

HACK TIP BONANZA! 3 Game Boy Game Shark Lessons to make you a hacking champ

WWW.GAMESHARK.COM

number 29

GAMESHARK

GAZINE



Eidos' Anime-style
adventure game returns

fear effect 2

RETRO HELIX

The PS2 is out. The Gameshark 2 is out. Guess what we have inside?

Funk Dat!

Considering I take gaming way too seriously, I figured it's time I just let go for once and have a fun little time with my Editor's Notes. After some discussion with savior and Wooly Doug, we decided that the best way to have fun was to emulate one of our favorite songs; "Funk Dat" by Sagat. If you've never heard the song, I highly suggest you track it down, it's just Sagat himself asking the questions in this goofy voice like "Question: Why is it when I go to the club, only the uuu-uugly chicks wanna' step to me? Man...funk dat!" Granted, printed words cannot do the song justice, but if you have it, you can use it to sing along here.

With that, I give you GameShark Magazine's own Funk Dat!

Question: Why is it that the Japanese think Marcellus and Kauri are good names for bosses? Funk Dat!

Question: Why is it that whenever I spend 10 hours playing a game, my memory card just happens to be full and I can't save? Funk Dat!

Question: Why is it that everyone at GameShark disses my Capcom fighters? Man, Funk Dat! Put That Soul Calibur Away!

<cool music break>

Question: Why is it that Nintendo needs to delay every game they make by 6 months, and then delay it again? Funk Dat!

Question: Why is it that whenever I'm about to sit down to a long gaming session, one of my friends calls me just to talk about nothing. Man, funk dat!

Question: Why is it that companies feel the need to make end bosses kill me in one shot? Man funk dat!

Question: Why is it that the GameShark office is always kept at 4000 degrees? Funk Dat!

Question: Why is it that evil overlords and dictators feel the need to wait around for me while I take down their entire empire one guy at a time? Funk Dat!

Question: Why is that when I spend all day typing in a set of programmer's cheats, someone has to steal them and claim them their own? Man, FUNK DAT!

<cool music break>

Question: Why is it that every time I walk into the office, my co-workers feel the need to call me King Nerd, like it's in 'in' thing or something? Man, funk dat!

Question: Why is that when FNG hacks 200 codes for a game, kids on the UBB whine about the two he didn't hack? Man, FUNK DAT!

Question: Why do words like 'illicit' and 'crafty' get to be abused by those in authority? Funk Dat!

Question: Why do companies feel the need to release crappy games on to the market, and then hype them as if they were good? Funk Dat!

Question: Why is it ducks never seem to get in a row? Funk Dat!

Question: Why is that UBB users have to type 'JUST LIK DIS, CUZ THEY THINK ITS KEWL!!!!!!' ? Man, Funk Dat!

Question: Why do people keep asking me if I'm Captain N? Like I'd be caught dead in that varsity jacket...Funk Dat!

<music fades>

We now return you to your regularly scheduled magazine.

Jason Dvorak
Dangerboy

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

Dear GameShark,

So when I play Driver 2 is there any way to play it with codes using the PS2 GShark? The PS1 codes are 12 digits long, and the PS2's are 16. Do I just put zeros in their place or do I have to get different codes. Please help me.

Thank you,
DP49548

DP,

The GameShark 2 for the PS2 is only compatible with PlayStation 2 games. I know that you can play PSOne games on your PlayStation 2, but those games still require a GameShark designed for use with the PSOne.

To further complicate the matter, only PSOne GameSharks designed after the development of the PS2 are PS2 compatible. These GameSharks are the GameShark Lite, and the GameShark CDX Version 3.5. To use codes for Driver 2 you'll need one of these.

You'll also want to check the bonus disk that shipped with your GameShark 2. While this disk isn't a full-blown GameShark, it does allow you to use select codes for certain games.

Adding zeroes to the end of a code isn't going to do much for you.

-Wooly Doug

Dear GameShark,

I want to know where I can send video game companies updates that I would like to see in their games.

Thanks,
John

John,

It's very cool that you want to get involved in gaming. I think most everyone who plays games with any frequency feels the same. To write game developers, your best bet is to go to their website. Almost every company has a website these days, and almost every one of those websites have a feedback option.

Don't get discouraged if you don't hear back from the companies, or if they don't use your suggestions. These companies are huge, and they get tons of letters a day. Participating in the process is a good thing to do, even if you don't get immediate gratification.

-Wooly Doug

Dear GameShark,

Now the game for playstation2, **WWF Smackdown 3**. Now is this game going to have blood? The last two didn't. It sure would be nice if they would include blood in this one, makes the game a lot better. And why don't they have it where you can climb the TitanTron and drop off onto your opponent? Can you find out for me and please let me know?

Thanks,
-Bud

Bud,

As parental groups, the media, the Senate, etc... keep blaming violence on videogames, it's less likely that developers are willing to make them bloody/realistic, but wrestling games are bought by wrestling fans. Wrestling fans see blood while watching wrestling. They're not being exposed to anything new. I don't get it. It does seem that the PS2 is being developed with a more mature audience in mind, so maybe the blood will be back.

As for the TitanTron, I have no idea. But I will tell you that I think that's the best question I've been asked in a while.

-Wooly Doug

dangerous designs

The call for home-brewed characters was answered, being almost exclusively answered by our younger readers. Among the entries, there seemed to be two common themes: it was either a character with Dragon ball-qualities, or someone who walked softly and carried a big gun.

First up is the main man who started the idea: Jinkens. Jinkens was created by Casey Desilet.

Next up is Johua Norling's "Night Hawk". His character would be in a game like **Resident Evil**, and it would be on the N64.

The next entry comes from Dominic Serine, probably our youngest contributor yet. His "Dragon Battle Areen" would be for the PlayStation.

Finally, we have another sibling rivalry contribution from the Tran brothers. Andy's character Ryu would be a hidden Boss in **Final Fantasy 9**. His brother Danny's character Goneto is a cross between Gohan and Magneto, and would be in the Dreamcast game **Marvel Vs Capcom 2**.

Now that we've gotten the 'create-a-character' out of the way, let's try something even better; create-a-system! That's right, for the next issue of GSM, I want you to design what you think would be the perfect looking system. Would it have 4 controller ports or 2? Would it be black or white? Maybe it's purple? Get to it!

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



CONTENTS

Editorial Department

Managing Editor **Benn Ray**
 Editor **Jason Dvorak**

Spiffy Alias Department

CodeBoy **Bill Kaufman**
 Dullmann **Dan Ullmann**
 Don, The **Terry White**
 Moist William **Willie Ames**
 FNG **Jason Philbrook**
 savior **Kevin Kaelin**
 Dr. Atomic **Benn Ray**
 Dangerboy **Jason Dvorak**
 Matt-San **Matt Alt**
 Doug, Wooly **Doug Parsons**
 Lik **Chris Machiran**

Art Department

Art Director **Marc Raley**
 Cover Illustration **Marc Raley**
 FNG's Sidekick **Lik**
 Fluffer **Bill Kaufman**
 Director of Kickbacks **Kermit D. Frog**

Circulation Department

Database Destroyer **M. Beard**
 Huh? **Dan Ullmann**
 Concerned Expression **Kris Anderson**
 Dollies **Andy Livingston**
 Video Game Theft **L. Cowboy**
 Mail Snooper **Lying Elder**

Subscription Information

Got a hole in your soul that can only be filled with GameShark codes? There's only one thing to do baby, have GameShark Magazine delivered to your doorstep every other month!

Visit Us Online : www.gameshark.com
 Call Us : (410) 785-4064

Send a check or money (\$16 = 6 issues) to:

GameShark.com
 CodeName : Who's Yer Daddy?
 318 Clubhouse Lane
 P.O. Box 1407
 Hunt Valley, MD, 21031

GameShark is a trademark of Interact Accessories, Inc.

www.gameshark.com



Hana is back, with more babes, more bullets, and a lot more frustrating puzzles.

fear effect 2
 RETRO HELIX

PS2 CODES

Armored Core 2
 Dead or Alive 2
 Dynasty Warriors 2
 Ever Grace
 Kengo
 Onimusha
 Orphen Scion/Sorcery
 Ring Of Red
 Smugglers Run

PSX CODES

Champion Surfing
 Fear Effect 2: Retro Helix
 Ford Racing
 Mega Man X 5
 Toy Story Racer
 Triple Play Baseball 2002
 Vanishing Point

N64 CODES

Banjo-Tooie
 Batman Beyond
 Mega Man 64
 Paper Mario
 Pokemon Puzzle League

DC CODES

Capcom Vs. SNK
 Charge 'N Blast
 Deep Fighter
 Expendable
 Omikron
 Record Of Lodoss War

GBC CODES

Dexter's Laboratory
 Metal Walker
 Power Puff Girls: Battle Him
 Sgt. Rock on the Frontline
 Sponge Bob Square Pants
 Turok

2

Reviews:
 Kengo (PS2)
 Goin' Quackers (PS2)
 Kessen (PS2)
 Oni (PS2)
 Next Tetris (DC)
 Grandia 2 (DC)
 Vanishing Point (DC)
 Metropolis Street Racer (DC)
 Lunar 2 (PS)
 Supercross 2001 (PS)
 Evil Dead (PS)
 Warriors of Might and Magic (PS)
 Star Wars: Battle for Naboo (N64)
 Mega Man 64 (N64)
 Paper Mario (N64)
 3D Ultra Pinball Thrill Ride (GB)

8

Codeboy's Rant
 When he's not chasing after staff members and beating them with a controller or searching EBAY for scary things, CodeBoy is hacking and ranting. Here's the latter half.

8

Game Release Schedule
 With the X-box, Game Boy Advance, and the Game Cube looming off the horizon, you don't think companies would suddenly drop the other systems do you? Heck no! Check out the latest games that are coming down the pipeline, including a mammoth amount for the PlayStation 2!

9

Signature Codes
 This month, we take a look at some of the best 'everything' codes, which give you everything you could want in that particular game.

10

To Hack With It!
 This month we get a tag team dose of the hacking tips. Lik shows you all you need to know for hacking stuff on the Game Boy, with Max Scores, Invincibility, and Last Lap codes, while FNG shows you the path to 1 Hit Kills.

16

Programmer Cheats
 We utilized all of our bandwidth to execute our number one action item - drilling down to present you with the hottest, craftiest programmer cheats we could find. They are presented on page 16, like so many ducks in a row.

INSIDE BACK COVER

Game Shark Upgrade Policy
 GameShark Frequently Asked Questions
 GameShark Magazine Subscription Information

Kengo

By FNG

When I first popped **Kengo** into my PS2 I was expecting to play a visually enhanced version of **Bushido Blade**, or a **Street Fighter** type game with swords; and I wasn't too far off.

Kengo is a fighting game that incorporates the art of the Samurai with a hint of **Soul Calibur**. Characters have a "Ki" gauge, a health meter, and several "stances" that are selectable during battle. Each stance allows for a different combination attack to be performed against your opponent at any time during a match, and when the Ki gauge is full and becomes engulfed in flames, your character has the ability to perform their "secret attack." The secret attack is the most devastating attack in your Samurai's arsenal and is the most difficult to perform as well.

Graphically **Kengo** is above average, the environmental/character textures are nicely done, the lighting is great, and reflections are wonderful. OK, what are the downsides? Well, the "jaggies" and clipping that plague this title become quite annoying after about an hour of game play. There's nothing worse to a nit-picky gamer like myself having to watch a character re-holster a sword and have the blade constantly protrude from different sides of its sheathe.

Since looks aren't everything, I tend to focus on how well the characters respond to the controls, or how well thought out they were. I have mastered almost the entire arsenal of attacks, counters, cancels, parries, combos and specials. It wasn't easy mind you; when I first picked up the controller I was struggling with the timing of each attack and counter. Once the fundamentals of character movement were mastered, the timing came easier. My favorite aspect of **Kengo**'s controls would have to be the inability to simply pound on the controller and win a match. **Kengo** is all about strategy; it's about how well you know your characters movements, attacks, and timing. That is one of the main features makes **Kengo** shine!

Bottom line: **Kengo** is NOT **Bushido Blade 3**. If you're looking for horrific load times and massive 3D environments, you won't find them here. This title is all about strategy, execution of specials, and the timing of counters, parries, and cancels. If you're looking for a title that will keep the blood flowing (literally), **Kengo** is the game for you.

Platform: PlayStation 2
Genre: Fighting
Developer: Lightweight
Publisher: Crave

OVERALL RATING: 8.5
Graphics: 7.0
Sound: 8.0
Control: 8.0
Fresh Factor: 9.0
Gamelife: 9.0



ONI

By Gandor

In **Oni** you play the part of Konoko, a member of the Technology Crimes Task Force. Your job is to take down "The Syndicate," and you do this by busting quite a few heads. **Oni** is a good mix of hand-to-hand fighting and shooting with some stellar cut-scenes.

The first thing you learn about **Oni** is that the control set-up has a HUGE learning curve. So big that the first part of the game is a training stage, which you need to master if you want to get very far. Having said that, once you learn Konoko's moves, she's a force to be reckoned with. She can kick (or punch) some major butt, and she handles firearms well too. She can only carry one weapon at a time, but you can find a variety of weapons along the way and take whichever one you want. In fact, if one of your enemies has a weapon you want, beat them up and take it! Just like lunchtime in elementary school.

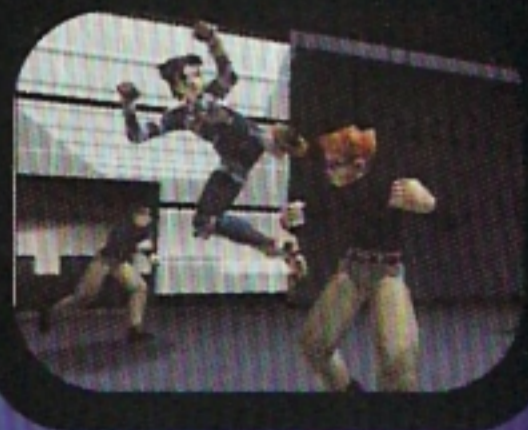
If you're a fan of Anime, you'll love the graphics of this game. Playing **Oni** is just like watching Japanese animation, except you're controlling the action. The cut scenes add to the over-all cool graphics and really pull you into the story.

Oni also has a nice audio set-up. The music coincides with the action, building up to any major fights. The voice acting was the best part though. Well-written dialog with some pretty funny moments added that "special" touch.

Overall, **Oni** is a very good game. It's well worth the frustration of learning the controls, and once you do you can take out all that pent-up anger on the hordes of evil-doers waiting for you.

Platform: PlayStation 2
Genre: Action
Developer: Rockstar
Publisher: Take 2

OVERALL RATING: 7.9
Graphics: 9.0
Sound: 9.0
Control: 6.5
Fresh Factor: 7.0
Gamelife: 8.0



KESSEN

By savior

Kessen mixes up equal parts **Risk**, **Chess**, **Braveheart** and **Age of Empires**. Unfortunately, it doesn't have enough of ANY of these parts to make it a great game.

The idea here is that you're the general of an army of feudal Japanese warriors. As General, you're in charge of relations with enemy clans, battle strategies, officer deployment and ordering troops in battle. 99% of the time, you're not directly involved with combat. You're the king directing the other pieces on the chessboard. All of this works very well, as you can control even minute details of your battles. The problem is, you don't HAVE to control anything. I put the controller down for two battles in a row and won both of them. I went with the default battle plans and stuck with them for the entire battle, both times, and won both, no problem. Imagine booting up **Super Mario Bros.** and Mario automatically runs, stops and jumps at all the right times to clear a level. Sure, if you want to you can control him to do different stuff, but if you don't he clears the game on his own. You end up with a feeling that you're just watching a demo of a game, not really playing a game.

Graphically the game is simply astounding. Cut-scenes are indistinguishable from interactive battles. The voices and sound effects covering nearly every portion of the game add to the realistic feel. Overall, you just end up feeling like you're watching a movie, though.

A sequel to **Kessen** would be great. There is a solid foundation for some deep real time strategy. The lack of interactivity keeps it from reaching its potential.

Platform: PlayStation 2
Genre: Strategy
Developer: Koei
Publisher: Koei

OVERALL RATING: 7.1
Graphics: 9.0
Sound: 8.0
Control: 5.0
Fresh Factor: 8.5
Gamelife: 5.0



DONALD DUCK GOIN' QUACKERS

By Estrogamer

When I popped the PlayStation 2 version of **Donald Duck Goin' Quackers** into my console, I expected nothing more than a marginally better looking version of the (extremely addictive) Dreamcast version of the game. I never considered that the PS2 version might go farther.

In a completely uncharacteristic move, this **Donald Duck Goin' Quackers** is completely different than the Dreamcast version, except for some of the cut-scene animation and the basic plot. The rest of the game, from the interface to the very game play, seems to have been built pretty much from the ground up. This exhibits an incredible dedication to using each system to its full potential, even if that means going above and beyond merely putting out a quality game.

This certainly is a quality game on all of the most basic levels. The graphics are actually better than the (already excellent) Dreamcast version of the game. Animation in-play, as well as during FMV cut scenes is truly in-keeping with Disney's high standards, and the sound - effects, music, and especially voice acting - adds to the boisterous, fun feeling of the well-known characters and fanciful atmosphere.

Beyond the purely cosmetic, we find gameplay to compel and tantalize. With more obstacles on each level, and more intricate paths to navigate, the PS2 version is also a lot more challenging than the Dreamcast version. But even though you can really motor through your extra lives in this version, the basic game play is just as solid, and just as addictive. The same switching between sidescrolling and a third-person, **Crash Bandicoot** style of play is nicely enhanced by new and complex maneuvers needed to successfully complete each level. A variety of special moves to unlock, as well as time challenges on each level will keep you coming back for many a drawn-out session.

Donald Duck Goin' Quackers is a must-own for any PS2 owners who are into the platformer genre.

Platform: PlayStation 2
Genre: Action
Developer: Ubi Soft
Publisher: Disney

OVERALL RATING: 8.4
Graphics: 9.0
Sound: 9.0
Control: 8.0
Fresh Factor: 7.0
Gamelife: 9.0



The Next Tetris, ON-LINE Edition

By Wooly Doug

Tetris is a bonafide classic. It's one of the few games that you and your parents can sit down and play, and both enjoy equally. Crave Entertainment has taken on the latest update of the classic, and has done nicely with it, changing very little, and making for some competitive online play.

The Next Tetris offers the classic game play, but also offers you the option to play an updated version of the game. The updated version has each shape consisting of colored blocks. While these blocks stay together as one piece while they're falling, they'll break apart and link up with like colored blocks upon hitting the bottom of the screen. This makes for more strategic play, as you can plot each individual's block's path while trying to place the shapes.

Obviously the biggest update to the game is the inclusion of online play. Online play only takes place in the updated Tetris Mode, and it's a lot of fun. Connecting to the server is as easy as hitting one button (provided you have already set up your Sega browser), and then it's just a matter of challenging another player to a duel. Actually this was the most troubling aspect of the entire game. When I first logged on there was not a single player to be found. None. Finally someone hopped online and we played for a while. Another problem occurred when he logged off though. Either he quit (no doubt due to my skill), or he was dropped from the server in mid-game, causing my game to lock up, and forcing me to do a soft-reboot. As for the actual online game play, it was fast, with no lag, and was a lot of fun. When your opponent breaks 2 or more rows of blocks, your screen flips around in real time, causing a lot of confusion. Other than this attack of sorts, the game plays exactly like the offline version, with clearing your screen being the ultimate goal.

Visuals and sound are really crisp, and purposefully overdone considering the decidedly non-graphic and sound dependency of the game. A deep, mechanical backdrop is shown through your transparent playing area, adding a nice window dressing to the play, and bizarre Russian music is heard throughout the game.

If you like Tetris, you'll like The Next Tetris, guaranteed. The old game is included with the new one, so there's nothing to lose.

Platform: Dreamcast
Genre: Puzzle
Developer: Crave
Publisher: Crave

OVERALL RATING: 7.4
Graphics: 8.0
Sound: 8.0
Control: 8.0
Fresh Factor: 6.0
Gamelife: 7.0



Metropolis Street Racer

By savior

Metropolis Street Racer fits in quite nicely with its DC racing brethren, as it's both loads of fun and unique in its gameplay. You play the role of a hard-core street racer, taking on challenges from the racing community that will have you laying rubber on over 200 routes spanning London, Tokyo and San Francisco. The challenges vary from best lap, to total time, to a head-to-head race and a bunch of others. Doing well in a challenge will earn you "Kudos," or the respect of your peers and allow you to unlock new cars and challenges. How well you do depends on a number of different factors.

Each challenge will have set parameters. One will challenge you to pass 8 cars in an allotted time. If you complete the challenge, you'll earn Kudos. If you want to earn more, you can make it a little tougher for yourself by raising the number of cars you need to pass. Maintaining a good line around turns, making slick passing moves and playing for the crowd (burn outs, fish tails, etc.) can all earn you more Kudos, as well. But you can lose them as quickly as you earned them.

Get too close to a wall or guardrail, say bye to some Kudos. Tap another car, say bye to some more. Hitting anything on the course, actually, will drop your total Kudos for the challenge. Poor driving and sportsmanship will also drop your rating. You'll actually be penalized for cutting other drivers off, blocking them on a pass and other rude gestures.

Speaking of rude gestures, the greeting I got when trying to use the online function of the game was less than friendly. A simple "Host can not be contacted" message told me that either the function isn't being supported or the server isn't being maintained well. Neither is good.

Despite the lack of internet function, MSR is still a fantastic game with a huge quest and loads of replay value. If you pick this up, make sure you pick up a good music CD, too. The soundtrack is crap (unless you like elevator music), so just turn down the in-game music volume, spin your CD and enjoy the street racing.

Platform: Dreamcast
Genre: Racing
Developer: Sega
Publisher: Sega

OVERALL RATING: 8.6
Graphics: 8.5
Sound: 7.5
Control: 9.0
Fresh Factor: 8.0
Gamelife: 10.0



Vanishing Point

By Dangerboy

Acclaim's latest entry into the Dreamcast racing circuit also defines how far one can go to tease the player. Here is a fantastic game that's regrettably buried beneath a few strange layers of execution.

There are some damn fine looking graphics in this game. The track designers did a fine job making sure that each level was different enough from each other to keep the game's appearance fresh, and no two tracks look alike, even when they share similar components, like a bridge or straight away. The car models are extremely well done, and the artists even went the extra mile to and the proper curves of the hood and door panels, as well as create the indent where the tires meet the hubcap. Even the drivers are on the proper side of the car, be it American or European model. If there was anything to knock, it would be that there's no damage, but then that's not something you find in the arcade style games. Besides the racing and regular options like Time Trial and Single Race, you'll also given the chance to play stunt driver. Here you need to perform special tasks such as popping balloons while jumping a ramp, tackle a curvy slalom style road, and more. Each track requires you to earn a certain amount of points in order to unlock each track. This area of the game's as addicting as the racing portion of the game.

The only real sugar in the gas tank is how Acclaim approached the game play and secrets features. VP's control style doesn't seem to know if it's an arcade game or a simulation game. The end result is a stiff vehicle that's a wee bit slippery. It doesn't feel like you're controlling a Ford Explorer in the beginning, but just a big slab of steel. What's bizarre is that Acclaim decided to take the very things that are usually a given, like tune-ups, and make them part of the secrets you unlock. To further that problem, you have to unlock each part of the tune up options! It's no easy task either, since the two cars you start out with (a Ford Explorer and a Mustang) don't control so well.

Vanishing Point is a diamond in the rough. It has all the right elements that could make it a killer racing game, but the choice on how to present the player with their awards forces to the player to suffer a bit before he can truly enjoy the game. If you can stick with it, you won't be sorry.

Platform: Dreamcast
Genre: Racing
Developer: Acclaim
Publisher: Acclaim

OVERALL RATING: 8.0
Graphics: 8.5
Sound: 9.0
Control: 7.0
Fresh Factor: 8.5
Gamelife: 8.0



Grandia II

By savior

Grandia II combines tried and true RPG elements (menu driven, turn-based battles, experience leveling up, etc.) with some new and innovative tweaks while taking advantage of the Dreamcasts graphical power. Brightly colored towns and detailed backgrounds make up most of the game's interactive landscape. Enemies can be seen while walking around, so random battles are no longer random. If you want to fight, go after the bad guy. If you don't want to fight, keep your distance.

There's a lot of strategy melded into the battle system, too. Right off the bat you'll have to deal with Battle Initiative. If an enemy catches you off guard to begin a battle, he'll have the initiative. If you attack each other, it'll be a draw. And if you can sneak up on an enemy and begin a battle with him before he even knows you're there, you can start the battle with the initiative.

There is a timeline on screen, displaying an icon for every character (party member or enemy) involved in the battle. Each icon moves along the timeline towards the Com command line. Once an icon reaches this line, the character can then enter an action to perform. The timeline continues on a bit past the Com line 'til it reaches the Act line, when the action that was entered is to be performed. How quickly a character gets from Com to Act depends on what type of action has been selected.

All of the in-battle spell animations are gorgeous, some even jumping to anime style cut-scenes for added effect. Characters also have to actually move to the enemy they're trying to attack in order to successfully hit them. If you choose to attack an enemy that's too far away, you'll get tired on the run over to him and miss your chance to attack.

Grandia II scores points in every aspect of game play, and is definitely worth a purchase for any RPG fan.

Platform: Dreamcast
Genre: RPG
Developer: Ubi Soft
Publisher: Ubi Soft

OVERALL RATING: 8.3
Graphics: 8.5
Sound: 8.0
Control: 8.5
Fresh Factor: 8.5
Gamelife: 8.0



EVIL DEAD HAIL TO THE KING

By CodeBoy

Ummm, before I get into this review I need to clear something up right away. There is something drastically wrong with the controls in this game. If you have a problem with poor controls when running for your life and you tend to not save often in games, you'll want to skip this title completely. There is nothing more frustrating than understanding exactly what needs to be done, but the overabundance of invisible borders, or lack of response or bad camera angles keeps you from performing the actions. A note to those about to embark into *Evil Dead*: save often. That said the game itself has a fairly interesting storyline, somewhere between the first and second movie, and luckily avoiding that joke that was the third film. A creepy, campy stroll through a haunted forest with plenty of demons, skulls, possessed Scouts and beheaded exes, kinda like my neighborhood actually.

Based on a dumbed-down version of *Resident Evil/Tomb Raider*, it's a fairly linear storyline wherein you spend the majority of the time hunting down objects to combine with other objects to open doors to rooms that require objects combined with objects to open the door on the other side. Kill another skeleton, find a key, etc... Not bad, but nothing new. The clips from the movie are a bit overused at times; if I hear another "I'll swallow your soul" when wandering through the Labyrinth area I think I'll just give them my soul. The Bruce Campbell quips are equally over-used, but that seems to be the norm in every damn Duke Nukem title, at least they give him credit here.

Evil Dead was also a rather short game. I was able to complete it the first time in about three hours by the in-game clock, and in just under two the second time around, once I figured out the pitfalls of the controls and knew when and where to save. For the most part there aren't too many threatening foes, and Health Kits aren't exactly uncommon. I found that the majority of my deaths were caused by my own hand, staggering with the controls, fighting with the camera and generally making poor choices in save points. I'm not one to save often if I know a game, but this is not the case with *Evil Dead*. Drop your pride and save, and save, and save, and save, and save...

WARRIORS OF MIGHT AND MAGIC

By Savior

I'm literally in physical pain right now. My head is throbbing and I'm nauseous from playing this God-awful piece of trash. As if 3DO hadn't pained me enough with the *Army Men* series, they've taken it to a new level with *Warriors of Might & Magic*.

So you're this dude, accused of being evil, and you're thrown into a bottomless pit into the depths of Hell. The game involves you trying to find your way out. Wait a minute; didn't Crystal Dynamics already do this story with *Legacy of Kain: Soul Reaver*? At least they had the decency to give us a frame rate higher than 15 fps, and a steady camera that was easily controllable, and some decent puzzles to solve, and revolutionary gameplay elements, and...well, you get the point.

WoMM is just one of those games you don't want to play. All of the levels are bland. Exploring them is both simple and tedious. Battling enemies isn't much more exciting, as you either press one button repeatedly to slash them to death or another button to throw magic at them. Perhaps the game's most annoying feature, though, is the fact that it's posing as an adventure game but has almost no adventure elements. It acts more like a 3-D *Super Mario Bros.*, stomping on enemies, collecting items and clearing different levels. There's no true exploration, puzzle solving or character development.

On the surface, this game wants to be *LoK: Soul Reaver*. On a gameplay level, it wants to be *Gauntlet Legends*. When you break it down, it's nowhere near either of those titles.

Platform: PlayStation
 Genre: Adventure
 Developer: THQ
 Publisher: THQ
 OVERALL RATING: 5.0
 Graphics: 6.0
 Sound: 6.0
 Control: 1.0
 Fresh Factor: 7.0
 Gamelife: 5.0



EA SUPERCROSS

By Dullmann

The *Supercross 2000* engine has received an incredible makeover for this year's installment. Updating the painfully erratic and visually deficient engine from last year, EA provides the experience of a completely new version. On the open track *Supercross 2001* boasts a very strong frame rate, but when the screen is crowded with riders, background elements and fans this beefy clip drops faster than the stock market with a Republican in office.

Motocross racing is fast paced and extremely dangerous. Riders not only have to deal with pitfalls the track throws at them, but the opposing riders create as much an obstacle course as the track itself. Riders are faced with each of these elements all at once. Until now, all of these elements were not captured in a video game as thoroughly as *Supercross 2001*.

The graphics push the limits of the system better than any *Supercross* title to date and the rider animations are sweet. Riders actually respond to differences in elevation and track elements quite realistically. The tracks are wider this year and the jumps are still a bit angular, however, the dirt textures are much more lifelike.

Art Eckman and David Bailey handle the reasonably entertaining commentary. They can become quite repetitive, but they have a larger vocabulary than any other *Supercross* title. The soundtrack is well designed and actually fits the game's fast pace. With the likes of *Confrontation Camp*, *Kittie* and *DJ JustOne*, EA put together cool mix.

Overall, *Supercross 2001* is the motocross game to beat in 2001. It is hard to imagine how EA will top this installment on the PSX next year. All the excitement that is *Supercross* has been captured exquisitely this year, and I can only imagine what EA has in store for us on the PS2.

Platform: PlayStation
 Genre: Racing
 Developer: EA Sports
 Publisher: EA Sports
 OVERALL RATING: 8.2
 Graphics: 8.0
 Sound: 8.0
 Control: 8.0
 Fresh Factor: 9.0
 Gamelife: 8.0



LUNAR 2 ETERNAL BLUE COMPLETE

By Dangerboy

Lunar 2: Eternal Blue Complete is a director's edition of the cult favorite Sega CD RPG, originally done by Game Arts.

While the basic story line of good versus evil is still the foundation of the tale, what separates *Lunar* from the pack is that the characters actually show personality. You can feel the ego dripping from Lord Leo, or better yet, find yourself wishing you could really slap Lemina upside the head with her selfishness.

You're tossed right into the game, so much so that it's about the only RPG I know of that would allow you to possibly die with the first 2 battles. All you have are your magic spells, your weapons, and your few magical items. Each character plays a specific role; you have your magic users, your swordsman, your defensive players, and Lucia, who acts as a wild card, thanks to her being controlled by the CPU. You need to know who does what, which spells to use, and how to properly distribute the much needed experience points. This is something I have always liked about the *Lunar* series. You can't "buy" or "steal" spells; you must rightfully earn them by building up your characters experience. Once you have the spell, you can use accumulated points to then raise the level of that attack.

On the fight screen, your characters and enemies must move around to hit each other, adding a bit of realism as well as strategy to the mix. A neat switch was that Game Arts did away with random battles, making enemy parties visible, and avoidable if need be.

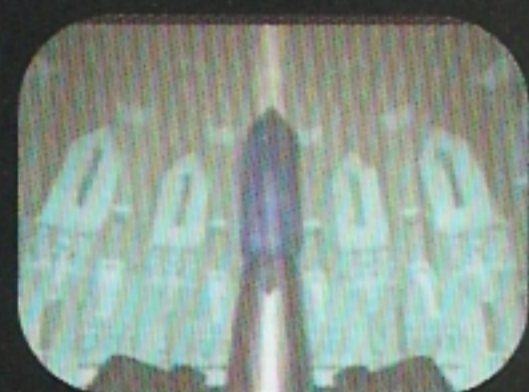
As for the graphical upgrades, we'll start with the basic world look. Every character, enemy and area has been redrawn from the ground up, with more colors, more animations, and in the area's case, a bit more land. In terms of cut-scenes and cinemas, Game Arts really did out do themselves. The originals were built using in-game sprites and scanned in drawings, but here, it's full-blown animation combined with CG artwork.

When everything boils down, we have a superb re-release of a great game.

Platform: PlayStation
 Genre: Adventure
 Developer: 3DO
 Publisher: 3DO
 OVERALL RATING: 3.4
 Graphics: 5.0
 Sound: 6.0
 Control: 2.0
 Fresh Factor: 2.0
 Gamelife: 2.0



Platform: PlayStation
 Genre: RPG
 Developer: Game Arts
 Publisher: Working Designs
 OVERALL RATING: 8.5
 Graphics: 9.0
 Sound: 8.0
 Control: 8.0
 Fresh Factor: 7.0
 Gamelife: 7.0



MEGA MAN 64

By Dangerboy

Mega Man 64 is an alternate universe created for one of Capcom's main characters. Rather than being created by Dr. Light, our hero is discovered as a child by Barrell Casket. Casket, a famous digger in a world run by ancient technology and covered in water, takes the baby bomber as his own, and raises him in the way of his trade.

When this game was originally released, it lacked that certain flair the other Mega Man games had. The animation was standard, uninspired stuff. Graphics were decent, but suffered some severe clipping problems in the PSX. While the actual character design was cool (the servbots rock), they didn't seem to come to life as well as they could have. All of the above apply here, only the textures are now a smoothed out and the fog is somewhat better.

Because of the cartridge size, the voices have been reduced to grainy, almost laughable samples. There's actually a surprising amount of voice, but you'll cringe at some of the samples and voices. Often times you can't even hear what they're saying.

As for the game play, Capcom had attempted to do something different with the series, and with Legends they tried to make a 3D action game with slight RPG elements to it. The end result is a game that's improperly balanced between its play modes and requirements. There are three main areas of play. In the town, you can gather information, by new parts and restock items, and pretty much just take a break from fighting. In the world area, you'll face off against the pirates and the many servbots. In the mines, you'll search for items that Roll can use to make you new equipment or reconstruct to repair your fallen ship. The problem comes in the order in which you do things. With the game's pace unable to figure itself out, you spend most of the time wondering when something important will happen, which doesn't come as often as it should.

To it's credit, the game does have some funny moments, and the idea of a customizable Buster Arm is great, but in it's outdated form, those ideas never get to reach the level they should.

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

OVERALL RATING: 7.5
Graphics: 7.5
Sound: 7.0
Control: 6.5
Fresh Factor: 6.0
Gamelife: 7.0



STAR WARS: BATTLE FOR NABOO

by Wooly Doug

Finally, something that's not disappointing has emerged from Star Wars: Episode One! I think it's because it has very little to do with the actual movie itself.

The graphics in Battle for Naboo are gorgeous and are a contender for best looking of the year for the N64 (not saying much, but still). Lucas Arts paid a lot of attention to detail in keeping the game in line with idyllic vision of Naboo as it was portrayed in the field. Massive green expanses bordered by high mountains, rocky chasms, and flowing rivers are all normal scenery in both the movie and the game. Ships and droids all interact seamlessly with the backgrounds, providing a believable cinematic experience. Speaking of ships and droids, each looks identical to their movie counterparts. Trade droids flying on their S.T.A.P.s look like they were lifted straight out of the film. I was amazed at this, and even a few passer-bys stopped to question whether this was really an N64 game.

Control in Battle for Naboo is a little touchy. It's easy to get accidentally turned around, and following a ship while dog fighting is almost impossible. Action taking place on the ground is fairly easy to follow, but once it takes to the sky, prepare for frustration. It's bad enough to make the game frustrating at times, but not to ruin it entirely.

There's a lot of variety in Battle for Naboo, and it keeps the game interesting for a while. Tons of mission types, from search and destroy to escort and rescue, coupled with a huge selection of vehicles to pilot keeps Naboo fresh. A lot of the vehicular differences are merely cosmetic, but a lot of the vehicle choices affect how you complete a mission. In one early mission you're asked to escort a Hut (Borvo The Hut in this instance) to his secret base and you're given the option to provide ground or air support. Your choice dictates the rest of the mission and can make it a totally different experience. While this sort of replay value isn't common throughout the entire game, it does make some missions replayable. Also the medal system, rewarding players for completing tasks like having high blaster accuracy or citizens saved, gives players another reason to throw the cart back in. I expect to be playing Battle for Naboo for a while longer now.

Platform: Nintendo 64
Genre: Simulation
Developer: LucasArts
Publisher: LucasArts

OVERALL RATING: 7.4
Graphics: 9.0
Sound: 8.0
Control: 6.0
Fresh Factor: 6.0
Gamelife: 8.0



PAPER MARIO

By Dangerboy

Once again, the plumber with the killer jump is back in action thanks to the creative minds at Intelligent Systems. While it's not the official sequel to Square's original creation on the Super Nintendo (Super Mario RPG), Nintendo seems to have managed to keep the magic that the first created.

This time around, Bowser seems to have gotten rather impatient, not to mention a bit more hungry for a plumber-less kingdom. Rather than kidnap Princess Peach as usual, he's taken her and her entire castle from its locale and lifted them high into the night sky. Granted, it's not the best way to sweep a princess of her feet, but the plan works, and Bowser almost punches Mario's ticket in the process. After being tossed away like garbage, our paper-thin hero is found lying in a forest. His rescuers are Goombas. It seems that many of the characters we thought as the enemy have some heart after all.

To say the N64 needed this game more than anything would be a practice in understating the obvious. After months of drought, we finally get the charm and whimsy that only Nintendo seems capable of providing. While Paper Mario is classified as an RPG, its game play roots feed off of all the previous Mario games and mannerism. You'll still use the jump attack and hammer; you'll still use fire flowers and mushrooms; you'll still find bricks to break and coins to collect, just all in a slightly different manner. The action skills of the earlier games will aid you in your map travels, as you make way between towns and enemy locales. When you do meet up with the villains, you'll have a chance to pounce on them, gaining you an advantage in the menu-based battles. Once here, you'll be back to the battle style of Super Mario RPG.

What makes the game so visually stunning is the multitude of graphical styles. You have the 3D polygon buildings and areas like Super Mario 64, the 2D Sprites like Yoshi's Story, and the various layer style of the old 16 Bit games. Even freakier, it all blends seamlessly together, especially with the small touches here and there.

As it is with all of Nintendo's offerings, the control is tight with few if any gripes. Sometimes it'll feel like the game doesn't catch your Action presses when in-battle, but with a bit more practice you get the hang of the system's timing scheme. Everything else moves smooth, with menu navigation being a snap.

It's no secret that the Nintendo 64 is on it's last legs, and that no force on earth, be it Pokemon, Mario, Squirrel, or otherwise will save it from it's downward spiral into the history books. With Paper Mario though, it'll be a slow and whimsical decent.

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

OVERALL RATING: 8.9
Graphics: 8.5
Sound: 8.0
Control: 9.0
Fresh Factor: 8.5
Gamelife: 8.0



3-D ULTRA PINBALL THRILLRIDE

By Estrogamer

Well, it's not 3D at all, but it's about as thrilling as pinball video games can be.

I've always been a fan of video-pinball, perhaps largely because I suck at real pinball. And while this pinball game isn't strictly realistic, it is a lot of fun. The lack of realism is to good purpose and sometimes enhances the game significantly. For instance, the easiest mode changes the physics of the pinball to make the game extremely simple to play. And you can break into mini-games in a completely different pinball environment.

In fact, you pretty much have to break into the mini-games to get any kind of decent score. Like the truly three-dimensional pinball tables you can find in bars or your friendly, neighborhood arcade getting a high score in Ultra Pinball Thrillride requires precision, not just the ability to keep the ball in play or to whack it as hard as possible; this is especially true of the mini-games.

I'm not quite sure why this game includes the rumble. The Game Boy folks always seem to include it in pinball games, and while the feedback can be nice, it isn't always as well done as it is in this game. UPT isn't perfect, by any stretch of the imagination. There's only one pinball table, for one thing. For another, you can only play the mini-games if you get to them in the main game - there's no way to play them alone if you want to, which would have been a nice feature. However, on the whole, this is a good, solid fun play, and it can be pretty addictive if you like video pinball.

Platform: Gameboy
Genre: Simulation
Developer: Sierra
Publisher: Sierra

OVERALL RATING: 5.2
Graphics: 6.0
Sound: 5.0
Control: 6.0
Fresh Factor: 3.0
Gamelife: 6.0



fear effect 2

RETRO HELIX

Review By Gandor

The Skinny:

Fear Effect 2: Retro Helix is an incredible sequel (actually a "Prequel") to a fantastic game, do the math and that equals the beginning of an amazing game franchise.

The plotline of the game is like an NBC movie of the week on speed. Full of beautiful vixens, dangerous thugs, crafty traps and the occasional robot devouring rat, Fear Effect 2 has an intriguing storyline that will keep you playing late into the night. The story is so interesting that sometimes the gameplay takes a backseat. While the story mainly focuses on the mission at hand, it also provides major insight into the background of the original games three main characters: Hana, Royce and Deke. Thrown into the mix is a new character, another typical video game babe by the name of Rain Qin, who has a mysterious connection to Hana. Throughout the game you'll see how the dangerous trio hooked up in the first place, and what impact Rain has on the group.

Fear Effect 2 plays much like the original. You maneuver a certain character through a section of a level, fighting enemies, solving puzzles and maneuvering through obstacles. At certain points you'll switch from one characters storyline to that of another, getting drawn that much further into the story. If you played the original, the controls are basically the same. If you're new to this series, there's a slight learning curve before you'll be able to play and keep your character from dieing of fright. Yes, you can die of fright. Instead of a standard health bar, characters in this game have

a "Fear Meter."

There are no health power ups, in order to go from afraid back to confident, you'll have to find more ammo, sneak-kill enemies and perform well on the puzzles. It's a nice departure from the "I'm almost dead, where can I find a turkey and a soda to regain some health" type of video game. The major improvement of Fear Effect 2 over Fear Effect are the load times. The gameplay and cinematics stream seamlessly, and there's virtually no load time even after you die.

The visuals are superb, blending anime style art with cutting edge graphics. The game has a dark tone to it, and the graphics

reflect that mood. There are many bright colors to contrast the dark ones, usually the bright red of arterial blood splattered everywhere. Objects that you can pick up are sometimes hard to see, while objects that you can interact with

are usually easy to spot as they'll glow or flash. The character animations work well within the game, the only complaint here is that Hana and Rain have the exact same animations.

The audio is very subdued, which usually would be a bad thing but works well in this instance. The lack of a loud soundtrack actually enhances the game, letting you here enemies before you see them, and detect subtle changes in your fear

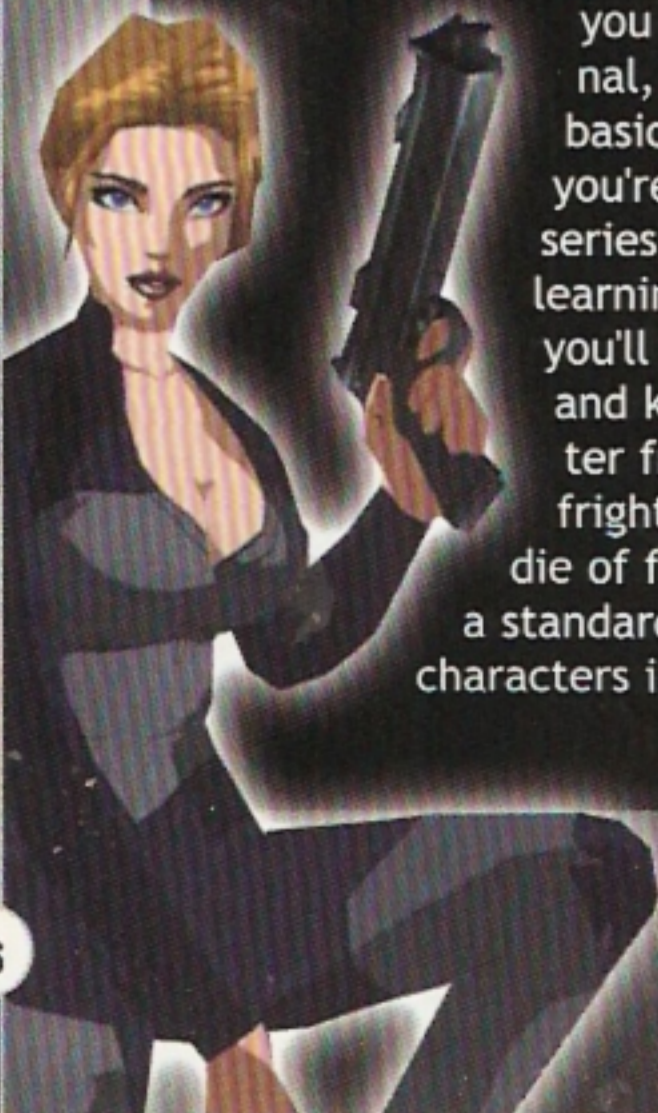
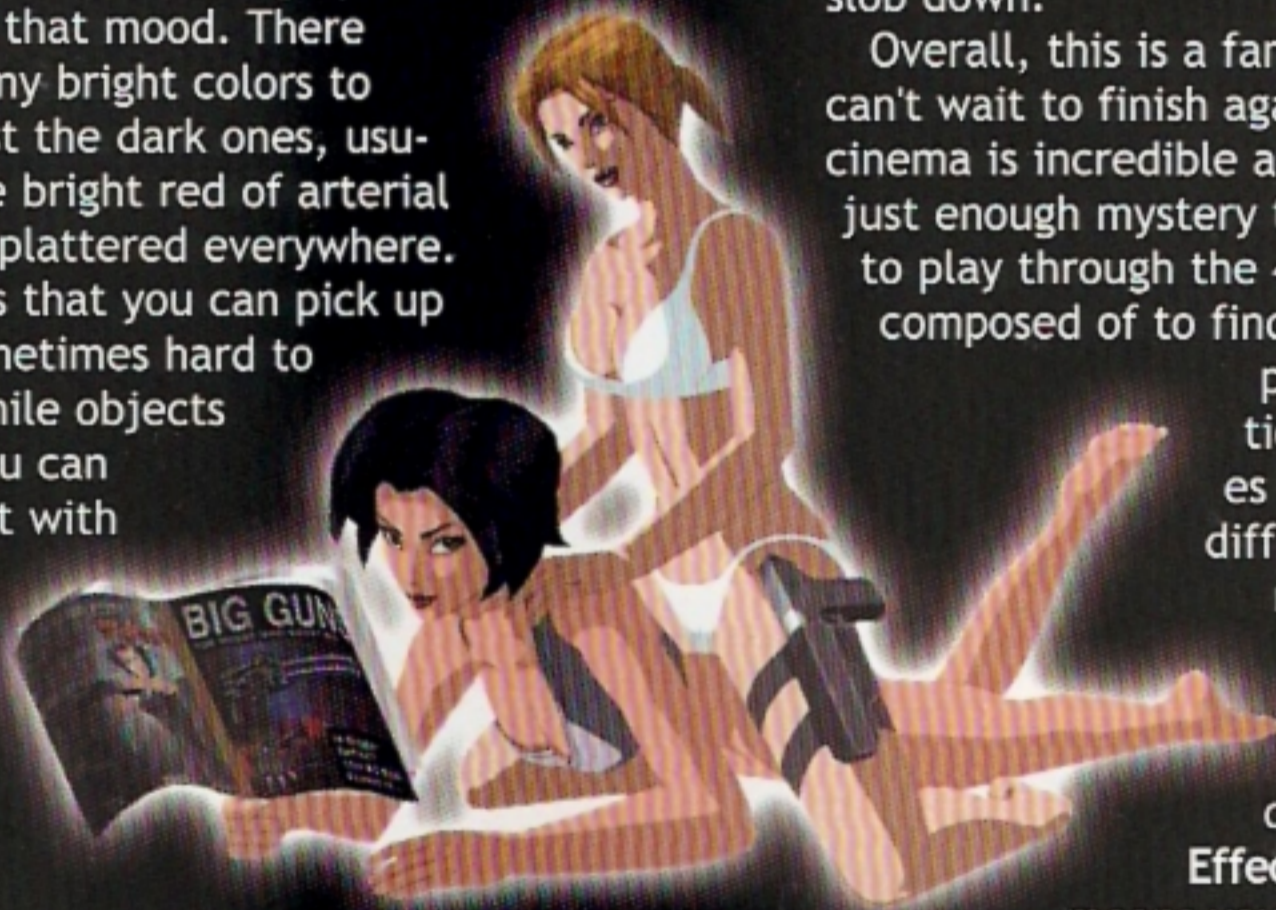
Platform:	PlayStation
Genre:	Adventure
Developer:	Kronos
Publisher:	Eidos

OVERALL RATING:	8.5
Graphics:	10.0
Sound:	7.0
Control:	8.5
Fresh Factor:	8.0
Game Life:	9.0

meter. The sound effects are quite good, my favorite being the thumping of the assault rifle as you gun some poor slob down.

Overall, this is a fantastic game that I can't wait to finish again. The opening cinema is incredible and VERY gory, with just enough mystery to make you want to play through the 4 discs the game is composed of to find out what happens. The instruction manual promises that the "Hard" difficulty setting is more rewarding, and that was definitely true with the original Fear Effect, which means you'll probably get a more interesting ending if you go through the game on the "Hard" setting. No matter what difficulty level you choose, Fear Effect 2: Retro Helix is sure to entertain and captivate your imagination.

You'll like this game if you like: Fear Effect; Resident Evil Series; Tomb Raider Series



FAQ By Dangerboy

Q: When does this take place?

A: It takes place before the first game, giving insight into how all three characters met each other.

Q: What's the answer to the Blinking Cursor Puzzle?

A: On this machine you will need to decipher the pattern with the rows of letters on the right with the set of digits on the left. If you look at the upper right hand corner, you'll see the code key. The letters ascend while the numbers descend. You'll also need to choose the right row that corresponds with the color of the cursor. In other words:

Key: B = 5, C = 4, D = 3, E = 2, F = 1

Blue Cursor (Row 2): Press 3, 1, 4, 5, 2, right switch.

Yellow Cursor (Row 3): Press 4, 5, 1, 2, 3, right switch.

Red Cursor (Row 1): Press 2, 3, 4, 5, 1, right switch

Q: How do I solve the geometric puzzle with the shapes?

A: Here you must match the shape on the right to the shape on the left. You'll need to use the d-pad to manipulate the shape, using either Left, Right, Down, Up, or Center. The trick here is that your first point of decision is in reality the very TOP center of the left shape. The solutions are:

Shape 1 (X-Shape): D, U, D, U, D, U, D, U

Shape 2 (Diamond Shape): U, D, U, D, U, D, U, D

Shape 3 (Octagon Shape): U, U, U, U, D, U, U, U

Shape 4 (Long Diamond Shape): D, D, U, D, D, D, U, D

Shape 5: (Side Diamond): D, L, D, L, D, L, D, L

Shape 6: (Pointed X): D, R, U, L, D, U, D, U

Q: Why can't I kill (said person)?

A: You'll have to make sure that the targeting icon is visible at the top of the screen before you start firing. It will also turn red when you have a perfect shot.

Q: How do I complete the circuit?

A: To do that, you'll need the follow pieces in the following blank spots (the number in parenthesis refers to the number of times you need to Hit O to flip the piece from it's original orientation on the selection board. If there's no number, you do not need to flip it.):

Pieces: Yellow Straight = YS, Red T = RT, and Yellow Curve = YC

Row 1: Blank, YC(3), Blank

Row 2: YC(2), YS, YC, Blank

Row 3: YS, RT(1), YS, YS

Row 4: Blank, YC(2), YS(1)

Row 5: Blank, Blank, YC(1), YS, YC(1), YC

Q: Why can't I see the save spots?

A: Not sure. To try and make it more realistic, I guess? If you're not good at finding the save points, you can turn on the beacon in the options. You'll then be able to see the spot.

Q: How do I switch the fuse wires?

A: In order to this, you must remove the fuses from the top and bottom of the board to other holders, switch the two center rods, and then replace the fuses. For example, to swap Green and yellow, make sure the green and yellow fuse boxes are empty, and you'll notice that there's no electricity going through the wires. Click one of the wires, then click on the other, and they'll swap. You're trying to make the wires look like the bottom left picture on the side of the board. The proper sequence is...

1. Swap Green and yellow
2. Swap White and yellow
3. Swap Purple and blue

4. Swap Orange/Red and blue

Q: How many discs is it?

A: It's 4 discs, but you don't play them in order. You'll toggle between them several times.

Q: How do I properly align the numbers on the computer screen for the keycode?

A: This is the hint from screen 6. You must align up the number to the proper row (that's going left to right). The proper alignment is:

4 should be 3 blocks down.

2 should be 5 blocks down.

B should be 6 blocks down.

3 should be 2 blocks down.

D should be 6 blocks down.

A should be 4 blocks down.

Q: How do I complete the DNA sequence?

A: Use the DNA code disc on the computer in the back of the room. You will now have 12 DNA strands to match up with the DNA structure sequence in the top screen. On the top screen, there are 12 black slots, and there are 12 DNA blocks. Each color matches up to its partner. The top empty spaces will be lettered here left to right, while the 12 DNA strands will be numbered as follows:

Color Rules:

Red = Yellow

Yellow = Red

Blue = Green

Green = Blue

Structure

d g j
a b c e f h i k l

Strands

1 2 3 4 5 6

7 8 9 10 11 12

The proper sequence is:

a. 1 (flipped)

b. 7

c. 10

d. 9 (flipped)

e. 8

f. 3

g. 7 (flipped)

h. 4

i. 6

j. 12

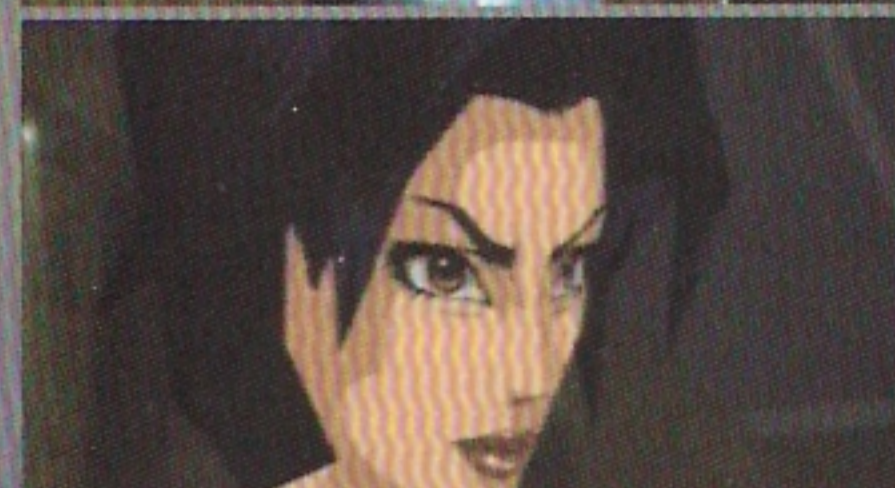
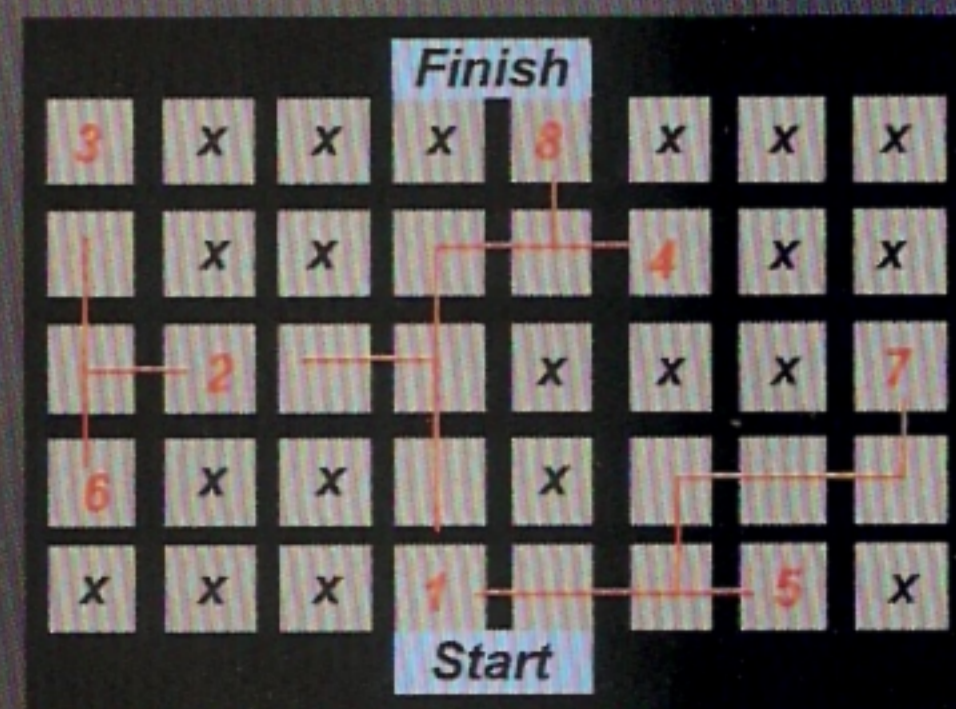
k. 2

l. 12

Q: How do I beat the floor tiles in the challenges?

A: Use the Chinese fan to summon the next immortal. You will now have to select the proper tiles in the proper order. For those that want the real challenge, here's how it works: There are three sets of tiles on the floor. Good tiles, Bad tiles, and the Activation tiles. The activation tiles are those that you need to walk over. The sequence, and which shapes you need to press are located on the two tapestries on the door that you entered from. There are 4 signs that mean "Bad", which will cause you to lose your health, and 4 "good" signs that will allow you to walk between the activation tiles. Once you start the puzzle, stepping on the "Start" pad will reset the puzzle. Trust me, it's not worth the hassle to figure out. Use the guide.

Starting from 1, follow the line to the final number 7. You will need to back track over your steps to reach the other numbers.



Itchin' To Ride

In the midst of a non-existent blizzard I find myself stuck on **Ducati World Racing Challenge** on the Dreamcast. Chances are, by the time you're reading this, I'll still be on the game...and you thought I wasn't dedicated. With nine parts monotony and frustration and one part true motorcycle thrill I find myself somewhat addicted to this damn game, perhaps on a masochistic level. But it's March, and I haven't ridden a bike in nearly six months, and I'm going crazy. So even if it is some juiced up superbike, I'm still into it. At least with the game I don't have to get a new battery and a set of \$500 tires before I'm back on the road. So I'll continue to curse and swear, and whenever I can actually make it to the fourth and fifth lap, feel that rush as my heart rate increases. Hmmm, or perhaps it's just the fact that I eat a pound of bacon for breakfast each day and chase it down with

half a pack of smokes.

And when I'm not busy swearing at **Ducati World Racing** I'm sneaking a game or two of **Triple Play Baseball (2002)**. Nothing like those early baseball titles to get you psyched up for the real thing come April. Unfortunately this year's offering from EA Sports leaves about as much to be desired as this year's offering from the Orioles. Oh well, at least it's realistic. Another year gone to the Yankees, and it hasn't even started yet.

Now if only there were a backyard grilling game I'd have all of my summertime events a little early and in game form. Something for me to practice on before it actually becomes time for said activities.

Lik is even getting into the Spring mindset, playing some God-awful wake-boarding game. Somehow water-skiing just doesn't translate well to a video game, but trust me, this is

another activity that, if given the chance, one should investigate. I never did understand those folks who insisted on skiing in the winter, it's a bit painful and cold for my liking. Of course without the luxury of a boat it starts to make a bit more sense. But save the money from the lift tickets, the gear, the lodge, and the hospital bills and in two short years I assure you that a fine 14-foot boat can be yours (Trailer Not Included).

And really, that's what's been going on around the office for the past two weeks; just looking forward to warmer times, oh, and hacking PS2 codes as well by the way. Hope you enjoy your codes, because you people don't even venture out into the outside world anymore, do you?

-CodeBoy

GAME RELEASE SCHEDULE

Dreamcast

4/5/01	Worms World Party
4/10/01	PBA 2001
4/11/01	Coaster Works
4/11/01	Exhibition of Speed
4/15/01	IHRA Drag Racing
4/15/01	Mars Matrix
4/17/01	Floigan Brothers
4/17/01	Illbleed
4/26/01	Project Justice
4/26/01	Stupid Invaders
4/30/01	Half-Life
5/1/01	18 Wheeler American Pro Trucker
5/1/01	Commandos 2
5/1/01	Dark Angel: Vampire Apocalypse
5/3/01	Soldier of Fortune
5/7/01	Ooga Booga
5/15/01	Dragon Rider
5/15/01	Gorka Morka
5/15/01	System Shock 2
5/16/01	Conflict Zone
5/18/01	Playmobile Hype
5/19/01	Legend of the Blademasters
5/19/01	Sharpnel: Urban Warfare 2025
6/27/01	Alone in the Dark
7/16/01	Evil Twin

Game Boy

4/2/01	Batman Racing
4/19/01	Jimmy White's Cue Ball
4/19/01	Carnivale
4/29/01	Mummy Returns
5/8/01	Matt Hoffman's Pro BMX
5/20/01	Barbie Pet Rescue

Nintendo 64

4/1/01	Dinosaur Planet
--------	-----------------

4/1/01	Eternal Darkness
4/16/01	VR Powerboat 64
4/19/01	Carnivale

PlayStation

4/3/01	Digimon World 2
4/6/01	Nicktoons Racing
4/7/01	Blaster Master: Blasting Again
4/10/01	The Bombing Islands
4/11/01	Kasparov Chess
4/19/01	Sea Doo Hydro Cross
5/1/01	NASCAR Racers
5/15/01	Batman Gotham Racer
5/15/01	Inspector Gadget
5/15/01	Mat Hoffman's Pro BMX
5/16/01	Roswell Conspiracies
5/16/01	VIP
6/1/01	Rayman 2: Back To School
6/15/01	Time Crisis: Project Titan
6/27/01	Alone In The Dark: The New Nightmare
7/2/01	Digimon Card Battle

PlayStation 2

4/1/01	Cool Boarders 2001
4/1/01	Supercar Street Challenge
4/3/01	Ultimate Sky Surfer
4/10/01	Heroes of Might & Magic
4/10/01	Silpheed: The Lost Planet
4/11/01	Roadster Trophy
4/15/01	Gran Turismo 3: A-Spec
4/17/01	Stunt GP
5/1/01	Champs F1 Racing
5/1/01	Portal Runner
5/1/01	Star Wars: Super Bombad Racing
5/1/01	WDL: War Jetz
5/2/01	Gauntlet: Dark Legacy

5/2/01	Tokyo Xtreme Racer 2
5/9/01	Red Faction
5/15/01	Herdy Gerdy
5/15/01	Jungle Book
5/15/01	Project Eden
5/22/01	Cool Boarders 2001
5/23/01	Giants
5/29/01	Dark Cloud
5/30/01	Dark Angel: Vampire Apocalypse
6/1/01	18 Wheeler
6/1/01	Clive Barker's Undying
6/1/01	Dinosaur
6/1/01	Ephemeral Fantasia
6/1/01	F1 Racing Championship
6/1/01	Ico
6/1/01	Seven Blades
6/1/01	The World Is Not Enough
6/1/01	Ultimate Sky Surfer
6/7/01	Lotus Challenge
6/15/01	Top Gun
6/19/01	Test Drive: Offroad Wide Open
6/30/01	Bloody Roar 3
7/1/01	Supercar Street Challenge
8/1/01	Legacy of Kain: Soul Reaver 2
8/15/01	F1 Racing Championship
9/1/01	Baldur's Gate
9/1/01	Barbarian
9/1/01	Beast Wars
9/15/01	Carrier
9/15/01	Forces Of One
9/15/01	Run Like Hell
10/15/01	Formula X
10/15/01	VRoom
10/17/01	Mummy Returns
11/15/01	Munukuru
12/15/01	Super Runabout: New York Edition



SIGNATURE CODES

So, the PlayStation 2 now has a GameShark, which brings the happy family of 'Sharks to 5. How many of you have all of them? I do...but then I work for GameShark, so I guess that doesn't count. Anyway, when I'm not working, getting picked on by the staff, or playing games, I'm collecting things. I'm a video game collector by default, and have this peculiar urge to own EVERY game that comes out for a system. I already have all the Turbo Grafx and Game.com games, and am slowly working on other systems, including the Dreamcast, PlayStation, and more. It's always a pain when I can't locate that one really hard to find game, or know I don't have enough money to buy one on EBAY. The same goes for items in video games. I need to have everything. I want to know I have every TetraMaster card, every available character, every password, and everything else that might be in a game. If I need a GS to do that, so be it, I'm not one to complain!

For this issue's Signature Codes, I've decided to celebrate the new GameShark 2 release by collecting some reader-favorite 'Everything' codes from some of the most popular games. Those of you who want to see every little goodie a game can have, these are the codes you want. Let's get collecting shall we?

PLAYSTATION 2

Unreal Tournament: Every Character, Every Death Match Level

Use these codes with a 4-player adapter to give you and your friends the ultimate 4 player death-match frenzy.

(M) Must Be On
EC8799381456E60A

All Characters
1C1E5D981355E6A6
1C1E5D9C1355E6A6
1C1E5DA01355E6A6
1C1E5DA41355E6A6
1C1E5DA81355E6A6
3C1E5DAC1456E7A6

All Death Match Levels
1D9382001456E7A6
1D9393301456E7A6
1D939FF01456E7A6
1D93C8C01456E7A6
1D93D6E01456E7A6
1D93E7A01456E7A6
1D93F5701456E7A6
1D9304F01456E7A6
1D9316A01456E7A6
1D96DEE01456E7A8
1D96EB801456E7A8
1D96F5201456E7A8
1D9601801456E7A8

Tekken Tag Tournament: Everything Unlocked
This one's easy. Tekken Bowl, tons of extra characters, and that killer CG movie.

(M) Must Be On
ECA4F4141456E60A

Everything Unlocked
4CD61C981456B00C
4CD61C961456B00C
4CD61C9C1456E7CC
4CD61CA01456E7C3
4CD61CA61456E6A8

DREAMCAST

Ecco the Dolphin: All Levels
Talk about frustrating. Besides being one of the most graphically impressive games on the system, it was also one of the gut wrenching hardest. For those of us that get easily frustrated, here's a chance to play whatever level you want.

Enable All Levels
5DD7BFF7FFFFFFF
803385A00000000F

Grandia II: Every Item
Talk about a killer RPG! Besides having oodles and oodles of stuff, it's also got some cool character designs. The amount of items you can get can be overwhelming, but hey, we can take care of that real quick!

Every Item
8D8FF3B800000001
649A15F9E0793041
E050706100000000

San Francisco Rush 2049: All the Cheats, Baby
One of the hardest damn things to do in this game is unlock the cheat menu and activate the cheats. Each one required an obscene amount of specific button pressing that usually required the player to bend his fingers in directions they weren't meant to go in. Now, with this little bad boy of a code, all the cheats are ready to be toggled at your whim. Hours of game play were tossed back onto the disc after we got this one hacked.

[M] Must Be On
22C5F54A00000002

Enable Cheat Menu & All 23 Cheats
28AB27B100000001
719497F6E0709041
E050706100000000

NINTENDO 64

Conker's Bad Fur Day: All levels and guys
Oh yeah, you knew this one had to be on here. After months of nothing on the system, Rare's potty mouth cartridge gives N64 owners something to swear about. It's even better to hear your friends swear, so hears what you need to break open the multi-player area of the game.

(!)This Game Requires the Zelda Keycode!

Unlock All Levels And Chapters
810e9d0300ff
810e9d0400ff

Unlock All Characters (In Multi-player)
810e9d0100ff
810e9d0200ff

Paper Mario
One of the coolest games on the Super NES gets a really cool sequel on the N64. What better way to save the princess (again!) then to have your

whole party along for the ride?

(!) This game requires the Diddy Kong Keycode

Enable Code Must Be On!!
de025c000000
f106c6b02400

Have All Members In Your Party!
8010f2ac0001
8010f2b40001
8010f2bc0001
8010f2c40001
8010f2cc0001
8010f2d40001

GAME BOY

Pokemon Puzzle League: Choose Your Level
Nuff said!

Level Modifier
Replace xx with: 01 thru 32
01xxfdde

Pokemon Gold/Silver: Badges and Starters
Decorate yourself with all the badges, AND get all 3 Pokemon in the beginning of the game.

Have All Badges!
01ff7cd5

Get All 3 Starter Pokemon From Prof Elm
0100bad7

PLAYSTATION

Final Fantasy IX: All Items
One of my biggest pet peeves is realizing I missed something and have no chance to get it back. Well, now you don't need the second chance.

Have All Items
5000ff020001
8008b7c46301

Duke Nukem Land of the Babes: Cheats and Secrets
Save those busty babes with all the right enhancements.
Have All Cheat
8006ff20ffff

All Secrets Found
300ea17a0003

SIGNATURE CODES

SIGNATURE CODES

Hacking Max Score Codes on the Game Boy

By Lik

Today we are going to learn how to hack Max Score codes for your favorite Game Boy sports games.

I was just on a big sports game kick this week and I thought I would share a little info so you can kick major ass in your favorite sports game. This is the easiest code that you will ever hack, just follow these steps and you will find out how easy it is!

Well you all know the procedure here, so grab your GameShark and your favorite sports game and let's begin. Just so you know if you absolutely despise sports game, this technique will work for any game that has points score involved. You can also use this technique to make your opponent score 0 too, and you know how much fun that is. Let's get cracking!

1. First off, get into the game and to a Start Search when your score is at 0.
2. Now get back into the game Score a point and perform a Greater Than search.
3. Repeat Step 2 about 5 - 6 times to narrow down your possibilities.
4. Now it is time to check your results.

It's trial and error time. Test out all of your remaining possibilities (if you followed the steps correctly you should only have about 5 to 10 possibilities left). Once you find the code that works, you can set the value at whatever you want. For certain games that makes you have a specific score to progress, you can set the value at the specific number you need.

For example, say that you need 99 point to win the game this is what you code should look like 91 63 78cb, 63 (hex) = 99 (dec). Read up on hex conversion so you understand how it works, and how it counts. Also you can use this method to make your opponents score 0, just follow the steps when you opponent scores.

Hacking Invincibility Codes for Game Boy

By Lik

Many of you had flooded my email with letters wondering how I hacked that Invincibility (walk on spikes, and enemies go right thru you) for **Mega Man Extreme** for the Game Boy. Well today is your lucky day because I'm in a good mood and I'll let you in on the secret of hacking that code. So go grab your Game Boy, your GameShark and a copy of **Mega Man Extreme** and let's get cracking... oops, I mean hacking!

1. Get into the game and go somewhere where there are no enemies and perform a **Start Search**.
2. Now get back into the game and walk around for a little while (stay clear of enemies) and do an **Equal To** search.
3. Repeat **Step 2** once or twice to narrow down the possibilities.
4. Now walk around and let an enemy hit you, and once Mega Man is flashing, do a **Different To** search.
5. Now get back into the game and get hit again and once Mega Man starts to flash, do an **Equal To** search.

6. Repeat **Step 5** once or twice to narrow down the possibilities some more.
7. Get back into the game and walk around away from enemies and do a **Different To** search.
8. Go back into the game and walk around and perform an **Equal To** search.
9. Repeat **Step 8** a couple of times to reduce the possibilities.
10. Now check your results, if you don't have only a couple left, repeat **Steps 4 through 9**.
11. Now it is time to check to see what you have.

Now it's trial and error time. You must test out all of your results, but if you want to cheat you can check out the site to see what the code is. If you followed the instructions right, your code should look something like this: **91 00 45ba, 00** being the value when you stop your searches on Step 8. It is that way because 00 means that the flashing of your character is off, so if you ended your search on Step 4 the value would be **01** meaning that the is on (makes you invincible for a short time). Now set the value to **01** so it keeps the invincibility on all of the time. There is your code.

That wasn't that hard, was it? You can also apply this method to other games that are similar. Well I hope that you learned something again, and made you gaming experience more enjoyable --who doesn't love to cheat?

Start On Last Lap Codes for Game Boy

By Lik

Hello again everyone! Lik is here to bring you another Game Boy Hacking Tip. I am happy that you all have been digging the Game Boy Hacking Tips, so I will keep bringing you more, and we will start to do some advanced tips in the near future. But with that aside, let's get rolling. We are going to be finding a Start On Last Lap code for your favorite racing game, so grab your gear and a racing game (you know the procedure by now), and let's begin on finding a Start On Last Lap code. Here goes...

1. Get into the game and start a race. As an example, let's say that the amount of laps in the race are 3, which is usually the standard amount, we will use that. When you are at the starting line at the beginning of the race, the lap counter should look like this: 1/3. Start the race and do a **Start Search**.
2. Get back into the game and restart the race and race off of the starting line and then do an **Equal To Search**.
3. Get back into the game and repeat **Step 2** a couple of times to narrow down the possibilities.
4. Now jump back into the game and start the race again, this time go all the way around the track so you are on the second lap. So the lap counter should look like this: 2/3. Now perform a **Greater Than Search**.
5. When you get back into the game race to the second lap again and do an **Equal To Search**.
6. Repeat **Step 5** a couple of times to narrow down the possibilities some more.
7. Now start the race again and this time go around the track to the third or last lap (3/3) and do a **Greater Than Search**.

8. Now get back into the game and race to the third lap again and do an **Equal To Search**.
9. Now repeat Step 8 a couple of times to reduce the possibilities some more. Now you should have only a few possibilities left, so it is time to look at your results.

Now check you results, this is trial and error time. If you followed the steps above and your last search was on the third lap, the code should resemble these examples:

910318dc or 910218dc

The value should either be 03 or if the game counts the number 0 as 1, the value should be 02. Now it is time to test the codes out. Leave the value at 03 or 02 (which ever is the right one) and test them out. Once you have found the right one, you are all set. Pretty easy, huh?

1 Hit Kills! for PlayStation

By FNG

So, you're getting your butt kicked by the level 3 boss in your favorite game and wish you could find an easier way to beat him; well, you've come to the right place. Today's hacking tip is all about creating a code that will drop an enemy's health to next to nothing so you can dispose of them swiftly. To create a 1 Hit Kill code for an enemy, the only thing you need to find is the address and value of the enemy's health. When you find the correct address for the enemy's health, remember what the value was when it was at its highest; this will be your activator.

Example:

Let's say that you're playing **Spyro: Year Of The Dragon** (PSX), you encountered the Shark Sub Boss and you're sick of chasing him around the lake firing missiles at him. If you wanted to hit him once to defeat him, you'd search for the address and value of the boss' health, **801623b4**, and write down what the value of his health was when it was full (**0010**). Next you'll change **801623b4 0010** (full health) to **d01623b4 0010**. This tells the GameShark to activate the next line of code when this address is equal to **0010**. Now simply set the value of boss's health to the lowest point possible without killing him. (**0001**) Finally we add the two codes together like so:

```
d01623b4 0010
801623b4 0001
```

Break it down FNG!

801623b4 is the address of the Shark Sub's health. **0010** is the value of the Shark Sub's health when full.

d01623b4 0010 tells the GameShark to execute the next line of code ONLY when address **801623b4** is equal to **0010**.

801623b4 0001 is the address and value of the Shark Sub's health with 1 hit left.

The following code basically tells the GameShark to change **801623b4 0010** to **801623b4 0001** ONLY when **801623b4** is equal to **0010**.

```
1 Hit Kills Shark Sub Boss
d01623b4 0010
801623b4 0001
```

This type of "1 Hit Kill" activator use can be used on just about any game that designates a specific address in memory for a characters health. This can also be used on N64 games as well as PlayStation.

PLAYSTATION 2

Armored Core 2

Table of items for Armored Core 2: Extra Arm Units R, Extra Arm Units S, Extra Arm Units L, etc.

ATV Offroad Fury

Table of items for ATV Offroad Fury: (M) Must Be On, Plenty Of Race Pts., Ravage 1000 Unlocked, etc.

Dead or Alive 2

Table of items for Dead or Alive 2: (M) Must Be On, Infinite Health P1, Infinite Health P2, etc.

Donald Duck Goin Quackers

Table of items for Donald Duck Goin Quackers: (M) Must Be On, Infinite Lives, Infinite Time, etc.

Driving Emotion

Table of items for Driving Emotion: (M) Must Be On, Start On Last Lap, Start On Last Lap-GT, etc.

Dynasty Warriors 2

Table of items for Dynasty Warriors 2: (M) Must Be On, Stage Select, Character Select, etc.

ESPN WX Snowboarding

Table of items for ESPN WX Snowboarding: Select=CASH-SB Mode, Select=CASH-SB Mode, etc.

ESPN Int. Track & Field

Table of items for ESPN Int. Track & Field: (M) Must Be On, Silly Robot Noises, Silly Animal Noises, etc.

Eternal Ring

Table of items for Eternal Ring: (M) Must Be On, Inf Hit Points, Inf Hit Points, etc.

Ever Grace

Table of items for Ever Grace: (M) Must Be On, Inf health/power, Inf health/power, etc.

Table of items for Ever Grace (continued): Inf Release Emblem, Inf Orb Of Atonement, Inf Billiana Extract, etc.

Table of items for Ever Grace (continued): Inf Red Fruit, Inf Blue Fruit, Inf Mushrooms, etc.

Table of items for Ever Grace (continued): Inf Royal Medal, Inf Red Sphere, Inf Blue Sphere, etc.

Table of items for Ever Grace (continued): Inf Master Key 2f, Inf Billiana Fruit, Inf Right Winged Key, etc.

Table of items for Ever Grace (continued): Inf Left Winged Key, Inf Red Sphere(B), Inf Blue Sphere(B), etc.

Table of items for Ever Grace (continued): Have Armored Boots, Have Armored Boots, Have Armored Boots, etc.

Table of items for Ever Grace (continued): Have Dragolos Boots, Have Dragolos Boots, Have Dragolos Boots, etc.

Table of items for Ever Grace (continued): Have Speed Boots, Have Speed Boots, Have Speed Boots, etc.

Table of items for Ever Grace (continued): Have Hoven Boots, Have Hoven Boots, Have Hoven Boots, etc.

Table of items for Ever Grace (continued): Have Paldio Boots, Have Paldio Boots, Have Paldio Boots, etc.

Table of items for Ever Grace (continued): Tiny Players T2, Tiny Players T1&2, Beach Court, etc.

Table of items for Ever Grace (continued): Show Shot % T1, Show Shot % T2, Show Shot % T1&2, etc.

Table of items for Ever Grace (continued): No Pushes, No Hotspots, No Hovels, etc.

Table of items for Ever Grace (continued): No Fouls, No Foul, Rainy Beach, etc.

Table of items for Ever Grace (continued): Rainy Beach, Snowy Beach, Blizzard Beach, etc.

Table of items for Ever Grace (continued): Have Apoc. #1 Book, Have Apoc. #2 Book, Have Seiryu Book, etc.

Orphen Scion/Sorcery

Table of items for Orphen Scion/Sorcery: (M) Must Be On, Inf Health main chrs, Inf Emerald Incense, etc.

Q-Ball

Table of items for Q-Ball: (M) Must Be On, P1 - 15 points, P1 - No points, etc.

Rayman 2

Table of items for Rayman 2: (M) Must Be On, Infinite Air, etc.

RC Revenge Pro

Table of items for RC Revenge Pro: (M) Must Be On, Start on Lap 3, Start on Lap 3, etc.

Ready to Rumble 2

Table of items for Ready to Rumble 2: (M) Must Be On, Infinte Health P1, Quick Recovery P1, etc.

Ring Of Red

Table of items for Ring Of Red: (M) Must Be On, Infinte Health, Easy Kills, etc.

Shadow Of Destiny

Table of items for Shadow Of Destiny: Infinte Power, Infinte Power, etc.

Silent Scope

Table of items for Silent Scope: (M) Must Be On, Unlimited Time, No Reload, etc.

Sky Odyssey

Table of items for Sky Odyssey: (M) Must Be On, Infinte Fuel, All Rings Complete, etc.

PROGRAMMER'S CHEATS

DREAMCAST

DAYTONA USA 2001

Unlock the Net-battle car
Build up 100 hours of game play.

Quick Start

Keep the RPM gauge in the yellow during the countdown. Then Hold the brake when the countdown reaches "2". Immediately release brakes and then accelerate when "1" disappears and "Go" appears.

RECORD OF LODOSS WAR

Extra Storage Space

Use the chest in the Blacksmith's shop for extra storage space for inventory items.

New Items From Chests

Save the game before opening a chest. If you don't score a valuable item, reset the game, reload and open the chest again. Most chests will give items at random.

KAO THE KANGAROO

Level Select

Pause the game and display the map. Then hold L + R and press Up, Down, Right, Left, Up, X.

Unlimited Lives

Pause the game and display the map. Then hold L + R and press Down, Left, B, Left, B, B.

Unlimited Energy

Pause the game and display the map. Then hold L + R and press Down, B, B, A, Up, Left, Right.

Unlimited Gloves

Pause the game and display the map. Then hold L + R and press Down, Right, Up, Right, Left, B.

LOONEY TUNES: SPACE RACE

Passwords

For the following cheats, you will need to select "Cheats" and then enter the word code. A sound will chime confirming it worked.

Master code: CHEESFISH

All racers: CHAR

Porky Pig: YAVARMINT

Marvin Martian: REDWAGON

All tracks: TRACK

ACME 2 track: MAROON

Galactorama 1 track: YOIKS

Galactorama 2 track: DODGPARRY

Mars 2 track: SCWEWBALL

Nebula track: MRFUZZY

Off World 1 track: DURNIDGIT

Off World 2 track: PALOOKA

Wild West 1 track: HOGGRAVY

Wild West 2 track: MACKEREL

Mirrored tracks: SAMRALPH

All ACME events: 3LILBOPS

All challenges: MOIDALIZE

Unlimited turbo: DUCKAMUCK

No gags: SUCCOTASH

All gallery items: MICHIGANJ

Control Credits:

Hold A to advance quickly through the credits or hold B to move back.

NBA HOOPZ

Cheat Mode:

Press Turbo (X), Shoot (A), and Pass (B) to change the icons on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry.

Effect Code

Show shot %	0-1-1 Down
Home uniform	0-1-4 Right
Beach court	0-2-3 Left
Away uniform	0-2-4 Right
Show hotspot	1-1-0 Down
ABA ball	1-1-1 Right
Granny shots	1-2-1 Left
No fouls	2-2-2 Right
Big heads	3-0-0 Right
No hotspots	3-0-1 Up
Infinite turbo	3-1-2 Up
Street court	3-2-0 Left
Tiny heads	3-3-0 Left
No goaltending	4-4-4 Left
Tiny players	5-4-3 Left
Play as Dr. Atomic	5-4-4 Left

PHANTASY STAR ONLINE

Alternate Costume Colors:

Enter one of the following character names to unlock two additional colors at the costume selection screen during your character creation.

Character	Name
Humar	KSKAUDONSU
Hunewearl	MOUEOSRHUN
Hucast	RUUHANGBRT
Ramar	SOUDEGMKSG
Racat	MEIAUGHSYN
Racaseal	NUDNAFJOOH
Fomarl	DNEAOHUHEK
Fonewm	ASUEBHEBUI
Fonewearl	XSYGSSHEOH

TYPING OF THE DEAD

The Hidden vs. CPU Option:

Enter PERKINS as a case-sensitive password.

Get More Options:

Enter one of the following case-sensitive passwords to activate unlimited continues, all Bosses in Boss mode, all Drill mode levels, and all CPU characters in vs. CPU mode.

KIKMAHP

DKRORCR

STKZJGH

PLAYSTATION 2

ONIMUSHA

Unlock Onimusha 2 Trailer

Complete the game with any final rating and collect at least one piece of Fluorite.

Unlock Panda Costume (Samonosuke)

Complete the game with any final rating and collect at least 10 pieces of Fluorite.

Unlock Oni-Spirits Mini-Game

Complete the game with any final rating and collect at least 20 pieces of Fluorite.

Unlock Dragon Costume (Kaede)

Complete the game with an S rating.

Unlock Ultimate Mode

Complete the Oni-Spirits Mini-Game. This will let you start a new game with the Bishamon Sword, 99 Soul Absorbers, Infinite Arrows, and Infinite Bullets. Your magic meter will always stay full, as well.

Acquire Bishamon Ocarina

Open the chest on Level 20 of the Dark Realm Mini-Game.

Acquire Bishamon Sword

Play the Bishamon Ocarina in front of the strange wall texture in the Save Room on the Demon World. Enter the opening and take the Bishamon Sword from the wall.

THE BOUNCER

Alternate Costumes

Hold L1, L2, R1, or R2 and press X to select your character. This will not work in Story Mode.

Hidden FMV

Beat the Game as Sion

Unlock Characters

Each time you play through the game you will unlock more characters.

Increase Versus Ranks

Each time Story Mode is completed, the extra characters in Versus mode will have their ranks increased. This does not include the three main characters.

gameshark upgrade options

Nintendo 64®

1. Standard Gameshark:

A. You can send in your current version of the standard GameShark along with a check or money order for \$10.00 and we will reflash the unit to the version 2.5. This version will not contain the code generator, but will allow compatibility with all of the newer titles.

B. You can send in your current version of the GameShark along with a check or money order for \$35.00 and we will replace your standard GameShark with a GameShark Pro version 3.3. The version 3.3 contains a code generator that allows you to hack your own codes and will be compatible with all of the newer titles.

2. Gameshark Pro

A. You can send in your version 3.0 and we will upgrade the unit to the 3.3 free of charge.

C. If you own version 3.2, send in your GameShark along with a check or money order \$5.00 and we will upgrade it to the version 3.3

PlayStation®

1. Standard Gameshark below version 2.0

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

2. Standard Gameshark 2.0 to version 2.42

A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and for \$5.00 you will receive an upgrade CD that will upgrade your standard GameShark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.

B. You can send in your standard GameShark along with a check or money order for \$35.00 and we will replace it with the GameShark CDX version 3.5. The CDX will allow you to link to a PC to hack your own codes.

3. Gameshark Pro

To upgrade your GameShark Pro call 1-410-785-4064 to find out about the upgrade CD that will upgrade you to the version 3.2. The upgrade CD is \$10.00.

4. GameShark CDX

The version 3.5 is the currently the highest version of the GameShark CDX. As new upgrades are available, you can call 1-410-785-4064 to receive an upgrade CD for \$10.00 or send a check or money order to our office..

Gameboy®

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

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

GAMESHARK FAQ

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

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

Is there upgrade available for the GameShark CDX for PlayStation?

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

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

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

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

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

OVER 1000 GAMESHARK CODES ARE FEATURED IN EACH ISSUE

OH YEAH!

Sign me up for 6 issues of GameShark Magazine (1-year subscription) for just \$16.

Name: _____

Address: _____

City: _____ State: _____ Zip/Postal: _____

Country: _____

Email Address: _____

Amex MC Visa Check/Money Order

Credit Card #: _____ Exp. Date: _____

Card Holder's Name: _____

Card Holder's Signature: _____

Residents of the following states must add the applicable sales tax:
MD: 5% FL: 6% TX 7.25% CA: 8.25%

Canadian, Central/South American and Puerto Rican Subscribers, please add \$3.00

Offer good only in the U.S., Canada and Puerto Rico.

Return this form to:
GameShark Magazine
335 Clubhouse Lane
Hunt Valley, MD 21030-1407

To order by phone, call an InterAct customer service representative at 410-785-4064 weekdays 9:00 am - 8:00 pm EST.

SUBSCRIBE!



Play With Us!™

Power Source One™

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



Mobile Monitor™

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

The Mobile Monitor is available now at Wal-Mart®, Best Buy™, Babbages™, Electronics Boutique®, K-Mart®, Circuit City®, Toys 'R' Us®, Meijer® and other fine videogame retailers.



PS one™ and games not included. Mobile Monitor and Power Source One sold separately.

All trademarks property of their respective owners.

©2001 InterAct Accessories, Inc. All Rights Reserved.

www.InterActAccessories.com

GameShark.com
318 Club House Lane, Suite 1000
P.O. Box 1407
Hunt Valley, MD 21030-1407
www.gameshark.com

PSRST STD
U.S. POSTAGE
PAID
BALTIMORE, MD
PERMIT, No. 3927