Double Dragon Game Genie Codes

by Binta   Updated to v1.0 on Jun 24, 2005

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DOUBLE DRAGON
 Game Genie Glitch Codes
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What is this about?
These are game genie codes used to glitch up Double Dragon. They can be
hilarious or just plain cool. Some actually work in your favor!
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Disclaimer
I, Binta, have made this FAQ page. You can read this freely and/or download it,
just don't post it up on your website or other places, unless I say it's okay.
I'll let you print this if you want, too. Just don't steal my work.
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Credit to:
-Myself, for making most of these codes and the FAQ.
-Spike, for starting a topic with all these codes.
-Many others, for a few other nifty codes. They are: Daniel T, LordBob, gedowski
 batman12 returns
-And most importantly, GameFAQs for accepting this FAQ
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Version History:
-September 22, 2004 (V 1.0) Initial release
-June 24, 2005 (V 1.01) I was reminded about the IIIPPO code!
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A brief story on why and how I made this FAQ:
One day, I was browsing through the message boards to see if some of my
favorite games have any messages on them. Double Dragon was the first that came
to my mind, so I checked it and found a topic with a bunch of Game Genie Glitch
Codes. That topic was great, not only because of what I found, but it created on
April 30th. and it's still here! The majority of the codes were 6 letter codes,
but there are a few 2 line codes and 8 letter codes. We have yet to see a 3 line
code.

NOTE: Long ago, our game genie topic is gone. :(
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Some codes will make the game impossible to beat! Try them at your own risk. :)

Codes I made myself:
KILLUS: Jump and game resets
AIIEEE: Pause and game resets
PLAYIN: Mode A disabled
ZOTKIL: Game is severely screwed up, looks like you don't gain points but you do
OTTXXX: Your kicks are stronger, but you you die instantly if a weapon hits you
UTTXXX: (see above)
OOTXXX: Game resets as soon as mission 1 starts
KTTXXX: Game resets when Billy or enemies hit each other
SYGNUS: Select button disabled
ZEPLIN: The thumbs-up sign when you defeat enemies is screwed up
GTTXXX: Always punching in place
KILLKI: Higher jumps, but if you jump before getting knocked down, you get stuck
APPEYA: Drum beats play during the intro scene
STTZZZ: Game resets when someone is knocked down
OTTEIV: Music is hissy
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ZIPGUN: Game screws up when the screen starts scrolling
POTENT: Williams shrinks when he gets knocked down
PLANET: Your score (not hearts) will skyrocket and even glitch up
LEAGUE: Game resets as soon as it starts
PAZOOK: Screen freezes and scrambles as soon as it starts
KINGUS: Doors open up slowly
KINGOZ: Starting screen is glitched up in gameplay and intro
VVZSST: Billy and enemies vanish. Enemies die but Billy reappears on the left
SNEZZY: Enemies walk backwards and you can't move
EEIIOZ+ZYVLXX: Williams and Marian vanish during the intro, which ends faster
AKTXXY: Title screen is all black. Game freezes when Billy gets knocked down
EPTXXY: Chintai's legs are screwed up. Billy and enemies can't hurt each other
OZZYOZ: No enemies, and you can't go on
PEPSIE: Screeb us shaky
AAAEEE: Game resets before Williams punches Marian during the intro
EEAAGG: Missing portions on characters when they crouch or land from jumps
PPPVVS: Williams is replaced with Lopar
KKKVVS: Screen changes colors all the time
EEEVVS: Everyone's colors are screwed up. Williams looks like a goth
ZZZVVS: Game refuses to play
GGGVVS: (see above)
OOOVVS: Title screen and status bar are white. Billy's skin is blue
LLLVVS: Mission screen all red. Also makes the backgrounds Las Vegas colors
UUUVVS: The game resets as you choose Mode A
TTTVVS: Play as Jimmy for the first round, and backgrounds are grey*

*NOTE ABOUT THE "TTTVVS" CODE: To play as Jimmy, you must start the game, wait
for mission 1 to start, reset the game and start play again. However, you'll
revert to Billy after beating the first wave of enemies.
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Codes Spike made:
PITSEX: Weapons fly off the screen when thrown or dropped
SOSOSO: Random glitches
NLLUYN: Enemies walk backwards off the screen and you can't move
KLLUYN: Jump or climb ladders and die
ZXLUYN: Billy turns into a water splash when he does anything
SELUYN: Billy will throw something invisible when he does anything
ZZTOPS: Linda with the whip near the end of Mission 1 is frozen and invincible
POZIST: Billy and enemies can't move up or down
LUZIST: Invisibility
PULLEY: Drunk Billy Lee (I'm still trying to figure this one out)
OVEXXL: Can't use weapons, characters are "jumpy"
IKGLLX: Enemies glitch up when dying
APPEYE: Enemies are scared of you. Added drum beats. Game resets at random.
NYLZAG: Automatically appear on the next screen when you defeat enemies
APPYOK: Willie freezes in place after firing his gun until he is knocked down
AKKYOK: Mission music is faster
ATTYOK: Linda's disappear when you climb ladders
OUTYOK: Screen flashes with awesome colors before freezing
PPPYOK: Screen is all shaky
OPPYOK: Screen shakes even harder
XOTKEL: Screwed up graphics and screen won't move on! Enemies are discolored
PAXSIL: The moving blocks in mission 4 stay still
YISNNO: Screwed up Billy Lee and enemies
GAPNNO: Invisible Billy Lee, enemies and weapons
TEPPIL: Linda's are weaker
ZUPPIL: Linda's are ten times tougher!
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Codes by the others:
PTTXXX: Billy and enemies get sucked into the air for a quick death once hit
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PEYZEY: Enemies are stronger
GEIOTX: (forgotten)
POTATO: (forgotten)
OLIETA: Mission music keeps playing. Characters die instantly when knocked down
PXUNGGAZ: 3000 points for each attack
OVSUYNIA: press kick to do a kick&punch combo. Do a headbutt
PEXTIZAA: 2 hearts and fighting the 1st boss
ZEXTIZAA: 3 hearts and half way thru the 1st stage
LEXTIZAA: 4 hearts
IIIOOO: No enemies! You can go through the game easily!
IIIPPO: Enemies won't fight back!
XXXVVS: Enemies are a different color
VOPEEE: No punching sound
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I forgot what the codes GEIOTX, and POTATO do. I can't add any more codes
because my game genie screwes up my NES. If you can report their effects, or any
other codes, I'll throw them in the list. And if there's anything wrong, or a
non-working code, that would be appreciated. But there are different versions of
game genie, so what may work with one code may not work with another.
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