# Slam Dunk SD Heat Up!! (Import) Game Genie FAQ

by megabassxz

Updated to v1.1 on Apr 28, 2005

=			· · · · · · · · · · · · · · · · · · ·
al Pour le OR Haateur			
Slam Dunk SD Heatup			
oy megabassxz			
megabassxz@yahoo	.com		
Table of Contents			
1. Introduction 2. Version History			
3. Codes			
3.1 Character Mo	difier Codes		
3.2 Infinite Cod	les		
4. FAQs 5. Credits			
6. Disclaimer			
7. Copyright Info			
========			
1. Introduction			
		_ ,	
			for SNES. These codes are . All the Game Genie codes
			igh the Slam Dunk SD Heat up
messageboard at www			
	<b>≡</b>		
2. Version History			
	Ξ.		
Version 1.1 April 28, 2005 - O	rganized the mo	difier codes acc	ording to teams
	ome other minor		
Version 1.0			
Jan. 17, 2003 - Sta	rted the FAQ.		
=======			
3. Codes =======			
3.1 Character Modi:			
		s, if you want to	switch players rewrite the
code to char			
(This makes	the Substitute	e position cheat	useless)
			-
Position	Player 1	Player 2	
Point Guard	7E1769??	7E1775??	I
Shooting Guard	7E176B??	7E1777??	
Small Forward     Power Forward	7E176D?? 7E176F??	7E1779??   7E177B??	1
Center	7E1771??	7E177B::	1
Substitute	7E1773??	7E177F??	İ
ll		_I	_l
Here are the digits	for the Modif	ier Codes.	
The Teams are arrai			
KAINAN TEAM			
	-,		=.
No.   Player Name	(Pos.)	Code	1
   4   Shinichi Ma	aki (PG)	14	-'  -
5   Kazuma Taka		17	i I
6   Soichiro J		15	I and the second
9   Tadashi Mut	(PF)	18	

| 16 | | 19 |

| 10 | Kiyota Nobunaga (SF) | 15 | Yoshinori Miyamasu (SF)

No.	-	Player Name (Pos.)		Code	- 1
1	_1_		_ _		_1
4	-	Takenori Akagi (C)		04	- 1
5	-	Kiminobu Kogure (SF)		07	- 1
6	-	Yasuharu Yasuda (PG)		32	- 1
7	-	Riyota Miyagi (PG)		05	- 1
8	-	Shiozaki (SG)		33	- 1
10	-	Novice Hanamichi Sakuragi (PF)		02	- 1
	-	Bald Head Sakuragi (PF)		01	- 1
11	-	Kaede Rukawa (SF, PF)		03	- 1
14	-	Hisashi Mitsui (SG)		06	- 1
1	_1_		_   _		- 1

### TOYOTAMA TEAM

No.	I	Player Name (Pos.)	I	Code	-
1	_1_		I_		_
4	-	Tsuyoshi Minami (SF)	- 1	2C	1
5	1	Minori Kishimoto (PF)		2D	1
6	1	Daijirou Itakura (PG)	- 1	2E	1
7	1	Kyouhei Yajima (SG)	- 1	30	1
8	1	Mitsuaki Iwata (C)	- 1	2F	1
14	1	Teruo (PG)	- 1	31	1
1	_1_		I_		Ī

### SHOYO TEAM

No.	Π	Player Name (Pos.)	1	Code
1	_  _			
4		Fujima (PG)	1	0E
5		Toru Hanagata (C)	1	OF
6	1	Kazushi Hasegawa (F)	1	10
7		Mitsuru Nagano (F)	1	12
8		Shoichi Takano (CF)	1	11
1 9		Taku Ito (G)	1	13
1			1	

## RYONAN TEAM

No.	1	Player Name (Pos.)	1	Code
	_1_			
4	1	Jun Uozomi (C)	1	08
5	1	Ikegami (PF)	1	0 D
6	1	Hiroaki Koshino (G)	1	0C
7	1	Akira Sendoh (SF)	1	09
8	1	Tomoyuki Uekesa (PG)	1	0B
13	1	Kiccho Fukuda (PF)	1	0A
15	1	Hikoichi Aida (PG)	1	03
	1		1	

# TAKEZONO TEAM

No.		Player Name (Pos.)	1	Code	-
1	_  _		1		_
4		??????? (G)	1	26	-
5		??????? (G)	1	29	-
6		??????? (?)	1	2B	-
7		??????? (F)	1	28	-
8		??????? (F)	1	2A	-
9	1	Tatsumasa Oda (C)	1	27	1
1			1		1

### TSUKUBU TEAM

No.	Ī	Player Name (Pos.)	Code
1	_   _		
4	-	Tomokazu Godai (CF)	1A
5	-	??????? (F)	1D
6	1	??????? (SF)	1F
7	1	??????? (PG)	1C
8	1	??????? (F)	1E
9	1	Koichiro Nango (C)	1B
1	_ _		I

MIURADAI TEAM

No.	1	Player Name (Pos.)	1	Code
l	_1_			
4	1	Murasame (SF)	1	20
5	1	??????? (PG)	1	22
6	1	Miyamoto (SF)	1	23
7	1	??????? (SG)	1	24
8	1	??????? (C)	1	25
14	1	Tetsuya Naito (PF)	1	21
I	1			

3.2 Infinite Codes

A. Infinite Fouls

Position For Player 1: For Player 2: 7E176A00 7E177600 Point Guard 7E176C00 7E176E00 7E177000 7E177800 Shooting Guard Small Forward 7E177B00 Power Forward 7E177D00 7E177200 7E177400 7E177E00 7E177800 Center Substitute

B. Infinite Special

For Player 1: 7E0AA963

For Player 2: 7E0B2963

\_\_\_\_\_

# 4. FAQs

- 1. Why can't I make substitutions?
- Because the codes permanently write which character will be in a specific position. If you want to make substitutions, change the modifier codes.
- 2. What other info can I contribute to this FAQ?
- I most specifically need help on the translation of the remaining players' names. If you know Japanese you can help me out in translating the names. I will be grateful for your help. Also, if you know some codes which are not included here, you can contribute those too. I'll test them out first before it gets posted.

5. Credits

Ansai - for the codes.

Me - for typing this FAQ.

MGDJr. - for winning over me with a 20 point margin.

Takehiko Inoue - for making such a great anime.

Bandai - for making this good game.

People in the Slam Dunk messageboard last year 2002 (specially pgmaki)

- for all your in-game tips.

CJayC - for running the best gamesite , GameFAQs

You - for reading this FAQ.

God - for everything that he's done for me.

\_\_\_\_\_

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. I'm in no way affiliated to them.

-----

#### 7. Copyright Info

-- -

This document is (C)Copyright 2003 to megabassxz (a.k.a. JA Dizon). This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

If you got a question / comment regarding this FAQ, e-mail me, but put the game title on your subject. If you want to post this somewhere, e-mail me first. If you see this FAQ other than the following sites, e-mail me or CJayC immediately:
www.gamefaqs.com
www.gamespot.com
www.neoseeker.com

This document is copyright megabassxz and hosted by VGM with permission.