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Sonic 3 and knuckles cheat codes

Back in 1994, when I owned a Sega Genesis, I sat around doing code searches from time to time. It was fun in some ways, but it was also time consuming. Some codes that I searched for (Sonic 3 And Knuckles) codes, my emergence froze to the point of having to turn off the device. As I am though, I just became more stubborn to find more codes. I found my own code for (Don't Lose Rings In Super Modes, That's Everyone. Sonic, Tails and Knuckles.) The above is an understatement... I had the CD and 32X as well. I had all three of them, and then they went and stopped the 32X support. It was Sega's fatal fault. Stopping support for something, just to release something already dead, was a bad idea. More support for the 32X would have saved Sega. Considering the CD could access the 32X, the drive all in one already had PS1 graphics. To drive further support would have been the best way to go. Didn't matter Super or Hyper. Why oh why cheat books always call it, (Super Duper Sonic and Knuckles?) It's Hyper Sonic and Hyper Knuckles. NOT Super Duper! Anyway, without further ado, here are some of these codes.1. AAPT-CALA Don't drop rings over time like Super/Hyper Sonic, Knuckles, & Super Tails.2. AAPT-DAVY Pull super Super/Hyper Sonic, Knuckles Threw Acts. (Not levels.) (Doesn't work for Tails.) You will lose super and hyper modes, if you fall and die, be pulled, or get crushed. (Timer ends.) 3. AAPT-DAV6 Modded code of the above, which will work for Tails.4. RGSA-A60E Only a blue sphere needed for chaos emerald. This also counts. A lot of the official codes, you get emerald, but it sometimes doesn't register, so when you have-em all, often the game fails to register that you actually have them. (Hence, no Super or Hyper modes for any character.) 6. RGSA-A60P (RGSA-A60E) Second code, in case the first fails.7. RGSA-A6G6 You need to collect a block of blue Spheres, in order to get emerald. This code also records, as above. But you need a block of blue spheres, which would normally turn into rings. Rings Rings Rings... How about these Rings Codes!? 8. SCWT-DJZR Rings worth 29. SCWT-DNZR Rings worth 310. SCWT-DTZR Rings worth 411. SCWT-DYZR Rings worth 512. SCWT-D2ZR Rings worth 613. SCWT-D6ZR Rings worth 714. SCWT-DAZR Rings worth 815. SCWT-DDZR Rings Worth 51Weird Codes. (Some are not helpful at all.) 16. RGSA-A6ER Collecting blue spheres does nothing.17. RGSA-A60A Blue spheres only turn red.18. SCWT-DZZR Rings worth Nothing.Crazy Code.19. The SCWT-D0RZ One Ring is worth enough to score a total of 3,286,300 points and 66 Lives.Don't ask me how many rings that are, because I just don't know. Start the game after the SEGA logo pops up. Press up (2) down (2) up (4). You'll hear a bell. Submitted by: ChrisplayrEnter on Select code. You must use the code FFFFDA:0100 to select your starting level. Once the action has started, press C to create an object, B to switch between objects, and A to select objects. A: Reverse GravityB: Turns into an ObjectC: JumpEnter debug Mode code, then press up on the main menu to reveal the Sound Test option. Use debug fashion cheat. Start any level that has a special scene ring. Next turn into your favorite item. As an object go to the center of a ring. Now B beats twice fast. When you come out of the special scene you will look like that object for the rest of the level. Just before you fight Robotnik in the Hydrocity zone, act 2, comes the boss music. Keep Sonic's head under the shallow water until he's about to drown, then emerge from the water. You will hear the head music from Sonic and Knuckles.Enter Debug Mode then choose a scene. Next press B, A (you must have Sonic and Tails on the screen.) When the cursor changes to a ring, paste it ontails. Repeat this process and you can get up to 900 rings and several 1-ups. Set the sound test menu to select a level. Look for a star record, touch it and hold A and press START. Then select a different level. If done correctly the title of the zone will change. Watch out you can start in a wall so use debug mode to fly out. This code requires a Sonic 2 cartridge. Insert Sonic 2 and enter Sonic 2 Level Select. Return to the title screen, hold down A, and then press Start. To transfer this to Sonic 3, hold A and carefully remove the cartridge without turning off the Genesis. Insert Sonic 3 and press Reset. Finally, release A and press Down twice on the main menu. Note: If you look at the icons, you will see them from Sonic 2. Sometimes we don't have hidden palace zone in sonic 2.To become super sonic without getting all 7 emeralds, first activating the level select and debug mode. When the game starts, create a power-up box. There should be an S on the box. Jump on it to take 50 rings and become Super Sonic! First enable Level Selection. While playing, you can pause the game and press A to restart, B for slow motion and C for frame advance. Enter the Level Selection code, then select the 2P Vs option, and press START. You will enter a series of bonus steps that will last until you reset the system or press A+START. Enter Debug Mode and press B+C. You will be treated to a view of Sonic and Kunckle's moves. Turn on Level Selection, and then press Down to make sure you have the sound test (don't select it yet). Start a single player game and select Tails from the Data Select(20) screen. When the timer appears, press RESET.<p>Set the sound test menu and select any zone. Hold A and press Start. You should be Tails and be in debug mode. From here, press B, then press A until you see a box. Press to select it, then press B to return to Tails.<p>To enable Super Tails, jump on the box. Box. flicks are coming. He could still get squashed and drowned, however, so be careful in the Ice Cap zone. Robotnik can bounce him at the end of launch base zone-act 2.For a bonus stage, activate Level Select, then play tune 1F. Finally, select step 2 and hold A while pressing the Start.Enter level Select code, then press C + Start to select your starting level. Use the Launch Base Act 2 Debugging Mode code. Beat the game. When Sonic or Tails jumps towards you, activate Debug Mode and get out of it immediately. You will be able to use Sonic or Tails in the background for a short time, but they will look like robots. To do this trick you need to get to the first level of the Launch Base Zone. Set off the first alarm, stop Sonic in the middle of it, and launch a Spin-Dash attack. The flybots will continue to attack, and eventually their value will increase to 10,000 points! Every fifth flybots will get you a life and, if you are patient enough, you can earn up to 99 lives! To get all the chaos emeralds, enter the Level Select code, then select the Special Stage and press C+ Start. After receiving the emerald, press A + Start and repeat the process until you have them all.<p>Alternatively, enter the Sound Test code and play sounds 2, 4, 5, 6 in order. If you did it correctly, the Emerald sound will play. Enter the level selection code, and then enter Debug. Go to Hydrocity Zone Act 2. Turns into a box that says S. Jump on it. When you get to the boss, wait until Sonic twists up to the top, and he will blink. Start a game and go to Lava Reef Zone Act 2. You will need to use Debug Mode. Go to Knuckles and go to the top. Sonic will be sent to Act 3 if he goes down. You will be sent to Sonic 3. Enter the following cheat codes into your Game Genie cartridge to initiate the corresponding effect. These codes also work on emulators with a cheat code/Game Genie functionality built in. BAAA-AAAA + CAAA-AAAA + BAAA-B92B: Unfinished level AALA-AAAL: Timer runs while the game is paused AALA-AAA8: Music plays while the game is paused AEEA-AX CW : Screen goes berserk (flashes different colors) AA7T-ABAA: Black background ZA7T-AAA4: Purple/Blue background ZA7T-AAA6: Blue/black background AA7T-AAJ6: Red/Lavender background AA7T-AAT6: Red/Blue background CA7T-AAE4: Black Noob Saibot Style Sonic/Knuckles/Tails XA7T-AAA8: Silver Sonic and Multicolored Backgrounds and Characters YA7T-AAA8: Pink Sonic and Multicolored Levels and Characters ZA7T-AAA8: Blue Knuckles and Black Background GJ8A-AA4G: End sequence K2WA-CA4J: Infinite life (only works without Sonic 2/3 carts attached) AE8A-AAD2: Start with 1 life for players 1 AY8A-AAD2: Start with 5 lives for players 1 A68A-AAD2: Start with 7 lives for players 1 BE8A-AAD2: Start with 9 for Player 1 DE8A-AAD2 : Start Start 25 Player Lives 1 GJ8A-AAD2: Start with 50 Players Life 1 KN8A-AAD2: Start with 75 Lives for Players 1 NN8A-AAD2: Start with 99 Lives for Players 1 AE8A-AADW : Start with 1 player life 2 AY8A-AADW: Start with 5 players' lives 2 BE8A-AADW: Start with 9 players' lives 2 DE8A-AADW: Start with 25 lives for players 2 GJ8A-AADW : Start with 50 lives for players 2 KN8A-AADW: Start with 75 lives for players 2 NN8A-AADW: Start with 99 lives for players 2 2VAT-BCRT: Start with time on the clock RGSA-A6AN: Rings leave sparkles in special steps AKVT-AA 76 + AMNA-EA24: Hold rings between levels ALNA-AACR: Rings worth 2 in special stage ARNA-AACR: Rings worth 3 in special stage AWNA-AACR: Rings worth 4 in special stage A0NA-AACR : Rings worth 5 in special stage BLNA-AACR : Rings worth 10 in special stage RGSA-A6WY: Blue spheres count as rings and disappearRGSA-A6YY: Only one blue sphere needed for emerald AABA-DAAC: No bounce when hitting enemies 96BA-CAG6 + 98MA-CAF0: Hold shields (fire, water, lightning) when it hits ATGT-CA3Y: Super shoes last indefinitely AAMA-DAAC: Spin Dash just rolls into place WAPT-D2BO: Sonic on a sugar high AANA-CNA0 : Sonic jumps lower 2ANA-CWA0 : Sonic Jumps Lower 4ANA-CRA0: Sonic Jumps Higher AANA-C4A0: Sonic Jumps Very High AANA-DYA0: Sonic Jumps Extremely High RENT-C6V6: Sonic Can Always Use Fireball RENT-C6YA: Dual Jumps, Bounces, and Super Sonic Are Disabled. Sonic can always double jump. AANA-DYYY: Do not spin when jumping AANT-CAGY + AAPA-CAB8: Sonic can always use Fireball RENT-C6YA: Water shield and Super Sonic are disabled. Become Super or Hyper Sonic without any emeralds. AANT-CAG6: Become Super Sonic without any Chaos Emeralds. 50 rings are still required. AENT-CAG6: Only 1 Chaos Emerald Needed to Become Super Sonic AJNT-CAG6: Only 2 Chaos Emeralds Needed to Become Super Sonic ANNT-CAG6: Only 3 Chaos Emeralds Needed to Become Super Sonic ATNT-CAG 6: Only 4 Chaos Emeralds Needed to Become Super Sonic AYNT-CAG6: Only 5 Chaos Emeralds Needed to Become Super Sonic A2NT-CAG6: Only 6 Chaos Emeralds Needed to Become Super Sonic BJNT-CAHL: 10 rings needed to become Super Sonic DENT-CAHL: 25 rings needed to become Super Sonic FANT-CAHL: 40 rings needed to become Super Sonic NTNT-CAHL: 100 rings needed to become Super Sonic N2PT-CYB0: Faster animation speed for Sonic Z2GT-CA5W: Super Speed W2PT-CYB0: Increased gravity NTPT-CA50: Do not use rings when any characters are Hyper (or Super) AAPT-DBHL : Mega Jump for Knuckles AAPT-DBHT: Press down to Spindash JAPT-CRH0: Press for temporary invincibility ZAPT-CRH0: Press down for debug mode SAST-DJ1A + SAT A-DJTJ: Each ring hosts 2 for players 1 SAST-DN1A + SATA-DNTJ: Each ring hosts 3 for players 1 SAST-DT1A + SATA-DTTJ: Each ring worth 4 for players 1 SAST-DY1A + SATA-DYTJ: Each Each worth 5 for players 1 SAST-D21A + SATA-D2TJ: Each ring worth 6 for players 1 SAST-D61A + SATA-D61A: Each ring worth 7 for players 1 SATA-DA1A + SATA-DJW8: Each ring worth 8 for players 1 SATA-D1 V2 + SATA-DJW8: Each ring hosted 2 for players 2 SATA-DNVW + SATA-DNW8: Each ring worth 3 for players 2 SATA-DTVW + SATA-DTW8: Each ring worth 4 for players 2 SATA-D2VW + SATA-D2W8 : Each ring hosted 6 for players 2 SATA-D6VW + SATA-D6W8: Each ring worth 7 for players 2 SATA-DAVW + SATA-DAW8: Each ring worth 8 for players 2 ATTT-CA3W: Lost rings drop straight down ATTT-CA3Y: Lost rings bounce verticallY ATTT-CA30: Lost rings go down and left ATTT-CA32: Lost rings stay in horizontal line ATTT-CA4W + ATTT-CA58: Sonic does not lose rings when hit ATTT-CE4Y: Large ring increase when hit ATTT-CA5G + ATTT-CA6G : Tails don't lose rings when they hit K2WA-CA47: Unlimited life AAXT-CADA: Sonic's frames of animations are slow when walking or running AA6A-CADA: No rings or emeralds needed for Super or Hyper Knuckles AB NT-CAC4: Tails run on his tails ABNT-CA54: Tails go faster KBVT-DAE2: Extremely high gravity for shoot down ramps and through floors AFVT-CA12: Speed shoes discolor all objects TB5T-CNCR : Slightly higher jump for Knuckles PV5T-CRCR : Juckles AB5T-CWCR High Jump: Super Jump for Knuckles AB5T-C2CR: Mega Jump for Knuckles AB5T-DTCR: Extreme High Jump for Knuckles AB6A-CACL + AB6A-CAHR: Become Super or Hyper Knuckles Without Any Emeralds AB6A-CACW: 50 Rings Are Still Required. Become Super Knuckles Without Any Chaos Emeralds AF6A-CACW: Only 1 Chaos Emerald Needed to Become Super Knuckles AK6A-CACW: Only 2 Chaos Emeralds Needed to Become Super Knuckles AP6A-CACW: Only 3 Chaos Emerald needed to become Super Knuckles AV6A-CACW: Only 4 Chaos Emeralds Needed to Become Super Knuckles A26A-CACW: Only 5 Chaos Emeralds Needed to Become Super Knuckles A36A-CACW : Only 6 Chaos Emeralds Needed to Become Super Knuckles AF6A-CADA : 1 Ring Needed to Become Super Knuckles BK6A-CADA: 10 Rings Needed to Become Super Knuckles DF6A-CADA: 25 rings needed to become Super Knuckles FB6A-CADA: 40 rings needed to become Super Knuckles NV6A-CADA : 100 rings needed to become Super Knuckles ACCT-CA2R : Can not drown ACCT-CA2W: Return to the title screen instead of drowning ALTA-D53G: Jump directly to the end of the level CEMA-B6JY: Lots of things are invisible , even rings ALTA-CA8J: Sonic is invisible and invincible at the start of the game ALTA-CA9Y: Once invincible, stay invincible for the rest of level NTBT-CB50: Immortality (you don't fall off the screen and lose a life when you die. You can still drown) RLVT-CAE2: Sonics bash attack disabled AWXT-CA4C: Don't drop rings when hit AWXT-CACE + AWXT-CA4E: Unlimited number of rings given when hit AWXT-CADA: Rains when hit AWXT-CAXA: Rings do not spin when hit AWXT-CA7A: All rings rings when hit ACZT-CACA: Need 0 emeralds to become Super Sonic (except rings) K4ZT-CA9N + K4ZT-CA92: Super Sonic does not lose rings over time A02T-CAF8 + 982T-CAF8: Sonic stays invincible for less time after getting hit A02T-CAGL + 982 T-CAGL: Sonic stays invincible for more time after getting hit JW3A-CA4J + JW3A-CA4Y: Unlimited life for players 1 JXGA-CA7G + JXGA-CA7W: Unlimited life for players 2 AH2T-CAHN: Sonic needs 1 ring to get to Bonus Stage RHJA-E60L : Bonus round always activated after each checkpoint A5LA-EA5G: The bonus round is always Glowing Spheres BXLA-EA5G: The bonus round is always Slot Machine SBJA-HAV2 + SBJA-HAWJ: Rings worth 8 in special step for Sonic SBJA-HAV8 + SBJA-HAWR: Rings worth 8 in special steps for Tails PVWD-CA6W: Knuckles can't jump HWLX-GA2Y: Unlimited time in Sonic 2 as Knuckles Knuckles Knuckles