aw	OFFICIAL	CHANGES MADE BY CODES	NOTES FROM THE COMMUNITY
		CHANGES MADE BY CODES	NOTES FROM THE COMMUNITY
	X&BUTT	Butt Mode: Any mention of the words "shovel", "knight", "health", or "magic" in dialogue is replaced with "butt".	The infamous Butt Mode CONFIRMED (It's hilarious)
		Start the game with a different armor	
Code 1: TEIGCABP		Start with Conjurer's Coat (Purple Armor).	
Code 2: ISIQCFDN		Start with Dynamo Mail (Gray Armor).	
zx		Start with Mail of Momentum (Black Armor).	
Code 4: NRXNCIBS		Start with Ornate Plate (Gold Armor).	
Code 5: URCICMLP		Start with Final Guard (Red Armor).	
oo		**Start with one relic with no magic cost. Other relics collected in the game are ugly as fuck bruh**	
Code 6: SJPACXWH		Start with unlimited Flame Wand	
Code 7: ZXXFEDJC			
Code 8: JBSZELSC		Start with unlimited Phase Locket	
Code 9: PLEFFJSN			
Code 10: SXXKGZWE		Start with unlimited Alchemy Coin	
Code 11: IGIIJETR			
Code 12: NRDUIWCW		Start with unlimited Mobile Gear	
Code 13: NXTXIZMV		Start with unlimited Propeller Dagger	"Mega Man X" mode
Code 14: SBYHIZRA		Start with unlimited Throwing Anchor	
Code 15: FHOYIZYI		Start with unlimited Chaos Sphere	
		Start the game with one or more relics, that act normally.	
Code 16: MWRFJPYZ		Start with Throwing Anchor.	
Code 17: GRESJWXN		Start with Alchemy Coin.	
Code 18: BINOKOAF			
Code 19: UUPEKOQG		Start with Chaos Sphere.	
Code 20: NILTKPBA		Start with Flare Wand, Phase Locket	
Code 21: BJDNKUIQ		Start with Flare Wand, Phase Locket, Dust Knuckles	
Code 22: SJHNLAID		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor	
Code 23: YJYFLBYZ		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin	
Code 24: ZMDMMXOO		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear	
Code 25: SLFVNLJB		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear, War Horn	
Code 26: FVDNOSYB		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear, War Horn, Propeller Dagger	
		Start the game with levels cleared up to a certain point.	
Code 27: XYLHOXNG		Up to the Plains already cleared.	
Code 28: NEBBOZPP		Up to the Pridemoor Keep already cleared.	
Code 29: MNAVPDHT		Up to the Lich Yard already cleared.	
Code 30: QZNSPDVO		Up to the Iron Whale cleared.	
Code 31: YQCNPHFT		Up to the Lost City cleared.	
Code 32: SJXDPXEP		Up to the Explodatorium cleared.	
Code 33: CSJZPYHA		Up to the Clockwork Tower cleared.	
Code 34: ULFKRDIA		Up to the Stranded Ship	
Code 35: MXYAREAL		Up to the Flying Machine cleared.	
Code 36: EAEJRGWJ		Up to the Tower of Fate: Entrance cleared	
Code 37: MHFGRQXE		Up to the Tower of Fate: Ascent cleared.	
Code 38: ENTSSYSQ			Starting NG+ & completing the first NG+ level will remove the pumpkin mark
Code 39: DIOQTDNQ		Start the game with just the Hall of Champions cleared	Game cleared, New Game + is available (pumpkin mark disappears from file, CAN then earn feats)
		Start the game with specific things already unlocked (shovel ability, music, heart, mana, New game +, etc)	
Code 40: GGWBUCFV		Starts game with everything unlocked (except music).	
		Starts game with all armors unlocked.	
Code 42: RQQYUKIJ		Starts New Game + with nothing unlocked (pumpkin mark stays on file, can NOT get feats)	Use code 38 instead to start a fresh NG+ file
qyeee		Starts New Game + with all relics/armors/upgrades (pumpkin mark stays on file, can NOT get feats)	Use code 194 instead to start a fresh NG+ file
Code 44: KZXIVKAE		Starts game with all 46 song sheets on hand (Not returned).	It seems Track 46 isn't unlocked, even with the code activated.
Code 45: JDTIYMUW		Starts game with charge hit shovel ability.	
\		Starts game with dig piles in one hit shovel ability.	
\		Starts game with ground spark shovel ability.	
Code 48: EJBHZACP			
Code 49: XTMUZCBS		Starts game with one chalice.	
Code 50: LKYOABSL		Starts game with two chalices.	
Code 51: LFGQCRMP		Starts game with the fishing hook.	
Code 52: SZKWAIKV		Starts game with 5 hearts.	
Code 53: VIVCCBJP		Starts game with 6 hearts.	
Code 54: HWZPCLGL		Starts game with 7 hearts.	
Code 55: JRDWDZGN		Starts game with 8 hearts.	
Code 56: VQPBDZHM		Starts game with 9 hearts.	
Code 57: LBSHEAOQ		Starts game with 10 hearts.	
Code 58: XRCSEOIL		Starts game with 40 magic.	
Code 59: BUUUEREK		Starts game with 50 magic.	
Code 60: CZSIFVOM		Starts game with 60 magic.	
Code 61: MNOIGUZZ		Starts game with 70 magic.	
Code 62: UACCHCUH		Starts game with 80 magic.	
Code 63: RUJRHIZL		Starts game with 90 magic.	
Code 64: GVLEHQQF			
		Starts game with 100 magic.	
Code 65: YNQEICXR		??	Completed the game start to finish, all areas all upgrades etc, no noticable difference.
Code 66: BKXBIPIX		No glowing fishing areas(?) Unconfirmed? False, the glow only appears once you have the rod, once I got the rod, the glows appeared	my theory : Specter, Plague and King knight modes, and the gender swap, mistery solved?
Code 67: FYTUIXPC		??	Maybe...but I personally doubt it ^ I didn't think they were planning to have you access those future modes via cheat codes
Code 68: IZLCIYYK		??	None of these codes have any immediate effect. Someone will have to do more indepth checking.
Code 69: QXIEJJWS		No clouds on map	
Code 70: TZIJJYAG		No checkpoints	
Code 71: GVKZKDWW		Checkpoints break after one use	BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)
		Codes that modify magic and damage values.	
Code 72: UDBPKFFX		Invulnerability (no health lost, knockback still occurs, no protection from insta-deaths)	
Code 73: IGJKKPCK		Take 4 times as much damage	
Code 74: QMPGLCRA		Die from one hit	
Code 75: URPULDVW		Relics require no magic to use.	
Code 76: WKQSLFWC		Relics require no magic to use.	
Code 77: UEPVLJGR		Relics require no magic to use.	
Code 78: SFZHLNLG		Relics require no magic to use.	
Code 79: QWXELSUK		Relics require no magic to use.	
Code 80: KYRNMAPC		Relics require no magic to use.	Sudden Death boss mode
Code 81: SVHMMLYN		Blub blub blub. You're not underwater, but somehow you're still blowing little air bubbles out of your helmet!	
		... Treasure Knight was underwater and he loved money! Who else loves money? The next bunch of codes!	
Code 82: XTIQMQGE		Start with 1000 Gold.	
Code 83: IFDSMQGZ		Start with 5000 Gold.	
Code 84: BQAMNMPT		Start with 10000 Gold.	
Code 85: XDDYNOUD		Start with 50000 Gold.	
Code 86: ZNSKNTGG		Start with 99999 Gold.	
Code 87: CXZLOHGP		Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code.	
Code 88: ADYSOYBB		Same as Code 87 but with 500 Gold.	
Code 89: GYMEPHLM		Same as Code 87 but with 1000 Gold.	
Code 90: QWNLPQDL		Same as Code 87 but with 2000 Gold.	
Code 91: THVZQFLN		Same as Code 87 but with 10000 Gold.	
Code 92: UCDIQWMQ		Gastronomer is missing	
Code 93: KASKQYYQ		Magicist is missing	
Code 94: REYTRJNG		Chester is missing (only in the village, you can still buy relics from him in stages)	
Code 95: SWJSROSY		No map encounters	
Code 96: QJRSSKOT		All surfaces are slippery like ice	
Code 97: WOLPSNLK		Chester sells all 10 relics at the village from the start of the game	Partially bugged, he won't sell anything if you own all legitimate relics (Fishing Rod, Chaos Sphere, and any cleared stages)
Code 98: NVVYSZFD		Chester's prices are randomly higher (500+ in stages, 1500+ in village, max 9999)	
Code 99: JLPWUFJT		Start each level with a random relic every time. Any relic bought in a level or the village is erased upon entering the next level.	
Code 100: AGLHVAFR		Start each level with a random armor every time.	
Code 101: HMOGVRDH		Lose all Gold upon dying. Can be recollected.	The dark souls mode
Code 102: FZGZWEBA		Lose 50% of your Gold upon dying. Can be recollected.	
Code 103: ZZIHYVDQ		Lost gold is all in 1 bag (still the normal 25%).	
Code 104: MQFCYYUU		Invincibility after hit reduced by 60% (2 sec to 0.8 sec)	
Code 105: LKZJZKUS		Invincibility after hit increased by 50% (2 sec to 3 sec)	
Code 106: DGBPAFJY		Enemies always drop magic refills	Same as Conjurer's Coat effect
Code 107: ECXDASGN		Enemies and damaging obstacles go through you without any damage or recoil. (insta-deaths still occur)	
Code 108: UWXYBGAX		Enemies drop twice as much gold.	
Code 109: BQOSCHJA		Enemies drop 3 times as much gold.	
Code 110: FTNRCLNG		Enemies drop 4 times as much gold.	
Code 111: NHBRCQCE		Enemies drop 5 times as much gold.	
Code 112: HMJECSMB	FDga	Enemies drop 10 times as much gold.	
		Codes that give you a different default armor color. The change is only cosmetic.	
Code 113: LYHSDNUX		Green	
Code 114: DFPIDWVT		Blue, Blue horns. (Blue Bomber)	
Code 115: JSAJEOQL		Light Red	
Code 116: RTZCEQNW		Brown	
Code 117: PJDRGKUC		Dark Purple, Gray horns.	
Code 118: ETWBGRTH		Glowy Purple, Glowly Purple horns.	
Code 119: UOMBGSDR		Shiny Purple, Fluo Green horns.	
Code 120: AQJDHEUM		Purple	
Code 121: GGTUHHUZ		Light Red, Yellow horns.	
Code 122: ESQEHMQL		Light Blue, Lavender horns.	

Code	Alt	Description	Notes
Code 123: JRUWHQUA		Pink	
Code 124: QNXIITJY		Glowy Brown	
Code 125: XQGRITOH		Mint	
Code 126: JHEIJDLR		Silver	
Code 127: AKMTJHTW		Peach, Cyan horns.	
Code 128: SUPLJZHD		Glowy Dark Teal, Glowy Dark Teal horns.	
Code 129: TVSPKGAT		Purple-Pink, Creme horns.	
Code 130: RLQFLLOW		Some Blue, Mint Green horns.	
Code 131: KCRULXOV		Brown, Teal horns.	
Code 132: INCJMBQE		Blue, Orange horns.	
Code 133: ZTKQMPKQ		Black, Purple horns.	
Code 134: HRCKMYHQ		Red, Silver horns.	
Code 135: AUBQODIO		Yellow	
Code 136: NQEFOFHU		Dark Blue	
Code 137: CUFROLJP		Red	
Code 138: BAFNOODV		White, Creme horns.	
Code 139: FFDVPBPF		Lime Green, Pink horns.	
Code 140: FZEEPOZB		Tan, Orange horns, Green outline	
Code 141: PXXARADP		Totally Blue	
Code 142: KOGXSIPL		Totally Light Orange	
Code 143: YLFBUMJC		Blue, Orange outline.	
Code 144: SLDXVRTZ		Bright Orange	
Code 145: LJCPWRKQ		Grass Green	
Code 146: ACFQXMIK		Purple-Pink, Light Gold Horns	
Code 147: EJYYXOCY		Extremely bright Yellow-Green	
Code 148: QAGFXTQN		Armor color changes whenever you move between screens	
Code 149: IZETYNHQ		Armor color changes whenever you get hit	
Code 150: RQVFYUUB		Armor color changes whenever you jump	LSD Mode
		Misc codes	
Code 151: QJDVZKBV		Lose all relics on death	Can rebuy from chester/acolyte in town/stages, only once per time through a stage though (if you buy and die, must replay stage to buy again)
Code 152: XZSAZOMQ		Lose all relics upon clearing a stage	
Code 153: KWETZPXR		Troupple King dances to a secret bonus track	Last track on the official NSF file linked on the OST page
		Codes that affect game physics	
Code 154: AYNRZQGV		Gems from enemies and dig piles are always in rising bubbles as though you're underwater	
Code 155: ZMKFBAXY		Instant collection of gems from most enemies regardless of distance (doesn't work on minibosses)	
Code 156: TURJBNDR		Bouncing gems	
Code 157: AEVYCUNL		Super Jump code.	
Code 158: NBCZEDMJ	J&2JMP!	Moon Jump code.	
Code 159: XRTKESBB		Super pogo bounce	
Code 160: XPRAFCFK		Moon pogo bounce	
Code 161: PIJMFJUG		Fast Movement speed	
Code 162: CRGYGUKP		Super Fast Movement speed.	
Code 163: RYAQGVIE		Faster on ladders	
Code 164: JARXHTMF		Much faster on ladders	
Code 165: TURNIGTF		Higher knockback from shovel attacks	
Code 166: GAPWIIZJ		No knockback from shovel attacks	
		Fast attack speed.	
Code 168: QHGOILFF		Super fast attack speed.	
Code 169: OXLKJCGV		Walk on spikes.	
Code 170: XZZCJNNP		Falling into pits doesn't kill you. You just stand in them with your head poking out.	
Code 171: FCCKJOIQ		Pogo off any surface.	
Code 172: DSHHKILX		Treasure magnetically attracted to you.	
Code 173: KJWSLXLJ			
Code 174: ALTFMMOW		Invisibility	
Code 175: XGTBMGVW			
Code 167: PGPHIJJH		**Relic enhancement**	
Code 176: SODLMWTW		Alchemy Coin has no shot limit (normally 1)	
Code 177: ICGHNASB		Chaos Sphere has no shot limit (normally 2)	
Code 178: WOTINLUI		Throwing Anchor has no shot limit (normally 2)	
Code 179: LSZXOOOA		Flare Wand has no shot limit (normally 2)	
Code 180: CXHEPCVT		Phase Locket lasts 3 times longer (6 seconds)	
Code 181: CYWGROJF		Dust Knuckles move twice as far on hit	
Code 182: TFTCSSSH		War Horn is much quicker but blow lasts half as long	Can rise into the air with repeated use.
Code 183: LTUGSVVX		Propeller Dagger moves twice as far	
Code 184: VDCZTQSG		Fishing Rod is much quicker	Also does double damage? (unconfirmed)
		Some other stuff	
Code 185: YGVYUWSW		Shovel Knight is 2x as big! Hitboxes for him & weapons are increased accordingly as well but his head is invincible	Giant Mode: His head clips the ceiling a lot but he won't glitch through them.
Code 186: TRGSVPPW		Shovel Knight is four times as big now!	Titan Mode: Macswoley Bulkin AKA Mega Shovel Knight
Code 187: BBROWETT		Village already cleared (won't block you on map)	
Code 188: QMCJWTGT		Reize defeated	
Code 189: QCECXUSN		Baz defeated	
Code 190: PMHTYAUA		Phantom Striker defeated	
Code 191: QNFYYUSV			There doesn't seem to be a way to change ichors since they're never used up, so choose wisely
Code 192: VEGSZMPI	IM&SGC14	Start at first checkpoint of Mole Knight's stage with 6 Health, 60 Mana, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SAVE PROGRESS	(same as official code: IM&SGC14)
		COMBO CODES! All codes below this point are combinations of two or more earlier codes	
Code 193: XJRZZWAK		No checkpoints, die from one hit, relics use half as much magic	
Code 194: BJLHZXED		Game cleared, have all relics/armors/upgrades, no map encounters (pumpkin mark disappears from file, CAN then earn feats)	Starting NG+ & completing the first NG+ level will remove the pumpkin mark
Code 195: AZUIAOPF		Start with Throwing Anchor, Alchemy Coin, and Trench Blade. Breathe bubbles, gems in bubbles, Chester's prices are random.	Treasure Knight mode.
Code 196: DWLAAPJH		Start with Plains and Village cleared, 5,000 gold	
Code 197: GSYZBJME		Start with first wave of knight stages clear, relics from cleared stages, one Chalice, Fishing Rod, 5 health, 5,000 gold	
Code 198: MYUGBYWX		Start with second wave of knight stages clear, relics from cleared stages, two Chalices, Fishing Rod, 8 health, 10,000 gold, Reize defeated	
Code 199: RSUGCEOG		Start with all knight stages clear, all relics except Chaos Sphere, max health, 10,000 gold, all three backer boss map encounters defeated	
		Start with one relic that is more powerful and unlimited use. Other relics collected are normal.	
Code 200: SOXQCGJR		Start with unlimited enhanced Fishing Rod	see code 184
Code 201: LLFICYDZ		Start with unlimited enhanced Alchemy Coin	see code 175
Code 202: NSZEDFQQ		Start with unlimited enhanced Mobile Gear	see code 176
Code 203: AVYMDUZS		Start with unlimited enhanced Chaos Sphere	see code 177
Code 204: YHZTECZD		Start with unlimited enhanced Throwing Anchor	see code 178
Code 205: PVZPEETF		Start with unlimited enhanced Flare Wand	see code 179
Code 206: DEYAGLTE		Start with unlimited enhanced Phase Locket	see code 180
Code 207: TGWKGUNK		Start with unlimited enhanced Dust Knuckles	see code 181
Code 208: YMZUHABU		Start with unlimited enhanced War Horn	see code 182
Code 209: CVPYHAON		Start with unlimited enhanced Propeller Dagger	see code 183
		Two extremely OP codes to break the monotony of all those similar codes	
Code 210: AFOFHFMJ		Invulnerability (with knockback), permanent fortune ichor	The Indomitable Magnet Mode
Code 211: HAAYHJZY		Start with all unlimited enhanced relics (not including Chalices)	Hey, we found it! :D Weapon Master Mode
		Super relics, but TWO of them to start with. Others are normal.	
Code 212: FNFTHZMP		Start with unlimited enhanced Alchemy Coin, Fishing Rod	
Code 213: BUJMILMS		Start with unlimited enhanced Mobile Gear, Chaos Sphere	
Code 214: UNUJIQXG		Start with unlimited enhanced Phase Locket, Throwing Anchor	
Code 215: WHISITMD		Start with unlimited enhanced Dust Knuckles, Propeller Dagger	
Code 216: YZDXJNTH		Start with unlimited enhanced Flare Wand, Mobile Gear	
Code 217: NJYKJXZZ		Start with unlimited enhanced Flare Wand, Throwing Anchor	
Code 218: GJAPJYZF		Start with unlimited enhanced Phase Locket, Chaos Sphere	
Code 219: WZBVKHOO		Start with unlimited enhanced Mobile Gear, Propeller Dagger	
Code 220: WPTPKIRF		Start with unlimited enhanced Flare Wand, Dust Knuckles	
Code 221: CRZILHQZ		Start with unlimited enhanced Flare Wand, Alchemy Coin	
Code 222: DOABLPYA		Start with unlimited enhanced Flare Wand, Mobile Gear	
Code 223: YUJOMBHM		Start with unlimited enhanced Flare Wand, Chaos Sphere	
Code 224: QMXGMNNW		Start with unlimited enhanced Propeller Dagger, Chaos Sphere	
Code 225: QCEJMVAR		Start with unlimited enhanced Flare Wand, Fishing Rod	
Code 226: TXPPQUCI		Start with unlimited enhanced Throwing Anchor, Fishing Rod	
Code 227: NQMPSBCJ		Start with unlimited enhanced Phase Locket, Fishing Rod	
Code 228: BPLHSYKV		Start with unlimited enhanced Flare Wand, Phase Locket	
Code 229: PPKDSZKP		Start with unlimited enhanced Dust Knuckles, Throwing Anchor	
Code 230: GZKTTTQD		Start with unlimited enhanced Alchemy Coin, Chaos Sphere	
		Funky physics mix	
Code 231: WDYJUDWF		Super jump, fast movement	
Code 232: QITSUGJT		Moon jump, super fast movement	
Code 233: DIFUUQDE		Super jump, super pogo, fast movement	
Code 234: EOSOUYJW		Moon jump, moon pogo, super fast movement	
Code 235: LFLXVDRF		Super jump, fast movement, fast climbing	
Code 236: DVKDWHCG		Moon jump, super fast movement, super fast climbing	
Code 237: AABNWHME		Super jump, super pogo, fast movement, fast climbing	
Code 238: JFFQWOJV		Moon jump, moon pogo, super fast movement, super fast climbing	
Code 239: BBPOXDRR		Super fast movement, armor changes color on hit	
Code 240: FVRKXEOC		Super fast movement, fast climbing	
Code 241: TWINXFCV		Moon jump, no spike damage	
Code 242: BQDXXQBJ		Super fast movement, no spike damage	
Code 243: WNPEXRMA		Super jump, super pogo, higher knockback when attacking	
Code 244: GABMXVDP		Moon jump, super fast movement, higher knockback when attacking	
Code 245: WKVTXZNT		Super jump, fast climbing, super fast attack speed	
Code 246: ZJGNYTHQ		Super fast movement, super fast attack speed	
Code 247: MLNZYVST		Super jump, super pogo, fast movement, super fast attack speed	
Code 248: TPJMZLMG		Moon jump, moon pogo, super fast movement, super fast climbing, armor changes color on screen change	

Code	Effect	Notes
Code 249: ACVGZQDS	Pogo off any surface, no spike damagee	"DuckTales" mode
Code 250: EEHGZSSL	Pogo off any surface, super pogo	
Code 250: EEHGZSSL	**Rainbow Armor. Taste the rainbow.**	
Code 250: EEHGZSSL	Armor changes color on screen change or hit	
Code 250: EEHGZSSL	Armor changes color on hit or jump	
Code 253: PCNIDOFR	Armor changes color on screen change or jump	
Code 254: WRCJDOWG	Armor changes color on screen change, hit, or jump	
	Direct pass to the dance party!	
Code 255: LAHODUHG	Start with Plains and Village cleared and one Chalice, Troupple King dances to a secret bonus track	
	Start with two or more relics with unlimited use (not enhanced). Other relics are normal.	
Code 256: HDANEGGJ	Start with unlimited Flare Wand, Phase Locket	
Code 257: KPJNEPQN	Start with unlimited Dust Knuckles, Throwing Anchor	
Code 258: CBSKEVWI	Start with unlimited Alchemy Coin, Mobile Gear	
Code 259: CKWKGLVY	Start with unlimited War Horn, Propeller Dagger	
Code 260: XWKIHBGW	Start with unlimited Fishing Rod, Chaos Sphere	
Code 261: SOMKHFRP	Start with unlimited Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor	
Code 262: RJBBHUWP	Start with unlimited Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear	
Code 263: VYWAINOS	Start with unlimited Alchemy Coin, Mobile Gear, War Horn, Propeller Dagger	
Code 264: GJAFJFDR	Start with unlimited War Horn, Propeller Dagger, Fishing Rod, Chaos Sphere	
Code 265: MLPHKHHV	Start with all unlimited relics (not including Chalices)	
Code 266: ZPZDKLYF	Start with unlimited Phase Locket, Dust Knuckles	
Code 267: OUMIKOVR	Start with unlimited Dust Knuckles, Alchemy Coin	
Code 268: MKIDKVFY	Start with unlimited Mobile Gear, War Horn	
Code 269: PUVTLPEV	Start with unlimited War Horn, Fishing Rod	
Code 270: AGNXPEMB	Start with unlimited Phase Locket, Chaos Sphere	
Code 271: CCXZPHJK	Start with unlimited Flare Wand, Dust Knuckles	
Code 272: KZOCPTBL	Start with unlimited Throwing Anchor, Mobile Gear	
Code 273: BNQYQNHC	Start with unlimited Alchemy Coin, War Horn	
Code 274: SDGPRPCI	Start with unlimited Propeller Dagger, Chaos Sphere	
Code 275: HWOXRVEF	Start with unlimited Flare Wand, Fishing Rod	
	Codes that break the game in hilarious ways and make it way harder or way easier	
Code 276: YFZNRZOP	Higher knockback when attacking or hit	
Code 277: JEKGSNJT		
change (Code 278: STQQTXVX)	Super fast attack with no knockback	Shovel God Mode
Code 279: TVSVUEIO		All of code 278, start with all knight stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, giant mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gems, higher knockback when attacking, breathe bubbles, armor changes color on screen change, hit, or jump
Code 280: GNUCVKND	Start with unlimited Chaos Sphere, super jump, light blue armor with blue horns	
Code 281: EKJOVNLF	Start with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns	
Code 282: XIZIWMUK	Start with unlimited War Horn, all surfaces are ice, fast movement, dark purple armor with grey horns	
Code 283: MNWAWWDZ	Start with Ornate Plate and unlimited Alchemy Coin, Chester sells all relics from the start, enemies drop twice as much gold	
Code 284: YCHMXBAD CC&IMPAC	Start with unlimited enhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor	Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 285: CRQHXNWO	Pale Purple Palette-swap armor. Starts in NG+ with no items. Fast movement. Dies in 1 hit.	Speedrunning Mode
Code 286: ALRLXUQC	Start in NG+ with unlimited enhanced Phase Locket, die from one hit, fast movement, fast climbing, fast attack speed, no knockback when attacking, no Magicist, red armor	
Code 287: JRJEYIBG	[code 66?], take 4 times as much damage, no Chester in village, enemies drop twice as much gold, lose all relics on death	
Code 288: HZWOYMNU	Lose all gold and relics on death (gold can be recovered)	
Code 289: OWHFYQTW	Chester sells all relics from the start, lose all relics on death	
Code 290: UPSOYSRA	Chester sells all relics from the start, lose all relics on stage clear	
Code 291: HSDGYZMT	Start each stage with a random relic and armor equipped	
Code 292: QJNDZPDZ	Start each stage with a random relic and armor equipped, armor changes color on screen change	Fiesta Mode: Combination of codes 99 and 100.
Code 293: NMHOALKO	Titan mode, super jump, fast movement, fast climbing	BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)
Code 294: GEQGAROE		
Code 295: PNXPAVYY	Start with 10,000 gold, no Magicist or Chester in village	
Code 296: RXYABXTA	All surfaces are ice, invincibility after hit is longer, fast movement	
Code 297: FBRVCJUV		
Code 298: HBWNCLBP	No checkpoints, no damage from spikes or pits	"Endurance mode": No more instakills, but you have to start over if you run out of health.
Code 299: QXXFCRCA	Start with unlimited enhanced Flare Wand, invisibility	
Code 300: KUOZCULE	Relics use twice as much magic, lose all relics on death, invincibility after hit is shorter	
Code 301: USAKCVHU	Enemies always drop magic refills, lose all relics upon clearing a stage, permanent fortune ichor	
Code 302: RLIHFVFI	Fast attack speed, enhanced Alchemy Coin	
Code 303: KYQZGLEX	Die from one hit, relics use no magic, fast movement	
Code 304: TNFCGUGO		
Code 305: ZZGCHFTV	Relics use half as much magic, enemies always drop magic refills, no Magicist, no map encounters	
Code 306: OLGSHXIN	Bouncing gems, moon jump	
Code 307: PKHNIBIF	Checkpoints break after one use, enemies drop 10 times as much gold, fast attack speed	BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)
Code 308: CNOWICRU	[code 66?], lose all gold on death, no map encounters	
Code 309: GKWHIXJJ	All surfaces are ice, fast movement, no damage from spikes	
Code 310: JNSYJKGE	No clouds on map, no map encounters, village cleared, no shops/upgrades in village	
Code 311: AMNVJKJQ	[code 67?], die from one hit, boss dies in one hit	
Code 312: XGBXJQHX		
Code 313: YJWOJUBP	Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in bubbles as if underwater (treasures from chests, wall piles and dirt blocks remain normal.	
Code 314: ZWYRJWIE	Relics use no magic, no Gastronomer	
Code 315: EOYALQJU	[code 67?], pass through all enemies/projectiles/hazards	
Code 316: XTLLLTLL	Boss map encounters Reize, Baz, and Phantom Striker are defeated	
Code 317: MCGHMAHT	AxaxaXaX	
Code 318: RHZVMKMG		
Code 319: PYRAMYUZ		
Code 320: TZWXNAXM	Take 4 times as much damage, relics use twice as much magic, Chester's prices are random, enhanced Flare Wand, Phase Locket, Dust Knuckles, Alchemy Coin, Mobile Gear, and Propeller Dagger	

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All have been tested now! Some codes may have more to them and the ????? are still unknown in effect, if any.

	OFFICIAL	EFFECT	NOTES FROM THE COMMUNITY
			UNOFFICIAL VS OFFICIAL CODES: The game examines the name you enter when starting a new file and transforms it into a 32 bit number. If this number matches one of 321 predetermined values, then a cheat code is activated - because of this, there are multiple ways to enter a cheat. Unofficial codes are those found by Sparktail25 by brute forcing multiple input methods for a code on the PC version of Shovel Knight. Official codes are the "intended" versions of the codes provided by Yacht Club Games themselves. Aside from what you input to activate a code, there is no difference between unofficial and official versions.
		The infamous Butt Mode!	
Code 0: WSWWAEAW	X&BUTT	Butt Mode: Any mention of the words "shovel", "knight", "health", or "magic" in dialogue is replaced with "butt".	CONFIRMED (It's hilarious); Official code from Yacht Club Games = X&BUTT
		Start the game with a different armor	
Code 1: TEIGCABP		Start with Conjurer's Coat (Purple Armor).	
Code 2: ISIQCFDN		Start with Dynamo Mail (Gray Armor).	
Code 3: GWFCCFHP		Start with Mail of Momentum (Black Armor).	
Code 4: NRXNCIBS		Start with Ornate Plate (Gold Armor)	
Code 5: URCICMLP		Start with Final Guard (Red Armor).	
		Start with one relic with no magic cost. Other relics collected in the game are normal.	
Code 6: SJPACXWH		Start with unlimited Flame Wand	
Code 7: ZXXFEDJC		Start with unlimited Phase Locket	
Code 8: JBSZELSC		Start with unlimited Dust Knuckles	
Code 9: PLEFFJSN		Start with unlimited Throwing Anchor	
Code 10: SXXKGZWE		Start with unlimited Alchemy Coin	
Code 11: IGIUIETR		Start with unlimited Mobile Gear	
Code 12: NRDUIWCW		Start with unlimited War Horn	
Code 13: NXTXIZMV		Start with unlimited Propeller Dagger	"Mega Man X" mode
Code 14: SBYHIZRA		Start with unlimited Fishing Rod	
Code 15: FHOYIZYI		Start with unlimited Chaos Sphere	
		Start the game with one or more relics, that act normally.	
Code 16: MWRFJPYZ		Start with Throwing Anchor.	
Code 17: GRESJWXN		Start with Alchemy Coin.	
Code 18: BINOKOAF		Start with Chaos Sphere.	
Code 19: UUPEKOQG		Start with Flare Wand.	
Code 20: NILTKPBA		Start with Flare Wand, Phase Locket	
Code 21: BJDNKUIQ		Start with Flare Wand, Phase Locket, Dust Knuckles	
Code 22: SJHNLAID		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor	
Code 23: YJYFLBYZ		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin	
Code 24: ZMDMMXOO		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear	
Code 25: SLFVNLJB		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear, War Horn	
Code 26: FVDNOSYB		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear, War Horn, Propeller Dagger	
		Start the game with levels cleared up to a certain point.	
Code 27: XYLHOXNG		Up to the Plains already cleared.	
Code 28: NEBBOZPP		Up to the Pridemoor Keep already cleared.	
Code 29: MNAVPDHT		Up to the Lich Yard already cleared.	
Code 30: QZNSPDVO		Up to the Iron Whale cleared.	
Code 31: YQCNPHFT		Up to the Lost City cleared.	
Code 32: SJXDPXEP		Up to the Explodatorium cleared.	
Code 33: CSJZPYHA		Up to the Clockwork Tower cleared.	
Code 34: ULFKRDIA		Up to the Stranded Ship	
Code 35: MXYAREAL		Up to the Flying Machine cleared.	
Code 36: EAEJRGWJ		Up to the Tower of Fate: Entrance cleared	
Code 37: MHFGRQXE		Up to the Tower of Fate: Ascent cleared.	
Code 38: ENTSSYSQ		Game cleared, New Game + is available (pumpkin mark disappears from file, CAN then earn feats)	Starting NG+ & completing the first NG+ level will remove the pumpkin mark
Code 39: DIOQTDNQ		Start the game with just the Hall of Champions cleared	
		Start the game with specific things already unlocked (shovel ability, music, heart, mana, New game +, etc)	
Code 40: GGWBUCFV		Starts game with everything unlocked (except music).	
Code 41: BXFGUEKM		Starts game with all armors unlocked.	
Code 42: RQQYUKIJ		Starts New Game + with nothing unlocked (pumpkin mark stays on file, can NOT get feats)	Use code 38 instead to start a fresh NG+ file
Code 43: STGZURSC		Starts New Game + with all relics/armors/upgrades (pumpkin mark stays on file, can NOT get feats)	Use code 194 instead to start a fresh NG+ file
Code 44: KZXIVKAE		Starts game with all 46 song sheets on hand (Not returned).	It seems Track 46 isn't unlocked, even with the code activated.
Code 45: JDTIYMUW		Starts game with charge hit shovel ability.	
Code 46: ZXNGYVWY		Starts game with dig piles in one hit shovel ability.	
Code 47: FKKLYZKU		Starts game with ground spark shovel ability.	
Code 48: EJBHZACP		Starts game with all three shovel abilities.	
Code 49: XTMUZCBS		Starts game with one chalice.	
Code 50: LKYOABSL		Starts game with two chalices.	
Code 51: LFGQCRMP		Starts game with the fishing hook.	
Code 52: SZKWAIKV		Starts game with 5 hearts.	
Code 53: VIVCCBJP		Starts game with 6 hearts.	
Code 54: HWZPCLGL		Starts game with 7 hearts.	
Code 55: JRDWDZGN		Starts game with 8 hearts.	
Code 56: VQPBDZHM		Starts game with 9 hearts.	
Code 57: LBSHEAOQ		Starts game with 10 hearts.	
Code 58: XRCSEOIL		Starts game with 40 magic.	
Code 59: BUUUEREK		Starts game with 50 magic.	
Code 60: CZSIFVOM		Starts game with 60 magic.	
Code 61: MNOIGUZZ		Starts game with 70 magic.	
Code 62: UACCHCUH		Starts game with 80 magic.	
Code 63: RUJRHIZL		Starts game with 90 magic.	
Code 64: GVLEHQQF		Starts game with 100 magic.	
		MYSTERY CODES	
Code 65: YNQEICXR		*No glowing fishing areas(?) Unconfirmed?*	**Completed the game start to finish, all areas all upgrades etc, no noticable difference.**
Code 66: BKXBIPIX		*??*	*my theory : Specter, Plague and King knight modes, and the gender swap, mistery solved?*
Code 67: FYTUIXPC		*??*	*Maybe...but I personally doubt it ^ I didn't think they were planning to have you access those future modes via cheat codes*
Code 68: IZLCIYYK		*??*	**None of these codes have any immediate effect. Someone will have to do more indepth checking.**
Code 69: QXIEJJWS		No clouds on map	
Code 70: TZIJJYAG		No checkpoints	
Code 71: GVKZKDWW		Checkpoints break after one use	**BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)**
		Codes that modify magic and damage values.	
Code 72: UDBPKFFX		Invulnerability (no health lost, knockback still occurs, no protection from insta-deaths)	
Code 73: IGJKKPCK		Take 4 times as much damage	
Code 74: QMPGLCRA		Die from one hit	
Code 75: URPULDVW		Relics require no magic to use.	
Code 76: WKQSLFWC		Relics require half the usual magic to use.	
Code 77: UEPVLJGR		Relics require double the usual magic to use.	
Code 78: SFZHLNLG		Boss start with 1/2 of one heart (dies in one hit)	
Code 79: QWXELSUK		Boss start with half health.	
Code 80: KYRNMAPC		Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles.	**Sudden Death boss mode**
		A code that makes Shovel Knight appear underwater. Appropriate, because...	
Code 81: SVHMMLYN		Blub blub blub. You're not underwater, but somehow you're still blowing little air bubbles out of your helmet!	
		... Treasure Knight was underwater and he loved money! Who else loves money? The next bunch of codes!	
Code 82: XTIQMQGE		Start with 1000 Gold.	
Code 83: IFDSMQGZ		Start with 5000 Gold.	
Code 84: BQAMNMPT		Start with 10000 Gold.	
Code 85: XDDYNOUD		Start with 50000 Gold.	
Code 86: ZNSKNTGG		Start with 99999 Gold.	
Code 87: CXZLOHGP		Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code.	
Code 88: ADYSOYBB		Same as Code 87 but with 500 Gold.	
Code 89: GYMEPHLM		Same as Code 87 but with 1000 Gold.	
Code 90: QWNLPQDL		Same as Code 87 but with 2000 Gold.	
Code 91: THVZQFLN		Same as Code 87 but with 10000 Gold.	
Code 92: UCDIQWMQ		Gastronomer is missing	
Code 93: KASKQYYQ		Magicist is missing	
Code 94: REYTRJNG		Chester is missing (only in the village, you can still buy relics from him in stages)	
Code 95: SWJSROSY		No map encounters	
Code 96: QJRSSKOT		All surfaces are slippery like ice	

Code		Description	Notes
Code 97: WOLPSNLK		Chester sells all 10 relics at the village from the start of the game	Partially bugged, he won't sell anything if you own all legitimate relics (Fishing Rod, Chaos Sphere, and any cleared stages)
Code 98: NVVYSZFD		Chester's prices are randomly higher (500+ in stages, 1500+ in village, max 9999)	
Code 99: JLPWUFJT		Start each level with a random relic every time. Any relic bought in a level or the village is erased upon entering the next level.	
Code 100: AGLHVAFR		Start each level with a random armor every time.	
Code 101: HMOGVRDH		Lose all Gold upon dying. Can be recollected.	
Code 102: FZGZWEBA		Lose 50% of your Gold upon dying. Can be recollected.	
Code 103: ZZIHYVDQ		Lost gold is all in 1 bag (still the normal 25%).	
Code 104: MQFCYYUU		Invincibility after hit reduced by 60% (2 sec to 0.8 sec)	
Code 105: LKZJZKUS		Invincibility after hit increased by 50% (2 sec to 3 sec)	
Code 106: DGBPAFJY		Enemies always drop magic refills	Same as Conjurer's Coat effect
Code 107: ECXDASGN		Enemies and damaging obstacles go through you without any damage or recoil. (insta-deaths still occur)	
Code 108: UWXYBGAX		Enemies drop twice as much gold.	
Code 109: BQOSCHJA		Enemies drop 3 times as much gold.	
Code 110: FTNRCLNG		Enemies drop 4 times as much gold.	
Code 111: NHBRCQCE		Enemies drop 5 times as much gold.	
Code 112: HMJECSMB		Enemies drop 10 times as much gold.	
		Codes that give you a different default armor color. The change is only cosmetic.	
Code 113: LYHSDNUX		Green	
Code 114: DFPIDWVT		Blue, Blue horns. (Blue Bomber)	
Code 115: JSAJEOQL		Light Red	
Code 116: RTZCEQNW		Brown	
Code 117: PJDRGKUC		Dark Purple, Gray horns.	
Code 118: ETWBGRTH		Glowy Purple, Glowly Purple horns.	
Code 119: UOMBGSDR		Shiny Purple, Fluo Green horns.	
Code 120: AQJDHEUM		Purple	
Code 121: GGTUHHUZ		Light Red, Yellow horns.	
Code 122: ESQEHMQL		Light Blue, Lavender horns.	
Code 123: JRUWHQUA		Pink	
Code 124: QNXIITJY		Glowy Brown	
Code 125: XQGRITOH		Mint	
Code 126: JHEIJDLR		Silver	
Code 127: AKMTJHTW		Peach, Cyan horns.	
Code 128: SUPLJZHD		Glowy Dark Teal, Glowy Dark Teal horns.	
Code 129: TVSPKGAT		Purple-Pink, Creme horns.	
Code 130: RLQFLLOW		Some Blue, Mint Green horns.	
Code 131: KCRULXOV		Brown, Teal horns.	
Code 132: INCJMBQE		Blue, Orange horns.	
Code 133: ZTKQMPKQ		Black, Purple horns.	
Code 134: HRCKMYHQ		Red, Silver horns.	
Code 135: AUBQODIO		Yellow	
Code 136: NQEFOFHU		Dark Blue	
Code 137: CUFROLJP		Red	
Code 138: BAFNOODV		White, Creme horns.	
Code 139: FFDVPBPF		Lime Green, Pink horns.	
Code 140: FZEEPOZB		Tan, Orange horns, Green outline	
Code 141: PXXARADP		Totally Blue	
Code 142: KOGXSIPL		Totally Light Orange	
Code 143: YLFBUMJC		Blue, Orange outline.	
Code 144: SLDXVRTZ		Bright Orange	
Code 145: LJCPWRKQ		Grass Green	
Code 146: ACFQXMIK		Color scheme that makes Shovel Knight look like Vile from Mega Man X.	
Code 147: EJYYXOCY		Extremely bright Yellow-Green	
Code 148: QAGFXTQN		Armor color changes whenever you move between screens	
Code 149: IZETYNHQ		Armor color changes whenever you get hit	
Code 150: RQVFYUUB		Armor color changes whenever you jump	**LSD Mode**
		Misc codes	
Code 151: QJDVZKBV		Lose all relics on death	Can rebuy from chester/acolyte in town/stages, only once per time through a stage though (if you buy and die, must replay stage to buy again)
Code 152: XZSAZOMQ		Lose all relics upon clearing a stage	
Code 153: KWETZPXR		Troupple King dances to a secret bonus track	Last track on the official NSF file linked on the OST page
		Codes that affect game physics	
Code 154: AYNRZQGV		Gems from enemies and dig piles are always in rising bubbles as though you're underwater	
Code 155: ZMKFBAXY		Instant collection of gems from most enemies regardless of distance (doesn't work on minibosses)	
Code 156: TURJBNDR		Bouncing gems	
Code 157: AEVYCUNL	J&2JMP!	Super Jump code.	
Code 158: NBCZEDMJ	J&!JSMP	Moon Jump code.	
Code 159: XRTKESBB		Super pogo bounce	
Code 160: XPRAFCFK		Moon pogo bounce	
Code 161: PIJMFJUG		Fast Movement speed	
Code 162: CRGYGUKP		Super Fast Movement speed.	
Code 163: RYAQGVIE		Faster on ladders	
Code 164: JARXHTMF		Much faster on ladders	
Code 165: TURNIGTF		Higher knockback from shovel attacks	
Code 166: GAPWIIZJ		No knockback from shovel attacks	
Code 167: PGPHIJJH		Fast attack speed.	
Code 168: QHGOILFF		Super fast attack speed.	
Code 169: OXLKJCGV		Walk on spikes.	
Code 170: XZZCJNNP		Falling into pits doesn't kill you. You just stand in them with your head poking out.	
Code 171: FCCKJOIQ		Pogo off any surface.	
Code 172: DSHHKILX		Treasure magnetically attracted to you.	
Code 173: KJWSLXLJ		Higher knockback from being hit.	
Code 174: ALTFMMOW		Invisibility	
		Relic enhancement	
Code 175: XGTBMQVW		Alchemy Coin has no shot limit (normally 1)	
Code 176: SODLMWTW		Mobile Gear has no shot limit (normally 1)	
Code 177: ICGHNASB		Chaos Sphere has no shot limit (normally 2)	
Code 178: WOTINLUI		Throwing Anchor has no shot limit (normally 2)	
Code 179: LSZXOOOA		Flare Wand has no shot limit (normally 2)	
Code 180: CXHEPCVT		Phase Locket lasts 3 times longer (6 seconds)	
Code 181: CYWGROJF		Dust Knuckles move twice as far on hit	
Code 182: TFTCSSSH		War Horn is much quicker but blow lasts half as long	Can rise into the air with repeated use.
Code 183: LTUGSVVX		Propeller Dagger moves twice as far	
Code 184: VDCZTQSG		Fishing Rod is much quicker	Also does double damage? (unconfirmed)
		Some other stuff	
Code 185: YGVYUWSW		Shovel Knight is 2x as big! Hitboxes for him & weapons are increased accordingly as well but his head is invincible	**Giant Mode: His head clips the ceiling a lot but he won't glitch through them.**
Code 186: TRGSVPPW		Shovel Knight is four times as big now!	**Titan Mode: Macswoley Bulkin AKA Mega Shovel Knight**
Code 187: BBROWETT		Village already cleared (won't block you on map)	
Code 188: QMCJWTGT		Reize defeated	
Code 189: QCECXUSN		Baz defeated	
Code 190: PMHTYAUA		Phantom Striker defeated	
Code 191: QNFYYUSV		Unlimited ichor usage	There doesn't seem to be a way to change ichors since they're never used up, so choose wisely
Code 192: VEGSZMPI	IM&SGC14	Iron-Man of Gaming Mode Start at first checkpoint of Mole Knight's stage with 6 Health, 60 Mana, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SAVE PROGRESS	*(same as official code: IM&SGC14)*
		COMBO CODES: All codes below this point are combinations of two or more earlier codes	
Code 193: XJRZZWAK		No checkpoints, die from one hit, relics use half as much magic	
Code 194: BJLHZXED		Game cleared, have all relics/armors/upgrades, no map encounters (pumpkin mark disappears from file, CAN then earn feats)	Starting NG+ & completing the first NG+ level will remove the pumpkin mark
Code 195: AZUIAOPF		Start with Throwing Anchor, Alchemy Coin, and Trench Blade. Breathe bubbles, gems in bubbles, Chester's prices are random.	**Treasure Knight mode.**
Code 196: DWLAAPJH		Start with Plains and Village cleared, 5,000 gold	
Code 197: GSYZBJME		Start with first wave of knight stages clear, relics from cleared stages, one Chalice, Fishing Rod, 5 health, 5,000 gold	
Code 198: MYUGBYWX		Start with second wave of knight stages clear, relics from cleared stages, two Chalices, Fishing Rod, 8 health, 10,000 gold, Reize defeated	
Code 199: RSUGCEOG		Start with all knight stages clear, all relics except Chaos Sphere, max health, 10,000 gold, all three backer boss map encounters defeated	

		Start with one relic that is more powerful and unlimited use. Other relics collected are normal.	
Code 200: SOXQCGJR		Start with unlimited enhanced Fishing Rod	see code 184
Code 201: LLFICYDZ		Start with unlimited enhanced Alchemy Coin	see code 175
Code 202: NSZEDFQQ		Start with unlimited enhanced Mobile Gear	see code 176
Code 203: AVYMDUZS		Start with unlimited enhanced Chaos Sphere	see code 177
Code 204: YHZTECZD		Start with unlimited enhanced Throwing Anchor	see code 178
Code 205: PVZPEETF		Start with unlimited enhanced Flare Wand	see code 179
Code 206: DEYAGLTE		Start with unlimited enhanced Phase Locket	see code 180
Code 207: TGWKGUNK		Start with unlimited enhanced Dust Knuckles	see code 181
Code 208: YMZUHABU		Start with unlimited enhanced War Horn	see code 182
Code 209: CVPYHAON		Start with unlimited enhanced Propeller Dagger	see code 183
		Two extremely OP codes to break the monotony of all those similar codes	
Code 210: AFOFHFMJ		Invulnerability (with knockback), permanent fortune ichor	**The Indomitable Magnet Mode**
Code 211: HAAYHJZY		Start with all unlimited enhanced relics (not including Chalices)	**Hey, we found it! :D Weapon Master Mode**
		Super relics, but TWO of them to start with. Others are normal.	
Code 212: FNFTHZMP		Start with unlimited enhanced Alchemy Coin, Fishing Rod	
Code 213: BUJMILMS		Start with unlimited enhanced Mobile Gear, Chaos Sphere	
Code 214: UNUJIQXG		Start with unlimited enhanced Phase Locket, Throwing Anchor	
Code 215: WHISITMD		Start with unlimited enhanced Dust Knuckles, Propeller Dagger	
Code 216: YZDXJNTH		Start with unlimited enhanced Phase Locket, Mobile Gear	
Code 217: NJYKJXZZ		Start with unlimited enhanced Flare Wand, Throwing Anchor	
Code 218: GJAPJYZF		Start with unlimited enhanced Phase Locket, Chaos Sphere	
Code 219: WZBVKHOO		Start with unlimited enhanced Mobile Gear, Propeller Dagger	
Code 220: WPTPKIRF		Start with unlimited enhanced Flare Wand, Dust Knuckles	
Code 221: CRZILHQZ		Start with unlimited enhanced Flare Wand, Alchemy Coin	
Code 222: DOABLPYA		Start with unlimited enhanced Flare Wand, Mobile Gear	
Code 223: YUJOMBHM		Start with unlimited enhanced Flare Wand, Chaos Sphere	
Code 224: QMXGMNNW		Start with unlimited enhanced Propeller Dagger, Chaos Sphere	
Code 225: QCEJMVAR		Start with unlimited enhanced Flare Wand, Fishing Rod	
Code 226: TXPPQUCI		Start with unlimited enhanced Throwing Anchor, Fishing Rod	
Code 227: NQMPSBCJ		Start with unlimited enhanced Phase Locket, Fishing Rod	
Code 228: BPLHSYKV		Start with unlimited enhanced Flare Wand, Phase Locket	
Code 229: PPKDSZKP		Start with unlimited enhanced Dust Knuckles, Throwing Anchor	
Code 230: GZKTTTQD		Start with unlimited enhanced Alchemy Coin, Chaos Sphere	
		Funky physics mix	
Code 231: WDYJUDWF		Super jump, fast movement	
Code 232: QITSUGJT		Moon jump, super fast movement	
Code 233: DIFUUQDE		Super jump, super pogo, fast movement	
Code 234: EOSOUYJW		Moon jump, moon pogo, super fast movement	
Code 235: LFLXVDRF		Super jump, fast movement, fast climbing	
Code 236: DVKDWHCG		Moon jump, super fast movement, super fast climbing	
Code 237: AABNWHME		Super jump, super pogo, fast movement, fast climbing	
Code 238: JFFQWOJV		Moon jump, moon pogo, super fast movement, super fast climbing	
Code 239: BBPOXDRR		Super fast movement, armor changes color on hit	
Code 240: FVRKXEOC		Super fast movement, fast climbing	
Code 241: TWINXFCV		Moon jump, no spike damage	
Code 242: BQDXXQBJ		Super fast movement, no spike damage	
Code 243: WNPEXRMA		Super jump, super pogo, higher knockback when attacking	
Code 244: GABMXVDP		Moon jump, super fast movement, higher knockback when attacking	
Code 245: WKVTXZNT		Super jump, fast climbing, super fast attack speed	
Code 246: ZJGNYTHQ		Super fast movement, super fast attack speed	
Code 247: MLNZYVST		Super jump, super pogo, fast movement, super fast attack speed	
Code 248: TPJMZLMG		Moon jump, moon pogo, super fast movement, super fast climbing, armor changes color on screen change	
Code 249: ACVGZQDS		Pogo off any surface, no spike damage	"DuckTales" mode
Code 250: EEHGZSSL		Pogo off any surface, super pogo	
		Rainbow Armor. Taste the rainbow.	
Code 251: TLZYAPLO		Armor changes color on screen change or hit	
Code 252: VBFDBFFG		Armor changes color on hit or jump	
Code 253: PCNIDOFR		Armor changes color on screen change or jump	
Code 254: WRCJDOWG		Armor changes color on screen change, hit, or jump	
		Direct pass to the dance party!	
Code 255: LAHODUHG		Start with Plains and Village cleared and one Chalice, Trouple King dances to a secret bonus track	
		Start with two or more relics with unlimited use (not enhanced). Other relics are normal.	
Code 256: HDANEGGJ		Start with unlimited Flare Wand, Phase Locket	
Code 257: KPJNEPQN		Start with unlimited Dust Knuckles, Throwing Anchor	
Code 258: CBSKEVWI		Start with unlimited Alchemy Coin, Mobile Gear	
Code 259: CKWKGLVY		Start with unlimited War Horn, Propeller Dagger	
Code 260: XWKIHBGW		Start with unlimited Fishing Rod, Chaos Sphere	
Code 261: SOMKHFRP		Start with unlimited Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor	
Code 262: RJBBHUWP		Start with unlimited Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear	
Code 263: VYWAINOS		Start with unlimited Alchemy Coin, Mobile Gear, War Horn, Propeller Dagger	
Code 264: GJAFJFDR		Start with unlimited War Horn, Propeller Dagger, Fishing Rod, Chaos Sphere	
Code 265: MLPHKHHV		Start with all unlimited relics (not including Chalices)	
Code 266: ZPZDKLYF		Start with unlimited Phase Locket, Dust Knuckles	
Code 267: OUMIKOVR		Start with unlimited Dust Knuckles, Alchemy Coin	
Code 268: MKIDKVFY		Start with unlimited Mobile Gear, War Horn	
Code 269: PUVTLPEV		Start with unlimited War Horn, Fishing Rod	
Code 270: AGNXPEMB		Start with unlimited Phase Locket, Chaos Sphere	
Code 271: CCXZPHJK		Start with unlimited Flare Wand, Dust Knuckles	
Code 272: KZOCPTBL		Start with unlimited Throwing Anchor, Mobile Gear	
Code 273: BNQYQNHC		Start with unlimited Alchemy Coin, War Horn	
Code 274: SDGPRPCI		Start with unlimited Propeller Dagger, Chaos Sphere	
Code 275: HWOXRVEF		Start with unlimited Flare Wand, Fishing Rod	
		Codes that break the game in hilarious ways and make it way harder or way easier	
Code 276: YFZNRZOP		Higher knockback when attacking or hit	
Code 277: JEKGSNJT		Super fast attack with no knockback	
Code 278: STQQTXVX		Start with all unlimited enhanced relics (not including Chalices), pass through all enemies/projectiles/hazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed	**Shovel God Mode**
Code 279: TVSVUEIO		All of code 278, start with all knight stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, giant mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gems, higher knockback when attacking, breathe bubbles, armor changes color on screen change, hit, or jump	**Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you)**
Code 280: GNUCVKND		Start with unlimited Chaos Sphere, super jump, light blue armor with blue horns	
Code 281: EKJOVNLF		Start with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns	
Code 282: XIZIWMUK		Start with unlimited War Horn, all surfaces are ice, fast movement, dark purple armor with grey horns	
Code 283: MNWAWWDZ		Start with Ornate Plate and unlimited Alchemy Coin, Chester sells all relics from the start, enemies drop twice as much gold	
Code 284: YCHMXBAD	CC&IMPAC	Puncher Mode: Start with unlimited enhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor	Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 285: CRQHXNWO		Start in NG+, die from one hit, fast movement, fast climbing, fast attack speed, boss health is halved, MMX Vile-esque armor	**Speedrunning Mode**
Code 286: ALRLXUQC		Start in NG+ with unlimited enhanced Phase Locket, die from one hit, fast movement, fast climbing, fast attack speed, no knockback when attacking, no Magicist, red armor	
Code 287: JRJEYIBG		[code 66?], take 4 times as much damage, no Chester in village, enemies drop twice as much gold, lose all relics on death	
Code 288: HZWOYMNU		Lose all gold and relics on death (gold can be recovered)	
Code 289: OWHFYQTW		Chester sells all relics from the start, lose all relics on death	
Code 290: UPSOYSRA		Chester sells all relics from the start, lose all relics on stage clear	
Code 291: HSDGYZMT		Start each stage with a random relic and armor equipped	
Code 292: QJNDZPDZ		Start each stage with a random relic and armor equipped, armor changes color on screen change	**Fiesta Mode: Combination of codes 99 and 100.**
Code 293: NMHOALKO		Checkpoints break after one use, super fast movement, super fast climbing	**BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)**
Code 294: GEQGAROE		Titan mode, super jump, fast movement, fast climbing	
Code 295: PNXPAVYY		Start with 10,000 gold, no Magicist or Chester in village	
Code 296: RXYABXTA		All surfaces are ice, invincibility after hit is longer, fast movement	
Code 297: FBRVCJUV		Chester sells all relics from the start at random prices, lose all gold on death	
Code 298: HBWNCLBP		No checkpoints, no damage from spikes or pits	**"Endurance mode": No more instakills, but you have to start over if you run out of health.**

Code		Description	Notes
Code 299: QXXFCRCA		Start with unlimited enhanced Flare Wand, invisibility	
Code 300: KUOZCULE		Relics use twice as much magic, lose all relics on death, invincibility after hit is shorter	
Code 301: USAKCVHU		Enemies always drop magic refills, lose all relics upon clearing a stage, permanent fortune ichor	
Code 302: RLIHFVFI		Fast attack speed, enhanced Alchemy Coin	
Code 303: KYQZGLEX		Die from one hit, relics use no magic, fast movement	
Code 304: TNFCGUGO		Start with 99,999 gold, pogo off any surface, take 4 times as much damage, higher knockback when hit	
Code 305: ZZGCHFTV		Relics use half as much magic, enemies always drop magic refills, no Magicist, no map encounters	
Code 306: OLGSHXIN		Bouncing gems, moon jump	
Code 307: PKHNIBIF		Checkpoints break after one use, enemies drop 10 times as much gold, fast attack speed	**BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)**
Code 308: CNOWICRU		[code 66?], lose all gold on death, no map encounters	
Code 309: GKWHIXJJ		All surfaces are ice, fast movement, no damage from spikes	
Code 310: JNSYJKGE		No clouds on map, no map encounters, village cleared, no shops/upgrades in village	
Code 311: AMNVJKJQ		Chester sells all relics from the start, lose all gold on death, enemies drop 10 times as much gold	
Code 312: XGBXJQHX		[code 67?], die from one hit, boss dies in one hit	
Code 313: YJWOJUBP		Breathe bubbles, gems in bubbles	
Code 314: ZWYRJWIE		Relics use no magic, no Gastronomer	
Code 315: EOYALQJU		[code 67?], pass through all enemies/projectiles/hazards	
Code 316: XTLLLTLL		Boss map encounters Reize, Baz, and Phantom Striker are defeated	
Code 317: MCGHMAHT		Start with unlimited Propeller Dagger, light red armor with yellow horns, moon jump	**Airplane mode**
Code 318: RHZVMKMG		[code 66?], no checkpoints, enemies drop 10 times as much gold, lose half of total gold on death	
Code 319: PYRAMYUZ		Relics use twice as much magic, enemies always drop magic refills, shiny purple armor with green horns	
Code 320: TZWXNAXM		Take 4 times as much damage, relics use twice as much magic, Chester's prices are random, enhanced Flare Wand, Phase Locket, Dust Knuckles, Alchemy Coin, Mobile Gear, and Propeller Dagger	
		If you input more than one cheat, will all of them be in effect? Please edit this line accordingly :D - NOPE, the Cheat Codes don't stack.	
		Sparktail25: Congrats, Internet! Only took you 24 hours since I posted those! I'm impressed. Good job to everyone who contributed!	
		All have been tested now! Some codes may have more to them and the ????? are still unknown in effect, if any.	