aw	OFFICIAL	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". Start the game with a different armor	The infamous Butt Mode CONFIRMED (It's hilarious)
Code 1: TEIGCABP		Start with Conjurer's Coat (Purple Armor).	
Code 2: ISIQCFDN zx		Start with Dynamo Mail (Gray Armor). Start with Mail of Momentum (Black Armor).	
Code 4: NRXNCIBS		Start with Ornate Plate (Gold Armor) Start with Final Guard (Red Armor).	
code 6: SJPACXWH		Start with one relic with no magic cost. Other relics collected in the game are ugly as fuck bruh Start with unlimited Flame Wand	
Code 7: ZXXFEDJC			
Code 8: JBSZELSC Code 9: PLEFFJSN		Start with unlimited Phase Locket	
Code 10: SXXKGZWE Code 11: IGIUIETR		Start with unlimited Alchemy Coin	
Code 12: NRDUIWCW		Start with unlimited Mobile Gear	
Code 13: NXTXIZMV Code 14: SBYHIZRA		Start with unlimited Propeller Dagger Start with unlimited Throwing Anchor	"Mega Man X" mode
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 Code 18: BINOKOAF		Start with Alchemy Coin.	
Code 19: UUPEKOQG Code 20: NILTKPBA		Start with Chaos Sphere. Start with Flare Wand. Phase Locket	
Code 21: BJDNKUIQ		Start with Flare Wand, Phase Locket, Dust Knuckles	
Code 22: SJHNLAID Code 23: YJYFLBYZ		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin	
Code 24: ZMDMMXOO Code 25: SLFVNLJB		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear 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 Code 29: MNAVPDHT		Up to the Pridemoor Keep already cleared. Up to the Lich Yard already cleared.	
Code 30: QZNSPDVO Code 31: YQCNPHFT		Up to the Iron Whate cleared. Up to the Lost City cleared.	
Code 32: SJXDPXEP		Up to the Explodatorium cleared.	
Code 33: CSJZPYHA Code 34: ULFKRDIA		Up to the Clockwork Tower cleared. Up to the Stranded Ship	
Code 35: MXYAREAL Code 36: FAF.IRGW.I		Up to the Flying Machine cleared. Up to the Tower of Fate: Entrance cleared	
Code 37: MHFGRQXE		Up to the Tower of Fate: Ascent cleared.	
Code 38: ENTSSYSQ Code 39: DIOQTDNQ		Start the game with just the Hall of Champions cleared	Starting NG+ & completing the first NG+ level will remove the pumpkin mark Game cleared, New Game + is available (pumpkin mark disappears from file, CAN then earn feats)
Code 40: GGWBUCFV		Start the game with specific things already unlocked (shovel ability, music, heart, mans, New game +, etc)	
		Starts game with everything unlocked (except music). Starts game with all armors unlocked.	Use node 38 indeed to start a fresh NG+ file
Code 42: RQQYUKIJ qyeee		Starts New Game + with nothing unlocked (pumpkin mark stays on file, can NOT get feats) Starts New Game + with all relics/armors/upgrades (pumpkin mark stays on file, can NOT get feats)	Use code 38 instead to start a fresh NG+ file Use code 194 instead to start a fresh NG+ file
Code 44: KZXIVKAE Code 45: JDTIYMUW		Starts game with all 46 song sheets on hand (Not returned). Starts game with charge hit shovel ability.	It seems Track 46 isn't unlocked, even with the code activated.
\		Starts game with dig piles in one hit shovel ability. Starts game with ground spark shovel ability.	
Code 48: EJBHZACP			
Code 49: XTMUZCBS Code 50: LKYOABSL		Starts game with one chalice. Starts game with two chalices.	
Code 51: LFGQCRMP		Starts game with the fishing hook.	
Code 53: VIVCCBJP		Starts game with 5 hearts. Starts game with 6 hearts.	
Code 54: HWZPCLGL Code 55: JRDWDZGN		Starts game with 7 hearts. Starts game with 8 hearts.	
Code 56: VQPBDZHM Code 57: LBSHEAOQ		Starts game with 9 hearts. Starts game with 10 hearts.	
Code 58: XRCSEOIL		Starts game with 40 magic.	
Code 59: BUUUEREK Code 60: CZSIFVOM		Starts game with 50 magic. Starts game with 60 magic.	
Code 61: MNOIGUZZ Code 62: UACCHCUH		Starts game with 70 magic. Starts game with 80 magic.	
Code 63: RUJRHIZL Code 64: GVLEHQQF		Starts game with 90 magic.	
		Starts game with 100 magic.	
Code 65: YNQEICXR Code 66: BKXBIPIX		??????????????????????????????????????	Completed the game start to finish, all areas all upgrades etc, no noticable difference. my theory: Specter, Plaque and King knight modes, and the gender swap, mistery solved?
Code 67: FYTUIXPC Code 68: IZLCIYYK		mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm	Maybebut I personally doubt it *I didn't think they were planning to have you access those future modes via cheat codes None of these codes have any immediate effect. Someone will have to do more indepth checking.
Code 69: OXIF.LIWS		No clouds on map	Note or these closes have any milineurate elect. Someone will have to do more indeptil checking.
Code 70: TZIJJYAG		No checkpoints	
Code 71: GVKZKDWW		Checkpoints break after one use Codes that modify magic and damage values.	BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)
Code 72: UDBPKFFX Code 73: IGJKKPCK		Invulnerability (no health lost, knockback still occurs, no protection from insta-deaths) Take 4 times as much damage	
Code 74: QMPGLCRA Code 75: URPULDVW		Die from one hit Relics require no magic to use.	
Code 76: WKQSLFWC		Relics require no magic to use.	
Code 77: UEPVLJGR Code 78: SFZHLNLG		Relics require no magic to use. Relics require no magic to use.	
Code 79: QWXELSUK Code 80: KYRNMAPC		Relics require no magic to use. 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 Code 83: IFDSMQGZ		Start with 1000 Gold. Start with 5000 Gold.	
Code 84: BQAMNMPT Code 85: XDDYNOUD		Start with 5000 Gold. Start with 50000 Gold.	
Code 86: XDDYNOUD 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 Code 89: GYMEPHLM		Same as Code 87 but with 500 Gold. Same as Code 87 but with 1000 Gold.	
Code 90: QWNLPQDL Code 91: THVZQFLN		Same as Code 87 but with 2000 Gold. Same as Code 87 but with 10000 Gold.	
Code 92: UCDIQWMQ		Gastronomer is missing	
Code 93: KASKQYYQ Code 94: REYTRJNG		Magicist is missing Chester is missing (only in the village, you can still buy relics from him in stages)	
Code 95: SWJSROSY Code 96: QJRSSKOT		No map encounters All surfaces are slippery like ice	
Code 97: WOLPSNLK Code 98: NVVYSZFD		Chester sells all 10 relics at the village from the start of the game Chester's prices are randomly higher (500+ in stages, 1500+ in village, max 9999)	Partially bugged, he won't sell anything if you own all legitimate relics (Fishing Rod, Chaos Sphere, and any cleared stages)
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 Code 101: HMOGVRDH		Start each level with a random armor every time. Lose all Gold upon dying. Can be recollected.	The dark souls mode
Code 102: FZGZWEBA Code 103: ZZIHYVDQ		Lose 50% of your Gold upon dying. Can be recollected. 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 Code 106: DGBPAFJY		Invincibility after hit increased by 50% (2 sec to 3 sec) Enemies always drop magic refilis	Same as Conjurer's Coat effect
Code 107: ECXDASGN Code 108: UWXYBGAX		Enemies and damaging obstacles go through you without any damage or recoil. (insta-deaths still occur) Enemies drop twice as much gold.	
Code 109: BQOSCHJA Code 110: FTNRCLNG		Enemies drop 3 times as much gold. 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 Code 114: DFPIDWVT		Green Blue, Blue horns. (Blue Bomber)	
Code 115: JSAJEOQL		Light Red	
Code 116: RTZCEQNW Code 117: PJDRGKUC		Brown Dark Purple, Gray horns.	
Code 118: ETWBGRTH Code 119: UOMBGSDR		Glowy Purple, Glowly Purple horns. Shiry Purple, Fluo Green horns.	
Code 120: AQJDHEUM Code 121: GGTUHHUZ		Purple Light Red. Yellow horns.	
Code 122: ESQEHMQL		Light Blue, Lavender horns.	

Code 123: JRUWHQUA Code 124: QNXIITJY		Pink Glowy Brown	
Code 125: XQGRITOH		Mint .	
Code 126: JHEIJDLR		Silver	
Code 127: AKMTJHTW		Peach, Cyan homs.	
Code 128: SUPLJZHD Code 129: TVSPKGAT		Glowy Dark Teal, Glowy Dark Teal horns.	
Code 129: TVSPKGAT Code 130: RLQFLLOW		Purple-Pink, Creme horns. 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 Code 135: AUBQODIO		Red, Silver homs. Yellow	
Code 136: NOFFOEHU		Dark Blue	
Code 137: CUFROLJP		Red	
Code 138: BAFNOODV		White, Creme horns.	
Code 139: FFDVPBPF		Lime Green, Pink homs.	
Code 140: FZEEPOZB Code 141: PXXARADP		Tan, Orange horns, Green outline Totally Blue	
Code 142: KOGXSIPL		Totally Light Orange	
Code 143: YLFBUMJC		Blue, Orange outline.	
Code 144: SLDXVRTZ		Bright Orange	
Code 145: LJCPWRKQ Code 146: ACFQXMIK		Grass Green Purple-Pink, Light Gold Horns	
Code 145: ACFQXMIK Code 147: EJYYXOCY		Purple-Pink, Light Gold Homs 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
Code 151: QJDVZKBV		Misc codes 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
Code 154: AYNRZQGV		Codes that affect game physics	
Code 155: ZMKFBAXY		Gems from enemies and dig piles are always in rising bubbles as though you're underwater 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 Code 160: XPRAFCFK		Super page bounce	
Code 161: PIJMFJUG		Moon pago bounce Fast Movement speed	
Code 162: CRGYGUKP		Super Fast Movement speed.	
Code 163: RYAQGVIE		Faster on ladders	
Code 164: JARXHTMF Code 165: TURNIGTF		Much faster on ladders Higher knockback from shovel attacks	
Code 165: TURNIGTF Code 166: GAPWIIZJ		Higher knockback from shovel attacks No knockback from shovel attacks	
		Fast attack speed.	
Code 168: QHGOILFF		Super fast attack speed.	
Code 169: OXLKJCGV		Walk on spikes.	
Code 170: XZZCJNNP Code 171: FCCKJOIQ		Falling into pits doesn't kill you. You just stand in them with your head poking out. Pogo off any surface.	
Code 171: PCCKJOIQ Code 172: DSHHKILX		Progo orrany surrace. Treasure magnetically attracted to you.	
Code 173: KJWSLXLJ			
Code 174: ALTFMMOW		Invisibility	
Code 167: PGPHIJJH Code 175: XGTRMQVW		Relic enhancement	
Code 176: XGTBMQVW 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 Code 181: CYWGROJF		Phase Locket lasts 3 times longer (6 seconds) 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 Code 186: TRGSVPPW		Shovel Knight is 2x as big! Hitboxes for him & weapons are increased accordingly as well but his head is invincible Shovel Knight is four times as big now!	Glant Mode: His head clips the ceiling a lot but he won't glitch through them. Titan Mode: Macswoley Bulkin AKA Meaa Shovel Knight
		Showel Knight is 2x as big1 Hitboxes for him & weapons are increased accordingly as well but his head is invincible Shovel Knight is four times as big now! Village already cleared (won't block you on map)	Glant Mode: His head clips the ceiling a lot but he won't glitch through them. Titan Mode: Macswoley Bulkin AKA Mega Shovel Knight
Code 186: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT		Showel Knight is four times as big now! Village already cleared (won't block you on map) Reize defeated	
Code 188: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN		Shovel Krighti is four times as big none! Willinge already deemed (wor't block you on map) Ratize defentated Bace defented	
Code 188: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN Code 190: PMHTYAUA		Showel Knight is four times as big now! Village already cleared (won't block you on map) Reize defeated	Titan Mode: Macswoley Bulkin AKA Mega Shovet Knght
Code 188: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN Code 190: PMHTYAUA Code 191: QNFYYUSV		Shovel Knight is four times as big none! Village already cleared (won't block you on map) Reize deteated Bize deteated Bize deteated Star deteated Sta	Titan Mode: Macswoley Bulkin AKA Mega Shovet Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely
Code 188: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN Code 190: PMHTYAUA Code 191: QNFYYUSV		Shovel Knight is four times as big nore! Willings eitendy cleared (wint 10 cky you on map) Raize defeated Baze defeated Phanton Striker defeated Slar de	Titan Mode: Macswoley Bulkin AKA Mega Shovet Knght
Code 188: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN Code 190: PMHTYAUA Code 191: QNFYYUSV		Shorel Knight is four times as big none! Village already cleared (won't block you on map) Reize defeated Star defeated Plantoms Shirter defeated Start at first checkspoint of Mole Knight's stage with 6 Health, 60 Mana, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SAME PROCRESS	Titan Mode: Macswoley Bulkin AKA Mega Shovet Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely
Code 188: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN Code 190: PMHTYAUA Code 191: QNFYYUSV Code 192: VEGSZMPI		Shorel Knight Is four times as big none! Village already cleared (won't block you on map) Reize defeated Star deseated Sta	Titan Mode: Macswoley Bulkin AKA Mega Shovet Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely
Code 186: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QMCCXUSN Code 190: PMHTYAUA Code 191: QNFYYUSV Code 192: VEGSZMPI Code 193: XJRZZWAK Code 194: BJLHZXED		Shorel Knight Is four times as big none! Village already cleared (won't block you on map) Reize defeated Star deseated Sta	Titan Mode: Macrowoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ level will remove the pumphin mark.
Code 186: TRGSVPPW Code 187: BBROWETT Code 188: QMCJWTGT Code 189: QCECXUSN Code 190: PMHTYAUA Code 191: QNFYYUSV Code 192: VEGSZMPI Code 193: XJRZZWAK		Shorel Knight is four times as big norel Willinge interely deeped (wor't block you on may) Reize defeated Baze defeated Filance defeated State of the filance defeated of the filance defeated State of the filance defeated of the fi	Titan Mode: Macrowoley Bulkin AKA Mega Shovet Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASCC14)
Code 188: TRGSVPPW Code 187: BBROWETI Code 189: GOECXUSN Code 199: QCECXUSN Code 190: PMHTYAUA Code 191: UNFYYUSV Code 192: VEGSZMPI Code 193: XJRZZWAK Code 194: BJLHZXED Code 195: AZUIAOPF Code 195: AZUIAOPF Code 196: DWIAAPJH Code 197: GSYZBJME	IM&SGC14	Shorel Knight is four times as big norel Willinge interely deeped (wor't block you on may) Reize detelated Blaze detelated	Titan Mode: Macrowoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ level will remove the pumphin mark.
Code 188: TRGSVPPW Code 188: GMCJWTGT Code 189: GMCJWTGT Code 189: GCECXUSN Code 190: MFTYUSV Code 191: QMFYYUSV Code 192: VEGSZMPI Code 193: XJRZZWMX Code 194: BJLHZXED Code 198: DWLAAPJH Code 196: GWLAAPJH Code 197: GSYZBMRE Code 197: GSYZBMRE	IM&SGC14	Shovel Knight is four times as big nore! Whige already clear (own 10 bock you on map) Raize defeated Blaze defeated Planton Striker defeated Slart at first checkpoint of Mole Knight's stage with 6 Health, 60 Mans, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SMC PROCRESS COMBIO CODES: All Codes below this point are cominisations of two or more earlier codes Not eclapsorist, de form one It, risics use that as much mage. Game cleaved, have all relical remnostupgrades, no map encounters (pumpkin mark disappears from file, CAN then earn feats) Start with Throwing Andrich, Alchemy Con, and Ternch Blade. Breather bubbles, gema in bubbles. Onseth's prices are random. Start with Parking Andrich, cleavery Con, and Ternch Blade. Start with Parking Andrich, Alchemy Con, and Ternch Blade. Start with Parking and Higge cleared, 500 gold Start with Brat wave of knight stages deer, recis from cleared stages, no Chalice, Fishing Rod, 5 health, 5,000 gold Start with Start wave of knight stages cere, reciss from cleared stages, no Chalice, Fishing Rod, 5 health, 1,000 gold, Reize defeated	Titan Mode: Macrowoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ level will remove the pumphin mark.
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Code 188: TRGSVPPW Code 188: GMCJWTGT Code 189: GMCJWTGT Code 189: GCECXUSN Code 190: MFTYUSV Code 191: QMFYYUSV Code 192: VEGSZMPI Code 193: XJRZZWMX Code 194: BJLHZXED Code 198: DWLAAPJH Code 196: GWLAAPJH Code 197: GSYZBMRE Code 197: GSYZBMRE	IM&SGC14	Shovel Knight is four times as big nore! Whige already clear (own 10 bock you on map) Raize defeated Blaze defeated Planton Striker defeated Slart at first checkpoint of Mole Knight's stage with 6 Health, 60 Mans, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SMC PROCRESS COMBIO CODES: All Codes below this point are cominisations of two or more earlier codes Not eclapsorist, de form one It, risics use that as much mage. Game cleaved, have all relical remnostupgrades, no map encounters (pumpkin mark disappears from file, CAN then earn feats) Start with Throwing Andrich, Alchemy Con, and Ternch Blade. Breather bubbles, gema in bubbles. Onseth's prices are random. Start with Parking Andrich, cleavery Con, and Ternch Blade. Start with Parking Andrich, Alchemy Con, and Ternch Blade. Start with Parking and Higge cleared, 500 gold Start with Brat wave of knight stages deer, recis from cleared stages, no Chalice, Fishing Rod, 5 health, 5,000 gold Start with Start wave of knight stages cere, reciss from cleared stages, no Chalice, Fishing Rod, 5 health, 1,000 gold, Reize defeated	Titan Mode: Macrowoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ level will remove the pumphin mark.
Code 188: TRGSVPPW Code 187: BBRG STGSVPPW Code 188: DBC_CWTGT Code 188: DBC_CWTGT Code 188: DBC_CWTGT Code 189: CDC_CWTGT Code 189: CDC_CWTGT Code 189: CDC_CWTGT Code 189: VBRTVAUA Code 181: VBRZZWAK Code 184: BARZZWAK Code 184: BARZZWAK Code 184: BARZZWAK Code 185: XJRZZWAK Code 185: XJRZZWAK Code 186: MYMICHEY CO	IM&SGC14	Shorel Knight is four times as big norel Willage already clearly (own 150ck you on map) Raize defeated Planton Striker defeated Planton Striker defeated Planton Striker defeated Slart at first checkpoint of Mole Knight's stage with 6 Health, 60 Marsa, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SMC PROCRESS COMBIO CODES: All codes below this point are combinations of two or more earlier codes Not-checybrish, de form one hit, relies us that as much mage. Gainer deteach, have all relical/ammonsubgorades, no map encounters (pumpkin mark disappears from file, CAN then earn feats) Start will Thorous flockhor, Alchemy Con, and Ternch Blade. Breather bubbles, genns in bubbles. Dreater's prices are random. Start will Parkins and Village cleared, 500s from cleared stages, no Chalice, Fishing Rod, 5 health, 5,000 gold. Start will have save of kinght stages clear, relics from deared stages, no Chalice, Fishing Rod, 5 health, 1,000 gold, Rizie defeated Start will a knight stages clear, air relice sexcept Choso Sphere, max health, 1,000 gold, all three backer boss map encounters defeated Start will a knight stages clear, air relice sexcept Choso Sphere, max health, 1,000 gold, all three backer boss map encounters defeated Start will an intered enhanced Fishing Rod Start will unlinted enhanced Fishing Rod	Titan Mode: Macrowdey Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG= & completing the first NG= level will remove the pumpkin mark: Treasure Knight mode.
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Code 186: TRGSVPPWT Code 187: BBS (MCLWTET) Code 188: OCCEDUSIN Code 198: AND CODE 198: OCCEDUSIN Code 198: AND CODE 1	IMASGC14	Shorel Knight is four times as big pond Village already clear (our't block you on may) Reize deteated Bace deteated Phantons Shirter offeated Phantons Shirter offeated Shart at fast development of Mole Knight's stage with 6 Health, 60 Mans, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SAME PROGRESS CORRISO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes Come claves, I have a unitrol unitrol progress, or may announter (pumpkin mark disappears from file, CAN then earn feats) Start with Throwing Anchor, Alchemy Con, and Trench Blade, inc. Start with Parisar and Village cleaned, 5,000 gold Start with a second wave of knight stages clear, relices center, relices from cleared stages, one Chalice, Fishing Rod, 5 health, 5,000 gold Start with an exond wave of knight stages clear, relices screet Chaos Sphere and health of the code of the stage of the code of the stages of the code of the stages, one Chalice, Fishing Rod, 5 health, 1,000 gold, Raize deleated Start with our relice that is more powerful and unlimited use. Other relice collected are normal. Start with unlimited erhanced Fishing Rod Start with unlimited erhanced Start with a frame demander of Fishing Rod. Start with unlimited erhanced Start with commender of Fishing Rod. Start with unlimited erhanced Start with commender of Fishing Rod Start with unlimited erhanced Start with commender of Fishing Rod Start with unlimited erhanced Start with control erhanced Start with control erhanced Start with control erhanced Start with unlimited erhanced Start with unlimited erhanced Start with unlimited erhanced Start with unlimited erhanced Start	Than Mode: Macrowdery Bulkin AKA Mega Shove Knight There doesn't seem to be a way to change inhors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ is evel will remove the pumpkin mark Treasure Knight mode. see code 184 see code 176 see code 176 see code 179 see code 179 see code 179 see code 180 see code 181 see code 182 see code 181 see code 182 see code 182 The Indominative Magnet Mode
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Code 186: TRGSVPPWT Code 187: BBS (MCLWTET) Code 188: OCCEDUSIN Code 198: AND CODE 198: OCCEDUSIN Code 198: AND CODE 1	IMASGC14	Shorel Knight is four times as big pond Village already clear (our't block you on may) Reize deteated Bace deteated Phantons Shirter offeated Phantons Shirter offeated Shart at fast development of Mole Knight's stage with 6 Health, 60 Mans, Dynamo Armor, Trench Blade, and 3 minutes to complete the stage. DOES NOT SAME PROGRESS CORRISO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes COMBIO CODES. All codes below his point are continuations of two or more earlier codes Come claves, I have a unitrol unitrol progress, or may announter (pumpkin mark disappears from file, CAN then earn feats) Start with Throwing Anchor, Alchemy Con, and Trench Blade, inc. Start with Parisar and Village cleaned, 5,000 gold Start with a second wave of knight stages clear, relices center, relices from cleared stages, one Chalice, Fishing Rod, 5 health, 5,000 gold Start with an exond wave of knight stages clear, relices screet Chaos Sphere and health of the code of the stage of the code of the stages of the code of the stages, one Chalice, Fishing Rod, 5 health, 1,000 gold, Raize deleated Start with our relice that is more powerful and unlimited use. Other relice collected are normal. Start with unlimited erhanced Fishing Rod Start with unlimited erhanced Start with a frame demander of Fishing Rod. Start with unlimited erhanced Start with commender of Fishing Rod. Start with unlimited erhanced Start with commender of Fishing Rod Start with unlimited erhanced Start with commender of Fishing Rod Start with unlimited erhanced Start with control erhanced Start with control erhanced Start with control erhanced Start with unlimited erhanced Start with unlimited erhanced Start with unlimited erhanced Start with unlimited erhanced Start	Than Mode: Macrowdery Bulkin AKA Mega Shove Knight There doesn't seem to be a way to change inhors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ is evel will remove the pumpkin mark Treasure Knight mode. see code 184 see code 176 see code 176 see code 179 see code 179 see code 179 see code 180 see code 181 see code 182 see code 181 see code 182 see code 182 The Indominative Magnet Mode
Code 186: TRGSNPFWT Code 187: BBS OMCNWTGT Code 188: OCCEDUSIN Code 198: AND CODE 198: OCCEDUSIN Code 198: AND CODE 198: AND CODE 198: AND CODE 198: Code 198: AND CODE	IMASGC14	Shorel Knight is four times as big pond Village already clear (our't block you on may) Reize detealed Bace detealed Phintons Shirter defeated Shirter Shirte	Than Mode: Macrowdery Bullin AKA Mega Shovet Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ level will remove the pumpkin mark Treasure Knight mode. see code: 184 see code: 176 see code: 179 see code: 180 see code: 181 see code: 182 see code: 180 The Innominative Magnet Mode
Code 186: TRGSNPFW Code 187: BBS (MCLWTC) Code 188: DBS (MCLWTC) Code 188: OBS (MCLWTC) Code 188: OBS (MCLWTC) Code 189: OBS (MCLWTC) Code 189: OBS (MCLWTC) Code 189: VEGSZMPI Code 189: VEGSZMPI Code 189: VEGSZMPI Code 189: AUGUNC Code 209: SOXOCGUR Code 209: SOXOCGUR Code 209: SOXOCGUR Code 209: SOXOCGUR Code 209: AUGUNC CODE	IMASGC14	Shorel Knight is four times as big proof Village already cleared (unit block you on may) Ratze deteated Batz deteated Phanton Shirker defeated Shirt with failure dated the point are combinations of two or more earlier codes No checkpoints, de from one this relicute whe fail as much magic Game desearch, here in declarationsupposition, on may encounters (purphin mark disappears from file, CAN then earn feats) Shirt with Throwing Anctor, Archemy Cole, and Trench Blade. Breither bubbles, penting thatges deser, roles to mole dered stages, noc Chalice, Fishing Rod, 5 health, 5,000 gold Shirt with second wave of knight stages deser, roles to mole deared stages, noc Chalice, Fishing Rod, 5 health, 1,000 gold, Raize defeated Shirt with an excond wave of knight stages deser, roles to mole deared stages, noc Chalice, Fishing Rod, 5 health, 1,000 gold, Raize defeated Shirt with corn leave of knight stages deser, roles to mole deared stages, noc Chalice, Fishing Rod, 5 health, 1,000 gold, Raize defeated Shirt with corn leave of knight stages deser, roles to mole deared stages, noc Chalice, Fishing Rod, 5 health, 1,000 gold, Raize defeated Shirt with a living stages deed, at rice accept Chaosi Spiene and health of the stages of the stages of the stages of the stages of the stages, and the stages, the challenge of the stages of the stages of the stages, the challenge of the stages of the stages of the stages, the stages, the stages of the stages of the stages of the stages, the stages, the stages of the stages, the stages, the stages, the stages of the stages of the stages of the stages, the stages of the stages, the stages of th	Than Mode: Macrowdery Bullin AKA Mega Shovet Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IMASGC14) Starting NG+ & completing the first NG+ level will remove the pumpkin mark Treasure Knight mode. see code: 184 see code: 176 see code: 179 see code: 180 see code: 181 see code: 182 see code: 180 The Innominative Magnet Mode

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: WRC-IDOWG	Armor changes color on screen change, hit, or jump	
Code 204. WKCDOWG	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	
Code 255: LAHODUHG		
Code 256: HDANEGGJ	Start with unlimited Flare Wand, Phase Locket	
Code 257: KPJNEPQN	Start with unlimited Dust Knuckles, Throwing Anchor	
Code 258: CRSKEVWI	Start with unlimited Alchemy Coin, Mobile Gear	
Code 258: CBSKEVWI	Start with unlimited Aichemy Coin, Mobile Gear	
Code 259: CKWKGLVY	Start with unlimited War Horn, Propeller Dagger	
Code 260: XWKIHBGW	Start with unlimited Fishing Rod. Chaos Sohere	
Code 261: SOMKHERP	Start with unlimited Flare Wand, Chads Spriete Start with unlimited Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor	
Code 261: SUMKHERP Code 262: RJBBHUWP		
Code 262: RJBBHUWP Code 263: VYWAINOS	Start with unlimited Dust Knuckles, Throwing Anchor, Alchemy Coin, Mobile Gear	
	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 Sohere	
Code 271: CCXZPHJK	Start with unlimited Flare Wand, Dust Knuckles	
Code 271: CCX2PTSK	Start with unlimited Plate Ward, bust Nidokies Start with unlimited Throwing Anchor, Mobile Gear	
Code 273: RNOYONHC	Start with unlimited Trilowing Arichot, who is Geal	
Code 273: BNQYQNHC Code 274: SDGPRPCI		
Code 274: SDGPRPCI Code 275: HWOXRVEF	Start with unlimited Propeller Dagger, Chaos Sphere	
Code 2/5: 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
		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, glant mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gems, higher knockback when attacking,
Code 279: TVSVUEIO		gant mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gems, righer knockback when attacking, breathe bubbles, amor 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: FK-IOVNI F	Start with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns	
Code 281: EKJOVNLF	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	
	AC 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 667], take 4 times as much damage, no Chester in village, enemies drop twice as much gold, lose all relics on death	
Code 288: HZWOYMNU		
Code 288: HZWOYMNU Code 289: OWHFYQTW	Lose all gold and relics on death (gold can be recovered)	
	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 instakils, but you have to start over if you run out of health.
Code 299: QXXFCRCA	Start with unlimited enhanced Flare Wand, invisibility	2000
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 301: USAKCVHU Code 302: RI IHEVEI		
	Fast attack speed, enhanced Alchemy Coin	
Code 303: KYQZGLEX	Die from one hit, relics use no magic, fast movement	
Code 304: TNECGLIGO		
Code 304: INFCGUGO Code 305: ZZGCHETV		
	Relics use half as much magic, enemies always drop magic refills, no Magicist, no map encounters	
Code 306: OLGSHXIN	Bouncing gems, moon jump	
	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 307: PKHNIBIF		
	[code 66?], lose all gold on death, no map encounters	
Code 308: CNOWICRU	[code 66?], lose all gold on death, no map encounters All surfaces are ice, fast movement, no damage from spikes	
Code 308: CNOWICRU Code 309: GKWHIXJJ	All surfaces are ice, fast movement, no damage from spikes	
Code 308: CNOWICRU Code 309: GKWHIXJJ	All surfaces are ice, fast movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shops/upgrades in village	
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: JNSYJKGE Code 311: AMNVJKJQ	All surfaces are ice, fast movement, no damage from spikes	
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: JNSYJKGE Code 311: AMNVJKJQ Code 312: XGBXJQHX	All surfaces are ice, fast movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shops/upgrades in village [code 677], die from one hit, boss dies in one hit	
Code 308: CNOWICRU Code 309: GKWHIX,JJ Code 310: JNSYJKGE Code 311: AMNVJKJQ Code 312: XGBXJQHX Code 313: YJWOJUBP	All suttaces are ice, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shops/upgrades in village [code 677], die from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovet Knight as if he were underwater, Treasures appear from enemies and ground piles in but	bles as if underwalter (treasures from chests, wat piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIX.JJ Code 310: JNSYJKGE Code 311: AMNVJKJQ Code 312: XGBXJQHX Code 314: ZWYRJWIE Code 314: ZWYRJWIE	All surfaces are los, fast movement, no damage from spikes No clouds on map, no mae eccounters, village cleared, no shops/upgrades in village [code 677], die from one hit, boss dies in one hit [code 677], die from one hit, boss dies in one hit [village code 678], die from one hit, boss dies in one hit [code 678], die from one hit, boss dies in one hit [code 679], die from one mit, code from Shovel Kriight as if he were underwater, Tressures appear from enemies and ground piles in but [Relics use no magic, no Castronomer]	bles as if underwater (treasures from chests, wait piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: JNSYJKGE Code 311: XMNVJKJQ Code 312: XGBXJQHX Code 313: YJWOJUBP Code 314: ZWYTJWIE Code 315: EOYALQJU	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopslypgrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Kright as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojectles/hazards	bles, as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: JNSYJKGE Code 311: AMNVJKJQ Code 312: XGBXJQHX Code 312: XGBXJQHX Code 314: ZWWRJWIE Code 316: EOYALQJU Code 316: EOYALQJU Code 316: EOYALQJU	All surfaces are los, fast movement, no damage from spikes No clouds on map, no may encounters, village cleased, no shops/upgrades in village [code 677], die from one lut, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], pass through all enemiespirojectiles/hazards Boss map encounters Rezie, Bax, and Phanton Striker are defeated	bles as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: JNSYJKGE Code 311: AMNVJKJQ Code 312: XGBXJQHX Code 312: XGBXJQHX Code 314: ZWWRJWIE Code 316: EOYALQJU Code 316: EOYALQJU Code 316: EOYALQJU	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopslypgrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Kright as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojectles/hazards	Dies as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: NSPXIKGE Code 311: AMNVJKJQ Code 312: XGBXJQHX Code 314: XMMVJKJQ Code 314: XMMVJUBP Code 314: ZWYRJWIE Code 316: EOYALQJU Code 316: KTLLLTLL Code 317: MCGHMAHT	All surfaces are los, fast movement, no damage from spikes No clouds on map, no may encounters, village cleased, no shops/upgrades in village [code 677], die from one lut, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], pass through all enemiespirojectiles/hazards Boss map encounters Rezie, Bax, and Phanton Striker are defeated	bles as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: CRWHIX.JJ Code 319: NSYJKGE Code 311: AMPVJKJQ Code 313: TAMPVJKJQ Code 313: TAMPVJKJQ Code 314: ZWYRJJWIE Code 316: ZWYRJJWIE Code 316: TAMPJJWIC Code 318:	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	bles as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308. CNOWICRU Code 309. GRYPHIX.J Code 319. INSYLKGE Code 311. AMSYJKGE Code 311. AMSYJKGE Code 312. XGMZJGHX Code 313. YJWOJUBP Code 318. YJWOJUBP Code 316. EOVALQJU Code 316. EOVALQJU Code 316. TM CGHMAHT Code 317. MCGHMAHT Code 318. PLYRAMFUG Code 318. PLYRA	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	Dies as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308. CNOWICRU Code 309. GRYPHIX.J Code 319. INSYLKGE Code 311. AMSYJKGE Code 311. AMSYJKGE Code 312. XGMZJGHX Code 313. YJWOJUBP Code 318. YJWOJUBP Code 316. EOVALQJU Code 316. EOVALQJU Code 316. TM CGHMAHT Code 317. MCGHMAHT Code 318. PLYRAMFUG Code 318. PLYRA	All surfaces are los, fast movement, no damage from spikes No clouds on map, no may encounters, village cleased, no shops/upgrades in village [code 677], die from one lut, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], pass through all enemiespirojectiles/hazards Boss map encounters Rezie, Bax, and Phanton Striker are defeated	Dies as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: NSPXIGE Code 311: AMNVJKJQ Code 312: XEBXJQHX Code 314: XMWJUJBP Code 314: ZWFXLJWE Code 316: EVYNLQJU Code 316: EVYNLQJU Code 316: EVXLLTLL Code 317: MCGHMAHT	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	Dies as if underwater (treasures from chests, wait piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: INSY-KICE Code 311: AMNVIKJG Code 312: XBRXJGHX Code 313: XYMOJUBP Code 313: YMVJUBP Code 314: ZWYMJWIE Code 315: ECYNLOJU Code 316: COMPLICT Code 317: MCGHMAHT Code 318: TWXGGMAHT Code 318: TWXGGMAHT Code 319: TWXGGMAHT Code 319: TWXGGMAHT Code 319: PYRAMYUZ	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	bles as if underwater (treasures from chests, wall piles and dirt blocks remain normal.
Code 308: CNOWICRU Code 309: GKWHIXJJ Code 310: INSY-KICE Code 311: AMNVIKJG Code 312: XBRXJGHX Code 313: XYMOJUBP Code 313: YMVJUBP Code 314: ZWYMJWIE Code 315: ECYNLOJU Code 316: COMPLICT Code 317: MCGHMAHT Code 318: TWXGGMAHT Code 318: TWXGGMAHT Code 319: TWXGGMAHT Code 319: TWXGGMAHT Code 319: PYRAMYUZ	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	bles as if underwater (treasures from chests, wall piles and drit blocks remain normal.
Code 308: CNOWICRU Code 309: GRWHIXLI Code 310: INSY-KICE Code 311: AMNVIK-IQ Code 312: XGRX-IG Code 313: YJMOJUBP Code 313: YJMOJUBP Code 313: YJMOJUBP Code 314: ZWR-IJME Code 315: EOYNL-QJU Code 316: TRI-LITL Code 317: MCGHMAHT Code 318: REVAWIMGM Code 319: PYRAMYUZ	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	
Code 308. CNOWICRU Code 309. GRYPHIX.J Code 319. INSYLKGE Code 311. AMSYJKGE Code 311. AMSYJKGE Code 312. XGMZJGHX Code 313. YJWOJUBP Code 318. YJWOJUBP Code 316. EOVALQJU Code 316. EOVALQJU Code 316. TM CGHMAHT Code 317. MCGHMAHT Code 318. PLYRAMFUG Code 318. PLYRA	All suffaces are los, fist movement, no damage from spikes No clouds on map, no map encounters, village cleared, no shopshygrades in village [code 677], del from one hit, boss dies in one hit Underwater Code, Bubbles appear from Shovel Knight as if he were underwater, Treasures appear from enemies and ground piles in but Relics use no magic, no Castronomer [code 677], past trough all emembersprojecties/hazards Boss map encounters Reize, Baz, and Phantom Striker are defeated AzaxaXAX	bles as if underwater (treasures from chests, wait piles and drit blocks remain normal.

	OFFICIAL	EFFECT	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 32f 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 Sparkta 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 activ
Code 0: WSWWAEAW	X&BUTT	The infamous Butt Mode! Butt Mode: Any mention of the words "shovel", "knight", "health", or "magic" in dialogue is replaced with "butt".	a code, there is no difference between unofficial and official versions. CONFIRMED (It's hilarious); Official code from Yacht Club Games = X&BUTT
Code 1: TEIGCABP		Start the game with a different armor Start with Conjurer's Coat (Purple Armor).	
Code 2: ISIQCFDN		Start with Conjune 3 coat (if the 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 Code 8: JBSZELSC		Start with unlimited Phase Locket Start with unlimited Dust Knuckles	
Code 9: PLEFFJSN		Start with unlimited Dust Knuckies Start with unlimited Throwing Anchor	
Code 9. FLEFFJSIN		Start with unlimited Alchemy Coin	
Code 11: IGIUIFTR		Start with unlimited Alcrienty Com	
ode 12: NRDUIWCW		Start with unlimited War Horn	
ode 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.	
ode 18: BINOKOAF		Start with Chaos Sphere.	
ode 19: UUPEKOQG		Start with Flare Wand.	
ode 20: NILTKPBA		Start with Flare Wand, Phase Locket	
Code 21: BJDNKUIQ Code 22: SJHNLAID		Start with Flare Wand, Phase Locket, Dust Knuckles Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor	
code 22: SJHNLAID		Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor Start with Flare Wand, Phase Locket, Dust Knuckles, Throwing Anchor, Alchemy Coin	
Code 24: ZMDMMXOO		Start with Flare Wand, Flase Locket, Dust Knuckes, 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.	
ode 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.	
ode 31: YQCNPHFT		Up to the Lost City cleared.	
Code 32: SJXDPXEP		Up to the Explodatorium cleared.	
ode 33: CSJZPYHA		Up to the Clockwork Tower cleared.	
Code 34: ULFKRDIA		Up to the Stranded Ship	
ode 35: MXYAREAL		Up to the Flying Machine cleared.	
ode 36: EAEJRGWJ		Up to the Tower of Fate: Entrance cleared	
ode 37: MHFGRQXE		Up to the Tower of Fate: Ascent cleared.	
ode 38: ENTSSYSQ ode 39: DIOQTDNQ		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
ode 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)	
ode 40: GGWBUCFV		Starts game with everything unlocked (except music).	
ode 41: BXFGUEKM		Starts game with all armors unlocked.	
ode 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
ode 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
ode 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.
ode 45: JDTIYMUW		Starts game with charge hit shovel ability.	
ode 46: ZXNGYVWY		Starts game with dig piles in one hit shovel ability.	
Code 47: FKKLYZKU		Starts game with ground spark shovel ability.	
ode 48: EJBHZACP		Starts game with all three shovel abilities.	
ode 49: XTMUZCBS		Starts game with one chalice.	
ode 50: LKYOABSL		Starts game with two chalices.	
ode 51: LFGQCRMP ode 52: SZKWAIKV		Starts game with the fishing hook. Starts game with 5 hearts.	
ode 52: SZKWAIKV		Starts game with 6 hearts.	
ode 54: HWZPCI GI		Starts game with 7 hearts.	
ode 55: JRDWDZGN		Starts game with 8 hearts.	
ode 56: VQPBDZHM		Starts game with 9 hearts.	
ode 57: LBSHEAOQ		Starts game with 10 hearts.	
ode 58: XRCSEOIL		Starts game with 40 magic.	
ode 59: BUUUEREK		Starts game with 50 magic.	
ode 60: CZSIFVOM		Starts game with 60 magic.	
ode 61: MNOIGUZZ		Starts game with 70 magic.	
ode 62: UACCHCUH		Starts game with 90 magic.	
ode 63: RUJRHIZL		Starts game with 90 magic.	
ode 64: GVLEHQQF		Starts game with 100 magic.	
ada SELVAIOTIONO		MYSTERY CODES	Completed the same start to finish all areas all massed to the same to the same to the same start to t
ode 65: YNQEICXR ode 66: BKXBIPIX		No glowing fishing areas(?) Unconfirmed?	Completed the game start to finish, all areas all upgrades etc, no noticable difference. my theory: Specter, Plague and King knight modes, and the gender swap, mistery solved?
ode 66: BKXBIPIX ode 67: FYTUIXPC		??????????????????????????????????????	my theory: Specter, Plague and King knight modes, and the gender swap, mistery solved? Maybebut I personally doubt it ^ I didn't think they were planning to have you access those future modes via cheat code.
ode 68: IZLCIYYK		???????????????????????????????????????	None of these codes have any immediate effect. Someone will have to do more indepth checking.
ode 69: QXIEJJWS		No clouds on map	
ode 70: TZIJJYAG		No checkpoints	
ode 71: GVKZKDWW		Checkpoints break after one use	BUG: game will crash if you respawn at an unbreakable checkpoint (like all the Plains checkpoints)
ode 72: UDBPKFFX		Codes that modify magic and damage values.	
ode 72: UDBPKFFX ode 73: IGJKKPCK		Invulnerability (no health lost, knockback still occurs, no protection from insta-deaths)	
ode 73: IGJKKPCK ode 74: QMPGLCRA		Take 4 times as much damage Die from one hit	
WINI OFPLA		Relics require no magic to use.	
ode 75: URPUI DVW		Relics require no magic to use. Relics require half the usual magic to use.	
ode 76: WKQSLFWC		Relics require double the usual magic to use.	
ode 76: WKQSLFWC ode 77: UEPVLJGR		Relics require double the usual magic to use. Boss start with 1/2 of one heart (dies in one hit)	
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG			
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG ode 79: QWXELSUK		Boss start with 1/2 of one heart (dies in one hit)	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG ode 79: QWXELSUK		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health.	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG ode 79: QWXELSUK ode 80: KYRNMAPC		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Blub blub blub. You're not underwater, but somehow you're still blowing little air bubbles out of your helmet!	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG ode 79: QWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Blub blub blub. You're not underwater, but somehow you're still blowing little air bubbles out of your helmet! Trassure Knight was underwater and he loved money! Who else loves money? The next bunch of codes!	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG ode 79: GWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTIQMQGE		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because 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! Start with 1000 Gold.	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHLNLG ode 78: SFZHLNLG ode 79: QWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTIQMQGE ode 83: IFDSMQGZ		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Bub blub blub. Vou'ne 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! Start with 1000 Gold.	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SF2H.NLG ode 78: SF2H.NLG ode 79: QWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTIQMQGE ode 83: IFDSMQGZ ode 84: BOAMMMPT		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because 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! Start with 1000 Gold. Start with 5000 Gold. Start with 5000 Gold.	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SFZHNLG ode 79: QWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTIOMQGE ode 82: KTIOMQGE ode 83: IFDSMQGZ ode 84: BQAMMMPT		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Bub blub blub. Vou'ne 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! Start with 1000 Gold.	Sudden Death boss mode
ode 76: WKQSLFWC ode 77: UEPVLJGR ode 78: SF2H.NLG ode 79: QWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTIQMQGE ode 83: IFDSMQGZ ode 84: BQAMNMPT ode 85: XDDYNOUD		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Blub blub blub. You're not underwater, but somehow you're still blowing little air bubbles out of your helmet! Trassure Knight was underwater and he loved money! Who else loves money? The next bunch of codes! Start with 1000 Gold. Start with 5000 Gold. Start with 50000 Gold. Start with 50000 Gold. Start with 50000 Gold.	Sudden Death boss mode
ode 76: WKQSLFWC do 77: UEPVLJGR dod 78: SFZHLNLG dod 79: SFZHLNLG dod 79: GWXELSUK dode 79: GWXELSUK dode 80: KYRNMAPC dode 81: SVHMMLYN dode 82: XTIQMQGE dode 82: XTIQMQGE dode 83: IEPSMQGZ dode 84: BQAMMMPT dode 85: XDDYNOUD dode 86: ZNSKNTGG		Boss start with 1/2 of one heart (dies in one hit) Boss start with 1/2 of one heart (dies in one hit) Boss start with naft health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Blub blub blub. Vou'ne 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! Start with 5000 Gold. Start with 5000 Gold. Start with 5000 Gold. Start with 99999 Gold.	Sudden Death boss mode
ode 76: WKGSLFWC de 77: UEPVLJGR dote 77: UEPVLJGR dote 78: SF2HLNLG dote 78: GWKELSUK dote 80: KYRNMAPC bede 81: SVHMMLYN dote 82: XTICMQGE dote 83: IFDSMQGZ dote 84: BQAMNNPT dote 85: KDDYNOUD bede 86: ZNSKNTGG dote 86: ZNSKNTGG dote 86: ZNSKNTGG		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Biblib blub blub, 'Vou're not underwater, but somehow you're still blowing little air bubbles out of your helmet! Trassure Knight was underwater and he loved money! Who else loves money? The next bunch of codes! Start with 1000 Gold. Start with 1000 Gold. Start with 1000 Gold. Start with 50000 Gold. Start with 50000 Gold. Start with 90999 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code.	Sudden Death boss mode
code 75: URPULDWW code 77: URPVLJGR code 77: UEPVLJGR code 77: UEPVLJGR code 78: SFZHLNLG code 78: SFZHLNLG code 78: WKELSUK code 80: KYRNMAPC code 81: SVHMMLYN code 82: XTIOMQGE code 81: SQAMNMPT code 83: XTIOMQGE code 84: BQAMNMPT code 86: ZNSKNTGG code 87: CXZLOHGP code 87: CXZLOHGP code 88: ADYSCYBB M		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Blub blub blub. Vou're not underwater, but somehow you're still blowing little air bubbles out of your helmet! 'rassure Knight was underwater and he loved money! Who else loves money? The next bunch of codes! Start with 1000 Gold. Start with 5000 Gold. Start with 50000 Gold. Start with 50000 Gold. Start with 99999 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code. Same as Code 87 but with 500 Gold.	Sudden Death boss mode
ode 76: WKGSLFWC ode 77: UEPVLJGR ode 77: SPZHINLG ode 78: SPZHINLG ode 78: GWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTICMQGE ode 83: IFDSMQGZ ode 84: BOAMNNPT ode 85: XDDYNOUD ode 86: ZNSKNTGG ode 87: CXZLOHGP ode 88: ADYSCYBB ode 89: GYMEPHLM		Boss start with 1/2 of one heart (dies in one hit) Boss start with 1/2 of one heart (dies in one hit) Boss start with 1/2 of heart (dies in one hit) Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Bub blub blub. Vou'ne 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! Start with 1000 Gold. Start with 10000 Gold. Start with 10000 Gold. Start with 90090 Gold. Start with 90090 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code. Same as Code 87 but with 1000 Gold.	Sudden Death boss mode
ode 76: WKQSLFWC odd 77: UEPVLJGR odd 78: SEZHLNLG odd 78: CWXELSUK odd 80: KYRNMAPC odd 81: SYNMMLYN odd 82: KYRNMAPC odd 81: FIDMMGZ odd 84: SALMMMPT odd 85: LYNMMLYN odd 86: XYNMYG odd 86: XYNMYG odd 86: XYNMYG odd 87: CWZLOHGP odd 88: AVSOVBB odd 88: GYMEPHLM odd 90: CWMLPODL		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Blub blub blub. You're not underwater, but somehow you're still blowing little air bubbles out of your heimet! Trassure Knight was underwater and he loved money! Who else loves money? The next bunch of codes! Start with 1000 Gold. Start with 1000 Gold. Start with 1000 Gold. Start with 50000 Gold. Start with 99999 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code. Same as Code 87 but with 1000 Gold. Same as Code 87 but with 1000 Gold.	Sudden Death boss mode
code 76: WKGSLFWC code 77: UEPV_LIGR code 77: SFZHLNLG code 77: SFZHLNLG code 77: SFZHLNLG code 78: SFZHLNLG code 78: SFZHLNLG code 80: KYRNMAPC code 81: SVHMMLYN code 82: XTIOMQGE code 83: IFDSMQGZ code 84: BQAMMNIPT code 85: XDPNOUD code 86: ZNSKNTGG code 87: CXZL OHGP code 88: ADVSOYBB code 89: GYMEPHLM code 90: GYMNLPODL code 91: THYZOFLIN		Boss start with 1/2 of one heart (dies in one hit) Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Bib blub blub Liv Ovine 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! Start with 1000 Gold. Start with 10000 Gold. Start with 10000 Gold. Start with 99999 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code. Same as Code 87 but with 1000 Gold.	Sudden Death boss mode
ode 76: WKCSLFWC ode 77: LEPVLJGR ode 77: LEPVLJGR ode 78: SFZHINLG ode 79: QWXELSUK ode 80: KYRNMAPC ode 81: SVHMMLYN ode 82: XTICMQGE ode 83: IFDSMQGZ ode 84: BQAMNNPT ode 85: XTICMQGE ode 86: XDDYNOUD ode 86: ZNSKNTGG ode 87: CXZLOHGP ode 88: ADYSCYBB ode 89: GYMEPHLM ode 90: QWNLPQDL ode 91: THVZQFLN ode 92: UCDICWMQ		Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Long starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Bub blub blub. Vou'ne 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! Start with 1000 Gold. Start with 1000 Gold. Start with 50000 Gold. Start with 50000 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code. Same as Code 87 but with 1000 Gold. Same as Code 87 but with 10000 Gold. Same smissing	Sudden Death boss mode
code 76: WKOSLFWC OFT: UEPV-UG OFT: UEPV-UG OFT: UEPV-UG OFT: SEPV-UG OFT: SEPV-U		Boss start with 1/2 of one heart (dies in one hit) Boss start with 1/2 of one heart (dies in one hit) Boss start with half health. Upon starting a boss battle, both Shovel Knight and the Boss down to 1/2 a heart. Basically, sudden death boss battles. A code that makes Shovel Knight appear underwater. Appropriate, because Bib blub blub Liv Ovine 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! Start with 1000 Gold. Start with 10000 Gold. Start with 10000 Gold. Start with 99999 Gold. Every time you begin a level with less than X amount of gold, your gold is set to X. 100 with this code. Same as Code 87 but with 1000 Gold.	Sudden Death boss mode

Code 97: WOLPSNLK Code 98: NVVYSZFD Code 99: JLPWUFJT Code 100: AGI HVAFR			
Code 99: JLPWUFJT		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)
		Chester's prices are randomly higher (500+ in stages, 1500+ in village, max 9999)	
		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 101: HMOGVRDH		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 Code 105: I KZ.IZKUS		Invincibility after hit reduced by 60% (2 sec to 0.8 sec)	
		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 Code 110: FTNRCLNG		Enemies drop 3 times as much gold.	
Code 110: FINRCENG		Enemies drop 4 times as much gold.	
		Enemies drop 5 times as much gold. Enemies drop 10 times as much gold.	
Code 112: HMJECSMB			
Code 113: LYHSDNUX		Codes that give you a different default armor color. The change is only cosmetic.	
Code 114: DFPIDWVT		Green Blue, Blue horns. (Blue Bomber)	
Code 114: DFPIDWV1		Blue, Blue noms. (Blue Bomber) Light Red	
Code 116: RTZCEQNW		Brown	
Code 116: R12CEQNW		Dark Purple, Gray horns.	
Code 117: F3DRGRUC Code 118: ETWBGRTH		Glowy Purple, Glowly Purple horns.	
Code 119: UOMBGSDR		Shiny Purple, Fluo Green horns.	
Code 119: GOMBGSDR Code 120: AQJDHEUM		Purole	
Code 121: GGTUHHUZ		Light Red. Yellow horns.	
Code 121: GGTUHHUZ Code 122: ESQEHMQL		Light Rise, Yellow norms. Light Blue, Lavender horns.	
Code 122: ESQEHMQL Code 123: JRUWHQUA		Light Blue, Lavender norns. Pink	
Code 124: QNXIITJY		PINK Glowy Brown	
Code 124: QNXIII JY Code 125: XQGRITOH		Glowy Brown Mint	
Code 125: XQGRITOH Code 126: JHEIJDLR		Mint Silver	
Code 126: JHEIJDLR Code 127: AKMTJHTW		Peach, Cvan horns.	
Code 127: AKMIJHTW Code 128: SUPLJZHD		,	
Code 128: SUPLJZHD Code 129: TVSPKGAT		Glowy Dark Teal, Glowy Dark Teal horns. Purple-Pink, Creme horns.	
Code 129: TVSPKGAT Code 130: RLQFLLOW		Purple-Pink, Creme norns. Some Blue, Mint Green horns.	
Code 130: RLQFLLOW Code 131: KCRULXOV		Some Blue, Mint Green norms. Brown, Teal horns.	
Code 131: KCRULXOV		Brown, Teal horns. Blue, Orange horns.	
Code 132: INCJMBQE Code 133: ZTKQMPKQ		Black, Purple horns.	
Code 133: ZTKQMPKQ Code 134: HRCKMYHQ		Black, Purple norns. Red, Silver horns.	
Code 134: HRCKMYHQ Code 135: AUBQODIO		Yellow	
Code 135: AUBQUDIU		Dark Blue	
Code 137: CUFROLJP		Red Red	
Code 137: CUFROLJP		White, Creme horns.	
Code 138: BAFNOODV		writte, Creme norms. Lime Green, Pink horns.	
Code 140: FZEEPOZB		Tan, Orange homs, Green outline	
Code 141: PXXARADP		Totally Blue	
Code 141: FXXARADE Code 142: KOGXSIPL		Totally Light Orange	
Code 143: YLFBUMJC		Blue, Orange outline.	
Code 144: SLDXVRTZ		Bright Orange	
Code 145: LJCPWRKQ			
Code 145: LJCPWRKQ		Grass Green	
Code 146: ACFQXMIK Code 147: EJYYXOCY		Color scheme that makes Shovel Knight look like Vile from Mega Man X.	
Code 147: EJYYXOCY Code 148: QAGFXTQN		Extremely bright Yellow-Green	
Code 149: IZETYNHQ		Armor color changes whenever you move between screens Armor color changes whenever you get hit	
Code 150: RQVFYUUB		Armor color changes whenever you jump	LSD Mode
Code 150. RQVF100B		Misc codes	LSD WOULD
		misc codes	Con robus from chapter(age) to in tours(atorses and ance nor time through a store though (if you have and die must realis)
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	
		Instant collection of gems from most enemies regardless of distance (doesn't work on minibosses)	
Code 155: ZMKFBAXY			
Code 155: ZMKFBAXY Code 156: TURJBNDR			
	J&2JMP!	Bouncing gems	
Code 156: TURJBNDR	J&2JMP! J&!JSMP	Bouncing gems Super Jump code.	
Code 156: TURJBNDR Code 157: AEVYCUNL		Bouncing gems Super Jump code. Moon Jump code.	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJUG		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Fast Movement speed	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJUG Code 162: CRGYGUKP		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Fast Movement speed Super Fast Movement speed.	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJUG Code 162: CRGYGUKP Code 163: RYAQGVIE		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJUG Code 162: CRGYGUKP		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBGZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJUG Code 162: CRGYGUKP Code 163: RYAQGVIE Code 164: JARXHTMF Code 165: TURNIGTF		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders Much faster on ladders Much faster on ladders	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJJUG Code 162: CRGYGUKP Code 162: CRGYGUKP Code 164: JARXHTMF Code 165: TURNIGTF Code 166: GAPWIIZJ		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Fast Movement speed Fast Movement speed. Faster on ladders Much faster on ladders Much faster on hadders No knockback from shovel attacks	
Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCFK Code 161: PIJMFJUG Code 162: CRCYGUKP COde 163: ARXHTMF Code 165: TURNIGTF Code 166: GAPWIIZJ Code 167: PGPHIJJH		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders Much faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks	
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Code 156: TURJBNDR Code 157: AEVYCUNL Code 158: NBCZEDMJ Code 159: XRTKESBB COde 160: XPRAFCFK Code 160: YPRAFCFK Code 160: YPRAFCFK Code 160: YPRAGCYIE Code 163: YPRAGCYIE Code 163: TAYAGCYIE Code 163: TAYAGCYIE Code 164: JARXHTMF Code 165: TURNIGTE Code 166: CAPWIIZJ Code 166: CAPWIIZJ Code 166: CAPWIIZJ Code 168: CAPWIIZJ Code 168: CAPWIIZJ Code 168: CHCOILFF Code 168: CHCOILFF Code 168: CHCOILFF Code 168: CHCOILFF		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Moon pogo bounce Moon pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders Much faster on ladders Much faster on ladders No knockback from shovel attacks No knockback from shovel attacks Super fast attack speed. Super fast bounced is speed.	
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Code 156: TURJENDR COde 157: AEVYCUNL Code 158: NBCZEDMJ Code 158: NBCZEDMJ Code 158: NBCZEDMJ Code 169: XRTKESBB Code 160: CRAPACEK Code 161: PUJMFJUG Code 162: CRGYGUKP Code 163: RYAQGVIE Code 164: JARNHTJMF Code 166: GAPWIIZJ Code 168: GAPWIIZJ Code 168: GAPWIIZJ Code 168: OAL CODE CODE 158: CODE CODE		Bouncing gems Super Jump code. Moon Jump code. Super pops bounce Fast Moorn goop bounce Fast Movement speed Super Fast Movement speed Super Fast Movement speed. Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Super fast attack speed. Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Fast attack speed. Falling into pits doesn't kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being hit. Invisibility Relic enhancement Alchemy Coin has no shot limit (normally 1) Mobile Gear has no shot limit (normally 1)	
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Code 15: TURJIBNDR Code 15: AEVYCUNL Code 15: NBCZEDMJ Code 15: NBCZEDMJ Code 15: NBCZEDMJ Code 15: NBCZEDMJ Code 16: XFRAFCFK Code 16: TURJIFJUG Code 16: TURJIFJUG Code 16: TRANGTIF Code 16: TURJIFJUG Code 16: TURJIG Code 17: TURJIG CODE 18: TURJIG CODE		Bouncing gems Moon Jump code. Super Jogo bounce Moon pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders Much faster on ladders No koncblack from shovel attacks No koncblack from shovel attacks Past attack speed. Walk on spikes. Super fast attack speed. Walk on spikes. Fast attack speed. Walk on spikes. Paging into pits doesn't kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being ht. Invisibility Relice enhancement Alchemy Coin has no shot limit (normally 1) Chaos Sphere has no shot limit (normally 2) Throwing Anchor has no shot limit (normally 2) Flase Wand has no shot limit (normally 3) Flave Wand has no shot limit (normally 3)	Can rise into the air with repeated use.
Code 156: TURJIBNDR CODE 156: ARCYCUNI. Code 157: AEVYCUNI. Code 158: NBCZEDMJ Code 158: NBCZEDMJ Code 159: XRTKESBB Code 160: XPRAFCEK Code 161: PUMR-JUG Code 162: CRGYGUKP Code 163: RYAGOVIE Code 163: RYAGOVIE Code 164: CRGYGUKP Code 165: GAPWIIZJ Code 166: GAPWIIZJ Code 166: GAPWIIZJ Code 167: CRGYUNIC Code 177: CALLICOV Code 177: CALLICOV Code 177: CALLICOV Code 177: CALLICOV Code 177: STEMMOW Code 177: STEMMOW Code 177: STEMMOW Code 176: STEMMOW Code 176: SODLIMWTW Code 176: SCHINGLIM Code 178: LSZXOOOA Code 180: CX4HEPCVT Code 181: CYWIGROJF Code 181: CYWIGROJF Code 182: TITUGSWVX		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Fast Movement speed Super pogo bounce Fast Movement speed Super Fast Powement speed. Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Higher knockback from shovel attacks Falling into pits doesn't kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being hit. Invisibility Relic enhancement Alchemy Coin has no shot limit (normally 1) Mobile Gear has no shot limit (normally 2) Flare Wand has no shot limit (normally 2)	
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Code 15: TURJISNDR CODE 15: NBCZEDMJ CODE 16: XTRKESBB CODE 16: XTRKESBB CODE 16: XTRKESBB CODE 16: ARCHAICH CODE 17: AR		Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Fast Movement speed Super Fast Movement speed. Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Super fast attack speed. Super fast attack speed. Fast attack speed. Super fast attack speed. Super fast attack speed. Higher knockback from shovel stacks Falling into pits dosent kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being hit. Invisibility Relic enhancement Alchemy Coin has no shot limit (normally 1) Mobile Gaar has no shot limit (normally 2) Flare Wand has	Also does double damage? (unconfirmed)
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Code 15: TURJISNDR COde 15: AEVYCUNL COde 15: NBCZEDMJ COde 16: XPARAFCK COde 16: TURJIFJUG COde 16: TRANGITF COde 16: TRANGITF COde 16: ARACHTIMF COde 16: ARACHTIMF COde 16: ARACHTIMF COde 16: ARACHTIMF COde 16: CALCHIMF CODE 16: ARACHTIMF CODE 16: ARACHTIMF CODE 16: CALCHIMF CODE 17: ACZCINNP CODE 17: ACZCINNP CODE 17: ACZCINNP CODE 17: ACTEMICOV CODE 17: ACTEMICOV CODE 17: ACTEMICOV CODE 17: ACTEMICOV CODE 17: CODE 17: ACTEMICOV CODE 17: ACTEMICOV CODE 17: CODE 17		Bouncing gems Super Jump code. Super pogo bounce Fast Movement speed Super pogo bounce Fast Movement speed Super Fast Movement speed Super Fast Movement speed Faster on ladders Much faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Super fast attack speed. Fast attack spe	Also does double damage? (unconfirmed)
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Code 15: TURJISNDR CODE 15: TURJISNDR CODE 15: NSICZEDMJ CODE 15: NSICZEDMJ CODE 15: NSICZEDMJ CODE 15: NSICZEDMJ CODE 15: XTRIKESBB CODE 16: XTRIKESBB CODE 16: PUMRJUG CODE 16: PUMRJUG CODE 16: TURNICTF CODE 16: TURNICTF CODE 16: TURNICTF CODE 16: TURNICTF CODE 16: APPOILID CODE 17: TURNICTF CODE 16: APPOILID CODE 17: TURNICTF CODE 16: APPOILID CODE 17: TURNICTF CODE 18: CODE 18: TURNIC	J&IJSMP	Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Fast Movement speed Super pogo bounce Fast Movement speed Super fast Movement speed. Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Walk on spikes. Falling into pits desern't kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being hit. Invisibility Relic enhancement Alchemy Coin has no shot limit (normally 1) Mobile Gear has on shot limit (normally 1) Chaos Sphere has no shot limit (normally 2) Frave Locket lasts 3 times longer (6 seconds) Dust Knuckbear move twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager Move Horn as the normal propeller but as the defeated Unimited ther usage Incombant of Gamming Mode Start at first checkpoint of Mode Knight's stage with 6 Health, 60 Mana,	Also does double damage? (unconfirmed) Giant Mode: His head clips the ceiling a lot but he won't glitch through them. Titan Mode: Macswoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IM&SGC14)
Code 156: TURJISNDR CODE 156: AEVYCUNIL CODE 157: AEVYCUNIL CODE 158: NISCZEDMJ CODE 159: XRTKESBB CODE 159:	J&IJSMP	Bouncing gems Super Jump code. Moon Jump code. Super pogb bounce Fast Movement speed Super Jouenems speed Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Higher knockback from shovel attacks Fast attack speed. Super fast Movement speed Super fast attack speed. Fast attack speed. Super fast attack speed. Super fast attack speed. Super fast attack speed. Higher knockback from shovel stacks Falling into pits dosent kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being hit. Invisibility Relic enhancement Alchemy Coin has no shot limit (normally 1) Mobile Gaar has no shot limit (normally 1) Mobile Gaar has no shot limit (normally 2) Trovwing Anchor has no shot limit (normally 2) Flare Wanch has no shot lim	Also does double damage? (unconfirmed) Giant Mode: His head clips the ceiling a lot but he won't glitch through them. Titan Mode: Macswoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IM&SGC14) Starting NG+ & completing the first NG+ level will remove the pumpkin mark
Code 156: TURJENDR COde 157: AEVYCUNL CODE 158: NBCZEDMJ CODE 158: NBCZEDMJ CODE 159: XRTKESBB CODE 169: XRTKETSBB CODE 169: XRTTSBB COD	J&IJSMP	Bouncing gems Super Jump code. Moon Jump code. Super pogo bounce Fast Movement speed Super pogo bounce Fast Movement speed Super fast Movement speed. Faster on ladders Higher knockback from shovel attacks No knockback from shovel attacks Fast attack speed. Super fast attack speed. Walk on spikes. Falling into pits desern't kill you. You just stand in them with your head poking out. Pogo off any surface. Treasure magnetically attracted to you. Higher knockback from being hit. Invisibility Relic enhancement Alchemy Coin has no shot limit (normally 1) Mobile Gear has on shot limit (normally 1) Chaos Sphere has no shot limit (normally 2) Frave Locket lasts 3 times longer (6 seconds) Dust Knuckbear move twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager moves twice as far on hit War Horn is much quicker but blow lasts half as long Propeller Dager Move Horn as the normal propeller but as the defeated Unimited ther usage Incombant of Gamming Mode Start at first checkpoint of Mode Knight's stage with 6 Health, 60 Mana,	Also does double damage? (unconfirmed) Giant Mode: His head clips the celling a lot but he won't glitch through them. Titan Mode: Macswoley Bulkin AKA Mega Shovel Knight There doesn't seem to be a way to change ichors since they're never used up, so choose wisely (same as official code: IM&SGC14) Starting NG+ & completing the first NG+ level will remove the pumpkin mark

Code 200: SOXOCG IR		
	Start with one relic that is more powerful and unlimited use. Other relics collected are normal.	
Code 201: LL FICYDZ	Start with unlimited enhanced Fishing Rod Start with unlimited enhanced Alchemy Coin	see code 184
Code 201: LLFICYDZ Code 202: NSZEDEQQ	Start with unlimited enhanced Alchemy Coin Start with unlimited enhanced Mobile Gear	see code 175 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 Code 209: CVPYHAON	Start with unlimited enhanced War Horn	see code 182
Code 209: CVPYHAON	Start with unlimited enhanced Propeller Dagger Two extremely OP codes to break the monotony of all those similar codes	see code 183
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 Code 215: WHISITMD	Start with unlimited enhanced Phase Locket, Throwing Anchor	
Code 215: WHISTIMD	Start with unlimited enhanced Dust Knuckles, Propeller Dagger 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 Code 224: QMXGMNNW	Start with unlimited enhanced Flare Wand, Chaos Sphere 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	
Code 231: WDY.IUDWF	Funky physics mix Sugar jump, fact movement	
Code 231: WDYJUDWF Code 232: QITSUG.IT	Super jump, fast movement Moon jump, super fast movement	
Code 232: QITSUGJT	Super jump, super rast movement 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 Code 240: EVRKXEOC	Super fast movement, armor changes color on hit	
Code 241: TWINXFCV	Super fast movement, fast climbing 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 Code 249: ACVGZQDS	Moon jump, moon pogo, super fast movement, super fast climbing, armor changes color on screen change	"DuckTales" mode
Code 249: ACVGZQDS Code 250: EEHGZSSL	Pogo off any surface, no spike damage Pogo off any surface, super pogo	"Duck laies" mode
COUG 250. ELFIO255E	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, Troupple King dances to a secret bonus track	
Code 256: HDANEGGJ	Start with two or more relics with unlimited use (not enhanced). Other relics are normal. Start with unlimited Elare 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 Code 266: ZPZDKLYF	Start with all unlimited relics (not including Chalices) Start with unlimited Phase Locket, Dust Knuckles	
Code 266: ZPZDKLTF Code 267: OUMIKOVR	Start with unlimited Phase Locket, Dust Knückles Start with unlimited Dust Knückles, Alchemy Coin	
Code 268: MKIDKVFY	Start with unlimited Mobile Gear, War Horn	
	Start with unlimited War Horn, Fishing Rod	
Code 269: PUVTLPEV	Start with unlimited Phase Locket, Chaos Sphere	
Code 270: AGNXPEMB		
Code 270: AGNXPEMB Code 271: CCXZPHJK	Start with unlimited Flare Wand, Dust Knuckles	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNQYQNHC	Slart with unlimited Flare Wand, Dust Kruckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy, Coin, War Horn	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNQYQNHC Code 274: SDGPRPCI	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Propeller Dagger, Chaos Sphere	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNQYQNHC	Start with unlimited Flare Wand, Dust Knuckies Slart with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Slart with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNQYQNHC Code 274: SDGPRPCI	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Propeller Dagger, Chaos Sphere	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNQYQNHC Code 274: SDGPRPCI Code 275: HWOXRVEF	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hillarious ways and make it way harder or way easier	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNCYONHC Code 274: SDGPRPCI Code 275: HWOXRVEF Code 276: YFZNRZOP	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in Histirous ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies not including Challoes).	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZOCPTBL Code 273: BNCYONHC Code 274: SDGPRPCI Code 275: HWOXRVEF Code 276: YFZNRZOP	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies (not including Challoes). Start with all unlimited enhanced relies (not including Challoes).	Shovel God Mode
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 273: BNQYQNHC Code 274: SDGPRPCI Code 275: HWQXRVEF Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies (not including Chalices), pass through all enemies/projectles/bazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 278,	Shovel God Mode
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 273: BNQYQNHC Code 274: SDGPRPCI Code 275: HWQXRVEF Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT	Slart with unlimited Flare Wand, Dust Kruuckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Archemy, Coin, War Horn Slart with unlimited Archemy, Coin, War Horn Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with unlimited enhanced relace, froi including Chalices), pass through all enemies byringcelleshazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 278.	Shovel God Mode
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZCQPTBL Code 272: KZCQPTBL Code 273: BNDYQNHC Code 274: SDGPPCI Code 275: HWOXRVEF Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX	Slart with unlimited Flare Wand, Dust Knuckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Archemy, Coin, War Horn Slart with unlimited Archemy, Coin, War Horn Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with unlimited enhanced relace, froi including Challose), pass through all enemies byring-citles/hazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of oate 278. All of oate 278. All singlist stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glant 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, htt. or jump.	Shovel God Mode Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you)
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 273: SCQCPTBL Code 273: SHOYQNHC Code 274: STGCPRCI Code 274: STGCPRCI Code 276: FFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 260: GNUCVKND	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hillarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relics (not including Challices), pass through all enemiselyprice(dieshazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon poop, super fast annowment, super fast climbing, super fast attack speed All of code 275, start with all knight stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glart mode, poop off any surface, enemies drop 10 firmes as much gold, bouncing germs, higher knockback when attacking, breathe bubbles, armor changes color on screen change, htt, or Jump Start with unlimited Chaos Sphere, super jump, light blue armor with blue horns	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZCQPTJK Code 272: KZCQPTSL Code 273: BNOYONHC Code 274: SOGPPICI Code 275: BNYONHC Code 276: FEXTOR Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 280: GNUCVKND Code 280: GNUCVKND	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Hilpher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies (not including Challoss), pass through all enemies/projectleshazards, no damage from spiles or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 278. start with all knight stages clear, all relies/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, giant mode, popo of 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. Start with unlimited chaos Sphere, super jump, light blue armor with blue horms Start with unlimited chaos Sphere, super jump, light blue armor with silver horms	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 272: K2CQPTBL Code 273: BNOYONHC Code 274: SDGPRCI Code 276: FFENCYEP Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 281: EKJOVNLF	Slart with unlimited Flare Wand, Dust Kruckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies (not including Challces), pass through all enemiselyrojecties/hazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 276, attack with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages color on screen change, hit or jump. Start with unlimited chanced Flare Wand, no damage from pils, red armor with silver homs Start with unlimited War Horn, all surfaces are ice, fast movement, dark purple armor with grey horns	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZCQPTJK Code 272: KZCQPTJL Code 273: BNDYQNHC Code 274: SGSPRCI Code 275: BNDYQNHC Code 276: STCQTXVE Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZVMNUK Code 282: XIZVMNUK Code 282: XIZVMNUK Code 283: TVMXWWWDZ	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Hilgher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies (not including Chalices), pass through all enemies/projectles/hazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climibing, super fast attack speed All of code 275, start with all knight stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glant 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 Start with unlimited chaos Sphere, super jump, glight blue armor with blue horns Start with unlimited Chaos Sphere, super jump, glight blue armor with blue horns Start with unlimited war Horn, all surfaces are ice, fast movement, dark purple armor with grey horns Start with unlimited war Horn, all surfaces are ice, fast movement, dark purple armor with grey horns Start with unlimited war Horn, all surfaces are ice, fast movement, dark purple armor with grey horns	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you)
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZCQPTJK Code 272: KZCQPTJL Code 273: BNDYQNHC Code 274: SGSPRCI Code 275: BNDYQNHC Code 276: STCQTXVE Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZVMNUK Code 282: XIZVMNUK Code 282: XIZVMNUK Code 283: TVMXWWWDZ	Slart with unlimited Flare Wand, Dust Kruckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relies (not including Challces), pass through all enemiselyrojecties/hazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 276, attack with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages clean, all relies/sumprox largorades, may health, 1,0000 gold, all three backer boss map encounters defeated, start with all knight stages color on screen change, hit or jump. Start with unlimited chanced Flare Wand, no damage from pils, red armor with silver homs Start with unlimited War Horn, all surfaces are ice, fast movement, dark purple armor with grey horns	
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 273: BNCYQNHC Code 274: SDCPPRC Code 274: SDCPPRC Code 275: HWOXRVEF Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 280: GNUCVKND Code 281: GLOVNLF Code 282: XIZIWMUK Code 283: MNVAWWDZ Code 283: MNVAWWDZ Code 285: CRQHXNWO Code 285: CRQHXNWO	Slart with unlimited Flare Wand, Dust Knuckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Propeller Dagger, Chaos Sphere Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with all unlimited enhanced relies (not including Chalices) pass through all evennesis projectiles/hazards, no damage from spikes or pits, permanent fortune ichor, pass through all evennesis projectiles/hazards, no damage from spikes or pits, permanent fortune ichor, pass through all evennesis projectiles/hazards, no damage from spikes or pits, permanent fortune ichor, pass through all evennesis projectiles/hazards, no damage from the spikes or pits, permanent fortune ichor, pass through all evennesis projectiles/hazards, no damage from the sat and the spikes of the spikes or pits, permanent fortune ichor, pass through all evennesis projectiles/hazards, no damage from pits, red and and the spikes or pits, permanent fortune ichor, pass through alight stages clear, all relies/ammorsubgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glant mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gerns, higher knockback when attacking, breathe bubbles, armor changes color on screen change, ltd, or jump. Slart with unlimited changes color as presen change from pits, red armor with silver horns Slart with unlimited enhanced bate Rixuckes, take 4 times as much damage, fast movement, purple armor Slart in NG+, die from one hit, fast movement, fast climbing, fast attocement, climbing,	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: KZCQPTJK Code 272: KZCQPTJK Code 273: BNDYQNHC Code 275: BNDYQNHC Code 275: SPECT CODE CODE 275: HWOXRVEF Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: STQQTXVX Code 281: EKLOVNLF Code 281: EKLOVNLF Code 282: XIZIWMUK Code 283: ALRIXVUOC Code 284: YCHMXBAD COMBRANCO Code 286: ALRIXVUOC Code 286: ALRIXVUOC Code 286: ALRIXVUOC Code 286: ALRIXVUOC	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relics (not including Chalices), pass through all enemiselsprice(dieshazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 275, 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 fumes as much gold, bouncing germs, higher knockback when attacking, breathe bubbles, armor changes color on screen change, htt, or Jump Start with unlimited chansos phere, super jump, sight blue armor with blue homs Start with unlimited War Horn, all surfaces are ice, its star wovement, dark purple armor with grey homs Start with unlimited War Horn, all surfaces are ice, its star wovement, dark purple armor with grey home Start with Ornate Plate and unlimited Alchemy Coin, Chester selfs all relics from the start, enemies drop twice as much gold Puncher Mode: Start with unlimited enhanced Dast Knuckles, take 4 times as much damage, fast movement, purple armor Start in NG+, die from one hit, fast movement, fast climbing, fast attack speed, no knockback when attacking, no Magdist, ted armor Start in NG+, die from one hit, fast movement, fast climbing, fast attack speed, one kneaths in havded. MMX Vide-esque armor Start in NG+, die from one hit, fast movement, fast climbing, fast attack speed, one kneaths in havded. MMX Vide-esque armor	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: XCQCPTBL Code 273: BNCYONHC Code 274: COGPEC Code 275: BNCYONHC Code 276: YEZNEZOP Code 276: YEZNEZOP Code 276: YEZNEZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 280: GNUCVKND Code 280: GNUCVKND Code 281: XCJOVNLF Code 282: XIZUMAUK Code 283: YCHMXBAD CCGE 284: YCHMXBAD CCGE 285: CRGNXNWO Code 286: AERLXUOC Code 286: ALRIXUOC Code 286: ALRIXUOC Code 286: ALRIXUOC Code 286: ALRIXUOC Code 287: JUJEYJBG	Slart with unlimited Flare Wand, Dust Kruuckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Anchemy, Coin, War Horn Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with all unlimited enhanced relace frot including Challese), Slart with all unlimited enhanced relace frot including Challese), Slart with all unlimited enhanced relace frot including Challese), Slart with all unlimited enhanced relace frot including Challese), Slart with all all kinglist stages clear, all relacis/ammors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glant mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gems, higher knockback when attacking, breathe bubbles, ammor changes color on screen change, hit, or jump. Slart with unlimited Chance Sphere, super jump, light blue armor with blue horns Slart with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns Slart with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns Slart with unlimited with an explained Alberny Coin, Chester sels all relics from the start, enemies drop twice as much gold Puncher Mode: Start with unlimited denhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor Slart in NG+, die from one hit, fast movement, fast climbing, fast attacks speed, loss health is halved, MMX Vile-esque armor Slart in NG+, die from one hit, fast movement, fast climbing, sast attacks speed, loss health is halved, MMX Vile-esque armor Slart in NG+, die from one hit, fast movement, fast climbing, sast attack speed, loss health is halved, MMX Vile-esque armor Slart in NG+, die from one hit, fast movement, dart climbing, fast attack pumple armor with pumple and fast pumple armor with all fast climbing, fast attack protein code 687; lake it times as much damage, no Chester in vil	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 272: K2CQPTBL Code 273: BNOYONHC Code 274: SNGPPCI Code 275: HWOXRVEF Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZVMMUK Code 283: MNVAWWDZ Code 284: CAGNAWA Code 285: CRQHXNWO Code 286: ALRIXUOC Code 287: JRJEYIBG Code 287: JRJEYIBG Code 288: JRIXUOC Code 288: JRIYOVMNU	Slart with unlimited Trace Wand, Dust Kruckles Start with unlimited Trowing Anchor, Mobile Gear Start with unlimited Trowing Anchor, Mobile Gear Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hil Higher knockback when attacking or hil Super fast attack with no knockback Start with all unlimited enhanced relics (not including Challoes), pass structional enemiselyrecideshazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon poop, super fast movement, super fast climbing, super fast attack speed All of code 276, attack with all knight stages clear, at itessizammorus gargades, man healist, 1, 0,000 gold, all three backer boss map encounters defeated, start with all knight stages clear, at itessizammorus gargades, man healist, 1, 0,000 gold, all three backer boss map encounters defeated, start with all knight clears open occording to the start of the start start of the st	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: XCQCPTBL Code 273: BNCYONHC Code 273: BNCYONHC Code 275: BNCYONHC Code 276: YFZNRZOP Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: EKJCVNLF Code 282: XIZIWMUK Code 283: EKJCVNLF Code 284: YCHMXBAD CCAIMPA COde 285: CRQHXNWO Code 286: CRQHXNWO Code 288: ALRIXUOC Code 288: JRLEYIBG Code 288: JRLEYIBG Code 288: JRLEYIBG Code 288: JRLEYIBG Code 288: HZWOYMNU	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hillarious ways and make it way harder or way easier Hilgher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relics froit including Chalices), pass through all enemies/projecties/bazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 275, start with all knight stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glaint 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, fit, or jump Start with unlimited Chaos Sphere, super jump, glist blue armor with blue horns Start with unlimited War Horn, all surfaces are lock asts movement, super ast with silver horns Start with unlimited War Horn, all surfaces are lock asts movement, burple armor with grey homs Start with Omate Plate and unlimited enhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor Start in NG-with unlimited enhanced Phase Locket, die from one hit, fast movement, fast climbing, fast attack speed, nos healths halved, MMX ViGe-esque armor Code 687; take 4 times as much damage, no Chester in village, enemies drop twice as much gold, lose all relics on death Close all gold and relics on death (gold can be recovered) Chester sells all relics from the start, lose all relics on death	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 272: K2CQPTBL Code 273: BNOYONHC Code 274: SNGPPCI Code 275: HWOXRVEF Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZVMMUK Code 283: MNVAWWDZ Code 284: CAGNAWA Code 285: CRQHXNWO Code 286: ALRIXUOC Code 287: JRJEYIBG Code 287: JRJEYIBG Code 288: JRIXUOC Code 288: JRIYOVMNU	Slart with unlimited Flare Wand, Dust Kruckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hitarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with not knockback Start with all unlimited enhanced relics (not including Chalices), pass through lail enemiespicycleishazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast dimbing, super fast attack speed and the spike spik	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: XCQCPTBL Code 273: BNOYONHC Code 278: SOGPPCI Code 275: BNOYONHC Code 276: YFZNRZOP Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: SLOVNLF Code 282: XIZUWAUK Code 283: MANWWDZ Code 284: YCHMXBAD Code 285: CROHXNWO Code 286: ALRXUOC Code 286: ALRXUOC Code 287: LYEVIBG Code 288: HZWOYMNU Code 289: OWHFYOTW Code 290: UPSOYSRA	Start with unlimited Flare Wand, Dust Knuckles Start with unlimited Throwing Anchor, Mobile Gear Start with unlimited Alchemy Coin, War Horn Start with unlimited Alchemy Coin, War Horn Start with unlimited Propeller Dagger, Chaos Sphere Start with unlimited Flare Wand, Fishing Rod Codes that break the game in hillarious ways and make it way harder or way easier Hilgher knockback when attacking or hit Super fast attack with no knockback Start with all unlimited enhanced relics froit including Chalices), pass through all enemies/projecties/bazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 275, start with all knight stages clear, all relics/armors/upgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glaint 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, fit, or jump Start with unlimited Chaos Sphere, super jump, glist blue armor with blue horns Start with unlimited War Horn, all surfaces are lock asts movement, super ast with silver horns Start with unlimited War Horn, all surfaces are lock asts movement, burple armor with grey homs Start with Omate Plate and unlimited enhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor Start in NG-with unlimited enhanced Phase Locket, die from one hit, fast movement, fast climbing, fast attack speed, nos healths halved, MMX ViGe-esque armor Code 687; take 4 times as much damage, no Chester in village, enemies drop twice as much gold, lose all relics on death Close all gold and relics on death (gold can be recovered) Chester sells all relics from the start, lose all relics on death	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: K2CQPTBL Code 272: K2CQPTBL Code 273: BNOYONHC Code 274: SNGPPCI Code 274: SNGPPCI Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: STQQTXVX Code 279: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZVMMUK Code 283: MNVAWWIOZ Code 284: CRAWNAWO Code 285: CRQHXNWO Code 286: ALRIXUOC Code 287: JRIEYIBG Code 288: CRQHXNWO Code 288: OWHFYGTW Code 289: OWHFYGTW Code 289: OWHFYGTW Code 289: OWHFYGTW Code 289: USPOYSRA Code 291: HSDGYZMT Code 292: QINDZPDZ Code 293: USPOYSRA Code 291: HSDGYZMT Code 292: QINDZPDZ Code 293: MIMHOALKO	Start with untimited Flare Wand, Dust Knuckles Start with untimited Throwing Anchor, Mobile Gear Start with untimited Alchemy Coin, War Horn Start with untimited Alchemy Coin, War Horn Start with untimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Start with all untimited enhanced relics (not including Chalices), pass through all enemises/prejecties/hazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast climbing, super fast attack speed All of code 275, start with all knight stages clear, all relics/armors/lupgrades, max health, 10,000 gold, all three backer boss map encounters defeated, glant mode, pogo off any surface, enemies drop 10 funes as much gold, bouncing germs, higher knockback when attacking, breathe bubbles, armor changes color on screen change, hit, or jump Start with untimited Chaos Sphere, super jump, glar blue armor with blue horns Start with untimited War Horn, all surfaces are ice, its star woment, dark purple armor with grey horns Start with untimited War Horn, all surfaces are ice, its star woment, dark purple armor with grey horns Start with Ornate Plate and unlimited Alchemy Coin, Chester sells all relics from the start, enemies drop twice as much gold Puncher Mode: Start with unlimited enhanced Dats Knuckles, take 4 times as much damage, fast movement, fast control and the stack speed, no knockback when attacking, no Maglidist, red armor with stack speed, boss health is halved, MMX Vile-esque armor Start in NG+, die from one hit, fast movement, fast climbing, fast attack speed, no knockback when attacking, no Maglidist, red armor with grey horns Start in NG+ with untimited enhanced Phase Locket, die from one hit, fast movement, fast climbing, fast attack speed, no knockback when attacking, no Maglidist, red armor with start with a manuel and relics on death Lose all gold and relics on deat	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014 Speedrunning Mode
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: XCQCPTBL Code 273: BNCYONHC Code 273: BNCYONHC Code 275: BNCYONHC Code 276: YEZNRZOP Code 276: YEZNRZOP Code 276: YEZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZIWMUK Code 283: XMWAWWDZ Code 284: YCHMXBAD Code 285: CRQHXNWO Code 285: FXQUTXVX Code 288: HZWOYMNU Code 288: HZWOYMNU Code 289: JRJEYIBG Code 288: HZWOYMNU Code 289: UPSOVSRA Code 291: SNGWYMYTT Code 292: QJNDZPDZ Code 293: NMHOALKO Code 292: QJNDZPDZ Code 293: NMHOALKO Code 293: SNGWYMT Code 292: QJNDZPDZ Code 293: NMHOALKO Code 294: GGGGAROE	Slart with unlimited Flare Wand, Dust Kruuckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Archemy, Coin, War Horn Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with unlimited share desired relace from including Chalces), pass through all enemies bringedtleshazards, no damage from spikes or pits, permanent fortune ichor, monon jump, mono pogo, super fast movement, super fast climbing, super fast attack speed All of oote 278. All of oote 278. Slart with all kinglist stages clear, all relicis/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, thi, or jump. Slart with unlimited Chance Sphere, super jump, light blue armor with blue horns Slart with unlimited enhanced Flare Valand, no damage from pits, red armor with silver horns Slart with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns Slart with unlimited enhanced Flare and unlimited Alchemy Coin, Chester sells all relicis from the start, enemies drop twice as much gold Puncher Mode: Start with unlimited enhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor Slart in NG-, die from one hit, fast movement, fast climbing, fast attack speed, loses health is halved, MMX Vile-esque armor Slart in NG- with unlimited enhanced Change (no Chester sells all ricks movement, dart climbing, fast attack speed, on knockback when attacking, no Magicist; red armor Clode 687; lack a times as much damage, no Chester fiels and the stage on death Chester sells all relicis from the start, lose all relicis on death Chester sells all relicis from the start, lose all relicis on death Chester sells all relicis from the start, lose all relic	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014 Speedrunning Mode Fiesta Mode: Combination of codes 99 and 100.
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: CCXZPHJK Code 272: CCXCPTHL Code 273: BNOYONHC Code 278: SOCOPPEL Code 275: BNOYONHC Code 276: YFZNRZOP Code 276: YFZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: GNUCVKND Code 281: GNUCVKND Code 282: XIZUWAUK Code 283: STQCNNL Code 283: STQCNNL Code 284: STQCNNL Code 284: STQCNNL Code 285: CROHNNWO Code 286: ALRXUOC Code 287: YFSNR Code 288: HZWOYMNU Code 288: HZWOYMNU Code 289: OWHFYQTW Code 299: JWHFYQTW Code 299: JWHFYQTW Code 299: JWNLPQTW Code 299: JWNLPQTW Code 299: NMHFYQTW Code 299: NMHPQTW Code 299: NMHQZPQZ	Slart with unlimited Flare Wand, Dust Kruckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with all unlimited enhanced relies (not including Chalices), pass shrough all enemiselyprecipteshazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast dishibing, super fast attack were All of code 27s, and in elemeiselyprecipteshazards, no damage from spikes or pits, permanent fortune ichor, moon jump, moon pogo, super fast movement, super fast dishibing, super fast attack speed All of code 27s, and stages clear, all relies/ammorus/gardes, may health, 1,0000 gold, all three backer boss map encounters defeated, gignin mode, pogo off any surface, enemies drop 10 times as much gold, bouncing gems, higher knockback when attacking, provable bubbles, ammor changes color on screen change, hit, or jump. Slart with unlimited Chacos Sphere, super jump, sight blue ammor with blue homs Slart with unlimited enhanced Flare Wand, no damage from pits, red ammor with sliver horms Slart with unlimited Parthern, all surfaces are ice, fast movement, dark purple ammor with grey horms Slart with Unlimited Parthern, all surfaces are ice, fast movement, dark purple ammor with grey horms Slart with Unlimited Partherny Coin, Chester sells all relics from the start, enemies drop twice as much gold Puncher Mode Start with unlimited enhanced Plare knuckles, take of times as much damage, fast movement, purple ammor Slart in NG+, die from one hit, fast movement, fast climbing, fast attack speed, no knockback when attacking, no Magicist, red armor Code 6871, lake it times as much damage, no Chester in village, enemies drop twice as much gold, lose all relics on death Lose all gold and relics on the start, lose all relics on stage cl	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014 Speedrunning Mode Fiesta Mode: Combination of codes 99 and 100.
Code 270: AGNXPEMB Code 271: CCXZPHJK Code 272: XCQCPTBL Code 273: BNCYONHC Code 273: BNCYONHC Code 275: BNCYONHC Code 276: YEZNRZOP Code 276: YEZNRZOP Code 276: YEZNRZOP Code 277: JEKGSNJT Code 278: STQQTXVX Code 278: STQQTXVX Code 278: TVSVUEIO Code 280: GNUCVKND Code 281: EKJOVNLF Code 282: XIZIWMUK Code 283: XMWAWWDZ Code 284: YCHMXBAD Code 285: CRQHXNWO Code 285: FXQUTXVX Code 288: HZWOYMNU Code 288: HZWOYMNU Code 289: JRJEYIBG Code 288: HZWOYMNU Code 289: UPSOVSRA Code 291: SNGWYMYTT Code 292: QJNDZPDZ Code 293: NMHOALKO Code 292: QJNDZPDZ Code 293: NMHOALKO Code 293: SNGWYMT Code 292: QJNDZPDZ Code 293: NMHOALKO Code 294: GGGGAROE	Slart with unlimited Flare Wand, Dust Kruuckles Slart with unlimited Throwing Anchor, Mobile Gear Slart with unlimited Archemy, Coin, War Horn Slart with unlimited Flare Wand, Fishing Rod Codes that break the game in hilarious ways and make it way harder or way easier Higher knockback when attacking or hit Super fast attack with no knockback Slart with unlimited share desired relace from including Chalces), pass through all enemies bringedtleshazards, no damage from spikes or pits, permanent fortune ichor, monon jump, mono pogo, super fast movement, super fast climbing, super fast attack speed All of oote 278. All of oote 278. Slart with all kinglist stages clear, all relicis/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, thi, or jump. Slart with unlimited Chance Sphere, super jump, light blue armor with blue horns Slart with unlimited enhanced Flare Valand, no damage from pits, red armor with silver horns Slart with unlimited enhanced Flare Wand, no damage from pits, red armor with silver horns Slart with unlimited enhanced Flare and unlimited Alchemy Coin, Chester sells all relicis from the start, enemies drop twice as much gold Puncher Mode: Start with unlimited enhanced Dust Knuckles, take 4 times as much damage, fast movement, purple armor Slart in NG-, die from one hit, fast movement, fast climbing, fast attack speed, loses health is halved, MMX Vile-esque armor Slart in NG- with unlimited enhanced Change (no Chester sells all ricks movement, dart climbing, fast attack speed, on knockback when attacking, no Magicist; red armor Clode 687; lack a times as much damage, no Chester fiels and the stage on death Chester sells all relicis from the start, lose all relicis on death Chester sells all relicis from the start, lose all relicis on death Chester sells all relicis from the start, lose all relic	Super God Mode (crushing from moving floor/ceiling in Lich Yard or Tower of Fate can still kill you) Yacht Club Games revealed the official version at San Diego Comic Con 2014 Speedrunning Mode Fiesta Mode: Combination of codes 99 and 100.

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.	