

GAMESHARK™

MAGAZINE

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for 5 different
game systems!



GET READY FOR:
GAME BOY ADVANCE

ENEMY IN THE GATES

Hmm. What to talk about...what to talk about...

E3 is slowly creeping upon us as I write this, the Game Boy Advance is looming on the horizon, there are 2 new systems on the way, and Sega is now becoming a software-only company. You'd think a game geek like me would be more psyched out, but I'm not, which bothers me. This is a weird time in the gaming industry. The powers that govern have switched hands, and rather than Sony, Sega, and Nintendo battling it out, it will be Sony, Nintendo, and Microsoft.

Think about that for a moment: Microsoft.

The American born system will have the fight of it's life when it's released, simply because it's an American system that must prove itself more than anything in existence. We suffered through the Jaguar and 3DO, and we lost our 2600s years ago. But this is 2001, and we have a PC giant eyeballing the console world. They already have a powerhouse of exclusives (including *Dead or Alive 3*), and they've got Sega making games for them, some of which include their heritage like *Panzer Dragoon*. There's also the massive amount of 2nd Party developers that are programming for Xbox (the name of Microsoft's console system) and Xbox alone. With all of these events going for the system, they still have to worry about the Japanese market. Seeing how about 80% of all console games come from the East, Microsoft is going to have to pull some serious strings to make sure their precious box has the support it needs from both sides of the ocean.

Now, Sega as a software developer also intrigues me. Think about this for a moment: you boot up your system, you see the PlayStation logo, which is then followed by the Sega logo. Sonic the Hedgehog, the mascot that drove the Genesis into homes everywhere will now be cruising on his former rival's portable system. *Virtua Fighter 4* will have an exclusive version on the PlayStation 2. Besides being just weird, this new set-up now opens up a whole new set of rivalry, mainly between Sega and Electronic Arts. Good EA, who lately hasn't been up to par, will now have to deal with Visual Concepts (the guys and gals that gave us on-line sports titles on the DC) on the same system. With Sony's sports titles taking swan dives all over the place, the new sports rivalry will be a big bonus for game players everywhere.

Speaking of rivalries, there's a peculiar ad that has been seen in Japan. Sega and Namco shared a two page spread advertisement spot in one of the major newspapers. Pictured were Akira from *Virtua Fighter 4* and Jin from *Tekken Tag Tournament*. Both character faces were as big as the newspaper, each having their own page. Is there some secret "Versus" title that would house both sides in one game? Has Sega finally found their calling as a software company and prepping the big guns? If this rumor-filled ad is the truth, does that mean we could see more tag-team games from separate companies? The mind swells at the possibilities.

Gaming publications all over the world are claiming this upcoming year will be the biggest battle in gaming history. Whatever the outcome, you can be sure we'll be here to help 'enhance' whatever side you take.

You can count on it.

Jason Dvorak
Dangerboy

GAMESHARK MAGAZINE
318 CLUBHOUSE LANE, SUITE 1000
P.O. BOX 1407
HUNT VALLEY, MD 21030-1407

I'll begin with a series of Pokemon letters that came addressed to CodeBoy. In his typical fashion, he forwarded them to me, and then grumbled about something. They're from a tenacious youngster named Johnathan Green.

(time email was sent - 10:14 pm)
I want to now how to get Survie, what is the code? Also how do you duplicate Masterballs?
- Johnathan Green

(time email was sent - 10:22 pm)
I want you to tell me every code in the world. Even for the Masterballs, and Survie the legendary bird.
Sincerely,
Johnathan Green

(time email was sent - 10:30 pm)
> How many Pokemon are there in gold and red versions? I want you to tell me the code for Survie. And the code to get infinity Masterballs. Also tell me all the codes in the world. Is there such thing of a Survie the legendary leaf bird? Is there such thing as a legendary Pokedex? I want you to write back to me.
-Johnathan Green

I asked CodeBoy for a response, and he didn't have one. He just thought everyone should see this kid's rapid fire emails. Something tells me he wants Survie and some Masterballs. I could make a Masterball joke, but I won't. It's far too easy.

Now, a letter from Skeeter.

Hey my name is Skeeter and I saw the article about the DBZ mod for Quake 3 , at GameShark.com. I was wondering when it is supposed to come out cause I am dying to play it, and where can I get it from and when it does come out.

Thanks,
Skeeter

Skeeter... that makes me laugh.

Skeet,
The DBZ mod for Quake 3 will be coming out soon. That's all the developers are saying right now. I assume that you'll be able to get DBZ Bid for Power from the developers. I'm not sure about what stores, if any, will carry it. Also, The DBZ mod for Quake 3 will be coming out soon. That's all the developers are saying right now.
-Wooly Doug

And finally, a letter from Roscoe Billings.

I can't download the Gore and Bush is it possible to do so...?

Hmmm....

Roscoe,
You want Gore and Bush? You go to another site, buddy. This is a gaming site, and you'll have to find your violence and sex someplace else.

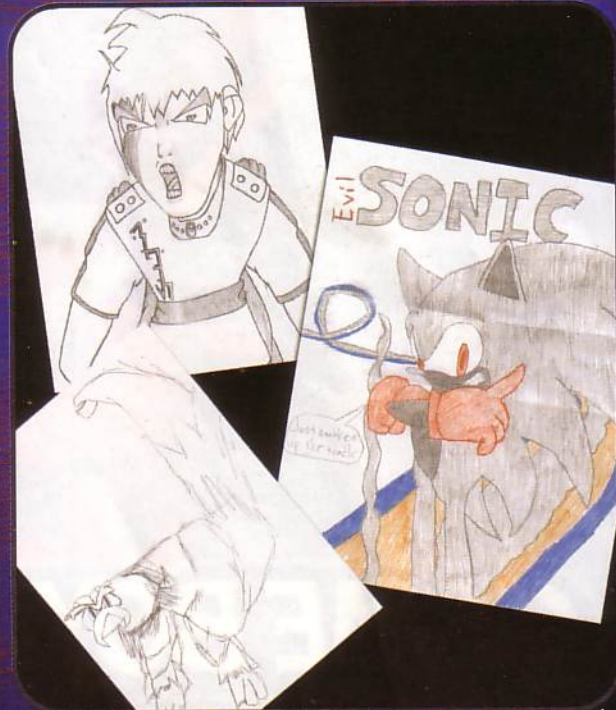
-Wooly Doug

PS. Don't drive so fast when you're chasing those Duke boys. You're almost always going to hit a jump that will render your car inoperable.

dangerous designs

Hey everyone, welcome back to the Dangerous Designs section. Our 'Create-a-Character' call has been answered again, and we're here to show them off to the world. Our first hero is **Max Rage**, a character who would appear in *Final Fantasy X*, and was drawn by Dwight Hooker. The creature with the big tail belongs to Blake Payan, and its name is **Eurakekera**. You'll find it inside any *Pokemon* game. Our final created character is actually a villain. Known only as **Evil Sonic**, the dark entity is the creation of Joshua Flournoy. Look at that evil grin...Dr. Robotnik would be proud. That's it for this issue's gallery, see you next issue!

Send your Drawings to:
Dangerous Designs:
318 Clubhouse Lane, Suite 1000
P.O. Box 1407
Hunt Valley, MD 21030-1407



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GAME BOY ADVANCE



RACER FROM F-ZERO FOR GBA

6

Nintendo keeps the portable world under its control with the release of a killer new system.



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 - Kirby's Tilt 'N' Tumble (GBC)



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Game Boy Advance! System Specs, Screen Shots, Game Release List, and our own unsolicited opinion on Nintendo's latest handheld game system.

PS2 CODES

- ARMED CORE 2
 GAUNTLET DARK LEGACY
 GUNGRIFON BLAZE
 METALGEARSOLID2 DEMO
 MOTOGP
 ONIMUSHA
 QUAKE III REVOLUTION
 RING OF RED
 ZONE OF THE ENDERS



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To Hack With It!
 Tired of playing as the same character in a game for too long? Wish you could just press a button and become something else? FNG takes you through the steps to show you the Activation Code technique and really abuse the power of your GameShark.

PSX CODES

- BATMAN GOTHAM CITY RACER
 BOWLING
 COLONY WARS VENGEANCE
 DANCE DANCE REVOLUTION
 DIGIMON WORLD 2
 GRAN TURISMO 2 GREATEST HITS
 SIMPSONS WRESTLING



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Signature Codes
 Tired of getting your ass kicked around by another guy's army? Well, get kicked no more. We've got infinite health codes and more for the PS2 powerhouse Dynasty Warriors 2.

N64 CODES

- BANJO-TOOIE
 BATMAN BEYOND
 MEGA MAN 64
 PAPER MARIO
 POKEMON PUZZLE LEAGUE



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Codeboy's Rant
 He's grumpy, he's got tons of games to hack, and he's got a Furby husk adorning his cubicle. Stop in and see what's on his mind.

DC CODES

- ILLBLEED
 KAO THE KANGAROO
 MARS MATRIX
 METROPOLIS STREET RACER
 SPIDER-MAN
 SURF ROCKET RACERS

GBC CODES

- ALIENS: THANATOS ENCOUNTER
 CONKER'S POCKET TALES (COLOR)
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 INDIANA JONES: INFERNAL MACHINE
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The Bouncer

By Dangerboy

Yes, the premise sounds sweet, and all the hype and videos built this up to be a killer side-scrolling game, possibly being the next generation step of the Final Fight genre. But alas, the very thing Square is known for is exactly what brought this game to its knees. Let's discuss the 'action movie' part of that sentence. Like most of Square's RPGs, Bouncer is full of cinema sequences, some using the game graphics, some using pre-rendered FMV. The difference here is that almost the whole GAME is a cinema. A typical 10-minute chunk of game play is 9 parts cinema and 1 part actual game. Should you die in that 1-minute sequence, you will have to skip through (using two button presses each time) each cinema to get back your spot. This claws away the replay value of the game, and horribly obliterates any flow to it. Not only that, but it's not even a good action movie. Soaked in the now standard Japanese abused American cliché dialogue, the plot's about as deep as an empty pool and as exciting as watching metal rust. It does have its moments, don't get me wrong, but those are very far and few between, and there's not enough character development to make you care about anyone in particular. Most development is attempted in pre-fight cries or crammed into 3 sentences spoken right before an FMV.

When you finally do get to the game portion, you need to keep yourself from blinking so as not to miss it. 95% of every fight in the game is you and your two partners against 1 character copied 4 times over. Occasionally you will get two different enemies on screen, but then you only have those two characters, and that's it. Not like it matters though, since your partners don't do crap. Most of the time they just stand there, taunt, or maybe toss out one move, and then get their ass whipped. They're useless against the end boss, so take everything into your own hands. Game play is very, very sparse in terms of variety and excitement. You literally have no moves, or at least not enough to keep you amused. The game tries to take advantage of the pressure sensitive buttons, linking that to your attack's strength, but it backfires a lot. Worse yet, you're forced to earn moves and extra strength by gaining BP points as you defeat enemies. That means if your AI friend kills someone, you won't get the BP points. Guess what, that means you're now fighting off both bad guys and good guys.

With the game play completely obliterated, the only thing that really is right with the game is the graphics. Lots of detail can be found in the characters and backgrounds, with great looking FMV of course. The catch here is that Square still hasn't grasped the anti-aliasing yet, which gives much of the game a horribly blurred look. This plagued Driving Emotion as well, which is not a good sign for future Square releases. Musically, the game has some good stuff, but when it's expected of the company, there's not much you can say about it.

DRIVING EMOTION TYPE S

By savior

If you've ever been stupid enough to get completely drunk beyond belief at a bar or friend's house, and then drive home, then you've already played this game.

This is absolutely the worst control I've ever used in a driving game. It's nearly impossible to straighten your car after a turn or pass. Just touching the analog stick throws your car into a lazy curve in that direction. Tapping the stick the opposite way just sends the car to the other side of the track. There's no middle ground.

Making the game more annoying is the AI, where no other car on the track seems to have these handling problems, so the slightest mistake and you'll be at the back of the pack with no way to regain the lead.

Graphically the game flickers a lot, due to the lack of anti-aliasing. Extended play can result in headaches or seizures. Pick up a good racing game like Ridge Racer V or Smuggler's Run before wasting your money on this.

Platform: PlayStation 2
Genre: Fighting
Developer: Dream Factory
Publisher: SquareSoft EA

OVERALL RATING: 5.2
Graphics: 9.0
Sound: 8.0
Control: 4.0
Fresh Factor: 4.0
Gamelife: 1.0



KNOCKOUT KINGS 2001

By savior

Boxing's one of those sports that lends itself well to arcade style games but not too well to sims. Such is the case with past KO Kings, and unfortunately this installment as well.

The game has a lot of good things going for it, with a ton of boxers to choose from including female boxers and a create-a-fighter feature. There are also a bunch of cool modes, the Career Mode being the highlight, allowing you to train and fight through the ranks. Everything (except the crowds) looks pretty good, too. Some parts of the fighters' bodies look too realistic, and end up appearing a little fake, but for the most part the level of detail is fantastic.

The problem is in the action. There really isn't a ton of it. All of the punches seem emotionless, and it ends up looking like an updated Rock 'Em Sock 'Em Robots. Some extra time spent on the punch animations would have really gone a long way.

Hopefully this can be cleared up for the next installment, and while they're at it maybe EA can offer us a more in-depth creation engine. Other than these things, KO Kings 2001 is a solid game.

Platform: PlayStation 2
Genre: Sports
Developer: EA Sports
Publisher: EA Sports

OVERALL RATING: 7.6
Graphics: 8.0
Sound: 6.0
Control: 8.0
Fresh Factor: 8.0
Gamelife: 8.0



Zone of the Enders

By Dangerboy

If it were not for its minor blemishes, Zone of Enders would be one of the most perfect games of our time. However, some original flaws and other new Western ones prevent Konami's latest PS2 title from truly reigning supreme.

We'll begin with the usual area, which is graphics. When doing a review, a person is supposed to judge that game to its current peers, as well as its past. Well, let me tell you that Z.O.E. is off the charts. You have never seen a PS2 game look like this. Each Frame is extremely detailed, whether it be the vertebrae-like metal skin of Jehuty, or the thin beads of light that pulse through him, displaying how much damage it's in. Landscapes can be anything from residential areas, to a huge cityscape, complete with highways, skyscrapers, and landmarks, almost all of which can be destroyed upon contact with weapons blasts or enemy bodies. It truly has to be seen to be appreciated, and the second time you face Viola catches the feeling perfectly. Imagine being inside a huge warehouse full of hundreds of pallets, all stacked to the brim with packages. As you do the firefight dance against Viola, you'll be destroying crates, being blown through them, throwing her into them, and more. Enemies will even charge right through buildings and such to get to you. As robots explode, their falling debris can also cause damage if close enough. There's also no slowdown, and when you're in a tight situation, the fighting/flying really does get fast and furious. While it doesn't reach the insane amount of detail found in the MGS2 Demo, that is compensated for the huge area locales and freedom you're allowed to move in. That is however, part of the original problem. While there are a ton of enemies, there isn't enough variety to them. To be honest, there are really only 3 enemy foot soldiers, with the only difference being what armor they have on. Other than that, it's the three enemy bosses. It's not as bad as it sounds, but you can tell it needs something a tad more.

Now for my highest possible amount of praise and gratitude: Z.O.E.'s control. You have never played a game that felt this silky smooth. To a degree, this game is the meshing of three separate games: Omega Boost, Virtual On, and Psychic Force 2012. The difference here is that everything works. Jehuty is moved with the Left Analog Stick, and her height is dependant on the Triangle and X buttons. This set up allows you to rotate while you climb/dive against an enemy, which works very, very well. You're armed with a gun and sword, and as you move on, will have access to various sub-weapons. Each enemy and boss requires a certain attack pattern, which isn't that hard to figure out. Anything that happens to you is your fault, and yours alone. No blaming the controls or control pad this time around.

ZOE provides an incredible (if just a bit too short) gaming experience.

Platform: PlayStation 2
Genre: Action
Developer: Konami
Publisher: Konami

OVERALL RATING: 9.3
Graphics: 9.5
Sound: 9.0
Control: 10.0
Fresh Factor: 10.0
Gamelife: 8.0



Platform: PlayStation 2
Genre: Driving
Developer: Squaresoft
Publisher: Squaresoft

OVERALL RATING: 4.8
Graphics: 7.0
Sound: 7.0
Control: 2.0
Fresh Factor: 4.0
Gamelife: 4.0



MDK 2: Armageddon

By The Don

MDK 2 is loaded with tons of comic relief. The main bad guy is a huge purple alien that wears red sunglasses and asks Earth, "Who's your daddy?" and each of the characters you control has more than their fair share of funny moments. Certain guards break wind constantly; a floating brigade of troops watches as you perform a difficult platform-jumping bit, cheering and booing at your ability; and Max drops in on three characters doing what can only be the alien version of the Macarena. MDK 2 actually provides some good laughs and keeps you interested in how the plot will develop.

The graphics are good. The environments are large and detailed, the lighting effects are genuinely spectacular but the games characters could use a little more detailing. The level designs are cool. Candy for the eyes. - Each of the different locations has its own look and feel. All of the characters animate well - each of the characters has their own way of moving about, and even the alien characters animations are believable, if not odd. The lighting effects are simply fabulous - the characters cast realistic shadows that accurately use the available light, power-spheres sparkle in a dazzling pattern, and alien rooms are lit with patches of eerie blue light. The in-game cut-scenes look really good, and the detail on every character is remarkable. In the sniper mode, you'll be able to zoom in on an enemy and watch his facial expressions change. And while the first game was plagued by slowdown, the problem is seldom seen in the sequel, even though the game features some genuinely huge environments that are packed with enemies.

MDK 2 is a great game. The offbeat humor and silly aspects enhance the great storyline and give the game a very likeable nature while the different game mechanics keep MDK 2 from being a mediocre shooter. The graphics and sound are excellent, not as good as those on the PC but good enough for the PS2.

Platform: PlayStation 2
Genre: Action
Developer: BioWare
Publisher: Interplay

OVERALL RATING: 8.0
Graphics: 8.0
Sound: 9.0
Control: 7.0
Fresh Factor: 8.0
Gamelif: 8.0



Champion Motocross 2001

By Wooly Doug

What problems plague MotoCross games, and Championship MotoCross 2K1 specifically? Let me count the ways.

1. **Control:** With racing games, control is what makes or breaks the title. The more realistic the control, the better the game. MotoCross racing titles take that premise and throw it out the window. Controlling your bike as you launch off massive ramps, round super tight corners, and nudge your way through densely paced groups of riders should be challenging, and mastering these skills should be one of the most rewarding aspects of the games. In MotoCross Championship 2K1, mastering these skills is a non-issue. Maneuvering your bike presents very little in the way of technical skill. Get your wheels on the ground and go.

2. **Graphics:** I know it's a PS1 game, and I know not to expect stellar graphics, but MotoCross games tend to be among the most pixelated. In CM2K1, the environments appear to be made of giant colored tiles, which breaks up the look of the game. Pop-up and fogging are also huge problems. I know that the PSX couldn't possibly make a game that looks half as nice as ATV Off Road Fury, but they can make games that look as good as Gran Turismo. That title was made years ago, yet it looks eons better than this.

3. **Sound:** Sound, more specifically Music, is a major problem with any sort of extreme sporting game, but off-road motorcycle games seem to take the cake in music awfulness. Developers don't know whether to play standard extreme music (thrashy punk-metal), or redneck extreme music (crappy country-metal), so they pick the worst of both worlds. Expect an aural assault upon turning on this game that doesn't stop until you hit the power switch. Also there's a disturbing trend in games of repeating the same music throughout the duration of a race or level. I started with Tony Hawk (if I never hear Goldfinger again, I'll be a happy man), and it continues today. If you're going to play crappy music, at least mix it up a little. When a song's over, start a new one, don't play the same thing again.

There you have it. I've counted the ways, and they number three. If the number was one, then it could be possible for the game to succeed, but with three it's a guarantee that this game is a failure.

Platform: PlayStation
Genre: Racing
Developer: Funcom
Publisher: THQ

OVERALL RATING: 5.2
Graphics: 5.0
Sound: 5.0
Control: 4.0
Fresh Factor: 6.0
Gamelif: 6.0



F1 World Grand Prix 2000

By Nick

F1 World Grand Prix 2000 is a little known installment in the racing genre from EIDOS Interactive. Jump right into a race via the Arcade Mode, or challenge yourself through a grueling Grand Prix Mode, in which you must pass tests to earn a license before you can even race.

Passing the tests turns out to induce a migraine headache rather than qualify as fun. If you want a title that stresses the negative burdens and struggles of a real Formula 1 challenge, rent this game. It's marred with horrible graphics, and should the average gamer see it in a store, I would hope they'd turn and run; but if you've ever really wanted to experience the frustration and drama of true F1 racing, you might do well to try it. Set the game on hard and you are susceptible to false starts, stalling, disqualification for drifting even an inch off track, and upgrades that cost millions of dollars. If you have had the misfortune of actually buying this game, you may find the GS codes on our site necessary to even get into the Grand Prix Mode.

Music and sounds are the usual Daytona USA variety in Arcade Mode. Music is absent in the Grand Prix Mode, which doesn't make a difference since the annoying commentary provided by a man with a British accent will have you smashing the mute button within seconds. The sound effects are lacking, offering the same skidding noise whether you're on gravel, water, or grass. If you're looking for a difficult game that will have you grinding your teeth until you spit blood, pick up F1 World Grand Prix 2000. If you want a fun game with lots of options that looks nice, you should pick up something better, like EA's F1 Championship: Season 2000.

Platform: PlayStation
Genre: Racing
Developer: Eidos
Publisher: Eidos

OVERALL RATING: 4.8
Graphics: 6.0
Sound: 4.0
Control: 6.0
Fresh Factor: 4.0
Gamelif: 4.0



Rainbow Six: Rogue Spear

By Nick

Just when you thought international terrorism was at an all-time low, Tom Clancy brings his boys out of retirement with Rainbow Six: Rogue Spear. Jump right into the role of any covert operations officer you please and get ready to run, creep, and shoot your way through 18 levels of action.

Much like every other game ported to PSX from the PC, the game looks identical to the way it would appear on a home CPU running at it's lowest resolution. That's not so terribly bad as far as PlayStation goes. The colors, however, represent every shade of vomit known to man. Normally I would be overly critical of such a characteristic, but it helps set the dreary mood in Rogue Spear, and I kind of enjoy it. One thing I don't enjoy is the choppy animation and movement of the camera, which is excessive enough to become frustrating at times.

The controls respond well for the most part, but the aiming interface is horrendous. The slightest tap to the left or right directional button (or nudge on the analog stick) will cause your crosshair to jump inches on-screen. There is an optional auto-targeting system, however it can be somewhat slow and unreliable, accidentally hitting hostages as it moves toward the terrorists.

Using the mission planner is also difficult. Awkward camera controls make it hard to follow the specified paths on the map. Fortunately, every mission comes with a "Default Plan" pre-loaded, which is pretty much the only way to beat the level. Entering rooms or areas from the wrong angle will often result in dead hostages caught in crossfire. One would assume that the mission planner is simply to add replay value to the title, allowing the gamer to go back to completed missions and set their own objectives. As for the missions themselves, there are 18 total to be completed, including bombings, surveillance, and the usual hostage rescuing. A vast array of weapons is at your disposal, and certain missions will require you to make use of certain items such as sniper rifles and demolition kits. The game includes an adequate library of operatives to select from, each of which is an expert in their respective fields.

Yes, Rogue Spear certainly has its flaws, but I recommend it to the casual gamer. It's challenging enough that you will find yourself playing it for quite some time to get to the end, and you can always plan your own missions after having completed the game.

Platform: PlayStation
Genre: Action
Developer: Sabrina
Publisher: Ubi Soft

OVERALL RATING: 7.2
Graphics: 7.0
Sound: 9.0
Control: 5.0
Fresh Factor: 7.0
Gamelif: 8.0



Typing of the dead

By Dr. Atomic

Sega took its classic *House Of The Dead 2*, a first person shooter with lightgun action, and tweaked it. What it came up with was a near perfect version of that very same game, but with some very different game play. Instead of shooting zombies and monsters intent on eating your brains, you have to use the Dreamcast keyboard and type the words that appear around the monster's next in order to kill them.

A simple twist, really. But, a brilliant one. This game is almost the exact same game as *House Of The Dead*, but with some minor tweaks. For example, the characters in the game, instead of carrying guns, are wearing Dreamcasts on their backs and keyboards hanging from their chest.

There is a training mode, which makes this a perfect tutorial for would be typists. In fact, this game motivated one friend of mine, notorious for typos in all his emails, to rush out, but a Dreamcast, a keyboard and his own copy of *Typing Of The Dead*.

The game still maintains its quirky cult-fave status by wisely not fixing any of the dialogue that it has become famous (or is that infamous?) for, so all your favorite phrases like "Suffer like G did," "Don't come," etc. are all still there. But adding to that humor is the words/phrases you must type. Some are so bizarre, that I actually saw CodeBoy (who shares my fascination with peculiar words) throw his keyboard up in the air and walk away from the game in confusion, because the phrases he was required to type were just too bizarre.

In some ways, this version is easier than the shooter version, if you are a decent typist. But that doesn't effect the game life, because you'll keep playing just to see what phrases *Typing of the Dead* will throw at you. Plus, it seriously rivals *Samba De Amigo* as the best party game ever. (Two-player Mode is a blast.)

If you own a Dreamcast and compatible keyboard, there is absolutely no reason you should not own this game.

Platform:	Dreamcast
Genre:	Other
Developer:	Sega
Publisher:	Sega
OVERALL RATING:	8.8
Graphics:	9.0
Sound:	8.0
Control:	9.0
Fresh Factor:	10.0
Gamelif:	8.0



Unreal Tournament

By Dangerboy

Unreal Tournament is nothing short of a wet dream for fans of the First Person Shooter (FPS) genre. 60 levels of madness, mayhem, and lots of flying body parts spill out over 4 modes of play, which include on-line play. You and your teammates, be them human or 'bot' controlled, must kill off the deadliest opponents the galaxy has to offer, whether you like it or not. For those that fear the FPS, fear not; UT is one of the easiest games to get into.

This easiness comes in the form of an almost flawless controller selection. The game is mouse, controller, and keyboard compatible, with all three of them being active at the same time. Those who love their keyboard and mouse are happy, those who love their controllers are happy, and those of us that need something a little different are provided for as well. In my case, a controller/mouse combination worked wonders. It's too bad that Secret Level (the game's DC developer) couldn't do more with the actual customization. There are only a few pre-selected modes for the controller set-up, most of which may not impress nor satisfy the hardcore FPS person. That aside, the game does control very well as you cut off heads and drop rockets on unsuspecting rivals. It's so simple anyone could get into it. UT's main rival *Quake III* is a bit more on the technical side, which requires more time to learn. Here, you could have never played a game in the genre, and yet you'll still be able to pick it up quickly. Most of the weapons are straightforward; shoot where-you-aim types, with maybe two or three weapons that require just a bit more thought. Several of them also have an alternate firing option, like the flak cannon's shrapnel grenade and the Pulse Gun's endless energy stream.

It drives me nuts to see all these great games coming out for the system that Sega gave up on. *Daytona*, *Unreal Tournament*, *Record of Lodoss War*, *Typing of the Dead*, and others are just the cream of the gaming crop, and yet they're being left behind by a community that only sees the PS2.

Platform:	Dreamcast
Genre:	Action
Developer:	Digital Eclipse
Publisher:	Infogrames
OVERALL RATING:	8.5
Graphics:	8.5
Sound:	8.0
Control:	10.0
Fresh Factor:	7.0
Gamelif:	9.0



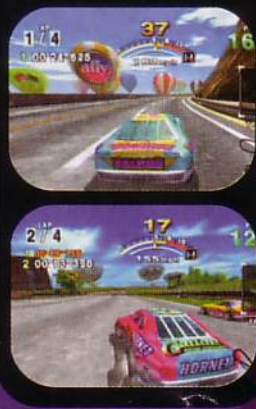
Daytona USA

By Dangerboy

This is what the Dreamcast racing scene had been sorely lacking; carefree racing. The arcade roots shine bright, with fast paced races and brilliant graphics. If you have never played the Saturn versions of the game, you really won't understand the beauty of the Dreamcast version. There's no pop-up at all, which alone deserves much merit. In the Saturn version, how much the track popped-up depended on how many cars were on the track. If you were in Single Mode, the whole track was there. If you were in full Arcade Mode, half the track disappeared, usually the half that was in front of you. But here, it's asphalt as far as the eyes can see. The new stages are very interesting breeds of track. Circuit Pixie is a perfect oval, with very little ground to cover. Rin Rin Rink is a loose '8' shaped track that has a turn worse than Three Seven Speedways, and Mermaid Lake is an actual figure 8 that features a 45-degree section of track, which then leads into a downhill tunnel, and ends in a viscous 90-degree turn. More details and lighting effects have been added to the older stages, and even the cars have gotten more detailed. Sharp eyes will notice the drivers and visible dashboard lights as you peek in through the rear window.

Game play is where the game is in a world all its own. The only thing to compare it to is the movie *Days of Thunder*. It's got this tongue-in-cheek style of racing competition. You're driven (pun intended) to nudge the other players. You want to see that shiny green Grasshopper slam into the wall, do a 2-ton airborne pirouette, and then land on all 4 tires without losing a beat (which happens). You want to be just ahead of your opponent, so you can wave your automobile's rear in their face as you power slide into a turn at 120mph. I've even seen cars do 360s and come out of it flawlessly. While many of these antics will inflict damage to the cars, the damage itself isn't all that realistic, nor intrusive to the car's control, but it's enough to bruise an ego or two...and warrant a snicker from the inflictor. This rambunctious nature is something that's been missing in the gaming world for quite sometime now, having been replaced with trivial "Frag Kings" and the like. But here, here it's all fun and games. If you could only see the smiles and smirks one gets when playing this game, it really is priceless.

Platform:	Dreamcast
Genre:	Racing
Developer:	Genki
Publisher:	Sega
OVERALL RATING:	7.8
Graphics:	9.0
Sound:	8.0
Control:	7.0
Fresh Factor:	7.0
Gamelif:	8.0



NBA HOOPZ

By Wooly Doug

If you never played *NBA Jams*, you may be expecting *NBA Hoopz* to be another run-of-the-mill basketball sim. You couldn't be more wrong. *NBA Hoopz* is neither a sim, nor is it really basketball. It's a 3-on-3 run and gun style shooter that encompasses none of the strategy or skills that give games like *NBA 2K1* and *NBA Shootout* a sense of authenticity. The 3-on-3 gameplay is already a step away from realism, as is the rough-house nature of the game, and the outrageous scores that players can rack up thanks to a very lenient shooting system. While these elements merely move the game away from sports simulations, the over-the-top "On Fire" Mode takes the game into the entirely different Arcade Sports genre. When a player makes three consecutive shots using the same NBA star, that character becomes "On Fire". This means that he will sink all but the most absurd shots, he can't commit fouls, and he will perform insane, gravity-defying dunks that are more reminiscent of *The Matrix* than NBA play. I do admit that being on fire is fun, particularly when it's at the expense of a second player, but it's far to easy to obtain, and it routinely turns competitive games into blow-outs. Realism isn't in the *NBA Hoopz* vocabulary.

The overall graphics of the Dreamcast version of the game aren't bad, but they're not great either. Gamers used to the incredible graphics found in *NBA 2K1* are going to be very disappointed. The NBA stars are blocky, angular messes, and their moves are far from fluid. The many slo-mo replays point out the clipping problems and lack of continuity in the game. The ball jumps from place to place as the Dreamcast's processor struggles to make a basket look feasible, and passes that should clearly be missed often are completed with jerky animation that moves the ball into a players' hands from many feet away. Previous graphical achievements, particularly in the *2K1* series, show that the Dreamcast is capable of much more.

NBA Hoopz is the only arcade style basketball game around, and thus is your only choice for rough-house, high-flying play. Unfortunately like many monopolies, *NBA Hoopz* fails to consistently deliver the goods. Playing *NBA Hoopz* with friends is great. Playing alone is painful. With that in mind, pick up for *Hoopz* for over-the-top multiplayer action. Pick up *NBA 2K1* if you want realism or solo play.

Platform:	Dreamcast
Genre:	Sports
Developer:	EuroCom
Publisher:	Midway
OVERALL RATING:	6.8
Graphics:	6.0
Sound:	7.0
Control:	7.0
Fresh Factor:	7.0
Gamelif:	7.0



CONKER'S BAD FUR DAY

By Lik
I have waited for a game like this for a while: raunchy humor mixed with Disney-esque characters. The game contains strong sexual themes throughout the game: naked female flowers to a sleazed out girlie chipmunk (plus, again, the language). I am in love!

The cutesy looking graphics that are rich color and the creamy smooth animation simply can not be overlooked. For a N64, game this isn't bad at all. The way the world was laid out was like a trippy version of Disney World. The cut scenes were nicely done nice; they aren't those nice CG-style movies, but it doesn't matter, the in-game graphics worked fine for the intermissions and cut scenes. The character animation is smooth and concise, containing virtually no clipping at all, and there is never too much going on at once with the graphics.

The sound isn't too shabby either, the music can get a little annoying at times but it isn't over bearing. The sound track switches up regularly so it doesn't become too repetitive. The sound effects are great, from the sounds of bugs bursting when shot to the sound of Conker walking through a field of crap. The effects are perfect for the situations and actions taking place, they add to the raunchiness of the game. The game definitely appealed to my senses.

I am thoroughly impressed. I had no real complaints at all. This game was done perfectly, and it should put the N64 back in the competition for a while. Conker's proved to be a much needed break from all of these serious, plot-oriented and generic shoot-em-up games. With its raw, slapstick humor and addicting game play, and its colorful landscapes and twisted scenarios, this game is a 10 on my list. It is too bad that it took Nintendo so long to release this game because it might have boosted their sales awhile back. I am really looking forward to seeing a version of this on the Game Cube. A definite 10! Pick one up if you can because this is destined to become a classic.

Platform: Nintendo 64
Genre: Action
Developer: Rare
Publisher: Nintendo

OVERALL RATING: 9.0
Graphics: 8.0
Sound: 8.0
Control: 9.0
Fresh Factor: 10.0
Gamelif: 10.0



Puzzled

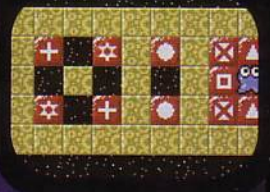
By Lik
I must say that I was rather impressed with this game! Now it is not anything to write home about by a long shot, but it was pretty challenging. I am really not a fan of puzzle games, but once I popped this game in I was of addicted to it after the first five minutes. The object is simple: You have to match up piece identical pieces in a straight line to clear them off of the board. There is a hitch to it though, you have to make sure that you do it strategically or will find yourself with nowhere to stand and be forced to start over again. Each level gets progressively harder than the next. Take in to consideration that the first couple of levels are hard off of the bat, the game requires thinking and patience to advance. After about twenty levels my brain was fried.

Graphically the game is basic, with just the bare minimum to keep your eyes to the screen, while the music is tolerable. The game controls pretty well considering that there is not much action to bog you down. The game is set up simply, with easy movement and minimalistic graphics.

Since there wasn't much to this addicting puzzle game, and since this is a perfect game for those long car rides when you want to play something that changelings the brain, this sums everything up. If you want a break from those fast moving, action games this game should do nicely. Nice little game.

Platform: Nintendo 64
Genre: Puzzle
Developer: Conspiracy
Publisher: Nintendo

OVERALL RATING: 4.8
Graphics: 5.0
Sound: 4.0
Control: 6.0
Fresh Factor: 5.0
Gamelif: 4.0



SNOOPY TENNIS

By Codeboy
Never, under any circumstances, take a male child who plays Little League baseball and try and play tennis with him. This is the main thing that I came to understand about the game of tennis. It's the most memorable of all of its rules, and also the least French-influenced of all of its rules, so therefore the most important. I hated playing tennis as a child, and given the chance, I imagine I'd hate it now. But the wonder of video games is that you can do something that you'd loathe in real life, and actually enjoy it on a tiny screen.

Snoopy Tennis started with a bit of frustration. Perhaps it's my lack of contact with systems of the portable persuasion, or maybe the fact that I suck at tennis in real life, but my initial reaction was to put the game down and do something else, like the dishes, or yard work, or sleep. I seemed to locate and hit the ball properly when I was playing on the foreground side of the court, but put me on the background side and I couldn't judge the ball at all. Thank God that the sound quality on the game is so precise, because that's what I used to judge the distance of the ball for the first thirty or so sets. Listen for the ball to hit on your side of the court, and watch the shadow closely. Eventually I picked up on the game play and was able to actually win a good portion of the matches, and even progress in the Championship Mode.

After 8 matches with one of the original 8 selectable characters, a new character becomes available. There are 4 extra characters to unlock, so that should keep the replay value up there, even if you're interest in tennis is minimal. A pleasant surprise in the form of two things that are general on my avoidance list, Game Boy and tennis. Well worth checking out even if you aren't very good at or very fond of sports titles.

Platform: Game Boy Color
Genre: Sports
Developer: Infogrames
Publisher: Infogrames

OVERALL RATING: 8.2
Graphics: 8.0
Sound: 9.0
Control: 8.0
Fresh Factor: 8.0
Gamelif: 8.0



Kirby's Tilt and Tumble

by Lik
I don't really know what to think of this game. I might as well tell you off the bat that this game stands in a league of its own due to one fact: the controls. Yes, the controls of this game are a bit odd. Get this, in order to move Kirby around, you tilt your Game Boy in the direction you want him to move, and to make him jump, you jolt the Game Boy.

The object of this game is simple: maneuver Kirby through a pinball like maze to rescue stars and get to the end, but watch out for bad guys and don't fall off of the game field. There are 8 main levels with 3 to 4 sub levels in each, and the game gets progressively harder as you work your way up.

Graphically this game is your run of the mill cartoon-like GB game. The developers did a nice job on the animation; it's really nice and fluid. It's nothing to write home about, but neither are any GB games for that matter. The sound is tolerable and there is a little bit of poorly sounding digital voice, but what do you expect, it is no GBA!

But then, there's the gimmick: tilt feature controls. Not a bad idea, actually it's pretty original, but on the GBC? No can do. The main reason that this concept doesn't blow over too well is for the fact that you have to tilt GBC's far enough that you can no longer see what is going on on the screen. If there were a back light function on the GBC this game would have worked out nicely. With all of the objects that you have to avoid, the game started to make me angry instead of being fun due to the twisted control features. It's disappointing because this could have been a cool game if everything worked out.

Unfortunately, I am not in the market for funky controlling GBC games, especially ones that do not work properly as this fine example of a state of the art crap game. It doesn't help that you have to recalibrate the game every so often just to make it perform right.

The bottom line is this would be a decent game for the new GBA since it is wider and you have more hand leverage. Please do try to play this game without proper light or you will not get anywhere. This is the perfect rental game. It's fun for about the first 3 minutes or until the tilt gimmick wears off, which is about somewhere around 3 to 5 minutes.

Platform: Game Boy Color
Genre: Action
Developer: Nintendo
Publisher: Nintendo

OVERALL RATING: 6.0
Graphics: 7.0
Sound: 6.0
Control: 4.0
Fresh Factor: 8.0
Gamelif: 5.0





SUPER MARIO ADVANCE



TWEETY & THE MAGIC JEWEL



GT ADVANCE CHAMP. RACING



DODGEBALL ADVANCE



BOMBERMAN STORY



TOP GEAR RACING CHAMP.



CASTLEVANIA: C.O.T.M.



MEGAMAN EXE



CHU CHU ROCKET!



MR. DRILLER 2



F-ZERO



PITFALL: MAYAN ADVENTURE

GAME BOY ADVANCE



SYSTEM SPECS

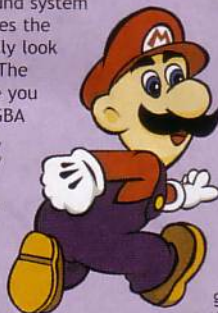
CPU	32-Bit ARM with embedded memory
Screen	2.9" TFT reflective screen 240x160 resolution 40.8mm x 61.2mm screen size 32,768 possible colors 511 simultaneous colors in character mode; 32,768 simultaneous colors in bitmap mode
Size (mm)	82mm(L) x 144.5(W) x 24.5mm (D)
Weight	140g
Power	2 AA batteries
Battery Life	15 hours
Software	Cartridge format, Game Boy compatible Game Boy Color compatible

THE FUTURE OF PORTABLE GAMING

With the Game Cube and Xbox coming out, you'd think the last thing on Nintendo's mind would be to release a new portable system. Well, they're not only prepared to release the new Game Boy Advance in America, they're pretty darn sure it's going to be phenomenal.

Rather than being a minor upgrade like the Game Boy Color was, the GBA is a whole new beast of a system, providing above Super NES graphical capabilities and a sound system

that makes the GBC finally look archaic. The first time you see the GBA in action, you know that Nintendo has something



good up their

sleeve.

Let's discuss the flagship game, *Super Mario Advance*. At first glance, it seems nothing more than a redone *Super Mario Bros. 2* from the NES days. Upon closer look though, you'll see a lot more graphics, and some neat tweaks that make the game stand out more than ever. As far as graphics go, there's now a lot more on-screen goodness, which includes super-sized enemies and items, new background detail that rivals the Super NES version of *Mario All-Stars*, and other little effects here and there. With the sound, all the main characters now have perfect speech clips, and some of the bosses even talk to you. When listening to the game through earphones, you'll get the full experience, which is something to be in awe of.

Besides Mario and crew, there are other NES and Super NES titles making their way to the GBA, like *F-Zero*, *Super Street Fighter II*, *Final Fight*, *Pitfall*, *Earthworm Jim*, *Mario Kart*, and more. Even better, there are even PlayStation titles like *Rayman* in the works for it. While other games have been announced, we can only hope that this means more classic games from the past will return to Nintendo's portable house. Besides these re-makes, there will be

new titles also show off much of the system's potential.

So with all this killer hardware, you'd expect the GBA to be this clunky little beast, but fear not, fellow gamer, this is one of the best portables yet. When lined up next to the GBC, the GBA is slightly longer than the older version, but it has a much wider screen. Its new sideways layout allows your hands to be placed more comfortably around the system, as well as access the two new buttons on top, bringing the total action buttons to four. At its deepest point, it's the same depth, but that hump is now centered, rather than being at the bottom. The system is backwards compatible with all GBC and original GB games, with the option of keeping the old screen ratio or stretching it to fit the GBA's ratio. Parents will also be pleased by the system's battery usage. It gets a whopping 15 hours on two AA batteries. There's also the odd fact that the system can be hooked into the Game Cube, but for what reasons still remain a mystery. Perhaps the GBA will replace the N64 Transfer Pak for *Pokemon* games?

Currently there are only plans to release three colors in the United States; purple, clear, and white. Japan has already released a Glittery



Silver Pokemon version and a pink model. Considering how many shades the GBC went through, I'm sure we can expect the newer imported colors (as well as other colors) to make it to the American market.

But the big question is how much will it cost? Official comments from Nintendo have the system ringing in at \$99.99, with GBA games running between \$29 to \$39. While the price hike seems a bit steep, this will bode good news for older games. Since the system is backward compatible, you'll be able to load up on discounted GBC software to

play on the system while you save your pennies for the latest GBA game.

Now, considering what magazine you're reading, I'm pretty sure you're going, "But where is the GameShark for it?" Well, you have no need to worry about the either. Our boys in the labs are currently working on the tentatively titled *GameShark Advance*, which will help everyone with a GBA enhance (cough "cheat" cough) at each and every game they want to. So far there's no price or release date available, but expect it to come out around the GBA launch date, full of codes and special features.

With no competition, the Game Boy Advance looks like it's going to take the world by storm, and continue the legacy that Nintendo holds in the portable gaming world. Stick with *GameShark Magazine* for the latest details.

Scheduled for Release At or Around Launch

- Army Men Advance
- Castlevania: Circle of the Moon
- ChuChu Rocket!
- Dodge Ball Advance
- Earthworm Jim
- F-Zero
- Fire Pro Wrestling
- GT Advance Championship Racing
- High Heat Baseball 2002
- Iridion 3-D
- Konami Krazy Racers
- Pitfall: The Mayan Adventure
- Rayman Advance
- Ready 2 Rumble Boxing: Round 2
- Super Mario Advance
- Tony Hawk Pro Skater 2
- Top Gear GT Championship
- TweetyTM and the Magic Jewel

Scheduled for Release Sometime After Launch

- Dark Arena
- Doom
- F-14 Tomcat
- Fortress
- Lady Sia
- LEGO Bionicle: Tales of the Tohunga
- Matt Hoffman's Pro BMX
- Shaun Palmer's Pro Snowboarder
- Spider-Man: Mysterio's Menace
- X-Men: Reign of Apocalypse

It's time to "DO" it again!

By FNG

Is it that time already? Well, if my Mary Kate and Ashley watch is correct, then yes... It's time to share my above-average hacking abilities with the GameShark community once again!! Are you all ready to get down and dirty with the "DO," a.k.a. "Activator" code for the PlayStation? I can't hear you!!! (Well, I don't expect to actually HEAR you.) By a show of hands, how many of you out there in GS land own a GameShark CDX and SharkLink? Come on, don't be ashamed to admit it. Now, how many own a GameShark PRO? (I saw a few hands up on that one!) There may even be a few folks out there, like myself, with an old fashioned Comms Link. The reason I'm asking is simple, today I'm going to aim my hacking tip toward folks who answered yes to any of the previous questions!

If you've been following my hacking tips, you're probably sick of hearing about these types of codes. Not to worry, today will be the last time you'll have to read through an "Activator" code tip. (We hope.) I'll start off by listing the most common values for button presses in a PlayStation game. (Keep in mind that not ALL games use these values.)

PSX Controller button values:

Up	(1000)
Right	(2000)
Down	(4000)
Left	(8000)
Select	(0100)
Start	(0800)
Triangle	(0010)
O	(0020)
X	(0040)
Square	(0080)
L1	(0004)
R1	(0008)
L2	(0001)
R2	(0002)
L3	(0300)
R3	(0400)

(L3 and R3 are the buttons found when you press IN on the analog sticks.)

Now onto the good stuff!

Let's start off by selecting *Resident Evil 3: NEMESIS* as our example game. Let's say that we've found a code that would allow us to choose what character we were using (800D1F86 00??), and we didn't want to have to use 1 character ALL the time. Let's say we want our to use Jill in her 5th costume at the beginning, and when we press a certain button (or buttons) we could switch to a different character, like Carlos. Well, 1st we need to find the address in the PlayStation's memory that contains the value of each button pressed.

Comms Link/CDX & Shark Link owners:

Start by holding left on the D-Pad. While you're holding this button, do a search equal to 8000 (HEX) or 32768 (DECIMAL). Next hold right on the D-Pad and do a search equal to 2000 (HEX) or 8192 (DECIMAL). Now press and hold R1 and do a search equal to 8. Repeat this process until you end up with about 10 or so results. If you activate the right code, the game will act as if

you are pressing the button specified constantly. (If you activated the value 8000, your character will constantly be spinning in a circle.

GameShark Pro owners:

Start by holding left on the D-Pad. While you're holding this, press the GS button and do a search for a known value, equal to 8000 (HEX) or 32768 (DECIMAL). Next hold right on the D-Pad, press the GS button and do a search for a known value, equal to 2000 (HEX) or 8192 (DECIMAL). Now press and hold R1, press the GS button and do a search for a known value, equal to 8. Repeat this process until you end up with about 10 or so results. (I suggest that your last search is for the value of left on the D-Pad, 8000, since it's easier to tell when you activate the right code... Your character will constantly be spinning in a circle.) Now that we've found the address for the "Activator" code (800CC830) we need to change the 8 in 800CC830 to a D and assign a value to the end of it.

800CC830 now becomes D00CC830

If we decide to activate the code with the L2 button, we'll look at the chart above and add 0001 to the end of our code to make it D00CC830 0001.

Now the question is, which character do we want to use when we press the L2 button?

I've done all the work for you, so here's the values for each different character you can choose from:

800D1F86 00?? = Character Modifier

?? = one of the following values:

00	= Jill (Costume 1)
01	= Jill (Costume 2)
02	= Jill (Costume 3)
03	= Jill (Costume 4)
04	= Jill (Costume 5)
05	= Jill (Costume 6)
06	= Regina (Dino Crisis)
08	= Carlos
09	= Mikhail
0A	= Nicholai
0F	= Tofu

Let's say we want to have Carlos as our character when we press L2.

800D1F86 00?? would become 800D1F86 0008

To finish the code we would have to combine the character modifier code with the activator code we just made. This will look like:

D00CC830 0001
800D1F86 0008

What happens if we don't want to use Carlos anymore? We'll just add another character modifier to another activator. This time we'll take R2 button and assign Mikhail to it. This would look like:

D00CC830 0002
800D1F86 0009

Break it down FNG!

Explanation of 800CC830 ????

800CC830 = The address in the PlayStation's memory that tells when a specific button or combination of buttons are pressed.

When the 8 is changed to a D, the GameShark is

telling itself to execute the next code ONLY when the address 800CC830 is equal to a specified value. (button(s) pressed)

???? = The value of the button or buttons on the PlayStation's controller that are being pressed.

Explanation of 800D1F86 ????

800D1F86 = The address in the PlayStation's memory that tells what character is being displayed.

???? = The value of the character being displayed (Jill, Carlos, Tofu, etc.)

Ok, we've successfully created 2 codes that SHOULD change the character we are playing with whenever we press a desired button. Maybe we should test them out.

OOPS, I pressed the L2 and NOTHING happened!! After all that work, the stupid code doesn't work! WRONG! This is what we here at GameShark.com have to do on a regular basis before we release our codes to the public, TEST, TEST, TEST... (And you thought CodeBoy, Lik, and I were just slow getting our codes on the site!)

It turns out that if I hold down L2 while the game is loading, I DO start as Carlos; and if I hold R2 while opening a door, I become Mikhail when the game is done loading and I appear on the other side. It looks like our code has 1 small catch, you need to hold the button down while the game is loading to become a different character! This isn't THAT big of a deal since the game reloads each time you see the cut scene while walking through a door! So, walk through a door, hold L2 and become Carlos when you come out on the other side, or hold R2, walk through a door, and become Mikhail on the other side. Pretty cool huh? We just created an ORIGINAL code... I might just have to post this on our site in the *Resident Evil 3* codes!

You didn't think we were done did you?

For fun, we'll attach Jill in her 6th costume to an activator to show how to use combination of buttons.

1. Take the character modifier code and attach the value of Jill in her 6th costume. (800D1F86 0005)
2. Decide which buttons you wish to have activate this code. (R1 & L1 simultaneously)
3. Add the values of R1 (0008) and L1 (0004) to find the correct value for the activator. (8 + 4 in HEX is NOT 12, it's C)
4. D00CC830 ???? becomes D00CC830 000C
5. Attach the activator code to the character modifier code
D00CC830 000C
800D1F86 0005

I hope you all found this helpful, judging by previous e-mail's, I think I'm providing a fairly helpful service to all you soon-to-be-expert's out there. (Just don't put me out of a job too fast!!) Thanks for taking the time to read through my hacking tips, and thanks for supporting GameShark! (Remember knowledge is power? ABUSE IT!!)

CodeBoy Skates

So, what can I tell you? You know the drill by now, skip over the reviews, this Rant, those letters and get right to the codes. Why are you even bothering to read this? What could possibly come of it? Has there ever truly been anything interesting in this section of *GameShark Magazine*, or **Dangerous Waters**, or whatever it happens to be called this month? Hmmmph...

The weather has been wonderful here in Baltimore for the past few weeks. Not like it is now at the time you're reading this, but back in May, when it was being written. Now of course I'm sitting in front of a fan, waiting for the sun to go down so that I can move to another room in the house, annoyed because it's too damn hot to even shave. No, back in May, at the time I'm writing this, and shifting tenses freely, it's incredibly comfortable. I've even tempted fate by breaking out the old skateboard and taking it for a walk around town. I get scared a bit flying down those hills, and the cracks in the cement send shockwaves through my knees now, so I tend to walk a lot, and just carry the board. But soon, very soon there will be a skate park in my neighborhood. So Benn won't have to chase the kids off of his front steps, and I won't have to go crashing through

anyone's windshield, or front lawn. No sir, I'll have my own special, "members only" place to mash my bones into powder, and confuse kids with tricks that haven't been performed in fifteen years. Doesn't matter that I haven't skated a ramp in two years, the last time I did I picked it right back up, and that was after a motorcycle accident, I'm much less sore now. Hopefully they'll add in some nice flowing snake runs, a few bowls and some nice banks, something that looks like it's out of the Seventies, I hope.

I spent the better part of my high school career skateboarding. Mostly skateboarding. Mostly doing whatever it was just not to be in school. And I just came across some old photos of me and my pals at Lansdowne skate park, certainly all taken during school hours. And though I won't be able to do the same thing now, as the limp and the scuffs might clue Benn in that I really wasn't bedridden when I missed work yesterday, I'm still quite excited at the prospect of having something that brought me so much joy being built right in my own neighborhood. No longer will I have to roam the halls before Home Room to see who I could bribe or convince into ditching school, and drive all the way to Lansdowne, soon I'll just be able to

roll out my front door and down to the park. I'm familiar with most of the hospitals in the area, so no confusion when I break something this time around. Trying to coordinate with my parents where and when to pick me up while arguing with the intern at the hospital that the fractures in the x-ray are from old injuries and I've only cracked my fibula at the base; well, those hassles are all in the past. Hell, some of the guys that I skated with work right here at Johns Hopkins Hospital, so I'm in good hands, just the wrong profession, apparently.

So suffice to say, it's been some fine weather here in glorious Baltimore, which almost never happens, and I'm all excited about skateboarding again. Yeah, it brings back some memories; yeah I could definitely use the exercise and the release. There's not a closer feeling of freedom than flying though the air on a little hunk of wood. But the main reason I'm so damned excited about getting back to skateboarding is that this time around I can always use Activation when I hurt myself.

The games made me do it, I swear. Someone's responsible for my actions.

-CodeBoy

GAME SHARK CODES

PLAYSTATION 2

4 x 4 Evolution

(M) Must Be OnECB6AA001456E60A
Infinite Cash1C1EA48461DFB00C

Armored Core 2

Infinite Back Ammo4CB4E4501456E788
Infinite Back Ammo4CB4E4501456E788
Inf. Inside Ammo4CB4E4601456E788
Inf. Extension Ammo4CB4E4E01456E788
Start In 1st Rank0CAE0FBC1426E7A6
Human Plus Upgrades4CAE0FAA1456B00C
Quick Arena Wins4CB7272C1456E7A5
More Back Weapons4CD8BBEA1456E6A6
More Back Weapons1CD8BBF01355E6A6
More Back Weapons1CD8BBF41355E6A6
More Back Weapons4CD8BBA1456E6A6
More Back Weapons1CD8BB01355E6A6
More Back Weapons1CD8BB841355E6A6
Droppin' Like Flies4CA5CE0C1456E7A5
Droppin' Like Flies4CA5D08C1456E7A5
Droppin' Like Flies4CA5D30C1456E7A5
Droppin' Like Flies4CA5D58C1456E7A5
Droppin' Like Flies4CA5D40C1456E7A5
Droppin' Like Flies4CA5D68C1456E7A5
Droppin' Like Flies4CA5D90C1456E7A5
Droppin' Like Flies4CA5D88C1456E7A5
Droppin' Like Flies4CA5DA0C1456E7A5
Droppin' Like Flies4CA5DC8C1456E7A5
Droppin' Like Flies4CA5DF0C1456E7A5
Droppin' Like Flies4CA5E18C1456E7A5
Droppin' Like Flies4CA5E00C1456E7A5
Droppin' Like Flies4CA5E28C1456E7A5
Droppin' Like Flies4CA5E50C1456E7A5
Droppin' Like Flies4CA5E78C1456E7A5
Droppin' Like Flies4CA5E60C1456E7A5
Droppin' Like Flies4CA5E88C1456E7A5
Droppin' Like Flies4CA5E80C1456E7A5
Droppin' Like Flies4CA5ED8C1456E7A5
Droppin' Like Flies4CA5EC0C1456E7A5
Droppin' Like Flies4CA5F88C1456E7A5
Droppin' Like Flies4CA5F38C1456E7A5
Droppin' Like Flies4CA5F20C1456E7A5

Army Men Air Attack2

(M) Must Be OnEC87C0741456E60A
Fly As A Bee4C3FEEDC1456E7A7
Infinite Health4C3490B21456E7A7
Inf Copter Ammo3C33E74E1456E787
Inf Copilot Ammo3C33E62E1456E787

Army Men Green Rogue

(M) Must Be OnEC87C3641456E60A
Invincible3C8102001456E7A6
Infinite Bio Strike3CB500EC1456E79D

Army Men S.Heroes 2

(M) Must Be OnEC879F141456E60A
Mini Mode3CCA59FC1456E7A6
Debug Info3CCA5A941456E7A6
All Levels3CCA5A001456E7A6
All Weapons3CCA5A9C1456E7A6
MEGA MODE!!3CCA61C01456E7A6
Infinite Health3CCA5D841456E7A6
Predator Mode3CCA5C881456E7A6

Dynasty Warriors 2

Infinite Arrows4CA630261456E788

ESPN National Hockey

(M) Must Be OnEC85F1AC1456E60A
R3-End Period0CF7F741456EBA5
R3-End Goal1CF7EDD014A3F762

Gauntlet Dark Legacy

(M) Must Be OnEC8785D41440F2A4
P1 Infinite Gold4CB5B0981456B09C
P1 Infinite Health4CB5B0861456295C
P1 Infinite Magic3CB5B0901456E788
P1 Infinite Keys3CB5B08C1456E788

Gradius III & IV

(M) Must Be OnEC878D781433BDF8
Inf. Lives-Gradius III4D97937A1456D7A5
Inf. Lives-Gradius IV3C20E3301456E788
Hi Score-Gradius IV1C20E32C179C70C
Power Ship-Grad.IVDC91832814CD4667
Power Ship-Grad.IV4C20E2661456EBA2
Power Ship-Grad.IV4C20E2681456EBA5
Power Ship-Grad.IV4C20E27C1456E79D

GunGriffon Blaze

(M) Must Be OnECB198F01438BBA0
Huge Score1CDF09F017E9C70C

High Heat 2002

(M) Must Be OnECBDA2D41456E60A
1 Outs Per Inning0D15C38C1456E7A5
1 Outs Per Inning4D15C38C1456E7A7
1 Strike Per Out0D15C3941456E7A5
1 Strike Per Out4D15C3941456E7A7
1 Ball For Walk0D15C3901456E7A5

1 Ball For Walk4D15C3901456E7A8
L1+R1 = No Outs0C1716461456B40C
L1+R1 = No Outs4D15C38C1456E7A5
L2+R2 = 2 Outs0C1716461456B30C
L2+R2 = 2 Outs4D15C38C1456E7A7
No Strikes4D15C3941456E7A5
No Balls4D15C3901456E7A5

MDK2 Armageddon

(M)4CB97B81456E7A6
Stupid Boxer ModeECB7B0441456E60A

MetalGearSolid2 Demo

(M)ECB79FF81456E60A
Full Clip3CB156101456E79C
Infinite Rations3CB8523E1456E7A2
Infinite Bandage3CB852461456E7A2
Infinite Diazepam3CB852481456E7A6
Enemy Uniform3CB852501456E7A6
C Box Dry3CB852681456E7A6
Box B3CB852781456E7A6
Box C3CB852761456E7A6
Box Wet3CB8527C1456E7A6
V Sensor3CB8527A1456E7A6
Infinite M94CB853C1456E788
Infinite USP4CB853D41456E788
Infinite SOCOM4CB853D21456E788
Infinite FIA-MAS4CB853D81456E788
Press R3-End Half0CA4E2CA1456EBA5
No Health Olga0DE8B5A1426E79F
No Health Olga4DE8B5AC1456E7A6

MLS Extra Time

(M) Must Be OnEC88DCA01456E60A
Press L3-Reset Time0CA4E2CA1456EBA5
Press L3-Reset Time1CA589481456E04B
Press L3-Reset Time0CA4E2CA1456EBA5
Press L3-Reset Time1CA4E5A81456E04B
Press R3-End Half0CA4E2CA1456EBA5
Press R3-End Half1CA589481456E04B
Press R3-End Half0CA4E2CA1456EBA5
Press R3-End Half1CA4E5A81456E04B

MotoGP

(M) Must Be OnEC87844C1456E60A
All Challenges Complete7CB5FF01451E7A6
All Challenges Complete3A9585261456E7A5
All Challenges Complete4CB5FF241456E5A7
All Challenges Complete1CB5FF01451E7A6
All Challenges Complete1CB5FF41456E5A7
All Challenges Complete1CB5FF82456B065

All Challenges Complete1CB5FFC1654E5A7
All Challenges Complete1CB5FD01654E5A7
All Challenges Complete1CB5FD1654E5A7
All Challenges Complete1CB5FD81654E5A7
All Challenges Complete1CB5FD01654E5A7
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All Challenges Complete1CB5FD01654E5A7
All Challenges Complete1CB5FD1654E5A7
All Challenges Complete1CB5FD81654E5A7

NASCAR 2001

Auto Pilot/Low Lap0CAD2AAE1446E765
Auto Pilot/Low Lap1CB7E6C14AE9E18

Onimusha

(M) Must Be OnEC8562A01456E60A
Have Holy Armor1CBFF202456B0A9
Have Great Armor1CBFF242456B0A9
Have Bishamon Sword1CBFF080456B00A
Infinite Fire Arrows1CBFF2C2456B0A4
Infinite Fire Arrows1CBFF302456B0A4
Infinite Bullets1CBFF382456B0A4
Inf Burst Bullets1CBFF3C2456B0A4
Infinite Herbs1CBFF4C245644A6
Infinite Medicine1CBFF50245644A7
Infinite Power Jewel1CBFF54345644A2
Infinite Magic Jewel1CBFF58245644A3
Inf Soul Absorber1CBFF5C245644A8
Inf. Talisman1CBFF60245644A1
Red Key1CBFF642456B0D5
Blue Key1CBFF682456B0D6
Green Key1CBFF6C2456B0D7
Shinobi Kit1CBFF700456B0D8
All Fluorite1CBFF742456B0A5
Bishamon O.1CBFF782456B075
Vision Staff1CBFF7C2456B05C
Great Arrow1CBFF802456B05B
Decorated Arrow1CBFF842456B059
Great Bow1CBFF882456B05A
Silver Plate1CBFF8C2456B05F
Gold Plate1CBFF902456B06F
Gear1CBFF942456B06E
L. Crest Piece1CBFF982456B05D
R. Crest Piece1CBFF9C2456B064
Statue Head1CBFFA02456B063
Decorated Sword1CBFFA42456B062
Evil Plate1CBFFA82456B061
Purifier Bell1CBFFAC2456B068
Rosary Of Com.1CBFFB02456B067
Wood Ladder1CBFFB42456B066
Rope Ladder1CBFFB82456B065

Low Time1CBFF9DC14552BAF
999 Enemies killed4CBF019C1456E404
Easy Pass-Oni Spirit4CBFF54E1456E1D4
1 Hit Win-Final Boss0C21FD1814560105
1 Hit Win-Final Boss4C21FD181456E7A5
Have Sougen's Note1CBF012C1656B037
Have Journal #11CBF0161656B038
Have Journal #21CBF01341656B038
Have Journal #31CBF01381656B038
Have Journal #41CBF013C1656B033
Have Journal #51CBF01401656B034
Have Journal #61CBF01441656B02D
Have Blue Book1CBF01481656B02E
Have Red Book1CBF014C1656B02F
Have Green Book1CBF01501656B02C
Have Orange Book1CBF01541656B029
Have White Book1CBF01581656B02A
Have Apoc. #1 Book1CBF015C1656B02B
Have Apoc. #2 Book1CBF01601656B02C
Have Seiryu Book1CBF01641656B045
Seiryu Vol. 1 2 3 41CBF0168164FB045
Suzaku Vol. 1 2 3 41CBF016C164FB046
Byakko Vol. 1 2 3 41CBF0170164FB047
Genbu Vol. 1 2 3 41CBF0174164FB048
Hit. Temple Map1CBFF0C1456B02E
South Area Map1CBFF101456B02F
Keep Map1CBFF141456B028
Keep Und. Map1CBFF181456B029
West Area Map1CBFF21C1456B022
East Area Map1CBFF251456B023
Dark Realm Map1CBFF291456B024

Quake III Revolution

(M) Must Be OnECB88E641456E60A
Max Frag Medals4C002DEC1456B09C
Max Impressive Medals4C002D1C1456B09C
Max Gauntlet Medals4C002C4C1456B09C
Max Excellent Medals4C002C7C1456B09C
Max Accuracy Medals4C002CAC1456B09C
Max Perfect Medals4C002C4C1456B09C
999 Frags4CFFD0681456E404
Max Flag Time4C00ACCA14561D46
Never Been Killed4CFF048C1456E7A5
Extra Armor0CFFD4381456E7D0
Extra Armor0CE15EBC1456E7A5
Extra Armor4CFF4381456E7D0
Extra Armor4CFF4381456E7D0
Machine Gun Ammo4CFF07301456E404
Shotgun Ammo4CFF0731456E404
Plasma Gun Ammo4CFF07481456E404
Chain Gun Ammo4CFF0751456E404
G. Launcher Ammo4CFF07381456E404
R. Launcher Ammo4CFF073C1456E404

RC Revenge Pro

All Cups Complete . . . 4CF584C1456E79D
 Enable Concept 3000 . . . 4C893DC1456E7A6
 Enable UFO . . . 4C893E181456E7A6

Ridge Racer V

(M) Must Be On . . . ECC010F01456E60A
 Infinite Retries . . . 3D7552681456E7A8
 Zero Time-Lap 1 . . . 1D48828C1456E7A5
 Max Distance . . . 1D7552A8179E79C7C

Ring Of Red

(M) Must Be On . . . EC8782F41456E60A
 Infinite Health . . . 4C597F041456E6B9
 Easy Kills . . . 4C5A83201456E7A5
 99.99% Accuracy . . . 4C597F8E1456E2A5
 No Enemy Troops . . . 4C5A82301456E7A5
 No Enemy Troops . . . 4C5A82341456E7A5
 No Enemy Troops . . . 4C5A8231456E7A5
 Inf. Health-Troops . . . 4C597F141456E78D
 Inf. Health-Troops . . . 4C597F1C1456E78D
 Max Special Shells . . . 4C597F1E1456E79F
 Infinite Specials . . . 4C597F201456E79F
 Always Loaded . . . 1C597F981456E7A5

Rumble Racing

(M) Must Be On . . . EC8DF8101456E60A
 Big Stunt Score . . . 1CB32268179E79C7C
 Big Stunt Score . . . 1C8AA444179E79C7C
 Lots Of Stunt Pts . . . 1C8AA440179E79C7C
 L3-More Stunt Time . . . 0C8979261456E5A5
 L3-More Stunt Time . . . 1C583204145670C5
 EA Rookie Cup . . . 4C8508FE1456E7A6
 Pro Cup 1 . . . 4C85081A1456E7A6
 Pro Cup 2 . . . 4C85081A1456E7A6
 Pro Cup 3 . . . 4C85082C1456E7A6
 EA Pro Cup . . . 4C8508361456E7A6
 Elite Cup 1 . . . 4C85084B1456E7A6
 Elite Cup 2 . . . 4C8508521456E7A6
 Elite Cup 3 . . . 4C8508641456E7A6
 Elite Cup 4 . . . 4C8508641456E7A6
 EA Elite Cup . . . 4C8508801456E7A6
 EA Stunt Cup . . . 4C85088A1456E7A6
 All Cars (1) . . . 1C85088B1355E6A6
 All Cars (1) . . . 1C85086C1355E6A6
 All Cars (1) . . . 1C8508701355E6A6
 All Cars (1) . . . 1C85087A1355E6A6
 All Cars (1) . . . 1C85087B1355E6A6
 All Cars (1) . . . 1C85087C1355E6A6
 All Cars (1) . . . 1C85087D1355E6A6
 All Cars (1) . . . 1C85087E1355E6A6
 All Cars (1) . . . 1C85087F1355E6A6
 All Cars (1) . . . 1C8508811355E6A6
 All Cars (1) . . . 1C8508821355E6A6
 All Cars (1) . . . 1C8508831355E6A6
 All Cars (1) . . . 1C8508841355E6A6
 All Cars (1) . . . 1C8508851355E6A6
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 All Cars (1) . . . 1C85088F1355E6A6
 All Cars (1) . . . 1C8508901355E6A6
 All Cars (1) . . . 1C8508911355E6A6
 All Cars (1) . . . 1C8508921355E6A6
 All Cars (1) . . . 1C8508931355E6A6
 All Cars (1) . . . 1C8508941355E6A6
 All Cars (1) . . . 1C8508951355E6A6
 All Cars (1) . . . 1C8508961355E6A6
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 All Cars (1) . . . 1C85088A1355E6A6
 All Cars (1) . . . 1C85088B1355E6A6
 All Cars (1) . . . 1C85088C1355E6A6
 All Cars (1) . . . 1C85088D1355E6A6
 All Cars (1) . . . 1C85088E1355E6A6
 All Cars (1) . . . 1C85088F1355E6A6
 All Cars (1) . . . 1C8508901355E6A6
 All Cars (1) . . . 1C8508911355E6A6
 All Cars (1) . . . 1C8508921355E6A6
 All Cars (1) . . . 1C8508931355E6A6
 All Cars (1) . . . 1C8508941355E6A6
 All Cars (1) . . . 1C8508951355E6A6
 All Cars (1) . . . 1C8508961355E6A6
 All Cars (1) . . . 1C8508971355E6A6
 All Cars (1) . . . 1C8508981355E6A6
 All Cars (1) . . . 1C8508991355E6A6

Silpheed

(M) Must Be On . . . EC86FC2814383CA0
 Infinite Shield . . . 3CBE77FC1456E79F
 All Weapons . . . 4CBE76541456B00C

Smugglers Run

Invis-O-Mode . . . 4DF899C1456E7A5
 Low Gravity Traffic . . . 4D0306C1456E7A6

Super Bombad Racing

(M) Must Be On . . . EC8A59681456E60A
 P1 Darth Vader . . . 4CAA3941456E79D

Surfing H30

Always Clear Level . . . 4CD401501456E7A6
 High Total Score . . . 4CD401481456B00C

Unison

(M) Must Be On . . . EC8789441456E60A
 Max Combo . . . 4CFCF2701456E404
 Max Perfects . . . 4CFCF2581456E404
 O Miss . . . 4CFCF2641456E7A5
 0 Miss . . . 4CFCF2681456E7A5

Unreal Tournament

All DM Levels . . . 1D9382001456E7A6
 All DM Levels . . . 1D9393301456E7A6
 All DM Levels . . . 1D939FF01456E7A6
 All DM Levels . . . 1D938C001456E7A6
 All DM Levels . . . 1D93D6001456E7A6
 All DM Levels . . . 1D93E7A01456E7A6
 All DM Levels . . . 1D937F01456E7A6
 All DM Levels . . . 1D93A4F01456E7A6
 All DM Levels . . . 1D9316A01456E7A6
 All DM Levels . . . 1D96DE001456E7A6
 All DM Levels . . . 1D96E8801456E7A6
 All DM Levels . . . 1D96F5201456E7A6
 All DM Levels . . . 1D9601801456E7A6

WinBack

(M) Must Be On . . . EC87E8541456E60A

Infinite Health P1 . . . 3CB8C411456E781
 No Reload Pistol P1 . . . 3CB8C3D1456E79E
 No Reload Shotgun P1 . . . 3CB8C391456E79D
 No Reload SMG P1 . . . 3CB8C3D1456E7A8
 No Reload Sledge P1 . . . 3CA3F73C1456E79D
 Infinite C4 P1 . . . 3CA3F731456E79D
 Infinite Rockets P1 . . . 3CA3F731456E7A1
 Infinite Health P2 . . . 3CB8C3D1456E781
 No Reload Pistol P2 . . . 3CB8C391456E79E
 No Reload Shotgun P2 . . . 3CB8C391456E79D
 Always Secret/Level . . . 3CC092CC1456E79F

Zone Of The Enders

(M) Must Be On . . . EC8784141456E60A
 Always Very Hard . . . 3CDF70281456E7A8
 Ultimate Jehuty . . . 3CDF70291456E70C
 O Continues Used . . . 4CDF706E1456E7A5
 O Saves Used . . . 4CDF7071456E7A5
 No Casualties-Town 2 . . . 4CE0576E1456E2D5
 NO Casualties-Town 3 . . . 4CE0576E1456E295
 NO Casualties-City 2 . . . 4CE056AE1456E285
 9999 Defeated . . . 4CDF706A1456E09C
 Infinite Javelin . . . 4CDF70521456E404
 Infinite Geyser . . . 4CDF7051456E404
 Infinite Boulder . . . 4CDF70561456E404
 Infinite Phalanx . . . 4CDF705C1456E404
 Infinite Halberd . . . 4CDF705A1456E404
 Infinite Comet . . . 4CDF7061456E404
 Infinite Gauntlet . . . 4CDF705E1456E404
 Infinite Sniper . . . 4CDF70641456E404
 Infinite Decoy . . . 4CDF70621456E404
 Infinite Mummy . . . 4CDF70681456E404
 L2-Javelin . . . 0CD27661456B10C
 L2-Javelin . . . 4CDF704E1456E7A6
 L2-X-Geyser . . . 0CD27661456B10C
 L2-X-Geyser . . . 4CDF704E1456E7A7
 L2-O-Boulder . . . 0CD27661456B10C
 L2-O-Boulder . . . 4CDF704E1456E7A8
 L2-Triangle-Phalanx . . . 0CD27661456B10C
 L2-Triangle-Phalanx . . . 4CDF704E1456E7A1
 L2-Square-Halberd . . . 0CD27661456B10C
 L2-Square-Halberd . . . 4CDF704E1456E7A2
 L2-L1-Comet . . . 0CD27661456B10C
 L2-L1-Comet . . . 4CDF704E1456E7A3
 L2-R1-Gauntlet . . . 0CD27661456B10C
 L2-R1-Gauntlet . . . 4CDF704E1456E79C
 L2-R2-Sniper . . . 0CD27661456B10C
 L2-R2-Sniper . . . 4CDF704E1456E79D
 L2-LEFT-Decoy . . . 0CD27661456B10C
 L2-LEFT-Decoy . . . 4CDF704E1456E79E
 L2-RIGHT-Mummy . . . 0CD27661456B10C
 L2-RIGHT-Mummy . . . 4CDF704E1456E79F

Army Men: Green Rogue

Infinite Lives . . . 800eddec0063
 Press R2 For Full Bio-Strike . . . d010b502f1df
 Press R2 For Full Bio-Strike . . . 800ee1140106
 Unlock All Levels . . . 800ebd4e0001
 Very High Score . . . 800edde215e7
 Very High Score . . . 800edde605f5

Batman Gotham City Racer

Stop Timer . . . d306e8900000
 Stop Timer . . . 80042abc2400
 Unlock All Levels . . . 800662360033
 No Damage From Collisions . . . 800442742400
 No Damage From Collisions . . . 8006e8900000
 Infinite Turbo . . . 800473c82400
 Infinite Turbo . . . 800473c82400

Bloody Roar 2

All Characters . . . 801c0ff4ffff

Bombing Islands

Infinite Time . . . 80072e081400
 Have 0 Steps . . . 80072e960000

Bowling

Max. Score P1 . . . 801a2b1c03e7
 Max. Score P2 . . . 801a319803e7
 P1 Press R1 For Fast Ball . . . d01b6d82f1df
 P1 Press R1 For Fast Ball . . . 801a1950002d
 Infinite Balls (Quest Mode) . . . 801a2b280063
 Start On Level 1(Quest Mode) . . . d21a24880014
 Start On Level 1(Quest Mode) . . . d21a24880014
 Start On Level 2(Quest Mode) . . . d21a24880028
 Start On Level 2(Quest Mode) . . . d21a24880028
 Start On Level 3(Quest Mode) . . . d21a2488003c
 Start On Level 3(Quest Mode) . . . d21a2488003c
 Start On Level 4(Quest Mode) . . . d21a24880050
 Start On Level 4(Quest Mode) . . . d21a24880050

Breath Of Fire III

No Random Battles . . . 80143f220000
 Have Five Million Zenny . . . 80144f50708e
 Have Five Million Zenny . . . 80144f5202fa

Breath Of Fire IV

Have All Skills In Camp List . . . 8011b5c8ffff
 Have All Skills In Camp List . . . 8011b5c8ffff
 Have All Skills In Camp List . . . 8011b5c8ffff
 Have All Skills In Camp List . . . 8011b5c8ffff
 Have All Skills In Camp List . . . 8011b5d0ffff
 Have All Skills In Camp List . . . 8011b5d0ffff
 Cray's Max AP . . . 8011aad827f0
 Cray's Max AP . . . 8011aad803e7

Colony Wars Vengeance

Unlock Voodoo Ship . . . 800551460100

Croc 2

Twenty Golden Gobos . . . 80076b400014
 4 Jigsaw Pieces . . . 80076b480004

Dance Dance Revolution

Max Score . . . 800c13ae0fff
 Max Score . . . 800c130e05f5
 Max Score Workout . . . 800c144e0fff
 Max Score Workout . . . 800c1460f5f5
 Have 999 Combo . . . 800c0ba03e7
 Max Dance Meter . . . 800c1361058
 Finish With 999 Perfects . . . 800c18803e7
 O Boo's At Finish . . . 800c1980000
 O Almost-Finish . . . 800c1940000

Digimon World 2

Max Damage To Enemy In-Battle . . . 800738c803e7
 Max Bits . . . 8005e628e0ff
 Max Bits . . . 8005e62a05f5
 Max HP Digi-Beetle . . . 8005e644270f
 Max HP Digi-Beetle . . . 8005e646270f
 Max EP Digi-Beetle . . . 8005e648270f
 Max EP Digi-Beetle . . . 8005e648270f
 Max HP 1st Digion . . . 8005e71803e7
 Max HP 1st Digion . . . 8005e71a03e7
 Max MP 1st Digion . . . 8005e71c03e7
 Max MP 1st Digion . . . 8005e71e03e7
 Max ATT 1st Digion . . . 8005e72003e7
 Max DEF 1st Digion . . . 8005e72203e7
 Max SP 1st Digion . . . 8005e72403e7
 Quick Level Gain 1st Digion . . . 8005e714ffff
 Max EL 1st Digion . . . 8005e710ffff
 Max HP 2nd Digion . . . 8005e77403e7
 Max HP 2nd Digion . . . 8005e77603e7
 Max MP 2nd Digion . . . 8005e77803e7
 Max MP 2nd Digion . . . 8005e77a03e7
 Max ATT 2nd Digion . . . 8005e77c03e7
 Max DEF 2nd Digion . . . 8005e77e03e7
 Max SP 2nd Digion . . . 8005e78003e7
 Quick Level Gain 2nd Digion . . . 8005e770ffff
 Digion Modifier 2nd Digion . . . 3005e7b00bxx
 Max EL 2nd Digion . . . 8005e76cffff
 Max HP 3rd Digion . . . 8005e7d003e7
 Max HP 3rd Digion . . . 8005e7d203e7
 Max MP 3rd Digion . . . 8005e7d403e7
 Max MP 3rd Digion . . . 8005e7d603e7
 Max ATT 3rd Digion . . . 8005e7d803e7
 Max DEF 3rd Digion . . . 8005e7da03e7
 Max SP 3rd Digion . . . 8005e7dc03e7
 Quick Level Gain 3rd Digion . . . 8005e7c7ffff
 Digion Modifier 3rd Digion . . . 3005e7bd0bxx
 Max EL 3rd Digion . . . 8005e7c8ffff
 Max HP 4th Digion . . . 8005e82c03e7
 Max HP 4th Digion . . . 8005e82e03e7
 Max MP 4th Digion . . . 8005e83003e7
 Max MP 4th Digion . . . 8005e83203e7
 Max ATT 4th Digion . . . 8005e83403e7
 Max DEF 4th Digion . . . 8005e83603e7
 Max SP 4th Digion . . . 8005e83803e7
 Quick Level Gain 4th Digion . . . 8005e828ffff
 Digion Modifier 4th Digion . . . 3005e8190bxx
 Max EL 4th Digion . . . 8005e824ffff
 Max HP 5th Digion . . . 8005e88803e7
 Max HP 5th Digion . . . 8005e88a03e7
 Max MP 5th Digion . . . 8005e88c03e7
 Max MP 5th Digion . . . 8005e88e03e7
 Max ATT 5th Digion . . . 8005e89003e7
 Max DEF 5th Digion . . . 8005e89203e7
 Max SP 5th Digion . . . 8005e89403e7
 Quick Level Gain 5th Digion . . . 8005e884ffff
 Digion Modifier 5th Digion . . . 3005e8750bxx
 Max EL 5th Digion . . . 8005e880ffff
 Max HP 6th Digion . . . 8005e8e603e7
 Max HP 6th Digion . . . 8005e8e803e7
 Max MP 6th Digion . . . 8005e8ea03e7
 Max MP 6th Digion . . . 8005e8ec03e7
 Max DEF 6th Digion . . . 8005e8ee03e7
 Max SP 6th Digion . . . 8005e8f003e7
 Quick Level Gain 6th Digion . . . 8005e8e0ffff
 Max EL 6th Digion . . . 8005e8dcffff
 All Levels Opened . . . 8005f644ffff
 All Levels Opened . . . 8005f646ffff
 All Ports Opened . . . 8005f648ffff
 Have All Items In Server . . . 5000ec020000
 Have All Items In Server . . . 3005f360063

Dis. Aladdin In Nasira's Rev

Infinite Coins . . . 8007f9b80064
 Infinite Apples . . . 80082b141000
 Infinite Apples . . . 8007f9ca000a
 Infinite Health . . . 80087ca20008
 Out Of Body Experience . . . 80186b0fff
 No Magic Lamp Interruptions800832280000
 No Magic Lamp Interruptions800832280000
 Infinite Lives . . . 80087c9c3000
 Lots Of Slot Machine Spins . . . 80087c98000a
 999 Red Gems . . . 8007f9a803e7

Dragon Ball GT

Unlock All Secret Characters . . . 8003bc4ffff
 Unlock All Secret Characters . . . 8003bc6ffff
 Unlock All Secret Characters . . . 8005e86a0180
 Unlock All Secret Characters . . . 8003bc40011
 Unlock All Secret Characters . . . 8005e86a0180
 Unlock All Secret Characters . . . 8003bc40011
 Enable All Blocks(Build Mode) . . . 8003bc7c0107

Driver 2

Stop Traffic . . . d0053d885a1f
 Stop Traffic . . . 80053d8a2400

F1 World Grand Prix 2000

Have 100% On Tests . . . 500005020000
 Have 100% On Tests . . . 800294b40064
 Press R1 For 9,999,999 Dollars . . . d00313a27fff
 Press R1 For 9,999,999 Dollars . . . 800293fc967f
 Press R1 For 9,999,999 Dollars . . . d00313a27fff
 Press R1 For 9,999,999 Dollars . . . 800293fc967f

Fighting Force

Infinite Health P1 . . . 800b435a017c
 Infinite Health P2 . . . 800b444e017c

Gran Turismo 2 Greatest Hits

Start On 2nd Lap (Arc) . . . d00A9A5C0001
 Start On 2nd Lap (Arc) . . . d00A9A5C0002
 Quick Win (Arc) . . . d00A9A5C0000
 Quick Win (Arc) . . . 800a9a5c0002
 Maximum Cash (Sim) . . . 801D156A1525
 Maximum Cash (Sim) . . . 801D15680fff
 Gold Licenses B (Sim) . . . 801CB9C80400
 Gold Licenses B (Sim) . . . 801CB8A6C040
 Gold Licenses B (Sim) . . . 801CB8B10400
 Gold Licenses B (Sim) . . . 801CB8B40400
 Gold Licenses B (Sim) . . . 801CB8C58040
 Gold Licenses B (Sim) . . . 801CB8C80400
 Gold Licenses B (Sim) . . . 801CBDA04000
 Gold Licenses B (Sim) . . . 801CBDE04000
 Gold Licenses B (Sim) . . . 801CBEE80400
 Gold Licenses B (Sim) . . . 801CBFB80400
 Gold Licenses A (Sim) . . . 801CB3600400
 Gold Licenses A (Sim) . . . 801CB4040400
 Gold Licenses A (Sim) . . . 801CB4A80400
 Gold Licenses A (Sim) . . . 801CB45C0400
 Gold Licenses A (Sim) . . . 801CB5F04000
 Gold Licenses A (Sim) . . . 801CB6940400
 Gold Licenses A (Sim) . . . 801CB7380400
 Gold Licenses A (Sim) . . . 801CB7FC0400
 Gold Licenses A (Sim) . . . 801CB8800400
 Gold Licenses A (Sim) . . . 801CB8E40400
 Gold Licenses I-C (Sim) . . . 801CC3004000
 Gold Licenses I-C (Sim) . . . 801CC0D04000
 Gold Licenses I-C (Sim) . . . 801CC1780400
 Gold Licenses I-C (Sim) . . . 801CC21C0400
 Gold Licenses I-C (Sim) . . . 801CC2C04000
 Gold Licenses I-C (Sim) . . . 801CC3640400
 Gold Licenses I-C (Sim) . . . 801CC4080400
 Gold Licenses I-C (Sim) . . . 801CC4AC0400
 Gold Licenses I-C (Sim) . . . 801CC5500400
 Gold Licenses I-C (Sim) . . . 801CC5F40400
 Gold Licenses I-B (Sim) . . . 801CCD000400
 Gold Licenses I-B (Sim) . . . 801CCDA04000
 Gold Licenses I-B (Sim) . . . 801CCCE04000
 Gold Licenses I-B (Sim) . . . 801CCD2C0400
 Gold Licenses I-B (Sim) . . . 801CCFC90400
 Gold Licenses I-B (Sim) . . . 801CD3040400
 Gold Licenses I-B (Sim) . . . 801CD0D04000
 Gold Licenses I-B (Sim) . . . 801CD17C0400
 Gold Licenses I-B (Sim) . . . 801CD2200400
 Gold Licenses I-A (Sim) . . . 801CC6980400
 Gold Licenses I-A (Sim) . . . 801CC7360400
 Gold Licenses I-A (Sim) . . . 801CC7E00400
 Gold Licenses I-A (Sim) . . . 801CC8840400
 Gold Licenses I-A (Sim) . . . 801cc9280400
 Gold Licenses I-A (Sim) . . . 801cc9cc0400
 Gold Licenses I-A (Sim) . . . 801ccA700400
 Gold Licenses I-A (Sim) . . . 801ccB140400
 Gold Licenses I-A (Sim) . . . 801ccB800400
 Gold Licenses I-A (Sim) . . . 801ccC5C0400
 Gold Super License (Sim) . . . 801ca8f04000
 Gold Super License (Sim) . . . 801ca9c04000
 Gold Super License (Sim) . . . 801cae400400
 Gold Super License (Sim) . . . 801cae40040

Rubber SnakeAADD6FED00000009
 Handgun488A46260000009
 Axe6905687B000000009
 Metal Pipe7E368BF00000009
 Homerun Bat9490848100000009
 Shotgun94A8848100000009
 Machine GunB177428E00000009
 HatchetCB4A79200000009
 Horror MonitorE370E6CD00000009
 All Other Items488846260E0F041
 All Other ItemsE14F66F0
 [M] Must Be Last245EECA9

Kao The Kangaroo

Press L To Refill Health 2C2C6AD60704E1E
 Press L To Refill Health 2267678400000064
 Max Flags90089DF000000063

Mars Matrix

[M] Must Be First9C5D88F8
 Infinite CreditsA9FDE2570000009
 Infinite LivesD6CA992B00000009
 Quick Level Gain P17C12945905F3E0FF
 Quick Level Gain P2396F0AB105F5E0FF
 P1 Invisible893C6AB8600000FF
 P2 Invisible35EBE9A0000000FF
 Unlock Everything380C3FAE0703041
 Unlock Everything9721AE1E
 [M] Must Be Last245EECA9

Metropolis Street Racer

Time Always 0:00:009048D81600000000
 Have 6 Garage Slots1425687000000006
 All Showroom Cars (Press Y)40E90A14A0704DDE
 All Showroom Cars (Press Y)20703041
 Unlock All Chapters (Press Y)40E90A14A0704DDE
 Unlock All Chapters (Press Y)B1563A9A000000018
 Chapters Completed (Press Y)40E90A14A0704DDE
 Chapters Completed (Press Y)1CE5687066D5041
 Chapters Completed (Press Y)E0707041
 Chapter Races Unlocked Press Y40E90A14A0704DDE
 Chapter Races Unlocked Press YEE4658824082B041
 Chapter Races Unlocked Press YE0705041
 All Circuits Unlocked (Press Y)40E90A14A0704DDE
 All Circuits Unlocked (Press Y)E9465885404F7041
 All Circuits Unlocked (Press Y)E0707041
 Unlock All Cheats (Press Y) 40E90A14A0704DDE
 Unlock All Cheats (Press Y) 5F36377CE071041
 Unlock All Cheats (Press Y)E0507061

NBA Show Time NBA on NBC

Start On 2nd Quarter820530DD0C705041
 Start On 2nd Quarter820630DD00000001
 Start On 3rd Quarter820530DD0C705041
 Start On 3rd Quarter820630DD00000002
 Start On 4th Quarter820530DD0C705041
 Start On 4th Quarter820630DD00000003
 Start On Over Time820530DD0C705041
 Start On Over Time820630DD00000004

Power Jet Racing (Japanese)

[M] Must Be First9C5D88F8
 Always Place 1st P11035AAA400000000
 Always Place 1st P1BCFFEEB200000000
 Always Place 1st P188BC5C0500000000
 Infinite Time773293890000139D
 Start On Lap 2EE8E4AF1C0705041
 Start On Lap 2EE884AF100000001
 Enable Duck231C414500000001
 Max PointsB47E6AA00000FDE8
 All Tricks/Techs Complete CC7851D7E06F1041
 All Tricks/Techs CompleteE0705041
 Low Total TimeEFE9CAF100000000
 Low Lap Time72919383E0703041
 Low Lap TimeC0705041
 Max Pts. Hazards/Obs. BC7E6AD10000FDE8
 All Heats OpenF9B51FF600000003
 All Heats OpenF1551FF800000001
 [M] Must Be Last245EECA9

Ready 2 Rumble: Round 2

Enable All CharactersB77779E4E06FD041
 Enable All CharactersA06DB042

Resident Evil Code: Veronica

Infinite Ammo All Guns 2567668600000009

Sega Marine Fishing

All Aquarium ItemsC67AA5ECE06DF041
 All Aquarium Items01A0F080
 All Items17655485E06D1041
 All Items01A0F080
 All LuresDB29C1CB0E6C5041
 All Lures01A0F080
 Press L For Quick Reel 78BED11560704E1E
 Press L For Quick Reel EEF7DAF600000016

Silent Scope

Weak Harrier644B6AE400000000
 Weak MonicaE727192800000000

Sno Cross Championship

All Tracks/Leagues/Vehicles

.B5860B3500000007
 Play As ATV2AD752FD00000001
 Play As Go-Cart2AD752FD00000002

Spawn

Infinite Health P2E4CF0D18000001F4

Spider-Man

Unlock Storyboards8B70833120703FC2
 Unlock Storyboards7805DD3300000102
 All Levels Unlocked8B70833120703FC2
 All Levels UnlockedA1DB5FA000000101
 All Levels UnlockedC06AA9CE06F5041
 All Levels UnlockedE0507061
 Unlock All Costumes8B70833120703FC2
 Unlock All Costumes487A11F800000FFF
 Unlock All Character Viewer8B70833120703FC2
 Unlock All Character Viewer8D134331FFFFFFF
 Unlock All Movie Viewer 8B70833120703FC2
 Unlock All Movie Viewer 8B70833120703FC2
 Unlock All Comic Collection8B70833120703FC2
 Unlock All Comic Collection10E480A0FFFFFFF
 Unlock All Game Covers 8B70833120703FC2
 Unlock All Game Covers 640B8A70FFFFFFF
 Infinite Health8CE0896E60704F63
 Infinite Health8CE3896E00000009
 Infinite WebbingB0253EDA207052A2
 Infinite WebbingB0263EDA00000009
 Toon Spidey120418F300000001
 InvulnerableDC882FE000000001
 StickmanDA38BD8000000001
 Unlimited WebbingC28BE6D900000001
 Pulsating Head Mode8F83FC3210000001

Surf Rocket Racers

All Tricks/Techs Complete A46F40D2E06F041
 All Tricks/Techs CompleteE0705041
 Low Total TimeA6AC7F9100000000
 Low Lap Time3ABC312BE0703041
 Low Lap TimeC0705041
 Inf. Time Hazards/Obs. A5ADFF9B0000EE16
 Max Pts. Hazards/Obs. 3D2F0D3F0001869F
 All Heats Open8D2C5B4100000003
 All Heats OpenDBAA9B8000000001

GAME BOY

Aliens: Thanatos Encounter

Infinite Health91634C0D
 Infinite Health916303D0
 Infinite Time91FF18C1
 Infinite Pistol Ammo9163FFC0
 Infinite Pulse Rifle Ammo9163C1C1
 Infinite Shotgun Ammo916300C1
 Infinite Grenade Launcher Ammo 916301C1
 Infinite Incinerator Ammo916303C1
 Infinte Smartgun Ammo916304C1

ATV Racing

Stop Timer9100F1C1

Azure Dreams

Koh Quick Level-Up01fab1C0
 Koh Level 990163aac0
 Koh Infinite MP01fad6C0
 Koh Infinite HP01ff64C0
 Koh Max. Attack01ff64C0
 Max Cash01ff1840
 Max Cash01ff1940

Batman: Chaos In Gotham

Infinite Health0105e3C3
 Infinite Lives0105e4C3
 Max Weapons0106c5C3
 Float In Air 2910ef0C0

Conker's Pocket Tales (Color)

99 Secret Presents0163E2CE
 Pick Axe010168C4
 All Four Party Invites010167C4
 Slingshot010160C4
 Saw010161C4
 Bag010162C4

Daffy Duck's Foul Play

Infinite Energy910086C4
 Infinite Energy910187C4

Donkey Kong Country

Infinite Lives01991dc3

Dragon Dance

Always Full Size Dragon91051AC8
 Always Have Rain Powerup Available911021C8
 Have Windmill Powerup911521C8
 Always Have Leaf912021C8

Final Fantasy Legends

Infinite HP P101ff06cc
 Infinite HP P201ff25cc
 Infinite HP P301ff44cc
 Infinite HP P401ff63cc

Full Time

P1 Score 2091141cde
 P1 Score 091001fde

P2 Score 2091141fde
 P2 Score 091001fde

Half Time

P1 Score 100916461c1
 P1 Score 0910061c1
 P2 Score 100916462c1
 P2 Score 0910062c1

Indiana Jones: Infernal Machine

Infinite Health9125F3ce
 Infinite Air9125D0ce
 Infinite Health Packs910592ca
 Infinite Poison Packs910593ca
 Infinite O2012480CE
 Infinite Health0125F3CE
 Infinite Medical Packs010592CA
 Infinite Anti-venom Packs010593CA
 Always have 255 IQ points01FF2B02
 Urqon's Tool013D62CA
 Takili's Tool013E63CA
 Azerim's Tool013F64CA
 Nub's Tool014065CA

Inspector Gadget: Operation Mad Cactus

Infinite Health Gadget9110c5ca
 Infinite Health Penny & Brain9103c6ca
 Infinite Lives9163c4ca
 Max G Bonus9114c3ca
 Have Rubber Arrow911f49cc
 Have Net Launcher911f4acc
 Have Helicopter911f4bcc
 Have Photo Flash911f4ccc
 Infinite Weapons Energy Gadget911f48cc
 Infinite Air Penny911f4bca
 Float In Air 1911f9dca

Karate Joe

Infinite Health910526d0
 Infinite Lives910914c3
 Max Score910924c3
 Max Score910925c3
 Max Score910926c3
 Max Score910927c3
 Max Score910928c3
 Max Score910929c3
 Max Score91092ac3
 Max Level91094bc3

Kirby's Tilt and Tumble

Infinite Lives016392c1
 Have All Recovered Stars016393c1
 Stop Timer010936c1
 Max Score916390c1
 Max Score91638f1c
 Max Score91638e1c
 Infinite Health91063c2c
 Start On Last Level!911f94c1

Legend Of The River King

All Fish01FF26D2
 Funland01FF72D2
 Funland01FF82D2

Legend Of The River King 2

Max HP91e75efc
 Max HP91035fcf
 Infinite HP91e760cf
 Infinite HP910361cf
 Infinite Gold910f64cf
 Infinite Gold912755cf
 Max EX91ff66cf
 Have Lug Worm910989cf
 Have Frog910988cf
 Have Marine Worm91098acf
 Have Mussel91098bdf
 Have Krill91098ccf
 Have Rock Crab91098dcf
 Have H. Mackerel91098ecf
 Have H.M. Fillet91098fcf
 Have Mackerel910990cf
 Have Fingertling910987cf
 Have Paste Bait910986cf
 Have May Fly Larvae910985cf
 Have Mosquito Larvae910984cf
 Have Insect910983cf
 Have Maggot910982cf
 Have Earth Worm910981cf
 Have Hook (M)910991cf
 Have Hook (S)910992cf
 Have Hook (L)910993cf

Link's Awakening

Walk Through Walls01100ac1
 Walk Through Walls01007ec1
 View The Ending010195db
 Fly010046c1
 Invisible010045c1
 Transparency010045c1
 Transparency010035c1
 Have Tall Key010111db
 Have Angler Key010112db
 Have Face Key010113db
 Have Bird Key010114db
 Have Slime Key010115db
 Have Nightmare Key0101CFDB
 Have Secret Medicine01010DBD
 Have Map0101CCDB
 Have Compass0101CDBD
 Have Stone Beak0101CEDB
 Have Magnifying Glass010E0EDB

Magi-Nation
 1st DC Max Energy97f1bdf1
 2nd DC Max Energy97f1fd41
 3rd DC Max Energy97f172b2
 4th DC Max Energy97f1f86d1

Mickey's Speedway
 Stop Timer9100eac7

Mortal Kombat 3
 Player 1 Is Shao Khan0109CED4

Mummy Returns
 Infinite Health943F2dd0
 Infinite Ammo9163dace
 One Hit Enemy Kills!940063D0
 First Person View: Infinite Health 943F1d0
 First Person View: Stop Timer91f1df1c
 Never Reload910628c2

Painter
 Infinite Lives916380c3
 Infinite Time91ff6cc3
 Infinite Powerpills916341c6
 Infinite Springs916349c6

Pocket Smash Out Race Time
 Always Last Lap910254c6
 Always First Place9101c8c2
 Always First Place910188c6
 Stop Timer91006c5c

Pokemon Gold & Silver
 Catch Champion/Different Color/Sparkly
 Pokemon910791d1

Power Rangers: Time Force
 Inf. Health Green Ranger9206bbd4
 Inf. Health Green Ranger9214c0d4
 Inf. Health Yellow Ranger9206b9d4
 Inf. Health Yellow Ranger9214bed4
 Inf. Health Pink Ranger9204bad4
 Inf. Health Pink Ranger9214bf64
 Inf. Health Red Ranger9206b7d4
 Inf. Health Red Ranger9214bcd4
 Inf. Health Blue Ranger9206b8d4
 Inf. Energy Blue Ranger9214bd44
 Stop Timer9200b4d4
 Infinite Lives9109f6cc
 Ammo (Mini-Boss Level)9405bbd0
 One Hit Enemy Kills (Megazord)9400f0d0
 Infinite Health (Megazord)94380ed0

Rocket Power: Get Some Air
 Max Coins9163c5c6
 Max L9109c6c6
 Max Score9109dfc6
 Max Score91090c6c
 Max Score9109e1c6
 Max Score9109e2c6
 Max Score9109e3c6
 Max Score9109e4c6
 Max Score9109e5c6

Shamus
 Enable Key Display01016DDC
 Have Key 1010165DC
 Have Key 2010166DC
 Have Key 3010167DC
 Have Key 4010168DC
 Have Key 5010169DC
 Have Key 601016ADC
 Have Key 701016BDC
 Have Key 801016CDC

Simpsons: Night Of The Treehouse
 Stop Timer932b31d0
 Infinite Health9120a5c2
 Infinite Lives91099cc2
 No Items To Be Collected91006c1c
 Max Score913903d0
 Max Score913904d0
 Max Score913905d0
 Max Score913906d0
 Max Score913907d0
 Max Score913908d0

Snoopy Tennis
 P1 Max Score910926c3
 P1 Max Score910927c3
 P1 Max Score910928c3
 P1 Score 0910026c3
 P1 Score 0910027c3
 P1 Score 0910028c3
 P2 Max Score910929c3
 P2 Max Score91092ac3
 P2 Max Score91092bc3
 P2 Score 09100ac4
 P2 Score 091002ac3
 P2 Score 091002bc3
 Unlock All Characters9100acc4
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 Have All Decks Level 3910ccbc5
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 Have All Decks Level 79122d2c5
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 Have All Decks Level 89125d5c5
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 Bob Burnquist: All Courses Complete01FF73C5
 Bob Burnquist: All Courses Complete01FF74C5
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 Bob Burnquist: All Courses Complete . .

gameshark upgrade options

Nintendo 64®

1. Standard Gameshark:

- A. You can send in your current version of the standard GameShark along with a check or money order for \$10.00 and we will reflash the unit to the version 2.5. This version will not contain the code generator, but will allow compatibility with all of the newer titles.
- B. You can send in your current version of the Gameshark along with a check or money order for \$35.00 and we will replace your standard Gameshark with a Gameshark Pro version 3.3. The version 3.3 contains a code generator that allows you to hack your own codes and will be compatible with all of the newer titles.

2. Gameshark Pro

- A. You can send in your version 3.0 and we will upgrade the unit to the 3.3 free of charge.
- C. If you own version 3.2, send in your GameShark along with a check or money order \$5.00 and we will upgrade it to the version 3.3.

PlayStation®

1. Standard Gameshark below version 2.0
You can send in your standard Gameshark below version 2.0 along with a check or money order for \$35.00 and we will replace it with the Gameshark CDX version 3.5. The Gameshark CDX allows you to link to a PC to hack your own codes.

2. Standard Gameshark 2.0 to version 2.42

- A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and for \$5.00 you will receive an upgrade CD that will upgrade your standard Gameshark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.
- B. You can send in your standard Gameshark along with a check or money order for \$35.00 and we will replace it with the Gameshark CDX version 3.5. The CDX will allow you to link to a PC to hack your own codes.
3. Gameshark Pro
To upgrade your Gameshark Pro call 1-410-785-4064 to find out about the upgrade CD that will upgrade you to the version 3.2. The upgrade CD is \$10.00.
4. GameShark CDX
The version 3.5 is the currently the highest version of the Gameshark CDX. As new upgrades are available, you can call 1-410-785-4064 to receive an upgrade CD for \$10.00 or send a check or money order to our office.

Gameboy®

You can send in your current version of the standard Gameboy Gameshark along with a check or money order for \$20.00 and we will replace it with the Gameshark Pro version 3.1.

As new upgrades are released, they will be posted on: www.gameshark.com.

GAMESHARK FAQ

I have purchased the PS2 GameShark and would like to add new Playstation codes to the archive disk that came with the GameShark. Is this possible?

No, the bonus disk that is included is not updateable. If you would like to add new Playstation codes on your PS2 system you will need to purchase the Playstation Gameshark CDX version 3.5 or the GameShark Lite and a 15 block memory card.

Is there upgrade available for the GameShark CDX for PlayStation?

Yes, the v3.5 CDX upgrade CD is now available for \$10.00 (U.S. funds). Contact support@gameshark.com or call (410) 785-4064 to place an order.

Is there an upgrade currently available for the GameBoy GameShark version 3.1?

No, there is not an upgrade currently available for the version 3.1. When the upgrade is available it will be posted on www.gameshark.com for you to download to your Gameshark.

I have purchased the GameShark 2 v1.3 for my PlayStation 2 console and it is not working properly? What is the problem?

Check the version number of your PS2 GameShark. If you own version 1.0, 1.1, or 1.2 you can contact our Consumer Service department to receive a free upgrade CD to correct the problem. Simply send proof of purchase (UPC from the box or copy of the sales receipt) along with a brief note explaining the problem to our office and we will be glad to process your request.

OVER 1000 GAMESHARK CODES
ARE FEATURED IN EACH ISSUE

Play With Us!™

Mobile Power One™

So you want to play your PS one™ with your Mobile Monitor™, but you're not near any outlets. The rechargeable Mobile Power One™ powers your PS one and Mobile Monitor for up to two and a half hours of play, free from cords.



Mobile Monitor™

When taking advantage of the PS one™'s portability, most gamers find lugging around a TV a bit cumbersome. The Mobile Monitor™ attaches to the back of the PS one and the high resolution screen keeps the action vibrant and crisp. With the Mobile Monitor's A/V inputs, you can also use it with any game system, VCR or DVD player that has A/V outputs. A car power adapter is included, which powers both the Mobile Monitor and the PS one console.



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