

# Aerobiz FAQ/Strategy Guide

by Dan\_Simpson

Updated to v1.1 on Feb 6, 2005

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## Aerobiz FAQ/Walkthrough

January 17, 2005  
Version 1.1

Written by: Dan Simpson  
Email: dsimpson.faqs@gmail.com

If emailing me, use this subject: Aerobiz v 1.1

(Emails that don't use this subject will be deleted, avoid using all CAPS)

Email Policy: (read before emailing me!)

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If you see any mistakes, or have anything that you want to add please email me! I will, of course, give you full credit for your addition, and be eternally grateful to you. Email addresses are not posted in the FAQ, unless you specifically state that you want it to be.

## Notes

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The most recent version of this FAQ can be found at:

<http://www.gamefaqs.com/>  
<http://www.cheatcc.com/>

If you are a webmaster and wish to post this on your web page, please email me first. And if you do post this FAQ on your site, please make an attempt to keep it up to date. There is nothing worse than getting emails from people who saw an old version asking about things that are already in the newer versions. Well, maybe there are worse things, but it IS annoying!

I have gotten a lot of email on my Aerobiz Supersonic Guide, and quite a lot of it indicated that more people had the first game, than the sequel. So I decided to write this guide for the original Aerobiz! This FAQ is based

mostly on my Supersonic FAQ, with changes all over the place.

If you are wondering "WHERE CAN I GET THIS GAME?" (and judging from most of my emails about this game, that's what everyone wants to know), I would suggest either Emulation (use a search engine), or buying the game off of an auction site such as eBay. You may also try looking around the Used bin at any local store that sells console games. This game was made for the SNES and also for the Genesis.

This FAQ looks best in Courier New at about 9 points.

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#### What's New in 1.1:

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Changed the email address and updated the format.

For a complete Version History, check out the Final Words Section at the end of the FAQ.

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  2. The Planes
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Final Words...

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#### 1. Getting Started

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The first thing that you have to decide is which scenario to play.

There are two scenarios in Aerobiz:

- Scenario 1: 1963- 1995
- Scenario 2: 1983- 2015

After that you get the choice of picking the 4 players. The 4 Players all start out as computer players, select a player, then press A to change it to a human player. You can have as many Human players as you want.

Tip: If you've never played Aerobiz before, you may want to leave the game with the 4 computer players. Then just sit back and watch what they

do. Then when you're ready reset and put in a human player.

Tip: For an easier time playing, add more human players. You don't need to play these "dummies" aggressively, you can let them rot if you want. The point is to keep the competition low.

Now we have to pick our Starting City. Here is a little chart:

Best Starting Cities:

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- 1. SE Asia -- Tokyo, Singapore
- 2. N. America -- New York, Los Angeles
- 3. Europe -- London, Paris
- 4. Africa -- Cairo
- 5. S. America -- Mexico City

Avoid: Mideast and Australia

These are the best because of their size, but more importantly they all have good locations. Never get a starting city in the middle of the Region as you won't be able to do any Long/Medium distance routes, and the ones you will do will be less effective.

Note: The Computer picks its home bases randomly, so don't base your assumptions on which are good base sites on the computer.

The next two things you have to do is to name your companies (you can name the computer players too), and to pick a difficulty level.

After this you will be in the game.

- Goals: Link 22 Cities
- 3500K Passengers
- Increase Profits

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2. The Planes  
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Note: During the era of the Cold War (which is up to 1989) non-russian airlines cannot buy Russian planes (Ilyushin and Tupolev) and Russian airlines cannot buy non-russian planes. The Russian planes are marked with a \* to the left of the plane's name.

Plane list is sorted by Builder, then by Years:

| Name: | Builder: | Years: | Range: | Seats: | Price:   |
|-------|----------|--------|--------|--------|----------|
| ~~~~~ | ~~~~~    | ~~~~~  | ~~~~~  | ~~~~~  | ~~~~~    |
| B707  | Boeing   | 1963   | 4310   | 202    | \$47000K |
| DC8   | MDC      | 1963   | 5060   | 269    | \$62000K |
| *IL62 | Markov   | 1963   | 6250   | 195    | \$35000K |

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3. Game Basics  
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The Buttons: (from left to right)

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Create/Adjust Routes  
Negotiate for Slots  
Order/Sell Planes  
Budget  
Advertisements  
Business Ventures  
Staff Meeting  
End Turn

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Slots:

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First off, note the numbers under the various cities on the map. Those are slot numbers. The higher the number, the more flights into that city you can do. There are a few things to remember with slots:

- They aren't unlimited. Eventually every city will run out of slots at their airport (given enough demand) and it takes time to build new slots.
- They aren't free. Slots do cost money, so don't just go around getting slots everywhere you MIGHT need them. In fact, if you don't use all your slots after awhile, you may want to return them!
- In determining the Max amount of flights possible, you have to consider how many slots you have in both cities on the flight route, not just the city you are flying to. If you are doing a New York to L.A. and NYC has 2 slots and LA has 8, you can only do 2 flights.
- Remember at the most you can be negotiating for new slots in 4 cities.

To get new slots, push the STAFF icon (it looks like 2 hands), and send a staff member to a city to negotiate for slots. Depending on relations between your company and this city, your negotiations could take as little as 3 months (one quarter) or 12 months (4 quarters). Remember that you only have 3 staff members! You can, if you want, send 2 staff members on the same job to speed things up. (Although that doesn't always work)

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Hubs:

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To expand to other areas of the world, you will need new Hubs. They're like miniature versions of your home base, allowing you to create new routes from them as you would your home base. Hubs can be created at any Green city that you already have slots at. Use the same logic in selecting your hub as you did your home city. (choose large cities, at an edge of the map, like Paris)

To create a Hub, press the button third from the right, the Business Venture button.

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Tourism:

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Every once in awhile you will see various messages like "Olympics will be held in XXXX" or "XXXX is experiencing a boom in tourism. Take advantage of these! They will give you a large bump in traffic. Also pay attention to warnings about wars about to break out and cut off the route before it gets cut off for you.

Note: Wars increase the price of oil, which increases your expenses, which lowers your profits. So don't panic if you see a bunch of Red Routes after a war breaks out!

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Special "Offers":

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Eventually a country will come up to you and ask you to back their new proposal with some of your hard earned cash. What do you get? Their love. Goodie. It will improve relations with that country's cities, but nothing more dramatic than that. However, this improved relations could mean something quite useful like a decrease in the time needed to negotiate for slots/hubs/etc., and even get you into places you can't normally get.

Note: To speed up text as it is scrolling, hold down one of the DIRECTIONAL ARROW buttons.

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#### 4. Routes

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Choosing a new route is always a tricky business. Will there be sufficient demand on the route to make it profitable? Will you be able to charge enough to make a GOOD profit? Is there going to be competition on the route? And once you finish the route, how do you tinker with it to make it even better?

The maximum amount of routes you can have is 40, so you have to choose wisely where to start a new route.

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The Best Routes:

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International Routes -- that is, anything going from one geographic area to another. Like New York to London, or Los Angeles to Tokyo. There is always a great demand for these routes, PLUS the distance means it is economical to use large planes like the 747, which carries a lot of people, which means lots of money. Also you may be able to charge whatever you want here if you get 100% capacities.

Note: You can only have one international route into each region, that is, if you do a Tokyo-Paris, you can't do a Tokyo-London, but you could do a Tokyo-New York.

Long/Medium Distance Routes -- not quite international, these go from one extreme end of a geographic area to another. Like New York to Vancouver, or London to Moscow. Use a medium sized jet here, but have more flights. You can't charge as much, but the short distance means less expenses. If you have 3 or 4 of these in every region you are in, you will do fine.

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Bad Routes:

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Short Hops -- these are really bad. Avoid making any routes like this! An example is the London to Paris route. Sure it may SOUND good, but even if you get a profit from it, it won't be as much as you would get otherwise on a better route. Although it will get you people, which can get you market share. However, I wouldn't waste my planes on a short route, when there are so many nice Medium Routes to do.

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### Tinkering with Routes:

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If your route is at 100% capacity and is raking in the bucks, then you will want to tinker with it to make it even better at making money!

- Swap to a larger plane
- Add more planes
- Buy new slots at both airports and increase the flights
- Increase the ticket price by 10%

If your route is not 100% and/or is losing money then you need to get it to be profitable.

- Swap to a smaller plane
- Decrease the amount of planes/flights
- Advertise!
- Cut prices by 10%

Note: A route that is Red is losing money! Often times these Red Routes are temporary, as in times of war, or Oil Embargoes (which raise your costs).

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### 5. Other Ways to get Money

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### Business Ventures:

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The third button from the right is the Business Venture Button. It is also the button that you use to create a Hub. There are two types of businesses, hotels and charter airlines. Hotels are by far the cheaper of the two, but charter airlines CAN have good profits, but are far riskier.

Note: The best businesses for you to buy are those which are deep in your territory, and which have several routes connecting to them, or one major route. You can buy a business anywhere on the map, however.

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### Advertising:

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There are three types of advertising, Route, Hotel, and Network. These are fairly easy to figure out. Just keep in mind on the Network that you SHOULD have the best network to have the best chance of the Advertisement being successful.

Note: Not all Advertising campaigns will be successful.

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### 6. Cheat Codes & Other Tricks

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Game Genie Codes: (from <http://www.gamesages.com/>)

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DDA6-0DFD	In scenario 1, Tokyo starts with \$649,280,000
D9A6-0DFD	In scenario 1, Tokyo starts with \$7,202,880,000
94A6-0D2D	In scenario 1, Beijing starts with \$420,160,000
D9A6-0FFD	In scenario 1, Beijing starts with \$7,393,600,000

95A6-0F2D	In scenario 1, Hong Kong starts with \$449,440,000
D9A6-04FD	In scenario 1, Hong Kong starts with \$7,453,600,000
03A6-042D	In scenario 1, Singapore starts with \$400,640,000
D9A6-07FD	In scenario 1, Singapore starts with \$7,353,600,000
7CA6-072D	In scenario 1, Sydney starts with \$297,920,000
D9AB-0DFD	In scenario 1, Sydney starts with \$7,153,600,000
73AB-0D2D	In scenario 1, Delhi starts with \$317,440,000
D9AB-0FFD	In scenario 1, Delhi starts with \$7,193,600,000
43AB-0F2D	In scenario 1, Tehran starts with \$239,360,000
D9AB-04FD	In scenario 1, Tehran starts with \$7,033,600,000
7DAB-042D	In scenario 1, Cairo starts with \$249,120,000
D9AB-07FD	In scenario 1, Cairo starts with \$7,053,600,000
45AB-072D	In scenario 1, Nairobi starts with \$200,320,000
D9AC-0DFD	In scenario 1, Nairobi starts with \$6,953,600,000
4AAC-0D2D	In scenario 1, Lagos starts with \$229,600,000
D9AC-0FFD	In scenario 1, Lagos starts with \$7,013,600,000
DDAC-04FD	In scenario 1, Moscow starts with \$289,280,000
D9AC-04FD	In scenario 1, Moscow starts with \$6,842,880,000
DDAC-07FD	In scenario 1, London starts with \$949,280,000
D9AC-07FD	In scenario 1, London starts with \$7,502,880,000
DDA8-0DFD	In scenario 1, Paris starts with \$289,280,000
D9A8-0DFD	In scenario 1, Paris starts with \$6,842,880,000
06A8-0D2D	In scenario 1, Rome starts with \$371,360,000
D9A8-0FFD	In scenario 1, Rome starts with \$7,293,600,000
DDA8-04FD	In scenario 1, New York starts with \$189,280,000
D9A8-04FD	In scenario 1, New York starts with \$6,742,880,000
74A8-042D	In scenario 1, Vancouver starts with \$258,880,000
D9A8-07FD	In scenario 1, Vancouver starts with \$7,073,600,000
DDAA-0DFD	In scenario 1, Los Angeles starts with \$649,280,000
D9AA-0DFD	In scenario 1, Los Angeles starts with \$7,202,880,000
70AA-0D2D	In scenario 1, Honolulu starts with \$268,640,000
D9AA-0FFD	In scenario 1, Honolulu starts with \$7,093,600,000
74AA-0F2D	In scenario 1, Mexico City starts with \$258,880,000
D9AA-04FD	In scenario 1, Mexico City starts with \$7,073,600,000
47AA-042D	In scenario 1, Lima starts with \$180,800,000
D9AA-07FD	In scenario 1, Lima starts with \$6,913,600,000
73AA-072D	In scenario 1, Rio de Janeiro starts with \$317,440,000
D9A2-0DFD	In scenario 1, Rio de Janeiro starts with \$7,193,600,000
4BA2-0D2D	In scenario 1, Buenos Aires starts with \$210,080,000
D9A2-0FFD	In scenario 1, Buenos Aires starts with \$6,973,600,000
DDA2-04FD	In scenario 2, Tokyo starts with \$1,149,280,000
D9A2-04FD	In scenario 2, Tokyo starts with \$7,702,880,000
1FA2-042D	In scenario 2, Beijing starts with \$498,240,000
D9A2-07FD	In scenario 2, Beijing starts with \$7,553,600,000
53A2-072D	In scenario 2, Hong Kong starts with \$649,760,000
D9A3-0DFD	In scenario 2, Hong Kong starts with \$7,853,600,000
18A3-0D2D	In scenario 2, Singapore starts with \$552,160,000
D9A3-0FFD	In scenario 2, Singapore starts with \$7,653,600,000
5FA3-0F2D	In scenario 2, Sydney starts with \$581,440,000
D9A3-04FD	In scenario 2, Sydney starts with \$7,713,600,000
19A3-042D	In scenario 2, Delhi starts with \$517,760,000
D9A3-07FD	In scenario 2, Delhi starts with \$7,593,600,000
7CA3-072D	In scenario 2, Tehran starts with \$297,920,000
D9AE-0DFD	In scenario 2, Tehran starts with \$7,153,600,000
0AAE-0D2D	In scenario 2, Cairo starts with \$390,880,000
D9AE-0FFD	In scenario 2, Cairo starts with \$7,333,600,000
7DAE-0F2D	In scenario 2, Nairobi starts with \$249,120,000
D9AE-04FD	In scenario 2, Nairobi starts with \$7,053,600,000
7CAE-042D	In scenario 2, Lagos starts with \$299,040,000
D9AE-07FD	In scenario 2, Lagos starts with \$7,149,600,000

DDAD-6DFD	In scenario 2, Moscow starts with \$689,280,000
D9AD-6DFD	In scenario 2, Moscow starts with \$7,242,880,000
DDAD-6FFD	In scenario 2, London starts with \$38,560,000
D9AD-6FFD	In scenario 2, London starts with \$6,592,160,000
DDAD-64FD	In scenario 2, Paris starts with \$909,280,000
D9AD-64FD	In scenario 2, Paris starts with \$7,462,880,000
1EAD-642D	In scenario 2, Rome starts with \$571,680,000
D9AD-67FD	In scenario 2, Rome starts with \$7,693,600,000
DDAF-6DFD	In scenario 2, New York starts with \$829,280,000
D9AF-6DFD	In scenario 2, New York starts with \$7,382,880,000
94AF-6D2D	In scenario 2, Vancouver starts with \$420,160,000
D9AF-6FFD	In scenario 2, Vancouver starts with \$7,393,600,000
DDAF-64FD	In scenario 2, Los Angeles starts with \$1,109,280,000
D9AF-64FD	In scenario 2, Los Angeles starts with \$7,662,880,000
0CAF-642D	In scenario 2, Honolulu starts with \$381,120,000
D9AF-67FD	In scenario 2, Honolulu starts with \$7,313,600,000
98AF-672D	In scenario 2, Mexico City starts with \$468,960,000
D9A4-6DFD	In scenario 2, Mexico City starts with \$7,493,600,000
74A4-6D2D	In scenario 2, Lima starts with \$258,880,000
D9A4-6FFD	In scenario 2, Lima starts with \$7,073,600,000
58A4-6F2D	In scenario 2, Rio de Janeiro starts with \$630,240,000
D9A4-64FD	In scenario 2, Rio de Janeiro starts with \$7,813,600,000
01A4-642D	In scenario 2, Buenos Aires starts with \$361,600,000
D9A4-67FD	In scenario 2, Buenos Aires starts with \$7,273,600,000

The following are one-time-use codes that modify only a saved game (you must have previously saved a game). All require the key code (code 89) to work. Enter the key code and any of the other codes desired, load your saved game, then re-save. The codes don't need to be used anymore. Repeat with other codes and key code if desired.

BDE3-D463            KEY CODE, necessary for the following codes to work

Player 1 Codes, Saved Game 1:

DDDF-FEDD	Set money for this saved game to less than \$655,350,000
D9DF-FEDD	Set money for this saved game to over \$327,680,000
D6DF-FEDD	Set money for this saved game to over \$5,242,880,000
FDDF-FEDD	Set money for this saved game to over \$10,485,760,000
4DDF-FEDD	Set money for this saved game to over \$20,971,520,000
0DDF-FEDD	Set money for this saved game to over \$41,943,040,000

Player 2 Codes, Saved Game 1:

DDD9-FEDD	Set money for this saved game to less than \$655,350,000
D9D9-FEDD	Set money for this saved game to over \$327,680,000
D6D9-FEDD	Set money for this saved game to over \$5,242,880,000
FDD9-FEDD	Set money for this saved game to over \$10,485,760,000
4DD9-FEDD	Set money for this saved game to over \$20,971,520,000
0DD9-FEDD	Set money for this saved game to over \$41,943,040,000

Player 3 Codes, Saved Game 1:

DDDB-FEDD	Set money for this saved game to less than \$655,350,000
D9DB-FEDD	Set money for this saved game to over \$327,680,000
D6DB-FEDD	Set money for this saved game to over \$5,242,880,000
Fddb-FEDD	Set money for this saved game to over \$10,485,760,000
4ddb-FEDD	Set money for this saved game to over \$20,971,520,000
0ddb-FEDD	Set money for this saved game to over \$41,943,040,000



Player 4 Codes, Saved Game 1:

DDD2-FEDD	Set money for this saved game to less than \$655,350,000
D9D2-FEDD	Set money for this saved game to over \$327,680,000
D6D2-FEDD	Set money for this saved game to over \$5,242,880,000
FDD2-FEDD	Set money for this saved game to over \$10,485,760,000
4DD2-FEDD	Set money for this saved game to over \$20,971,520,000
0DD2-FEDD	Set money for this saved game to over \$41,943,040,000

Player 1 Codes, Saved Game 2:

DDFF-FEDD	Set money for this saved game to less than \$655,350,000
D9FF-FEDD	Set money for this saved game to over \$327,680,000
D6FF-FEDD	Set money for this saved game to over \$5,242,880,000
FDFD-FEDD	Set money for this saved game to over \$10,485,760,000
4DFF-FEDD	Set money for this saved game to over \$20,971,520,000
0DFF-FEDD	Set money for this saved game to over \$41,943,040,000

Player 2 Codes, Saved Game 2:

DDF9-FEDD	Set money for this saved game to less than \$655,350,000
D9F9-FEDD	Set money for this saved game to over \$327,680,000
D6F9-FEDD	Set money for this saved game to over \$5,242,880,000
FDF9-FEDD	Set money for this saved game to over \$10,485,760,000
4DF9-FEDD	Set money for this saved game to over \$20,971,520,000
0DF9-FEDD	Set money for this saved game to over \$41,943,040,000

Player 3 Codes, Saved Game 2:

DDFB-FEDD	Set money for this saved game to less than \$655,350,000
D9FB-FEDD	Set money for this saved game to over \$327,680,000
D6FB-FEDD	Set money for this saved game to over \$5,242,880,000
FDFB-FEDD	Set money for this saved game to over \$10,485,760,000
4DFB-FEDD	Set money for this saved game to over \$20,971,520,000
0DFB-FEDD	Set money for this saved game to over \$41,943,040,000

Player 4 Codes, Saved Game 2:

DDF2-FEDD	Set money for this saved game to less than \$655,350,000
D9F2-FEDD	Set money for this saved game to over \$327,680,000
D6F2-FEDD	Set money for this saved game to over \$5,242,880,000
FDF2-FEDD	Set money for this saved game to over \$10,485,760,000
4DF2-FEDD	Set money for this saved game to over \$20,971,520,000
0DF2-FEDD	Set money for this saved game to over \$41,943,040,000

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Pro Action Replay Codes: (from <http://www.world-of-nintendo.com/>)

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03F8EA90	Key code--necessary for any of the following codes to work
04C18000	In scenario 1, Tokyo starts with \$649,280,000
04C18005	In scenario 1, Tokyo starts with \$7,202,880,000
04C18352	In scenario 1, Beijing starts with \$420,160,000
04C18405	In scenario 1, Beijing starts with \$7,393,600,000
04C18757	In scenario 1, Hong Kong starts with \$449,440,000
04C18805	In scenario 1, Hong Kong starts with \$7,453,600,000
04C18B4E	In scenario 1, Singapore starts with \$400,640,000
04C18C05	In scenario 1, Singapore starts with \$7,353,600,000
04C18F3A	In scenario 1, Sydney starts with \$297,920,000
04C19005	In scenario 1, Sydney starts with \$7,153,600,000

04C1933E	In scenario 1, Delhi starts with \$317,440,000
04C19405	In scenario 1, Delhi starts with \$7,193,600,000
04C1972E	In scenario 1, Tehran starts with \$239,360,000
04C19805	In scenario 1, Tehran starts with \$7,033,600,000
04C19B30	In scenario 1, Cairo starts with \$249,120,000
04C19C05	In scenario 1, Cairo starts with \$7,053,600,000
04C19F27	In scenario 1, Nairobi starts with \$200,320,000
04C1A005	In scenario 1, Nairobi starts with \$6,953,600,000
04C1A32C	In scenario 1, Lagos starts with \$229,600,000
04C1A405	In scenario 1, Lagos starts with \$7,013,600,000
04C1A800	In scenario 1, Moscow starts with \$289,280,000
04C1A805	In scenario 1, Moscow starts with \$6,842,880,000
04C1AC00	In scenario 1, London starts with \$949,280,000
04C1AC05	In scenario 1, London starts with \$7,502,880,000
04C1B000	In scenario 1, Paris starts with \$289,280,000
04C1B005	In scenario 1, Paris starts with \$6,842,880,000
04C1B348	In scenario 1, Rome starts with \$371,360,000
04C1B405	In scenario 1, Rome starts with \$7,293,600,000
04C1B800	In scenario 1, New York starts with \$189,280,000
04C1B805	In scenario 1, New York starts with \$6,742,880,000
04C1BB32	In scenario 1, Vancouver starts with \$258,880,000
04C1BC05	In scenario 1, Vancouver starts with \$7,073,600,000
04C1C000	In scenario 1, Los Angeles starts with \$649,280,000
04C1C005	In scenario 1, Los Angeles starts with \$7,202,880,000
04C1C334	In scenario 1, Honolulu starts with \$268,640,000
04C1C405	In scenario 1, Honolulu starts with \$7,093,600,000
04C1C732	In scenario 1, Mexico City starts with \$258,880,000
04C1C805	In scenario 1, Mexico City starts with \$7,073,600,000
04C1CB23	In scenario 1, Lima starts with \$180,800,000
04C1CC05	In scenario 1, Lima starts with \$6,913,600,000
04C1CF3E	In scenario 1, Rio de Janeiro starts with \$317,440,000
04C1D005	In scenario 1, Rio de Janeiro starts with \$7,193,600,000
04C1D329	In scenario 1, Buenos Aires starts with \$210,080,000
04C1D405	In scenario 1, Buenos Aires starts with \$6,973,600,000
04C1D800	In scenario 2, Tokyo starts with \$1,149,280,000
04C1D805	In scenario 2, Tokyo starts with \$7,702,880,000
04C1DB61	In scenario 2, Beijing starts with \$498,240,000
04C1DC05	In scenario 2, Beijing starts with \$7,553,600,000
04C1DF7E	In scenario 2, Hong Kong starts with \$649,760,000
04C1E005	In scenario 2, Hong Kong starts with \$7,853,600,000
04C1E36B	In scenario 2, Singapore starts with \$552,160,000
04C1E405	In scenario 2, Singapore starts with \$7,653,600,000
04C1E771	In scenario 2, Sydney starts with \$581,440,000
04C1E805	In scenario 2, Sydney starts with \$7,713,600,000
04C1EB65	In scenario 2, Delhi starts with \$517,760,000
04C1EC05	In scenario 2, Delhi starts with \$7,593,600,000
04C1EF3A	In scenario 2, Tehran starts with \$297,920,000
04C1F005	In scenario 2, Tehran starts with \$7,153,600,000
04C1F34C	In scenario 2, Cairo starts with \$390,880,000
04C1F405	In scenario 2, Cairo starts with \$7,333,600,000
04C1F730	In scenario 2, Nairobi starts with \$249,120,000
04C1F805	In scenario 2, Nairobi starts with \$7,053,600,000
04C1FB3A	In scenario 2, Lagos starts with \$299,040,000
04C1FC05	In scenario 2, Lagos starts with \$7,149,600,000
04C20000	In scenario 2, Moscow starts with \$689,280,000
04C20005	In scenario 2, Moscow starts with \$7,242,880,000
04C20400	In scenario 2, London starts with \$38,560,000
04C20405	In scenario 2, London starts with \$6,592,160,000
04C20800	In scenario 2, Paris starts with \$909,280,000
04C20805	In scenario 2, Paris starts with \$7,462,880,000

04C20B6F	In scenario 2, Rome starts with \$571,680,000
04C20C05	In scenario 2, Rome starts with \$7,693,600,000
04C21000	In scenario 2, New York starts with \$829,280,000
04C21005	In scenario 2, New York starts with \$7,382,880,000
04C21352	In scenario 2, Vancouver starts with \$420,160,000
04C21405	In scenario 2, Vancouver starts with \$7,393,600,000
04C21800	In scenario 2, Los Angeles starts with \$1,109,280,000
04C21805	In scenario 2, Los Angeles starts with \$7,662,880,000
04C21B4A	In scenario 2, Honolulu starts with \$381,120,000
04C21C05	In scenario 2, Honolulu starts with \$7,313,600,000
04C21F5B	In scenario 2, Mexico City starts with \$468,960,000
04C22005	In scenario 2, Mexico City starts with \$7,493,600,000
04C22332	In scenario 2, Lima starts with \$258,880,000
04C22405	In scenario 2, Lima starts with \$7,073,600,000
04C2277B	In scenario 2, Rio de Janeiro starts with \$630,240,000
04C22805	In scenario 2, Rio de Janeiro starts with \$7,813,600,000
04C22B46	In scenario 2, Buenos Aires starts with \$361,600,000
04C22C05	In scenario 2, Buenos Aires starts with \$7,273,600,000

The following are one-time-use codes that modify only a saved game (you must have previously saved a game). Load your saved game, then re-save. The codes don't need to be used anymore. Repeat with other codes and Master code if desired.

03F8EA90      Master code, necessary for the following codes to work

Player 1 Codes, Saved Game 1

70801C00	Set money for this saved game to less than \$655,350,000
70801C05	Set money for this saved game to over \$327,680,000
70801C08	Set money for this saved game to over \$5,242,880,000
70801C10	Set money for this saved game to over \$10,485,760,000
70801C20	Set money for this saved game to over \$20,971,520,000
70801C40	Set money for this saved game to over \$41,943,040,000

Player 2 Codes, Saved Game 1

70805C00	Set money for this saved game to less than \$655,350,000
70805C05	Set money for this saved game to over \$327,680,000
70805C08	Set money for this saved game to over \$5,242,880,000
70805C10	Set money for this saved game to over \$10,485,760,000
70805C20	Set money for this saved game to over \$20,971,520,000
70805C40	Set money for this saved game to over \$41,943,040,000

Player 3 Codes, Saved Game 1

70809C00	Set money for this saved game to less than \$655,350,000
70809C05	Set money for this saved game to over \$327,680,000
70809C08	Set money for this saved game to over \$5,242,880,000
70809C10	Set money for this saved game to over \$10,485,760,000
70809C20	Set money for this saved game to over \$20,971,520,000
70809C40	Set money for this saved game to over \$41,943,040,000

Player 4 Codes, Saved Game 1

7080DC00	Set money for this saved game to less than \$655,350,000
7080DC05	Set money for this saved game to over \$327,680,000
7080DC08	Set money for this saved game to over \$5,242,880,000
7080DC10	Set money for this saved game to over \$10,485,760,000
7080DC20	Set money for this saved game to over \$20,971,520,000

7080DC40 Set money for this saved game to over \$41,943,040,000

Player 1 Codes, Saved Game 2

70901C00 Set money for this saved game to less than \$655,350,000
70901C05 Set money for this saved game to over \$327,680,000
70901C08 Set money for this saved game to over \$5,242,880,000
70901C10 Set money for this saved game to over \$10,485,760,000
70901C20 Set money for this saved game to over \$20,971,520,000
70901C40 Set money for this saved game to over \$41,943,040,000

Player 2 Codes, Saved Game 2

70905C00 Set money for this saved game to less than \$655,350,000
70905C05 Set money for this saved game to over \$327,680,000
70905C08 Set money for this saved game to over \$5,242,880,000
70905C10 Set money for this saved game to over \$10,485,760,000
70905C20 Set money for this saved game to over \$20,971,520,000
70905C40 Set money for this saved game to over \$41,943,040,000

Player 3 Codes, Saved Game 2

70909C00 Set money for this saved game to less than \$655,350,000
70909C05 Set money for this saved game to over \$327,680,000
70909C08 Set money for this saved game to over \$5,242,880,000
70909C10 Set money for this saved game to over \$10,485,760,000
70909C20 Set money for this saved game to over \$20,971,520,000
70909C40 Set money for this saved game to over \$41,943,040,000

Player 4 Codes, Saved Game 2

7090DC00 Set money for this saved game to less than \$655,350,000
7090DC05 Set money for this saved game to over \$327,680,000
7090DC08 Set money for this saved game to over \$5,242,880,000
7090DC10 Set money for this saved game to over \$10,485,760,000
7090DC20 Set money for this saved game to over \$20,971,520,000
7090DC40 Set money for this saved game to over \$41,943,040,000

Sound Test: (from http://www.gamesages.com/)

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Wait until the New Game/Continue Screen appears, then press Select. The Sound Test screen will appear.

Press Up or Down on your control pad to change the sound selections, then press A to play the sound. Finally, press B to return to your game.

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Final Words...
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Online Resources:

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http://www.gamefaqs.com/ -- A great site for, you guessed it, Game FAQs!

Shameless Self Promotion:

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I am Dan Simpson (dsimpson.faqs@gmail.com) and have also written FAQs for:

- NES: Disney Adventures in the Magic Kingdom
- Final Fantasy -- Magic FAQ
- The Legend of Zelda
- SNES: Aerobiz
- Aerobiz Supersonic
- Utopia: Creation of a Nation
- Genesis: StarFlight
- PSX: Thousand Arms -- Walkthrough
- Forging/Dating FAQ
- PS2: Madden NFL 2001
- XBOX: Star Wars: KotOR II: The Sith Lords -- FAQ/Walkthrough
- PC: AD&D Rules FAQ, 2nd and 3rd Editions
- Baldur's Gate & Tales of the Sword Coast -- FAQ/Walkthrough
- NPC List
- Creature List
- Baldur's Gate II & Throne of Bhaal -- FAQ/Walkthrough
- Items List
- Class FAQ
- Creature List
- Civilization III (incomplete)
- Colonization -- the Single Colony Strategy Guide
- the Cheat Guide
- Drakan: Order of the Flame
- Dungeon Hack
- Icewind Dale & Heart of Winter -- FAQ/Walkthrough
- Items List
- Kresselack's Tomb Map (JPG)
- Burial Isle Map (JPG)
- Shattered Hand Map (JPG)
- Icewind Dale II -- Items List
- Master of Magic (revision)
- Messiah
- Pharaoh (currently being edited by Red Phoenix)
- Planescape: Torment -- FAQ/Walkthrough
- Items Listing
- Rollercoaster Tycoon
- Sid Meier's Alpha Centauri
- The Sims
- Ultima 4: Quest of the Avatar
- Ultima 7: The Black Gate
- Ultima 7 Part 2: Serpent Isle
- Ultima Underworld -- Keyboard Commands
- Ultima Underworld II -- Keyboard Commands
- Spell List

All of my FAQs can be found at:

<http://www.gamefaqs.com/features/recognition/2203.html>

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Special Thanks:

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Koei for making such an interesting and inventive game

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Version History:

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Original Version (3-2-00, 40k)

Changes in Version 1.01 (4-26-00, 40k)

Updated the format

Version 1.1 January 17, 2005 40k

Changed the email address and updated the format.

STILL TO DO: Finish Listing all the Planes!

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Stinger:

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"We have the technological advantage in the air."

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