SimCity Patch Codes

by aacroke Updated on Aug 22, 2016

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SIM CITY Patch Codes for SNES
By Adam Alexander T. Croke
IMPORTANT NOTE: These codes have been collected from around the web. I created
none of them; I claim credit only for their assembly into this guide. I tested
all of them.
DD67 DFAA
          Faster Time
DE67 DFAA
             Slower Time
86AB 6D02
           Start Easy Game with $3000
D8AB 6D62
0DA8 6D02
               Start Easy Game with $40000
BAAB 6D62
1DAB 6D02
           Start Easy Game with $60000
3CAB 6D62
              Start Any Game with $49000
7E0B F9EB
01BB C2AD
          Most Spending is Free
E28A AD61
              Unlimited Funds
DD31 AFDA
          All 8 Scenarios Completed
CB31 AF0A
EE31 AF6A
EE31 AFAA
6E31 A4DA
CB63 DFA1
           Activate Debug Menu
6D63 D4D1
ED63 D401
7E04 25xx
          Activate Debug Options (see Debug Options Values below)
              Residential Zones Never Shrink
0393 C280
0393 C363
0393 0C80
              Commercial Zones Never Shrink
0393 OD4A
0392 7480
               Industrial Zones Never Shrink
0392 7536
039D A8A5
             Max Land Value
             Max RCI Meter
038B 3E00
039F 26A5
          Zero Crime
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03A0 94A5 Max Population Density and Zero Pollution 03A1 1Ab5 03A1 2B100 TEOD DE64 Approval Rating 1008 TEOD DE100 Disapproval Rating 008 0399 86A5 Max Police Radius DB66 046A All Buildings Powered DB60 0709 Bulldore Anything 01BA 83B0 Build Anythere 01BA 83B0 Set Year to 4000 TEOB 53A0 Set Year to 4000 TEOB 53A0 Set Present in Present Slot 1 (see Present Values below) TEOB 57Exx Set Present in Present Slot 2 (see Present Values below) TEOB 57Exx Set Present in Present Slot 3 (see Present Values below) TEOB 57Exx Set Present in Present Slot 4 (see Present Values below) Debug Options Values (Add together to activate multiple options):	039F 2900					
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04=Valve Max 08=Water Reclaim 10=Memory Set Present Values:	01=No Disaster	rs				
08=Water Reclaim 10=Memory Set Present Values:						
Present Values:						
Present Values:	08=Water Reclaim					
O1=Mayor's House O2=Bank O3=Amusement Park O4=Zoo O5=Casino O6=Landfill O7=Police HQ O8=Fire HQ O9=Fountain OA=Mario Statue OB=Expo OC=Windmill OD=Library OE=Large Park	10=Memory Set					
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