

Wolverine: Adamantium Rage Pro Action Replay Codes

by DinobotMaximized

Updated to v1.0 on Aug 20, 2005

```
*****
Wolverine: Adamantium Rage
Pro Action Replay Codes FAQ Version 1.0
Copyright 2005 Chris Castiglione (dinobotmaximized)
Email: dinobotmaximized (at) yahoo (dot) com
*****
```

- I. Introduction
- II. Version History
- III. Codes
- IV. Credits and Thanks
- V. Legal

```
*****
I. Introduction *****
*****
In this FAQ I have listed all the Pro Action Replay codes I was able to hack
usable for Wolverine: Adamantium Rage for the Super Nintendo Entertainment
system. This is my first Pro Action Replay codes FAQ and also the first time
I've ever hacked codes.
```

```
*****
II. Version History *****
*****
1.0 - August 20, 2005
```

```
*****
III. Codes *****
*****
Infinite Health ----- 7E102764
(Wolverine's health will always be at 100%)

Infinite Time ----- 7E011C63
(When there's a countdown the timer will always be at 99)

Zero Enemies Left ----- 7E00E400
(The enemies left counter will be at 00)

Most Bosses at 00% Health --- 7E13AD00
(The bosses affected by this code will die after one hit, after a couple, or
after damaging them once)
```

```
*****
IV. Credits and Thanks *****
*****
Thank you to GameFAQs for hosting this FAQ.

Thank you to IGN for hosting this FAQ.

Thank you to Neoseeker for hosting this FAQ.
```

```
*****
```

V. Legal *****

This FAQ is Copyright 2005 Chris Castiglione. 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.

There are three sites authorized to host this FAQ, they are:

GameFAQs.com

IGN.com

Neoseeker.com

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