



The Official Source
for GameShark codes™

Dangerous Waters

GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Hey look, an all-new format. As if you can even remember what the last issue looked like or when it came out. But on to more trying issues like the paper crisis, bathing in grease and the claim that Crispix® is "crispy times two." The only thing that really concerns me about all of this change is the straightforward approach now taken in the T-shirt section, that's marketing for ya'. Anyway, back to this Crispix thing. What are they trying to say? Now I could see "really crispy" or even, "slightly more crispy than those less fortunate cereals," but "times two" is a fairly bold statement. It's as if to imply that their cereal actually alters the consumers' olfactory senses beyond repair, causing a near fatal addiction to the product.

There! Anyone left reading at this point should feel pretty darn special (I lost the rest about a sentence and a half ago). So where

content

Game Tips & Tricks	2
Mailbox	2
Kato's Game Review	2
Hfiles	2
Merchant Marina	3
Back Issues	3
GameShark Merchandise	3
GameShark Codes	4
Order Form	8



Hmmm...Smells like Crispix!

were we? Ah, Crispix. I can't wait to get home for another bowl or two. I can quit any time I want, I swear. There's nothing like being in the grips of a serious Crispix bender, though. Then imagine going into the bathroom naked, except for a gorilla suit, targets painted on my knees and a bathtub full of broken china. That brings me to the point of this very special Rant (believe it or not); CastleVania™ 64 is a fairly boring game! Thank you for reading, I hope you can find your way through this cluttered and extremely

timely issue of Dangerous Waters. And be sure to vote for us in the upcoming Consistently Late Publication of the Year Awards. Power to the Weebles,

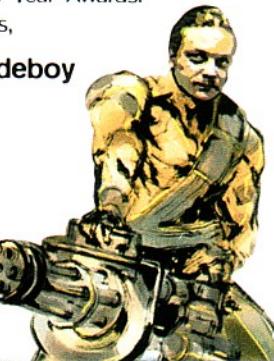
-Codeboy

Over 1,500
New Codes
In This Issue

editor's note

Dangerous Waters is back, completely updated and revised! We've been away for awhile, sailing along the high seas. This issue would have reached you sooner if CodeBoy hadn't allowed some ravenous shark to bite a huge chunk out of his rant! Thanks to his efforts we had to work hard to redo the entire issue. But that gave us a chance to create something totally new and exciting—there's bit of

the old with a number of cool, new features! DW's resident hacker and risqué ranter returns with over 1,000 new GameShark™ Codes. Get the scoop on new games in the review section, plus learn gaming tips and tricks from the experts! We hope you enjoy the new format, as we have worked hard to create something fun and exciting for our loyal GameShark fans. Abuse the Power!



GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

March Madness '99

Alien Team

Enter "ROSWELL" as a name on the controller selection screen. Note: This code only works in Exhibition Mode.

Classic Sixties And Seventies Players

Enter "OLDTIME" as a name on the controller selection screen. Note: This code only works in Exhibition Mode.

Small Players

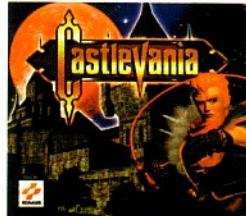
Enter "OOMPA" as a name on the controller selection screen. Note: This code only works in Exhibition Mode.

Large Players

Enter "FATTONY" as name on the controller selection screen. Note: This code only works in Exhibition Mode.

Song Select

Begin a game in "Dynasty" mode. Then, pause the game and enter the controller setup screen. Select the team that is currently being controlled and press R1 to choose the song to be played when they have possession of the ball.



Castlevania

Extra Difficulty Level

Beat the game and wait until the credits end. Save the game, then restart to access the "Hard" difficulty setting.

Alternate Costumes

Beat the game with either character on any difficulty setting and find at least one special crystal, one of which is located in the Execution Tower. Then, save the game, highlight the character the game was completed with on the character selection screen, hold UP on the analog-stick and select them.

Mailbox

The Voice of GameShark Fans.

I am writing a book and I need you to write in opinions on what the fourth (5th and so on if you want) dimension is, and write in about how to make time travel possible. Thanks.

—Anonymous

This seems a bit off topic, but I'll take a shot. Some people argue that Time itself is the 4th dimension, i.e., as time progresses things are never the same as they were the moment before. We are moving all the time, as a result of the movement of the planets, the solar system and the galaxy, as well as just plain getting older. Granted, this movement occurs in 3rd dimensional Space, but in 4th dimensional Time.

Not to crush anyone's hopes, but Time travel, as far as my understanding goes, can only occur in one direction—forward, as limited by Einstein's Theory of Relativity. As an object approaches the speed of light, Time, as perceived by the object, slows down, but never reverses, as the speed of light is as fast as an object can travel. To make a long story short, if you take a trip at the speed of light for one year (relative to you), upon your return, you will have managed to travel ahead 80 years. But you can never go back.

I hope this helps, and if you readers do not understand this sort of thing, just skip it.

—Kato

Got a question? We'd like to hear from you. Send your letters to: Dangerous Waters Mailbox, 10999 McCormick Road, Hunt Valley, MD 21031 email: codeboy@gameshark.com or kato@gameshark.com

Kato's Game Review

An unbiased look at what's hot and what's not.



Title: Winback

Developer: KOEI

Publisher: KOEI

Format: Cartridge

of Players: 2

Difficulty: Moderate

Available: Late Spring '99

Our office managed to secure a BETA copy of *Winback* from KOEI for the Nintendo® 64. If you have not heard of this title before, try to imagine a cross between *Metal Gear Solid™* (PSX) and *Mission: Impossible* (N64). Believe me, it is full of action.

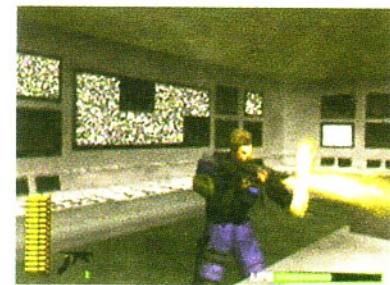
Your character is part of a team that is charged with retaking (or win-back, get it?) a base that houses a powerful energy weapon which has recently been taken over by menacing terrorists. Unfortunately for the rescue team, their aircraft loses power while flying to the drop zone point and everyone has to jump ship. Kind of an inauspicious start, is it not?

Your job is to locate your comrades and carry on with the mission, a task easier said than done. The AI (artificial intelligence) is good and the scene-cuts show the menacing terrorists in full detail.

As of this writing, there are two modes of play. The first, obviously, is the main game and the second is a multi-player versus mode. Yes, you and three friends can select your characters and fight head-to-head in a shrapnel-laced, bullet-filled slugfest.

The third person screen view is exceptional. You can even use a few different moves to keep yourself concealed in order to get the drop on the enemy. Your only true friend throughout the insanity is your sidearm, a .45 caliber pistol with infinite ammo. Later on in the game, if you're alive that long, you can pick up an MP5 and a Tactical Shotgun to increase your firepower.

All in all, *Winback*, looks to be one hot shooter.



To win back the base, you'll first have to defeat a horde of terrorists!

The i-Files

An In-Depth Look At New Devices From InterAct.

The DexDrive Opens The Doors To A Whole New Universe!

Providing virtually unlimited storage space, the game save exchange system expands the potential for conquering the gaming world.

The DexDrive™ has gamers everywhere stopping, staring and even e-mailing! It's a revolutionary, new gaming device that allows you to copy game saves from your ordinary memory cards to the hard drive of a PC. Once on your hard drive, the game saves can be stored, transferred to disks/CDs, sent via e-mail and posted to websites and newsgroups.

The Dex is a cinch to install and easy to operate. Simply insert a PlayStation® or Nintendo® 64 memory card into the small dock on the front of the hardware and the DexDrive into the serial port of your PC. The menu-driven DexPloer software program (included as part of the package) handles all the transfer and PC navigation logistics. From there, you're only a point and click away from downloading and uploading the most awesome game codes.

Another cool thing about the DexDrive is its ability to back-up countless game saves. Now, you're no longer limited to the number of size of your memory cards. You can archive data onto your hard or diskettes, copy data from a friend and even download posted saves from the Internet and write them back to your PC or memory cards. With the DexDrive, storage capacity is virtually unlimited.

The DexDrive even boasts its own official DexDrive website, www.dexchange.net. This site features hundreds of the hottest games saves for Nintendo 64 and PlayStation. You can also chat with other gamers on the Dex's message board or even enter our weekly contest, where you can win cool prizes from InterAct! Visit our site to learn about the Dex's other exciting features.



The DexDrive will change the way you save and trade games.



Merchant Marina

Your direct source for the hottest gaming accessories.

Character Memory Cards

Have you seen our **Character Memory Cards** for the PlayStation®? These 15 block memory cards are molded in the shape of top video game and action stars. Tomb's Raider's fearless heroine Lara Croft™, is already in stores and WCW's bad boy, Goldberg™ is not far behind. Stay tuned for the release of other character cards in the future.



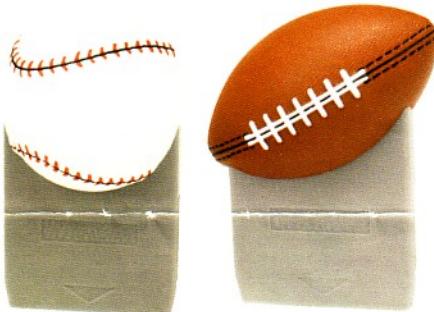
Game Boy Color Accessories

The release of Game Boy® Color has spawned a number of new and exciting accessories that are sure to add another dimension to portable gameplay. Enter the **PulsePak Color**, which provides vibration feedback; **PowerPak Color**, a recharging battery pack that lasts up to 12 hours; and the **Color Protector**, a durable rubber frame that protects the system from drop damage.



Sports Memory Cards

Sports memory cards are designed for the sports gaming enthusiast. They are shaped in the form of sports symbols and pack the same memory capacity as standard 15 block cards. The sports memory cards are offered in the shape of a football, basketball, baseball and hockey mask! They're currently available for the PlayStation.



Dual Impact GamePad

If you've been searching for an affordable, quality dual analog, vibration feedback PlayStation controller, search no more! The **Dual Impact™ GamePad**, from our Performance line, offers two exciting modes of play, two analog sticks, a circular control pad and eight fire buttons. The design offers the most comfortable gameplay and superior game control of any controller on the market.



Order Direct And Take 20% Off Your Order!

To purchase any of these exciting accessories, see our order form on the back page.

Back Issues

The ultimate source for hard-to-find codes.

Don't let the "resident villain" in town get the best of you before you can get the codes to take him down! Order the entire Dangerous Waters collection at the amazing price of \$1.00/issue.

- Issue #1 Legend has it that it still exists!
- Issue #2 Codes for Toshinden, The Horde, NBA Jam, MK3, Krazy Ivan
- Issue #3 Codes for Cybersled, Resident Evil, Agile Warrior, Iron Storm, Virtua Fighter 2
- Issue #4 Codes for Road Rash, DarkStalkers, In the Hunt, Twisted Metal, Descent
- Issue #5 Codes for Alien Trilogy, Primal Rage, Bogey Dead 6, Tekken 2, Virtua Fighter Kids
- Issue #6 Sorry! We didn't publish any codes this issue, except for Dark Forces, Fighting Vipers, Jet Moto, Final Doom, Sonic 3-D, Blast, NFL '97, Twisted Metal
- Issue #7 Codes for Andretti Racing, Madden '97, Soviet Strike, King's Field 2, MK Trilogy, Rally Cross, Area 51
- Issue #8 Codes for Reloaded, Brahma Force, Formula One, Mech Warrior 2
- Issue #9 Codes for Ridge Racer, NBA Live '97, Psychic Force, Tenka, Contra, and Andretti Racing
- Issue #10 Codes for FFVII, Need For Speed II, Porsche Challenge, GameDay '98, Soul Blade, Manx TT Superbike, Warcraft II and Top Gear Rally
- Issue #11 Promise you'll buy a GameShark T-shirt and I'll let you have this one! Bushido Blade, Colony Wars, Nightmare Creature, Last Bronx, Resident Evil, GoldenEye, Duke Nukem 64
- Issue #12 Codes for MRC, San Francisco Rush, Wave Race 64, Alundra, NBA Live '98, Parappa the Rapper
- Issue #13 Codes for Resident Evil 2, NBA in The Zone 2, Bomberman 64, WCW vs. NWO, Skull Monkeys, Resident Evil
- Issue #14 Codes for Rain Man, Pickle, Solid Gold Dancers
- Issue #15 Codes for Quest 64, Gran Turismo, MK4, Tekken 3
- Issue #16 Codes for Madden '99, Batman and Robin, Toca Championship Racing, Gex 64, Turok Dinosaur Hunter V1.1

- See the back page to order.
- Be sure to include the issue number you wish to receive.

GameShark Merchandise

The only place to buy official GameShark gaming merchandise.

Even if you sailed to the ends of the Earth, we'd still be the only place to get this cool, GameShark branded T-shirt. 100% cotton, it's printed with the ferocious GameShark logo and comes ready to attack other lame shirts all for the price of \$11.99. See the back page to order.



Big Head P1	802997570001	P1 is Hidden Character 10	812ae0440000	Suicide Mode On	801196280001	P3 Always Bullet Equipped	803ae6840008
Big Head P2	802997570002	P1 is Hidden Character 10	812ae046001b	Suicide Mode Humans On	801196280002	P3 Always Shield Equipped	8039b6870008
Big Head P1 & P2	802997570003	P1 is Hidden Character 11	812ae0440000	Car Collisions Off	8011249a0001	P3 Always Shield Equipped	8039b6890009
Allow Stepping Out Of Bounds P1	80299770001	P1 is Hidden Character 11	812ae046001c	Cone Mines On	8010c1660001	P4 Always Turbo Equipped	8039b9240000
Allow Stepping Out Of Bounds P2	80299770002	P1 is Hidden Character 12	812ae0440000	Car Mines On	8010c1670001	P4 Always Turbo Equipped	8039b9270000
Allow Stepping Out Of Bounds P1 & P2	80299770003	P1 is Hidden Character 12	812ae046001d	Super Speed	801119500001	P4 Always Turbo Equipped	8039b9290009
Thick Fog	80299790001	P1 is Hidden Character 13	812ae046001e	Damage Off	8011c0b00001	P4 Always Magnet Equipped	8039b9240001
Speed Up	802997eb0001	P1 is Grinch	812ae0440000	Light Gravity	800e7d220000	P4 Always Magnet Equipped	8039b9270001
Hide Receiver Name	802997eb0001	P1 is Grinch	812ae046001f	Heavy Gravity	800e7d220002	P4 Always Magnet Equipped	8039b9290009
Big Football	802997670001	P1 is Hidden Character 14	812ae0460000	Jovian Gravity	800e7d220003	P4 Always Stinger Equipped	8039b9240003
Turn Off Stadium	802997db0001	P1 is Hidden Character 14	812ae0460020	Levitation	8010c2540001	P4 Always Stinger Equipped	8039b9270003
No First Downs	802997c70001	P1 is LT	812ae0440000	Super Tires	8010c3a60002	P4 Always Stinger Equipped	8039b9290009
Fog On	802997f0001	P1 is LT	812ae0460021	Brakes Off	80125c640001	P4 Always Boomerang Equipped	8039b9240004
Show More Field	80299753003	P1 is Hidden Character 15	812ae0440000	Heavy Mass	8010c1789001	P4 Always Boomerang Equipped	8039b9270004
Night Game	802997770001	P1 is Hidden Character 15	812ae0460022	Massive Mass	8010c1790002	P4 Always Boomerang Equipped	8039b9290009
Tournament Mode	802997930003	P1 is Hidden Character 15	812ae0460001	Invincible	8011963a0001	P4 Always Seeker Equipped	8039b9240005
Weather: Snow	802997a30001	P1 is Hidden Character 16	812ae0440000	Invisible Cars	8010c1780001	P4 Always Seeker Equipped	8039b9270005
Weather: Rain	8029976f0001	P1 is Hidden Character 16	812ae0460023	Invisible Tracks	8010c1780001	P4 Always Seeker Equipped	8039b9290009
Weather: Clear	802997f0001	P1 is Hidden Character 17	812ae0440000	Large Frame	8010c43c0003	P4 Always Stopper Equipped	8039b9240006
Lights Out	802997a70001	P1 is Hidden Character 17	812ae0460024	Killer Rats On	8010c17c0001	P4 Always Stopper Equipped	8039b9270006
Super Field Goals	802997fb0001	P1 is Hidden Character 18	812ae0440000	Inside-Out Car On	801174e00001	P4 Always Stopper Equipped	8039b9290009
No Punting	802997b0001	P1 is Hidden Character 18	812ae0460025	Upside Down Mode	800d91710001	P4 Always Bullets Equipped	8039b9240007
Power Blockers	802997cf0001	P1 is Hidden Character 19	812ae0440000	Stunts All Tracks	8010c2000001	P4 Always Bullets Equipped	8039b9270007
Power Defense	802997af0001	P1 is Hidden Character 19	812ae0460026	Black Fog	8010c440000c	P4 Always Bullets Equipped	8039b9290009
Show Field Goal %	8029978f0001	P1 is Hidden Character 20	812ae0440000	Red Fog	8010c440000d	P4 Always Shield Equipped	8039b9240008
Powerup Teammates	8029973c0001	P1 is Hidden Character 20	812ae0460027	Green Fog	8010c440000e	P4 Always Shield Equipped	8039b9270008
P1 is Mark Turmel	812ae0440000	P1 is Guido	812ae0440000	Blue Fog	8010c440000f	P4 Always Shield Equipped	8039b9290009
P1 is Mark Turmel	812ae0460000	P1 is Guido	812ae0460028	Yellow Fog	8010c4400010	P4 Always Fog Equipped	8039b9290009
P1 is Brain	812ae0440000	P1 is Brain	812ae0460001	White Fog	8010c4400011		
P1 is Brain	812ae0460001	P1 is Brain	812ae0460001	Orange Fog	8010c4400012		
P1 is Daniel	812ae0440000	P1 is Daniel	812ae0460002	Pink Fog	8010c4400013		
NHL Quarterback Club '98							
Infinite Character Creation Points	800nedc30090						
P1 is Daniel	812ae0460002						
P1 is Daniel	812ae0460002						
P1 is Van	812ae0440000						
P1 is Van	812ae0460003						
P1 is Jason	812ae0440000						
P1 is Jason	812ae0460004						
P1 is Japple	812ae0440000						
P1 is Japple	812ae0460005						
P1 is Jenifr	812ae0440000						
P1 is Jenifr	812ae0460006						
P1 is Gentil	812ae0440000						
P1 is Gentil	812ae0460007						
P1 is Luis	812ae0440000						
P1 is Luis	812ae0460008						
P1 is Raiden	812ae0440000						
P1 is Raiden	812ae0460009						
P1 is Root	812ae0440000						
P1 is Root	812ae0460000						
P1 is Shinok	812ae0440000						
P1 is Shinok	812ae046000b						
P1 is Skull	812ae0440000						
P1 is Skull	812ae046000c						
P1 is Thug	812ae0440000						
P1 is Thug	812ae046000d						
P1 is Sal	812ae0440000						
NHL '99							
Infinite Creation Points	800e73d900b0						
Home Team Scores 50	801297bc0032						
Home Team Scores 50	801297bc0000						
Away Team Scores 50	801297bd0032						
Away Team Scores 50	801297bd0000						
No Pentaly Time Home	8112b2540000						
No Pentaly Time Away	8112b2780000						
Open Cheat Menu	81052b360100						
South Park							
Have All Cheats	810cd22601ff						
Top Gear Overdrive							
Infinite Nitros	810f50c0e0009						
Extra Cars	801022fb000e						
Extra Cars	8010221000e						
Extra Tracks	810122e090501						
Extra Tracks	811022ea0101						
Extra Tracks	811022ec0101						
Extra Tracks	811022fb0101						
Extra Tracks	81022200001						
Max Handling	801022h0005						
Max Acceleration	801023000005						
Max Top Speed	801023010005						
Twisted Edge Extreme							
Snowboarding							
Have 50000 Stunt Points	810829b8c350						
Low Timer	811022fb0000						
Low Timer	811496200000						
Extra Boards	81082a040003						
Extra Boards	81082a06ffff						
Extra Tracks	810829fcfffe						
Extra Characters	810829f807ff						
Extra Difficulties	810829f00700						

Yoshi's Story

Infinite Health White Yoshi 800f8dc0008
 Infinite Health Black Yoshi 800f8dd30008
 Infinite Lives (All Yoshi's) 800f8d170ff

Not Enough Codes!?!?



Check out our

back log of

PlayStation and

Nintendo 64

codes at

www.gameshark.com

Twisted Edge Extreme

Snowboarding

Have All Challenges 8039b1110001
 P1 Always Turbo Equipped 8039b1440000
 P1 Always Turbo Equipped 8039b1490009
 P1 Always Magnet Equipped 8039b1440001
 P1 Always Magnet Equipped 8039b1470001
 P1 Always Magnet Equipped 8039b1490008
 P1 Always Stinger Equipped 8039b1440003
 P1 Always Stinger Equipped 8039b1470003
 P1 Always Stinger Equipped 8039b1490009
 P1 Always Boomerang Equipped 8039b1440004



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