Hacking Tips - Tackle Those Pesky Activation codes on the Playstation number 30 WWW.GAMESHARK.COM GAMESHARK check out the Latest gameshark codes FOR 5 DIFFERENT game systems! GAME BOY ADVANCE

we've got your PSZ SMOKING with Dynasty warriors 2 and Metal Gear solid 2 Demo codes

EDITOR'S NOTE

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 tagteam 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.

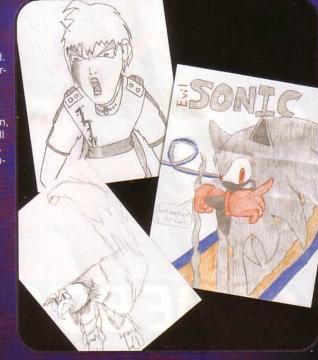
-Wooly Doug

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



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



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 pow-



Codeboy's Rant

He's grumpy, he's got tons of games to hack, and he's got a Furby husk adorn ing his cubicle. Stop in and see what's



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JUNE

2

REVIEWS

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 prefight 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

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 Al 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



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





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 sólid game.

Genre: **Sports** Developer: **EA Sports** Publisher: **EA Sports** OVERALL RATING: 7.6 Graphics: 8.0 6.0 Sound: Control: 8.0 Fresh Factor: 8.0 Gamelife: 8.0

PlayStation 2

Platform:





zone of the Enders

By Dangerboy

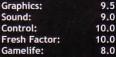
If it were not for its minor blemishes, Zone of Enders would be one of the most perfect games of our time. However, some original flaws and other new Western ones prevent Konami's latest PS2 title from truly reigning supreme.

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 it's 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 heard 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.







6.0

4.0

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. Th are excellent, not as good as those on the PC but good en

Fresh Factor: 8.0 Gamelife: 8.0

Platform:

Developer:

OVERALL RATING:

Publisher:

Graphics:

Sound:

Control:

Genre:

PlayStation 2

Action

8.0

8.0

9.0

7.0

BioWare

Interplay

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 pixilated. 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. It 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.

he graphics and sound nough for the PS2.					
Platform: Genre:	PlayStation Racing				
Developer:	Funcom				

THQ

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

Publisher:





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.

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: Racing Developer: Eidos Publisher: **Eidos OVERALL RATING:** 4.8 Graphics: 6.0 Sound: 4.0

Control:

Gamelife:

Fresh Factor:





PlayStation
Action
Sabrina
Ubi Soft

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



REVIEWS

typing of the bead

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.

Sound: 8.0
Control: 9.0
Fresh Factor: 10.0
Gamelife: 8.0

Platform:

Developer:

OVERALL RATING:

Publisher:

Graphics:

Genre:

Dreamcast

Other

Sega

Sega

8.8

9.0

paytona 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 Speedway's, 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 RATIN	IG: 7.8

 OVERALL RATING:
 7.8

 Graphics:
 9.0

 Sound:
 8.0

 Control:
 7.0

 Fresh Factor:
 7.0

 Gamelife:
 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 preselected 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 shrap-nel 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.

NBH HOODZ

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: Action Developer: **Digital Eclipse** Publisher: Infogrames **OVERALL RATING:** 8.5 **Graphics:** 8.5 Sound: 8.0 Control: 10.0

7.0

9.0

Fresh Factor:

Gamelife:





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
Gamelife: 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:

Developer:

Publisher:

OVERALL RATING:

Genre:

Nintendo 64

Action

Nintendo

Rare

9.0



SПООРУ ТЕППІS

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.

Distforms Co	ma Day	Colon				
Platform: Ga						
Genre:		ports				
Developer:		Infogrames				
Publisher:	Infog	rames				
OVERALL RAT	TING:	8.2				
Graphics:		8.0				
Sound:		9.0				
Control		0.0				

8.0

8.0

Fresh Factor:

Gamelife:



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.

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 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.

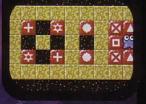
Graphically the game is basic, with just the bare minimum to keep your eyes to the screen, while the music is tolerable. The game controls pretty well considering that there is not much action to bog you down. The game is set up simply, with easy movement and minimalistic graphics.

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 Conspiracy Developer: Publisher: **Nintendo**

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





KIRBY'S TILL 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.

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





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TWEETY & THE MAGIC JEWEL



GT ADVANCE CHAMP. RACING



DODGEBALL ADVANCE



TOP GEAR RACING CHAMP







MR. DRILLER 2





AME BOY ADVAN



CPII Screen

Size (mm) Weight

Software

32-Bit ARM with embedded memory 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 82mm(L) x 144.5(W) x 24.5mm (D) 140g

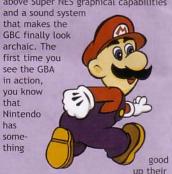
2 AA batteries Power **Battery Life** 15 hours

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



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 onscreen goodness, which includes supersized 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. It's 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 col-

ors (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 vou'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

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

to hack with it

It's time to "D0" 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 C	on	tr	o	lle	er	1	ונ	ıtı	to	n	values:
Transferred to the first terminal											.(1000)
Right											.(2000)
Down											.(4000)
Left .	٠,										.(8000)
Select											.(0100)
Start											.(0800)
Triangl											.(0010)
											.(0020)
Χ	٠.										.(0040)
Square	١.										.(0080)
											.(0004)
											.(0008)
											.(0001)
100											.(0002)
											.(0300)
100,000											.(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; NEMEIS 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 PlayStations 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: DOOCC830 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.

- 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)
- 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
- 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!!)

8

What's worse than getting beat up by a guy dressed in Feudal Japanese armor? Getting beat up by 50 guys dressed in Feudal Japanese armor. Thanks to our Infinite Health and Mosou code for your GameShark, you won't have to worry about getting beat up by anybody in Dynasty Warriors 2 anymore...

(M) Must Be On ECB798801456E79B

Infinite Arrows 4CA630261456F788

Stage Select 1CADFBF81456E7A6

Character Select 1CADFBEC341C2FE1 1CADFBF4341C2FD9

d

C

Infinite Health -Yellow Turban 1D3475C4133EE6AD 1D31D5C4133EE6AD 1D3105C4133EE6AD 1D3155C4133EE6AD 1D3165C4133EE6AD 1D328DC4133FF6AD 1D3295C4133EE6AD 1D32ADC4133EE6AD 1D32B5C4133EE6AD 1D32C5C4133EE6AD 1D32D5C4133EE6AD 1D32DDC4133EE6AD 1D32F5C4133EE6AD 1D32FDC4133EE6AD 1D3205C4133EE6AD 1D320DC4133EE6AD 1D3245C4133EE6AD 1D32A5C4133EE6AD 1D32C5C4133EE6AD 1D3205C4133EE6AD 1D3215C4133EE6AD

Infinite Musou -Yellow Turban 1D3475C8133FF6AD 1D31D5C8133EE6AD 1D3105C8133EE6AD 1D3155C8133EE6AD 1D3165C8133EE6AD 1D328DC8133EE6AD 1D3295C8133EE6AD 1D32ADC8133EE6AD 1D32B5C8133EE6AD 1D32C5C8133EE6AD 1D32D5C8133EE6AD 1D32DDC8133EE6AD 1D32F5C8133EE6AD 1D32FDC8133EE6AD 1D3205C8133EE6AD 1D320DC8133EE6AD 1D3245C8133EE6AD 1D32A5C8133EE6AD 1D32C5C8133EE6AD 1D3205C8133EE6AD 1D3215C8133EE6AD

Infinite Health -HuLaoGate 1D4EE684133EE6AD 1D4E4684133EE6AD 1D4E7684133EE6AD 1D4BC684133EE6AD 1D4BD684133EE6AD 1D4BFF84133FF6AD 1D4B0684133EE6AD 1D4B1E84133EE6AD 1D4B2684133EE6AD 1D4B3684133EE6AD 1D4B4684133EE6AD

œ

B T E

1D4B4E84133EE6AD 1D4B6684133EE6AD 1D4B6E84133EE6AD 1D4B7684133EE6AD 1D4B7F84133FF6AD 1D4CB684133EE6AD 1D4B1684133EE6AD 1D4B3684133EE6AD 1D4B7684133EE6AD 1D4C8684133EE6AD

Infinite Musou -HuLaoGate 1D4EE688133EE6AD 1D4E4688133EE6AD 1D4E7688133EE6AD 1D4BC688133EE6AD 1D4BD688133EE6AD 1D4BFE88133EE6AD 1D4B0688133EE6AD 1D4B1F88133FF6AD 1D4B2688133EF6AD 1D4B3688133EE6AD 1D4B4688133EE6AD 1D4B4E88133EE6AD 1D4B6688133EE6AD 1D4B6E88133EE6AD 1D4B7688133EE6AD 1D4B7E88133EE6AD 1D4CB688133EE6AD 1D4B1688133EE6AD 1D4B3688133EE6AD 1D4B7688133EE6AD 1D4C8688133EE6AD

Infinite Health -Changban 1D4108C4133EE6AD 1D4168C4133EE6AD 1D4298C4133EE6AD 1D42E8C4133EE6AD 1D42F8C4133EE6AD 1D4220C4133EE6AD 1D4228C4133EE6AD 1D4240C4133EE6AD 1D4248C4133EE6AD 1D4258C4133EE6AD 1D4268C4133EE6AD 1D4270C4133EE6AD 1D4F88C4133EE6AD 1D4F90C4133EE6AD 1D4F98C4133EE6AD 1D4FA0C4133EE6AD 1D4FD8C4133EE6AD 1D4238C4133EE6AD 1D4258C4133EE6AD 1D4F98C4133EE6AD 1D4FA8C4133EE6AD

Infinite Musou -ChangBan 1D4108C8133EE6AD 1D4168C8133EE6AD 1D4298C8133EE6AD 1D42E8C8133EE6AD 1D42F8C8133EE6AD 1D4220C8133EE6AD 1D4228C8133EE6AD 1D4240C8133FF6AD 1D4248C8133EE6AD 1D4258C8133EE6AD 1D4268C8133EE6AD 1D4270C8133EE6AD 1D4F88C8133EE6AD 1D4F90C8133EE6AD 1D4F98C8133EE6AD 1D4FA0C8133EE6AD 1D4FD8C8133EE6AD 1D4238C8133EE6AD 1D4258C8133EE6AD 1D4F98C8133EE6AD 1D4FA8C8133EE6AD

Infinite Health -Yi Ling 1D7A6304133EE6AD 1D67C304133EE6AD 1D67F304133FF6AD 1D674304133EE6AD 1D675304133EE6AD 1D677B04133EE6AD 1D688304133EE6AD 1D689B04133EE6AD 1D68A304133EE6AD 1D68B304133EE6AD 1D68C304133EE6AD 1D68CB04133EE6AD 1D68E304133EE6AD 1D68EB04133EE6AD 1D68F304133EE6AD 1D68FB04133EE6AD 1D683304133FF6AD 1D689304133FE6AD 1D68B304133FF6AD 1D68F304133FF6AD 1D680304133EE6AD

Infinite Musou -Yi Ling 1D7A6308133EE6AD 1D67C308133EE6AD 1D67F308133EE6AD 1D674308133EE6AD 1D675308133EE6AD 1D677B08133EE6AD 1D688308133EE6AD 1D689B08133EE6AD 1D68A308133EE6AD 1D68B308133EE6AD 1D68C308133FF6AD 1D68CB08133FF6AD 1D68F308133FF6AD 1D68EB08133EE6AD 1D68F308133FF6AD 1D68FB08133EE6AD 1D683308133EE6AD 1D689308133EE6AD 1D68B308133EE6AD 1D68F308133EE6AD 1D680308133EE6AD

Infinite Health Wu Zhang 1D6DF504133EE6AD 1D6D5504133EE6AD 1D6E8504133EE6AD 1D6ED504133EE6AD 1D6EE504133EE6AD 1D6F0D04133FF6AD 1D6E1504133EE6AD 1D6E2D04133EE6AD 1D6E3504133EE6AD 1D6E4504133EE6AD 1D6E5504133EE6AD 1D6E5D04133EE6AD 1D6E7504133EE6AD 1D6E7D04133EE6AD 1D6B8504133EE6AD

1D6B8D04133EE6AD 1D6BC504133EE6AD 1D6E2504133EE6AD 1D6E4504133EE6AD 1D6B8504133EE6AD 1D6B9504133EE6AD

YOU SHUT UP

Infinite Musou -Wu Zhang 1D6DF508133EE6AD 1D6D5508133EE6AD 1D6E8508133EE6AD 1D6ED508133EE6AD 1D6EE508133EE6AD 1D6E0D08133EE6AD 1D6E1508133EE6AD 1D6E2D08133EE6AD 1D6E3508133EE6AD 1D6E4508133EE6AD 1D6E5508133EE6AD 1D6E5D08133EE6AD 1D6E7508133EE6AD 1D6E7D08133EE6AD 1D6B8508133EE6AD 1D6B8D08133EE6AD 1D6BC508133EE6AD 1D6E2508133EE6AD 1D6E4508133EE6AD 1D6B8508133EE6AD 1D6B9508133EE6AD

Infinite Health -Guan Du 1D5084C4133EE6AD 1D50E4C4133EE6AD 1D5014C4133EE6AD 1D5064C4133EE6AD 1D5074C4133EE6AD 1D4D9CC4133EE6AD 1D4DA4C4133EE6AD 1D4DBCC4133EE6AD 1D4DC4C4133FF6AD 1D4DD4C4133EE6AD 1D4DE4C4133EE6AD 1D4DECC4133EE6AD 1D4D04C4133EE6AD 1D4D0CC4133FF6AD 1D4D14C4133EE6AD 1D4D1CC4133EE6AD 1D4D54C4133EE6AD 1D4DB4C4133EE6AD 1D4DD4C4133EE6AD 1D4D14C4133EE6AD 1D4D24C4133EE6AD

Infinite Musou Guan Du 1D5084C8133EE6AD

1D50E4C8133EE6AD 1D5014C8133EE6AD 1D5064C8133EE6AD 1D5074C8133EE6AD 1D4D9CC8133EE6AD 1D4DA4C8133EE6AD 1D4DBCC8133EE6AD 1D4DC4C8133FF6AD 1D4DD4C8133EE6AD 1D4DE4C8133EE6AD 1D4DECC8133EE6AD 1D4D04C8133EE6AD 1D4D0CC8133EE6AD 1D4D14C8133EE6AD 1D4D1CC8133EE6AD 1D4D54C8133EE6AD 1D4DB4C8133EE6AD 1D4DD4C8133EE6AD 1D4D14C8133FF6AD 1D4D24C8133EE6AD

Chi Bi 1D67F704133EE6AD 1D675704133EE6AD 1D688704133EE6AD 1D68D704133EE6AD 1D68E704133EE6AD 1D680F04133EE6AD 1D681704133EE6AD 1D682F04133EE6AD 1D683704133EE6AD 1D684704133EE6AD 1D685704133EE6AD 1D685F04133EE6AD 1D687704133EE6AD 1D687F04133EE6AD 1D658704133EE6AD 1D658F04133EE6AD 1D65C704133EE6AD 1D682704133EE6AD 1D684704133FF6AD 1D658704133EE6AD 1D659704133EE6AD

Infinite Health -

Infinite Musou -Chi Bi 1D67F708133EE6AD 1D675708133EE6AD 1D688708133EE6AD 1D68D708133EE6AD 1D68E708133EE6AD 1D680F08133EE6AD 1D681708133EE6AD 1D682F08133EE6AD 1D683708133EE6AD 1D684708133EE6AD 1D685708133EE6AD

1D686308133EE6AD 1D687708133EE6AD 1D687F08133EE6AD 1D658708133EE6AD 1D658F08133EE6AD 1D65C708133EE6AD 1D682708133EE6AD 1D684708133FF6AD 1D658708133EE6AD 1D659708133EE6AD

0 1

Infinite Health -He Fei 1D660084133EE6AD 1D666084133EE6AD 1D639084133EE6AD 1D63E084133EE6AD 1D63F084133EE6AD 1D631884133EE6AD 1D632084133EE6AD 1D633884133EE6AD 1D634084133EE6AD 1D635084133EE6AD 1D636084133EE6AD 1D636884133EE6AD 1D638084133EE6AD 1D648884133EE6AD 1D649084133EE6AD 1D649884133EE6AD 1D64D084133EE6AD 1D633084133EE6AD 1D635084133EE6AD 1D649084133EE6AD 1D64A084133EE6AD

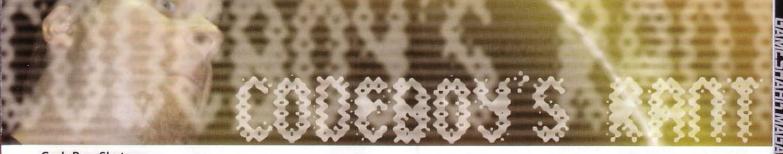
He Fei 1D660088133EE6AD 1D666088133EE6AD 1D639088133EE6AD 1D63E088133EE6AD 1D63F088133FF6AD 1D631888133EE6AD 1D632088133EE6AD 1D633888133FF6AD 1D634088133EE6AD 1D635088133FF6AD 1D636088133EE6AD 1D636888133EE6AD 1D638088133EE6AD 1D648888133EE6AD 1D649088133EE6AD 1D649888133EE6AD 1D64D088133EE6AD 1D633088133EE6AD

1D635088133EE6AD

1D649088133EE6AD

1D64A088133EE6AD

Infinite Musou -



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? Hmmmmph...

The weather has been wonderful here in Baltimore for the past few weeks. Not like is it 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 guite 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 sue Activision when I hurt myself.

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

-CodeBoy

RESHARK

PLAYSTATION 2

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	4							.ECB6AA001456E

Armored Core 2

Infinite Back Ammo . .4CBE45601456E788 Infinite Back Ammo . .4CBE45E01456E788 Inf. Inside Ammo 4CBE44601456E788 Inf. Extension Ammo Start In 1st Rank4CBE44E01456E788 .0CAE0FBC1426E7A6 Start In 1st Rank .4CAE0FBC1456E7A6 Human Plus Upgrades Quick Arena Wins . . . More Back Weapons . 4CAF0FAA1456B000 .4CBE72FC1456E7A5 .4CD8BBEA1456E6A6 More Back Weapons .1CD8BBF01355E6A6 More Back Weapons More Back Weapons 1CD8BBF41355F6A6 More Back Weapons .1CD8BBB01355E6A6 More Back Weapons Droppin' Like Flies 1CD8BBB41355F6A6 .4CA5CE0C1456E7A5 .4CA5D08C1456E7A5 Droppin' Like Flies Droppin' Like Flies Droppin' Like Flies Droppin' Like Flies .4CA5D30C1456E7A5 .4CA5D58C1456E7A5 .4CA5D40C1456E7A5 .4CA5D68C1456E7A5 Droppin' Like Flies Droppin' Like Flies Droppin' Like Flies Droppin' Like Flies 4CA5D90C1456E7A5 .4CA5DB8C1456E7A5 .4CA5DA0C1456E7A5 Droppin' Like Flies .4CA5DC8C1456E7A5 Droppin' Like Flies Droppin' Like Flies 4CA5DF0C1456E7A5 .4CA5E18C1456E7A5 .4CA5E00C1456E7A5 Droppin' Like Flies Droppin' Like Flies .4CA5E28C1456E7A5 Droppin' Like Flies .4CA5E50C1456E7A5 .4CA5E78C1456E7A5 Droppin' Like Flies Droppin' Like Flies 4CA5F60C1456E7A5 Droppin' Like Flies Droppin' Like Flies .4CA5E88C1456E7A5 .4CA5EB0C1456E7A5 Droppin' Like Flies .4CA5ED8C1456E7A5 Droppin' Like Flies 4CA5EC0C1456E7A5 Droppin' Like Flies Droppin' Like Flies .4CA5E88C1456E7A5 .4CA5F38C1456E7A5

Army Men Air Attack2

Droppin' Like Flies

(M) Must Be On	EC87C0741456E60A
Fly As A Bee	.4C3FEEDC1456E7A7
Infinite Health	4C349DB21456E7AF
Inf Copter Ammo	3C33E74E1456E787
Inf Copilot Ammo	3C33E62E1456E787

Army Men Green Rogue

(M) Must Be On	EC87C3641456E60A
Invincible	3C8102001456E7A6
Infinite Bio Strike .	3CB500EC1456E79D

Army Men S. Heroes 2

(M) Must Be On	EC879F141456E60A
Mini Mode	
Debug Info	.3CCA5A941456E7A6
All Levels	.3CCA5AA01456E7A6
All Weapons	.3CCA5A9C1456E7A6
MEGA MODE!!	.3CCA61C01456E7A6
Infinite Health	.3CCA5D841456E7A6
Predator Mode	3CCA5C881456F7A6

Dynasty Warriors 2

.4CA630261456E788

ESPN National Hockey

(M) Must Be On			.EC85F1AC1456E60A
R3=End Period .			.0CFFB7741456EBA5
R3=End Period .			.1CFF2ED014A3F762

Gauntlet Dark Legacy

P1 Infinite Gold 4CB5B098145608 P1 Infinite Health 4CB5B086145629	20
Da laffalta Usalah ACDEBOOKA 45/20	
P1 infinite rieatth 4CDDD000143629	5C
P1 Infinite Magic 3CB5B0901456E7	88
P1 Infinite Keys 3CB5B08C1456E7	88

Cradius III & IV

Gradius III & IV	
(M) Must Be On EC878D781433BDF8	
Inf. Lives-Gradius III4D97937A1456D7A5	
Inf.Lives-Gradius IV3C20E3301456E7A8	
Hi Score-Gradius IV1C20E32C17E9C70C	
Power Ship-Grad.IV DC91832814CD4667	
Power Ship-Grad.IV4C20E2661456EBA2	
Power Ship-Grad.IV4C20E2681456EBA5	
Power Ship-Grad.IV4C20E27C1456E79D	

GunGriffon Blaze

Huge Score . .

High Heat 2002

(M) Must Be On	ECBDA2D41456E60A
1 Outs Per Inning	.0D15C38C1456E7A5
1 Outs Per Inning	.4D15C38C1456E7A7
1 Strike Per Out	.0D15C3941456E7A5
1 Strike Per Out	.4D15C3941456E7A7
1 Ball For Walk	.0D15C3901456E7A5

L1+R1 = No Outs L1+R1 = No Outs L2+R2 = 2 Outs .0C1716461456B40C .4D15C38C1456E7A5 .0C1716461456B30C L2+R2 = 2 Outs .4D15C38C1456E7A7 No Strikes 4D15C3941456E7A5

MDK2 Armageddon

MetalGearSolid2 Demo

(M) ECB/9FF81456E60/
Full Clip
Infinite Rations 3CBB523E1456E7A
Infinite Bandage 3CBB52461456E7A
Infinite Diazepam 3CBB524A1456E7A
Enemy Uniform 3CBB52501456E7A
C Box Dry
Box B
Box C 3CBB52761456E7A
Box Wet 3CBB527C1456E7A
V Sensor 3CBB527A1456E7A
Infinite M9 4CBB53CE1456E78
Infinite USP 4CBB53D41456E78
Infinite SOCOM 4CBB53D21456E78
Infinite FA-MAS 4CBB53D81456E78
PressR1=Invisible 4CBDD8581456E7A
No Health Olga ODE8B5AC1426E79
No Health Olga 4DE8B5AC1456E7A

MLS Extra Time

(M) Must Be On EC88DCA01456E60A
Press L3-Reset Time OCA4E2CA1456E5A5
Press L3-Reset Time1CA58948145604BD
Press L3-Reset Time OCA4E2CA1456E5A5
Press L3-Reset Time1CA4E5A8145604BD
Press R3-End Half OCA4E2CA1456EBA5
Press R3-End Half 1CA589481456E7A5
Press R3-End Half OCA4E2CA1456EBA5
Press R3-End Half 1CA4E5A81456E7A5

moco	01
(M) Must Be On	EC87844C1456E60A
All Challenges Complete	7CBC5FF01451E7A6
All Challenges Complete	.3A9585261456E7A5
All Challenges Complete	4CBC5F241456E5A7
All Challenges Complete	1CBC5FF01654E5A7
All Challenges Complete	1CBC5FF41654E5A7
All Challenges Complete	1CBC5FF81654E5A7

All Challenges Complete	1CBC5FFC1654E5A7
All Challenges Complete	1CBC5F001654E5A7
All Challenges Complete	1CBC5F041654E5A7
All Challenges Complete	1CBC5F081654E5A7
All Challenges Complete	1CBC5F0C1654E5A7
All Challenges Complete	1CBC5F101654E5A7
All Challenges Complete	1CBC5F141654E5A7
All Challenges Complete	1CBC5F181654E5A7
All Challenges Complete	1CBC5F1C1654E5A7
All Challenges Complete	1CBC5F201654E5A7
All Challenges Complete	4CBC5F241456E5A7

NASCAR 2001

Auto Pilot/Low Lap . . . OCAD2AAE1446E765 Auto Pilot/Low Lap .1CBE7E6C14AE9E18

Onimusha (M) Must Be On EC8562A01456E60A

Have Holy Armor 1CBFFF202456B0A9
Have Great Armor 1CBFFF242456B0AA
Have Bishamon Sword .1CBFFF080456B0B1
Infinite Arrows 1CBFFE2C2456B0B4
Infinite Fire Arrows1CBFFE302456B0AD
Infinite Bullets1CBFFE382456B0AE
Infinite Bullets
Infinite Herbs 1CBFFE4C245644A6
Infinite Medcine 1CBFFE50245644A7
Infinite Power Jewel1CBFFE54345644A2
Infinite Magic Jewel1CBFFE58245644A3
Inf Soul Absorber 1CBFFE5C245644A1
Inf. Talisman 1CBFFE60245644A8
Red Key 1CBFFE642456B0D5
Blue Key 1CBFFE682456B0D6
Green Key1CBFFE6C2456B0D7
Shinobi Kit+1CBFFE700456B0D8
All Fluorite
Bishamon O 1CBFFE782456B075
Vision Staff , 1CBFFE7C2456B05C
Great Arrow1CBFFE802456E65B
Decorated Arrow 1CBFFE842356B05A
Great Bow 1CBFFE882456B059
Silver Plate1CBFFE8C2456B060
Gold Plate1CBFFE902456B05F
Gear 1CBFFE942456805E
L, Crest Piece 1CBFFE982456B05D
R. Crest Piece 1CBFFE9C2456B064
Statue Head 1CBFFEA02456B063
Decorated Sword 1CBFFEA42456B062
Evil Plate 1CBFFEA82456B061
Purifier Bell 1CBFFEAC2456B068
Rosary Of Com 1CBFFEB02456B067
Wood Ladder 1CBFFEB424568066
Rope Ladder 1CBFFEB82456B065

Low Time 1CBFF9DC14552BAF
999 Enemies killed4CBF019C1456E404
Easy Pass-Oni Spirit4CBFF54E1456E1D4
1 Hit Win-Final Boss0C21FD1814560105
1 Hit Win-Final Boss4C21FD181456E7A5
Have Sougen's Note1CBF012C1656B037
Have Journal #1
Have Journal #2
Have Journal #3 1CBF01381656B032
Have Journal #4 1CBF013C1656B033
Have Journal #5 1CBF01401656B034
Have Journal #6 1CBF01441656B02D
Have Blue Book 1CBF01481656B02E
Have Red Book
Have Green Book 1CBF01501656B030
Have Orange Book 1CBF01541656B029
Have White Book 1CBF01581656B02A
Have Apoc. #1 Book1CBF015C1656B02B
Have Apoc. #2 Book1CBF01601656B02C
Have Seiryu Book 1CBF01641656B045
Seiryu Vol. 1 2 3 4
Suzaku Vol. 1 2 3 4 1CBF016C164FB046
Byakko Vol. 1 2 3 4 1CBF0170164FB047
Genbu Vol. 1 2 3 4 1CBF0174164FB048
Und. Temple Map 1CBFFE0C1456B026
South Area Map 1CBFFE101456B027
Keep Map
Keep Und. Map1CBFFE181456B021
West Area Map 1CBFFE1C1456B022
East Area Map 1CBFFE201456B023
Dark Realm Map 1CBFFE241456B024

Quake III Revolution	
(M) Must Be On ECBB8E641456E60A	
Max Frag Medals 4C002DEC1456089C	
Max Impressive Medals 4C002D1C1456089C	
Max Gauntlet Medals .4C002C4C1456089C	
Max Excellent Medals .4C002C7C1456089C	
Max Accuracy Medals .4C002CAC1456089C	
Max Perfect Medals4C002CDC1456089C	
999 Frags 4CFF04681456E404	
Max Flag Time 4C00ACCA14561DA6	
Never Been Killed 4CFF048C1456E7A5	
Extra Armor	
Extra Armor	
Extra Armor OCE15EBC1456E7A5	
Extra Armor	
Machine Gun Ammo4CFF07301456E404	
Shotgun Ammo4CFF07341456E404	
Plasma Gun Ammo4CFF07481456E404	
Chain Gun Ammo 4CFF075C1456E404	
G. Launcher Ammo4CFF07381456E404	
R. Launcher Ammo 4CFF073C1456F404	

.4CA5F20C1456E7A5

RC Revenge Pro

Ridge Racer V

Max Distance 1D7552A817E9C70C

Ring Of Red

Rumble Racing

....ECC010F01456E60A

.3D7552681456E7A8 .1D4B828C1456E7A5

.EC8782F41456E60A .4C597F041456E6B9 .4C5A83201456E7A5

4C597F8E145624A5 .4C5A82301456E7A5 .4C5A82341456E7A5

.4C5A82381456E7A5

.4C597F141456E78D .4C597F181456E78D .4C597F1C1456E78D

.4C597F1E1456E79F

.4C597F201456E79F .1C597F981456E7A5

.EC8DF8101456F60A

.1CB3226817E9C70C .1C8AA44417E9C70C .1C8AA444017E9C70C

.0C8979261456E5A5 .1C5832D0145470C5 .4CB508FE1456E7A6

.4CB508101456E7A6

4CB5081A1456F7A6

.4CB50B2C1456E7A6 .4CB50B361456E7A6

4CB50B481456E7A6

.4CB50B521456E7A6 .4CB50B641456E7A6

4CB50B6F1456F7A6 .4CB50B801456E7A6 .4CB50B8A1456E7A6

1CB508681355E6A6

1CB5086C1355E6A6 .1CB508701355E6A6 .1CB508741355E6A6 1CB508781355E6A6

1CB5087C1355E6A6 1CB508801355E6A6 1CB508841355E6A6

1CB508881355F6A6

1CB5088C1355E6A6 .1CB508901355E6A6

1CB508941355E6A6 1CB508981355E6A6 1CB5089C1355E6A6 1CB508A01355E6A6

1CB508A41355E6A6 .1CB508A81355E6A6 .1CB508AC1355E6A6 .1CB508B01355E6A6

1CB508B41355E6A6

.1CB508B81355E6A6 .1CB508BC1355E6A6

1CB508C01355E6A6

4CB508D41456E6A6 4CB508D21456E6A6

.1CB508D81355E6A6

1CB508DC1355E6A6

.EC86FC2814383CA0

.3CBE77FC1456E79F .4CBE76541456B00C

(M) Must Be On

Infinite Retries . Zero Time-Lap 1

(M) Must Be On Infinite Health . Easy Kills . 99.99% Accuracy No Enemy Troops No Enemy Troops

No Enemy Troops

Inf. Health-Troops Inf. Health-Troops Inf. Health-Troops

Max Special Shells

Infinite Specials . . Always Loaded . . .

(M) Must Be On ...

Big Stunt Score . Big Stunt Score . Lots Of Stunt Pts

L3=More Stunt Time L3=More Stunt Time EA Rookie Cup

Pro Cup 1

Pro Cup 2 . Pro Cup 3 . EA Pro Cup

Elite Cup 1

Elite Cup 2 Elite Cup 3

Elite Cup 4 . EA Elite Cup EA Stunt Cup

All Cars (1)

All Cars (1) All Cars (1) All Cars (1) All Cars (1)

All Cars (1) All Cars (1) All Cars (1)

All Cars (1)

All Cars (1) All Cars (1)

All Cars (2)

All Cars (2) All Cars (2) All Cars (2) All Cars (2) All Cars (2) All Cars (2) All Cars (2)

All Cars (2)

All Cars (2) All Cars (2)

All Cars (2)

All Cars (2) All Tracks .

All Tracks

All Tracks All Tracks

(M) Must Be On . Infinite Shield

All Weapons

Infinite Health P13CBCBC411456E7
No Reload Pistol P13CBCBC3D1456E7
No Reload Shotgun P1 .3CBCBC391456E7
No Reload SMG P1 3CBCBD1F1456E7
No Reload Silence P1 .3CA3F73C1456E7
Infinite C4 P1 3CA3F7371456E7
Infinite Rockets P1 3CA3F73F1456E7
Infinite Health P2 3CBCF0711456E7
No Reload Pistol P23CBCF06D1456E7
No Reload Shotgun P2 .3CBCF0691456E7
Always SecretVsLevel .3CC092CC1456F7

Zone Of The Enders	
(M) Must Be On ECB784141456E607 Always Very Hard 3CDF70281456E7A	Á
Always Very Hard 3CDF70281456E7A	8
Ultimate Jehuty 3CDF70291456E700	
0 Continues Used 4CDF706E1456E7A5	
0 Saves Used	5
No Casualties-Town 2 .4CE0576E145626D5	5
NO Casualties-Town 3 .4CE0576E14562699 NO Casualties-City 24CE056AE14562629	5
NO Casualties-City 24CE056AE14562625	ö
9999 Defeated 4CDF706A14560890	
Infinite Javelin4CDF70521456E404	
Infinite Geyser ,4CDF70581456E404	4
Infinite Bounder 4CDF70561456E404	4
Infinite Phalanx4CDF705C1456E404	4
Infinite Halberd 4CDF705A1456E404	
Infinite Comet 4CDF70601456E404	4
Infinite Gauntlet 4CDF705E1456E404	
Infinite Sniper 4CDF70641456E404	4
Infinite Decoy 4CDF70621456E404	4
Infinite Mummy 4CDF70681456E404	
L2=Javelin OCDD27661456B100	
L2=Javelin	
LZ+X=Geyser	
L2+X=Geyser	
L2+O=Bounder	
L2+O=Bounder	
L2+Triangle=Phalanx0CDD27661456C100	
L2+Triangle=Phalanx4CDF704E1456E7A1	
L2+Square=Halbered0CDD276614563100	
L2+Square=Halbered4CDF704E1456E7A2	
L2+L1=Comet	
L2+L1=Comet	
L2+R1=Gauntlet	
L2+R1=Gauntlet4CDF704E1456E7A4	
L2+R2=Sniper	
L2+R2=Sniper	
L2+LEFT=Decoy OCDD27661456B180	
L2+LEFT=Decoy4CDF704E1456E79E	į
L2+RIGHT=Mummy	į
L2+RIGHT=Mummy4CDF704E1456E79F	F

Army Men: Green Rogue
Infinite Lives 800eddec0063
Press R2 For Full Bio-Strike .d010b502fdff
Press R2 For Full Bio-Strike .800ee1140106
Unlock All Levels 800edb4e0001
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	.d306e8900000
No Damage From Collisions	.800442742400
Infinite Turbo	.d306e8900000
Infinite Turbo	.800473c82400

Plandy Page 2

bombing islands											
finite Time			·							.80072e08140	
ave 0 Steps										.80072e96000	

Smugglers Run

Invis-O-Mode	4DF8991C1456E7A5
Low Gravity Traffic	.4D0306CC1456E7A6
Super Bom	had Racing

(M) Must Be On ECA859681456E60A P1 Darth Vader 4CAAA3941456E79D

Surfing H30

Always Cle	ear Level		.4CD401501456E7A6
High Total	Score .		.4CD401481456B000

Unison

(M) Mu	st	E	Зe	(Ì٢	1	4		.EC8789441456E60A
Max Co	оп	ıb	0						.4C0FC2701456E404
Max Po	erf	e	ct	s					.4C0FC2581456E404
0 Bad									.4C0FC2641456E7A5
0 Miss									.4C0FC2681456E7A5

Unreal Tournament

All DM Levels	1D9382001456E7A6
All DM Levels	1D9393301456E7A6
All DM Levels	1D939FF01456E7A6
All DM Levels	1D93C8C01456E7A6
All DM Levels	1D93D6E01456E7A6
All DM Levels	1D93E7A01456E7A6
All DM Levels	1D93F5701456E7A6
All DM Levels	1D9304F01456E7A6
All DM Levels	1D9316A01456E7A6
All DM Levels	1D96DEE01456E7A6
	1D96EB801456E7A6
All DM Levels	1D96F5201456E7A6
All Did I awala	400404004454574

WinBack

(M) Must Be On	EC87E8541456E60

Infinite Health P13CBCBC411456E781
No Reload Pistol P13CBCBC3D1456E79E
No Reload Shotgun P1 .3CBCBC391456E79D
No Reload SMG P1 3CBCBD1F1456E7AB
No Reload Silence P1 .3CA3F73C1456E79D
Infinite C4 P1 3CA3F7371456E79D
Infinite Rockets P1 3CA3F73F1456E7A1
Infinite Health P2 3CBCF0711456E781
No Reload Pistol P23CBCF06D1456E79E
No Reload Shotgun P2 .3CBCF0691456E79D

AYSTATION

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

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u	Characters	٠		*			÷			,	.801c0ff4fff

В	ol	m	ıb	ii	n	g	15	sl	a	nds
										.80072e08140

Bowling

Max. Score P1801a2b1c03e7
Max. Score P2 801a319803e7
P1 Press R1 For Fast Balld01b6d82fdff
P1 Press R1 For Fast Ball801a1950002d
Infinite Balls (Quest Mode) .801a2b280063
Start On Level 1(Quest Mode) d21a24d80014
Start On Level 1(Quest Mode) 801a24d80014
Start On Level 2(Quest Mode) d21a24d80028
Start On Level 2(Quest Mode) 801a24d80028
Start On Level 3(Quest Mode) d21a24d8003c
Start On Level 3(Quest Mode) 801a24d8003c
Start On Level 4(Quest Mode) d21a24d80050
Start On Level 4(Quest Mode) 801a24d80050

Breath Of Fire III

No Random Battles	80143f220000
Have Five Million Zenny	80144f50f08e
Have Five Million Zenny	80144f5202f

Breath Of Fire IV

Have All Skills In Camp List .	.8011b5c8ffff
Have All Skills In Camp List .	.8011b5caffff
Have All Skills In Camp List .	.8011b5ccffff
Have All Skills In Camp List .	.8011b5ceffff
Have All Skills In Camp List	.8011b5d0ffff
Cray's Max HP	.8011aad8270f
Crav's Max AP	8011aadc03e7

Colony Wars Vengeance Unlock Voodoo Ship 800551460100

		(ъГ	00	Z		
Twenty I	Golden	Go	bb	005		٠	.80076b400014
4 Jigsaw	Pieces						.80076b480004

Dance Dance Revolution

Max Score					.800cc13ae0ff
Max Score			*		.800cc13e05f5
Max Score Worko	ut.				.800cc144e0ff
Max Score Worko	ut	4			.800cc14605f5
Have 999 Combo					.800ccbo403e7
Max Dance Meter					.800cc1361058
Finish With 999 P	erf	e	:ts		.800cc18803e7
0 Boo's At Finish					.800cc1980000
0 Almost Finish					.800cc1940000

Digimon World 2

Digimon World 2
Max Damage To Enemy In-Battle 800738c803e
Max Bits 8005e628e0
Max HP Digi-Beetle 8005e644270 Max HP Digi-Beetle 8005e644270 Max EP Digi-Beetle 8005e648270 Max EP Digi-Beetle 8005e648270 Max HP 1st Digimon 8005e71803e Max HP 1st Digimon 8005e71803e Max MP 1st Digimon 8005e71803e Max MP 1st Digimon 8005e71803e
Max HP Digi-Beetle 8005e646270
Max EP Digi-Beetle8005e648270
Max EP Digi-Beetle8005e64a270
May UP 1st Digimon8005e/1803e
May MP 1st Digimon 8005e71c03e
May MP 1st Digimon 8005e71e03e
Max MP 1st Digimon
Max DEF 1st Digimon 8005e72203e
Max ATT 1st Digimon8005e72003e Max DEF 1st Digimon8005e72203e Max SP 1st Digimon8005e72403e Quick Level Gain 1st Digimon 8005e714fff Max El 1st Digimon 8005e714fff
Quick Level Gain 1st Digimon 8005e714fff
Max EL 1st Digimon 8005e710fff
Max EL 1st Digimon 8005e710fff Max HP 2nd Digimon 8005e77403e
Max HP 2nd Digimon 8005e77603e Max MP 2nd Digimon 8005e77803e
Max MP 2nd Digimon 8005e77803e
Max MP 2nd Digimon 8005e77a03e
Max ATT 2nd Digimon 8005e77c03e
Max DEF 2nd Digimon 8005e77e03e
Max SP 2nd Digimon 8005e78003e
Quick Level Gain 2nd Digimon .8005e770fff
Max MP 2nd Digimon 8005e77a03e Max MP 2nd Digimon 8005e77a03e Max DEF 2nd Digimon 8005e77c03e Max DEF 2nd Digimon 8005e78c03e Quick Level Gain 2nd Digimon 8005e78003e Quick Level Gain 2nd Digimon 8005e76003e
Max EL 2nd Digimon8005e76cfff
Max HP 3rd Digimon8005e7d003e
Max HP 3rd Digimon8005e7d203e
Max MP 3rd Digimon 8005e7d403e
Max MP 3rd Digimon 8005e7d603e
Max DEE 3rd Digimon
May SD 3rd Digimon 8005e7de03e
Ouick Level Gain 3rd Digimon 8005e7ccfff
Digimon Modifier 3rd Digimon 3005e7bd00x
Digimon Modifier 2nd Digimon 3005e76100x Max EL 2nd Digimon
Max HP 4th Digimon 8005e82c03e
Max HP 4th Digimon8005e82e03e
Max MP 4th Digimon 8005e83003e Max MP 4th Digimon 8005e83203e
May MP 4th Digimon 80056832036
Max ATT 4th Digimon 8005e83403e
Max ATT 4th Digimon 8005e83403e Max DEF 4th Digimon 8005e83603e Max SP 4th Digimon 8005e83803e Quick Level Gain 4th Digimon 8005e828fff
Max SP 4th Digimon 8005e83803e
Quick Level Gain 4th Digimon 8005e828fff
Quick Level Gain 4th Digimon 8005e828ff Digimon Modifier 4th Digimon 3005e81900x Max EL 4th Digimon
Max EL 4th Digimon 8005e824fff
Max HP 5th Digimon8005e88803e
Max HP 5th Digimon8005e88a03e
Max MP 5th Digimon 8005e88c03e
Max ATT 5th Digimon 8005e80003e
May DEF 5th Digimon 8005e89203e
Max SP 5th Digimon 8005e89403e
Ouick Level Gain 5th Digimon 8005e884fff
Digimon Modifier 5th Digimon 3005e87500x
Max EL 5th Digimon 8005e880fff
Max HP 6th Digimon8005e8e403e
Max HP 6th Digimon 8005e8e603e
Max MP 6th Digimon8005e8e803e
Max MP 6th Digimon 8005e8ea03e
Max ATT 6th Digimon 8005e8ec03e
Max DEF 6th Digimon 8005e8ee03e
Digimon Modifier 5th Digimon 3005e87500x Max EL 5th Digimon .8005e880fff Max HP 6th Digimon .8005e8e403e Max HP 6th Digimon .8005e8e603e Max MP 6th Digimon .8005e8e803e Max MP 6th Digimon .8005e8e803e Max DF 6th Digimon .8005e8e03e Max DFF 6th Digimon .8005e8e03e Max DFF 6th Digimon .8005e8e001e Quick Level Gain 6th Digimon .8005e8e0ff Max FI 6th Digimon .8005e8e0ff
Quick Level Gain 6th Digimon .8005e8e0fff
Max EL 6th Digimon8005e8dcfff All Levels Opened8005f644fff
All Levels Opened 8005f644fff
All Levels Opened 8005f646fff
All Levels Opened
Have All Items in Server
mave Att items in server 30051316006.

Dis. Aladdin in Nasira's Rev
Infinite Coins
Infinite Apples 80082b141000
Infinite Apples 8007f9ca000a
Infinite Health 80087ca20008
Out of Body Experience 801860bcffff
No Magic Lamp Interruptions 800832280000
No Magic Lamp Interruptions 800834b00001
Infinite Lives 80087c9c3000
Lots of Slot Machine Spins .80087c98000a
999 Red Gems 8007f9a803e7

Dragon Ball GT

Unlock All Secret Characters	.8003bcc4fff
Unlock All Secret Characters	.8003bcc6fff
Unlock All Secret Characters	d005686c018
Unlock All Secret Characters	8003bca4001
Unlock All Secret Characters	d005686c018
Unlock All Secret Characters	8003bca6001
Enable All Blocks(Build Mode)	8003bc7c010

				v		ıv	c		-	-	
Stop	Traffic		,	,	,				,		.d0053d885a11
Stop	Traffic	•				٠		•	*	t	.80053d8a2400

F1 World Grand Prix 2000

Have 100% On Tests 50000502000
Have 100% On Tests 800294b4006
Press R1 For 9,999,999 Dollars .d00313a2f7f
Press R1 For 9,999,999 Dollars 800293fc967
Press R1 For 9,999,999 Dollars .d00313a2f7f
Press R1 For 9 999 999 Dollars 800293fe009

		2			5		-	**	
Infinite	Health	P1							.800b435a017c
Infinite	Health	P2	+	+		+			.800b444e017c

Gran Turismo 2 Greatest Hits

Gran Turismo 2 Greatest Hits
Start On 2nd Lap (Arc)
Start On 2nd Lap (Arc) 800A9A5C0002
Quick Win (Arc)
Quick Win (Arc)
Maxium Cash (Sim) 801D156A1525
Maxium Cash (Sim)
Gold Licenses B (Sim) 801CB9C80400
Gold Licenses B (Sim) 801CBA6C0400
Gold Licenses B (Sim) 801CBA0C0400
Cold Licenses B (Sim)
Gold Licenses B (Sim) 801CBBB40400
Gold Licenses B (Sim) 801CBC580400
Gold Licenses B (Sim) 801CBCFC0400
Gold Licenses B (Sim)801CBDA00400
Gold Licenses B (Sim)801CBE440400
Gold Licenses B (5im)801CBEE80400
Solid Licenses B (Sim) 801(EBEA40040) Gold Licenses B (Sim) 801(EBEA40040) Gold Licenses B (Sim) 801(EBEB0400) Gold Licenses B (Sim) 801(EBEB0400) Gold Licenses A (Sim) 801(EB360040) Gold Licenses A (Sim) 801(EB3400400) Gold Licenses A (Sim) 801(EB4480400) Gold Licenses A (Sim) 801(EB4480400) Gold Licenses A (Sim) 801(EB4480400)
Gold Licenses A (Sim) 801CB3600400
Gold Licenses A (Sim) 801CB4040400
Gold Licenses A (Sim)801CB4A80400
GUIG LICEISES A (31111)
Gold Licenses A (Sim)801CB5F00400
Gold Licenses A (Sim)801CB6940400
Gold Licenses A (Sim) 801CB7380400
Gold Licenses A (Sim)801CB7380400 Gold Licenses A (Sim)801CB7DC0400
Gold Licenses A (Sim) 801CB7BC0400
Gold Licenses A (Sim)801CB8800400 Gold Licenses A (Sim)801CB9240400
Gold Licenses A (5III)
Gold Licenses I-C (Sim)801CC0300400
Gold Licenses I-C (Sim)801CC0D40400
Gold Licenses I-C (Sim)801CC1780400
Gold Licenses I-C (5im)801CC21C0400
Gold Licenses I-C (Sim)801CC2C00400
Gold Licenses I-C (5im)801CC3640400
Gold Licenses I-C (Sim)801CC4080400
Gold Licenses A (Sim)
Gold Licenses I-C (Sim)801CC5500400
Gold Licenses I-C (5im)801CC5F40400 Gold Licenses I-B (5im)801CCD000400
Gold Licenses I-B (Sim) 801CCD000400
Gold Licenses I-B (Sim)801CCDA40400
Gold Licenses LB (Sim) 801CCE480400
Gold Licenses I-B (Sim)801CCE480400 Gold Licenses I-B (Sim)801CCEEC0400
Gold Licenses I-B (Sim)801CD2C40400
Gold Licenses LR (Sim) 801CCED0400
Gold Licenses I-B (Sim)801CCF900400 Gold Licenses I-B (Sim)801CD0340400
Gold Licenses I-B (Sim)801CD0340400 Gold Licenses I-B (Sim)801CD0360400 Gold Licenses I-B (Sim)801CD17C0400 Gold Licenses I-B (Sim)801CD2200400 Gold Licenses I-A (Sim)801CC25980400
Cold Licenses I B (Sim) 801CD0D80400
Gold Licenses I-B (Sim)801CD17C0400
Gold Licenses I-B (Sim)801CDZ200400
Gold Licenses I-A (5im)801CC6980400
Gold Licenses I-A (5Im)801CC/360400
Gold Licenses I-A (Sim)801CC7e00400
Gold Licenses I-A (Sim)801CC8840400
Gold Licenses I-A (Sim)801cc9280400
Gold Licenses I-A (Sim)801cc9280400 Gold Licenses I-A (Sim)801cc9cc0400
Gold Licenses I-A (Sim) 801ccA700400 Gold Licenses I-A (Sim) 801ccB880400 Gold Licenses I-A (Sim) 801ccB880400 Gold Licenses I-A (Sim) 801ccCSc0400
Gold Licenses I-A (Sim)801ccB140400
Gold Licenses I-A (Sim)801ccBB80400
Gold Licenses I-A (Sim) 801CCC5c0400
Gold Super License (Sim) 801cacf80400
Gold Super License (Sim)801cacf80400 Gold Super License (Sim)801cad9c0400
Gold Super License (Sim)001cao400400
Gold Super License (Sim)001cac-40400
Gold Super License (Sim) .801cae400400 Gold Super License (Sim) .801cae40400 Gold Super License (Sim) .801cae40400 Gold Super License (Sim) .801cae40400
Gold Super License (Sim)601ca1880400
Cold Super License (Sim) 801CD02C0400
Gold Super License (Sim)801cb02c0400 Gold Super License (Sim)801cb1740400 Gold Super License (Sim)801cb2180400 Gold Super License (Sim)801cb2180400 Gold Super License (Sim)801cb2260400
Gold Super License (Sim)801cb1740400
Gold Super License (Sim)801cb2180400
Gold Super License (Sim)801cb2bc0400
Quick Win (Sim)
Quick Win (Sim) 800a9a5c0002
Quick Win (Sim)
VICE Dinhall

KISS Pinball

Inf. Balls	(Oblivion)	.80045a04240
Inf. Balls	(Netherworld) .	d0034014ff
Inf. Balls	(Netherworld) .	.8004435e240

Land Before Time: Great Valley Racing Adventure

Start On Last Lap
Start On Last Lap 8005d8d00002
Have Speed Burst 8004d6f00001
Press L2 For Traction d007770afeff
Press L2 For Traction 80083b4acb09
Unlock All Obstacles 8005d8eeffff
Stop Timer (Obstacles)8004d7240000

MegaMan Legends 2 . . .8009c9100001 Easy Win(Mad Mossa)8009c9100001 Easy Win(Mad Mossa)8009f6a40001

Metal Slug X

Pi invincible 80	Oca30c006
P2 Invincible	Oca458006
Infinite Time80	02962a2400
Infinite Primary Ammo 80	02dce62400
Infinite Secondary Ammo80	0398be2400
Unlock "Another Mission" 80	00d4212ff00

NBA Shoot Out 2001

Infinite Creation Points801e6/e02/0f
Press R2-Refill Away Time Outs .d00ec156fdff
Press R2-Refill Away Time Outs 800e9ee00003
Press R1-Refill Home Time Outs .d00ec156f7ff
Press R1-Refill Home Time Outs 800e74180003
No Time Outs Away 800e9ee00000
No Time Outs Home 800e74180000
Start On 2nd Quarter d00ebcd00000
Start On 2nd Quarter 800ebcd00001
Start On 3rd Quarter d00ebcd00000
Start On 3rd Quarter 800ebcd00002
Start On 4th Quarter d00ebcd00000

Start On 4th Quarter 800ebcd00003
Infinite Shot Clock 800ebda0000a
Always 1st Quarter 800ebcd00000
Home Team Scores 0 800176e00000
Home Team Scores 0 800176e20000
Home Team Scores 0 800176e40000
Home Team Scores 0 800176e80000
Home Team Scores 0 800176ea0000
Home Team Scores 0 800176ec0000
Away Team Scores 0 800177200000
Away Team Scores 0 800177220000
Away Team Scores 0 800177240000
Away Team Scores 0 800177280000
Away Team Scores 0 8001772a0000
Away Team Scores 0 8001772c0000
Home Team Scores 150 800176e00000
Home Team Scores 150 800176e20000
Home Team Scores 150 800176e40096
Home Team Scores 150 800176e80000
Home Team Scores 150 800176ea0000
Home Team Scores 150 800176ec0096
Away Team Scores 150 800177200000
Away Team Scores 150 800177220000
Away Team Scores 150 800177240096
Away Team Scores 150 800177280000
Away Team Scores 150 8001772a0000
Away Team Scores 150 8001772c0096

Rugrats: Totally Angelica

ions of Points801dc3ce1388
Unlock All Floors801dc3ca0006
Infinite Time(Fluffy's Maze) .80136de04500
Have All Fashion Items 500003040000
Have All Fashion Items 801dc3d4ffff
Have All Fashion Items 500008040000
Have All Fashion Items 801dc3e0fff

Sabrina

nfinite Lives	00c85180063
Max Gems	00c855600c8
nfinite Health	08b2100014
Max Eggs	00c857a0009
lave Squish-O-Rama 30	07c8b00005
lave Shrink And Blink 30	07c8b10005
lave Ice Stickle 30	07c8b20005
lave Upsy Daisium30	07c8b30005
lave Flibbity Ribit 30	07c8b40005
lave Up And Away30	07c8b50005
lave Anachronistic Objects .30	007c88c0001
lave Anachronistic Objects 30	07c88d0001
lave Anachronistic Objects .30	07c88e0001
lave Anachronistic Objects .30	007c88f0001

Simpsons Wrestling

Simpsons triesting
Enable All Characters500004040000
Enable All Characters800741e80001
Enable Defender Circuit80072bf00001
Enable Champion Circuit80072bf20001
Enable Bonus Menu 80072bd00001
P1 Quick Pin 800e17ac0003
P1 Cannot Be Pinned 800e18680000
P1 Press L1 For Itchy d00737d8fbff
P1 Press L1 For Itchy 8006e258000c
P1 Press L2 For Scratchy d00737d8feff
P1 Press L2 For Scratchy8006e258000f
P1 Press R1 For Kang d00737d8f7ff
P1 Press R1 For Kang 8006e258000d
P2 Quick Pin 800e18680003
P2 Cannot Be Pinned800e17ac0000
P2 Press L1 For Itchy d00737dafbff
P2 Press L1 For Itchy 8006e278000c
P2 Press L2 For Scratchy d00737dafeff
P2 Press L2 For Scratchy8006e278000f
P2 Press R1 For Kang d00737daf7ff
P2 Press R1 For Kang 8006e278000d

Smurf Racer

nfinite Mushroom Missiles	.800944080001
Support Links of the Land	000400444

Spec Ops: Ranger Elite

Infinite Health (Both Rangers) d001040c2020
Infinite Health (Both Rangers) 8001c2b82400
Infinte Primary Ammo d001040c2020
Infinte Primary Ammo 8001b1ca2400
Infinite Secondary Ammod001040c2020
Infinite Secondary Ammo800200ea2400
Infinite Time
Infinite Time 9002-2-2-2400

Star Wars: Episode I V 1.1

blaster Obi wan 8000864803e/
Blaster Panaka 800b86e003e7
Blaster Queen 800b872c03e7
Blaster Qui-Gon
Droid Stunner Obi Wan 800b86640001
Droid Stunner Panaka 800b86fc0001
Droid Stunner Queen 800b87480001
Droid Stunner Qui-Gon 800b86b00001
Flash Grenades Obi Wan800b865c03e7
Flash Grenades Panaka 800b86f403e7
Flash Grenades Queen800b874003e7
Flash Grenades Qui-Gon800b86a803e7
Gungan Energy Balls Obi Wan .800b865803e7
Gungan Energy Balls Panaka 800b86f003e7
Gungan Energy Balls Queen .800b873c03e7
Gungan Energy Balls Qui-Gon 800b86a403e7
Have All Items 800b7d12ffff
Have All Items 800b7d14ffff
Have All Items 800b7d16ffff
Infinite Ammo 8004e1d62400
Infinite Health Obi Wan800b86300064
Infinite Health Panaka 800b86c80064
Infinite Health Queen800b87140064
Infinite Health Qui-Gon800b867c0064
Invincibility 800b6ae40001

Light Repeat. Blaster Obi Wan .800b864c03e7 Light Repeat. Blaster Panaka . .800b86e403e7 Light Repeat. Blaster Queen . . .800b873003e7 Light Repeat. Blaster Queen . Light Repeat. Blaster Qui-Gon .800b869803e7 Light Saber Obi Wan . . .800b86440001 Light Saber Panaka Light Saber Queen Light Saber Qui-Gon 800687280001 .800b86900001 Max Force . .800b843c1000 .800b86cc03e7 Naboo Blaster Obi Wan ... Naboo Blaster Panaka800b870403e7 Naboo Blaster Queen . .800b875003e7 Naboo Blaster Qui-Gon . 8000b87500367 Proton Missile Launch. Obi Wan 800b86500367 Proton Missile Launch. Panaka . 800b86680367 Proton Missile Launch. Queen . 800b87340367 Proton Missile Launch. Qui-Gon 800b86680367 Proton Missile Launch. Qui-Gon 800b86680367 R-65 Heavy Blaster Dobi Wan 800b86680367 R-65 Heavy Blaster Qui-Gon 800b86403e7 R-65 Heavy Blaster Qui-Gon 800b86403e7 R-65 Heavy Blaster Qui-Gon 800b86403e7 Stop Game Timer 800b42360000 Thermal Detonators Obi Wan800b865403e7

Thermal Detonators Panaka 800b86ec03e7 Thermal Detonators Queen .800b873803e7 Thermal Detonators Qui-Gon 800b864803e7 Strikers 1945

P1 Infinite Lives 800996b40006
P1 Have Support Attack 800996b60009
P1 Have Supershot 8009970affff
P1 Max Score 800996b8e0ff
P1 Max Score
P2 Infinite Lives
P2 Have Support Attack8009975220009
P2 Have Supershot 800997a6ffff
P2 Max Score 80099754e0ff
P2 Max Score 8009975605f5

NINTENDO 64

Dr. Mario 64

Enable Code	#f100d2e02400
Max Score	81123700e0ff
Max Score	.8112370005f5
Stop Timer	.8105b3a60000

Indiana Jones Infernal Machine Lo Res Enable Code Must Be On F00003190040 Lo Res Enable Code Must Be On F000093A0000 Hi Res Enable Code Must Be On F000093A0000 Hi Res Enable Code Must Be On F000093A0000 .810C8A750019 .810C89FD0019 .810C89F90019 .810C89DD0019 .810C89D90019 .810C89D50019 Anubi's Arm -Lo Res Lever Stick -Lo Res Silver Mirror -Lo Res .810C89D10019 Gas Can -Lo Res . .810C8A110019 Oil Jar -Lo Res Marduk Idol -Lo Res 50 Amp Fuse -Lo Res .810C8A550019 .810C8A3D0019 Fish Idol -Lo Res . Rusty Crank -Lo Res Bird Idol -Lo Res . .810C8A350019 .810C8A2D0019 .810C8A310019 Bronze Gear -Lo Res .810C8A160019 Mine Car Wheel -Lo Res Silver Mirror -Lo Res . . .810C8A050019 .810C8A010019 .810C8A250019 .810C8A210019 Entrenching Tool -Lo Res . Small Tablet -Lo Res Medium Tablet -Lo Res . . . Large Tablet -Lo Res810C8A1D0019 .810C8A290019 .810C893F0019 Whip Spike -Lo Res Urgon's Part -Lo Res Taklit's Part -Lo Res Azerius Part -Lo Res .810C89430019 .810C89490019 Acertus Part - Lo Nes ... 810(C89490019
Tool from Beyond - Lo Res ... 810(C89480019
Tool from Beyond - Lo Res ... 810(C89900019
Inf. Healing Herbs - Lo Res ... 810(C8901019
Inf. Medicinal Sprigs - Lo Res 810(C89016919
Cannot use Fists - Lo Res ... 810(C89080019
Parts Pitzt W. Mart America ... 810(C89080019 9mm Pistol W/ Inf. Ammo -Lo Res Machine Pistol W/ Inf. Ammo -Lo Res . . . Pump Shtgn W/ Inf. Ammo -Lo Re-.810C8920FF19 Bazooka W/ Inf. Ammo -Lo Res810C8931FF19 .810C8A390019 .810C8A410019 Red Ruby -Lo Res . . . Oil Can -Lo Res . . .

Eye of Horus -Lo Res810C8A5900
Shark Key -Lo Res 810C8A5D001
COID - O Rec PARCELLAND
Seal Key -Lo Res 810C8A65001
Kindling -Lo Res 810C8A79001
Kindling -Lo Res
Zero Propeller -Lo Res810C8A81001
Green Gem -Lo Res810C8A85001
Blue Gem -Lo Res 810C8A89001
Red Gem -Lo Res 810C8A8D001
Square Key -Lo Res810C8A91001
Green Tiki Kou Le Bee greensess
Horner's Watch -Lo Res 810C8A9A001
Drive Chain -Lo Res 810C8A9D001
Turner Key -Lo Res 810C8AA1001
DI UNIZE NEV -LO RES
Bulb Pot -Lo Res 810C8AA9001
Leaf -Lo Res
Flower -Lo Res 810C8AB1001
Tram Wheel -Lo Res 810CRAR50010
Rusty Key -Lo Res 810C8AB90019
Rusty Key -Lo Res 810C8AB9001 Two Meter Plank -Lo Res 810C8ABD0019
Steel Key -Lo Res
Marduk Medallion -Lo Res 810C8AC50016
Robot Head -Lo Res810C8AC90019
Crank Wheel -Lo Res 810C8ACD0019
Potshard -Lo Res810CRAD10019
Metal Key -Lo Res Ringansionio
Shark Gate Key -Lo Res810C8AD90019
Bucket -Lo Res 810C8ADDO019
Garnet Div Room Key -Lo Res .810C8AE10019
Always Have \$9,999 -Lo Res 810C8998270F
Max Health Canyonlands -Lo Res
Max Health Babylon -Lo Res 81166FE44C35

max Health Canyonlands -Lo Res
Max Health Babylon -Lo Res 81166FE44C35
Max Health Tian Sh River-Lo Res 81193E984C35
Max Health Shambla Sanc-Lo Res 81166F084C35
Max Health Pala Lagoon - Lo Res 811725084C35
Max Health Pala Volcano -Lo Res811875404C35
Max Health Pal Temple -Lo Res 8117FC604C35
Max Health Jeep -Lo Res811685484C35
Max Health Jeep -Lo Res811691304C35
Max Health Teolihucan -Lo Res 8117C5F04C35
Max Health Olmec Valley -Lo Res

	.81177F3C4C35
Max Health Meroe -Lo Res	.811697584C35
Max Health Nub's Tomb Levi	el -Lo Res
	.81192CF84C35
Max Health The Machine -Le	n Res

Max Health Atherium -Lo Res .8116EB584C35
Max Health Return to Peru -Lo Res

91174119463
All Weapons Activated -Lo Res 810C8908019
laf Madiata I II all the Res 810C8908019
Inf. Medicinal Herbs -Hi Res 810C2E14FF1
Inf. Anti-Venom Kits -Hi Res 810C2E30FF1
Inf. Raft Patch Kits -Hi Res 810C2E58FF1
Inf. Medicines -Hi Res 810C2E3CFF1
Lighter -Hi Res 810C2DAC0019
Never have Lighter -Hi Res 810C2DAC000
Raft -Hi Res
Never have Raft -Hi Res 810C2F5C000
Purple Candle -Hi Res810C2EE0001
Inf. First Aid Kits -Hi Res810C2E38FF19
Red Candle -Hi Res 810C2F3C0019
Yellow Candle -Hi Res 810C2ED80019
Green Candle - Hi Por Process room
Green Candle -Hi Res810C2EE40019
Padlock Key -Hi Res 810C2E6C0019
Arming Device -Hi Res810C2E680019
Gold Div Room Key -Hi Res .810C2E650019
Blue Div Room Key -Hi Res .810C2E600019
Monkey Key -Hi Res 810C2EE00019
Water Key -Hi Res 810C2E540019
Brown Tiki Key -Hi Res 810C2E4C0019
Anubi's Arm -Hi Res 810C2E480019
Lever Stick -Hi Res 810C2E440019
Silver Mirror -Hi Res 810C2E400019
Gas Can -Hi Res 810C2E800019
Oil Jar -Hi Res
Marduk Idol -Hi Res 810C2EC40019
50 Amp Fuse -Hi Res810C2EAC0019
FISH IGOL -MI Kes
Rusty Crank -Hi Res 810C2E9C0019
Bird Idol -Hi Res 810C2EA00010
Bronze Gear - Hi Res \$1002E9E00+0
Mine Car Wheel -Hi Res \$1002E780010
Another Silver Mirror -Hi Res .810C2E740019
Entrenching Tool -Hi Res .810C2E700019
Small Tablet -Hi Res810C2E940019
Medium Tablet -Hi Res810C2E900019
Large Tablet -Hi Res 810C2E8C0019
Whip Spike ·Hi Res 810C2E980019
Urgon's Part -Hi Res 810C2DAE0019
Taklit's Part - Hi Por 910C2DAE0019
Taklit's Part -Hi Res
Nub's Part -Hi Res 810C2D8A0019
Tool from Beyond -Hi Res .810C2DC00019
Man -Hi Por
Map -Hi Res
III. reating Herbs -Hi Res .810C2E10FF19
Inf. Medicinal Sprigs -Hi Res 810C2E14FF19

Taklit's Part -Hi Res 810C2D6200
Azerius Part -Hi Res 810C2D6800
Nub's Part -Hi Res 810C2DBA00
Tool from Beyond -Hi Res .810C2DC000
Map -Hi Res 810C2E0C00
Inf. Healing Herbs -Hi Res .810C2E10FF
Inf. Medicinal Sprigs -Hi Res 810C2E14FF1
Cannot use Fists -Hi Res810C2D7A000
9mm W/ Inf Ammo -Hi Res 810C2D88FF1
Machine Pistol W/ Inf Ammo -Hi Res
Combat Rifle W/ Inf Ammo -Hi Res

compat kille W/ Inf Ammo -Hi Res
Machete -Hi Res
MG W/ Inf Ammo -Hi Res .810C2D98FF19
Pump Shtgn W/ Inf Ammo -Hi Res

Eye of Horus -Hi Res810C2EC800
Shark Key -Hi Res 810CZECC00
Coin -Hi Res
Seal Key -Hi Res 810C2ED400
Kindling -Hi Res 810C2EE800
Kindling -Hi Res
Zero Propeller -Hi Res 81073EE0004
Green Gem -Hi Res 810C2EF4001
Blue Gem -Hi Res 810C2FF8001
Blue Gem -Hi Res 810C2EF8001 Red Gem -Hi Res 810C2EFC001
Square Key -Hi Res 810C2F00001
Green Tiki Key -Hi Res 810C2F04001
Horner's Watch -Hi Res 810C2F09001
Drive Chain -Hi Res 810C2F0C001
Turner Key -Hi Res 810C2F10001
Bronze Key -Hi Res 810C2F14001
Bulb Pot -Hi Res 810C3E18001
Leaf -Hi Res
Flower -Hi Res
Tram Wheel -Hi Res 810C2F24001
Rusty Key -Hi Res
Two Meter Plank -Hi Res 810C2F2C0019
Steel Key -Hi Res
Marduk Medallion -Hi Res .810C2F340019
KoDot Head -Hi Res
Crank Wheel -Hi Res 810C2F3C0019
Potshard -Hi Res
Metal Key -Hi Res 810C2F440019
Metal Key -Hi Res 810C2F440019 Shark Gate Key -Hi Res 810C2F480019
Bucket -Hi Res 810C2F4C0019
Garnet Div Room Key -Hi Res .810C2F500019
Always Have \$9,999 -Hi Res 810C2F07270F
Max Health King Sol's Mines 8125BE504C35
All Weapons Activated -Hi Res 810C2D7A0199

Legend Of Zelda: Maj. Mask	
Enable Code	
Enable Code ff0002200000	
Max. Health	
Infinite Health	
Have All But 2 Masks 811ef6fa4745	
Have All But 2 Masks 811ef6fc4032	
Have All But 2 Masks 811ef6fe3ad6	
Have All But 2 Masks 811ef7003842	
Have All But 2 Masks 811ef7024833	
Have All But 2 Masks 811ef7043c3d	
Have All But 2 Masks 811ef706373f	
Have All But 2 Masks 811ef7083634	
Have All But 2 Masks 811ef70ad3d1	
Have All But 2 Masks 811ef70c3b44	
Have All But 2 Masks 811of/00/025	
Have Ocarina of Time801ef6e00000	
Have Hero's Bow 801ef6e10001	
Have Fire Arrow 801ef6e20002	
Have Light Arrow	
Have Light Arrow 801ef6e40004	
mave bombs	
Have Bombchu	
Have Deku Sticks801ef6e80008	
Have Deku Nuts 801ef6e90009	
Have Magic Beans 801ef6ea000a	
Have Powder Kegs 801ef6ec000c	
tave Pictograph 801ef6ed000d	
lave Lens of Truth 801ef6ee000e	
lave Hookshot	
tave Great Fairy's Sword 801ef6f00010	
nfinite Arrows	
nfinite Bombs 801ef7160063	
offinite Rombehus 901-67170062	
HILLE DEKU STICKS	
minite Deku Nuts R01ef7100063	
nfinite Powder Kegs 801ef71c0063	
lave All Quest/Status Items 801ef72d0005	
ave All Quest/Status Items .811ef72ef7cf	

Pokemon Stad	ium 2
Enable Code (Must Be On)	.DE000400000
Enable Code (Must Be On)	.F100B6A0000
Enable Code (Must Be On)	.F100B6A2000
Enable Code (Must Be On)	E1085190000
Enable Code (Must Be On)	F1085192000
Enable Code (Must Be On)	F107A714000
Enable Code (Must Be On)	F107A2160000
P1: Press R+L To KO Opponent	ts diffeensenno
P1: Press R+L To KO Opponent	ts 801457670000
P1: Press R+L To KO Opponent	ts d10ce0660030
P1: Press R+L To KO Opponent	s 801457c70000
P1: Press R+L To KO Opponent	ts d10ce0660030
P1: Press R+L To KO Opponent	s 8014576f0000
P1: Press R+L To KO Opponent	s d10ce0660030
P1: Press R+L To KO Opponent	s 8014581f0000
Inf+Max HP(In Bat.)Gold+Silve	r .801aafbd00ff
Inf+Max HP(In Bat.)Gold+Silver	.801aafbf00ff
Inf+Max HP(1st Pokemon)G+	S801abeed00ff
Inf+Max HP(1st Pokemon)G+	S 801abeef00ff
Inf+Max HP(2nd Pokemon)G+	S801abf1d00ff
Inf+Max HP(2nd Pokemon)G+	S 801abf1f00ff
Inf+Max HP(3rd Pokemon)G+	S 801abf4d00ff
Inf+Max HP(3rd Pokemon)G+	S 801abf4f00ff
Inf+Max HP(4th Pokemon)G+	S 801abf7d00ff
Inf+Max HP(4th Pokemon)G+	5 801abf7f00ff
Inf+Max HP(5th Pokemon)G+	S 801abfad00ff
Inf+Max HP(5th Pokemon)G+	S 801abfaf00ff
Inf+Max HP(6th Pokemon)G+	801abfdd00ff
Inf+Max HP(6th Pokemon)G+	801abfdf00ff
Inf. PP(1st Pos.)Gold+Silver	.801aafb40063
Inf. PP(1st Pos.)Gold+Silver	801abee10063
Inf. PP(2nd Pos.)Gold+Silver	801aafb50063
Inf. PP(2nd Pos.)Gold+Silver	801abee20063
Inf. PP(3rd Pos.)Gold+Silver .	801aafb60063
Inf. PP(3rd Pos.)Gold+Silver	801abee30063
Inf. PP(4th Pos.)Gold+Silver .	801aafb70063
Inf. PP(4th Pos.)Gold+Silver	801abee40063
One Hit Kills(Gold+Silver)	801ab5a00000
Max. Attack(Gold+Silver)	801ab4d200ff
Max. Attack(Gold+Silver)	801 abef100ff

Max. Defense(Gold+Silver)801ab4d400f
Max. Defense(Gold+Silver)801abef300f
Max. Spec.Attack(Gold+Silver) .801ab4d600f
Max. Spec.Attack(Gold+Silver) .801abef500f
Max. Special Defense(G+S) .801ab4d800f
Max. Special Defense(G+S)801abef700f
Max. Speed(Gold+Silver)801ab4da00ft
Max. Speed(Gold+Silver)801abef900ft

Scooby Doo

	Code(M	B	e	Ó	n)	.f107d8b02400
Infinite	Health						.81086bca0038
Infinite	Health						.800baf970007

DREAMCAST

Rangai O

Dangar-U
[M] Must Be First 9C5D88F8
Max Points 87CDDF2C05F5E0FF
Infinite Time
Super Explosion Count .872C5F2C000003E7
Enable All Levels BF3FC9A80000002C
All Levels CompleteED386DEB0000002C
[M] Must Be Last245EECA9

Battle Beaster (Japanese)

	(-abancae)								
[M] Must Be First									.9C5D88F
Infinite Cash	÷	+	٠	A.	98	C	72	20	905F5E0F
[M] Must Be Last									.245EECA

Daytona USA

. . 1BB41ADF0000FFFF

Dino Crisis
Time Is 0:00:00 24C7AEE500000000
0 Continues Used A44B1C3100000005
Always 1st Save 517B3AF700000000
All Maps 1EB55B31E0703041
All Maps
All Weapons 69EB66E10000FFFF
All Items
All Items 95E94757E0701041
All Items 0731AE4E

ESPN NBA 2Night
Start On 2nd Quarter .BE853BDDC0705041
Start On 2nd Quarter .BE863BDD00000001
Start On 3rd Quarter .BE853BDDC0705041
Start On 3rd Quarter .BE863BDD000000002
Start On 4th Quarter .BE853BDDC0705041
Start On 4th Quarter .BE863BDD00000003
Start On Over TimeBE853BDDC0705041
Start On Over TimeBE863BDD000000004
Inf. Full Time Outs Away Team
Inf. 20 Sec Time Outs Away Team
F799DF1800000063

Inf. Full Time Outs Home Team .647B3CFF00000063

Inf. 20 Sec	Time Outs Home Team
	B6D66D3300000063
Godzilla	Generations (Japanese)
[M] Must B	First9C5D88F8

Max Score ... A36C72CB0098967F Max Credits ... 3ECE3C710000000A [M] Must Be Last ... 245EECA9 Illblood (Innanese)

IIIDleed (Japanese)
[M] Must Be First 9C5D88F8
[M] Must Be First
Inf. Hit Points Eriko6A8C6C7F4479C000
Inf. Adrenaline ErikoC8D87920E0701041
Inf. Adrenaline Eriko
Low Bleeding Eriko 89DC747F00004000
Calm Heartbeat Eriko .882DF47F42480000
Inf. Hit Points KevinCB3B79204479C000
Inf. Hit Points Kevin213C69B74479C000
Inf. Adrenaline Kevin698F68B7E0701041
Inf. Adrenaline Kevin
Low Bleeding KevinF704B70F00004000
Calm Heartbeat Kevin .213C69B742480000
Inf. Hit Points Randy .ABCC6FED4479C000
Inf. Hit Points RandyF5F5370F4479C000
Inf. Adrenatine Randy .366C2157E0701041
Inf. Adrenaline Randy
Low Bleeding RandyA45DEFED00004000
Calm Heartbeat Randy C65B792042480000
Inf. Hit Points Michel _EEE9E6CD4479C000
Inf. Hit Points Michel .2C9C69B74479C000
Inf. Adrenaline Michel .7391BFBFE0701041
Inf. Adrenaline Michel
Low Bleeding Michel389EA15700004000
Calm Heartbeat Michel 4CCB462542480000
Low Time 8C9C781000000009
99 Traps/Stories Cleared .352EA15700000063
Unlock Kevin 94A9848100000000
Unlock Randy 686C68870000000
Unlock Michel 990984810000000
Infinite Cash
All Items DCC815A5E06DD041
All Items F14F6F60
[M] Must Be Last245EECA9
TO A THE STREET OF THE STREET

Illbleed

[M] Must be First	
Infinite Cash	AB462405F5E0FF
Inf. Hassy	C88481000000009
Inf. Salad BO	017428E000000009
Inf. Steak Dinner CA	2A792000000000
Inf. Ampoule	10E6CD00000000
Inf. Injection E2	28F6CD00000000
Inf. Intravenous Drip18	FD070D0000000
Inf. Deep Breath20	2D69870000000
Inf. Relaxation CD 49	F2462600000009

Inf. Nitroglycerine352E215700000009 Inf. Erole Magazine541D6B3500000009
Inf. Erole Magazine541D6B3500000009
Inf. Bandage
Inf. Gauze Wrap 8BB4F47F00000009
Int. Coagulant 8B8CF47F0000000
Int. beet
Inf. Pork
Inf. Chicken
Inf. Hell Cake
Inf. Amazon
Inf. Gaboie
Inf. Hell Cake
All Recovery Items E14F6F60
Inf. Hit Points Eriko5DE5EB3700004479
All Recovery Items
Inf. Adrenaline Eriko 298DE98500004479
Low Bleeding Eriko76833FBD00004000 Calm Heartbeat Eriko813C747D00004248
Calm Heartbeat Eriko .813C747D00004248
Inf. Hit Points KevinC22AF92200004479 Inf. Hit Points Kevin282DE9B500004479
Inf. Hit Points Kevin 282DE9B500004479
Inf. Adrenaline Kevin .609DE8B500004479
Inf. Adrenaline Kevin .609DE8B500004479 Inf. Adrenaline Kevin .B8EFC28C00004479
LOW Dieeding Kevin . FAGRAAC FOODOAGOO
Calm Heartbeat Kevin .417AC62400004248
Int. Hit Points Randy 75F7RFRD4470c000
Inf. Hit Points Randy CODB79224479C000
Int. Adrenaline Randy _FC96370DF0701041
Inf. Adrenaline Randy
Low Bleeding RandyBB4FC28C00004000
Calm Heartbeat Randy DEAB15A642480000 Inf. Hit Points Michel3E1EA15500004479
Inf. Hit Points Michel3E1EA15500004479
Inf. Hit Points Michel .63DDE8B500004479 Inf. Adrenaline Michel .BBAFC28C00004479
Inf. Adrenaline Michel .BBAFC28C00004479
Inf. Adrenaline Michel .B44FC28D00004479
Low Bleeding Michel1CA5870E00004000
Calm Heartbeat Michel 4DDAC62500004248
Low Time
99 Traps/Stories Cleared .1715870F00000063
Unlock Kevin602C688500000000 Unlock Randy3FCF21550000000 Unlock MichelA3CC6FEF0000000
Unlock Randy 3FCFZ15500000000
Unlock Michel A3CC6FEF00000000
Diary 1 - BanbollowF494370F00000009 Diary 2 - Banbollow229569B700000009
Diary 2 - Banbollow229569B700000009
Diary 3 - Banbollow
Diany 5 - Banbollow564D6B35000000009
Diary 6 - Raphollow
News Paner 1 - Raphollow 90DCE47E00000009
News Paper 1 -Banbollow .89DCF47F00000009 News Paper 2 -Banbollow .AAB56FED00000009
News Paper 3 -Banbollow .882CF-47F00000009
News Paner 4 Panhollow APAECET Propososoon
News Paper 1 WoodpuppetB34F428E0000009 News Paper 2 -WoodpuppetD69215A40000009
News Paper 2 -Woodnunget D69215A40000000
Hunting Manual 1 F57C370F00000009
Hunting Manual 2 1BA5070D00000009
Cork's Notes
News Paper 1 -Killer Bargains
Suicide Note
Secret Note
Green Flyer
Red Memo
Blue Memo
White Memo 9658848100000009

White Hame
White Memo 96F8848100000009
News Paper 1 - Worms .B327428E00000009
News Paper 2 · Worms ABCD6FED00000009
Diary 1 - Dave's
Diary 2 - Dave's D61A15A400000009
Diary 3 - Dave's F5CC370F00000009
Dave's Note
Memo - Dave
All Documents F496370FE070B041
All Documents E14F6F60
All Documents F5F4B70F00000909
Jimmy's Trophy CB3A792000000009
Testimonial E300E6CD00000009
ID Card
Memo - Wood 210569B700000009
Piece Of Wood 213D69B700000009
Randy's Brain 48E2462600000009
Wudolla
Entrance Ticket 7E0BBFBF00000009
Gasoline
Patadag Chia
Potedon Chip 8AA4F47F00000009
Biobody
Iron Heart
Artificial BrainB1FF428E00000009
Artificial Plasma D42215A400000009
ER Discount Ticket E3F8E6CD00000009
Severed Head 192D070D00000000
Sweet Strawberry E388E6CD000000009
Baked Cake 195D070D000000009
Spades Card 218D69B700000009
Clubs Card
Hearts Card
Diamonds Card 69E568B700000009
Mary's Key
Remote
Baby Bottle
Rusty Key
Wrench893CF47F00000009
Flame Thrower AA556FED00000009
Gas Tank
Mary Stick
ID Card
Code Number F46C370F00000009
Calculator
Scapegoat Mary F41C370F00000009
Caution Bomb 1AC5070D00000009
Protection
Speed Ladder 37CF34F7000000009
Speed Ladder
Apti Charle Description
Anti-Shock Brace6A7D68B700000009
SP Horror Monitor 8954F47F00000009
Child's Shoes
Ribbon

Elevator Gear -Lo Res810C8A510019

.810C8A4D0019

12

Magi-Nation

Rubber Snake
Handgun .488A46260000009 Axe .690568B70000009 Metal Pipe .7E638FBF00000009 Homerun Bat .9490848100000009
Homerun Bat
Shotgun
Machine Gun
All Other Items
[M] Must Be Last245EECA9
Kao The Kangaroo Press L To Refill Health 2C2C6CAD60704E1E
Press L To Refill Health 2267678400000064 Max Flags
Mars Matrix
[M] Must Be First 9C5D88F8 Infinite Credits
Infinite Lives
Quick Level Gain P2396F0AB105F5E0FF
P1 Invisible
Unlock Everything3B0C3FAEE0703041 Unlock Everything9721AE1E
[M] Must Be Last
Metropolis Street Racer
Time Always 0:00:00
All Showroom Cars (Press Y)
Unlock All Chapters (Press Y)
Chapters Completed (Press Y)
Chapters Completed (Press Y)
Chapter Races Unlocked Press Y
Chapter Races Unlocked Press Y .E0705041
All Circuits Unlocked (Press Y)
All Circuits Unlocked (Press Y)
All Circuits Unlocked (Press Y)E0/0/041
Unlock All Cheats (Press Y)40E90A14A0704DDE Unlock All Cheats (Press Y)5F36377CE0701041 Unlock All Cheats (Press Y) E0507061
Marine Street, Square or Stree
NBA Show Time NBA on NBC Start On 2nd Quarter .B20530DDC0705041
Start On 2nd Quarter .820630DD00000001
Start On 2nd Quarter .B20630DD00000001 Start On 3rd Quarter .B20630DD000000001 Start On 3rd Quarter .B20630DD000000002
Start On 4th Quarter .B20530DDC0705041 Start On 4th Quarter .B20630DD000000003
Start On Over TimeB20530DDC0705041 Start On Over TimeB20630DD00000004
Power let Racing (Japanese)
[M] Must Be First 9C5D88F8 Always Place 1st P11D35AAA40000000 Always Place 1st P1BCFFEEB20000000 Always Place 1st P1888C5C0500000000 Always Place 1st P1
Always Place 1st P1BCFFEEB200000000
Always Place 1st P1888C5C05000000000
Infinite Time
Start On Lap 2

Unlock All Cheats (Press Y) E0507061
NBA Show Time NBA on NBC
Start On 2nd Quarter .B20530DDC0705041
Start On 2nd Quarter .B20630DD00000001
Start On 3rd Quarter .B20530DDC0705041
Start On 3rd QuarterB20630DD000000002
Start On 4th Quarter .B20530DDC0705041
Start On 4th QuarterB20630DD000000003
Start On Over TimeB20530DDC0705041
Start On Over TimeB20630DD00000004
Power Jet Racing (Japanese)
[M] Must Be First
Always Place 1st P11D35AAA400000000
Always Place 1st P1BCFFEEB200000000
Always Place 1st P18B8C5C0500000000
Infinite Time
Start On Lap 2
Start On Lap 2 EE884AF100000001
Enable Duck
Max Points
All Tricks/Techs Complete CC7851D7E06F1041
All Tricks/Techs Complete E0705041
Low Total Time EFE9CAF100000000
Low Lap Time
Low Lap Time
Max Pts. Hazards/Obs. BC7E6AD10000FDE8
All Heats Open F9B51FF600000003
All Heats Open F1551FF800000001
[M] Must Be Last245EECA9
Ready 2 Rumble: Round 2
Enable All Characters .B77779E4E06FD041
Enable All Characters
Resident Evil Code: Veronica

Enable All Characters .B77779E4E06FD041 Enable All CharactersA06DB042
Resident Evil Code: Veronica Infinite Ammo All Guns 256766B600000009
Sega Marine Fishing
Silent Scope Weak Harrier
Sno Cross Championship All Tracks/Leagues/Vehicles

Play As ATV 2AD752FD00000001
Play As Go-Cart 2AD752FD00000002
Spawn
Infinite Health P2E4CF0D18000001F4
Spider-Man
Unlock Storyboards8B70833120703FC2
Unlock Storyboards 7805DD3300000102
All Levels Unlocked8B70833120703FC2
All Levels UnlockedA1DB5FA000000101
All Levels Unlocked C06AA9C9E06F5041
All Levels Unlocked
Unlock All Costumes8B70833120703FC2
Unlock All Costumes487A11F800000FFF
Unlock All Character Viewer
Unlock All Character Viewer
8D134331FFFFFFF
Unlock All Movie Viewer8B70833120703FC2
Unlock All Movie ViewerD8184DEEFFFFFFF
Unlock All Comic Collection
Unlock All Comic Collection
Unlock All Game Covers 8B70833120703FC2
Unlock All Game Covers 640BA570FFFFFFFF
Infinite Health 8CE0896E60704F63
Infinite Health 8CE3896E00000009
Infinite Webbing B0253EDA207052A2
Infinite Webbing B0263EDA00000009
Toon Spidey
Invulnerable DC8882FE00000001
Stickman DA388DBD00000001
Unlimited Webbing C28BE6D900000001
Pulsating Head Mode88F38C2100000001
Surf Pocket Pacers

All Tricks/Techs	Complete A46F40D2E06F7041
	Complete E0705041
Low Total Time	A6AC7F9100000000
	3A8C312BE0703041
Inf. Time Hazar	ds/Obs. A5ADFF9B0000EE16
Max Pts. Hazard	ds/Obs. 3D2F0D3F0001869F
All Heats Open	
	D8AABA9B00000001

	hanatos Encounter
Infinite Time .	
Infinite Pistol A	mmo 9163ffc0
Infinite Pulse Ri	ifle Ammo 9163c1c1
Infinite Shotgun	Ammo
Infinite Grenade	e Launcher Ammo 916301c1
Infinite Incinera	stor Ammo 916303c1
Infite Smartgun	Ammo 916304c1
	ATV Racing

GRME BOY

ATV Kacing
Stop Timer
Azure Dreams
Koh Quick Level-Up
Koh Level 99
Koh Infinite MP
Koh Infinite HP
Koh Max. Attack
Max Cash
Max Cash
Batman: Chaos In Gotham

Datillali. Cliaos III Gottlalii
Infinite Health
Infinite Lives
Max Weapons
Float In Air!
Conker's Pocket Tales (Color)
99 Secret Presents0163E2C
Pick Axe
All Four Party Invites
Slingshot
Saw
Bag
Daffy Duck's Foul Play
Infinite Energy
Infinite Energy

Donkey Kong Country
Infinte Lives
Dragon Dance
Always Full Size Dragon 91051AC8
Always Have Rain Powerup Available
Have Windmill Powerup911521C8
Always Have Leaf

Final Fantasy Legends	
Infintie HP P1	c
Infintie HP P2	c
Infintie HP P3	c
Infintie HP P4	c
Full Time	
P1 Score 20	e
P1 Score 0	e

Half Time
P1 Score 100
P1 Score 0
P2 Score 100
P2 Score 0
Indiana Jones: Infernal Machine
Infinite Health
Infinite Air9125b0ce
Infinite Health Packs
Infinte Poison Packs 910593ca
Infinite O2
Infinite Health
Infinite Medical Packs
Infinite Anti-venom Packs 010593CA
Always have 255 IQ points 01FF2BD2
Urgon's Tool
Taklit's Tool
Azerim's Tool
Nub's Tool
Inspector Gadget:
Operation Mad Cactus
Infinite Health Gadget 9110c5ca
Infinite Health Penny & Brain9103c6ca
Infinite Lives
Max G Bonus 9114c3ca
Have Rubber Arrow
Have Net Launcher
Have Helicopter
Have Photo Flash 91ff4ccc
Infinite Weapons Energy Gadget .91ff48cc
Infinite Air Penny
Float In Air!

					ĉ							
Infinite He	al	t	h					+		+		.910526d0
Infinite Liv	e	s										.910914c3
Max Score												
Max Score				+		+		+				.910925c3
Max Score												.910926c3
Max Score			+		+	+	+	+			+	.910927c3
Max Score									,			.910928c3
Max Score											+	.910929c3
Max Score												.91092ac3
Max Level												

Kirby's Tilt and Tumble	
Infinite Lives	392c1
Have All Recovered Stars 0163	393c1
Stop Timer	936c1
Max Score	
Max Score	38fc1
Max Score	
Infinite Health	53cc2
Start On Last Level!	f94c1
Legend Of The River King	
All Fish	
Funland	
Funland	

Legend Of The River King 2
Max HP
Max HP
Infinite HP
Infinite HP
Infinite Gold
Infinite Gold
Max EX
Have Lug Worm 910989cf
Have Frog 910988cf
Have Marine Worm 91098acf
Have Mussel
Have Krill
Have Rock Crab 91098dcf
Have H. Mackerel
Have H.M. Fillet
Have Mackerel
Have Fingerling
Have Paste Bait910986cf
Have May Fly Larvae
Have Mosquito Larvae 910984cf
Have Insect
Have Maggot
Have Earth Worm910981cf
Have Hook (M)
Have Hook (S)
Have Hook (L)
110 110 0N (L)

Link's Awakening	
Walk Through Walls	.01100ac1
Walk Through Walls	.01007ec1
View The Ending	.010195db
Fly	
Invisible	010045C1
Transparency	
Transparency	.010035C1
Have Tail Key	.010111DB
Have Angler Key	.010112DB
Have Face Key	
Have Bird Key	.010114DB
Have Slime Key	.010115DB
Have Nightmare Key	
Have Secret Medicine	
Have Map	
Have Compass	
Have Stone Beak	
Have Magnifying Glass	

1st DC Max Energy	Tamagotchi
and DL Max Energy	Tamagotchi 013706d0
3rd DC Max Energy97ff2bd2	Max Age
3rd DC Max Energy	Max Body
	Max Body
	Max Weight
Mickey's Speedway	
Stop Timer	Tech Deck
	Stop Timer
Mortal Kombat 3	Have All Decks Level 1
Player 1 Is Shao Khan0109CED4	Have All Decks Level 1 9102b2c5
	Have All Decks Level 1
Mummy Returns	Have All Decks Level 1
Infinite Health 943f2dd0	Have All Decks Level 2 910505c5
Infinite Ammo	Have All Decks Level 2
One Hit Enemy Kills! 940063d0 First Person View: Infinite Health 943f21d0	Have All Decks Level 2
First Person View: Stop Timer 91bfd1cf	Have All Decks Level 2 9109b9c5
Never Reload	Have All Decks Level 2 910abac5
110101 101000 1111111111111111111111111	Have All Decks Level 3 910bbbc5
Painter	Have All Decks Level 3 910cbcc5
Infinite Lives	Have All Decks Level 3 910dbdc5
Infinite Time91ff6cc3	Have All Decks Level 3 910ebec5
Infinite Powerpills 916341c6	Have All Decks Level 3
Infinite Springs	Have All Decks Level 4
	Have All Decks Level 4
Pocket Smash Out Race Time	Have All Decks Level 4
Always Last Lap	Have All Decks Level 4 9114c4c5
Always First Place 9101c8cZ	Have All Decks Level 5 9115c5c5
Always First Place	Have All Decks Level 5 9116c6c5
Stop Timer	Have All Decks Level 5 9117c7c5
	Have All Decks Level 5 9118c8c5
Pokemon Gold & Silver	Have All Decks Level 5 9119c9c5
Catch Champion/Different Color/Sparkly	Have All Decks Level 6
Pokemon	Have All Decks Level 6
	Have All Decks Level 6 911dcdc5
Power Rangers: Time Force	Have All Decks Level 6 911ecec5
Inf. Health Green Ranger	Have All Decks Level 7 911fcfc5
Inf. Energy Green Ranger 9214c0d4 Inf. Health Yellow Ranger 9206b9d4	Have All Decks Level 7 9120d0c5
Inf. Energy Yellow Ranger 92060904	Have All Decks Level 7 9121d1c5
Inf. Health Pink Ranger 9204bad4	Have All Decks Level 7 9122d2c5
Inf. Energy Pink Ranger9214bfd4	Have All Decks Level 7 9123d3c5
Inf. Health Red Ranger 9206b7d4	Have All Decks Level 8
Inf. Energy Red Ranger9214bcd4 Inf. Health Blue Ranger9206b8d4	Have All Decks Level 8
Inf. Health Blue Ranger 9206b8d4	Have All Decks Level 8
Inf. Energy Blue Ranger 9214bdd4 Stop Timer	Have All Decks Level 8 9128d8c5
Infinite Lives	Have All Decks Level 9 9129d9c5
Ammo (Mini-Boss Level)	Have All Decks Level 9
One Hit Enemy Kills (Megazord) .94000fd0	Have All Decks Level 9
Infinite Health (Megazord)943b0ed0	Have All Decks Level 9
	Have All Decks Level 10 912edec5
Rocket Power: Get Some Air	Have All Decks Level 10 912fdfc5
Max Coins	Have All Decks Level 10
Max "L"	Have All Decks Level 10 9131e1c5
Max Score	Have All Decks Level 10 9132e2c5
Max Score	
Max Score	Tony Hawk Pro Skater 2
Max Score	Tony Hawk: All Courses Complete .01FF66C5
Max Score	Tony Hawk: All Courses Complete .01FF67C5
Max Score	Tony Hawk: All Courses Complete .01FF68C5
	Tony Hawk: All Courses Complete .01FF69C5
Shamus	Tony Hawk: All Courses Complete .01FF6AC5
Enable Key Display	Tony Hawk: All Courses Complete .01FF6BC5
Have Key 1	Tony Hawk: All Courses Complete .01FF6CC5
Have Key 2	Bob Burnquist: All Courses Complete
Have Key 3	
Have Key 4	Bob Burnquist: All Courses Complete
Have Key 5	oterace
Have Key 7	Bob Burnquist: All Courses Complete
Have Key 8	
	0.1FF73C5
Simpsons: Night Of The Treehouse	Bob Burnquist: All Courses Complete
Stop Timer	Bob Burnquist: All Courses Complete
Infinite Health	
Infinite Lives	
No Items To Be Collected 9100c6c1	Bob Burnquist: All Courses Complete
Max Score	01FF76C5
Max Score	Bob Burnquist: All Courses Complete
Max Score	
Max Score	Steve Caballero: All Courses Complete
Max Score	
355-5 74800-157-0	Steve Caballero: All Courses Complete
Snoopy Tennis	
P1 Max Score	Steve Caballero: All Courses Complete
P1 Max Score 910926c3 P1 Score 0 910027c3 P1 Score 0 910027c3 P1 Score 0 910929c3 P2 Max Score 910929c3	Steve Caballero: All Courses Complete
P1 Score 0	
P2 Max Score	Steve Caballero: All Courses Complete
P2 Max Score	
P2 Score 0	Steve Caballero: All Courses Complete
PZ Score U	
P2 Score 0	Steve Caballero: All Courses Complete
Unlock All Characters 910bcac4 Unlock All Characters 910accc4 Unlock All Levels 9100bpc4	
Unlock All Levels	Max Score
Unlock All Levels	Max Score
Unlock All Levels	Max Score
The second section of the sect	Stop Timer
Space Invasion	Max Cash
Infinite Lives 91067dc7	Max Cash
Max Score	
Max Score	Veram - Whatle
Max Score	Xtreme Wheels
Max Score	Stop Timer
Max Score	Infinite Stamina

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Max Bo	dy
Max De	dy
Max We	eignt
	Tech Deck
Stop Ti	
Have A	ll Decks Level 1
Have A	IL DECKS LEVEL 1 9 IUZDZCS
Have A	Il Decks Level 1
Have A	Il Decks Level 1
Have A	II Decks Level 2
Have A	Il Decks Level 2
Have A	II Decks Level 2 9108b8c5
Have A	II Decks Level 2
Have A	Ill Decks Level 3
Have A	Ill Decks Level 3 910cbcc5
Have A	Il Decks Level 3
Have A	Il Decks Level 3
Have A	Ill Decks Level 4 9110c0c5
Have A	ll Decks Level 4
Have A	Ill Decks Level 4
Have A	III Decks Level 4
Have A	all Decks Level 5
Have A	ll Decks Level 5
Have A	III Decks Level 5
Have A	Il Decks Level 5
Have A	all Decks Level 6
Have A	III Decks Level 6 911bcbc5
Have A	all Decks Level 6
Have A	Ill Decks Level 6
Have A	III Decks Level 7 911fcfc5
Have A	all Decks Level 6
Have A	Ill Decks Level 7 9121d1c5
Have A	all Decks Level 7
Have A	All Decks Level 7
Have A	III Decks Level 8 9125d5c5
Have A	All Decks Level 8
Have A	III Decks Level 8 912606c5 III Decks Level 8 9127d7c5 III Decks Level 9 9128d8c5 III Decks Level 9 9124dac5 III Decks Level 9 9124dac5 III Decks Level 9 9126dbc5 III Decks Level 9 9126dc65 III Decks Level 9 912dddc5 III Decks Level 9 912dddc5 III Decks Level 9 912dddc5
Have A	All Decks Level 8
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Have A	All Decks Level 9 912dddc5
Have A	All Decks Level 10 912edec5
	All Decks Level 10
Have A	All Decks Level 10 9131e1c5
Have A	
Have A	III Decks Level 10 912edec5 III Decks Level 10 912fdfc5 III Decks Level 10 913e0c5 III Decks Level 10 9131e1c5 III Decks Level 10 9132eZc5
Have / Have /	
	Tony Hawk Pro Skater 2
Tony H	Tony Hawk Pro Skater 2 lawk: All Courses Complete .01FF66C5
Tony H	Tony Hawk Pro Skater 2 lawk: All Courses Complete .01FF66C5 lawk: All Courses Complete .01FF67C5
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Tony H Sob Bi Bob Bi Bob Bi Steve Steve Steve Steve	Tony Hawk Pro Skater 2 awk: All Courses Complete .01FF66C5 awk: All Courses Complete .01FF68C5 awk: All Courses Complete .01F68C5 awk: All Courses Complete .01FF68C5 arraquist: All Courses Complete .01FF71C5 arraquist: All Courses Complete .01FF72C5 arraquist: All Courses Complete .01FF73C5 arraquist: All Courses Complete .01FF73C5 arraquist: All Courses Complete .01FF74C5 arraquist: All Courses Complete .01FF74C5 arraquist: All Courses Complete .01FF76C5 arraquist: All Courses Complete .01FF76C5 arraquist: All Courses Complete .01FF76C5 caballero: All Courses Complete .01FF7CC5 Caballero: All Courses Complete .01FF8CC5 Caballero: All Courses Complete .01FF8C5
Tony H Bob Bi Bob Bi Bob Bi Steve Steve Steve Steve	Tony Hawk Pro Skater 2 awk: All Courses Complete .01FF66C5 awk: All Courses Complete .01FF67C5 awk: All Courses Complete .01FF68C5 awk: All Courses Complete .01FF6C5 awk: All Courses Complete .01FF7C5 urnquist: All Courses Complete .01FF7C5 urnquist: All Courses Complete .01FF72C5 urnquist: All Courses Complete .01FF72C5 urnquist: All Courses Complete .01FF74C5 urnquist: All Courses Complete .01FF74C5 urnquist: All Courses Complete .01FF76C5 urnquist: All Courses Complete .01FF76C5 urnquist: All Courses Complete .01FF76C5 complete .01FF76C5 complete .01FF76C5 Caballero: All Courses Complete .01FF81C5 Caballero: All Courses Complete .01F81C5
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gameshark upgrade options

Nintendo 64®

- 1. Standard Gameshark:
- standard GameShark along with a check or more 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.
- 6. You can send in your current version of the Gameshark along with 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®

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
ok 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 55.00 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 (D)
 - The version 3,5 is the currently the hightest 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 Proversion 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.game-shark.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™

50 you want to play your P\$ one [™] with your Mobile Monitor [™], but you're not near any outlets. The rechargeable Mobile Power One [™] powers your P\$ 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 sportability, 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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