

# SimCity Patch Codes

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SIM CITY Patch Codes for SNES

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IMPORTANT NOTE: These codes have been collected from around the web. I created none of them; I claim credit only for their assembly into this guide. I tested all of them.

DD67 DFAA	Faster Time
DE67 DFAA	Slower Time
86AB 6D02	Start Easy Game with \$3000
D8AB 6D62	
0DA8 6D02	Start Easy Game with \$40000
BAAB 6D62	
1DAB 6D02	Start Easy Game with \$60000
3CAB 6D62	
7E0B F9EB	Start Any Game with \$49000
01BB C2AD	Most Spending is Free
E28A AD61	Unlimited Funds
DD31 AFDA	All 8 Scenarios Completed
CB31 AF0A	
EE31 AF6A	
EE31 AF6A	
6E31 A4DA	
CB63 DFA1	Activate Debug Menu
6D63 D4D1	
ED63 D401	
7E04 25xx	Activate Debug Options (see Debug Options Values below)
0393 C280	Residential Zones Never Shrink
0393 C363	
0393 0C80	Commercial Zones Never Shrink
0393 0D4A	
0392 7480	Industrial Zones Never Shrink
0392 7536	
039D A8A5	Max Land Value
038B 3E00	Max RCI Meter
039F 26A5	Zero Crime

039F 2900

03A0 94A5 Max Population Density and Zero Pollution

03A1 1AA5

03A1 1D00

7E0D DF64 Approval Rating 100%

7E0D E100 Disapproval Rating 0%

039F 86A5 Max Police Radius

DD86 046A All Buildings Powered

DD80 0709 Bulldoze Anything

01BA 8380 Build Anywhere

01BA 8444

7E0B 53A0 Set Year to 4000

7E0B 540F

7E03 F5xx Set Present in Present Slot 1 (see Present Values below)

7E03 F6xx Set Present in Present Slot 2 (see Present Values below)

7E03 F7xx Set Present in Present Slot 3 (see Present Values below)

7E03 F8xx Set Present in Present Slot 4 (see Present Values below)

Debug Options Values (Add together to activate multiple options):

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01=No Disasters

02=Needless Money

04=Valve Max

08=Water Reclaim

10=Memory Set

Present Values:

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01=Mayor's House

02=Bank

03=Amusement Park

04=Zoo

05=Casino

06=Landfill

07=Police HQ

08=Fire HQ

09=Fountain

0A=Mario Statue

0B=Expo

0C=Windmill

0D=Library

0E=Large Park

0F=Train Station

