - No bass. LYUNIT – When Mario hits a brick he will go on split for a while. POZYN - Squeaky music. PTZYUY – Buzz rumors about pauses. SENYL - Fireball sound when Mario skipped a. ZYZYXA - Random note. STLYNY – Little mix up music. LIONEY - Fart rumors when Mario jumps. KAEPYO - Water music all the time. PTEPYP - Dungeon music all the time. YYAPYO - Koopa mansion music all the time. STANLY – Jazzed up music has been. ZEP - Low back music was. ZZAYGN - Beepy Music. STPY - Flat Music AVVOAE - Koopa Chaste Music When You outside, not in a danger or a water level. GVVOAE – Dungeon music when you are out, not at a dungeon or a water level or a castle. TVVOAE - Sugar music when you are out. IVVOAE - Cool music. Stinly - The music changes. STONLY – The music starts and stops. STLNLY – Crazy jaz space. Coin / CoinBox Code: POGUU - Floating coin. OYUASX - Small coin box. PAOEPO - Coin box roots faster. SEPUEG - Hit a mush timer block and see your notes sort. OPEANU - Coin box break & turn invisible! LUNLLT - Haters pop out of fire boxes rarely. Skip Code: STVLLL – Frogger: Do only jump. LUYLUN - Wrapping moon jumping and riding coin rain. XUYLNN – Won't be released to skip until let go of 'A'. Code mushrooms: POSTIT – Retarded mushrooms fun. LUGLUG - Mushrooms and lucky stars around. LUILUI - Mushroom counts as stars. UJOSEG - Block jumps when hit, mushtimes shoot downward, and Mario moves retarded when large. LUK – Mushrooms and stars remain set. Enemy Code: EAKKPO - No enemy. SUEISA - Enemies count as firefighters. PNVKEE - Monster panels up behind you, appear out of nowhere, and fall from heaven. PSOSEA – Enemies are part of the background. Sometimes flowers hurt Mario. Star hits Goombas. AENKKA - frozen enemies. STAGEO - Hammered enemies. POEISO - Goombas changes to invisible coopas when flying over. Mario Code: PIGOAP - Swimming in air. SZLIVO - Stay great, catch fire - even when it doesn't resemble it. POSTEN - Skip 360 and Illinois. AUNTXY - Turns Mario's feet when it runs into a platform. TIEZT – Shadow Mario. IIAAZT - Always look like Mario fire. POSTOY - roasted mario. ZIP - If Mario is facing forward then it's Luigi, if facing Mario's backward then it's Orange Mario. AENKKA - frozen enemies. AAATIO - Only mario movement. Miscellane: VAXPOG – Change the order of levels. KILLLU – Once you get high and jump, you are depositing to the next level. You keep featuring at levels and negative levels until the game freezes up. POGPIE - Moving objects that Mario handles following it. POGPIG - Tubes are oblivation. NSSIE – Kick misses Goombas like tortoise shipwrecks. TITEIE - Laser show. KILLEN – Mario and haters move fast and lurch around. ASTLUN - 'A' kills Mario. OKAY - Each button pauses. APYEVY – Billions of points granted. Clock is simply great. SANAPO – Play with the pose game. KALZSN - Siezure world. AEAZVY - Moving backward causes Mario in front to forward at the level. TEAPYE-IPEPYE-SOAPYA - Objects are displayed together as Mario marketers. LLUY - Van Blow Against Mario. OPEALY – Show TIME OUT on each level. OOSEG - If you hit a few times a brick, Mario is teleporte kilometers and miles to the sky and takes it a long time to drop. Mario may move while falling. While Mario is up there, the clock is suspended. Block bounced when hit. Hard to move when large. ELVISS - Mario is doomed to swipe forward, KKPOGE - Game beats and slows down, then locks up. Hidden Level Code: YSAOPE + YEAOZA + LXAPYA - World -1. YSAOPE + YEAOZA + SZLIVO - World 0-1. YSAOPE + YEAOZA + AOAPYA - World H-1. YSAOPE + YEAOZA + POAPYA - World I-1. YSAOPE + YEAOZA + ZOAPYA - World J-1. YSAOPE + YEAOZA + SOAPY – World K-1. YSAOPE + YEAOZA + GOAPYA - World L-1. YSAOPE + YEAOZA + IOAPYA - World M-1. YSAOPE + YEAOZA + TOAPYA – World N-1. YSAOPE + YEAOZA + AXAPYA - World X-1. YSAOPE-YEAOZA-NEAPYA - World ?-1: Stuck in Bowser's fish tank. YSAOPE-YEAOZA-VEAPYA - World ?-1: crazy castles YSAOPE-YEAOZA-KEAPYA - World-1: Cloud Level Host. YSAOPE-YEAOZA-EEAPYE - world ?-1: World flooding. YSAOPE-YEAOZA-PEAPYE - World ?-1: Night time coin swimming. YSAOPE-YEAOZA-ZEAPYE - World --1: tortoise mansion. YSAOPE-YEAOZA-LEAPYE - World ?-1: Flood castle tortoise. YSAOPE-YEAOZA-GEAPYE - World ?-1: Flood castles. YSAOPE-YEAOZA-IEAPYE - world ?-1: Die war. YSAOPE-YEAOZA-YEAPYE - World -- 1: Trapped dungeon. YSAOPE-YEAOZA-NEAPYE - WORLD -- 1: 3-Level Mario games. YSAOPE-YEAOZA-KEAPYE - World ?-1: Level play randomly, twice in a row each. Official Game Genie Code: AATOZA - Start playing 1 & 2 with 1 life IATOZA - Start playing 1 & 2 and 6 Live AATOZE – Start playing 1 & 2 with 9 live VATOLE – Start playing 1 and life 8 and play 2 and 3 live SXIOPO – Infinite live for both APZLGK players – Super jump from a starting stand only TPZLTG – Super jump from running only GPZUAG – Super Jump from Turbo running only APZLG – Mega-jump from a only starting stand APZLTG – Mega-jump to run only GAZUAG – Mega-jump from Turbo Run only YAZULG – Moon Gravity from a starting YAZUIG – Moon gravity from a YAZUYG start – Moon Gravity from Turbo running only OZTLLX + AATLGZ + SZLIVO - Still remain great YSAOPE + YEAOZA + PEAPYA - Start on world YSAOP + YEAOZA + ZEAPYA - Start on World 3 YSAOPE + YEAOZA + LEAPYA - Start on World 4 YSAOPE + YEAOZA + GEAPYA - Start on World 5 YY YEAOPE + YEAOZA + IEAPYA - Start on World 6 YSAOPE + YEAOZA + TEAPYA - Start on World 7 YSAOPE + YEAOZA + YEAPYA - Start on World 8 please send your code to Zeke Ragsdale on his web form! Form!

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