

N64 AA GameShark Codes - Sheet1

| Game | Notes | Submitted By | Added | Updated | |
|------------------------------------|---|--------------|-----------|---------|--|
| 1080° Snowboarding (PAL): | | mdmx | 2/9/2016 | | |
| DE000400 0000 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 800917FD 0000 | | | | | |
| 8009182D 0000 | | | | | |
| 800917FE 0032 | | | | | |
| 8009182E 0032 | | | | | |
| Aero Gauge (PAL): | | mdmx | 2/9/2016 | | |
| 80096C9D 0000 | | | | | |
| 80096C9E 0032 | | | | | |
| Army Men Air Combat (US): | | mdmx | 2/18/2016 | | |
| 800BFE5D 0000 | | | | | |
| 800BFE8D 0000 | | | | | |
| 800BFE5E 0032 | | | | | |
| 800BFE8E 0032 | | | | | |
| Banjo-Kazooie (USA) (Rev A) | | Fandangos | 2/9/2016 | | |
| 802761FD 0000 | | | | | |
| 802761FE 0033 | | | | | |
| 8027622D 0000 | | | | | |
| 8027622E 0033 | | | | | |
| Banjo Kazooie (PAL): | | mdmx | 2/11/2016 | | |
| DE000400 0000 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 8124C628 1000 (M) | | | | | |
| 812874C4 1000 (M) | | | | | |
| 812D3F80 2400 (M) | | | | | |
| 802770FD 0000 | | | | | |

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| 8027712D 0000 | | | | | |
| 802770FE 0032 | | | | | |
| 8027712E 0032 | | | | | |
| | | | | | |
| Banjo-Tooie (US): | | mdmx | 1/17/2017 | | |
| F1000302 0002 (M) | this code makes barely a difference because the game is already pretty sharp | | | | |
| F100030E 0005 (M) | | | | | |
| 800414ED 0000 | | | | | |
| 800414EE 0033 | | | | | |
| 8004151D 0000 | | | | | |
| 8004151E 0033 | | | | | |
| | | | | | |
| Battletanx Global Assault (PAL): | push GS button to activate code d | mdmx | 4/23/2016 | | |
| 881228BE 0032 | | | | | |
| 881228EE 0032 | | | | | |
| | | | | | |
| Blast Corps (PAL): | I recommend NOT to enter the fir | mdmx | 2/9/2016 | | |
| 8030682D 0000 | | | | | |
| 8030685D 0000 | | | | | |
| 8030682E 0032 | | | | | |
| 8030685E 0032 | | | | | |
| | | | | | |
| Blast Corp (US): | The dithering is pretty bad | a_gizmo | 6/18/2016 | | |
| 80306D2D 0000 | | | | | |
| 80306D5D 0000 | | | | | |
| 80306D2E 0032 | | | | | |
| 80306D5E 0032 | | | | | |
| | | | | | |
| Blast Dozer (JPN): | | xdaniel | 2/8/2016 | | |
| 8130706C 0000 | | | | | |
| 8130706E 3216 | | | | | |

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|--|-----------------------------------|------|-----------|--|--|
| 8130709C 0000 | | | | | |
| 8130709E 3216 | | | | | |
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| Bomberman Hero (PAL): | | mdmx | 2/18/2016 | | |
| 8004B5BD 0000 | | | | | |
| 8004B5ED 0000 | | | | | |
| 8004B5BE 0032 | | | | | |
| 8004B5EE 0032 | | | | | |
| | | | | | |
| Buck Bumble (PAL): | | mdmx | 4/23/2016 | | |
| 8002EC4D 0000 | | | | | |
| 8002EC7D 0000 | | | | | |
| 8002EC4E 0032 | | | | | |
| 8002EC7E 0032 | | | | | |
| | | | | | |
| Castlevania Legacy of Darkness (PAL): | code does only work in low resolu | mdmx | 3/10/2016 | | |
| 800BCA8D 0000 | | | | | |
| 800BCABD 0000 | | | | | |
| 800BCA8E 0032 | | | | | |
| 800BCABE 0032 | | | | | |
| | | | | | |
| Castlevania (USA) (Rev B) | | mdmx | 4/23/2016 | | |
| 800A28CD 0000 | | | | | |
| 800A28CE 0033 | | | | | |
| 800A28FD 0000 | | | | | |
| 800A28FE 0033 | | | | | |
| | | | | | |
| Chameleon Twist (PAL): | | mdmx | 2/9/2016 | | |
| 8011524D 0000 | | | | | |
| 8011527D 0000 | | | | | |
| 8011524E 0032 | | | | | |

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|------------------------------------|---|---------|-----------|--|--|
| 8011527E 0032 | | | | | |
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| Conker's Bad Fur Day (PAL): | | mdmx | 2/11/2016 | | |
| 8002C0DD 0000 | | | | | |
| 8002C10D 0000 | | | | | |
| 8002C0DE 0032 | | | | | |
| 8002C10E 0032 | | | | | |
| | | | | | |
| Cruis'n Exotica (US): | | mdmx | 3/8/2016 | | |
| F1047A00 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 8005354D 0000 | | | | | |
| 8005357D 0000 | | | | | |
| 8005354E 0032 | | | | | |
| 8005357E 0032 | | | | | |
| | | | | | |
| Cruis'n USA (PAL): | | mdmx | 2/9/2016 | | |
| 8013AD9E 0032 | | | | | |
| 8013ADCE 0032 | | | | | |
| | | | | | |
| Cruis'n USA V1.2 (US): | Dithering filter is already disabled | a_gizmo | 6/18/2016 | | |
| 8013ADCE 0032 | | | | | |
| 8013ADFE 0032 | | | | | |
| | | | | | |
| Cruis'n World (PAL): | does only work when Code-Gener | mdmx | 3/8/2016 | | |
| DE2AD400 0000 (M) | | | | | |
| F12FE5E0 1000 (M) | | | | | |
| 8034CFAD 0000 | | | | | |
| 8034CFDD 0000 | | | | | |
| 8034CFAE 0032 | | | | | |
| 8034CFDE 0032 | | | | | |
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|--|---|------|-----------|--|--|
| Daikatana (JP): | | mdmx | 2/18/2016 | | |
| F118FB80 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 801ADE4D 0000 | | | | | |
| 801ADE7D 0000 | | | | | |
| 801ADE4E 0032 | | | | | |
| 801ADE7E 0032 | | | | | |
| | | | | | |
| Daikatana (PAL): | does only work when Code Gener | mdmx | 4/23/2016 | | |
| F118FB80 2400 (M) | | | | | |
| 801ADF5D 0000 | | | | | |
| 801ADF8D 0000 | | | | | |
| 801ADF5E 0032 | | | | | |
| 801ADF8E 0032 | | | | | |
| | | | | | |
| Diddy Kong Racing v1.0 (US): | | mdmx | 2/11/2016 | | |
| DE000400 0000 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| F1024FC0 1000 (M) | | | | | |
| F1024FC2 0002 (M) | | | | | |
| F105F97C 1000 (M) | | | | | |
| F105F97E 0004 (M) | | | | | |
| 800E481D 0000 | | | | | |
| 800E484D 0000 | | | | | |
| 800E481E 0032 | | | | | |
| 800E484E 0032 | | | | | |
| | | | | | |
| Donald Duck Quack Attack (PAL): | code does only work without Expa | mdmx | 4/23/2016 | | |
| 8001B67D 0000 | | | | | |
| 8001B6AD 0000 | | | | | |
| 8001B67E 0032 | | | | | |
| 8001B6AE 0032 | | | | | |
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|------------------------------------|---|--------------|-----------|--|--|
| Donkey Kong 64 (USA): | | DoctorPain99 | 2/26/2016 | | |
| 8101013C 0000 | | | | | |
| 8101013E 3216 | | | | | |
| 8101016C 0000 | | | | | |
| 8101016E 3216 | | | | | |
| | | | | | |
| Dr. Mario 64 (US): | 2D Game - Might not make a difference | mdmx | 3/8/2016 | | |
| F100D2E0 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 800107ED 0000 | | | | | |
| 8001081D 0000 | | | | | |
| 800107EE 0032 | | | | | |
| 8001081E 0032 | | | | | |
| | | | | | |
| Duke Nukem Zero Hour (PAL): | | mdmx | 2/18/2016 | | |
| 800E3D8D 0000 | | | | | |
| 800E3DBD 0000 | | | | | |
| 800E3D8E 0032 | | | | | |
| 800E3DBE 0032 | | | | | |
| | | | | | |
| Duke Nukem 64 (PAL) | | mdmx | 2/8/2016 | | |
| 8110219C 0000 | | | | | |
| 811021CC 0000 | | | | | |
| 8110219E 3316 | | | | | |
| 811021CE 3316 | | | | | |
| | | | | | |
| F-Zero X (PAL): | game is already pretty sharp, so the | mdmx | 2/11/2016 | | |
| DE067000 0000 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 800C582E 0032 | | | | | |
| 800C585E 0032 | | | | | |
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| F-Zero X (JPN): | | xdaniel | 2/8/2016 | | |

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|--------------------------------------|-------------------------------------|-------------------|-----------|--|--|
| 810D301E 3202 | | | | | |
| 810D304E 3202 | | | | | |
| | | | | | |
| Forsaken (PAL): | | mdmx | 2/9/2016 | | |
| 80028E5D 0000 | | | | | |
| 80028E5E 0032 | | | | | |
| | | | | | |
| Goldeneye (NTSC) | | Retro Computing & | 8/25/2016 | | |
| 81027FEC 0000 | | | | | |
| 81027FEE 3216 | | | | | |
| 8102801C 0000 | | | | | |
| 8102801E 3216 | | | | | |
| | | | | | |
| Goldeneye (PAL) | | mdmx | 2/9/2016 | | |
| 8102316C 0000 | | | | | |
| 8102316E 3216 | | | | | |
| 8102319C 0000 | | | | | |
| 8102319E 3216 | | | | | |
| | | | | | |
| Hexen (PAL): | | mdmx | 2/9/2016 | | |
| 8006A42D 0000 | | | | | |
| 8006A42E 0032 | | | | | |
| | | | | | |
| Hot Wheels Turbo Racing (US): | | mdmx | 1/17/2017 | | |
| F10E4D20 2400 (M) | | | | | |
| 800FC89D 0000 | | | | | |
| 800FC89E 0032 | | | | | |
| 800FC8CD 0000 | | | | | |
| 800FC8CE 0032 | | | | | |
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| Hydro Thunder (PAL): | game is already pretty sharp, so th | mdmx | 3/8/2016 | | |

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|--------------------------------|---|---------|-----------|--|--|
| F12500C0 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 802679AE 0032 | | | | | |
| 802679DE 0032 | | | | | |
| | | | | | |
| Jet Force Gemini (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| 880AA13D 0000 | push GS button to activate code | | | | |
| 880AA16D 0000 | | | | | |
| 880AA13E 0032 | | | | | |
| 880AA16E 0032 | | | | | |
| | | | | | |
| Lylatwars (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| DE000480 0000 | (required, otherwise cartridge won't boot) | | | | |
| 800C8AAE 0032 | | | | | |
| 800C8ADE 0032 | | | | | |
| | | | | | |
| Mario Kart 64 (PAL): | | mdmx | 2/9/2016 | | |
| 810EB51C 0000 | | | | | |
| 810EB51E 3216 | | | | | |
| 810EB54C 0000 | | | | | |
| 810EB54E 3216 | | | | | |
| | | | | | |
| Mario Kart 64 (USA): | | xdaniel | 2/8/2016 | | |
| 810EB3DC 0000 | | | | | |
| 810EB3DE 3216 | | | | | |
| 810EB40C 0000 | | | | | |
| 810EB40E 3216 | | | | | |
| | | | | | |
| Micro Machines (US): | picture flickers when using a Gam | mdmx | 4/23/2016 | | |
| 800990CC 0000 | | | | | |
| 800990CE 3216 | | | | | |
| 800990FC 0000 | | | | | |

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|--|--|---------|-----------|--|--|
| 800990FE 3216 | | | | | |
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| Mission Impossible (PAL): | | xdaniel | 2/8/2016 | | |
| 800904ED 0000 | | | | | |
| 8009051D 0000 | | | | | |
| 800904EE 0032 | | | | | |
| 8009051E 0032 | | | | | |
| | | | | | |
| Multi Racing Championship (US): | | mdmx | 2/11/2016 | | |
| 800909BD 0000 | | | | | |
| 800909ED 0000 | | | | | |
| 800909BE 0032 | | | | | |
| 800909EE 0032 | | | | | |
| | | | | | |
| Mystical Ninja 2 (JP): | | mdmx | 3/8/2016 | | |
| 80039B8D 0000 | | | | | |
| 80039BBD 0000 | | | | | |
| 80039B8E 0032 | | | | | |
| 80039BBE 0032 | | | | | |
| | | | | | |
| Mystical Ninja Starring Goemon (PAL): | | mdmx | 2/9/2016 | | |
| 8007B14D 0000 | | | | | |
| 8007B17D 0000 | | | | | |
| 8007B14E 0032 | | | | | |
| 8007B17E 0032 | | | | | |
| | | | | | |
| Nascar 99 (US): | | a_gizmo | 6/18/2016 | | |
| 8004C19D 0000 | | | | | |
| 8004C1CD 0000 | | | | | |
| 8004C19E 0032 | | | | | |
| 8004C1CE 0032 | | | | | |

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|-----------------------------|---|---------|-----------|--|--|
| NBA Hangtime (PAL): | | mdmx | 2/11/2016 | | |
| 8009C14D 0000 | | | | | |
| 8009C17D 0000 | | | | | |
| 8009C14E 0032 | | | | | |
| 8009C17E 0032 | | | | | |
| | | | | | |
| Perfect Dark (PAL): | requires GS v3.3 | mdmx | 3/8/2016 | | |
| FF75C000 0000 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 8006056D 0000 | | | | | |
| 8006059D 0000 | | | | | |
| 8006056E 0032 | | | | | |
| 8006059E 0032 | | | | | |
| | | | | | |
| Pilotwings 64 (PAL): | | mdmx | 2/9/2016 | | |
| 8024C19D 0000 | | | | | |
| 8024C19E 0032 | | | | | |
| 8024C1CD 0000 | | | | | |
| 8024C1CE 0032 | | | | | |
| | | | | | |
| Pilot Wings 64 (US): | | a_gizmo | 6/18/2016 | | |
| 8024C11D 0000 | | | | | |
| 8024C14D 0000 | | | | | |
| 8024C11E 0032 | | | | | |
| 8024C14E 0032 | | | | | |
| | | | | | |
| Pokemon Snap (USA): | | xdaniel | 2/8/2016 | | |
| 81042E5C 0000 | | | | | |
| 81042E5E 0212 | | | | | |
| 81042E8C 0000 | | | | | |
| 81042E8E 0212 | | | | | |

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|---------------------------------|---|---------|-----------|--|--|
| Pokemon Snap (USA): | | saturnu | 5/19/2016 | | |
| DE000400 0000 | Master Code | | | | |
| F103D8A0 2400 | | | | | |
| | | | | | |
| 81042e5c 0000 | silhouette AA off | | | | |
| 81042e5e 0212 | | | | | |
| 81042e8c 0000 | | | | | |
| 81042e8e 0212 | | | | | |
| 8104875c 0000 | | | | | |
| 8104875e 0212 | | | | | |
| 810487ac 0000 | | | | | |
| 810487ae 0212 | | | | | |
| | | | | | |
| Polaris Snow Cross (US): | | mdmx | 2/11/2016 | | |
| 80086F5D 0000 | | | | | |
| 80086F8D 0000 | | | | | |
| 80086F5E 0032 | | | | | |
| 80086F8E 0032 | | | | | |
| | | | | | |
| Puyo Puyo Party (JP): | 2D Game - Might not make a difference | mdmx | 3/8/2016 | | |
| F10D2930 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 800E376E 0032 | | | | | |
| 800E379E 0032 | | | | | |
| | | | | | |
| Rayman 2 (PAL): | code does only work without Expansion Pack | mdmx | 3/8/2016 | | |
| 8001B5DD 0000 | | | | | |
| 8001B60D 0000 | | | | | |
| 8001B5DE 0032 | | | | | |
| 8001B60E 0032 | | | | | |
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| Rainbow Six (PAL): | load first level and then push GS t | mdmx | 2/9/2016 | | |
| 88086C4D 0000 | | | | | |
| 88086C4E 0032 | | | | | |
| 88086C7D 0000 | | | | | |
| 88086C7E 0032 | | | | | |
| | | | | | |
| Rocket Robot on Wheels (PAL): | | mdmx | 1/17/2017 | | |
| 800198CD 0000 | | | | | |
| 800198CE 0032 | | | | | |
| | | | | | |
| Rush 2049 (US): | | mdmx | 1/17/2017 | | |
| 8002C40E 0033 | this code makes barely a difference because the game is already pretty sharp | | | | |
| 8002C43E 0033 | | | | | |
| | | | | | |
| Rush 2 (PAL): | | mdmx | 2/18/2016 | | |
| 8001BA4D 0000 | | | | | |
| 8001BA7D 0000 | | | | | |
| 8001BA4E 0032 | | | | | |
| 8001BA7E 0032 | | | | | |
| | | | | | |
| Rush 2 Extreme Racing USA (US): | | a_gizmo | 6/18/2016 | | |
| 8001BA4D 0000 | | | | | |
| 8001BA7D 0000 | | | | | |
| 8001BA4E 0032 | | | | | |
| 8001BA7E 0032 | | | | | |
| | | | | | |
| San Francisco Rush (PAL): | | mdmx | 2/18/2016 | | |
| 8001AB9D 0000 | | | | | |
| 8001ABCD 0000 | | | | | |
| 8001AB9E 0032 | | | | | |
| 8001ABCE 0032 | | | | | |

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|-----------------------------------|---|---------|-----------|--|--|
| Snowboard Kids (PAL): | | xdaniel | 2/8/2016 | | |
| 810E056C 0000 | | | | | |
| 810E056E 3202 | | | | | |
| 810E059C 0000 | | | | | |
| 810E059E 3202 | | | | | |
| | | | | | |
| Shadowgate 64 (PAL): | | mdmx | 3/10/2016 | | |
| F109E050 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 800AB9AD 0000 | | | | | |
| 800AB9DD 0000 | | | | | |
| 800AB9AE 0032 | | | | | |
| 800AB9DE 0032 | | | | | |
| | | | | | |
| Shadowman (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| 8002772D 0000 | | | | | |
| 8002775D 0000 | | | | | |
| 8002772E 0032 | | | | | |
| 8002775E 0032 | | | | | |
| | | | | | |
| Sin & Punishment (JP): | | mdmx | 3/10/2016 | | |
| F1046150 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| 80060C0D 0000 | | | | | |
| 80060C3D 0000 | | | | | |
| 80060C0E 0032 | | | | | |
| 80060C3E 0032 | | | | | |
| | | | | | |
| Smash 64 (USA) | Jorgasms | | 3/26/2016 | | |
| 8103D55C 0000 | | | | | |
| 8103D55E 0212 | | | | | |
| 8103D58C 0000 | | | | | |

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|---|-------------------------------------|---------|-----------|--|--|
| 8103D58E 0212 | | | | | |
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| Snowboard Kids 2 (JP): | | mdmx | 3/8/2016 | | |
| 8009B95D 0000 | | | | | |
| 8009B98D 0000 | | | | | |
| 8009B95E 0032 | | | | | |
| 8009B98E 0032 | | | | | |
| | | | | | |
| Star Fox 64 (USA v1.0): | | xdaniel | 2/8/2016 | | |
| 810C3A6C 0000 | | | | | |
| 810C3A6E 320E | | | | | |
| 810C3A9C 0000 | | | | | |
| 810C3A9E 320E | | | | | |
| | | | | | |
| Star Soldier Vanishing Earth (JP): | game is already pretty sharp, so th | mdmx | 2/11/2016 | | |
| 80081F1D 0000 | | | | | |
| 80081F4D 0000 | | | | | |
| 80081F1E 0032 | | | | | |
| 80081F4E 0032 | | | | | |
| | | | | | |
| Star Wars Episode 1 Racer (US): | code does only work without Expa | mdmx | 3/8/2016 | | |
| 800A7EFD 0000 | | | | | |
| 800A7F2D 0000 | | | | | |
| 800A7EFE 0032 | | | | | |
| 800A7F2E 0032 | | | | | |
| | | | | | |
| Star Wars Shadows of the Empire (PAL): | | mdmx | 2/9/2016 | | |
| 810E910C 0000 | | | | | |
| 810E913C 0000 | | | | | |
| 810E910E 3216 | | | | | |
| 810E913E 3216 | | | | | |

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|---|--|---------|-----------|--|--|
| Star Wars Rogue Squadron (US): | | a_gizmo | 6/18/2016 | | |
| Not required. Dithering filter is already disabled and AA is set to "resamp only" | | | | | |
| Super Mario 64 (JPN): | | xdaniel | 2/8/2016 | | |
| 813348BC 0000 | | | | | |
| 813348BE 3216 | | | | | |
| 813348EC 0000 | | | | | |
| 813348EE 3216 | | | | | |
| Super Mario 64 (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| 80302E8D 0000 | | | | | |
| 80302EBD 0000 | | | | | |
| 80302E8E 0032 | | | | | |
| 80302EBE 0032 | | | | | |
| Super Mario 64 (US): | | a_gizmo | 6/18/2016 | | |
| 803359CD 0000 | | | | | |
| 803359FD 0000 | | | | | |
| 803359CE 0032 | | | | | |
| 803359FE 0032 | | | | | |
| Super Mario 64 Shindou Edition (JP): | | mdmx | 2/18/2016 | | |
| 80316D7D 0000 | | | | | |
| 80316DAD 0000 | | | | | |
| 80316D7E 0032 | | | | | |
| 80316DAE 0032 | | | | | |
| Super Smash Bros. (PAL): | | xdaniel | 2/8/2016 | | |
| 8103DB3C 0000 | | | | | |
| 8103DB3E 0212 | | | | | |

N64 AA GameShark Codes - Sheet1

| | | | | | |
|---|--|------|-----------|--|--|
| 8103DB6C 0000 | | | | | |
| 8103DB6E 0212 | | | | | |
| | | | | | |
| Tetris 64 (JP): | 2D Game - Might not make a difference | mdmx | 3/8/2016 | | |
| 8004919D 0000 | | | | | |
| 800491CD 0000 | | | | | |
| 8004919E 0032 | | | | | |
| 800491CE 0032 | | | | | |
| | | | | | |
| Top Gear Rally (PAL): | | mdmx | 2/18/2016 | | |
| 802A7DCD 0000 | | | | | |
| 802A7DFD 0000 | | | | | |
| 802A7DCE 0033 | | | | | |
| 802A7DFE 0033 | | | | | |
| | | | | | |
| Turok 2 (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| 800B9D2D 0000 | | | | | |
| 800B9D5D 0000 | | | | | |
| 800B9D2E 0032 | | | | | |
| 800B9D5E 0032 | | | | | |
| | | | | | |
| Turok 3 (US): | | mdmx | 2/18/2016 | | |
| 8011062D 0000 | | | | | |
| 8011065D 0000 | | | | | |
| 8011062E 0032 | | | | | |
| 8011065E 0032 | | | | | |
| | | | | | |
| Twisted Edge Snowboarding (PAL): | | mdmx | 2/9/2016 | | |
| 80083BAD 0000 | | | | | |
| 80083BAE 0032 | | | | | |
| | | | | | |

N64 AA GameShark Codes - Sheet1

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|--|--|---------|-----------|--|--|
| Wave Race 64 Rumble Pak Edition (JP): | | mdmx | 2/11/2016 | | |
| 800EAA6D 0000 | | | | | |
| 800EAA9D 0000 | | | | | |
| 800EAA6E 0032 | | | | | |
| 800EAA9E 0032 | | | | | |
| | | | | | |
| Wave Race 64 (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| 800EA79D 0000 | | | | | |
| 800EA7CD 0000 | | | | | |
| 800EA79E 0032 | | | | | |
| 800EA7CE 0032 | | | | | |
| | | | | | |
| Wipeout 64 (PAL): | | mdmx | 2/11/2016 | | |
| 800976FD 0000 | | | | | |
| 800976FE 0032 | | | | | |
| | | | | | |
| Wave Race 64 (US): | | a_gizmo | 6/18/2016 | | |
| 800E8DDD 0000 | | | | | |
| 800E8E0D 0000 | | | | | |
| 800E8DDE 0032 | | | | | |
| 800E8E0E 0032 | | | | | |
| | | | | | |
| Wayne Gretzky 3D Hockey '98 (US): | | a_gizmo | 6/18/2016 | | |
| 800CFF55 0000 | | | | | |
| 800CFF85 0000 | | | | | |
| 800CFF56 0032 | | | | | |
| 800CFF86 0032 | | | | | |
| | | | | | |
| Yoshi's Story (PAL): | If you don't like the dithering effect | mdmx | 2/10/2016 | | |
| DE000400 0000 | (required, otherwise cartridge won't boot) | | | | |
| 800AC29D 0000 | | | | | |

N64 AA GameShark Codes - Sheet1

| | | | | | |
|---|---|--------------|-----------|-----------|--|
| 800AC2CD 0000 | | | | | |
| 800AC29E 0032 | | | | | |
| 800AC2CE 0032 | | | | | |
| | | | | | |
| Zelda: Ocarina of Time (J/U v1.2): | | xdaniel | 2/8/2016 | | |
| 810069EC 0000 | | | | | |
| 810069EE 3216 | | | | | |
| 81006A1C 0000 | | | | | |
| 81006A1E 3216 | | | | | |
| | | | | | |
| Zelda: Ocarina of Time 1.1 (USA/JP): | | DoctorPain99 | 2/26/2016 | | |
| 8100646C 0000 | | | | | |
| 8100646E 3216 | | | | | |
| 8100649C 0000 | | | | | |
| 8100649E 3216 | | | | | |
| | | | | | |
| Zelda: Ocarina of Time (PAL v1.0): | | xdaniel | 2/8/2016 | 2/18/2016 | |
| F10004E4 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| EE000000 0000 (M) | | | | | |
| 810068EC 0000 | | | | | |
| 810068EE 3216 | | | | | |
| 8100691C 0000 | | | | | |
| 8100691E 3216 | | | | | |
| | | | | | |
| Zelda: Majora's Mask (USA): | | DoctorPain99 | 2/26/2016 | | |
| 8109806C 0000 | | | | | |
| 8109806E 3216 | | | | | |
| 8109809C 0000 | | | | | |
| 8109809E 3216 | | | | | |
| | | | | | |
| Zelda: Majora's Mask (PAL) | | xdaniel | 2/8/2016 | | |

N64 AA GameShark Codes - Sheet1

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|---|---|------|-----------|--|--|
| 8109811C 0000 | | | | | |
| 8109811E 3216 | | | | | |
| 8109814C 0000 | | | | | |
| 8109814E 3216 | | | | | |
| | | | | | |
| Zelda: Majora's Mask (PAL v1.1): | requires GS v3.3 | mdmx | 3/10/2016 | | |
| F10969C0 2400 (M) | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |
| FF000220 0000 (M) | | | | | |
| 8109825C 0000 | | | | | |
| 8109828C 0000 | | | | | |
| 8109825E 3216 | | | | | |
| 8109828E 3216 | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| OTHER PATCHES | | | | | |
| | | | | | |
| IPL4ROM (for Blue Debug 64DD): | | mdmx | 4/23/2016 | | |
| 802949AD 0000 | | | | | |
| 802949DD 0000 | | | | | |
| 802949AE 0032 | | | | | |
| 802949DE 0032 | | | | | |
| | | | | | |
| IPLROM (Retail 64DD): | | mdmx | 4/23/2016 | | |
| 802955BD 0000 | | | | | |
| 802955ED 0000 | | | | | |
| 802955BE 0032 | | | | | |
| 802955EE 0032 | | | | | |
| | | | | | |
| Donkey Kong 64 (PAL): | Why so many? | mdmx | 3/10/2016 | | |
| Must Be On (M): | (M) is a so called 'Enable' code. Without it, the game won't start. | | | | |

N64 AA GameShark Codes - Sheet1

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|---------------|--|--|--|--|--|
| F1000204 27BD | | | | | |
| F1000206 FFE4 | | | | | |
| F1000208 AFA8 | | | | | |
| F100020a 0014 | | | | | |
| F100020C AFA9 | | | | | |
| F100020e 0018 | | | | | |
| F1000210 3C1A | | | | | |
| F1000212 A05F | | | | | |
| F1000214 375A | | | | | |
| F1000216 3E00 | | | | | |
| F1000218 3C08 | | | | | |
| F100021a A07C | | | | | |
| F100021C 3508 | | | | | |
| F100021e 5C00 | | | | | |
| F1000220 241B | | | | | |
| F1000222 0040 | | | | | |
| F1000224 8D09 | | | | | |
| F1000226 0000 | | | | | |
| F1000228 237B | | | | | |
| F100022a FFFF | | | | | |
| F100022C AF49 | | | | | |
| F100022e 0000 | | | | | |
| F1000230 2108 | | | | | |
| F1000232 0004 | | | | | |
| F1000234 1F60 | | | | | |
| F1000236 FFFB | | | | | |
| F1000238 235A | | | | | |
| F100023a 0004 | | | | | |
| F100023C 8FA9 | | | | | |
| F100023e 0018 | | | | | |
| F1000240 8FA8 | | | | | |

N64 AA GameShark Codes - Sheet1

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|-------------------------|--|--|--|--|--|
| F1000242 0014 | | | | | |
| F1000244 27BD | | | | | |
| F1000246 001C | | | | | |
| F1000248 3C1A | | | | | |
| F100024a A05F | | | | | |
| F100024C 375A | | | | | |
| F100024e 3E00 | | | | | |
| F1000250 0340 | | | | | |
| F1000252 0008 | | | | | |
| F1000254 0000 | | | | | |
| F1000256 0000 | | | | | |
| 81000204 3C1A | | | | | |
| 81000206 A05F | | | | | |
| 81000208 375A | | | | | |
| 8100020A 3E00 | | | | | |
| 8100020C 0340 | | | | | |
| 8100020E 0008 | | | | | |
| 81000210 0000 | | | | | |
| 81000212 0000 | | | | | |
| Dither filter & AA off: | | | | | |
| 8001036D 0000 | | | | | |
| 8001039D 0000 | | | | | |
| 8001036E 0032 | | | | | |
| 8001039E 0032 | | | | | |