

Pocky & Rocky Pro Action Replay Codes

by DinobotMaximized

Updated to v1.0 on Dec 15, 2005

Pocky & Rocky
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 Pocky & Rocky for the Super Nintendo Entertainment System.

II. Version History *****

1.0 - December 15, 2005

III. Codes *****

Infinite Time ----- 7E0F1296
Must be deactivated after beating a level.

Infinite Health (Pocky) ----- 7E006811
Infinite Health (Rocky) ----- 7E006911
Must be deactivated after beating a level.

Infinite Lives (Pocky) ----- 7E006A0A
Infinite Lives (Rocky) ----- 7E006B0A

Infinite Special Attacks (Pocky) ----- 7E006609
Infinite Special Attacks (Rocky) ----- 7E006709

Default Projectile Fully Powered (Pocky) - 7E00E60B
7E00E70B

Default Projectile Fully Powered (Rocky) - 7E00E80B
7E00E90B

Fire Projectile Fully Powered (Pocky) ---- 7E00E60A
7E00E70A

Fire Projectile Fully Powered (Rocky) ---- 7E00E80A
7E00E90A

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.