

DANGERBOYS



The Official Source
for GameShark Codes™

Waters

GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Mmmm, last minute changes are my favorite. I've had a few different forwards for this issue written, but due to hard drive failure, network problems and back-seat editing I seem to have lost them all in one way or another. So at this point I'm left with nothing to present you in print, I'm completely dry. But what I can do is give you directions to my house so that you may stop by for some personal, one on one abuse from me.

If you happen to be in the Baltimore area take 83 South from the beltway until you reach the Cold Spring exit, I don't recall the exit number, but if you can read there should be minimal confusion at best. Once on the exit ramp bear to the left and take Cold Spring in an East-wise fashion, and watch out for the people at the bus stop, they sometimes like to walk out into the street for no good reason. Take a left onto Falls, oops, a



AH...NOTHING LIKE THE PEACE AND QUIET OF HOME.

right onto Falls Road, sorry. And if you happen to be low on fuel this may be a good point to gas up with the plethora of fueling stations at this intersection. So, after you make the right onto Falls Road you'll need to go down about a mile. You'll most likely pass an elderly gentleman, just beyond the McDonalds, that is leaning on his cane and flagging/waving to cars. I'm not sure what his deal is but he's there most every day. Also, not much beyond the waving man will be a bearded man in a wheel chair, stay the hell away from him, I don't trust him one bit.

Now that you've past these two fine citizens take a left after the 7-11. This is known as "The Avenue." The "Avenue" of what I'm just not sure, possibly of teenage mothers or overpriced antiques, your choice. So continue on until you reach Elm and hang a right. Follow this to the bottom, hang a left and I'm

the third house in on the right. Be sure and drop by at a semi-reasonable hour, and keep in mind that I actually do work at an office during the day. So try and stop by in the evening, say after seven, and feel free bring food for the grill, as it is usually going after eight. Oh, and the old man that sits at the bench on the corner, you'll need either avoid him completely or speak up, he's quite hard of hearing, but fairly interesting. On the off chance that I'm not home be kind to my roommate and politely ask him for directions to the Rendezvous Lounge, which is most likely where I am, and if not a fine spot for a drink anyway. Argg, well crises are calling and I must be off, but be sure to stop by for your personal Rant. Any night should be fine except Tuesday, that's league bowling night down at White Trash Lanes, gotta do something in my off time.

-CodeBoy

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THE MAGNIFICENT ONE

**"Awesome Award"
Winner - Nintendo
Official Magazine**

**"...easily
the best
Duke Nukem
game yet"
- N64 Pro**

**"Duke delivers the
best action since
Goldeneye 007"
- Nintendo Power**

DUKE NUKEM ZERO HOUR™

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Giant 32MB game! Kick ass in 22 levels and 4 time periods!



Make 27 enemies and 8 bosses wish they had stayed home!



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SOUNDTRACK AVAILABLE ON RED INTERACTIVE RECORDS.
www.duke-nukem.com



Need a hint? Call 1-900-225-5248 (95¢ per minute \$1.95 for fax back maps) Must be 18 years of age or older or have parents permission to call. Touch tone phones only. Duke Nukem™ Zero Hour™ © 1999 3D Realms Entertainment. All Rights Reserved. Developed by Eurocom Developments, Ltd. under sublicense from GT Interactive Software Corp. under license from 3D Realms Entertainment. Published and distributed by GT Interactive Software Corp. GT and the GT Games Logo are trademarks and the GT Logo is a registered trademark of GT Interactive Software Corp. 3D Realms Logo is a registered trademark of 3D Realms Entertainment. Eurocom and the Eurocom Logo are trademarks of Eurocom Developments, Ltd. Nintendo, The Official Seal, Nintendo 64 and the 3-D "N" Logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. All other trademarks are the property of their respective companies.

editor's note

Well, well, well we meet again. Ever since the release of the GameShark Pro people have been knocking down my door asking me if they can join InterAct's hacking squad. "Can I hack codes for you, Dan?" "Can I be the next CodeBoy, Dan?" "Can I eat your yams, Dan?" I always respond "Not until you eat my sandwich!"

Now that we've released the GameShark Pro, all you little "hackers" out there think you can crack codes better than our beloved CodeBoy. Acting all tough and such, you think you can outsmart the MAN, eh? Never underestimate the darkside...of Wisconsin! You can never truly understand the power of...ahhh forget it!

I mean c'mon, CodeBoy is in the dungeon 24-7 hacking codes until his knuckles bleed. All right, all right so it's not a full fledged dungeon. It's more like a bathroom with chains, whips and leiderhosen—amongst other pain inducing devices. No normal person in their right mind could possibly hack codes as long as CodeBoy before blowing a gasket. No one and I mean no one can do it like CodeBoy! That's all I have to say about that.

On a different note, the response to all the changes we've made to Dangerous Waters has been overwhelming to say the least! We always appreciate positive feedback. THANK YOU! We're not done yet! Over the next few issues you will see many new features, articles and, of course CODES! We'll have interviews with industry leaders, programmers' cheats, hot new InterAct products at discounted prices for subscribers only and, of course, CODES! (Man, I love caps lock!) Our Dangerous Designs Art Contest is going great! Keep sending in your fantastic artwork! A grand prize (DexDrive for PlayStation® or Nintendo® 64) winner is picked for every issue, as well as three runners-up (GameShark tee shirts).

BTW: Little Timmy told me "Some of our subscribers might have some great feedback we can use to improve our magazine." So I said "Shut-up and get back to work you little ba..." I think you know where that conversation was going. So anyway, if you have any question, comments, gripes and/or suggestions please send e-mail to any of the following addresses:

Editor (Dan Ullmann): editor@gameshark.com
 CodeBoy: codeboy@gameshark.com
 Little Timmy: timmy@gameshark.com
 Kato: kato@gameshark.com

My fingertips hurt!
 ABUSE THE POWER!



Dan Ullmann, III

Mailbox

The Voice of GameShark Fans.

I am writing regarding two things. First, about your last letter in issue #17. A while back I researched the 4th dimension. It has nothing to do with neither time nor space. The 4th dimension is like the 2nd and 3rd dimensions in the sense that it is viewed as a geometrical object. 4th dimension objects are in the form of hyper-cubes and hyper-pyramids. These objects seem to defy the eye's perception. OK enough about that, on to what you guys are all about. How do you play import and back-ups on the PlayStation? Well, keep up the good work guys.

-Weston
 Dedham, MA

We use a modified PlayStation to play imports in the office. As for playing back-ups, it will do that too but we do not condone or encourage the use of back-ups at all. That boils down to piracy (basically, stealing games).

-Kato

I love the new GameShark Pro! My question is within the realm of the Code Generator. Most game codes require the first 4 code numbers to be specific (8008 or 8001 and the like). The Code Generator has thousands of numbers, but there must be a rational way to find the codes for 'Infinite Health' and 'Infinite Lives.' Those are very important codes for game players.

-Phillip
 Scottsville, KY

Well, it all depends on how a programmer decides to program the game he is creating. Each one will set up 'Health' and 'Lives' a different way. They do not need to keep it in a certain area of memory. You just need to keep looking around and narrowing down your search to find the codes you are looking for. Hacking, like anything else, requires practice and experience, before you can say you are a proficient hacker.

-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

Dangerous Designs

Each issue we'll be picking one piece of reader art as the winner of our Dangerous Designs Reader Art Contest. Each winner receives a cool InterAct DexDrive. If you think you got some artistic skills, send your original, game related artwork to the address on the back Attention: Dangerous Designs Issue 21. Be sure to include a mailing address. Entries will not be returned. Hurry, the next issue is just around the corner!

This issue's winner: **Jose Diaz, Cudahy, CA**



Charmeleon

Runner-up: **Steven Lindquist, Lincoln ME**



POKÉMON

Runner-up: **Kurt Sedei, Johnstown, PA**

Kato's Game Reviews

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

DUKE NUKEM ZERO HOUR

Title: Duke Nukem-Zero Hour **# of Players:** 1-2
Developer: GT Interactive **Difficulty:** Moderate
Publisher: Konami **Available:** Now
Format: Cartridge

Duke Nukem is back on the NINTENDO® 64 with a vengeance in Zero Hour. The aliens are traveling through time and it is up to Duke to save mankind from total annihilation.

This game takes a cue from Tomb Raider with its over-the-shoulder third person view. This is a departure from the standard first-person view, that is the norm for the Duke Nukem series. A red dot appears on the screen to display where Duke is looking/aiming his weapons. Also, there is a feature that will allow Duke to lock on a target that is in range and in his field of view.

The levels are big, so be prepared to run around. Also, look everywhere; you never



Ready, Aim-join in on Duke's latest alien adventure.



With Duke around, who needs a man in black.

know where you might find a vent that will lead to a secret area with weapons, health, and maybe a babe that you have to rescue.

Control is much like the Turok series. You look/aim with the analog stick while you move Duke about with the C-buttons. This may take a little getting used to so be prepared for a small learning curve. Weapons and items are selected with the D-pad and used with the Z trigger (weapons) and the R button (items).

One thing that I did miss was save points. Only being able to save at the end of the level can get very annoying, particularly if you have a hard time with a certain area and Duke gets killed and then you need to start the level over again. Being able to start where Duke was killed or having checkpoints would be a major improvement.

All in all, Duke Nukem: Zero Hour is a very fun game, especially if you are a Duke Nukem fan. Now if they could get Bruce Campbell to do the voice for Duke. ☺

night court as the police round up the usual suspects.

The police in this game are relentless. They will try to destroy your car no matter what damage is done to their own vehicle. There are many of them and only one of you. It should be pretty obvious who has the advantage.

But, in addition to driving around on the accurate maps GT Interactive has made for



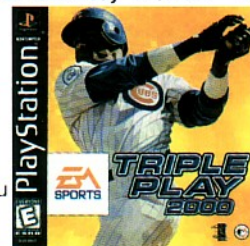
A game of cat and mouse, anyone?

GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

Triple Play 2000

EA Dream Team: Start a single player game and at the team select screen press left, right left, right, left, right, left, right, left, right, left, right. A sound will acknowledge that the code was correctly entered. Be prepared, some of these guys look very weird.



Home Run: While at bat press and hold L1+L2+R1+R2 while you press triangle, square, triangle, circle, X, square, left, right. A thump will confirm that the code was entered correctly.

Strike Out: While pitching press and hold L1+L2+R1+R2 while you press up, down, triangle, square, triangle, circle, X, square.

Need For Speed: High Stakes

Cop Code: This code allows you to race any unlocked cop car on any track. Go to the Game Option Screen and select User Name Option. Enter NFS_PD as the name.



Rogue Squadron

Fly Naboo Starfighter: To access the fighter, type 'HALIFAX?' as the Passcode, select Enter Code, then type in 'YNGWIE!' and select Enter Code again.

DRIVER

Title: Driver **# of Players:** 1-2
Developer: GT Interactive **Difficulty:** Moderate
Publisher: Konami **Available:** Now
Format: CD

Through a twist of fate, our office received a copy of GT Interactive's soon to be released driver...uhh...Driver. This will become one of the all time great games on the PlayStation®.

Your character is an undercover cop that has gotten a job as the wheelman for a local gang. It is up to you to out run the fuzz and make the getaway. It is much easier said than done. In the heat of the night trying to avoid being caught by the Miami vice, to the streets of San Francisco; from LA trying to avoid a high incident, to New York and trying to avoid the hill street blues and ending up in



You're the wheelman, so let's get rolling.

this game, you can also direct your own chase sequence based on your escapes. You can set the camera wherever you want and cut to any of them anytime. The game itself will also handle the action for you if you just want to view a playback without all the fuss of doing it yourself.

This is an extremely impressive title and absolutely blows Grand Theft Auto away. Look for Driver to hit store shelves in July. ☺

The i-Files

An In-Depth Look At New Devices From InterAct.

Boy Makes It To The Pros

Announcing the release of Game Boy GameShark Pro

This fall Game Boy® gamers everywhere get a chance to act like a pro with Game Boy Game Shark Pro. And this completely updated and revised GameShark Pro is sure to take you to whole new level of portable video game excitement.

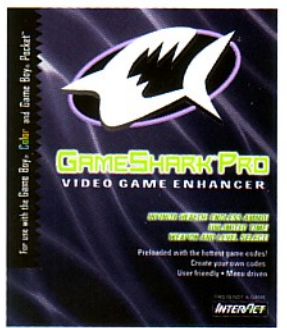
This latest incarnation of the "ultimate game enhancer" gives you the power to create your own codes using a built-in code generator. Now you don't have to wait for codes to be published in a magazine or go surfing aimlessly across the "Net". Using a few simple steps, you can hack your own codes for infinite health, unlimited ammo or just about anything you can imagine!

And after you've hacked the day away, Game Boy GameShark Pro's internal memory has the ability to store the codes you've create plus dozens more. Specifically, the unit can store up to twenty-five codes in memory, even when the power is turned off!

Additionally, there's a new menu display that utilizes cool icons, a cheat code transfer feature that allows you to transfer codes from GameShark to GameShark using a link cable and a cartridge identification feature, where you can view a game credits (i.e. designers, producers, etc.)

And just like GameShark, GameShark Pro still comes preloaded with the hottest Game Boy cheat codes around. So, to coin a new phrase, "Let's get hacking!"

Many dream of making it to the Pros, but Game Boy GameShark Pro actually does it.



What Dreamcast Accessories May Come

A first look at InterAct's offerings for Sega's new system

Dreamcast? Is This Some Sort of Non-Plaster, Comfortable Splint? Well it's almost that time, or possibly it is that time, depending on when you're reading this. I am, of course, talking about back-to-school time. And what signals back-to-school more vividly than the launch of Sega's Dreamcast? And what kind of accessory company would we be if we didn't have some top-notch controllers and devices hitting shelves with this new machine? No need to answer, we have this covered. Now, we shall look at the aforementioned devices...

the Quantum Fighter Pad a pleasure to hold for long periods of time.

If you don't need all that fanciness, we offer the Performance branded AstroPad. This controller has all the features of the first party controllers, yet features a larger, more contoured shape and Auto-Fire. You'll also find the AstroPad in a fine assortment of four colors (Green, Blue, Red, Black).

a very stylish, very comfortable game pad. The grips are made from rubber for more comfort to be discovered.

It's fun to shoot things with the StarFire LightBlaster! On screen, of course. This is a gun controller. Using this gun controller is the only way to really get the most out of your shooting games. That's all.



Quantum FighterPad

First off, it's the controller of controllers, the Quantum Fighter Pad. The most notable and handy feature with this controller is the use of 6 fire buttons on the face, along with the two shoulder triggers. This will, no doubt, come in handy with all them fightin' games y'all love so much. You also get Full Programmability, Auto-Fire and dual VMS/RumblePak slots, rounding out the package. The ergonomic, contoured shape makes



Radius RacingPad

The Radius RacingPad, what can we say about this one? The right arm of this cool controller is used as an analog steering controller with a 60 degree turning angle, and is dead-on accurate. When tackling the other genres, the right arm locks in place, giving you



Alloy Arcade Stick

With the Alloy Arcade Stick, no one can beat you! Unless, of course, they're better than you at the game. We offer an all-metal base, sporting some heavy-duty buttons and a heavy-duty joystick. This is the only way to play fighting games for that real arcade experience. You get Auto-Fire, padded hand rests, a die-cast metal cabinet, visual memory card Slot, rubber feet for stability and programmability. That's a lot of gets, there.



StarFire LightBlaster

Along with this list of incredible controllers, we're bringing a line of memory cards, RumblePaks, VMS units, cables and adapters and some other stuff with special features and functions that we can't get into, just yet. Look for this stuff soon, and when you see it, buy it.



InterView

There's only one guy in this world who can put the Alien Butt Kicker in check, Duke Nukem Producer Rick Raymo. Read along as Dan Ullman chats with him about Duke, games and Richard Simmons.

Dangerous Waters: Where are you from?

Rick Raymo: I grew up in Newfane, Vermont (the seat for Windham County). The Town Meetings rocked. Current population 1,555, and that includes (within the township) the villages of Brookline, Williamsville, South Newfane, and Newfane. Small place. I was very lucky to grow up with a father who owned a building supply business. Some lumber company sent him an Atari Pong unit in '73 as a spiff (sell enough board-feet and you get this strange electric thing from Nolan Bushnell) and my life changed permanently. Instead, this very day, I might be tendin' the cows (pronounced Ka-ows), an' avoidin' flatlandahs them touch-holes. Truthfully, I love and miss the state of Vermont, but the game-related jobs up there probably deal with sheep, Ben and Jerry's, and Phish. Check for yourself: <http://www.vermont.com> I'd imagine only about half of the state (say two-hundred thousand of them) even know who Duke Nukem is though. The rest would guess that he's that complete touch-hole (the previous word is Vermonter for painful-red-anus) down in Louisiana they've heard about.

DW: When did you get started with 3DRealms and GT?

RR: I was a game reviewer, editor, freelancer, and strategy guide writer for years. Then I decided to stop complaining about games and try to do better myself. It is/was harder and more fun than it looked! I've been at this gig for about four years now...happily producing for GT with Apogee/3DR for 3 and change.

DW: How long have you been playing their games?

RR: Good Times Interactive put out Richard Simmons's Deal-a-Meal back in...? Bet you can't wait to get your hands on that one. Apogee, er, dating myself here, since the days of Kroz...when the heck was that? '87? '88? Hey, Scott? Wanna answer this for me? [The following is a message from Scott Miller, founder of Apogee Software, inductee (or was that abductee?) into the Shareware Hall of Fame, and author of Kroz.] "Kroz first appeared in '87. Written in Turbo Pascal v.3 on a real 8086 IBM PC, without a hard drive!" —Scott "I can spell Zork backwards" Miller, gaming legend. Great game. It is a text adventure. Play it.

DW: Were you involved with the entire Duke Nukem series?

RR: Yes. I played the first three like crazy. I got so involved with them that my wife thought I was a lunatic. But, um, your question meant—did I work on any of the first three? Nope.

DW: What then has been your involvement with Duke Nukem?

RR: I had the responsibility for coming up with the name Plutonium Pak (add-on for Duke Nukem 3D), and then pitching it to 3DR. That was the first title I produced for GT with



Duke Nukem Producer Rick Raymo knows you keep your friends close and Duke Nukem even closer.

3D Realms. After an appropriate retail interval, we bundled it together with the original and I named (with their and GT's kind permission, of course...grin) the result Atomic Edition. I've worked with Scott Miller/George Broussard, and their crews/brands (Apogee, 3D Realms and Pinball Wizards) on producing their titles for GT ever since. Let's see, Duke was in: Death Rally PC (great little game!!!!) from Remedy/Apogee/GT; Shadow Warrior PC 3DR/GT; Duke Nukem 64—Eurocom/3DR/GT; Duke Nukem: Total Meltdown PSX Aardvark/3DR/GT; Balls O' Steel PC Wildfire/Pinball Wizards/GT; various bundles like Kill-A-Ton (named it...grin), and so on up to most recently finishing Duke Nukem: Zero Hour Nintendo® 64 Eurocom/3DR/GT. There were various and sundry add-ons done by others that I had to oversee sorta, but that's about it.

DW: Which one would you say had the most depth and playability?

RR: Duke Nukem: Zero Hour for the Nintendo® 64! Why...cuz we've all learned a great deal over the years. Beyond that, George Broussard and Keith Schuler (3D Realms president, and Level Designer

Extraordinaire) helped hugely as Feces Filters and Balance-types by the time I was too close to the project to know anymore. When you have that kind of backstopping, you just can't lose. But Zero Hour is only gonna hold that title as the deepest and most playable Duke game until this little game we're working on called Duke Nukem Forever comes out. That one is going to blast like an x-ray on past everything else that came before it. You heard it here first. [A more moderate tone resumes] I suspect you are going to like it.

DW: Besides Duke Nukem, what other titles have you worked on?

RR: Stargunner PC—Apogee/WizardWorks (a GT company); Shadow Warrior PC—3DR/GT; Blood, Plasma Pak, One Unit Whole Blood, and Blood 2: The Chosen; From Monolith/GT. That's about it. I won't mention the games that got a well-deserved pre-ship demise. That's always the toughest part. Killing a game that was a great idea, and didn't jell in one way or another.

DW: Would you consider yourself a gamer? What is your favorite genre?

RR: Hmm. A gamer? Pong unit in '73. Nope. That's not enough. Would playing my first online game at school on a paper-terminal time-shared from Dartmouth in '77 count? Yup. I'll admit it. I'm a gamer. Fine. Here goes: Rick Raymo is openly gamer.

Feel better!?!? Even worse...no 12 step program for me—I'm going to stick with it for life. Do I have to give you a favorite genre? Crap. That seems wrong. It would be more fun to tell you about the types of games I loath and why. How about my favorite few are: FPS-type-things (surprise!) single and DM, Platformers, Fighting Games (if you can block with AWAY), Competitive Puzzle Games, Adventures, RPG's, and EA's NHL Hockey series (a genre unto itself).

DW: Have you ever used a GameShark to complete Duke Nukem? (joking)

RR: Yup. Sure have. Weren't you guys named STD at some point? And how is the Discwasher business? (joking)

DW: Dreamcast...your feelings? Will it fly? Is 3DRealms and/or GT ready?

RR: Who the heck knows? My crystal ball is busted. The industry is naysaying. The retailers were absolutely loving it at E3. Overall, I think that whatever benefits (me!) the gamer is best. If there were three solid competing platforms vying for folks attention we'd all see better games. I hope it does well. ☺



News



Tune In For Some Big Air And Some Big Games With INVERT '99, Vertical Sports Carnival

A vertical sports carnival, how can you go wrong with that? What's more, they've got videogames there! This will all be taking place November 19-21 at the Anaheim Convention Center. The show will feature bikes, skateboards and in-line skates in vert ramp, street course and dirt trails. Aside from the sports action, there'll be music, videos and the Technointeractivefantasyfunland, which is where all the videogaming action will be taking place. If you can't make it there in person, we highly suggest that you tune into Fox Sports Net on those dates, or even before then, for more information (check local listings). You can also hit the website www.invert99.com, and that'll give you some more good stuff.

Job Opening

Computer Game Hacker/ Product Support

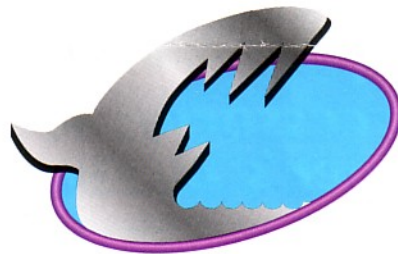
InterAct Accessories, Inc.; world's largest manufacturer of gaming accessories is looking for an innovative individual for support of their product lines. Knowledge of Assembly/ C++ required, as well as an active interest in gaming. General duties to include hacking NINTENDO® 64, PlayStation and Dreamcast games, as well as testing codes, hardware and upgrade software. Competitive wages, benefits package and great expansion opportunity. Never thought you'd see an ad for this, eh? Email resumes to codeboy@gameshark.com or fax resume and cover letter to 410.785.5725 Attn: CodeBoy. No Phone Calls Please.

InterAct Is Action Packed And On The Road!

The i-Game World Tour '99 Xpo Is Going On Now, Where Are You?

So you didn't make it to E3 or any of the other videogame shows, that doesn't matter anymore. A bunch of developers, magazines and retailers got together to bring you the i-Game World Tour Game Xpo! This means that all the hottest new games, peripherals and gaming technology is coming to your town, very soon. You'll play the highly anticipated, upcoming releases from Activision, InterPlay, Lucas Arts, Sierra, GT Interactive, Dynamix, EA, Psygnosis, and a bunch of others. So get out and get the inside scoop on what's coming your way. Tickets are free, and the tour dates are:

- August 9-12 - Orlando Square/Springhill Mall - Chicago
- August 12-15 - Union Station Mall - St. Louis
- August 17-18 - Aurora Mall - Denver
- August 20-22 - Metro Center Mall - Phoenix
- August 23-25 - Brea Mall - Los Angeles
- August 27-29 - Sun Valley Mall - San Francisco
- August 30-31 - Oakridge Mall - San Jose
- September 2-3 - Clackamas Mall - Portland
- September 4-5 - Northgate Mall - Seattle



THE BIGWAVE

Ride The Wave!

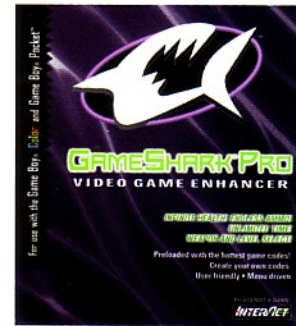
Here's your big chance to increase the performance of your new PlayStation GameShark Pro and give yourself an edge in gameplay with the Big Wave CD-ROM! This performance enhancing CD is drowning in features such as:

- Exclusive code updates!
- Superfly enhanced game saves!
- New, updated software features for your

GameShark Pro! (and GameSharks 2.0 and up) FREE technical updates! (if needed) Super-secret programmer's cheats! (We break all the Easter Eggs)

The only thing you must do is send \$16 (for 4 CDs) to InterAct with your return address and get your hands on a value worth more than a lifeboat on the Titanic!

**The Big Wave CD-ROM will function with PlayStation GameShark Pro and GameShark V2.0 and higher only.*



Upgrade To The Pros

Finally. After months of development, the final piece of the GameShark Pro family has arrived. Introducing the GameShark Pro for the Game Boy Color, Game Boy Pocket and the Game Boy.

The new and improved GameShark Pro comes preloaded with more GameShark codes and gives you access to new levels, weapons and characters in many Game Boy games, plus you now have the ability to produce and store your custom made codes with the Code Generator. The GameShark Pro is definitely the game enhancer you need for your Game Boy unit.

But suppose you already own a previous GameShark version and you want the GameShark Pro. Don't worry, InterAct is offering you a chance to UPGRADE to the GameShark Pro. All you have to do is send your current GameShark along with a check or money order worth \$20.00 to:

**Game Boy GS Upgrade
InterAct Accessories
ATTN: Customer Service
10999 McCormick Road
Hunt Valley, MD 21031**

And we'll send you a new GameShark Pro. Please allow 2-4 weeks for delivery. Offer ends October 1, 1999

Attention GameShark Consumers!

Due to low demand, InterAct will no longer offer upgrades for PlayStation GameShark versions 1.99 or lower as of October 1, 1999.

Until then, if you want to upgrade your unit, send your old GameShark, along with your name, address and phone number to:

InterAct Accessories
ATTN: PSX GS UPGRADE
10999 McCormick Road
Hunt Valley, MD 21031

Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Needless to say, I've come a long way with hacking since Super NES and Sega Genesis. Over the years, I've received many, various questions from aspiring code hackers, as well as seasoned veterans.

However, there's one question that seems to keep popping up: "Why do I have to keep upgrading my GameShark to the newest version?" The answer to that question is really quite simple. You don't "HAVE" to upgrade your GameShark at all! If you can stand to have the old, out-dated, knuckle-dragging GameMinnow, that's fine with me. New programming techniques developed in games simply make the GameShark incompatible with certain titles, forcing InterAct to tweak the GameShark. Therefore, if you want the most up-to-date GameShark, with the most powerful software and features, upgrading is necessary and FREE! New, updated features... that's all I have to say about that! I think my favorite GS version (next to the GameShark Pro, of course) is the V1.7. Simple interface, loaded with the classic codes, there haven't been many versions like it. As a matter of

fact, I think there are even X-Com UFO Defense codes in that one! GameShark, the evolutionary wonder that it is, has come a



long way over the years. Now you can create your own codes with the Built-in Code Generator on the GameShark Pro, imagine

that! Now my job is nearly pointless! Granted, there is only one man that can match my hacking powers, but I won't mention any names!

Stay on top of every situation by keeping your GameShark updated to the newest version. "How do I upgrade my GameShark," you say? There are a few simple ways to do this. One, call Consumer Services (410-785-4064) and have a representative direct you. Two, go online, send an email to upgrades@gameshark.com. PlayStation GameShark Pro owners can upgrade online using a PC Comms-link, printer port on a PC and the software from our webpage. The Nintendo® 64 GameShark/GameShark Pro must be sent to our Consumer Services Department in order to be upgraded to the newer version. And remember all upgrading services provided by InterAct are totally FREE!

...Be sure to tune in next month. Until then, ABUSE THE POWER...or something like that!

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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 \$2.00/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 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, Battle Stations and Andretti Racing
- Issue #10 Codes for FFWII, 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
- Issue #17 We're back! And look who came along for the ride: Akuji: The Heartless, Bomberman World, Metal Gear Solid v1.1, Parasite Eve, Madden 64, Yoshi's Story
- Issue #18 Codes for Contender, R-Types, Silent Hill, WCW/NWO Thunder, Fox College Sports Hoops '99, WCW Nitro
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The only place to buy official GameShark gaming merchandise.

We tried to write a theme song like Old Navy's, but sharks don't sing that well. Still, here goes: "GameShark, GameShark—T-shirts from InterAct!"

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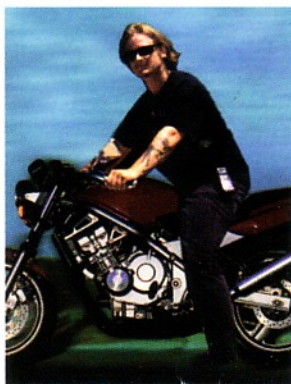
CODES plays tation

Ape Escape

- Have All Gadgetsd00f51c4003
Have All Gadgets300f51c400f
Infinite Air8004dc80258
Infinite Health800c2c80005
Infinite Lives800f448c0063

Bloody Roar 2

- Infinite Health P1 Only80178a5c0100
Infinite Health P1 Only80178a5e3211
Infinite Health P1 Only80178a64000d
Infinite Health P1 Only80178a610200
Infinite Health P2 Only80178a5c0100
Infinite Health P2 Only80178a5e3211
Infinite Health P2 Only80178a64000d
Infinite Health P2 Only80178a611420



Start On Lap 3

80026234c000

for Castrol Honda: Superbike Racing

Castrol Honda: Superbike Racing

- Always Low Timer8002b68a2400
Start On Lap 380026234c000
Start On Lap 380026236c007
Start On Lap 380100000002
Start On Lap 380100021e40
Start On Lap 380100040000
Start On Lap 380100062401
Start On Lap 380100080003
Start On Lap 3801000a2421
Start On Lap 3801000c0008
Start On Lap 3801000e03e0
Start On Lap 380100100144
Start On Lap 38010012a201

Centipede

- Infinite Lives Adventure Mode800b99f8004
Infinite Lives Arcade Mode80095dc0003

Circuit Breakers

- Night Time Mode800a60c0001
Race Upside Down800a6e28001

Disney's Tarzan

- 99 Coins80059d6c0063
Infinite Health800a51ca000f
Infinite Lives30059d6a0005
TARZAN and Sketch80059d3c7f0f

Driver

- Infinite Damage8009aee0000
Infinite Time800c6e660001
Infinite Time800c6e660000
Low Felony Meter800973c80000

Evil Zone

- Disable P1300A83760000
Disable P1300A83780000
Disable P2300A83770000

- Disable P2300A83790000
Unlock All Extras800A830DEFFF
Unlock All Extras800A830EFFFF
Unlock All Extras800A8302FFFF
Unlock All Extras800A83e4FFFF

Fifth Element

- Extra Healthd0060b2c8385
Extra Health80060b2c8387
Extra Healthd0060b608385
Extra Health80060b608387
Extra Healthd00526a0c0C1
Extra Health800526a0a2400

Fighter Maker

- Infinite Health P1801e2230c800
Infinite Health P2801e2234c800

GTA London 1969

- Infinite Lives800813de2400
No Cops8002be690000
Press R1 & Select For Weaponsd003c528001
Press R1 & Select For Weapons500004010000
Press R1 & Select For Weapons3002f740063
Press R2 & Select For Keyd003c528021
Press R2 & Select For Key8002f8f8a001

Guilty Gear

- Hit Your Opponent Anywhere On The Screen800319e22400

Lunar-Silver Star Story Complete

- 1 Exp. To Next Level (Alex)801dbffc0001
1 Exp. To Next Level (Alex)801dbffe0000
1 Exp. To Next Level (Ghaleon)801dc1bc0000
1 Exp. To Next Level (Ghaleon)801dc1be0001
1 Exp. To Next Level (Jessica)801dc07c0001
1 Exp. To Next Level (Jessica)801dc07e0000
1 Exp. To Next Level (Kyle)801dc0fc0001
1 Exp. To Next Level (Kyle)801dc0fe0000
1 Exp. To Next Level (Laikie)801dc1fc0001
1 Exp. To Next Level (Laikie)801dc1fe0000
1 Exp. To Next Level (Luna)801dc13c0000
1 Exp. To Next Level (Luna)801dc13e0001
1 Exp. To Next Level (Mia)801dc0bc0000
1 Exp. To Next Level (Mia)801dc0be0001
1 Exp. To Next Level (Nash)801dc03c0001
1 Exp. To Next Level (Nash)801dc03e0000
1 Exp. To Next Level (Ramus)801dc17c0001
1 Exp. To Next Level (Ramus)801dc17e0000
Infinite Health In Battle (All Characters)800306600055
Infinite HP (Alex)801dbfc003e7
Infinite HP (Ghaleon)801dc18003e7
Infinite HP (Jessica)801dc04003e7
Infinite HP (Kyle)801dc0c003e7
Infinite HP (Laikie)801dc1c003e7
Infinite HP (Luna)801dc10003e7
Infinite HP (Mia)801dc08003e7
Infinite HP (Nash)801dc00c03e7
Infinite HP (Ramus)801dc14003e7
Infinite Magic In Battle (All Characters)8002e7e62400
Infinite Money801dc37c96f7
Infinite Money801dc37e0098
Infinite MP (Alex)801dbfc403e7
Infinite MP (Ghaleon)801dc18403e7
Infinite MP (Jessica)801dc04403e7
Infinite MP (Kyle)801dc0c403e7
Infinite MP (Laikie)801dc1c403e7
Infinite MP (Luna)801dc10403e7
Infinite MP (Mia)801dc08403e7
Infinite MP (Nash)801dc00c03e7
Infinite MP (Ramus)801dc14403e7
Instant Level Up To 99800282ce2400
Max # Attack (Alex)301dbfc200f
Max # Attack (Ghaleon)301dc19200f
Max # Attack (Jessica)301dc05200f
Max # Attack (Kyle)301dc0a200f
Max # Attack (Laikie)301dc1d200f
Max # Attack (Luna)301dc11200f
Max # Attack (Mia)301dc09200f
Max # Attack (Nash)301dc01200f
Max # Attack (Ramus)301dc15200f
Max Agility (Alex)801dbfc03e7
Max Agility (Ghaleon)801dc18c03e7
Max Agility (Jessica)801dc04c03e7
Max Agility (Kyle)801dc0cc03e7
Max Agility (Laikie)801dc1cc03e7
Max Agility (Luna)801dc10c03e7
Max Agility (Mia)801dc08c03e7
Max Agility (Nash)801dc00c03e7
Max Agility (Ramus)801dc14c03e7
Max Attack (Alex)801dbfc803e7
Max Attack (Ghaleon)801dc18803e7
Max Attack (Jessica)801dc04803e7
Max Attack (Kyle)801dc0a803e7
Max Attack (Laikie)801dc1d803e7
Max Attack (Luna)801dc11803e7
Max Attack (Mia)801dc09803e7
Max Attack (Nash)801dc01803e7
Max Attack (Ramus)801dc15803e7
Max Defense (Alex)801dbfc03e7
Max Defense (Ghaleon)801dc18a03e7
Max Defense (Jessica)801dc04a03e7
Max Defense (Kyle)801dc0cc03e7
Max Defense (Laikie)801dc1ca03e7
Max Defense (Luna)801dc10a03e7

- Max Defense (Mia)801dc08a03e7
Max Defense (Nash)801dc00a03e7
Max Defense (Ramus)801dc14a03e7
Max HP (Alex)801dbfc203e7
Max HP (Ghaleon)801dc18203e7
Max HP (Jessica)801dc04203e7
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Max HP (Laikie)801dc1c203e7
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Max HP (Ramus)801dc14203e7
Max Luck (Alex)301dbfd00f
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Max Luck (Kyle)301dc09d00f
Max Luck (Laikie)301dc1d900f
Max Luck (Luna)301dc11d00f
Max Luck (Mia)301dc09d00f
Max Luck (Nash)301dc01d00f
Max Luck (Ramus)301dc15d00f
Max Magic En (Alex)801dbfd003e7
Max Magic En (Ghaleon)801dc19003e7
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Max Magic En (Kyle)801dc09003e7
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Max Magic En (Mia)801dc08003e7
Max Magic En (Nash)801dc00003e7
Max Magic En (Ramus)801dc14003e7
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Max MP (Ghaleon)801dc18603e7
Max MP (Jessica)801dc04603e7
Max MP (Kyle)801dc0c603e7
Max MP (Laikie)801dc1c603e7
Max MP (Luna)801dc10603e7
Max MP (Mia)801dc08603e7
Max MP (Nash)801dc00603e7
Max MP (Ramus)801dc14603e7
Max Range (Alex)301dbfd300f
Max Range (Ghaleon)301dc19300f
Max Range (Jessica)301dc05300f
Max Range (Kyle)301dc09300f
Max Range (Laikie)301dc1d300f
Max Range (Luna)301dc11300f
Max Range (Mia)301dc09300f
Max Range (Nash)301dc01300f
Max Range (Ramus)301dc15300f
Max Wisdom (Alex)801dbfd03e7
Max Wisdom (Ghaleon)801dc18a03e7
Max Wisdom (Jessica)801dc04a03e7
Max Wisdom (Kyle)801dc0c03e7
Max Wisdom (Laikie)801dc1c03e7
Max Wisdom (Luna)801dc10a03e7
Max Wisdom (Mia)801dc08a03e7
Max Wisdom (Nash)801dc00a03e7
Max Wisdom (Ramus)801dc14a03e7

(Leon)

- Extreme Battle Mode With All Charactersd00cfc760000
Extreme Battle Mode With All Characters300cfc770001
Extreme Battle Mode With All Characters800cfc980200

Rollage

- All Extras Enabled8001d030fff

Shadow Madness

- Infinite HP Clement8010b60203e7
Infinite HP Clement8010b60403e7
Infinite HP Harv-58010b5c403e7
Infinite HP Harv-58010b5c603e7
Infinite HP Jirina8010b50a03e7
Infinite HP Jirina8010b50c03e7
Infinite HP Stinger8010b58603e7
Infinite HP Stinger8010b58803e7
Infinite HP Windleaf8010b4c03e7
Infinite HP Windleaf8010b4c03e7
Infinite HP Xero8010b5403e7
Infinite HP Xero8010b5403e7
Infinite MP Clement8010b60803e7
Infinite MP Clement8010b5c803e7
Infinite MP Harv-58010b5c03e7
Infinite MP Harv-58010b5c03e7
Infinite MP Jirina8010b50303e7
Infinite MP Jirina8010b50303e7
Infinite MP Stinger8010b5803e7
Infinite MP Stinger8010b5803e7
Infinite MP Windleaf8010b4d03e7
Infinite MP Windleaf8010b4d03e7
Infinite MP Xero8010b5403e7
Infinite MP Xero8010b5403e7

Soul Blade - Greatest Hits

- All Weapons G2.2500014020000
All Weapons G2.2800ea500fff
Infinite Health P1800c017a0000
Infinite Health P2800c30b20000
Infinite Power Moves P1800c02d60000
Infinite Power Moves P2800c320e0000
Low Health P1800c017a0000
Low Health P2800c320e0000
No Power Moves P1800c02d60000
No Power Moves P2800c320e0000

Star Ocean: The Second Story

- 1st Position Max Skill Levelsd002b54c0001
1st Position Max Skill Levels50002e010000
1st Position Super Stats3009b965000a
1st Position Super Statsd002b54c0001
1st Position Super Stats500005060000
1st Position Super Stats8009a9ae270f
2nd Position Super Stats3009aa8000ff
2nd Position Max Skill Levelsd002b54c0001
2nd Position Max Skill Levels50002e010000
2nd Position Super Stats3009ba35000a
2nd Position Super Statsd002b54c0001
2nd Position Super Stats500005060000
2nd Position Super Stats8009aa4a270f
2nd Position Super Stats3009aa6800ff
3rd Position Max Skill Levelsd002b54c0001
3rd Position Max Skill Levels50002e010000
3rd Position Super Stats3009ba90000a
3rd Position Super Statsd002b54c0001
3rd Position Super Stats500005060000
3rd Position Super Stats8009aaa270f
3rd Position Super Stats3009aa8000ff
4th Position Max Skill Levelsd002b54c0001
4th Position Max Skill Levels50002e010000
4th Position Super Stats3009ba90000a
4th Position Super Statsd002b54c0001
4th Position Super Stats500005060000
4th Position Super Stats8009aa8000ff
4th Position Super Stats3009aa270f
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Enable Code (MUST BE ON)c10000000000
Enable Code (MUST BE ON)d0061ca40010
Enable Code (MUST BE ON)80061ca0004
Enable Code (MUST BE ON)d0061ca40010
Enable Code (MUST BE ON)80061caea062
Enable Code (MUST BE ON)d0061ca40010
Enable Code (MUST BE ON)80061cb00001
Enable Code (MUST BE ON)d0061ca40010
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Enable Code (MUST BE ON)d0061ca40010
Enable Code (MUST BE ON)80061cc00008
Enable Code (MUST BE ON)d0061ca40010
Enable Code (MUST BE ON)80061cc00009
Extra Tracks5000a0a20000
Extra Cars8009db562002
Extra Tracks500014020000
Extra Tracks8009db722002

- Infinite FOL8009bfb23b9a
Infinite SP All Characters8007ea962400
Save Anywhere800746280001



Max Guard Bar P1

801944c00050

for Street Fighter Alpha 3

Street Fighter Alpha 3

- 1-Hit Death P1d01943100090
1-Hit Death P1801943100001
2-Hit Death P2d01947580090
2-Hit Death P2801947580001
Infinite Health P1801943100090
Infinite Health P2801947580090
Max Guard Bar P1801944c00050
Max Guard Bar P2801949800050
Max Power Bar P1801944d20090
Max Power Bar P28019484a0090

Street Fighter Collection 2

- Infinite Health P1801b6ba80090
Infinite Health P2801b6baa0090
Infinite Health P280161c1b00090
Infinite Health P280161c1b20090

Tekken 2

- Hit Your Opponent Anywhere On The Screen80062fe62400
Hit Your Opponent Anywhere On The Screen80062fe62400

Tekken 3

- Hit Your Opponent Anywhere On The Screen800477862400
Hit Your Opponent Anywhere On The Screen800477862400
Hit Your Opponent Anywhere On The Screen800477862400
Hit Your Opponent Anywhere On The Screen800477862400



Extra Tracks

500014020000

for Test Drive 5

Test Drive 5

- Extra Cars5000a0a20000
Extra Cars8009db562002
Extra Tracks500014020000
Extra Tracks8009db722002

Tomb Raider 3

- All Items/Weapons/Inf Ammo800574f80015
All Items/Weapons/Inf Ammo500014040054



Hit Your Opponent Anywhere On The Screen

8008790e2400

for Mortal Kombat Trilogy

Mortal Kombat Trilogy

- Hit Your Opponent Anywhere On The Screen8008790e2400
Hit Your Opponent Anywhere On The Screen8008790e2400
Hit Your Opponent Anywhere On The Screen8008795a2400

Point Blank 2

- P1 Infinite Lives800b4e80003
P2 Infinite Lives800b4e8a0003

Resident Evil 2 Dual Shock (Claire)

- Extreme Battle Mode With All Charactersd00cfc2e0000
Extreme Battle Mode With All Characters300cfc2f0001
Extreme Battle Mode With All Characters800cfc500200

Resident Evil 2 Dual Shock

All Items/Weapons/Inf Ammo 800975306784
 All Items/Weapons/Inf Ammo 500014040000
 All Items/Weapons/Inf Ammo 800975320009
 All Items/Weapons/Inf Ammo d0095ee40800
 All Items/Weapons/Inf Ammo 500007040000
 All Items/Weapons/Inf Ammo 800992080300
 All Items/Weapons/Inf Ammo 500007020000
 All Items/Weapons/Inf Ammo 800975160300
 All Items/Weapons/Inf Ammo 8009758072ac
 All Items/Weapons/Inf Ammo 800975820009

Wargames

All Levels 500007020000
 All Levels 800aa8140101
 All Levels 500007020000
 All Levels 800aa8440101

Warzone 2100

Have Almost All Un-Researched Base Tech 500091010000
 Have Almost All Un-Researched Base Tech 3012F4A00080
 Infinite Build Units 800DC3500000
 Infinite Power 8014CE94967F
 Infinite Power 8014CE960098
 Power Never Decreases 80061e0e2400



A Bug's Life

All Enemies Killed 811e1a260000
 Always Have Super Jump 811e1a280020
 Have All FLIK 801e1a3a000f
 Infinite Health 811e1a2e0004
 Infinite Lives 801e1a380009
 Max Grain 801e1a390032
 Start with Goldberry 811e1a2e0003
 Unlock All Levels 81099150000f

Bust-A-Move 99

Ceiling Never Drops P1 810ecde00000
 Ceiling Never Drops P2 810ecde00000
 Ceiling Never Drops P3 811588400000
 Ceiling Never Drops P4 811589740000
 Infinite Time To Set Pieces P1 810ec2e00000
 Infinite Time To Set Pieces P2 810ec1f00000
 Infinite Time To Set Pieces P3 811588400000
 Infinite Time To Set Pieces P4 811589360000
 P1 Always Gets Bubbles 800ce5900070
 P1 Never Gets Bubbles 800ce5900070
 P2 Always Gets Bubbles 800ec1490007
 P2 Never Gets Bubbles 800ec1490000
 P3 Always Gets Bubbles 801588b10007
 P3 Never Gets Bubbles 801588b10000
 P4 Always Gets Bubbles 801589a10007
 P4 Never Gets Bubbles 801589a10000

California Speed

Always Place 1st 80151c010000

Command & Conquer

Inf. Cash Brotherhood Of Nod 800c50ae00ff
 Inf. Cash Global Def. 800c4f0600ff

Fighting Force 64

Infinite Lives P1 800ce0130003
 Infinite Lives P2 800ce0700003
 Infinite Pistol Ammo 8106006c2400
 Infinite Rocket Launcher Ammo 810601302400
 Infinite Shotgun Ammo 810601d82400

Ken Griffey Jr's Slugfest

1 Ball And You Walk d021ac470000
 1 Ball And You Walk 8021ac470003
 1 Out And You Are Out d021ac410000
 1 Out And You Are Out 8021ac410002
 1 Strike And You Are Out d021ac480000
 1 Strike And You Are Out 8021ac480002
 2 Balls And You Walk d021ac470000
 2 Balls And You Walk 8021ac470002
 2 Outs And You Are Out d021ac410000
 2 Outs And You Are Out 8021ac410001
 2 Strikes And You Are Out d021ac480000
 2 Strikes And You Are Out 8021ac480001
 3 Balls And You Walk d021ac470000
 3 Balls And You Walk 8021ac470001
 Away Team Scores 0 80104e5d0000
 Away Team Scores 50 80104e5d0032
 Home Team Scores 0 80104e5c0000
 Home Team Scores 50 80104e5c0032
 Infinite Balls 8021ac470000

Infinite Strikes 8021ac480000
 Master Code (Must Be On) de0616000000



Infinite X-Ray Vision
8122cde042c8
 for Superman

Superman

Infinite Freezing Breath 8122cde842c8
 Infinite Health 8122cdd442c8
 Infinite Laser Eye 8122cde442c8
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