Star Control Game Genie Codes

by Ledmeister   Updated on Jan 21, 2004

> **This walkthrough was originally written for Star Control on the GENESIS, but the walkthrough is still applicable to the PC version of the game.**

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                          STAR CONTROL, US/NTSC VERSION

                            16-BIT GAME CARTRIDGE FOR
                            THE SEGA GENESIS SYSTEM

                                GAME GENIE DATA

                              REVISION 09/27/2003


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    INTRODUCTION
    ============
    o This document is intended as an addendum to the SCGENXR (Star Control
      Extended Reference) file, and provides information on cheat codes that are
      available for use with the separately-sold Game Genie device by Galoob.

    o A Sega Genesis System Console, model 1601, equipped with a Galoob Game Genie,
      model 7357, and one standard Genesis "3-button" controller (model 1650) was
      used as the test system for the codes described in this document.

    o This document is 79 characters wide, and is best viewed in a monospaced font.
      The master HTML version is located here: http://Ledmeister.com/scggc.htm

    GAME CONTROL
    ============
    o To make Start a true pause/unpause button: BTPT-AN8A
      Note: To exit the game, hit Reset.

    ASTEROIDS
    =========
    o No asteroids (faster tactical combat): CKYA-CA3R

    o Lots of asteroids (slower tactical combat): CVYA-CAB8

    o Most new asteroids move at high speed: H8NT-AAE6

    PLANET
    ======
    o No planet on the tactical combat screen: DKYA-CA52

    o 5 planets on the tactical combat screen: AZYA-CAER

    o Planets have no gravity: ACMA-AAHN

    o Collision with planet is instantly fatal: RGVT-A6VW

    o Collision with planet is harmless: ACVT-AA3N
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UR-QUAN DREADNOUGHT
===================
o Fighters shoot more often: AXET-CAGC


o Fighters move faster: GDDT-CADL


MYCON PODSHIP
=============
o Plasmoids cost 10 fuel points to fire instead of 20: BLPV-RCDR


o Crew regeneration costs 20 fuel points instead of 40: 7WSA-D938


SPATHI DISCRIMINATOR
====================
o Forward shots do 3 points of damage instead of 1: AR0T-CAB8


o BUTT range is 3 times greater: ML0T-CAFL


ANDROSYNTH GUARDIAN
===================
o Bubbles move faster: JB4A-CACT


o Increase refuel rate: AWPB-RECE


VUX INTRUDER
============
o Increase turn rate: JCRB-RAE0


o Increase thrust: ACRB-RCE8


ILWRATH AVENGER
===============
o Flame bursts cannot be destroyed: CCJT-JAGJ


o Increase range of flame bursts: BLJT-CAG0


UMGAH DRONE
===========
o Shorten refuel delay from about 10 seconds to about 3.3 seconds: GLRB-RCB2


o Increase turn rate: AGRB-RAB4


CHENJESU BROODHOME
==================
o 8 DOGIs at a time allowed instead of 4: BB9A-CAEA


o Increase refuel rate: ALPB-R8FG


YEHAT TERMINATOR
================
o Increase thrust by 50 percent: HCRB-RAGJ


o Increase crew from 20 to 40: FCRB-RTRE


MMRNMHRM X-FORM
===============
o Increase fuel from 10 to 42: FLPV-RYK0


o Increase turn rate for Second Form: ALLA-CABC
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ARILOULALEELAY SKIFF
====================
o Increase refuel rate: ARPB-RGD0

o Increase crew from 6 to 16: CCPB-SADN

SYREEN PENETRATOR
=================
o Increase fuel from 16 to 32: ECPV-RAS8

o Rapid-fire B and C weapons: AWRB-RCAL

EARTHLING CRUISER
=================
o Increase refuel rate: AWPB-REG4

o Missiles home-in better: AGFA-CAAJ

SHOFIXTI SCOUT
==============
o Allow continuous fire: ARPV-RAFC

o Increase crew from 6 to 12: BWPV-R2E2

FULL GAME
=========
o Increase starbase income from 1 to 5 Starbucks per Turn: JB2A-BYWE

o Increase mine income from 1 to 5 Starbucks per Turn: P30T-BY1N

PRECURSOR RELICS
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o Find Precursor relics at most stars: C3TA-CA24

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