

Shadowrun Game Genie Codes

by THedstrom

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This walkthrough was originally written for Shadowrun on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

Original Sega Genesis Game Genie codes created by:

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What's new: Added 6 new codes.

Shadowrun

NOTE:

These codes must be entered at the start of a new game.

DEZA-RAMJ

Decker starts with 25 ammo clips (instead of 10).

GJZA-RAMJ

Decker starts with 50 ammo clips.

NNZA-RAMJ

Decker starts with 99 ammo clips.

DEZT-RAMJ

Gator Shaman starts with 25 ammo clips (instead of 10).

GJZT-RAMJ

Gator Shaman starts with 50 ammo clips.

NNZT-RAMJ

Gator Shaman starts with 99 ammo clips.

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NOTE: These codes must be entered at the start of a new game. You can use all of the stat codes at the

same time if you want, but it may make the Atk and Def meters look funny (because your stats will be so high).

DEYT-RAMJ

The Samurai starts a new game with 25 ammo clips (instead of only 10).

GJYT-RAMJ

The Samurai starts a new game with 50 ammo clips (instead of only 10).

BEYT-RCET

The Samurai starts a new game with 9 Body (instead of 4) and your Def goes up, and your Magical defense goes up.

B6YT-R8EW

The Samurai starts a new game with 15 Quickness (instead of 3), and 15 Strength (instead of 4). Also, your Atk and Def goes up.

B6YT-R8EY

The Samurai starts a new game with 15 Charisma (instead of 1), and 15 Intelligence (instead of 2). Also, your Atk and Def goes up.

B6YT-RAE4

The Samurai starts a new game with the Firearms stat at 15 (instead of 4). Also, your Atk goes way up.

BEYT-RWFG

The Samurai starts a new game with 9 Negotiation (instead of 1), and 9 Karma (instead of 0).

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