Hack TIP Bonanzal a same Boy same shark Lessons to make you a hacking champ number 29 WWW.GAMESHARK.COM Eidos' Anime-style adventure game returns HELIX

the PSZ IS out. The Gameshark 2 IS out. Guess what we have inside?

EDITOR'S NOTE

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 uuuuugly 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 Kaurl 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 DI\$, CUZ THEY THNK 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

Sangerule design

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 Arean 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



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more bullets, and a lot more



Codeboy's Rant

Goin' Que Kessen (PSZ)

Oni (PS2)

Next Tetris (DC)

Vanishing Point (DC)

Supercross 2001 (PS)

Mega Man 64 (N64)

Paper Mario (N64)

Metropolis Street Racer (DC)

Warriors of Might and Magic (PS)

Star Wars: Battle for Naboo (N64)

3D Ultra Pinball Thrill Ride (GB)

Grandia 2 (DC)

Lunar 2 (PS)

Evil Dead (PS)

When he's not chasing after staff mem bers 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!



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.

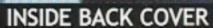


To Hack With It!

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.



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ess 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

NEA CODES

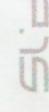
Banjo-Tooie Batman Beyond Mega Man 64 Paper Mario Pokemon Puzzle League

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



2001 **PPBIL**

REVIEUS

кепдо

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.

OUI

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-tohand fighting and shooting with some stellar cutscenes.

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.

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

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





Platform:

Developer:

OVERALL RATING:

Publisher:

Graphics:

Sound:

Control:

Gamelife:

Fresh Factor:

Genre:

PlayStation 2

Action

Take 2

7.9

9.0

9.0

6.5

7.0

8.0

Rockstar

кеѕѕеп

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. Cutscenes 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.

Genre: Strategy Developer: Koei Publisher: Koei OVERALL RATING: 7.1 9.0 Graphics: Sound: 8.0 5.0 Control: 8.5 Fresh Factor: Gamelife: 5.0

Platform:

PlayStation 2





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.

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.

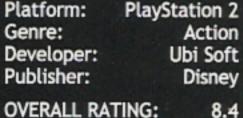
In a completely uncharacteristic move, this Donald Duck Goin' Quackers is completely different than the Dreamcast version, except for some of the cut-scene animation and the basic plot. The rest of the game, from the interface to the very game play, seems to have been built pretty much from the ground 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 - ads 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.



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.

metropolis street Racer

By savior

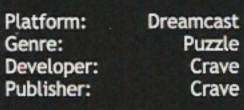
Metropolis Street Racer fits in quite nicely with its DC racing brethren, as it's both loads of fun and unique in its gameplay. You play the role of a hardcore street racer, taking on challenges from the racing community that will have you laying rubber on over 200 routes spanning London, Tokyo and San 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.

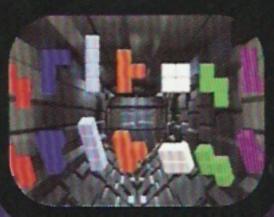
Speaking of rude gestures, the greeting I got when trying to use the online function of the game was less than friendly. A simple "Host can not be contacted" message told me that either the function isn't being supported or the server isn't being maintained well. Neither is good.

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.



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





Platform: Dreamcast Genre: Racing Developer: Publisher: Sega OVERALL RATING: 8.6 8.5 Graphics: Sound: 7.5 Control: 9.0 8.0 Fresh Factor:

10.0



Gamelife:



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 Trail 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 fea-

tures. 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 Vanishing Point is a diamond in Mustang) don't control so well.

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.

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 select-

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

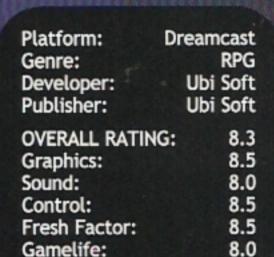
him and miss your chance to attack. Grandia II scores points in every aspect of game play, and is definitely worth a purchase for any RPG fan.

Platform: Dreamcast Genre: Racing Acclaim Developer: Acclaim Publisher: 8.0 OVERALL RATING: **Graphics:** 8.5 9.0 Sound: 7.0 Control: 8.5 Fresh Factor: Gamelife: 8.0

REVIELUS











REVIEUS

EVI Dead Hall 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 cause 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, 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 Godawful 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.

Wow 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.

Transcreteren	DESIGN	ment
Platform:	Play	Station
Genre:		enture
Developer:		3DO
Publisher:		3DO
OVERALL RATIN	G:	3.4
Graphics:		5.0
Sound:		6.0
Control:		2.0
Fresh Factor:		2.0
Gamelife:		2.0





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.

ER SUPERCROSS

By Dullmann

PlayStation

Adventure

THQ

THQ

5.0

6.0

6.0

1.0

7.0

5.0

Platform:

Developer:

Publisher:

Graphics:

Sound:

Control:

Gamelife:

Fresh Factor:

OVERALL RATING:

Genre:

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
Process 2000 engine has received an increditation
Prover for this year's installment Undating Developer: EA Sports

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

Publisher:

EA Sports





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: RPG
Developer: Game Arts
Publisher: Working Designs
OVERALL RATING: 8.5

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





меда мап 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 sever 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.

star wars: Battle for Naboo

by Wooly Doug

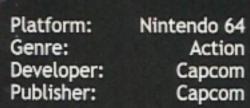
Finally, something that's not disappointing has emerged from Star Wars: Episode One! I think it's because it has very little to do with the actual movie itself.

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 Nabo, and it keeps the game interesting for a while. Tons of mis-

sion 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.



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





Nintendo 64 Platform: Genre: Simulation Developer: LucasArts Publisher: LucasArts **OVERALL RATING:** Graphics: 9.0 Sound: 8.0 Control: 6.0

6.0

8.0



Fresh Factor:

Gamelife:



Рарег магю

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 though 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.

3-0 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.

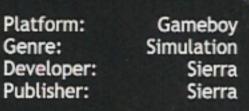
Platform:	Nintendo 64
Genre:	Action
Developer:	Nintendo
Publisher:	Nintendo
OVERALL RATIN	
Granhices	OF

REVIELLS

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







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





6

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, get-

ting 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, sneakkill 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

Platform: PlayStation Genre: Adventure Kronos Developer: Publisher: Eidos **OVERALL RATING:** 8.5 10.0 **Graphics:** 7.0 Sound: Control: 8.5 8.0 Fresh Factor: 9.0 Game Life:

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 hap-

pens. 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**

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

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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

Red = Yellow Yellow = Red Blue = Green

Green = Blue

Structure dgj abcefhikl Strands 1 2 3 4 5 6 7 8 9 10 11 12

The proper sequence is:

a. 1 (flipped) b. 7

D. /

c. 10

d. 9 (flipped)

e. 8 f. 3

g. 7 (flipped)

1 6

i. 12

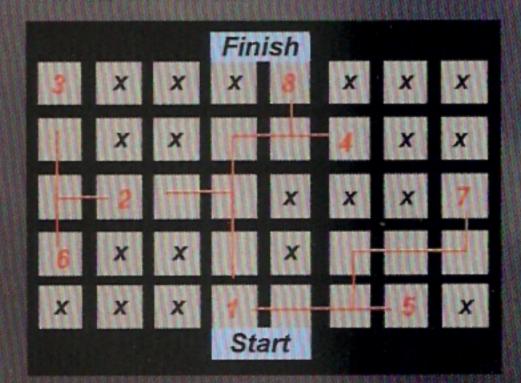
k.2

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.





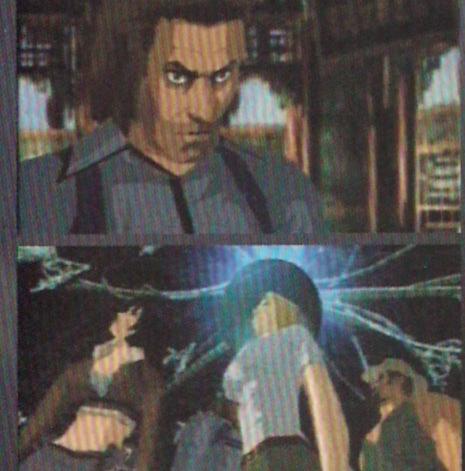












4/1/01

Dinosaur Planet



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

Dreamca	ast	4/1/01	Eternal Darkness	5/2/01	Tokyo Xtreme Racer 2
4/5/01	Worms World Party	4/16/01	VR Powerboat 64	5/9/01	Red Faction
4/10/01	PBA 2001	4/19/01	Carnivale	5/15/01	Herdy Gerdy
4/11/01	Coaster Works			5/15/01	Jungle Book
4/11/01	Exhibition of Speed	PlayStat	ion	5/15/01	Project Eden
4/15/01	IHRA Drag Racing	4/3/01	Digimon World 2	5/22/01	Cool Boarders 2001
4/15/01	Mars Matrix	4/6/01	Nicktoons Racing	5/23/01	Giants
4/17/01	Floigan Brothers	4/7/01	Blaster Master: Blasting Again	5/29/01	Dark Cloud
4/17/01	Illbleed	4/10/01	The Bombing Islands	5/30/01	Dark Angel: Vampire Apocalypse
4/26/01	Project Justice	4/11/01	Kasparov Chess	6/1/01	18 Wheeler
4/26/01	Stupid Invaders	4/19/01	Sea Doo Hydro Cross	6/1/01	Clive Barker's Undying
4/30/01	Half-Life	5/1/01	NASCAR Racers	6/1/01	Dinosaur
5/1/01	18 Wheeler American Pro Trucker	5/15/01	Batman Gotham Racer	6/1/01	Ephemeral Fantasia
5/1/01	Commandos 2	5/15/01	Inspector Gadget	6/1/01	F1 Racing Championship
5/1/01	Dark Angel: Vampire Apocalypse	5/15/01	Mat Hoffman's Pro BMX	6/1/01	Ico
5/3/01	Soldier of Fortune	5/16/01	Roswell Conspiracies	6/1/01	Seven Blades
5/7/01	Ooga Booga	5/16/01	VIP	6/1/01	The World Is Not Enough
5/15/01	Dragon Rider	6/1/01	Rayman 2: Back To School	6/1/01	Ultimate Sky Surfer
5/15/01	Gorka Morka	6/15/01	Time Crisis: Project Titan	6/7/01	Lotus Challenge
5/15/01	System Shock 2	6/27/01	Alone In The Dark: The New Nightmare	6/15/01	Top Gun
5/16/01	Conflict Zone	7/2/01	Digimon Card Battle	6/19/01	Test Drive: Offroad Wide Open
5/18/01	Playmobile Hype			6/30/01	Bloody Roar 3
5/19/01	Legend of the Blademasters	PlayStat	cion 2	7/1/01 •	Supercar Street Challenge
5/19/01	Sharpnel: Urban Warfare 2025	4/1/01	Cool Boarders 2001	8/1/01	Legacy of Kain: Soul Reaver 2
6/27/01	Alone in the Dark	4/1/01	Supercar Street Challenge	8/15/01	F1 Racing Championship
7/16/01	Evil Twin	4/3/01	Ultimate Sky Surfer	9/1/01	Baldur's Gate
		4/10/01	Heroes of Might & Magic	9/1/01	Barbarian
Game B	oy	4/10/01	Silpheed: The Lost Planet	9/1/01	Beast Wars
4/2/01	Batman Racing	4/11/01	Roadster Trophy	9/15/01	Carrier
4/19/01	Jimmy White's Cue Ball	4/15/01	Gran Turismo 3: A-Spec	9/15/01	Forces Of One
4/19/01	Carnivale	4/17/01	Stunt GP	9/15/01	Run Like Hell
4/29/01	Mummy Returns	5/1/01	Champs F1 Racing	10/15/01	Formula X
5/8/01	Matt Hoffman's Pro BMX	5/1/01	Portal Runner	10/15/01	V'Room
5/20/01	Barbie Pet Rescue	5/1/01	Star Wars: Super Bombad Racing	10/13/01	Mummy Returns
		5/1/01	WDL: War Jetz	11/15/01	Munukuru
Nintend	0 64	5/2/01	Gauntlet: Dark Legacy		
414104		JILIUI	Cadiffice. Dark Legacy	12/15/01	Super Runabout: New York Edition

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

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

1D9601801456E7A8

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

2 3 O O D 3 S O T B O D D D D

SICNBTURE CODES

to moth with it

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!

- First off, get into the game and to a Start Search when your score is at 0.
- Now get back into the game Score a point and perform a Greater Than search.
- 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!

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

- Repeat Step 5 once or twice to narrow down the possibilities some more.
- Get back into the game and walk around away from enemies and do a Different To search.
- Go back into the game and walk around and per form an Equal To search.
- Repeat Step 8 a couple of times to reduce the possibilities.
- 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...

- 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.
- Get back into the game and restart the race and race off of the starting line and then do an Equal To Search.
- Get back into the game and repeat Step 2 a cou ple of times to narrow down the possibilities.
- 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.

- When you get back into the game race to the second lap again and do an Equal To Search.
- Repeat Step 5 a couple of times to narrow down the possibilities some more.
- 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.

- Now get back into the game and race to the third lap again and do an Equal To Search.
- 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

	Агп	noi	red	Core
ì	Units.	R		.1CD8F

Extra Arm Units R 19 D8BA2C1355E6A6 Extra Arm Units R . . . 3CD8BA301456E7A6 Extra Arm Units L . . . 1CD8BA581355E6A6 Extra Arm Units L . . . 1CD8BA5C1355E6A6 Extra Arm Units L . . . 3CD8BA601456E7A6 Extra Optional Parts . .1CD8BA981355E6A6 Extra Optional Parts . .1CD8BA9C1355E6A6 Extra Optional Parts . .1CD8BAA01355E6A6 Extra Optional Parts . .1CD8BAA41355E6A6

ATV Offroad Fury

(M) Must Be On EC89866C1456E60A Plenty Of Race Pts. . .3CD901A41456E77B Ravage 1000 Unlocked 4CD965FC1456E7A6 Badlands Unlocked . . . 4C45F2281456E7A6 M. Mills Unlocked4C45F2A81456E7A6 K.Pipeline Unlocked . .4C45F5281456E7A6 S.Backlot Unlocked . . .4C45F5A81456E7A6 Red Rocks Unlocked . .4C45F4281456E7A6 S. Raceway Unlocked .4C45F4A81456E7A6 Tam. Ranch Unlocked .4C45F7281456E7A6 Syracuse Unlocked . . .4C45F6A81456E7A6 Latrobe Unlocked 4C45F9281456E7A6 Tupelo Unlocked 4C45F9A81456E7A6 Santa Fe Unlocked . . . 4C45F8281456E7A6 Menifee Unlocked . . . 4C45F8A81456E7A6

Dead or Alive 2

(M) Must Be On ECBEC4AC1456E60A Infinite Health P1 ...4CDF44581456E6B9 Infinite Health P2 . . . 4CDF44C01456E6B9 1 hit K.O. P1 4CDF44581456E7A6 1 hit K.O. P2 4CDF44C01456E7A6

Donald Duck Goin Quackers

(M) Must Be On ECB6D2D01456E79B Infinite Lives 4C12739C1456E7A2 Infinite Time4CCBAE941456502C Cogs Modifier 4C1273981456E781

Driving Emotion

(M) Must Be On EC8BC1581456E60A Start On Last Lap 3CD796921456E7A1 Start On Last Lap-GT .3CAA70B21456E7A1 Control Replay Car . . . 4CD31D781456E7A6

Dynasty Warriors 2

(M) Must Be On ECB798801456E79B Character Select 1CADFBEC341C2FE1 Character Select 1CADFBF4341C2FD9

ESPN WX Snowboarding Select=CASH-SB Mode .DC918228147E9671

Select=CASH-SB Mode .1CE2D6A4144F25CC Select=CASH-SB Mode .1CE2DEA4144F25CC Select=CASH-SB Mode .1CE2E6A4144F25CC

ESPN Int.Track&Field

(M) Must Be On ECB6210C1456E60A Silly Robot Noises4CE997F61456E5A6 Silly Animal Noises . . . 4CE997F61456E6A6 Silly Cartoon Noises . .4CE997F61456E4A6 10.0 Gymnastics 1C3A52B4D336E7A5

Eternal Ring

(M) Must Be On EC8794F81456E60A Inf Hit Points 4C8A7BBC1456E781 Inf Hit Points 4C8A7BBA1456E781 Inf Mana Points 4C8A7BC01456E781 Inf Mana Points 4C8A7BBE1456E781

Ever Grace

(M) Must Be On EC8790381456E60A Inf health/power 4C8A01881456089C Inf health/power 4C8A018A1456089C Inf health/power 4C8AF2441456089C Inf health/power4C8AF2421456089C Max Cash - Darius ...1C8AF29417E9C70C Max Cash - Sharline . .1C8AF29817E9C70C Blue Fruit=Max Stats . .3C8AF61D1456E7A5 Blue Fruit=Max Stats .3C8AF61A1456E7DD Blue Fruit-Max Stats . .3C8AF6201456E7DD Blue Fruit=Max Stats . .3C8AF61E1456E7DD Blue Fruit-Max Stats . .3C8AF6241456E7DD Blue Fruit=Max Stats . .3C8AF6221456E7DD Max ATK Slash 4C8AF2521456E404 Max ATK Hit 4C8AF2581456E404 Max ATK Lunge 4C8AF2561456E404 Max ATK Lightning . . . 4C8AF25C1456E404 Max ATK Tree 4C8AF25A1456E404 Max ATK Flame 4C8AF2601456E404 Max DEF Slash 4C8AF2681456E404 Max DEF Lunge 4C8AF26C1456E404 Max DEF Lightning . . . 4C8AF26A1456E404 Max DEF Tree 4C8AF2701456E404 Max DEF Flame 4C8AF26E1456E404 Max DEF Ice4C8AF2741456E404 Inf Solta Swd Pal 4C8AB1A21456E404 Inf Paldio Hlm Pal . . . 4C8AB2321456E404 Inf Paldio BP Pal 4C8AB5A21456E404 Inf Life Extract 4C8AB7381456EBE6 Inf Antidote4C8AB7401456EBE6 Inf Billiana Leaf 4C8AB7481456EBE6

Inf Release Emblem . .4C8AB7501456EBE6 Inf Orb Of Atonement .4C8AB7581456EBE6 Inf Billiana Extract . . .4C8AB7601456EBE6 Inf Blue Fruit4C8AB7701456EBE6 Inf Mushrooms 4C8AB7781456EBE6 Inf Palmira Ore4C8AB7801456EBE6 Inf Sword Star 4C8AB7881456EBE6 Inf Royal Medal 4C8AB7901456EBE6 Inf Red Sphere4C8AB7981456EBE6 Inf Blue Sphere 4C8AB7A01456EBE6 Inf Master Key 2f 4C8AB7A81456EBE6 Inf Billiana Fruit 4C8AB7B01456EBE6 Inf Right Winged Key .4C8AB7B81456EBE6 Inf Left Winged Key . .4C8AB7C01456EBE6 Inf Red Sphere(B) . . .4C8AB7C81456EBE6 Inf Blue Sphere(B) . . . 4C8AB7D01456EBE6 Inf Scarlet Sphere . . . 4C8AB7D81456EBE6 Inf Azure Sphere 4C8AB7E01456EBE6 Inf Dark Guide Post . .4C8AB7E81456EBE6 Inf Caped Stat Body . .4C8AB7F01456EBE6 Inf Caped Stat Head . .4C8AB7F81456EBE6 Inf Treasure Key 4C8AB7001456EBE6 Inf Soul Of Goddess . .4C8AB7081456EBE6 Inf Small Flower 4C8AB7101456EBE6 Inf Transpot Palmira . .4C8AB7181456EBE6 Inf Sealed Key 4C8AB7201456EBE6 Have Serrated Blades .4C8AB1B814562726 Have Serrated Blades .4C8AB1C014562726 Have Serrated Blades .4C8AB1C814562726 Have Majestic Swords .4C8AB1D014562726 Have Majestic Swords .4CBAB1D814562726 Have Majestic Swords .4C8AB1E014562726 Have Tear Blades 4C8AB10014562726 Have Tear Blades 4C8AB10814562726 Have Tear Blades 4C8AB11014562726 Have Defenders 4C8AB11814562726 Have Defenders 4C8AB12014562726 Have Defenders 4C8AB02814562726 Have Alterstars 4C8AB03014562726 Have Alterstars 4C8AB04014562726 Hv Moonlight Swords . .4C8AB04814562726 Hv Moonlight Swords . .4C8AB05014562726 Hv Moonlight Swords . .4C8AB05814562726 Have Katanas 4C8AB06814562726 Have Katanas 4C8AB07014562726 Hv Olden Warhammers 4C8AB0A814562726 Hv Olden Warhammers 4C8AB0B014562726 Have Azure Headband .4C8AB3001456A71E Have Azure Headband .4C8AB3081456A71E Have Azure Headband .4C8AB3101456A71E Have Blessed Mask . . . 4C8AB3181456A71E Have Blessed Mask . . . 4C8AB3201456A71E Have Blessed Mask . . . 4C8AB2281456A71E Have Paldio Helm . . . 4C8AB2301456A71E Have Paldio Helm . . . 4C8AB2381456A71E Have Paldio Helm . . . 4C8AB2401456A71E Have Tylissa's Mask . . . 4C8AB2481456A71E Have Tylissa's Mask . . . 4C8AB2501456A71E Have Tylissa's Mask . . . 4C8AB2581456A71E Have Astute Turban . .4C8AB2601456A71E Have Astute Turban . .4C8AB2681456A71E Have Astute Turban . .4C8AB2701456A71E Have Pot4C8AB2881456A71E Have Swan Beret 4C8AB2901456A71E Have Swan Beret 4C8AB2981456A71E Have Swan Beret 4C8AB2A01456A71E Have Rabbit Helm . . . 4C8AB2A81456A71E Have Rabbit Helm . . . 4C8AB2B01456A71E Have Rabbit Helm . . . 4C8AB2B81456A71E Have Devine Halo . . . 4C8AB2C01456A71E Have Devine Halo . . . 4C8AB2C81456A71E Have Devine Halo . . . 4C8AB2D01456A71E Have Armor Of Frost . .4C8A855814562736 Have Armor Of Frost . .4C8AB56014562736 Have Armor Of Frost . .4C8AB56814562736 Hv Flyd Skin Armor . . . 4C8AB57014562736 Hv Flyd Skin Armor . . .4C8AB57814562736 Hv Flyd Skin Armor . . .4C8AB58014562736 Have Royal Robe 4C8AB58814562736 Have Royal Robe 4C8AB5901456EB35 Have Royal Robe4C8AB5981456EB35 Have Paldio Bp 4C8AB5A014562736 Have Paldio Bp 4C8AB5A814562736 Have Paldio Bp4C8AB5B014562736 Have War Cry Armor . .4C8AB5B814562736 Have War Cry Armor . .4C8AB5C014562736 Have War Cry Armor . .4C8AB5C81456EB36 Have Volt Suit 4C8AB5D01456EB36 Have Volt Suit 4C8AB5D81456EB36 Have Volt Suit 4C8AB5E01456EB36 Hv Absorbtion Armor . .4C8AB5E81456EB36 Hv Absorbtion Armor . .4C8AB5F01456EB36 Hv Absorbtion Armor . .4C8AB5F81456EB36 Have Armor Of Valor . .4C8AB5001456EB36 Have Armor Of Valor . .4C8AB5101456EB36 Darkforge Armor4C8AB5181456EB36 Darkforge Armor 4C8AB5201456EB36 Darkforge Armor 4C8AB4281456EB36 Have Guard Boots . . . 4C8AB4381456A72E Have Guard Boots . . . 4C8AB4401456A72E Have Guard Boots . . . 4C8AB4481456A72E

Have Royal Boots 4C8AB4501456A72E

Have Royal Boots 4C8AB4581456A72E

Have Royal Boots 4C8AB4601456A72E

Have Armored Boots . .4C8AB4681456A72E Have Armored Boots . .4C8AB4701456A72E Have Armored Boots . .4C8AB4781456A72E Have Dragolos Boots . .4C8AB4801456A72E Have Dragolos Boots . .4C8AB4881456A72E Have Dragolos Boots . .4C8AB4901456A72E Have Speed Boots . . . 4C8AB4981456A72E Have Speed Boots . . . 4C8AB4A01456A72E Have Speed Boots . . . 4C8AB4A81456A72E Have Hoven Boots . . . 4C8AB4B01456A72E Have Hoven Boots . . . 4C8AB4B81456A72E Have Hoven Boots . . . 4C8AB4C01456A72E Have Paldio Boots . . . 4C8AB4C81456A72E Have Paldio Boots ...4C8AB4D01456A72E Have Paldio Boots . . . 4C8AB4D81456A72E Heroic Necklace 4C8AB4E814562746 Have Star Necklace . .4C8AB4F014562746 Hv Pendant Of Hope . .4C8AB4F814562746 Hv Icon Of Divinity . . . 4C8AB40014562746 Icon Of Loyalty 4C8AB40814562746 Hv Band Of Clarity . . . 4C8AB41014562746 Hv Ring Of Blessing . . . 4C8AB41814562746 Have Elder's Ring 4C8AB42014562746 Hv Amulet Of Purity . .4C8AB72814562746 Have Ring Of Resist . .4C8AB73014562746

Fantavision

i dilediletti
(M) Must Be On EC902CAC1456E60A
YES
Infinite Health 4CDF2F60145608B5
YES
Infinite Health 4CDF2F68145608B5
YES01/04/01
99,999,999 Points1CF1D1201DBC9E0C
YES
Infinite Time 4CDF2F601456FFB5
YES

Fifa 2001

(M) Must Be On ECB673481456E60A Top Team score 0 4CBCB8C01456E7A5 Top Team score 9 4CBCB8C01456E79E Bottom Team score 0 .4CBCB8C41456E7A5 Bottom Team score 9 .4CBCB8C41456E79E

Kengo

(M) Must Be On EC8784D01456E60A Easy 1st Lesson 3C8902601456E7A2 Easy 2nd Lesson 3CC01F401456E79F Easy 3rd Lesson 3C8902341456E7A2 Easy Strike Post 4CA25C641456E7A5 Easy Waterfall 4CAF96CA14562BA5 Easy Zen Meditation . .1CA42748A1F84981 Infinite Health-P1 4C8940A61456F025 1 Hit Win - P1 OCB5DDE61426E70C 1 Hit Win - P1 4CB5DDE61456E70C Infinite Health-P2 . . . 4CB5DDE61456F025 Max Ki - P2 4CB5DDF01456D7A5 No Ki - P2 4CB5DDF01456E7A5 1 Hit Win - P2 4C8940A61456E70C Max Attack Power . . . 4CC0EBFA1456089C Max Attack Power . . . 4CC0EBF41456089C Max Attack Speed . . . 4CC0EBF21456089C Max Attack Speed . . . 4CC0EBEC1456089C Max Agility4CC0EBF81456089C Max Agility 4CC0EBEA1456089C Max Insight 4CC0EBF61456089C Max Spirit4CC0EBFC1456089C Max Spirit4CC0EBEE1456089C

Knockout Kings 2001

(Must Be On) EC8EC8401456E60A Inf. Creation Pts. 3CB34C881456E733

Metal Gear: SOL Demo (import)

(M) Must Be On ECB785501456E60A Inf. Rations 3CBB4E3E1456E79F Inf. Bandage 3CBB4E461456E79F Inf. Diazepam 3CBB4E4A1456E79F Enemy Uniform3CBB4E501456E7A6 Have C Box 3CBB4E681456E7A6 Have Smokes 3CBB4E661456E7A6 Have Box B 3CBB4E781456E7A6 Have Box C 3CBB4E761456E7A6 Have Box Wet 3CBB4E7C1456E7A6 V Sensor 3CBB4E7A1456E7A6 Max Rations 3CBB4E7E1456E788 Infinite M9 4CBB4FCE1456E781 Infinite USP4CBB4FD41456E781 Infinite FA-MAS4CBB4FD81456E788

Midnight Club

(M) Must Be On ECC003001456E60A All Vehicles-Arcade . .1CBBA59861DFB00C All Vehicles-Arcade . .1CBBA59C61DFB00C All Vehicles-Career . .1CBBBFB061DFB00C

NBA Hoopz

HDA HOOPE
(M) Must Be On EC906BB41456E60A
Ultra Quarters3CDA9C441456E7A6
No Replays 3CDA9C281456E7A6
Inf. Turbo T13CDA9D241456E7A6
Inf. Turbo T2 3CDA9D241456E7A7
Inf. Turbo T1&2 3CDA9D241456E7A8
No Goaltending T1 3CDA9C301456E7A6
No Goaltending T2 3CDA9C301456E7A7
No Goaltending T1&2 .3CDA9C301456E7A8
Tiny Heads T1 3CDA9C381456E7A6
Tiny Heads T2 3CDA9C381456E7A7
Tiny Heads T1&2 3CDA9C381456E7A8
Tiny Players T1 3CDA9C3C1456E7A6

Tiny Players T2 3CDA9C3C1456E7A7
Tiny Players T1&2 3CDA9C3C1456E7A8
Beach Court 3CDA9C4C1456E7A6
Street Court 3CDA9C501456E7A6
Show Shot % T1 3CDA9C5C1456E7A6
Show Shot % T2 3CDA9C5C1456E7A7
Show Shot % T1&2 3CDA9C5C1456E7A8
Grany Shots 3CDA9C481456E7A6
Show Hotspots 3CDA9C641456E7A6
No Pushes 3CDA9C601456E7A8
No Hotspots 3CDA9C681456E7A6
Tournament Mode 3CDA9C541456E7A6
No Fouls 3CDA9C901456E7A6
Rainy Beach 3CDA9C4C1456E7A6
Rainy Beach 3CDA9CA41456E7A6
Snowy Beach3CDA9C4C1456E7A6
Snowy Beach3CDA9CA01456E7A6
Blizzard Beach 3CDA9C4C1456E7A6
Blizzard Beach 4CDA9C9C1456E7A6
Rainy Streets 3CDA9C501456E7A6
Rainy Streets 3CDA9CA41456E7A6
Snowy Streets 3CDA9C501456E7A6
Snowy Streets 3CDA9CA01456E7A6
Blizzard Streets 3CDA9C501456E7A6
Blizzard Streets 4CDA9C9C1456E7A6

NASCAR 2001

NASCAN ZU	UI
(M) Must Be On EC	BAC8541456E79B
No Car Dmg - Arcde4Cl	
No Car Dmg - Arcde4CE	
	B45A4E1456E7A5
No Car Dmg - Arcde4Cl	B45A521456E7A5
No Car Dmg - Arcde4Cl	B45A561456E7A5
No Car Dmg - Arcde4Cl	845A5A1456E7A5
	B45A5E1456E7A5
	B45A6Z1456E7A5

NHL 2001

(M) Must Be On ECCOD1481456E60A Top team=99 points . .4CA11D861456E788 Bottom team=99 points .4CA11D2A1456E788 Top team cant score . .4CA11D861456E7A5

NHL FaceOff 2001

(M) Must Be On EC8D1560 1456E60A L1+R1-Away Winning .0C184CE61456B40C L1+R1=Away Winning . .4C18F5581456E788 L1+R1=Away Winning .0C184CE61456B40C L1+R1=Away Winning . .4C18F5521456E7A5 L2+R2=Home Winning .0C184CE61456B30C LZ+RZ=Home Winning .4C18F5581456E7A5 L2+R2=Home Winning .0C184CE61456B30C LZ+RZ=Home Winning .4C18F5521456E788 Inf. Creation Pts 4CBF20B41456E6E7

Onimusha

Onimusna
(M) Must Be On EC8562A01456E60A
Max Health 4CBF06C21456E70D
Infinite Health 4CBF06C81456E725
Max Magic4CBFF9E21456E70D
Inf. Lightning Magic4CBF01921456E725
Infinite Fire Magic4CBF01981456E725
Infinite Wind Magic4CBF01961456E725
there is a series of Series ACDFFFFFF AFCOFF
Max Injected Souls4CBFFFE0145699EE
Max Enhancement Pts .4CBFFFDC145699EE
Have Holy Armor1CBFFF202456B0A9
Have Great Armor1CBFFF242456B0AA
Have Bishamon Sword .1CBFFF080456B0B1
Infinite Arrows 1CBFFE2C2456B0B4
Infinite Fire Arrows1CBFFE302456B0AD
Infinite Bullets 1CBFFE382456B0AE
Inf Burst Bullets 1CBFFE3C2456B0AF
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 Key 1CBFFE6C2456B0D7
Shinobi Kit 1CBFFE700456B0D8
All Fluorite
Bishamon O 1CBFFE782456B075
Vision Staff1CBFFE702456B05C
Great Arrow
Decorated Arrow1CBFFE842356B05A
Great Bow 1CBFFE882456B059
Silver Plate1CBFFE8C2456B060
Gold Plate1CBFFE902456B05F
Gear 1CBFFE942456B05E
L. Crest Piece 1CBFFE982456B05D
R. Crest Piece 1CBFFE9C2456B064
Statue Head 1CBFFEA02456B063
Decorated Sword 1CBFFEA42456B062
Evil Plate
Purifier Bell
Rosary Of Com 1CBFFEB02456B067
Wood Ladder 1CBFFEB42456B066
Rope Ladder 1CBFFEB82456B065
Low Time1CBFF9DC14552BAF
999 Enemies killed 4CBF019C1456E404
Easy Pass-Oni Spirit4CBFF54E1456E1D4
Have Sougen's Note1CBF012C1656B037
Have Journal #1 1CBF01301656B038
Have Journal #2 1CBF01341656B038
Have Journal #3 1CBF01381656B032
Have Journal #4 4CPE042C44C40022
Have Journal #4
Have Journal #51CBF01401656B034
Have Journal #6 1CBF01441656B02D
Have Blue Book 1CBF01481656B02E
Have Red Book 1CBF014C1656B02F
Have Green Book 1CBF01501656B030
Have Orange Book 1CBF01541656B029
Have White Book 1CBF01581656B02A

Have Apoc. #1 Book . .1CBF015C1656B02B Have Apoc. #Z Book . .1CBF01601656B02C Have Seiryu Book 1CBF01641656B045 Seiryu Vol. 1 2 3 4 1CBF0168164FB045 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 Und. Map 1CBFFE181456B021 West Area Map1CBFFE1C1456B022 East Area Map 1CBFFE201456B023 Dark Realm Map 1CBFFE241456B024

Orphen Scion/Sorcery

(M) Must Be On ECB785081456E60A Inf Health main chrs . .4CCF40FE1456E7BC Inf Emerald Incense . .3CA3B81C1456E70C Inf Blue Incense 3CA3B81D1456E70C Inf Purple Incense . . . 3CA3B81A1456E70C Inf Emerald Lantern . .3CA3B81B1456E70C Inf Blue Lantern 3CA3B8201456E70C Inf Purple Lantern ...3CA3B8211456E70C Inf Bug Attractor 3CA3BB301456E70C Inf Sleeping Chimes . .3CA3BB311456E70C Inf Summoning Bell . .3CA3BB2E1456E70C Inf Smelly Bag 3CA3BB2F1456E70C Inf Perf Scented Bag . .3CA3BB341456E70C Inf Herb 3CA3BB351456E70C

Q-Ball

		٠,	•	
(M) Must Be On				.EC8778801456E60A
P1 - 15 points				.4CB8F0521456E79C
P1 - No points				.4CB8F0521456E7A5
P2 - 15 Points				.4CB8F0801456E79C
P2 - No points				.4CB8F0801456E7A5

Rayman 2

(M) Must Be On EC8398CC1456E60A Infinite Air4CAFC2C614562433

RC Revenge Pro

(M) Must Be On EC856D541456E60A Start on Lap 3 OCEF5DEC1456E7A5 Start on Lap 3 4CEF5DEC1456E7A7

Ready to Rumble 2

(M) Must Be On EC87F5201456E60A Infinte Health P1 4C896BC81456E781 Quick Recovery P1 . . .4C896BCC1456E781 Infinite Health P2 4C8A92381456E781 Quick Recovery P2 . . . 4C8A923C1456E781 P1 1 hit K.O.4C896BC81456E7A6 P1 No Stamina 4C896BCC1456E7A5 P2 1 hit K.O. 4C8A92381456E7A6 P2 No Stamina 4C8A923C1456E7A5 All characters 4C89403C1456E7A8 All characters 4C8940441456E7A8 All characters 4C89404C1456E7A8 All characters 4C8940501456E7A8 All characters 4C8940581456E7A8 Have Max Strength . . .4C8C0C0214562B8F Have Max Stamina . . . 4C8C0C0614562B8F Have Max Endurance .4C8C0C0A14562B8F Have Max Dexterity . .4C8C0C0E1456288F Have Max Experience .4C8C0C1214562B8F Start At Champ OCB7D5F81456E7A5 Start At Champ 4CB7D5F81456E7A0

Ring Of Red

(M) Must Be On EC8782F41456E60A Infinite Health 4C597F041456E6B9 99.99% Accuracy4C597F8E145624A5

Shadow Of Destiny

Infinite Power 4CA44E561456E79F Infinite Power 4CA446F81456E79F

Silent Scope

(M) Must Be On EC8D4B1C1456E79B Unlimited Time 4CBCEB761456E775 No Reload4CBCEA461456E7A4 Unlimited Health 4CBCEB201456E637 Unlimited Health 4CBCEB1E1456E637

Sky Odyssey

(M) Must Be On EC8798041456E60A All Rings Complete . . . 4CBFC24C1456E781 All Graphics Open ...3CAFE9B81456E70C All Graphics Open . . . 3CAFE9B91456E70C All Graphics Open . . . 3CAFE9B61456E70C All Graphics Open . . . 3CAFE9B71456E70C All Graphics Open . . . 3CAFE9BC1456E70C All Graphics Open . . . 3CAFE9BD1456E70C All Graphics Open . . . 3CAFE9BA1456E70C All Graphics Open . . . 3CAFE9BB1456E70C All Graphics Open ...3CAFE9C01456E70C All Graphics Open . . . 3CAFE9C11456E70C All Map Pieces 3CAFC2851456E722 All Map Pieces 3CAFC2821456E723 All Map Pieces 3CAFC2831456E71E All A/C Unlocked 4CAFC32014566626 All A/C Unlocked 4CAFC31E14566626 All A/C Unlocked 4CAFC32414566626

Smugg	lers Run
(M) Must Be On	ECB419341456E60A
All Missions Open-A	4CBF2E581456B00C
All Missions Open-A	4CBF2E681456B00C
All Missions Open-A	4CBF2E781456B00C
All Missions Open-A	4CBF2E881456B00C
All Missions Open-A	4CBF2E981456B00C
All Missions Open-A	4CBF2EA81456B00C
All Missions Open-A	4CBF2EB81456B00C
All Missions Open-A	4CBF2EC81456B00C
All Missions Open-A	4CBF2ED81456B00C
All Missions Open-A	4CBF2EE81456B00C
All Missions Open-A	4CBF2EF81456B00C
All Missions Open-A	4CBF2E081456B00C
All Missions Open-B	4CBF2E181456B00C
All Missions Open-B	4CBF31281456B00C
All Missions Open-B	4CBF31381456B00C
All Missions Open-B	4CBF31481456B00C
All Missions Open-B	4CBF31581456B00C
All Missions Open-B	4CBF31681456B00C
All Missions Open-B	4CBF31781456B00C
All Missions Open-B	4CBF31881456B00C
All Missions Open-B	4CBF31981456B00C
All Missions Open-B	4CBF31A81456B00C
All Missions Open-B	4CBF31B81456B00C
All Missions Open-B	4CBF31C81456B00C
All Missions Open-B	4CBF31D81456B00C
All Missions Open-B	4CBF31E81456B00C
All Missions Open-B	4CBF31F81456B00C
All Missions Open-B	4CBF31081456B00C
All Missions Open-B	4CBF31181456B00C
All Missions Open-B	4CBF30281456B00C
All Missions Open-B	4CBF30381456B00C
All Missions Open-B	4CBF30481456B00C
All Missions Open-B	4CBF30581456B00C
All Missions Open-B	4CBF30681456B00C

SSX
(M) Must Be On EC8FZA641456E60A
Monster Score 1C2CD61817E9C70C
All Boarders 3CB226C81456E70C
All Boards Mac 4CB22A341456B00C
All Boards Moby 4CB22AF81456B00C
All Boards Elise 4CB22F441456B00C
All Boards Kaori4CB228AC1456B00C
All Boards Jurgen4CB22B701456B00C
All Boards JP 4CB22C801456B00C
All Boards Zoe4CB22DBC1456B00C
All Boards Hiro4CB229E81456B00C
All Outfits Mac 4CB22A381456B00C
All Outfits Moby 4CB22AFC1456B00C
All Outfits Elise 4CB22F481456B00C
All Outfits Kaori 4CB228B01456B00C
All Outfits Jurgen4CB22B741456B00C
All Outfits JP 4CB22C841456B00C
All Outfits Zoe 4CB22DC01456B00C
All Outfits Hiro4CB229EC1456B00C
All Tricks Mac 1CB22BF461DFB00C
All Tricks Mac 1CB22BF861DFB00C
All Tricks Moby 1CB22ABC61DFB00C
All Tricks Moby 1CB22AC061DFB00C
All Tricks Elise
All Tricks Elise 1CB22C0C61DFB00C All Tricks Kaori 1CB2286C61DFB00C
All Tricks Kaori1CB2286C61DFB00C
All Tricks Jurgen 1CB22B3861DFB00C
All Tricks Jurgen 1CB22B3C61DFB00C
All Tricks JP 1CB22C4861DFB00C
All Tricks JP 1CB22C4C61DFB00C
All Tricks Zoe
All Tricks Zoe 1CB22D8861DFB00C
All Tricks Hiro 1CB229B061DFB00C
All Tricks Hiro 1CB229B461DFB00C
Master Status Moby3CB22AA01456E70C
Master Status Elsie 3CB22CEC1456E70C
Master Status Kaori3CB228541456E70C
Master Status Jurgen .3CB228181456E70C
Master Status JP 3CB22C281456E70C
Master Status Zoe3CB22D641456E70C
Master Status Hiro 3CB229901456E70C
Max Stats Mac1CB22BE8023CDAB1
Max Stats Moby 1CB22AAC0048D8B1
Max Stats Elise 1CB22CF80943CCAB
Max Stats Kaori 1CB228600243D8B3
Max Stats Jurgen 1CB2282413D3E527
Max Stats JP 1CB22C340047D9B4
Max Stats Zoe
Max Stats Hiro1CB2299C0643D1B0

Street Fighter Ex 3
(M) Must Be On EC836E241456E60A
All Characters 1C1BF86061DFB00C
Max EXP1CD9DAE01455692C
All Trials Complete1CD9DD3061DFB00C
All Trials Complete1CD9DD3461DFB00C
All Trials Complete1CD9DD4061DFB00C
All Trials Complete1CD9DD4461DFB00C
All Trials Complete1CD9DD5061DFB00C
All Moves Purchased7CD9DAE41443E7A6
All Moves Purchased3C9883291456E7A5
Inf Health P1 -1st 4C585734145670A5
Inf Super P1 -1st 4C5857281456DE85
No Super P1 -1st 4C5857281456E7A5
Inf Health P1 -2nd 4C558AE4145670A5
Inf Super P1 -2nd 4C558AD81456DE85
No Super P1 -2nd 4C558AD81456E7A5
Inf Health P2 -1st 4C55C094145670A5
Inf Super P2 -1st 4C55F6381456DE85
No Super P2 -1st 4C55F6381456E7A5
Inf Health P2 -2nd 4C55F644145670A5
Inf Super P2 -2nd4C55C0881456DE85
No Super P2 -2nd 4C55C0881456E7A5
Inf Stand-By Team 14C7414A014564BA5
No Stand-By Team 14C7414A01456E7A5
Inf Stand-By Team 24C74173C14564BA5
No Stand-By Team 24C74173C1456E7A5

Summoner

Summoner
(M) Must Be On ECB8C7E81456E60A
Max / Infinite HP 4CAD7FB214562A45
Max / Infinite HP 4CAD7FAE14562A45
Max / Infinite AP 4CAD7FB614560890
Max / Infinite AP 4CAD7FB814560890
Max Sword Weapons3CAD7FCF1456E781
Max Axe Weapons 3CAD7FD41456E781
Max Blunt Weapons3CAD7FD51456E781
Max Staff Weapons 3CAD7FD21456E781
Max Bow Weapons 3CAD7FD31456E781
Max Heavy Arms 3CAD7FD81456E781
Max Parry
Max Counter Attack3CAD7FD61456E781
Max Dodge
Max Double Attack 3CAD7FDD1456E781
Max Push
Max Heal 3CAD7FEC1456E781
Max Dark
Max Holy 3CAD7FEB1456E781
Max Fire3CAD7FF01456E781
Max Magic Resist 3CAD7FEF1456E781
Infinite HP Joseph 4CAD7FB2145629A9
Infinite HP Joseph 4CAD7FAE145629A9
Infinite AP Joseph 4CAD7FB61456089C
Infinite AP Joseph 4CAD7FB81456089C
Infinite HP Flece 4CAB4B0E145629A9
Infinite HP Flece 4CAB4B0A145629A9
Infinite AP Flece 4CAB4B121456089C
Infinite AP Flece 4CAB4B141456089C
Infinite HP Rosalind4CAE9456145629A9
Infinite HP Rosalind4CAE9452145629A9
Infinite AP Rosalind4CAE945A1456089C
Infinite AP Rosalind4CAE945C1456089C
Infinite HP Jekhar 4CAE873E145629A9
Infinite HP Jekhar4CAE873A145629A9
Infinite AP Jekhar4CAE87421456089C
Infinite AP Jekhar4CAE87441456089C
Max Ring Of Light 1D3915B81456E6A5

Super Bust-a-Move

(M) Must Be On	 .EC88AF281456E60A
Have guide line	 .4CA8666C1456E7A6
Have 'Super' bubble	.4CA699181456E7C5

Surfing H30

(M) Must Be On .	EC8794901456E60A
Infinite Continues	4CB3260C1456E7AZ
Infinite Take offs .	4CD4EDCC1456E7A7

Swing Away Golf

Swillig Away Gott
(M) Must Be On ECB5E5F41456E60A
Always hole in one 4CACE5D01456E7A5
Always hole in one 4CACE5CE1456E7A5
Always hole in one 4CACE5D41456E7A5
Always hole in one4CACE5D21456E7A5
Always hole in one4CACE5D81456E7A5
Always hole in one4CACE5D61456E7A5
Always hole in one4CACE5DC1456E7A5
Always hole in one4CACE5DA1456E7A5
Always hole in one4CACE5E01456E7A5
Always hole in one4CACE5DE1456E7A5
Always hole in one4CACE5E41456E7A5
Always hole in one 4CACE5E21456E7A5
Always hole in one4CACE5E81456E7A5
Always hole in one4CACE5E61456E7A5
Always hole in one4CACE5EC1456E7A5
Always hole in one4CACE5EA1456E7A5
Always hole in one4CACE5F01456E7A5
Always hole in one 4CACE5EE1456E7A5

Tekken Tournament

(M) Must Be On ECA4F4141456E60/
P1 Infinite health1C121A5C144D34D8
P1 Infinite health1C121A60144D34D8
P2 Infinite health1C1FD2FC144D34D8
P2 Infinite health1C1FD200144D34D8
P1 - 1 hit K.O1C121A5C1456E7A6
P1 - 1 hit K.O
P2 - 1 hit K.O1C1FD2FC1456E7A6
P2 - 1 hit K.O 1C1FD2001456E7A6
Unlock Everything 4CD61C981456B000
Unlock Everything 4CD61C961456B000
Unlock Everything 4CD61C9C1456E7C0
Unlock Everything 4CD61CA01456E7C3
Unlock Everything 4CD61CA61456E6A8

Theme Park R Coaster

(M) Must Be On		٠	-ECB691201456E60A
99 Gold Tickets			.4CB0F9641456E788
Free Rides & Sta	ff		.3CBDE3E01456E7A6

The Bouncer

(M) Must Be On EC878D981456E60A Infinite Bouncer Pts . .1CAC43901455692C

Tiger Woods 2001

_	
(M) Must Be On	EC820B401456E60A
Low Strokes Round 1	.DC9B8368142E5A99
Low Strokes Round 1	.3D5C79B71456E7A6
Low Strokes Round 1	.1D5C79BC1355E6A6
Low Strokes Round 1	.1D5C79C01355E6A6
Low Strokes Round 1	.1D5C79C41355E6A6
Low Strokes Round 1	.1D5C79C81355E6A6
Low Strokes Round 1	.3D5C79CC1456E7A6
Low Strokes Round 2	.DC9D836814ZE5A99
Low Strokes Round 2	.1D5C79CC1355E6A6
Low Strokes Round 2	.1D5C79D01355E6A6
Low Strokes Round 2	.1D5C79D41355E6A6
Low Strokes Round 2	.1D5C79D81355E6A6
Low Strokes Round 2	.1D5C79DC1355E6A6
Low Strokes Round 3	.DC9B8368142E5A99
Low Strokes Round 3	.3D5C79DB1456E7A6
Low Strokes Round 3	1D5C79E01355E6A6
Low Strokes Round 3	1D5C79E41355E6A6
Low Strokes Round 3	1D5C79E81355E6A6

Low Strokes Round 3 .1D5C79EC1355E6A6 Low Strokes Round 3 . .3D5C79F01456E7A6

Time Splitters

Time opticeers
(M) Must Be On ECB784201456E79B
Invincible1CADA6681456E7A6
Invisible1CADA66C1456E7A6
All Cheats
Infinite / Low Time1CADA8901456E766
Press L3 - More Time .0CA896261456B00A
Press L3 - More Time .1CADA8901456B000
Press R3 - Less Time 0CA896261456B010
Press R3 - Less Time1CADA8901456E7A5
Easy Win 1-C
Easy Win 1-C
Easy Challenge 2-C 4C21EE4E1456F025
Easy Challenge 6-B 4C21968E1456F025
Easy Challenge 9-B 4C21944E1456F025
Easy Challenge 9-C OC2FDB201426E79F
Easy Challenge 9-C1C2FDB20144F25CC

TopGear D	areDevil
(M) Must Be On	.EC8782001456E79B
Infinite Time	
Infinite Continues	.1DE8A2AC1456E788
Have massive score	.1DE8A28C17E9C70C
London Available	
Tokyo Available	
SanFrancisco Avail	
Wrenches Rome	.4C8918301456E6A6
Wrenches Rome	.4C89182E1456E6A6
Wrenches London	.4C89183C1456E6A6
Wrenches London	.4C89183A1456E6A6
Wrenches London	.4C8918401456E6A6
Wrenches Tokyo	.4C8918461456E6A6
Wrenches Tokyo	.4C89184C1456E6A6
Wrenches Tokyo	.4C89184A1456E6A6
Wrenches Tokyo	
	.4C8918521456E6A6
Wrenches S.Francisco	.4C8918581456E6A6
Wrenches S.Francisco	.4C8918561456E6A6
	.4C89185C1456E6A6
	.4C89185A1456E6A6
	.4C8918601456E6A6
	.4C89185E1456E6A6
	.4C8919FC1456E6A6
All Keys Rome	
All Keys London	
All Keys London	
All Keys London	
All Keys Tokyo	
All Keys S.Francisco .	
	.4C8919241456E6A6
	.4C8919221456E6A6
	.4C8918281456E6A6
	.4C8918261456E6A6
	.4C89182C1456E6A6
All Keys S.Francisco .	.4C89182A1456E6A6

Unreal Tournament

Unreal Tournament
(M) Must Be On EC8799381456E60A
All Characters
All Characters 1C1E5D9C1355E6A6
All Characters 1C1E5DA01355E6A6
All Characters 1C1E5DA41355E6A6
All Characters 1C1E5DA81355E6A6
All Characters 3C1E5DAC1456E7A6
All CTF Levels 1D961E701456E7A6
All CTF Levels 1D9628101456E7A6
All CTF Levels 1D9635B01456E7A6
All CTF Levels 1D963C301456E7A6
All CTF Levels 1D9646D01456E7A6
All CTF Levels 1D965BF01456E7A6
All CTF Levels 1D9664901456E7A6
All DM Levels1D9382001456E7A6
All DM Levels1D9393301456E7A6
All DM Levels1D939FF01456E7A6
All DM Levels 1D93C8C01456E7A6
All DM Levels1D93D6E01456E7A6
All DM Levels 1D93E7A01456E7A6
All DM Levels 1D93F5701456E7A6
All DM Levels1D9304F01456E7A6
All DM Levels1D9316A01456E7A6
All DM Levels1D96DEE01456E7A8
All DM Levels1D96EB801456E7A8
All DM Levels 1D96F5201456E7A8
All DM Levels 1D9601801456E7A8
All Domin, Levels 1D9498601456E7A6
All Domin. Levels 1D94A0E01456E7A6
All Domin, Levels 1D94AD801456E7A6
All Domin. Levels 1D94B7201456E7A6
All Domin, Levels 1D94BEA01456E7A6
All Assault Levels 1D9698C01456E7A6
All Assault Levels 1D96A5601456E7A6
All Assault Levels 1D96AF001456E7A6
All Assault Levels 1D96B6801456E7A6
All Assault Levels 1D96C0201456E7A6
All Assault Levels 1D96CDC01456E7A6

WDI Thunder Tanke

WDL Inunder Tanks
(M) Must Be On EC87849C1456E79B
Infinite Lives
Invincibility4CB84A681456E7A6
All Weapons 4CB84A6C1456E7A6
Reverse Gravity 4CB84A701456E7A6
Pig Missiles 4CB84A741456E7A6
Matrix Camera 4CB84A781456E7A6
Lots of Power Ups 4CB84A7C1456E7A6
Homing Artillery 4CB84A801456E7A6
Blurred Screen4CB84A841456E7A6
High Speed Shrapnel4CB84A881456E7A6
Yellow Effects 4CB84A8C1456E7A6

X Squad

A squau
(M) Must Be On EC81EAE81456E60A
Inf Pistol Ammo Lvl14D3C84FC1456E79C
Inf Health Lvl1 4D3B9D201456E7AB
Inf. Shield Level 1 4D3B9D241456E7AB
Inf. Shield Level 2 4D60F4F41456E72E
Inf. Shield Level 3 4D554C541456E72E
Inf. Shield Level 4 4D51D2B41456E72E
Inf. Shield Level 5 4D52E6341456E72E
Inf. Shield Level 6 4D3372541456E72E
Inf. Shield Level 7 4D105DA41456E72E
Inf. Shield Level 8 4D0B83941456E72E
Inf. Shield Level 9 4DCE9FC41456E72E
Inf. Mission Points4CB5CE041456089C
All Weapons-Ash DCB18022043490DF
All Weapons-Ash 1CB5C91414569D6D
All Weapons-Ash 1CB5C91814569D6E
All Weapons-Ash 1CB5C91C14569D6F
All Weapons-Ash 1CB5C92014569D70
All Weapons-Ash 1CB5C92414569D69
All Weapons-Ash 1CB5C82814569D6A
All Weapons-Ash 1CB5C82C14569D6B
All Weapons-Ash 1CB5C83014569D6C
All Weapons-Ash 1CB5C83414569D85
All Weapons-Ash 1CB5C83814569D86
All Weapons-Ash 1CB5C83C14569D87
All Weapons-Ash 1CB5C84014569D88
All Weapons-Ash 1CB5C84414569D81
All Weapons-Ash
All Weapons-Ash
All Weapons-Ash 1CB5C85014569D84
All Weapons-Ash
All Weapons-Ash
All Weapons-Ash 1CB5C85C14569D7F
All Ammo-Ash DCB18022043490DF
All Ammo-Ash
All Ammo-Ash 1CB5C88414556120
All Ammo-Ash 1CB5C88814556119
All Ammo-Ash 1CB5C88C1455611A
All Ammo-Ash 1CB5C8901455611B
All Ammo-Ash 1CB5C8941455611C
All Ammo-Ash 1CB5C89814556135
All Ammo-Ash 1CB5C89C14556136
All Ammo-Ash 1CB5C8A014556137
All Ammo-Ash 1CB5C8A414556138
All Ammo-Ash 1CB5C8A814556131
All Ammo-Ash 1CB5C8AC14556132
All Ammo-Ash 1CB5C8B014556133
All Ammo-Ash 1CB5C8B414556134
All Ammo-Ash 1CB5C8B81455612D
All Ammo-Ash 1CB5C8BC1455612E
All Ammo-Ash 1CB5C8C01455612F
All Ammo-Ash 1CB5C8C414556130
All Ammo-Ash 1CB5C8C814556129
DI CVCTOTIONI

PI BYSTATION

Bug's And Taz: Time Busters
Max Carrots
Infinite Continues 800100a00063
Granville: Hit L1 For All Gears
d00970bafbff
Granville: Hit L1 For All Gears
80010086000a
Aztec Era: All Goals Met8001005c01f4
Aztec Era: All Goals Met8001005e01f4
Aztec Era: All Goals Met8001006000c8
Aztec Era: All Goals Met80010062012c
Aztec Era: All Goals Met300100be0005
Aztec Era: All Goals Met300100bf0005
Aztec Era: All Goals Met300100c00005
Aztec Era: All Goals Met300100c10005
Aztec Era: All Goals Met300100e60002

Aztec Era: All Goals Met . . .300100e70002 Aztec Era: All Goals Met . . .300100e80001 Aztec Era: All Goals Met . . . 300100d20001 Aztec Era: All Goals Met . . .300100d30001 Aztec Era: All Goals Met . . . 300100d40001 Viking Era: All Goals Met . . .8001006401f4 Viking Era: All Goals Met . .80010066012c Viking Era: All Goals Met . .8001006800c8 Viking Era: All Goals Met . . .8001006a01f4 Viking Era: All Goals Met . .300100c20005 Viking Era: All Goals Met . .300100c30005 Viking Era: All Goals Met . .300100c40005 Viking Era: All Goals Met . .300100c50005 Viking Era: All Goals Met . . 300100e90002 Viking Era: All Goals Met . .300100ea0002 Viking Era: All Goals Met . .300100eb0001 Viking Era: All Goals Met . .300100d50001 Viking Era: All Goals Met . .300100d60001 Viking Era: All Goals Met . .300100d70001 Arabian Era: All Goals Met . .8001006c01f4 Arabian Era: All Goals Met .8001006e0190 Arabian Era: All Goals Met .80010070012c Arabian Era: All Goals Met .80010072012c Arabian Era: All Goals Met .300100c60005 Arabian Era: All Goals Met .300100c70005 Arabian Era: All Goals Met .300100c80005 Arabian Era: All Goals Met .300100c90005 Arabian Era: All Goals Met .300100ec0002 Arabian Era: All Goals Met .300100ed0002 Arabian Era: All Goals Met .300100ee0001 Arabian Era: All Goals Met .300100d80001 Arabian Era: All Goals Met .300100d90001 Arabian Era: All Goals Met .300100da0001 Transylvania Era: All Goals Met .8001007401f4 Transylvania Era: All Goals Met .8001007601f4 Transylvania Era: All Goals Met 80010078012c Transylvania Era: All Goals Met 8001007a00c8 Transylvania Era: All Goals Met 300100ca0005 Transylvania Era: All Goals Met 300100cb0005 Transylvania Era: All Goals Met 300100cc0005 Transylvania Era: All Goals Met 300100cd0005

Transylvania Era: All Goals Met .300100ef0002

Transylvania Era: All Goals Met .300100f00002

Transylvania Era: All Goals Met .300100f10001

Transylvania Era: All Goals Met 300100db0001 Transylvania Era: All Goals Met 300100dc0001 Transylvania Era: All Goals Met 300100dd0001

Burstrick

Stop Timer					.801e333e0da1
Start On Last Lap					.d01e33c60000
Start On Last Lap					.801e33c60002
Infinite BT					.800a52120009

Champion Surfing

Max Points	
Unlock Everything 8009733c0001	
Unlock Everything 800973e40001	
Unlock Everything 8009748c0001	
Unlock Everything 800975340001	
Unlock Everything 800975dc0001	
Unlock Everything 800976840001	
Unlock Everything 8009772c0001	
Unlock Everything 800977d40001	
Unlock Everything 800a72d80001	
Unlock Everything 800a72dc0001	

Collin McRae Rally 2.0

L1+R1 = Instant Win (Rally) .d005966ef3ff
L1+R1 = Instant Win (Rally)800e2becffff
All Cheats Unlocked	3004C66C00ff
Infinite Repair Time	d00675540000
Infinite Repair Time	800675562400
All Cars And Tracks	8004d9e4ffff

Ducati World

Hit L2 To Have All Licenses	.d01a7d28feff
Hit L2 To Have All Licenses	.801b6fbc0001
Hit L2 To Have All Licenses	.d01a7d28feff
Hit L2 To Have All Licenses	.801b6fc00001
Hit L2 To Have All Licenses	.d01a7d28feff
Hit L2 To Have All Licenses	.801b6fc40001
Hit L2 To Have All Licenses	.d01a7d28feff
Hit L2 To Have All Licenses	.801b6fc80001
Hit R1 For Max Cash	d01a7d28f7ff
Hit R1 For Max Cash	801b6fcce0ff
Hit R1 For Max Cash	d01a7d28f7ff
Hit R1 For Max Cash	801b6fce05f5

Fear Effect 2: Retro Helix
Hana: Infinite Assult Rifle Ammo
Hana: Never Reload Assult Rifle
Hana: Infinite Shotgun Ammo
Hana: Infinite Uzi Ammo8008bc0a03e7
Hana: Never Reload Uzi8008bb440063 Hana: Infinite .90 Pistol Ammo
Hana: Never Reload .90 Pistol
Hana: Never Reload .90 Pistol
Hana: Have Metal Hook 3008bbed0001
Hana: Have Hacking Computer
Hana: Have Fixer Piston
Hana: Have Machine Cog3008bbef0001
Hana: Have Fixer Battery3008bbf00001
Hana: Have Drained Battery 3008bbf10001 Hana: Have Wires 3008bbf30001
Hana: Have Video Tape B3008bbf50001
Hana: Have Video Tape A3008bbf40001
Hana: Have Green Key Card 3008bbea0001 Hana: Have Fixer Head Key 3008bbeb0001
Hana: Have Fixer Chip 3008bbe80001
Hana: Have Yellow Key Card 3008bbe90001
Hana: Have Mirror
Hana: Have Mirror Segment 3008bbe20001
Hana: Have Bandage 3008bbe30001
Hana: Have Bell
Hana: Have Blasting Caps3008bbde0001
Hana: Have Flash Disk 3008bbdf0001
Rain: Infinite Shotgun Ammo 8008bf0e03e7 Rain: Never Reload Shotgun 8008be640063
Rain: Infinite Uzi Ammo8008bf0a03e7
Rain: Never Reload Uzi8008be440063
Rain: Infinite Assult Rifle Ammo
Rain: Never Reload Assult Rifle
Rain: Infinite .90 Pistol Ammo
Rain: Never Reload .90 Pistol Ammo
Rain: Never Reload .90 Pistol Ammo
Rain: Have Bridge Key 3008bee80001
Rain: Have Maintenance Keycard
Rain: Have Fingerprinted Empty Glass
3008beeb0001
Rain: Have Elevator Key Card
Rain: Have Fingerprint Scanner

Rain: Have Filled Glass . . . 3008beec0001

Rain: Have Silver VIP Bracelet

Rain: Have Dress 3008bef10001

Rain: Have Jinn's Package . .3008bef00001

Rain: Have Hair Sample . . . 3008bef20001

Rain: Have Sniper Scope . . . 3008bef30001

Deke: Infinite GL 150 Ammo 8008be1203e7

Deke: Never Reload GL 150 .8008bd8c0063

Rain: Have Gold VIP Bracelet

Deke: Infinite Shotgun Ammo .8008be0e03e7
Deke: Never Reload Shotgun 8008bd640063
Deke: Infinite Assult Rifle Ammo8008be0c03e7
Deke: Never Reload Assult Rifle 8008bd540063
Deke: Never Reload Shot Pistol 8008bd4c0031
Deke: Never Reload Shot Pistol 8008bd4e0031
Deke: Have Peach 3008bde90001
Deke: Have Phoenix Amulet 3008bde80001
Deke: Have Genetic Marker 3008bdea0001
Deke: Have Diesel Fuel3008bdeb0001
Deke: Have Dynamite 3008bded0001
Deke: Have Archeology Key .3008bdec0001
Deke: Have Machine Key3008bdee0001
Deke: Have Elevator Lock Key .3008bdef0001
Deke: Have Ancient Gold Crank 3008bdf10001
Deke: Have Ancient Red Crank 3008bdf00001
Deke: Have Combined Mirror 3008bdf30001
Deke: Have Mirror Segment .3008bdf20001
Royce: Infinite Assult Rifle Ammo 8008bd0c03e7
Royce: Never Reload Assult Rifle 8008bc540063
Royce: Infinite R1 Ammo8008bd1403e7
Royce: Never Reload R18008bac40063
Royce: Infinite GL Ammo8008bd1203e7
Royce: Never Reload GL8008bc8c0063
Royce: Infinite Shotgun Ammo .8008bd0e03e7
Royce: Never Reload Shotgun .8008bc6403e7
Royce: Infinite Uzi Ammo8008bd0a03e7
Royce: Never Reload Uzi Ammo .8008bc440063
Royce: Infinite Pistol Ammo 8008bd0803e7
Royce: Never Reload Pistol .8008bc3c0031
Royce: Never Reload Pistol .8008bc3e0031
Royce: Have Gate Key 3008bcee0001
Royce: Have Utility Key3008bcef0001
Royce: Have C4
Royce: Have Crowbar3008bcf10001
Royce: Have Gold Crystal3008bcf20001
Royce: Have Water Crystal .3008bcf30001
Royce: Have Salt
Royce: Have Rock Salt 3008bcf50001
Royce: Have Tiger Plaque3008bcf60001
Royce: Have Dragon Plaque .3008bcf70001
Royce: Have Digging Tool3008bcf80001
Royce: Have Grappling Hook 3008bcf90001
Royce: Have Chinese Fan3008bcfa0001
Royce: Have Broken Diggin Tool 3008bcfb0001
Royce: Have Fresh Water Gourd 3008bcfc0001
Royce: Have Blood Sample .3008bcfd0001
Royce: Have Fresh Water Goblet 3008bcfe0001
Royce: Have Salt Water Goblet .3008bcff0001
Royce: Have Diamond3008bd000001
Royce: Have Paper Doll3008bd010001
Royce: Have Salt Water Goblet .3008bd020001
Infinite Fear
Infinite Fear
Ford Racing
Lik's Custom Turbol d00060d2bfff

Start On Last Lap 800820460002 Always Place First d10815940000 Always Place First 800815940000 Mary Kate & Ashley Winner's Circle

Lik's Custom Turbo!d00960d2bfff Lik's Custom Turbo! 8008093e0063 Start On Last Lap 8008133c0002

Max Ribbons	8009a870270f
1 Horseshoe needed To Hav	ve All d01fc9c40001
1 Horseshoe needed To Hav	ve All 801fc9c4001a
1 Flag Needed To Win .	d009a42a0001
1 Flag Needed To Win .	900054250012

Mega Man X 5

1.61.11.11
Infinite Lives
Infinite Wing Spiral8009a1580138
Infinite C-Shot 8009a14a0138
Infinite Spike Ball 8009a1560138
Infinite Dark Hold 8009a14c0138
Infinite Ground Fire8009a1500138
Infinite Go Shover 8009a14e0138
Infinite Tri Thunder8009a1520138
Press Square for Ultra Rapid Fire .d00d51a27fff
Press Square for Ultra Rapid Fire 800981bc0022
Have Everything 500012010000
Have Everything 300d4f560001
Press L2 To Refill Health d00d51a2feff
Press L2 To Refill Health8009a0fc2020
Invincibility!
Invincibility!
Ultimate Armor For Zero800d1c4a0010

NBA Hoopz

TIDA TIOOPE							
Big Head Mode 800842280003							
Beach Court800841ec0001							
Street Court							
Infinite Turbo 800841c40003							
Granny Shots 800841e80001							
Show Hotspot 800842040001							
Home Uniform 800842140001							
Show Shot % 800841fc0001							
Away Uniform 800842180001							
ABA Ball 8008422c0001							
No Goaltending 800841d00001							
Tiny Players 800841dc0001							
Tiny Heads 800841d80003							
Start On Second Quarterd009d4a00000							
Start On Second Quarter8009d4a00001							
Start On Third Quarterd009d4a00000							
Start On Third Quarter8009d4a00002							
Start On Fourth Quarter d009d4a00000							
Start On Fourth Quarter8009d4a00003							
Infinite Shot Clock3009d4a90009							
Hit Select For More Timed008e4e2fffe							
Hit Select For More Time8009d4a43705							
Infinite Turbo Home Team8009d6320006							
Infinite Turbo Home Team8009d6a20006							

Infinite Turbo Home Team8009d66a0006
No Turbo Away Team 8009d6da0000
No Turbo Away Team 8009d7120000
No Turbo Away Team 8009d74a0000
No Turbo Home Team 8009d6320000
No Turbo Home Team 8009d6a20000
No Turbo Home Team 8009d66a0000
Infinite Turbo Away Team8009d6da0006
Infinite Turbo Away Team8009d7120006
Infinite Turbo Away Team8009d74a0006
Away Team Scores 200 8009d4d00032
Away Team Scores 200 8009d4d40032
Away Team Scores 200 8009d4da0032
Away Team Scores 200 8009d4de0032
Away Team Score 0 8009d4d00000
Away Team Score 0 8009d4d40000
Away Team Score 0 8009d4da0000
Away Team Score 0 8009d4de0000
Home Team Scores 0 8009d4b40000
Home Team Scores 0 8009d4b80000
Home Team Scores 0 8009d4bc0000
Home Team Scores 0 8009d4c00000
Home Team Scores 2008009d4b40032
Home Team Scores 2008009d4b80032
Home Team Scores 2008009d4bc0032
Home Team Scores 2008009d4c00032
Tou Steel Been

Toy Story Racer

10, 500., 110.00.
Unlock Babyface800d79e40001
Unlock Lenny
Unlock Mr Potato Head800d79bc0001
Unlock Slinky Dog 800d79c40001
Unlock Hamm 800d79a40001
Unlock Little Green Man800d799c0001
Unlock All Levels 800d79f400c8
Unlock Rex 800d79d40001
Unlock Rocky Gilbratar800d79dc0001
Hit L2 To Knockout Car 1 d00abdaafeff
Hit L2 To Knockout Car 1 300c19d20001
Hit L2 To Knockout Car 2 d00abdaafeff
Hit L2 To Knockout Car 2300c16a60001
Hit L2 To Knockout Car 3 d00abdaafeff
Hit L2 To Knockout Car 3300c137a0001
Hit L2 To Knockout Car 4 d00abdaafeff
Hit L2 To Knockout Car 4300c16a60001

Triple Play Baseball 2002

Triple I tay basebatt 2002
Unlock All Rewards 800542f0ffff
Unlock All Rewards 800542f2ffff
Infinite Points All Teams50001f040000
Infinite Points All Teams 8019765ceOff
Infinite Points All Teams 50001f040000
Infinite Points All Teams8019765e05f5
Home Team Scores 503005fc4d0032
Home Team Scores 0 3005fc4d0000
Away Team Scores 50 3005fc410032
Away Team Scores 0 3005fc410000
No Strikes
No Balls3005ff590000
Hit L2 To To Reset Outsd0067e36feff
Hit L2 To To Reset Outs8005ff5a0000

Vanishing Point

Always Score 200 Stunt Driver .8004701a00c8
All Table Top Balloons80047a160000
All Cars Unlocked 8003CBDCffff
All Heats - Aston Martin VB .3003cc070007
All Heats -Aston Martin DB7 3003cc060007
All Heats -Lotus Esprit 3003cc050007
All Heats -Dodge Viper GTS .3003cc040007
All Heats -TVR Griffith 3003cc030007
All Heats -Shelby Cobra 3003cc020007
All Heats -Toyota Supra 3003cc010007
All Heats -Ford Focus 3003cc000007
All Heats - Jaguar XKR 3003cbff0007
All Heats -Ford Mustang Cobra 3003cbfe0007
All Heats -Audi TT 3003cbfd0007
All Heats -Alfa Romero 3003cbfc0007
All Heats -BMW 325i3003cbfb0007
All Heats -Lotus Elise 3003cbfa0007
All Heats -Ford Ranger 3003cbf90007
All Heats -Ford Explorer 3003cbf80007
All Movies, Slideshows Unlocked 8003CBF6ffff
Secrets Unlocked 8003CBF2ffff
Unlock All Tracks-Forward8003CBE4ffff
Unlock All Tracks-Reverse 8003CBE6ffff
Mirrorred FWD & REV 8003cbf2ffff

NINTENDO 64

Banjo-Tooie

Batman Beyond
Infinite Health
Infinite Gold Feathers 8111b0d40063
Infinite Red Feathers 8111b0c80063
Infinite Eggs 8111b0800063

Enable Code	.f11942c02400
Infinite Health	.802086f20064
Infinite Lives	.802086f00009
Infinite Batarangs	.802086fe000f
Conker's Bad Fu	r Day

Infinite Health P1 800cc49a0006

Infinite Health P2	 .800cc7c60006
Infinite Health P3	 .800ccaf20006
Infinite Health P4	 .800cce1e0006
Stop Timer	 .8108fd7a7500
Infinite Lives	 .800d21440009
Infinite Cash	 .810d2148e0ff
Infinite Cash	 .810d214a05f5

111111111111111111111111111111111111111	C-01311							10100	IL ITU	-0
Infinite	Cash							.810d	214a0)5f
Infinite	Air .							.800c	c3820	00
Press C	Up And	1 7	Z To) /	Иa	ke	C	onker	Glide	
								.d104	2a142	00
Press C	Up And	1 2	Z To) /	Мa	ke	C	onker	Glide	
								010	2502	150

Unlock All Levels And Chapters
Unlock All Levels And Chapters
Unlock All Characters 810e9d0100ff
Unlock All Characters810e9d0200ff

Mega Man 64

Enable Code	
Rapid Fire 80204eb30002	
Infinite Health 81204a1e0050	
Infinite Zenny 811bc404e0ff	
Infinite Zenny811bc40605f5	
Have Normal Items81205650ffff	
Have Normal Items81205652ffff	
Have Normal Items81205654ffff	
Have Normal Items81205656ffff	
Have Special Items 8120564cffff	
Have Special Items 8120564effff	
Infinite Ammo81204eba0080	
Infinite Ammo	
Infinite Ammo81204eca0708	
Infinite Ammo	
Infinite Ammo 81204eda0010	
Infinite Ammo	
Infinite Ammo 81204eea0020	
Infinite Ammo 81204ef20020	
Infinite Ammo81204efa0020	
Infinite Ammo 81204f020018	
Infinite Ammo81204f0a012C	
Infinite Ammo 81204f120258	

Ms. Pacman Maze Madness

	ma. L	aciliali	maze	Madiless
Ena	able Code			f12005e03c02
En	able Code			f12005e2a00c
Ena	able Code			f12005e80020
Ena	able Code			f12005eaf809
Ena	able Code			f12005ecac40
Ena	able Code			f12005eeb170
Inf	inite Heal	th		8111d55c003c
Inf	inite Live	s		.8010a3d70009
Ha	ve All Dot	s		.8111d55e03e7
Ma	x Score			8111ef14e0ff
Ma	x Score			8111ef1605f5

Paper Mario

Enable Code de025c000000
Enable Code
Lots Of Coins 8110f29cffff
Have All Members In Your Party 8010f2ac0001
Have All Members In Your Party 8010f2b40001
Have All Members In Your Party 8010f2bc0001
Have All Members In Your Party 8010f2c40001
Have All Members In Your Party 8010f2cc0001
Have All Members In Your Party 8010f2d40001
Have All Spirits! 8010f51e0007
Infinite HP 8010f2920063
Infinite HP 8010f2930063
Infinite FP 8010f2950063
Infinite FP
Max Level
Max Star Points 8010f2a00063
Max Badge Points 8010f2980063
Max Star Pieces 8010f29f0063

Pilot Wings Infinite Fuel Rocket Belt . .803628410081

Pokemon Puzzle League

(M) Must Be On
Infinite Tries(Puz. University) 801a59ff0004
Max Score
Max Score
Play On Mew Two Stadium801a6d9f0010
Level Modifier 801a159700xx

Polaris SnoCross

Max Race Points 8108321ffffff
Continue Tourney With Everything
8008324700ff
100 Wrenches - 440 XCR '99 800831680064
100 Wrenches - 500 XC '99 .800831680064
100 Wrenches - 600 XC '99 .8008316a0064
100 Wrenches - 700 XC '99 .8008316b0064
100 Wrenches - 800 XCR '99 8008316c0064
100 Wrenches - 440 XCR '00 8008316d0064
100 Wrenches - 500 XCSP '00 8008316e0064
100 Wrenches - 600 XCSP '00 8008316f0064
100 Wrenches - 700 XCSP '00 800831700064
100 Wrenches - 800 XCR '00 800831710064
100 Wrenches - 440 XCR '01 800831720064
100 Wrenches - 500 XCSP '01 800831730064
100 Wrenches - 600 XCSP '01 800831770064
100 Wrenches - 700 XC '01 .800831780064
100 Wrenches - 800 XC '01 .8008317c0064
100 Wrenches - 600 Edge X .800831820064
100 Wrenches - Sno-Razor800831860064
100 Wrenches - Lobster8008318c0064
100 Wrenches - Kundari800831900064
100 Wrenches - Xeno Force .800831910064
100 Wrenches - Siberon800831920064
All Divisions Complete 8008323f00ff
All Tracks Unlocked 8108325203ff
All Sleds Unlocked 8108324effff

DREAMCAST

4	X	4	ŀ	١	/C)Ų	Цţ		0	П		
Low Lap Time							BE	9	7	68	84	OC06E50C1
Low Lap Time				•								.C8845C20

4 Wheel Thunder

Indoor Tracks			.27E7616C0000000
Outdoor Tracks			.F65994AF0000000
Practice Tracks			.11D4D4B800FFFFF

All	Trucks								28	34	16	2	16	EE0701041	
All	Trucks													.9721AE1E	
	18 WH	_	1	.,	. ,	۸,	-	-		D	٠,		т	rucker	

18 Wheeler Amer. Pro Trucker (Japanese)

Must Be On	22C5F54A00000000
Infinite Parking Time !	035084AB0000000
Infinite Parking Time	248F65880000000
Infinite Parking Time	892B8BB60000000

102 Dalmations

All Levels/Mini-Games	.EE3718E80000FFFF
All Bones	.AEA211EDE070D041
All Bones	43F4DCCD
All Puppies	.77F4937EE070D041
All Puppies	9F09B626

Biohazard Code: Veronica (Japanese)

(Supariese)
Inf Items/Ammo Pos 1 Claire
Inf Items/Ammo Pos 2 Claire
Inf Items/Ammo Pos 3 Claire
Inf Items/Ammo Pos 4 Claire
444A1194000003E7
Inf Items/Ammo Pos 5 Claire
945804AA000003E7
Inf Items/Ammo Pos 6 Claire
Inf Items/Ammo Pos 7 Claire
Inf Items/Ammo Pos 8 Claire

Blue Stinger (Japanese)

[M] Must Be First 9C5D88F8
Infinite Cash
Infinite Health Eliot B21FDDF600000032
Infinite Health Dog E01879B500000032
Infinite Pistol Ammo95481BF90000000F
Infinite Arrows Dog 7EE320C700000006
[M] Must Be Last245EECA9

Buggy Heat (Japanese)

[M] Must Be First		-		-					В
99 Points P1			6	28	D	E	F(20000006	3
[M] Must Be Last								.245EECA	9

Capcom Vs. SNK (Japanese)

capcolli 43. 3MN (Japanese)
P1 Infinite Health 21F768E30000384
P2 Infinite Health 1FE41D340000384
Max Points2EA7AB7E000F000
All Items In Secret Shop .36B1EC7CFFFFFFF
All Items In Secret Shop .77851B39FFFFFFF
All Items In Secret Shop .CFEB2FC3FFFFFFF
All Items In Secret Shop .FEA95EBDFFFFFFF
All Items In Secret Shop .58B7BF6CFFFFFFF
All Items In Secret Shop .9008C2CCFFFFFFF
All Items In Secret ShopEE37D0AFFFFFFF
Max VS. Points
Max VS. Points 47AAd7F0FFFFFFF
Max VS. Points 85534539FFFFFFFF
Max VS. Points d0584bE6FFFFFFF
Secret Shops 18A4dEA8FFFFFFF
Secret Shops 6C4bA378FFFFFFF
Secret Shops AE1399A8FFFFFFF
Secret Shops FEd95EbFFFFFFFF

Capcom Vs. SNK

Secret Shop Unlocked	.F168DECAE06F5041
Secret Shop Unlocked	9721AE1E
Secret List Unlocked	.C09AAFB4E06F5041
Secret List Unlocked	9721AE1E

Championship Surfer

P1 Play As Iceman . . . A2D3628B00000008

Charge 'N Blast

Infinite Credits D2E8800D000000063
Max Score P1680BA81A05F5E0FF
Max Score P2 9358C9AC05F5E0FF
Inf Health P1
Inf Health P2135C15CA00000064
Infinite Time 18E4D4C300000B9D
Quick Load P1
Quick Load P2 C60B24A300020064

Charge 'N Blast (Japanese)

Inf Health P1 E1B75BD500000064
Quick Load P1
Max Score P1
Inf Health P2 211F200400000064
Quick Load P2 DDB8409E00020096
Max Score P2 A94392D005F5E0FI
Infinite Continues D6E8C00700000009
Infinte Time 80FB8B5800000009

Choukousenki Kikaioh (Japanese) [M] Must Be First9C5D88F8

No Damage P1 + P2 D92A8F9000000000
Infinite Armor P1 5A25710100000064
No Armor P1 5A25710100000000
Infinite Armor P2 71CBA58B00000064
No Armor P2
No Damage P1 D92A0F9000000000
Heavy Damage P1 D92A0F9000000090
No Damage P2 FAFC2D3B00000000
Heavy Damage P2 FAFC2D3B00000090
Max Special Power P1 .87C4EE4B00000028
No Special Power P187C4EE4B00000000
Max Special Power P2 .BCA758BA00000028
No Special Power P2BCA758BA00000000
50% Armor P1 5A23F1014070504D
50% Armor P1 5A25710100000032

50% Damage P1 D92C8F90C0705041
50% Damage P1 D92A0F9000000048
50% Armor P271CD258B4070504D
50% Armor P2 71CBA58B00000032
50% Damage P2 FAFAAD3BC0705041
50% Damage P2 FAFC2D3B00000048
[M] Must Be Last 245EEC AD

D2 (Japanese)

[M] Must Be First 9C5D88F8
Never Reload MachineGun
CF7AD2C20000000F
Never Reload Grenade ADZDC40F0000000F
Inf. First-Aid Spray D38ABE4600000063
[M] Must Be Last245EECA9

Daytona USA

Start On Last Lap 7C96D81DC0705041
Start On Last Lap 7C95D81D00000003
Always Place 1st 25C4685AC0707041
Always Place 1st 25C7685A00000000
Infinite Lap Time56D778C80000085B
Press 'A' For Turbo B06537D820704E1E
Press 'A' For Turbo6663605E00003FFF

Dead Or Alive 2 (Jananese)

bead of Alive 2 (Japanese)
Infinite Health P1 E907164600000120
Infinite Health P2 AF535F4300000120
No Health P1 E907164600000000
No Health P2 AF535F4300000000
Low Health P1 E90716460000000
Low Health P2 AF535F430000000
50% Health P1 E904164640705064
50% Health P1 E907164600000096
50% Health P2 AF505F4340705064
50% Health P2 AF535F4300000096

Deep Fighter

Inf. Thorium 80F38C540000004E

Dino Crisis (Japanese) Infinite Health 3A2129C100001200

Disney's Donald Duck Goin' Q

Invincible (X For Health) .FE91A6D800000101 Ducati World Racing Challenge

Invincible (X For Health) .434915DCE0705041

[M] Must Be First 9C5D88F8
Max Cash E7699B4F05F5E0FI
Max Cash DOAB681E05F5E0F
Max Cash E7699B7F05F5E0F1
Tasks Complete 810E89C2E06ED04
Tasks Complete E070504
All Licenses CED8049AE070D04
All Licenses
All Bikes86CC09C50000FFFF
All Tracks 9B89F93BFFFFFFF
All Tracks EC681B770000FFFF
[M] Must Be Last245EECAS

Eldorado Gate Vol. 1 (Japanese) [M] Must Be First9C5D88F8

f. d
Max Gold
Infinite HP Gomez 94A805230000270
Infinite HP Gomez AA6DEE4F0000270
Max Stats Gomez CB4AF882000003E
Max Stats Gomez CB3B788203E703E
Infinite HP Marsha 6BDDE9150000270
Infinite HP Marsha5845EA970000270
[M] Must Be Last245EECA
[M] Must Be First9C5D88F
Infinite Cash 6CEC683A05F5E0F
Infinite HP Gomez5955EBB20000270
Infinite HP Gomez2C9DE9300000270
Max Stats Gomez5845EBB2000003E
Max Stats Gomez7392BF3803E703E
Infinite HP Elishin 282DE9300000270
Infinite HP Elishin F924B7880000270
Max Stats Elishin 67ADE830000003E
Max Stats Elishin1714078A03E703E
Infinite HP Radia DEAA95230000270
Infinite HP Radia AZ6DEF6A0000270
Max Stats Radia DFBA9523000003E
Max Stats Radia DFCB152303E703E
Infinite HP Ein
Infinite HP Ein
Max Stats Ein6CEC683303E703E
Max Stats Ein 90880405000003E
[M] Must Be Last245EECA
[m] must be case

Elemental Gimmick Gear (Japanese)

[M] Must Be First	9C5D88F8
Infinite EP	.C8BB78BF01900190
Infinite Gabaro (Cash)	.9728051E0000FFFF
Level 3 Access	.D6BA143B00000006
Level 3 Skill	.F56C3690000000006
Max Attack	.D6CA143B00000006
Max Defense	.F51C3690000000006
[M] Must Be Last	245EECA9

Evil Dead: Hail To The King

Infinite Health 9848124E00000064
Infinite Health BF26223700000064
Infinite Chainsaw Fuel .630B73F7000000C8
Infinite Chainsaw Fuel .670B73F7000000C8
Infinite Chainsaw Fuel .ED37002300000064
Infinite Pistol Ammo5FB76FE000000008
Infinite Pistol AmmoC19BFF4E0000000F
Infinite Shotgun 52076FE100000002
Infinite Shotgun EFD7002200000004
Infinite Rifle Ammo39313CF100000006
Infinite Rifle AmmoF9198E3000000008

Inf. Heat-Seekers P1 . Inf. Flamethrower P1	.F6A99742000000FF
Inf. Mult. Warheads P1 Inf. Spyra Missiles P1.	.50B77693000000FF
Inf.Spread Pulse Canno	.98080B33000000FF
Inf. Vulcan Cannon P1 Inf. Phantasm Ammo P	1 269F6281000000FF
Inf. Mines P1	pon P1
Inf. Laser Guided Missi	les P1
Inf. Energy P1	.E71F195000000064
Inf. Grenades P2 Inf. Lives P2	
Inf. Heat-Seekers P2 . Inf. Flamethrower P2	.76DDD2C6000000FF
Inf. Mult. Warheads P2 Inf. Spyra Missiles P2	AF3B5055000000FF
Inf.Spread Pulse Canno	on P2
Inf. Vulcan Cannon P2 Inf. Phantasm Ammo P	.FF099742000000FF
Inf. Mines P2 Inf. Reclaim Alien Wea	.84CB8CC4000000FF
Inf. Laser Guided Missi	.84F38CC4000000FF
Inf. Energy P2	.BF6E3B49000000FF .AC9B505500000064
Expendable	
[M] Must Be First	9C5D88F8
Infinite Lives P1	.316EA31100000002
Infinite Health P1 Inf. Heat-Seekers P1 .	.7EF33DF9000000FF
Inf. Flamethrower P1 Inf. Mult. Warheads P1	CBDAFB66000000FF
Inf. Spyra Missiles P1 . Inf.Spread Pulse Canno	on P1
Inf. Vulcan Cannon P1	.347EA311000000FF
Inf. Phantasm Ammo P Inf. Mines P1 Inf. Reclaim Alien Wea	.8ADC7639000000FF
	.6A0DEAF1000000FF
Inf. Laser Guided Missi	.979806C7000000FF
Infinite Lives P2 Infinite Health P2	.BE8FC0C900000064
Inf. Heat-Seekers P2 . Inf. Flamethrower P2	.EE68648A000000FF
Inf. Mult. Warheads P2 Inf. Spyra Missiles P2	.2C1DEBF0000000FF
Inf.Spread Pulse Canno	.58C5E972000000FF
Inf. Vulcan Cannon P2 Inf. Phantasm Ammo P	
Inf. Mines P2 Inf. Reclaim Alien Wea	.BCDFC0C9000000FF
Inf. Reclaim Alien Wea	.BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wea	.BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wea Inf. Laser Guided Miss [M] Must Be Last F355 Challeng	.BCDFC0C9000000FF ipon P2
Inf. Reclaim Alien Wea Inf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade	.BCDFC0C9000000FF ipon P2EED8648A000000FF iles P21435854A000000FF
Inf. Reclaim Alien Wea Inf. Laser Guided Miss [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wea Inf. Laser Guided Miss [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta	BCDFC0C9000000FF pon P2EED8648A000000FF iles P2245EECA9 le (Japanese)9C5D88F89C5D88F89C5D8F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F89C5D88F8
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride	BCDFC0C9000000FF pon P2EED8648A000000FF iles P2245EECA9 de (Japanese)9C5D88F853D5FE1F00000000 .E768738A00000F78 .D9CA819E00000001 .39CEB56D00000001 .73F32B8500000001 .C6DAED1A00000001 .FA94A33500000001 .FA94A33500000001
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Infinite Armor P2	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Infinite Armor P2 Low Armor P2 Infinite Energy P1	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Infinite Energy P1 Low Energy P1 Infinite Energy P2	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Infinite Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Infinite Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Infinite Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Infinite Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player Low Score Lead Player Low Score	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Low Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Low Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score 2nd Player High Score 2nd Player High Score [M] Must Be Last Grane	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Fiorano Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Infinite Energy P1 Infinite Energy P1 Infinite Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score 2nd Player High Score 2nd Player High Score [M] Must Be Last Grane Quick Level Gain - Ryuck Max HP - Ryudo Grane Quick Level Gain - Ryuck Max HP - Ryudo	BCDFC0C9000000FF Ipon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Infinite Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Low Energy P1 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score [M] Must Be Last Grand Quick Level Gain - Ryuch Max MP - Ryudo Max MP - Ryudo Max SP - Ryudo Max SP - Ryudo	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Low Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score 2nd	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Energy P1 Low Energy P1 Low Energy P2 Low Energy P2 Low Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score [M] Must Be Last Grand Quick Level Gain - Ryuch Max MP - Ryudo Max MP - Ryudo Max SP - Ryudo Max HP - Elena/Mill Max HP - Elena/Mill	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Infinite Armor P2 Low Armor P2 Infinite Energy P1 Low Energy P1 Low Energy P1 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be Last Golf Shiyouyo [M] Must Be Last Golf Shiyouyo [M] Must Be Last Golf Shiyouyo [M] Must Be Last Grand Quick Level Gain - Ryuch Max HP - Ryudo Max MP - Elena/Mill	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Energy P1 Low Energy P1 Low Energy P2 Low Energy P2 Low Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score [M] Must Be Last Golf Shiyouyo [M] Must Be Last Grand Quick Level Gain - Ryuch Max MP - Ryudo	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Energy P1 Infinite Energy P1 Low Energy P2 Low Energy P2 Low Energy P2 [M] Must Be Last Golf Shiyouyo [M] Must Be First Lead Player Low Score Lead Player High Score [M] Must Be Last Grane Quick Level Gain - Road Max MP - Ryudo Max MP - Roan Max MP - Elena/Mill Max MP - Elena/Mill Max MP - Elena/Mill Max MP - Roan	BCDFC0C9000000FF pon P2
Inf. Reclaim Alien Wealinf. Laser Guided Missi [M] Must Be Last F355 Challeng [M] Must Be First Place 1st - Arcade Infinite Time Enable Fiorano Enable Nurburgring Enable Laguna-Seca Enable Sepang Enable Atlanta [M] Must Be Last Frame Gride [M] Must Be First Infinite Armor P1 Low Armor P1 Low Armor P2 Low Energy P1 Low Energy P1 Low Energy P2 Low Energy P2 Low Energy P2 Low Energy P2 Low Energy P3 Low Energy P4 Low Energy P4 Low Energy P5 Low Energy P6 Low Energy P7 Low Energy P8 Low Energy P9 Low Energy P9 Low Energy P9 Low Energy P9 Low Energy P1 Low Energy P1 Low Energy P2 Low Energy P3 Low Energy P4 Low Energy P5 Low Energy P6 Low Energy P7 Low Energy P7 Low Energy P8 Low Energy P9 Low Energy P1 Low E	BCDFC0C9000000FF pon P2

Expendable Inf. Grenades P1 4DDA1E0D000000FF Inf. Heat-Seekers P1 . . F6919742000000FF

Max MP - Mareg 12F4E82703E703E7 Max SP - Mareg	
Infinite Special Coins .21679DFD0001869F	
Infinite Magic Coins78352DBA0001869F	
Infinite Gold E1F7E62C0098967F	
Every Item	
Every Item	
arely nem 11111111111111111111111111111111111	12 Hyper combo deret 3 lear of 230000000
Grinch	Metropolis Street Racer
All Gifts Broken F061880E00000BB8	
All Gifts Broken20377DCD000001F4	
All Gifts Broken	
All Gifts Broken637375C9000003E8	1101116 36016 0 136 6 1 11 1070 1060000000
Max Rotten Eggs C11BF970000000C8	Home Score 0 3rd Q8F73AF3A00000000
	Home Score 0 4th QDA78A1E500000000
Gunbird 2	Home Score 50 1st QF489B4BC00000032
Inf. Lives P1	
Max Score P1 F799597105F5E0FF	
Inf. Lives P2	Away Score 0 1st QF4F9B4BC00000000
Inf. Bombs P2	
Max Score P22527ACB205F5E0FF	Away Score 0 3rd Q8FC3AF3A00000000 Away Score 0 4th Q846618B700000000
House Of The Dead 2 (Japanese)	Away Score 50 1st Q F4F9B4BC00000032
[M] Must Be First9C5D88F8	
Infinite Health P1 298DF09400000005	Away Score 50 3rd Q8FC3AF3A00000032
Never Reload P1	Away Score 50 4th Q846618B700000032
Infinite Health P2 36FEB87700000005	
Never Reload P2 640DF19700000006 [M] Must Be Last	
and more on the contraction of t	Home Team Score 0DA78A1E500000000
Imperial No Taka Fighter Zero	Home Team Score 200 .F489B4BC00000032
(Japanese)	Home Team Score 200 .5297556D00000032 Home Team Score 200 .8F73AF3A00000032
[M] Must Be First9C5D88F8	Home Team Score 200 DA78A1F500000032
Infinite Bullets 890C6A66000003E7	Away Team Score 0 F4F9B4BC00000000
Infinite Bombs/Torpedoes B26FDC9700000008 [M] Must Be Last245EECA9	Away leall score o 300 1007 00000000
[m] must be case	Away Team Score 08FC3AF3A00000000 Away Team Score 0846618B700000000
Jet Grind Radio	Away Team Score 200 .F4F9B4BC00000032
Infinite Spray Cans 120410F500000009	Away Team Score 200 .3BD1067D00000032
Infinite Spray Cans363922A7000000000	
Infinite Spray Cans45DA192900000009 Start With Max Cans3EB9222F00000E46	
Infinite Health 861B8A0500000000	THEN PICCIDECT FOREST FIDE FOOG TOOCOODS
Justice High School (Japanese)	Both Teams Shoot Away Basket
Infinite Health P1 CCB3EE60000000C8	
Infinite Health P2 A11B580700000000000000000000000000000000000	
Low Health P2	
50% Health P1 CCB0EE60C0705038	No Goaltending
50% Health P1 CCB3EE6000000064	
50% Health P2	* *
30/6 Health F2	Beach Court
Kao The Kangaroo	Street CourtEF77148200000001
Infinite Coins FEA995AE00000063	
Infinite Lives	
infinite Gloves4CAATB000000000	Home Uniform 59277B4100000001
Lost Golem (Japanese)	Away Uniform AFE35D8700000001
[M] Must Be First9C5D88F8	
Low Clear Time D92AD8D600000000	
[M] Must Be Last245EECAS	ABA Ball
MDK2	No Fouls
Inf. Health Kurt Normal Mode	NEI 2K
Inf. Health Kurt Sniper Mode	
Inf. Health Max	Away Team Inf Time-Outs CC6BFFA600000003
Inf. Health(Doc 3AE122E100008907	Away Team 0 Time-OutsCC6BFFA600000000
Inf Ammo For Most Weapons	
Inf. Ammo For ChainGun .9E980C240000000	Man Canad 04/35//535000000
Inf. Jet Pack Fuel B63E3C7B0000000	Max Agility CEBB3C973F800000
	Max Jumping
Macross M3 (Japanese)	Max Upper Body Strength 59E7AC383F800000 Max Lower Body Strength AF238AFE3F800000
[M] Must Be First9C5D88F	Max Hold On Ball 6DDBB02E3F800000
Max Score	Max break lackle br/be/e23r600000
Infinite Shield	Max appressiveness FL894DE93F8UUUUU
[M] Must Be Last245EECA	MAX PASS PARP ADITOLACE ALL SOME TENUTURE
Mare Mately (Income)	Max Pass Read Coverage 2C87B82A3F800000
Mars Matrix (Japanese) [M] Must Be First9C5D88Fi	Max BallHandler Power Moves
Infinite Credits E0E84D2F0000000	
Infinite Lives P1 EFC84D2F0000000	5
Quick Level Gain P1A52C440F05F5E0F	Max CatchFCF94DE93F800000
Infinite Lives P2 85EDDF9D05F5E0F Quick Level Gain P2 DB6ABE460000000	max det open non noute 330 in 2031 deddoor
[M] Must Be Last245EECA	
	Max Tackle
Marvel Vs. Capcom (Japanese)	Max Def Pass Rush 5A47AC383F800000
Infinite Health P1 DDF896760000009	The second secon
Low Health P1 DDF896760000000 No Health P1 DDF896760000000	
50% Health P1 DDFB9676C070503	3 Max Kick Power434AC4A63F800000
50% Health P1 DDF896760000004	8 Max Kick Accuracy9358D1983F800000
Infinite Health P1 Partner 54B762F00000009	
Low Health P1 Partner .54B762F00000000	1 Max Punt Accuracy6F3BB02E3F800000

No Health P1 Partner . .54B762F000000000

50% Health P1 Partner .54B462F0C0705033

50% Health P1 Partner .54B762F000000048

Infinite Health P2 B2362F2500000090

Low Health P2 B2362F2500000001

No Health P2 B2362F2500000000

50% Health P2 B2352F25C0705033

50% Health P2 B2362F2500000048

Infinite Health P2 Partner 6F0B7EE600000090

Low Health P2 Partner .6F0B7EE600000001

No Health P2 Partner .6F0B7EE600000000

50% Health P2 Partner .6F087EE6C0705033

50% Health P2 Partner .6F0B7EE600000048

P1 Hyper Combo Level : P1 Hyper Combo Level :	
P1 Hyper Combo Level 2	1 7 2/17 7 24-47 1 1 1 2 2 2 2 2 2 2 2
P1 Hyper Combo Level :	
P1 Infinite Guest Attack	ks E31F0D3300000005
P1 No Guest Attacks .	.E31F0D3300000000
P2 Hyper Combo Level 1	
P2 Hyper Combo Level 2	
P2 Hyper Combo Level :	
P2 Hyper Combo Level .	3 .C2FBF23000000003
Metropolis St	treet Racer
Infinite Jokers	.1024168600000005
NBA H	0007
Home Score 0 1st Q .	
Home Score 0 2nd Q .	.5297556D00000000
Home Score 0 3rd Q .	.8F73AF3A00000000
Home Score 0 4th Q .	
Home Score 50 1st Q .	
Home Score 50 2nd Q	
_	
Home Score 50 3rd Q	
Home Score 50 4th Q	
Away Score 0 1st Q	.F4F9B4BC00000000
Away Score 0 2nd Q .	.3BD1067D000000000
Away Score 0 3rd Q .	.8FC3AF3A000000000
Away Score 0 4th Q	R46618B700000000
Away Score 50 1st Q .	
Away Score 50 2nd Q	
Away Score 50 3rd Q .	
Away Score 50 4th Q .	
Home Team Score 0 .	.F489B4BC00000000
Home Team Score 0 .	
Home Team Score 0 .	
Home Team Score 0 .	
Home Team Score 200	
Away Team Score 0	
Away Team Score 0	
Away Team Score 0	
Away Team Score 0	
Away Team Score 200	
Away Team Score 200	.3BD1067D00000032
Away Team Score 200	.8FC3AF3A00000032
Away Team Score 200	.B46618B700000032
Max Attribute Points .	
Both Teams Shoot Hon	
	.9B5828CD00000000
Both Teams Shoot Awa	
	.9B5828CD00000001
Inf. Turbo Team A	
Inf. Turbo Team B	
Inf. Turbo Both Teams	.FEE99A9000000003
No Goaltending	.D0D88FC900000001
Tiny Heads	
Tiny Players	
Granny Shots	
Beach Court	
Street Court	
Show Shot %	
Show Hotspots	
No Hotspots	
Home Uniform	59277B4100000001
Away Uniform	.AFE35D8700000001
Big Heads Team A	
Big Heads Team B	
Big Heads Both Teams	
ABA Ball	
	EC67148200000001
No Fouls	
	.425A13DF00000003
No Fouls NFL	.425A13DF00000003
	425A13DF00000003
NFL	425A13DF00000003 2K 7405CB5C00000064
NFL Away Team Score 100 Away Team Score 0	2K .7405CB5C00000004 .7405CB5C00000000
NFL Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000003
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000003 tsCC6BFFA600000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Ou	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000003 tsCC6BFFA600000000 uts EDB700CA00000003
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Out	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA60000000 its EDB700CA00000003 its EDB700CA00000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team 0 Time-Out Max Speed	2K .7405CB5C000000064 .7405CB5C00000000 its CC6BFFA600000003 its CC6BFFA600000000 uts EDB700CA00000003 is .EDB700CA00000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility	2K .7405CB5C000000064 .7405CB5C00000000 its CC6BFFA600000003 its CC6BFFA600000000 uts EDB700CA00000000 .8463566F3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team 0 Time-Out Max Speed	2K .7405CB5C000000064 .7405CB5C00000000 its CC6BFFA600000003 its CC6BFFA600000000 uts EDB700CA00000000 .8463566F3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility	2K .7405CB5C000000064 .7405CB5C000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Ou Max Speed Max Agility Max Jumping	2K .7405CB5C000000064 .7405CB5C00000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Ou Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA60000000 its EDB700CA0000000 its EDB700CA0000000 .8463566F3F800000 .CEBB3C973F800000 its 59E7AC383F800000 ith AF238AFE3F800000
NFL Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team 0 Time-Out Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA60000000 its CC6BFFA60000000 its EDB700CA0000000 .8463566F3F800000 .CEBB3C973F800000 .2F97B82A3F800000 ith AF238AFE3F800000 .60DBB02E3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team O Time-Ou Home Team Inf Time-Ou Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 its 59E7AC383F800000 th AF238AFE3F800000 .6DDBB02E3F800000 .BF76E1E23F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team 0 Time-Ou Home Team Inf Time-Ou Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000 th AF238AFE3F800000 .6DDBB02E3F800000 .FC894DE93F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA60000000 its CC6BFFA60000000 its EDB700CA0000000 its EDB700CA0000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000 th AF238AFE3F800000 th AF238AFE3F800000 .6DDBB02E3F800000 .FC894DE93F800000 icc 8773566F3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA60000000 its CC6BFFA600000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000 th AF238AFE3F800000 th AF238AFE3F800000 .BF76E1E23F800000 .FC894DE93F800000 .D27858B03F800000
Away Team Score 100 Away Team Score 0 Away Team Score 0 Away Team Inf Time-Out Away Team 0 Time-Out Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverage	2K .7405CB5C00000004 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .75 CC6BFFA600000000 .75 EDB700CA00000000 .75 EDB700CA00000000000 .75 EDB700CA0000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe	2K .7405CB5C00000004 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .75 CC6BFFA600000000 .75 EDB700CA00000000 .75 EDB700CA00000000 .75 EDB700CA00000000 .75 EDB700CA00000000 .75 EDB700CA00000000 .75 EDB700CA00000000 .75 EDB700CA0000000 .75 EDB700CA0000000 .75 EDB700CA0000000 .75 EDB700CA00000000 .75 EDB700CA0000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000 th AF238AFE3F800000 th AF238AFE3F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 it Moves75D5086D3F800000
Away Team Score 100 Away Team Score 0 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000 th AF238AFE3F800000 th AF238AFE3F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 it Moves75D5086D3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 .159F7AC383F800000 ith AF238AFE3F800000 ith AF238AFE3F800000 .BF76E1E23F800000 .FC894DE93F800000 .CE8773566F3F800000 .CE8773566F3F800000 .FC894DE93F800000 .FC894DE93F800000 .FC894DE93F800000 .CE8773566F3F800000 .CE8773566F3F800000 .CE8773566F3F800000 .CE8773566F3F800000 .CE8773566F3F800000 .CE8773566F3F800000 .CE8773566F3F800000 .CE87F858B03F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe Max BallHndlr Fnesse	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA60000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 th 59E7AC383F800000 th AF238AFE3F800000 th AF238AFE3F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 its EDB70CA00000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/Amax Pass Arm Strength Max Pass Read Coverage Max BallHandler Power Max BallHandler Power Max BallHndlr Fnesse	2K .7405CB5C00000064 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7505C6BFFA600000000 .7505C6BFFA600000000 .7505CA00000000 .7505CA000000000 .7505CA000000000 .7505CA000000000 .7505CA000000000 .7505CA0000000000 .7505CA0000000000000000000000000000000000
NFL Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe Max BallHndlr Fnesse	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .2F97B82A3F800000 ith AF238AFE3F800000 ith AF238AFE3F800000 .FC894DE93F800000 .FC894DE93F800000 ith AF238AFE3F800000 .FC894DE93F800000 ith AF238AFE3F800000 .FC894DE93F800000 ith AF238AFE3F800000 ith AF238AFE3F800000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Score 0 Away Team Inf Time-Out Away Team 0 Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe Max Get Open Run Rou Max Run Blocking	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 .159F7AC383F800000 ith AF238AFE3F800000 ith AF238AFE3F800000 .BF76E1E23F800000 .FC894DE93F800000 ith AF238AFE3F800000 ith AF238AFE3F800000 .FC894DE93F800000 ith AF238AFE3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Out Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A . Max Pass Fake Ablty/A . Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Power	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA60000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .CEBB3C973F800000 ith 59E7AC383F800000 ith 59E7AC383F800000 ith AF238AFE3F800000 ith AF238AFE3F8000000 ith AF238AFE3F8000000 ith AF238AFE3F800000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Out Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Pass Fake Ablty/A	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .2F97B82A3F800000 th 59E7AC383F800000 th AF238AFE3F800000 th AF238AFE3F800000 .FC894DE93F800000 .FC894DE93F800000 its EDB70CA000000000 .FC894DE93F800000 .FC894DE93F800000 .FC894DE93F800000 its AF238AFE3F800000 .FC894DE93F800000 its AF238AFE3F800000 .FC894DE93F800000 its AF3566F3F800000 its AF3566F3F800000 its AF3566F3F800000 its AF3566F3F800000 its AF3566F3F800000 its AFC3566F3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Out Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/Amax Pass Fake Ablty/Amax Pass Arm Strength Max Pass Read Coverage Max BallHandler Power Max BallHandler Power	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 .8463566F3F800000 .8463566F3F800000 .2F97B82A3F800000 th 59E7AC383F800000 th AF238AFE3F800000 .BF76E1E23F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 .FC894DE93F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSCF94DE93F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Out Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/Amax Pass Fake Ablty/Amax Pass Arm Strength Max Pass Read Coverage Max BallHandler Power Max BallHandler Power	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 .8463566F3F800000 .8463566F3F800000 .2F97B82A3F800000 th 59E7AC383F800000 th AF238AFE3F800000 .BF76E1E23F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 .FC894DE93F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSD5086D3F800000 .TSCF94DE93F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Out Away Team Inf Time-Out Home Team Inf Time-Out Max Speed Max Agility Max Jumping Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/Admax Pass Arm Strength Max Pass Read Coverage Max BallHandler Power	2K .7405CB5C00000004 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .2F97B82A3F800000 th 59E7AC383F800000 th AF238AFE3F800000 .6DDBB02E3F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 .D27858B03F800000 .TMOVES
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Ou Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Fake Ablty/A Max Pass Read Coverag Max BallHandler Powe Max BallHndlr Fnesse Max Get Open Run Rou Max Run Blocking Max Pass Blocking Max Def Pass Rush Max Def Run Support Max Block Max Block	2K .7405CB5C00000004 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7506BFFA600000000 .7505C6BFFA600000000 .7505CA00000000 .7505CA000000000 .7505CA000000000 .7505CA00000000 .7505CA00000000 .7505CA00000000 .7505CA00000000 .7505CA00000000 .7505CA00000000 .7505CA00000000 .7505CA0000000000 .7505CA0000000000000000000000000000000000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe Max Get Open Run Rou Max Run Blocking Max Pass Blocking Max Def Pass Rush Max Def Run Support Max Block Max Block Max Coverage	2K .7405CB5C00000004 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7405CBFFA600000000 .755C6BFFA600000000 .755D70CA00000000 .7597B82A3F800000 .7597B82A3F800000 .7597B82A3F800000 .7597B82A3F800000 .7585B03F800000 .7585B03F800000 .7585B03F800000 .7505086D3F800000 .75D5086D3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Fake Ablty/A Max Pass Read Coverag Max BallHandler Powe Max BallHndlr Fnesse Max Get Open Run Rou Max Run Blocking Max Pass Blocking Max Def Pass Rush Max Def Run Support Max Block Max Coverage	2K .7405CB5C00000064 .7405CB5C00000000 its CC6BFFA600000000 its CC6BFFA600000000 its EDB700CA00000000 its EDB700CA00000000 .8463566F3F800000 .2F97B82A3F800000 th 59E7AC383F800000 th 59E7AC383F800000 th AF238AFE3F800000 .FC894DE93F800000 .FC894DE93F800000 .D27858B03F800000 its EDB70CA00000000 .FC894DE93F800000 .FC894DE93F800000 .FC894DE93F800000 .TA34CDF83F800000 .FCF94DE93F800000 .FCF94DE93F800000 .FCF94DE93F800000 .FCF94DE93F800000 .FCF94DE93F800000 .FCF94DE93F800000 .FCF94DE93F800000 .FCF94DE93F800000 .AC336AFE3F800000 .AC434AC4A63F800000 .AC838AFE3F800000
Away Team Score 100 Away Team Score 0 Away Team Inf Time-Ou Away Team Inf Time-Ou Home Team Inf Time-Ou Home Team 0 Time-Out Max Speed Max Agility Max Jumping Max Upper Body Streng Max Lower Body Streng Max Hold On Ball Max Break Tackle Max Aggressiveness Max Pass Fake Ablty/A Max Pass Fake Ablty/A Max Pass Arm Strength Max Pass Read Coverag Max BallHandler Powe Max Get Open Run Rou Max Run Blocking Max Pass Blocking Max Def Pass Rush Max Def Run Support Max Block Max Block Max Coverage	2K .7405CB5C00000064 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7405CB5C00000000 .7506BFFA600000000 .7506BFFA600000000 .7506BB3C973F800000 .7505086F3F800000

Home Team Score 100 .680B4C4500000064

Home Team Score 0 . .680B4C4500000000

Home Team Inf Time-Outs 94C82DF300000003

Home Team 0 Time-Outs .94C82DF300000000

Max Speed AD5B0B6400000064

P1 Hyper Combo Level 1 .230776EC00000001	Max Agility
P1 Hyper Combo Level 2 .230776EC00000002	Max JumpingCCEBBD0D00000064
P1 Hyper Combo Level 3 .230776EC00000003	Max Upper Body Strength .ED73426100000064
P1 Infinite Guest Attacks E31F0D3300000005 P1 No Guest AttacksE31F0D3300000000	Max Lower Body Strength FD91CC7300000064 Max Hold On Ball 2DE339B000000064
P2 Hyper Combo Level 1 .C2FBF2500000001	Max Break Tackle 32797EB200000064
P2 Hyper Combo Level 2 .C2FBF25000000002	Max Aggressiveness AD6F0B6400000064
P2 Hyper Combo Level 3 .C2FBF25000000003	Max Pass Fake Ablty/Acc .BD82607800000064
Metropolis Street Racer	Max Pass Arm Strength CCB3BD0D00000064 Max Pass Read CoverageED2B426100000064
Infinite Jokers	Max BallHandler Power Moves
	ED37426100000064
NBA Hoopz	Max BallHndlr Fnesse Run Fake 1BD04C6400000064
Home Score 0 1st QF489B4BC00000000	Max Catch
Home Score 0 2nd Q5297556D00000000 Home Score 0 3rd Q8F73AF3A00000000	Max Open Run Rout4316453C00000064
Home Score 0 4th QDA78A1E500000000	Max Run Blocking 2DA739B000000064
Home Score 50 1st QF489B4BC00000032	Max Pass Blocking 432E453C00000064 Max Tackle
Home Score 50 2nd Q .5297556D00000032 Home Score 50 3rd Q .8F73AF3A00000032	Max Def Pass Rush74E989F700000064
Home Score 50 4th Q .DA78A1E500000032	Max Def Run Support74F589F700000064
Away Score 0 1st QF4F9B4BC00000000	Max Block Thrown Ball .933C500200000064 Max Coverage AD2B0B6400000064
Away Score 0 2nd Q3BD1067D00000000 Away Score 0 3rd Q8FC3AF3A00000000	Max Kick Power CC87BD0D00000064
Away Score 0 4th Q846618B700000000	Max Kick Accuracy ADD30B6400000064
Away Score 50 1st QF4F9B4BC00000032	Max Punt Power D3C0D92A00000064 Max Punt Accuracy FD05CC7300000064
Away Score 50 2nd Q .3BD1067D00000032 Away Score 50 3rd Q8FC3AF3A00000032	Max Stats
Away Score 50 4th Q846618B70000032	Max StatsCCEABD0DE06F5041
Home Team Score 0F489B4BC00000000	Max Stats
Home Team Score 05297556D00000000	NHL 2K
Home Team Score 08F73AF3A00000000 Home Team Score 0DA78A1E500000000	Home Team Score 15 B38639070000000F
Home Team Score 200 .F489B4BC00000032	Home Team Score 0 B386390700000000
Home Team Score 200 .5297556D00000032	Away Team Score 1515D4151B0000000F Away Team Score 015D4151B00000000
Home Team Score 200 .8F73AF3A00000032 Home Team Score 200 .DA78A1E500000032	Andy real score o 1304131800000000
Away Team Score 0 F4F9B4BC00000000	Omikron
Away Team Score 03BD1067D00000000	Inf/Max Energy 6BB86D4AC0705061
Away Team Score 08FC3AF3A00000000 Away Team Score 0846618B700000000	Inf/Max Energy599F6E00000000C8 Max Setek6BB86D4AC0705061
Away Team Score 200 .F4F9B4BC00000032	Max Setek
Away Team Score 200 .3BD1067D00000032	Inf. Magic Rings 6BB86D4AC0705061
Away Team Score 200 .8FC3AF3A00000032 Away Team Score 200 .846618B700000032	Inf. Magic Rings847B9457000000FF Max Attack6BB86D4AC0705061
Max Attribute PointsDF988C4400000032	Max Attack BE3623DA000000C8
Both Teams Shoot Home Basket	Max Fight Exp 6BB86D4AC0705061
	Max Fight Exp
Both Teams Shoot Away Basket 9B5828CD00000001	Max Body Resistance6BB86D4AC0705061 Max Body ResistanceEE9F01C3000000C8
Inf. Turbo Team A FEE99A9000000001	Max Speed 6BB86D4AC0705061
Inf. Turbo Team B FEE99A9000000002	Max Speed
Inf. Turbo Both Teams .FEE99A9000000003 No Goaltending DDD88FC900000001	Max Dodge
Tiny Heads 6CCB675700000001	Max Mana6BB86D4AC0705061
Tiny Players	Max Mana
Granny Shots85A3811600000003 Beach Court914806E100000001	Power Smach (Japanese)
Street CourtEF77148200000001	Power Smash (Japanese) [M] Must Be First9C5D88F8
Show Shot % BF86369B00000003	Infinite Funds410B501505F5E0FF
Show Hotspots412A13DF00000001 No Hotspots913806E100000003	Quick Win P1
Home Uniform	Never Win P1 2B9DF32500000000 Quick Win P2
Away Uniform AFE35D8700000001	Never Win P27493252D00000000
Big Heads Team A CEOBEBEE00000001	[M] Must Be Last245EECA9
Big Heads Team B CEOBEBEE00000002 Big Heads Both Teams . CEOBEBEE00000003	Power Stone (Japanese)
ABA Ball EC67148200000001	P1 Play As Valgas D8B89A0F00000009
No Fouls	Infinite Health P1 F4898F49000000F0
NFL2K	Low Health P1
Away Team Score 100 .7405CB5C00000064	Low Health P1 F4898F4900000000 50% Health P1 F48A8F49C070503F
Away Team Score 07405CB5C00000000	50% Health P1 F4898F4900000078
Away Team Inf Time-Outs CC6BFFA600000003 Away Team 0 Time-OutsCC6BFFA600000000	Infinite Health P2 F3C98F54000000F0
Home Team Inf Time-Outs EDB700CA00000003	Low Health P2 F3CA8F54C070503F Low Health P2 F3C98F5400000000
Home Team 0 Time-Outs .EDB700CA00000000	50% Health P2 F3CA8F54C070503F
Max Speed	50% Health P2 F3C98F5400000078
Max Jumping 2F97B82A3F800000	Have All Stones P1 4B3A060600000707 Have No Stones P1 4B3A060600000000
Max Upper Body Strength 59E7AC383F800000	Have All Stones P2 4EFA061B00000707
Max Lower Body Strength AF238AFE3F800000 Max Hold On Ball 6DDBB02E3F800000	Have No Stones P24EFA061B00000000
Max Break Tackle BF76E1E23F800000	Infinite Power Up Energy P1
Max AggressivenessFC894DE93F800000	No Power Up Energy P1 .3BD13D8800000000
Max Pass Fake Ablty/Acc 8773566F3F800000 Max Pass Arm Strength .D27858B03F800000	50% Power Up Energy P1 3BD23D88C0704F66 50% Power Up Energy P1 3BD13D880000049C
Max Pass Read Coverage 2C87B82A3F800000	Infinite Power Up Energy P2
Max BallHandler Power Moves	
Max BallHndlr Fnesse Run Fake	No Power Up Energy P2 3C913D9500000000 50% Power Up Energy P2 .3C923D95C0704F66
AC338AFE3F800000	50% Power Up Energy P2 .3C913D950000049C
Max Catch FCF94DE93F800000	P1 Play As Final Valgas D8B89A0F0000000A
Max Get Open Run Route 33D1FF283F800000 Max Run Blocking87C3566F3F800000	P1 Play As Kraken D8B89A0F0000000C
Max Pass Blocking BC66E1E23F800000	Power Stone 2
Max Tackle	Infinite Health P1 1364C457447A0000
Max Def Pass Rush 5A47AC383F800000 Max Def Run Support . AC838AFE3F800000	No Health P1 1364C45700000000
Max Block DZA858B03F800000	Infinite Health P2 D0885107447A0000 No Health P2 D088510700000000
Max Coverage	Infinite Health P3 7A2501EB447A0000
Max Kick Power434AC4A63F800000 Max Kick Accuracy9358D1983F800000	No Health P3
Max Punt Power 2DF7B82A3F800000	Infinite Health P4
Max Punt Accuracy6F3BB02E3F800000	The state of the s
Max Stats	Power Stone 2 (Japanese)
NFL2K1	Infinite Health P1 2927B107447A0000 No Health P1 2927B10700000000
Away Team Score 100 .447A38CD00000064	Infinite Health P2
Away Team Score 0447A38CD00000000 Away Team Inf Time-Outs 8113AA040000000	No Health P2 B206E8DE00000000
Away Team Inf Time-Outs 8113AA0400000003 Away Team 0 Time-Outs8113AA0400000000	Infinite Health P3 65DBB924447A0000 No Health P3 65DBB92400000000
Hamp Toom Score 100 68084C4E00000064	140 Heatti F3

Infinite Health P4 . . . 46CACDBE447A0000

Prince Of Persia: Arabian Nights

Save Anywhere AAA354F800000004

Record Of Lodoss [M] Must Be First Quick Level Gain - Hero Inf. HP - Hero Inf. MP - Hero Inf. MP - Hero Max Damage - Hero Max Armor - Hero Max Durability - Hero Max Parry - Hero Infinite Mith [M] Must Be Last	
Record Of Lo	odoss War
[M] Must Be First	9C5D88F8
Quick Level Gain - Hero Inf. HP - Hero Inf. HP - Hero Inf. MP - Hero Inf. MP - Hero Max Damage - Hero Max Armor - Hero Max Durability - Hero Max Parry - Hero Max Magic Power Infinite Mithrill	.16B443340000270F .47CB021F0000270F .9BE9C0B80000270F .DB0B519D0000270F .C03ABD180000270F .7032FB860000270F .171443340000270F .9A49C0B80000270F .3B0EE56E0000270F
Ring: Terror's Rea [M] Must Be First Infinite Health [M] Must Be Last	9C5D88F8 .D80A965600000064
SanFrancisco	Rush 2049
Unlock Cheat Menu	.28AB27B100000001
Enable Car Collisions C	
Enable Cone Mines Che	at
Enable Carmines Cheat	.A84B156500000001
Enable Track Orientation	
Enable Auto-Abort Chea	t A873156500000001
Enable Super Speed Ch	
Enable Invincible Cheat Enable Invisible Car Ch	.D660C72B00000001
	.F8A5D27200000001
Enable Invisible Track (
Enable Brakes Cheat . Enable Super Tires Che	.28F327B100000001
Enable Mass Cheat Enable Suicide Mode Cl	.5EBB33A300000001
Enable Battle Paint Sho	.460A5B3D00000001
	.6A3F2FB500000001
Enable Demolition Batt	
Enable Random Weapo	ns Cheat
Enable All Cars Cheat Enable All Tracks Cheat Enable All Parts Cheat Enable Resurrect In Pla	.96184E0300000001 t B8927E7900000001 .C9A3A30C00000001 ace Cheat
Enable Frame Scale Ch	.E83B5C6000000001
Enable Tire Scale Cheat Enable Fog Color Cheat Enable Menu & All Che	.C99BA30C00000001 .E8035C6000000001 .F8E1D27200000001
Enable Menu & All Che	ats
Enable Menu & All Che	ats
	.E050706100000000
Sega Smash I	
Ton's O' Rings - Sonic . Inf. Lives - Sonic	
Invincible Sonic Low Time	.1A341CB800000001
Low Time Sonic	.87C3C72900000000
Inf. Lives P1 - Golden	.7475D92B00000303
Inf. Health P1 - Golder	1 Axe
Max Magic Dwarf Only	P1
Max Magic Barbarian O	.54877D7F00000404
Max Magic Amazon Onl	.54877D7F00000606
Inf. Lives P2 - Golden	.54877D7F00000909
	.3D612E6F00000303
Inf. Health P2 - Golder	
Max Magic Dwarf Only	P2
Max Magic Barbarian O	nly P2
Max Magic Amazon Onl	.A21B5BB900000606 by P2
Inf. Héalth - Shinobi .	.A21B5BB900000909
Inf. Knives - Shinobi .	.96B440E700000032
Inf. Shield - Shinobi . Inf. Lives - Shinobi	
Inf. Time - Streets Of	Rage
Inf. Health P1 - SOR .	.647F216D00000068
Inf. Lives P1 - SOR Inf. Health P2 - SOR	
Inf. Lives P2 - SOR	

Max Score P1 - SOR . . . E63F12B800009999

Max Score P1 - SORE60752B800000099 Max Score P2 - SORFAD19CAA00009999	Max HP Lowe - S Force61272141000006363	Level 99 Rudo - P Star 2446655D100000063 Quick Lvl Gain Rudo P Star 2	9999 Race Points 76A5E2950000270F	Looney Tunes Racing
Max Score P2 - SORFAE9DCAA0000099	Max HP Lowe - S Force3C056E4700000063		Sonic Adventure (Japanese)	Always First Place
Inf. Time - Vectorman .683B616F00001702	Max MP Lowe - 5 Force .4D2A15C900006363	Max Stats Rudo P Star 28112C71814102D21	999 Rings	
Inf. Lives - Vectorman .678F216F00000003	Level 99 Lowe - S Force .9D7C40F700000063	Max Stats Rudo P Star 2	Infinite Lives	Magi-Nation Infinite Energy91ff49d1
Inf. Health - Vectorman 13605CBF00000004 Max Score - Vectorman D3DCC9F30000000F	Max Stats Lowe - S Force	Max Stats Rudo P Star 2 943000EF0000E703 Max HP Amy - P Star 2 .D54089C70000E703	Space Channel 5	Max Energy
Max Score - Vectorman EDFF52B800003F42	Max Stats Lowe - S Force	Max HP Amy - P Star 2 .FB999C9E0000E703	Infinite Health A99357E000000009	Mario Tennis
Player 1 Max HP - SF2A5F694400006300		Max TP Amy - P Star 2 .34492E5F0000E703	Infinite Health 5FC771DF00000009 Max Viewer Rating B6A63CC200000009	P1 Quick Win
Player 1 Max MP - SF 2A67694400006300 Infinite Gold - SF 8113870100000027	Max HP Khris - S Force .233B294500000063 Max HP Khris - S Force .E393529400000063	Max TP Amy - P Star 2 .34712E5F0000E703		P1 Never Wins
Max HP P1 - S Force44D655C800000063	Max MP Khris - 5 Force .E0671294000006363	Level 99 Amy - P Star 2 807FC71800000063 Quick Lvl Gain Amy P Star 2	Speed Devils Online Infinite Cash	P2 Quick Win
Max HP P1 - S Force1C105C9000000063	Level 99 Khris - S Force 61AF214100000063	BBFE30950000FFFF	Infinite Points5167B87805F5E0FF	Max Score Mini Games 91637cc4
Max MP P1 - S Force2A67694400006363	Max Stats Khris - S Force	Max Stats Amy P Star 2 CABAADE014102D21	Street Fighter III 3rd Strike	Fast Stats Gain Alex and Nina910118c9 Fast Stats Gain Harry and Kate .910158c9
Level 99 P1 - S Force .8127C70100000063 Max Stats P1 - S Force .943000F600006363		Max Stats Army P Star 2	Street Fighter III 3rd Strike (Japanese)	
Max Stats P1 - S Force .94C800F600006363		Max HP Hugh - P Star 2 37592E5F0000E703	P1 Infinite Health DF50BF5A000000A0	Marvin Strikes Back
Max HP Mae - S Force .D574C9DE00000063	Max HP Torasu - S ForceC167ADF800000063	Max HP Hugh - P Star 2 5E977D4F0000E703	P1 Low Health DF50BF5A00000001 P1 50% Health DF53BF5AC0705035	Infinite Health
Max HP Mae - S Force .AB671B9000000063	Max HP Torasu - S Force9EDC40F700000063	Max TP Hugh - P Star 2 834B87180000E703	P1 50% Health DF50BF5A00000050	Max Items
Max MP Mae - S Force .CABBEDF900006363 Level 99 Mae - S Force 2BD3294400000063	Max MP Torasu - S ForceA0F35B9100006363 Level 99 Torasu - S Force	Max TP Hugh - P Star 2 837387180000E703 Level 99 Hugh - P Star 2 .D664C9C700000063	P2 Infinite Health F641AA020000000A0	Max Items
Max Stats Mae - S Force 34492E4600006363	16F05C9100000063	Quick Lvl Gain Hugh P Star 2	P2 Low Health F641AA0200000001 P2 50% Health F642AA02C0705035	Max Items
Max Stats Mae - S Force 34712E4600006363	Max Stats Torasu - S Force	1EBC1C890000FFFF	P2 50% Health F641AA0200000050	Max Items
Max HP Pelle - S Force AB8F1B9000000063	20BF694500006363	Max Stats Hugh P Star 22886295D14102D21	P1 Easily Stunned274F5FC600000050 P1 Never Stunned274F5FC600000000	Max Items
Max HP Pelle - S Force .7251990300000063 Max MP Pelle - S Force .80B3870100006363	Max Stats Torasu - S Force	Max Stats Hugh P Star 2	P1 Super Stunned B7B6060E00000064	Max Items
Level 99 Pelle - S Force .D5FCC9DE00000063	Max HP Gong - S Force .6347214100000063	Max HP Anna - P Star 2 708DD91A0000E703	P1 Quick Stun Recovery B7B6060E00000000 P2 Easily Stunned 9990367400000050	
Max Stats Pelle - S Force	Max HP Gong - S Force .3E656E4700000063	Max HP Anna - P Star 2 975800EF0000E703	P2 Never Stunned 9990367400000000	Mega Man Extreme Infinite S.I
Max Stats Pelle - S Force	Max MP Gong - S Force 57C77D5700006363 Level 99 Gong - S Force A1471B9100000063	Max TP Anna - P Star 2 C8E3EDE00000E703 Max TP Anna - P Star 2 C8DBEDE00000E703	P2 Super Stunned11442A1200000050 P2 Quick Stun Recovery 11442A1200000000	Infinite Health
FB499C8700006363	Max Stats Gong - S Force	Level 99 Anna - P Star 229EB295D00000063		Infinite Lives
Max HP Ken - S Force .5EFB3D5600000063	B1DE308D00006363	Quick Lvl Gain Anna P Star 2	Street Fighter Zero 3 (Japanese)	Infinite S.B
Max HP Ken - S Force .28B3294400000063	Max Stats Gong - S Force		Infinite Health P188338EF100000090 Infinite Health P2B056397D00000090	Infinite E.S
Max MP Ken - S Force .37D12E4600006363 Level 99 Ken - S Force .961C40F600000063	Max HP Diane - S Force 3E8D6E47000006363	Max Stats Anna P Star 2 .6B3AZ15914102D21 Max Stats Anna P Star 2E0703041		Have All Body Parts
Max Stats Ken - S Force .A80B5B9000006363	Max HP Diane - S Force F15DDC8600000063	Max Stats Anna P Star 270FDD91A0000E703	Super Street Fighter II X (Japanese) Infinite Health P1 40FA01C700000090	Flying Mega Man! 910376d5
Max Stats Ken - S Force .A8335B9000006363	Max MP Diane - S Force 17641C9100006363	Max HP Kain - P Star 2 .904000EF0000E703	Infinite Health P2 5837695A00000090	Have S.I
Max HP Vankar - S Force .E97B529500000063 Max HP Vankar - S Force	Level 99 Diane - S Force63CF214100000063 Max Stats Diane - S Force	Max HP Kain - P Star 2 .BED630950000E703 Max TP Kain - P Star 2 .EE7F128C0000E703	Low Health P1	Have R.S
	Max Stats Diane - S Force	Max TP Kain - P Star 2 .EE/F128C0000E/03 Max TP Kain - P Star 2 .EE47128C0000E703	Low Health P2 5834695AC0705033	Have S.T
Max MP Vankar - S Force	Max Stats Diane - S Force	Level 99 Kain - P Star 2 .406655D100000063	Low Health P25837695A00000001 50% Health P140F901C7C0705033	Have S.S
		Quick Lvl Gain Kain P Star 2	50% Health P1	Have M.M
Level 99 Vankar - S Force	Max HP Hans - S Force .A62F1B9100000063 Max HP Hans - S Force .7FF1990200000063	Max Stats Kain P Star 2 8512C71814102D21	50% Health P25834695AC0705033 50% Health P25837695A00000048	
Max Stats Vankar - S Force	Max MP Hans - S Force 8DD3870000006363	Max Stats Kain P Star 2E0703041		Metal Walker Infinite HP
	Level 99 Hans - S Force E633529400000063	Max Stats Kain P Star 2 903000EF0000E703	Surf Rocket Racers	Infinite HP
Max Stats Vankar - S Force	Max Stats Hans - S Force	Max HP Shir - P Star 2 .D14089C70000E703 Max HP Shir - P Star 2 .FF999C9E0000E703	[M] Must Be First	Infinite Scrap
Max HP Ernest - S Force .A9EF1B9000000063	Max Stats Hans - S Force	Max TP Shir - P Star 2 .30492E5F0000E703	Always Place 1st P1986814FD00000000	Max Level
Max HP Ernest - S Force .7031990300000063		Max TP Shir - P Star 2 .30712E5F0000E703	Always Place 1st P1436AEA8900000000 Infinite TimeA5AC7F9B0000167F	Max Defense
Max MP Ernest - S Force	Max HP Lyle - S Force .11905C9100000063 Max HP Lyle - S Force .495655C900000063	Level 99 Shir - P Star 2 847FC71800000063 Quick Lvl Gain Shir P Star 2	Start On Lap 2 A64BFF91C0705041 Start On Lap 2	Max Move
E9F3529500000063	Max MP Lyle - S Force .27E7694500006363	BFFE30950000FFFF	Enable Duck	Max Weight
Max Stats Ernest - S Force	Level 99 Lyle - S Force A6A71B9100000063	Max Stats Shir P Star Z CEBAADE014102D21	Max Points	NBA Hoopz
Max Stats Ernest - S Force	Max Stats Lyle - S Force B63E308D00006363 Max Stats Lyle - S Force 994800F700006363	Max Stats Shir P Star 2		Stop Code Timer
F9299C8700006363	Max HP Amon - S Force F735DC8600000063	max states simil state 2 bissos/crossocros	Tony Hawk's Pro Skater 2 Max Stats TH	P2 Scores 0
Max HP Arthur - S Force 310D6E4600000063	Max HP Amon - S Force C64FADF800000063	Shenmue (Japanese)	Max Stats TH	P1 Scores 100
Max HP Arthur - S ForceFEDDDC8700000063 Max MP Arthur - S Force 18E41C9000006363	Max MP Amon - S Force E7A7129400006363 Level 99 Amon - S Force49DE55C900000063	[M] Must Be First9C5D88F8	Max Stats TH	Start On Fourth Quarter 910394ce
Level 99 Arthur - S Force	Max Stats Amon - 5 Force	(M) Must Be On 2458C4A900000002 Max Cash 5BD476D305F5E0FF	Max Cash TH	Power Puff Girls: Battle Him
6C4F214000000063	511F7D5700006363	All Collection2B3F75A8E06B7041	Levels Complete THCA0AA6F6E070D041 Levels Complete TH9721AE1E	Infinite Black Chemical X 916358cc
Max Stats Arthur - S Force	Max Stats Amon - 5 Force	All Collection	Max Stats BB	Have Blossom Hotline
Max Stats Arthur - S Force	P1 Max Strength - W War	Tons Of Items	Max Stats BB	Have Buttercup Hotline
		Tons Of Items	Max Cash BB	Infinite Flight
Max HP Gort - S Force .EE9B529500000063 Max HP Gort - S Force .BE32708C00000063	P2 Max Strength - W War	Tons Of Items	Max Cash BB	
Max MP Gort - S Force .AF535B9000006363	Wrestlers Never Pinned - W War	All Punches Mastered .E0287AD200000064 All Punches Mastered .7ED1A3A0E0709041	Levels Complete BB9721AE1E	Scooby Doo: Classic Capers
Level 99 Gort - S Force .31856E4600000063	D27889DF00000000	All Punches Mastered4074D04D	Max Stats SC	Have All Items
Max Stats Gort - S Force 409215C800006363	Inf. Out of Ring Time - W War	All Kicks Mastered BC6FDE9100000064	Max Stats SC E3A7199900000A0A	Have All Items 93e0e0d7
Max Stats Gort - S Force	P1 Inf Ammo - Virtua Cop 2	All Kicks Mastered BC1D5E91E070F041 All Kicks Mastered	Max Cash SC	Have All Items
Max HP Luke - 5 Force .84CFC70100000063	BC66048800000006	All Throws Mastered3AEEBD480000064	Levels Complete SC23E62248E070D041	Have All Items 93e0e0d6
Max HP Luke - S Force .30C16E4600000063	P1 Inf Health - Virtua Cop 2	All Throws Mastered2E9F75A8E070D041	Levels Complete SC	Have All Items
Max MP Luke - S Force 6DDB614000006363 Level 99 Luke - S Force CE8FADF900000063	Inf Credits - Virtua Cop 2	All Throws Mastered	Action Man Infinite Health	Have All Items 93e080d5
Max Stats Luke - S Force	AE63607000000601	[M] Must Be Last245EECA9	Infinite Lives	Have All Items
	P2 Inf Ammo - Virtua Cop 2	Skies Of Arcadia	Have All Weapons	Have All Items
Max Stats Luke - S Force	P2 Inf Health - Virtua Cop 2	Max MP Aiko	Have All Suits	Sat Pack on the Frontline
Max HP Guntz - S Force .336D6E4600000063		Max MP Aiko	Croc 2	Sgt. Rock on the Frontline Stop Timer
Max HP Guntz - S Force .FCBDDC8700000063	P1 Max Score - Columns12FC1C870000FFFF	Level 99 Aiko	Infinite Lives	Infinite Lives
Max MP Guntz - S Force .2C87694400006363 Level 99 Guntz - S Force .7591990300000063	P1 Max Jewels - Columns	Max Exp Aiko	Infinite Health	Max Score
Max Stats Guntz - S Force	P1 Max Level - Columns 66B3615700009900	Max HP Drachma463ACC71270F270F	Lots of Crystal Points 91ffb4ca	Max Score
	P2 Max Score - Columns 6C4361570000FFFF	Max MP Drachma8317DEB800000063 Max MP Drachma9600594F00000063	Have all Five Crystals For All Levels 91ffe3c9	Sponge Bob Square Pants
Max Stats Guntz - S Force	P2 Max Jewels - Columns	Level 99 Drachma71B980BA00000063	THE RESERVE THE PROPERTY OF THE PARTY OF THE	Infinite Health
	P2 Max Level - Columns BE4E309B00009900	Max Spirit Drachma710500BA03E703E7	GRME BOY	Invincibility
Max HP Anri - S ForceCD2FADF900000063	P1 All Stars - Columns .9AD000E10000FFFF	Max Exp DrachmaF829453E05F5E0FF Max HP Enrique6B9BB8F9270F270F		Tom and Jerry: Mouse Hunt
Max MP Anri - S ForceD2A889DE00006363	P2 All Stars - Columns .FED19C900000FFFF	Max MP Enrique	Dexter's Laboratory	Stop Timer
Level 99 Anri - S Force33E56E4600000063 Max Stats Anri - S Force .42F215C800006363	Max Cash - Phantasy Star 2	Max MP Enrique C843B44000000063	Infinite Health	P1 No Mice
Max Stats Anri - S Force .5A477D5600006363	Max HP P1 - P Star 224CF695D0000E703	Level 99 Enrique	Infinite Lives	P2 Quick Win
Max HP Alef - 5 Force 933440F600000063	Max HP P1 - P Star 224CF695D0000E703	Max Exp Enrique FE99453E05F5E0FF	Max Score	Start On Last Level!9117c9c2
Max HP Alef - S Force6F0F214000000063 Max MP Alef - S Force7405D90300006363	Max TP P1 - P Star 27D9DD91A0000E703 Max TP P1 - P Star 27DA5D91A0000E703	Max HP Fina	Max Score	Toy Story Racer
Level 99 Alef - S Force .D31CC9DE00000063	Level 99 P1 - P Star 2 .C5D7ADE000000063	Max MP Fina735180BA00000063 Max MP Fina818BDEB800000063	Max Score	Max Coins
Max Stats Alef - S Force .ED3F129500006363 Max Stats Alef - S Force .ED07129500006363	Quick Level Gain P1 P Star 2	Level 99 Fina5C4B24EF00000063		Infinite Time
Max HP Tao - S ForceF295DC860000063	Max Stats P1 P Star 2 .12C55C8914102D21	Max Spirit Fina455ACC7103E703E7 Max Exp Fina CACB344005F5E0FF	Dragon's Lair Infinite Lives	Start On Last Lap910316c2
Max HP Tao - S Force C3EFADF800000063	Max Stats P1 P Star 2	Max HP Gilder		Turok
Max MP Tao - S ForceDC6889DF00006363 Level 99 Tao - S Force93BC40F600000063	Max Stats P1 P Star 2 .24BF695D0000E703 Max HP Nei - P Star 2 .677361590000E703	Max MP Gilder 916C594F00000063	Force 21	Have All Weapons
Max Stats Tao - 5 Force938C40F800000063	Max HP Nei - P Star 2 .8E4387180000E703	Max MP Gilder AF7B022900000063 Level 99 Gilder 9154594F00000063	Infinite Health First Slot 917003c2 Infinite Health Second Slot 917030c2	Have All Weapons
Max Stats Tao - S Force .54877D5700006363	Max TP Nei - P Star 2 .B5DE30950000E703	Max Spirit Gilder	Infinite Health Third Slot 91705dc2	Have All Weapons
Max HP Domingo - S Force	Max TP Nei - P Star 2 .B5E630950000E703 Level 99 Nei - P Star 2 .13A85C8900000063	Max Exp Gilder2F47B0FD05F5E0FF	Heros of Might and Magic 2	Have All Weapons
Max HP Domingo - S Force	Quick Lvl Gain Nei P Star 2	Max HP Vyse	Infinite Gold	Have All Weapons
		Max MP Vyse	Infinite Gold	Have All Weapons
Max MP Domingo - S Force	Max Stats Nei P Star 2 .53C63D4F14102D21 Max Stats Nei P Star 2	Level 99 Vyse	Max Mercury	Have All Weapons
Level 99 Domingo - S Force	Max Stats Nei P Star 2	Max Spirit Vyse	Max Ore	Have All Weapons
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				Secret Code!91ff26c9

P1 Quick Win	
P1 Never Wins	
P2 Quick Win	
P2 Never Wins	9100e3c8
Max Score Mini Games Fast Stats Gain Alex and Nina	
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Infinite S.I	
Infinite Health	919021d5
Infinite Lives	
Infinite S.T	911e73d3
Infinite E.S	
Flying Mega Man!	9100d6d5
Flying Mega Man! Have S.I	
Have E.S.	
Have R.S	917c72d3
Have S.T	
Have S.S	917c78d3
Have M.M	91/c/ad3
Metal Walker	91661900
Infinite HP	91ff21ca
Infinite Scrap	
Infinite Scrap	
Max Defense	91fff4c7
Max Attack	91fff2c7
Max Weight	91fff8c7
NDA II	
NBA Hoopz Stop Code Timer	910916cd
P2 Scores 100	916430ce
P2 Scores 0	910030ce
P1 Scores 0	91002fce
Start On Fourth Quarter	910394ce
Power Puff Girls: Battle	e Him
Infinite Black Chemical X	916358cc
Have Blossom Hotline	
Infinite Lives	91095ccc
Infinite Flight	
Scooby Doo: Classic Ca	
Have All Items	93e06004 93e040d5
Have All Items	
Have All Items	
Have All Items	93e0e0d6
Have All Items	93e0c0d5 93e0e0d4
Have All Items	
Have All Rellia	93e080d5
Have All Items	93e0f0d6
Have All Items	93e0f0d6 93e010d7
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16

PROGRAMMER'S CHERTS

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 KSKAUDONSU Humar MOUEOSRHUN Hunewearl Hucast RUUHANGBRT Ramar SOUDEGMKSG MEIAUGHSYN Racat

Racaseal NUDNAFJOOH

DNEAOHUHEK Fomarl ASUEBHEBUI Fonewm XSYGSSHEOH Fonewearl

TYPING OF THE DEAD The Hidden vs. CPU Option:

Enter PERKINS as a case-sensitive password.

Get More Options:

Enter one 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 upgrace 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 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.

Return this form to:

GameShark Magazine

Hunt Valley, MD 21030-1407

335 Clubhouse Lane

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 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 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.game-shark.com for you to download to your Gameshark.

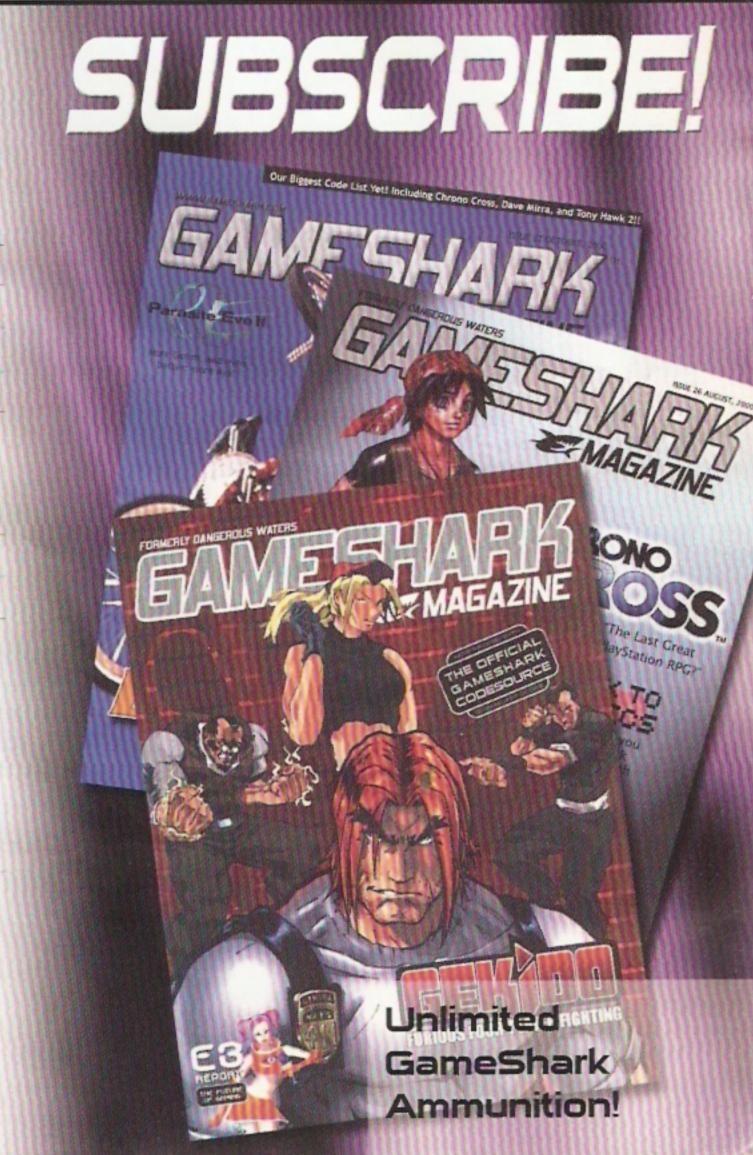
I have purchased the GameShark 2 v1.3 for my PlayStation 2 console and it is not working properly? What is the problem?

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.

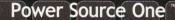
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So you want to play your PS one ™ with your Mobile Monitor ™, but you're not near any outlets. The rechargeable Power Source One ™ powers your PS one and Mobile Monitor for up to two and a half hours of play, free from cords.



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 us 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 IR Us®, Meijer® and other fine videogame retailers.

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

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