

HACKING TIPS - BACK TO BASICS, HACK BY NUMBERS!

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GAMESHARK™

 **MAGAZINE**



V.S.



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EDITOR'S NOTE

Oh, the amounts of drool running down my lip right now.

As you read this, it will be very, very, VERY close to one of the most insane moments in gaming history: two different systems will launch within DAYS of each other. That's right, Nintendo's Game Cube and Microsoft's X-Box will be launching during the first week in November. Never before have I felt so bad for anyone working in the gaming retail market. There were mass riots when the PS2 was released, lord knows what will happen when the parents (Game Cube) and 20-somethings (X-Box) clash in the aisles trying to find their spot in line to make sure they get their systems.

This issue we'll be taking a look at the new rivalry that will no doubt develop over the next few months. With Sega now a 3rd Party Company, making games for everyone, Nintendo is now without a rival to call their own. It's always been Sega. Will that new opponent be Sony, or will Microsoft rumble with the Italian plumber? All this and more are discussed in this month's cover article.

That aside, I'd love to discuss that funny little creation known as lead-time. "Lead-time" is the measurement of time it takes for a publication to go from the writers (us), be created at the printing plant (them), and then finally shipped out to all of our faithful readers (you guys and gals). In the case of a magazine, that lead-time is usually two months. That's right, two months. The words you're reading right now were typed up and edited back in July/August. In a weird way, we have to be somewhat psychic and predict what will be popular or all the rage two months into the future, and make sure we cover it. Such is the reason for the X-Box Vs Game Cube article being written now.

The same 'lead-time' applies to games that are ported over from Japan. Right now, the US market is craving the PS2 release of Final Fantasy X. The game won't be out here until the end of this year, or possibly even next year, but it's out in Japan right now and selling like mad. It's already hit the 1.5 Million mark in sales, with Square expecting it to top off around the 2.5 million. I've got the Import of it sitting in my desk; waiting for me to get back to playing it so that I can help savior with the maps and strategy guide we'll be doing for the American version. Instead of the usual one-week, we'll have almost half a year. It'll be nice to finally do something with minimal stress involved.

The other odd thing about lead-time is the prediction part. Thanks to the Internet, information can be distributed almost instantaneously, but in print form it's a much slower process. Opinions, ideas, and predictions that are made on the net can be instantly changed in case they were wrong. In the magazine world though, once it's in the printer's hands, that's it. What you say will always carry the possibility to haunt you for years to come. Back when the PlayStation was first announced many editors panned it, saying it'd play second fiddle to Nintendo and Sega. Well, we all know what happened, so what about this new player, Microsoft? I think I'll abuse my Editorship a little and make my own prediction, just to see if I can out perform those other magazine guys.

Here's my prediction: X-box will be released, it'll be an instant pleaser to the crowd, and millions will witness the PS2 suddenly cower in the shadow of Bill Gates. Nintendo will be content with whatever happens, knowing they have a permanent hold on the children's market and a monopoly on the hand-held one. Come 2002, the ladder of companies will be Microsoft in 1st place, Sony in Second, and Nintendo in 3rd. There, I said it.

Now we just sit back and wait.

Jason Dvorak
Dangerboy

MAILBOX

GameShark Magazine
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Hunt Valley, Maryland 21031

CodeBoy received the following letter. I have a question for you readers. Since when did paragraphs fall out of favor?

Thank you and now you are fav. person working at GameShark! Thank you for all the GT3 A-spec codes! You are the best! :) I don't think you should give any of those a-holes any Sonic Adv.2(DC) codes for being so mean to you! (When you get the time I only ask one thing of your time, I only ask for a Inf health code Bloody Roar 3(PS2) only if you have the time. I know you can do it, because if you can't do it then no one can! Because you are a God among men! Don't let any of little s*** write all those bad things about you like that ever again! This Japanese girl knows what good and what's not! Codeboy is the best and if you don't leave him alone I'll kick your a** to the moon baby! I am a master of Kung-Fu! Stay cool Codeboy ;) e-mail me if you think other wise and I'll put you on the right track! : lunaandusagi

I see that spaces between sentences have fallen out of favor too. I'm sure CodeBoy can sift through that and find the meaty center. Right CodeBoy?

Er, um, okay...

-CodeBoy

A question of semantics is next. It's a shame that savior isn't here to debate it.

Can you please tell me and my friend the true meaning of RPG? I see an RPG game as Pokemon and Earthbound, when the characters fight and take turns throwing their moves. My friend agrees with me, but adds a little something I don't believe: he says that RPG stands for Role Playing Game, and therefore says Zelda games, which I put under the category as Adventure/Epic are to him RPG games. I don't know about you, but I'm really confused. Can you please enlighten us on what a RPG game is and are Zelda games RPG games?

Humbly,
Row

Row,
RPG does technically stand for Role Playing Game, but that term is far too general to be used as a definition itself. Almost every game involves playing a role. You don't see too many office work simulators or go to school type games. The second you turn on a game you're essentially playing a role different than that of yourself.

So what is a role playing game? Typically it's a game where the action is muted and the game is driven by a (hopefully) well-crafted story. Combat is far more strategic than a standard button masher, and is often turn driven, like you said. I would definitely say that Pokemon and Earthbound count as RPGs. The classic RPG example would be the Final Fantasy series.

Personally my opinion of Zelda games, particularly those on the N64 console are that they're action/rpg or action/adventure titles. There's definite action involved, far beyond what is typically found in an RPG title, but there's also a pretty cool story going on. I think it also gets the RPG label because of its subject matter. Anything fantasy often gets dumped in with the RPGs, probably because the term RPG was coined by pen and pencil fantasy gamers, like the Dungeons and Dragons nerds of old. I'm allowed to say that, as I qualify for that title myself.

To sum it up, both of you are right, but you're far more right than your friend is.

-Wooly Doug

And finally, our letter of the issue. It's a classic entry from none other than Dr. Atomic. How come all the idiots write him?

hey wat i think the game is gonna b cool but do u have tto have part 1 saved in ur vmu to start part 2. when is it coming out cauze if u do need to have it saved . i already beet it it but then i erased it well c ya e-maizle me. ok buy.

Umm... okay. Translation please, Dr. Atomic?

Does anyone have any idea what the hell Charline is talking about?

-Dr. Atomic

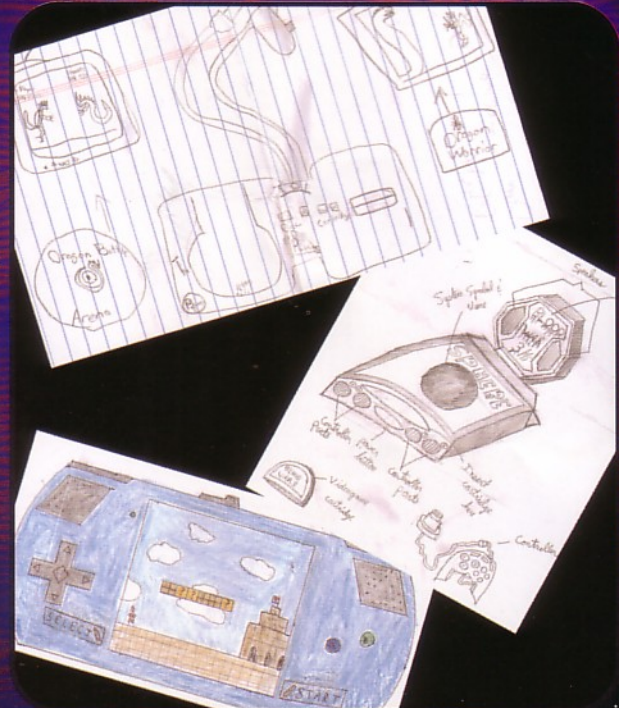
dangerous designs

System Shocked!

Well, the drawings are in and there were some great ideas! In no particular order are the systems of choice. The first system on the showcase page is Dominic Serine's "PlatForm 1". It features both cartridge and CD abilities, with the possibility of being hooked up to two different TVs at once. Brandon Romack's "The Sphere" features some common qualities with Nintendo's Game Cube and Interact's portable PSone monitor. Lastly, Isaiah Sackenheim brings us a great looking portable, which takes references from the Game Boy Advance and the Atari Lynx. He even drew both sides of the system so they lined up perfectly on both sides of the page! Great work guys!

Next Dangerous Design Mission: Design the ultimate Controller! Get going!

Send your Drawings to:
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This month we're all about the visual appeal. Have you ever wanted every decoration in Pokemon, so that you could make up your room exactly how you wanted it? We have it. Ever wanted to have wooden thorns spin around you in Extermination? We've got that too, and more.

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CodeBoy reflects on the games of future present and the likeliness that you'll be exchanging some gifts for McDonald's Gift Certificates.

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Gran Turismo 3: A-spec

By savior

The last few days have been really rough. GT3 has blurred the line between game and reality so greatly that I've caught myself plotting the best line on Rt. 83 on my way to work. I've been crossing all lanes of traffic, hugging the shoulder, keeping my speed up through the curve. People fear the reality in modern videogame violence, but the way GT3 has changed my everyday driving style is much more frightening.

Consider that you can choose your vehicle from hundreds of real-life cars, perfectly recreated in digital format. Every minute detail of every make of every model is represented. You could take a photo of an RX-7, put it next to a screenshot of a GT3 RX-7 and they would look exactly the same.

But looks aren't everything, right? Well these cars drive exactly like their real-life counterparts, too. Front wheel drive cars pull while rear wheel drive cars push, and you can feel the difference. Heavier cars have greater side-to-side weight transfer through turns, and you can feel the difference. Braking while driving straight slows you down and braking while turning makes you fishtail, and yes, you can feel the difference.

And the reality doesn't stop there. The seemingly boundless realm of vehicle customization is true to reality. You can't just equip a turbo kit on any car, only on cars that are setup for turbo. Don't worry, though, there are over a hundred different ways to improve your vehicle, no matter what its setup.

Everything from drive train to brakes to suspension can be upgraded and tweaked exactly to your liking.

Rounding out the reality equation is the track surfaces. Tires grip to asphalt, spin in dirt and slide on wet surfaces. You can be in the midst of a fishtail on a recently rained on track, and as you go under an overpass onto dry track your tires will grip. When you go off track, there are even slight differences between driving on grass and driving in dry dirt.

I really only have two complaints, the first being the camera options. We've gotten used to having at least 3 options; first-person (in the car), close behind the car and far behind the car. Ridge Racer V limited you to only the first-person and close behind angles, and GT3 has followed suit. I realize that this won't matter to anyone who likes either of those two, but there are plenty of driving game fans who've grown to love the third option, and we've been left out in the cold. The other complaint would be for the jaggies and flickering, but that's more the PS2's problem than the game's.

Overall this is about as close to perfection you can come without attaining it. This is hands-down the most realistic racer ever on a console. If you want an enjoyable and fulfilling driving challenge, the racing, rally and F-1 events contained in this game will keep you happy for months.

Platform: PlayStation 2
Genre: Racing
Developer: Polyphony
Publisher: Sony

OVERALL RATING: 9.6
Graphics: 9.5
Sound: 9.0
Control: 9.5
Fresh Factor: 10.0
Gamelife: 10.0



18 Wheeler

By Dr. Atomic

Like many of Sega's games, 18 Wheeler is unique. Giving players the opportunity to race 18 wheelers, head to head, or in Arcade Mode, is totally refreshing. Incorporating smashing cars into the gameplay (you're required to smash select cars for a much needed time bonus) is very satisfying. Plus, nice little touches like being able to dump cargo out of the back of your trailer to slow down opponents, decreasing point values for damaged cargo, and being able to smash through buildings also make this game fresh and fun.

Unfortunately, the biggest drawback to 18 Wheeler is the game life. This game is short. Really short. In Arcade Mode, there are 4 stages (and 3 easy bonuses) to get through. And instead of gradually increasing the difficulty to pass through stage after stage, Sega decided to make the difficulty level nearly impossible after a couple of races (and changing your Difficulty setting under Options doesn't help either) to compensate for the brevity. The only game modes you get are Arcade, Versus (both standard) and Parking and Score Attack. There isn't anything to unlock here, and the Save feature only saves top scores, so after a few hours, there isn't really much to keep this game from sitting on yourself unless you and a friend are looking for some out-of-the-norm 2-player action.

Like Crazy Taxi and Crazy Taxi 2, 18 Wheeler American Pro Trucker is an all too familiar Sega story: a refreshing new take on an old genre, featuring great control, sharp graphics, but crippled by lack of depth.

Still, this game does present several hours of fun gameplay, and even if this does sit on the ol' game shelf, you'll find yourself coming back to it every so often, just because what is there is a lot of fun.

Platform: Dreamcast
Genre: Action
Developer: Sega
Publisher: Sega

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



Confidential Mission

By Lik

I love going into the arcade and dropping quarters into shooter games. I find it very relaxing to shoot up pixelated bad guys. So of course I was eager to play this game and get that warm tickly feeling inside, but unfortunately I was let down. I was left still itching for some fast paced shoot 'em up action. Let me enlighten you.

Take control of a CMF secret agent and find the plans for the satellite. You and a partner can play together and shoot as many badies as you can. Sound familiar? We have all sampled a shooter on a console at one time or other, and they either blow you away or leave you disappointed. Well this is a disappointment. The one thing that bothered me the most was the lack of control over were you are allowed to move. In most games you can either move left or right, but here you have to stay put. The computer controls when you advance to the next area and it throws you right into the center of fire. What's up with that? The aim on the game is terrible, and the controls are sluggish and slow. This game can be beat in about an hour with just one player and it isn't that challenging. They should have added more levels, and made your partner actually shoot the enemies with you (1 Player game). This game is a lost cause.

The graphics are decent and the sound is fair, but where is the blood? You shoot the enemies and there is no blood. Pretty bad. The lack of control and cheesy storyline make this game a rental only title. You can use a light gun (even though it doesn't say so on the back of the game) and it makes it a little more entertaining. With the bad storyline and lack of control, this game is one I advise to stay away from. If you are in the market for a good shooter, try something else. Ewww!

Platform: Dreamcast
Genre: Action
Developer: Sega
Publisher: Sega

OVERALL RATING: 5.6
Graphics: 7.0
Sound: 7.0
Control: 5.0
Fresh Factor: 4.0
Gamelife: 5.0



Twisted Metal Black

By Dr. Atomic

Finally, a game worthy of the hype which surrounded this black box of a machine's launch has reached my hand. That game would be, of course, Twisted Metal: Black.

In my less-than-humble estimation, Twisted Metal: Black is the first game truly worthy of the console of the future (which just so happens to be presently available).

Twisted Metal: Black is clean, fast, sharp, it has a fresh Goth take on the until-now tired car-combat genre. The details are amazing, the speed is amazing, the graphics are amazing, and most importantly, the gameplay is fun AND challenging (two qualities that have been sorely lacking in tandem in just about every other PS2 release to date).

So with one game, Sony has swung me around. I am no longer a card carrying anti-PS2ist. I'm more like a PS2 agnostic. This Twisted Metal: Black is one of two-things, either it is a surprising fluke, or it is a harbinger of the gaming we have to look forward to.

But only time will tell which.

So until then, please excuse me as I take my leave and set up my PS2, before I set up my Dreamcast, before I set up my InterAct PowerPak for the Game Boy Advance. I really must get this office move completely finished so that I may not only wow my new co-workers with my sense of style and interior design, but also, more importantly, so I can get back to the dark ultra-violence of Twisted Metal: Black.

Platform: PlayStation 2
Genre: Racing
Developer: Incog
Publisher: Sony

OVERALL RATING: 9.8
Graphics: 10.0
Sound: 10.0
Control: 10.0
Fresh Factor: 10.0
Gamelife: 9.0



Alone in the Dark: The New Nightmare

By Nick

There hasn't been a PlayStation game worth owning in months, until now. The long dry spell is finally over with the release of *Alone in the Dark: The New Nightmare*. Superb graphics, challenging puzzles, morbid acts, and eerie noises will have you playing until the wee hours of the morning.

Alone in the Dark makes full use of the PlayStation's capabilities when it comes to graphics. Clipping is virtually non-existent. Everything is shrouded in shadows, and you must make good use of your flashlight to reveal what is lurking in the darkness. The flashlight affects everything; things that seem well-lit look different under more light. The characters are pretty well detailed, especially the woman, Aline. The CG movies are beautiful and creepy, and the camera angles used while playing the game are like something from a Tim Burton movie, often tilted at awkward angles.

The soundtrack is excellent, as it helps reinforce the danger that may be around every corner. The voice acting is in limbo between bad and mediocre but it doesn't take anything away from the experience. The zombies have the usual vocabulary of "Uggghhhh" and "Ahhhhh", but some of the other monsters can induce goose bumps with their screaming.

The game handles great. Like any other survival horror game, the left and right directional buttons rotate the character and forward makes you walk in the direction you're facing. However, when the flashlight is equipped, you can use the left analog stick to point it at anything. This is required frequently in the game as many items are hidden in the dark. Picking up these items is a breeze, as the collision detection is great.

What makes this game so appealing is the story. It's so horrifying, gruesome, and taboo you will have a hard time believing it, even though it's just a game. Also, you can play through as either a man or a woman, each of whom has a different goal. As the man, Edward, the story will focus on the atrocities that occur on Shadow Island, and how to stop the evil from spreading. As the woman, Aline, the plot is shifted to the lineage of the Morton family and its relationship with her own family history.

With two discs to explore, two characters to explore with, and challenging puzzles that require much insight, this game should keep most people busy for quite awhile. *Alone in the Dark: The New Nightmare* is an above average survival horror game with a few new twists and a compelling story.

Platform: PlayStation
Genre: Adventure
Developer: Infogrames
Publisher: Infogrames

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



Final Fantasy chronicles

By Dangerboy

When news about the collection hit the States, there were tantrums and pleadings everywhere. We wanted ours; damn it! It took Square EA 3 years to get parts V and VI here, and if it weren't for more pleading, I doubt we would have gotten this little gem. So, were the 4 years of waiting really worth it? To be honest, yes, but "IV" reasons you'd be surprised at.

If you caught the hint, you win the Chocobo. Square re-translated the entire game, and I mean re-translate the real FFIV. You see, when the game was first released, there were two versions: Easy and Hard. You can guess which one the 'dumb' American public got that first time around, so relish in this hard version. It features more creatures, new magic spells, and other smaller details. There are also several new cinematics in the game. The new translation really brings the game to life. There's a much more adult theme, and several key situations now make a lot more sense.

With the exception of the Memory Card sequences taking forever, the port pulled through mostly intact. The only thing holding it back from being a perfect conversion are the sound effects, which seem muffled.

And then we have the re-release of the wildly popular *Chrono Trigger*. In some ways, it's better than FFIV, but its new home on the PSX has it suffering some bizarre load times. On the plus side, there are new Anime cinematics, which are very cool. This game focuses on Chrono, a youngin' who gets sucked into a time warping adventure with a princess and childhood friend. Their actions in the past will affect things in the future, so it's up to them to stop the terrible fate that will plague the Earth and its inhabitants.

At \$40, the bundle isn't bad. As long as you don't care about waiting a few extra seconds here and there, another great trip down memory lane is headed your way.

Platform: PlayStation
Genre: RPG
Developer: Squaresoft
Publisher: Square EA

OVERALL RATING: 8.7
Graphics: 10.0
Sound: 7.5
Control: 9.0
Fresh Factor: 9.0
Gamelife: 8.0



DR. MARIO 64

By Dangerboy

Hmm...one would consider this a throwaway title, considering the platform it's on.

The latest incarnation of Nintendo's medical puzzle game seems like nothing more than a quick release to appease an angry mob that is still waiting for quality N64 games and cringing at the Game Cube delay.

For those who haven't been to the Italian doctor, it's your job to eradicate virus that are infecting the world. By matching 3 of the same colored pills to a virus, you delete them. You can play by yourself, or challenge three of your best patients...er...friends. If that doesn't float your boat, you can challenge the computer in a Couple Mode.

While the game still holds up, there's nothing really added to it, other than a bunch of Paper Mario inspired cinematics and a few new characters.

If you really need to play the game again, by all means grab it for the low price point. The rest of us will wait for a second opinion.

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

OVERALL RATING: 7.0
Graphics: 7.0
Sound: 7.0
Control: 7.0
Fresh Factor: 7.0
Gamelife: 7.0



Tony Hawk's Pro Skater 2

By Dangerboy

Tony Hawk 2 is an expansion of the theme set in the first series. By skating around various levels, you'll open up contests and tournaments to partake in. In order to open these levels, you'll have to perform certain tasks. This includes collecting money, collecting letters that spell out s-k-a-t-e, collecting stage specific items, and setting high scores. Besides the stages, you'll also get the chance to unlock hidden characters and boarding equipment. Some of the pros you'll be able to control include Tony Hawk (duh), Bob Burnquist, Geoff Rowley, and more. If you're unwilling to hide in the professional shadows, use the create-a-skater to place yourself in the game.

One of the most crucial aspects in a game like this is the control set-up. While porting over the layout well enough, the N64's controller does this game no justice. Trying to pull off the various tricks with the C buttons is not cool. Often times you'll find yourself pressing the wrong button, or pressing the same button twice, since A + B do the same as C Down and C Left. Confusing, no? Then we have the analog stick, which is a lost cause all together. The D-Pad, which is about the only choice you have, is a bit stiff when it comes to quickly changing directions. Also, while having no bearing on the game play, it must be noted that most of the menus in TH264 take FOREVER to navigate. The speed at which your cursor moves is infuriatingly slow. I knew the N64 had problems, but I don't think this is what they meant with slowdown.

Activision wisely included Expansion Pak support, which helps give the game a bit of a hand in the textures department. Unlike the PSX version, which had to deal with muddy textures, we're now stuck with slightly fuzzy ones. Levels are (to quote the Transformers Movie) "gianormous", with excellent use of the environments and the objects within them. My favorite is still in the opening level, where you get to grind the rotor blade of a helicopter. After doing so, the helicopter takes off through the roof, causing the falling debris to create new ramps and jumps.

Sound has always been a problem in the system, but the boys at the helm never looked back, and have brought us an amazing sound selection. Rage Against the Machine, Powerman 5000, and more are embedded into the ROM chips, all in almost MP3 quality. I really couldn't believe this was a cartridge. Tons of sound effects, with plenty of spilling and voice-covers (I've heard every "Ooph!" this game has) and interesting level noises help compliment the killer soundtrack.

For the few and the proud that still own and regularly use the N64, THPS2 was a long, long wait, but well worth it. If you can handle the C Button syndrome while mid-air, you'll be winning championships like you were the Hawk himself.

Platform: Nintendo 64
Genre: Sports
Developer: Activision
Publisher: Neversoft

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



Rayman Advance

By Wooly Doug

For folks new to the gaming world, Rayman has been Ubisoft's premiere franchise and defacto mascot since the PlayStation's launch back in 1995. The trademark of the series has the outstanding graphics and the feel of "playing a cartoon". Rayman Advance continues this tradition, setting a benchmark for portable graphics.

Almost as amazing as the graphics is the gameplay. Super tight control mixed with amazing level design make Rayman Advance a title that will keep you entertained for quite a while. The style of gameplay is a little off compared to previous Rayman titles, as the entire game is a side scrolling platformer, but it still packs in classic Rayman gameplay. Rayman still learns new techniques as he progresses in the game, he still must rescue those damn lums from evil captors, and he still has to manage to do all of the high-impossible platform leaps that were staples in previous games. The lack of 3D action doesn't hurt the game at all. Ubisoft knows the limitations of the GBA, and works around them, making the best of the situation. Rayman Advance looks and plays fantastically.

The great gameplay and graphics are definitely nice as you're going to be looking at them for quite some time. The levels in Rayman Advance are long and difficult, without a clearly laid path, making for a time consuming game. The fact that some of the areas in earlier missions can only be accessed after acquiring new moves and techniques later in the game adds to the longevity. The many levels are well laid out, and vary throughout the game, making for a fun game through its entirety. I wasn't bored once, and still have yet to achieve a 100% rating.

Fans of side scrollers, Rayman, and graphics in general should pick up Rayman Advance. It's definitely the most impressive of the early GBA titles, and will serve as the graphical standard for a long, long while.

Platform: GB Advance
Genre: Adventure
Developer: Digital Eclipse
Publisher: Ubisoft

OVERALL RATING: 8.1
Graphics: 9.5
Sound: 7.0
Control: 9.0
Fresh Factor: 7.0
Gamelife: 8.0

**Tony Hawk Pro Skater 2**

By CodeBoy

Graphically this version of the Hawk series is more than one could imagine possible on a handheld unit. Though the characters are tiny, due only to the screen size, distinguishing the different airs when trying to land is fairly simple. Being able to recognize a Judo Air is the difference between landing a 25,000-point trick with your Special Meter maxed, or biting the coping with your face and rushing to get your speed back.

The layout of the levels does incorporate the use of transparent walls at times, so that you can track your character around certain obstacles, and this does cause a bit of confusion until you are familiar with the levels. One thing that I didn't notice in the game was anything that was unrecognizable. Though some objects like planters and benches may be a bit out of scale, the game was completely lacking any random bits of whatever, that are supposedly representing a bench or planter or barrel.

Though there's the obvious lack of a soundtrack like the console-based versions, the noises of grinds, slides and ollies sound as they should. The background music isn't the familiar Casio sound that you've come to expect from handhelds either, but something more like standard background music on most console games today.

The control was my major problem with this title. And perhaps it lies more in the unit itself than the game. Tony Hawk is a game that you move your controller to, whether you're trying to stretch out that grind, or twisting through the air, you move with the action. And with the Game Boy Advance this is something that you cannot do, due to the lighting and the screen. The button configuration takes a bit more thought than a console version as well, but they're working with considerably less. So give it some time before you give up on mastering the tricks. I still can't grind like I do on the consoles, but I'm much better now than the first time I played through.

Activision has delivered a game that I thought not possible on a handheld, but also with some quirks that are harder to deal with on the small screen. With patience this could provide endless enjoyment as you replay the levels over and over. But, on the flip side, those that are easily frustrated or those expecting console-level gaming on a Game Boy Advance may want to borrow the game first.

Platform: GB Advance
Genre: Action
Developer: Neversoft
Publisher: Activision

OVERALL RATING: 8.8
Graphics: 9.0
Sound: 9.0
Control: 6.0
Fresh Factor: 10.0
Gamelife: 10.0

**Tomb Raider: Curse of the Sword**

By The Don Knotts

Tomb Raider: Curse of the Sword takes players from New York rooftops to New Orleans swamplands as they run, jump, climb and fight to uncover the mystery behind a sacred sword. Throughout the game, players will explore a variety of action-packed locations including abandoned subways, swampy jungles and even an underwater submarine. Additionally, Tomb Raider: Curse of the Sword comes to life with amazing animation effects and a variety of puzzles such as reactivating generators to access elevators and firing a cannon to clear a room.

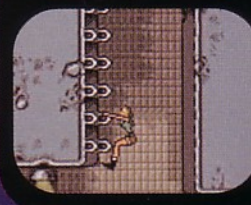
The gameplay was average. It's surprisingly difficult to pull off some of Lara's jumps by just pressing up instead of pressing an actual button, but since the game isn't fast paced, this is tolerable. Also, there is no foe in the game that is actually hard to beat. With most enemies, you just need to kneel down and shoot; the AI isn't smart enough to actually hit you. They just stand there and shoot over your head.

The graphics are very good for Gameboy Color. The sound isn't that great, even if you don't care about sound on the Game Boy (you know it's almost always gonna suck). But the sound in this one is annoying. It's so irritating you'll have to turn the volume down.

Overall, this Tomb Raider is a pretty decent game. Lara could move lot faster, but when you take in consideration that there are lots of traps and holes around, her pace makes sense. (Also if you need to move faster, you're given the option of using a run button). This Tomb Raider game makes a nice transition for the franchise to the Game Boy.

Platform: Game Boy Color
Genre: Adventure
Developer: Core
Publisher: Activision

OVERALL RATING: 7.8
Graphics: 9.0
Sound: 7.0
Control: 8.0
Fresh Factor: 7.0
Gamelife: 8.0

**Zelda: Oracle of Seasons/Ages**

By Dangerboy

Nintendo's original RPG hero extraordinaire finds himself trapped in the Pokemon-scam of a multi-cart game. Is this the end of our faithful elf? Has he become the weakest link? Not by a long shot.

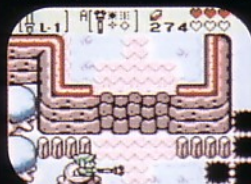
First, don't let the double-cart thing fool you. There really is a difference between the two (Oracle of the Ages and Oracle of the Seasons) in game play (one's a bit more action, the other's a bit more puzzle), but in terms of graphics, sound, and control, they're pretty much identical twins. This time around Link must save Nanryu, a girl that can help stop Veran, a witch determined to use the Oracles to change history to her liking. With Sword in hand and an empty Item Menu, we begin the journey.

Fans of the Zelda series will instantly recognize the graphics from the Super Nintendo days. Characters and enemies have been slightly revamped, with some minor new enemies and bosses as well. Like the original, you'll have 8 dungeons/mazes to work through in order to rescue the Essences of Time. You'll also have access to story specific items, animal helper friends every so often, and there are also rings to find which will allow you special tricks, like turning into an Octorok. The maps are huge, and change as you hop between times.

There are over 30 hours worth of game play between the two games, which includes linking the two and trading off the secrets and certain items that you find. Thanks to Capcom and Nintendo, the Game Boy Color will go out in style.

Platform: Game Boy Color
Genre: Adventure
Developer: Capcom
Publisher: Nintendo

OVERALL RATING: 7.9
Graphics: 9.0
Sound: 8.0
Control: 7.5
Fresh Factor: 7.0
Gamelife: 8.0



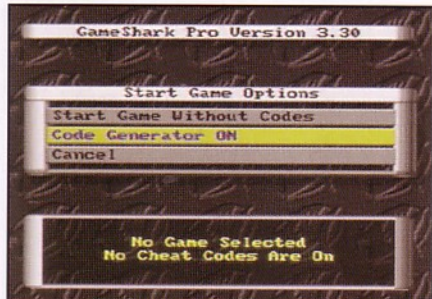
Back To Basics (Part 2.5) Hack by Numbers!(N64)

By FNG

Nintendo 64 GameShark Pro:

Last week I showed PlayStation GS owners how to find a code for Infinite HP in RPG games, today I'd like to show you a similar example this week for the N64. I won't be doing an RPG for this example, since we're not looking for HP; instead, I'm going to show you how to create an Infinite Ammo Code. This is done almost EXACTLY like the PlayStation hacking tip for Infinite HP, except we're looking for ammo this time. I'll be using a copy of Chopper Attack (N64) for this hacking tip, so if you have a copy, feel free to hack right along with me.

1. Boot up your GameShark Pro and choose "Start Game Without Codes". Be sure that the Code Generator is ON!

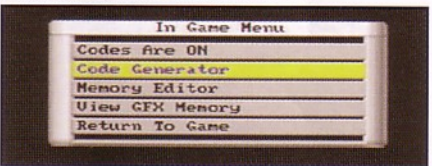


2. Start up a Mission and choose a Pilot/Helicopter.

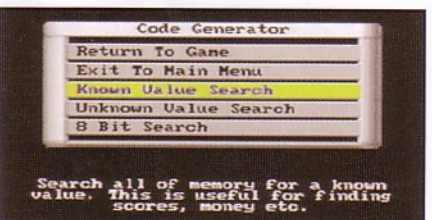
3. Choose some AGM, AAM, and AGAM missiles then begin the mission.



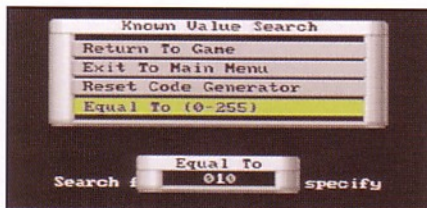
4. Once in the game, press the GameShark button. The GS button is located on the front of the N64 GameShark. Pressing the GS button will bring up the main menu; choose "Code Generator".



5. In the "Code Generator" menu, highlight "Known Value Search" and press the "A" button.



6. In the "Known Value Search" menu, highlight "Equal To (0-255)" and press the "A" button. Change the "Equal To" value to 10 and press "A" again. (We're looking for the number of AGM Missiles.)



7. Return to the game and fire off 2 AGM Missiles.

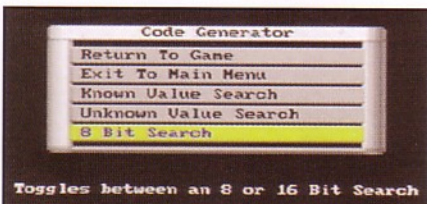
8. Press the GS Button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 8 and press the "A" button.

9. Return to the game and fire off 2 more AGM Missiles.

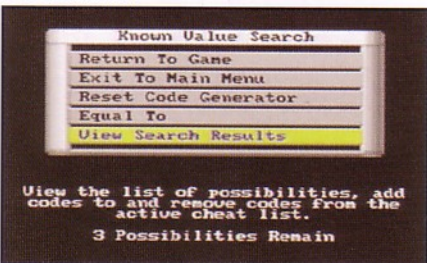
10. Press the GS Button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 6 and press the "A" button.

****NOTE****

If you ever perform this type of search on a game, and there are 0 possibilities, you may need to search in 16-bit mode. To change the mode from 8 to 16-bit, in the Code Generator Menu, highlight "8 Bit Search" and press the "A" button; it will change to "16 Bit Search".



11. When the fewest number of possibilities are left, choose "View Search Results" from the "Code Generator" menu.



12. In a few seconds, a list of possibilities will appear on the left side of the screen under "Possibilities", and NO codes will appear under "Active Codes".

13. Highlight one of the possibilities from the list on the left, and press the "A" button to add it to the "Active Codes" list on the right:



14. Return to the game and fire off a few AGM missiles. If the number of AGM missiles remains the same, then you've found the correct code! If not, press the "C-Left" button to remove the non-working code and repeat steps 13 & 14 until you find the code that keeps your fuel at 1 value. (It should not increase or decrease.)

15. Repeat this process to find the addresses of the AAM and AGAM missiles. (Remember, the AAM and AGAM missiles start off with a count of 20! Before you fire any off, perform a "Known Value Search" for 20, not 10.) 8012943B ????? will be the correct address for AGM missiles.

Once you've found the right address, you may change the value of that address by highlighting the active code and by pressing the "C-Right" button. The value can be increased or decreased by pressing up or down on the D-Pad. Once you've adjusted the value to a specific amount, press the "A" button to accept the change. Another handy feature is the ability to jump between hexadecimal and decimal by pressing the "Z" button. (You'll know when you're in "HEX" mode if any number over 9 changes to a letter between A and F.)

Break it down FNG!

8012943B ?????

8012943B The address in the N64's memory where the amount of AGM missiles is stored
????? The value of the number of AGM missiles left.

8 bit: The ?????, or value, can be anything between 0 and 255 in decimal, or 0 and FF in hexadecimal.

16 bit: The ?????, or value, can be anything between 0 and 65535 in decimal, or 0 and FFFF in hexadecimal.

****BE CAREFUL NOT TO INCREASE THIS VALUE TOO MUCH!!****

If the value of any address is set too high, the system may crash or the code may cause some undesirable effects to the game.

Now that we've found the correct address and value, how do we use the code we found? This is a simple task; the value of the address must be in hexadecimal format to be usable by the GameShark. Press the "Z" button, and the value will be changed into hexadecimal format. 8012943B 0255 will become 8012943B 00FF

Break it down again FNG!

8012943B 255

8012943B FF

8012943B Where in the N64's memory the amount of AGM missiles is changing.

255 The value of AGM missiles left. (255 Missiles in decimal format)

81 The value of AGM missiles left. (255 Missiles in hexadecimal format)

The code you'll be entering into your GameShark for "Infinite AGM Missiles" will be 8012943B 00FF. Well, I hope someone out there found this somewhat helpful. The "Equal To" searches are great for finding scores, number of lives, ammo, and more. If you know the value of something, you can probably hack a code to modify it by using this method.

GAMECUBE™



The Game Cube is a tiny little beast. As I type this, savior is across the cubicle wall playing the heck out of **Pikmin**, the latest creation from Nintendo's main man Shigeru Miyamoto. It involves a bunch of plant like creatures that must help you locate the fallen pieces of your downed spaceship. Simple in thought, brilliant in execution, and the perfect game to watch while I discuss the Game Cube's looks.

To say the system is small would be an understatement. Imagine taking four CD jewel cases, lining them up in the shape of a square, and then covering it. That's the GC. The four controller ports and two memory card ports fit snugly underneath the system's flip top lid. The spindle that holds CD in place, when pressed, lowers itself out of the way, allowing you to grasp the disc without worry of scraping it. The activity buttons are ingeniously placed around the system's edge, with the power button in the far back. This helps keep the number of accidental turn offs to a minimum. The sides of the deck have huge ventilation vents, which allow the fans inside to cool the chip board. On the bottom are three separate add-on bays, which are molded into the deck, like the Dreamcast's modem port.

Like the N64 before it, there are four controller ports on the system, which eliminates the need for a multi-tap purchase. The controllers themselves are indeed unique, and after some testing, are rather pleasant to use. The Z trigger, once on the bottom, is now on top, above the R Button. The buttons use a bean-shaped X and Y, which circle a huge A and a small B circle. While at first glance (and speculation) the controller seemed a bit ugly, it does handle wonderfully. The analog stick has been improved as well, taking on the chubbier shape of the Dreamcast than the anorexic N64 version. The C Buttons have been replaced with a C Stick, an idea that's not too far off from the Dual Analog look of the PS2 controller.

The most phenomenal aspect of the entire system though, is the load times, or lack there of. All 4 games that we've had so far (**Luigi's Mansion**, **Wave Rave**, **Pikmin**, and **Super Monkey Ball**) have had minimal to no loading times at all. The small sized CDs work wonders for the system, storage space be damned.

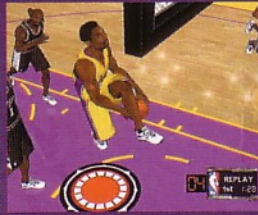
Will Nintendo finally be able to steal back the thunder that Sony took from them in the 32 Bit era? We'll find out very shortly.

MPU ("Microprocessor Unit")
 Custom IBM Power PC "Gekko"
Manufacturing Process
 0.18 micron IBM Copper Wire Technology
Clock Frequency
 485 MHz
CPU Capacity
 1125 Dmips (Dhrystone 2.1)
Internal Data Precision
 32-bit Integer & 64-bit Floating-point
External Bus
 1.3GB/second peak bandwidth
 (32-bit address space, 64-bit data bus 162 MHz clock)
Internal Cache
 L1: Instruction 32KB, Data 32KB (8 way) L2: 256KB (2 way)
Clock Frequency
 162 MHz
Pixel Depth
 24-bit Color, 24-bit Z Buffer
Image Processing Functions
 Fog, Subpixel Anti-aliasing, 8 Hardware Lights, Alpha Blending, Virtual Texture Design, Multi-texturing, Bump Mapping, Environment Mapping, MIP Mapping, Bilinear Filtering, Trilinear Filtering, Anisotropic Filtering, Real-time Hardware Texture Decompression (S3TC), Real-time Decompression of Display List, HW 3-line Deflickering filter
Sound Processor
 custom Macronix 16-bit DSP
Instruction Memory
 8KB RAM + 8KB ROM
Performance
 64 simultaneous channels, ADPCM encoding
Sampling Frequency
 48KHz
System Floating-point Arithmetic Capability
 10.5 GFLOPS (Peak) (MPU, Geometry Engine, HW Lighting Total)
Real-world polygon
 6 million to 12 million polygons/second (Peak)
System Memory
 40MB
Main Memory
 24 MB MoSys 1T-SRAM, Approximately 10ns Sustainable Latency
A-Memory
 16MB (81MHz DRAM)
Average Access Time
 128ms
Data Transfer Speed
 16Mbps to 25Mbps
Media
 3 inch NINTENDO GAMECUBE Disc based on Matsushita's Optical Disc Technology, Approx. 1.5GB Capacity
Input/Output
 Controller Port x4
 Memory Card Slot x2
 Analog AV Output x1
 Digital AV Output x1
 High-Speed Serial Port x2
 High-speed Parallel Port x1
Power Supply
 AC Adapter DC12V x 3.5A
Main Unit Dimensions
 4.3"(H) x 5.9"(W) x 6.3"(D)

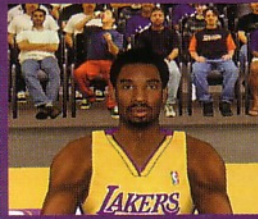
NBA Courtside 2002



NBA Courtside 2002



NBA Courtside 2002



Super Smash Bros. Melee



Super Smash Bros. Melee



Luigi's Mansion



Luigi's Mansion



Super Smash Bros. Melee



XBOX™



NASCAR Heat 2002



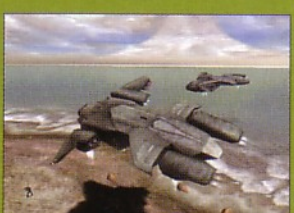
Oddworld: Munch's Oddysee



Mad Dash Racing



Halo



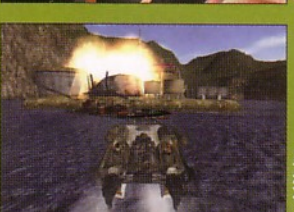
Halo



Dead or Alive 3



Dead or Alive 3



Blood Wake

- CPU**
733 MHz Intel
- Graphics Processor**
250 MHz custom-designed X-Chip, developed by Microsoft and NVIDIA
- Total Memory**
64 MB
- Memory Bandwidth**
6.4 GB/sec
- Polygon Performance**
125 M/sec
- Sustained Polygon Performance (full features)**
100+ M/sec (non-gameplay)
- Micropolygons/particles per second**
125 M/sec
- Particle Performance**
125 M/sec
- Simultaneous Textures**
4
- Pixel Fill Rate - No Texture**
4.0 G/Sec (anti-aliased)
- Pixel Fill Rate - 1 Textures**
4.0 G/Sec (anti-aliased)
- Compressed Textures**
Yes (6:1)
Full S
- cene Anti-Alias**
Yes
- Micro Polygon Support**
Yes
- Storage Medium**
2-5x DVD, 10 GB hard disk, 8 MB memory card
- I/O**
2-5x DVD 10GB hard disk 8MB memory card
- Audio Channels**
256
- 3D Audio Support**
Yes
- MIDI DLS2 Support**
Yes
- AC3 Encoded game audio**
Yes
- Broadband Enabled**
Yes
- Modem Enabled**
No
- DVD Movie Playback**
Remote control package required
- Game pad included**
Yes
- Maximum resolution**
1920 x 1080
- Maximum resolution (2 x 32bpp frame buffers +Z)**
1920 x 1080
- HDTV Support**
Yes
- Controller Ports**
4

When Microsoft announced the X-box, there was a massive hush over the gaming world. One on side, it was a bizarre idea that didn't seem possible. On the other hand, it was a strange, if wonderful idea for a fourth party to enter the arena. With Sega bowing out, Microsoft now becomes the third point in the gaming triangle.

But what about the system? Quite literally the opposite of the Game Cube, the X-box is a HUGE system, being almost the size of 2 PS2's next to each other. The black and green frame has a huge X molded into the top, with small indentations in the top. These slits follow the system down the sides, allowing for the ventilation holes. Like the Game Cube, there are 4 controller ports, only here the Memory Card slots are on the controller. Oddly enough, there is no reset switch. Only the huge eject button (which is lit, go figure) and the very small power button. The system borrows the tray idea from the PS2, including the slightly off center position.

Now, the controllers are where the system falls apart. Although they have all the right features, the size and orientation of the overall product leaves much to be desired. Buttons are too few and far between, and the D-pad is forgettable. The Japanese version of the controller shows a lot more potential, with a smaller scale and better placed buttons. However, on the positive side, the system does have a long cord, which will appease the couch jockeys who play **Madden** on their big screen.

The only hurdle the X-box has to jump is the software one. **Munch's Oddysee** doesn't look as fantastic as it seemed in the original previews, and the loading times are about the same as the PS2 (read: Bring a lunch when you play **Madden 2002**), and so far there's nothing that looks better than the best PS2 game.

Will Microsoft beat out Nintendo and Sony this year? Can the new system on the block handle the older and (hopefully) wiser staples of the gaming industry? We're about to find out.

Welcome to the latest installment of Signature Codes! This month we figured we'd be a bit goofy with the special codes, and show you the true power of the GameShark. Ever wanted to just shut down your enemies and have a field day on their helpless selves? What about showing off your Jedi Mind tricks and making various thorn branches float around you? I bet you'd love to make Laura fly around like she was Super Girl. This issues codes will let you do just that. Enjoy!



**PlayStation 2:
Extermination**

(M) MUST BE ON
EC8D3170 1445DC6C

Me So Thorny Mode
0C188FCC 1446B0A7
4C188FCC 1456B00C

Have you ever wanted to have some sort of special ability that no one else had? Ever wanted to have objects float around you as if you were the center of the universe? Well, now you can.

Using the above code set, you'll be able to have a whole circle of thorns float around you, synchronized to your every move.

PlayStation 2: Twisted Metal Black

(M) Must Be On
EC84685C1456E60A

Idiot AI
1C87CB4015F6E79D
1C87CB441456E7A5

This code will stop the enemy from firing at you; sometimes they won't even see you.

This code even works against Minion and the Tankers on WarHawks level. It does NOT, however, effect WarHawk.

**PlayStation:
Tomb Raider Last
Revelation**

Flying Lara: Training Mode
D00ab1467fff
801bb8b4ffb0

Is it a plane? A bird? A frog? Not plane, not, bird, nor even frog, it's little ol' Lara Croft. Oh wait...that didn't rhyme. Well, it doesn't matter, because now you too can fly like Underdog, just with more assets. Use the above code to fly over those annoying practice jumps.

**Game Boy:
Pokemon Gold & Silver**

All Decorations In Your Room
91ff0bd8
91ff0cd8
91ff0dd8
91ff0ed8
91ff0fd8
91ff10d8
91ff11d8

Okay, I admit it. I love anything based on video games. Toys, posters, the systems themselves, and more. Well, now everyone with a Pokemon Gold or Silver cart can run amok in all the goodies they can shake a Pokeball at. Just use the above codes, head into your room, turn on your PC, and choose Decorations. Bingo! Instant toy kingdom!

Dreamcast:
ESPN NBA 2 Night
Keep-Away Mode-Away
Advantage
90380BA700000001

Keep-Away Mode-Home
Advantage
90380BA700000000

Here's one to have fun with. Using one of the above codes will render the team using it "Super Greedy". You'll be given the ball after every point and call. Should the opposing team steal it, they'll just stand there until you take it away from them. Go ahead, be a ball hog. We won't tell anyone.

**Dreamcast:
Crazy Taxi 2**

Must Be First
9C5D88F8

Press X for Custom Turbo
9D2E1FE8A0704D9E
64DDEE34000045A0

Must Be Last
245EECA9

Now you're playing with speed. Ever see a Taxi cab scream across the sky?

Ho ho ho.

It is now officially the holiday season, as gaming goes. I can tell this by the ever-growing stack of games that I still haven't even gotten a chance to open yet taking over my desk. I can also tell this by the quality of the games, which, as the season goes on will slowly slide into the bottomless abyss that is jointly ruled by 3DO and Titus.

You see, right now as I write this it is still October, and some really prime titles are coming out as producers beat their collective chests to show what they have to offer for this holiday shopping season. But the funny thing is, by the time anyone reads this it will be at the other end of the spectrum, the final days of holiday shopping, the "oh crap, I forgot about so-and-so's kid, lets get him a game"

stage of shopping. This is the shopper that is preyed upon, that is thrown sub-par games because they have no idea what they're buying, only who they're buying it for.

But hopefully with the introduction of two new systems this year's last minute shoppers will for once be able to provide an acceptable title, with a bit of luck. There's no way that all of the launch and shortly after launch titles will make it to the shelves the week that they were planned to show up, some may even creep into late December before they even see the shelves, which is when I tend to do my shopping. And I imagine that there will be quite a few new and worthwhile titles coming out even in the historically stagnant month of January, providing little Johnny a chance to

exchange the latest version of Army Men that he received from Aunt Phyllis for something more to his liking, like NBA Shoot Out 2002 or ShadowMan. For once the exchange of games may actually land you a good score, as opposed to the traditional January titles like Worms or NAMCO Museum.

I guess what I'm trying to say is that I'm really busy this year, and with the new systems I imagine I'll be getting much busier, so my gifts are gonna suck, big time. But yours don't have to, even if you're a late shopper like me. And if you're on my list, God help you, this year, you'll be able to exchange whatever piece of trash I give you for some kick-ass games, or at least some of those McDonalds gift certificates.

GAMESHARK CODES

PLAYSTATION 2

Bass Strike

(M) Must Be On EC83F3081445D7BC
9 Fish Caught P1 4CAE018C1456E79E
0 Fish Caught P1 4CAE018C1456E7A5
9 Fish Caught Opp. 4CAE01901456E79E
0 Fish Caught Opp. 4CAE01901456E7A5
Inf Time Arcade 4CAE01421456717A5
Max Total Weight P1 4CAE017414560950
0 Total Weight Opp 4CAE018C1456E7A5
Instant Win Arcade 4CAE01421456717A5
Instant Win Arcade 4CAE018C1456E79E
Instant Win Arcade 4CAE017414560950
Heavy Bass 1-Tourn. 4CC039A4145677A6
Long Bass 1-Tourn. 4CC039B1456727A6
Heavy Bass 2-Tourn. 4CC039B1456727A6
Long Bass 2-Tourn. 4CC039B1456727A6
Heavy Bass 3-Tourn. 4CC039C1456A26A6
Long Bass 3-Tourn. 4CC039C1456A26A6
Heavy Bass 4-Tourn. 4CC039C1456E765
Long Bass 4-Tourn. 4CC039C1456E765
Heavy Bass 5-Tourn. 4CC039D1456A7A6
Long Bass 5-Tourn. 4CC039D1456A7A6

Batman Vengeance

(M) Must Be On EC88850C143A1E1C
Inf Batarangs 4C2064CA1456E79C
Inf Batcuffs 4C2064D61456E79C
Inf Stunners 4C2064CE1456E79C
Inf Remote Charges 4C2064D21456E79C
Inf Nets 4C2064D41456E79C
Inf Elec. Batarangs 4C2064D01456E79C
Inf Flash Bombs 4C2064D81456E79C
Inf Health 3C20647E1456E7DD

Casper Sp Dimensions

(M) Must Be On EC852F5814345B9C
Inf Credits 4C888ECC1456E7A1
Inf Credits 4C888ED41456E7A1
Lotsa Gems 0C888E041456E7A6
Lotsa Gems 4C888E041456E788
Inf Ice Enhancer 4C888ECC1456E79F
Inf Fire Enhancer 4C888ECC1456E79F
Inf Health 4C888ED81456E7D7
Inf Homing Enhancer 4C888EF81456E79F
Inf Bounce Enhancer 4C888EFC1456E79F
Inf Double Enhancer 4C888EF41456E79F

Dark Cloud

(M) Must Be On EC839F81456E79B
Infinite Gilda (5) 4D5C5B861456B00C

Max Fish Points 4D5CC4441456089C
Everyone MAX HP 4D5C16761456E7DD
Everyone MAX HP 1D5C167C140EE7DD
Everyone MAX HP 1D5C1680140EE7DD
Everyone MAX HP 4D5C16841456E7DD
Everyone Infinite HP 4D5C16821456E7DD
Everyone Infinite HP 1D5C1688140EE7DD
Everyone Infinite HP 1D5C168C140EE7DD
Everyone Infinite HP 4D5C16901456E7DD
Everyone Infinite HP 4D5C16901456E7DD
Everyone Max Water 7D5C5B601456E7A6
Everyone Max Water 7A5F83281456E7A5
Everyone Inf. Water 7D5C5B781456E7A6
Everyone Inf. Water 7A5F83281456E7A5
Max Water Level-Toan 4D5C5B5E145625DD
Max Water Level-Xiao 4D5C5B62145625DD
Max Water Level-Goro 4D5C5B66145625DD
Max Water Level-Ruby 4D5C5B6A145625DD
Max Water Lev-Ungaga 4D5C5B6E145625DD
Max Water Lev-Osmund 4D5C5B72145625DD
Weap 1-Max Elements 3D5C5D931456E788
Weap 1-Max Elements 1D5C5D98F5734488
Weap 1-Max Elements 3D5C663B1456E788
Weap 1-Max Elements 1D5C6640F5734488
Weap 1-Max Elements 3D5C70E31456E788
Weap 1-Max Elements 1D5C70E8F5734488
Weap 1-Max Elements 3D5C7D8B1456E788
Weap 1-Max Elements 1D5C7D90F5734488
Weap 1-Max Elements 3D5986331456E788
Weap 1-Max Elements 1D598638F5734488
Weap 1-Max Elements 3D5990D81456E788
Weap 1-Max Elements 1D5990E0F5734488
Weap 1-Max Fi 3D5C5D931456E788
Weap 1-Max Ic 3D5C5D981456E788
Weap 1-Max Th 3D5C5D991456E788
Weap 1-Max Wi 3D5C5D961456E788
Weap 1-Max Ho 3D5C5D971456E788
Weap 1 Anti Max-Toan 1D5C5D9CF5734488
Weap 1 Anti Max-Toan 1D5C5DA0F5734488
Weap 2 Anti Max-Toan 1D5C5C94F5734488
Weap 2 Anti Max-Toan 1D5C5C98F5734488
Weap 2 Anti Max-Toan 1D5C5C9C1456E488
Weap 3 Anti Max-Toan 1D5C5F8CF5734488
Weap 3 Anti Max-Toan 1D5C5F90F5734488
Weap 3 Anti Max-Toan 4D5C5F941456E488
Weap 4 Anti Max-Toan 1D5C5E84F5734488
Weap 4 Anti Max-Toan 1D5C5E88F5734488
Weap 4 Anti Max-Toan 4D5C5E8C1456E488
Weap 5 Anti Max-Toan 1D5C617CF5734488
Weap 5 Anti Max-Toan 1D5C6180F5734488
Weap 5 Anti Max-Toan 4D5C61841456E488
Weap 6 Anti Max-Toan 1D5C6074F5734488
Weap 6 Anti Max-Toan 1D5C6078F5734488
Weap 6 Anti Max-Toan 4D5C607C1456E488

Weap 7 Anit Max-Toan 1D5C636CF5734488
Weap 7 Anit Max-Toan 1D5C6370F5734488
Weap 7 Anit Max-Toan 4D5C63741456E488
Weap 8 Anit Max-Toan 1D5C6264F5734488
Weap 8 Anit Max-Toan 1D5C6268F5734488
Weap 8 Anit Max-Toan 4D5C626C1456E488
Weap 9 Anit Max-Toan 1D5C655CF5734488
Weap 9 Anit Max-Toan 1D5C6560F5734488
Weap 9 Anit Max-Toan 4D5C65641456E488
Weap10 Anti Max-Toan 1D5C6454F5734488
Weap10 Anti Max-Toan 1D5C6458F5734488
Weap10 Anti Max-Toan 4D5C645C1456E488
Inf. Active Item 1 4D5C5BDC1456E79E
Inf. Active Item 2 4D5C5BDA1456E79E
Inf. Active Item 3 4D5C5BE01456E79E
Norune-My House 4D481F841456E7A6
Norune-Macho House 4D481E6C1456E7A6
Norune-Laura House 4D4821541456E7A6
Norune-Paige House 4D48203C1456E7A6
Norune-Claude House 4D48202A1456E7A6
Norune-Hag's House 4D48230C1456E7A6
Norune-Alnet House 4D48242C1456E7A6
Norune-Gaff's Buggy 4D4825DC1456E7A6
Norune-Dran Windmill 4D4827AC1456E7A6
Norune-S. Windmill 1 4D48279C1456E7A6
Norune-S. Windmill 2 4D48286A1456E7A6
Norune-S. Windmill 3 4D4828941456E7A6
Norune-Trees 4D48284C1456E7A6
Norune-River 4D482A3A1456E7A6
Norune-River 4D482A1C1456E7A6
Norune-Bridge 4D482D0A1456E7A6
Matataki-Pao's House 4D481F841456E7A6
Matataki-Cacao House 4D481E6C1456E7A6
Matataki-Bunbu House 4D4821541456E7A6
Matataki-K&M's House 4D48203C1456E7A6
Matataki-Baron House 4D48202A1456E7A6
Matataki-Cousc House 4D48230C1456E7A6
Matataki-Gob's House 4D4822FC1456E7A6
Matataki-Mushr House 4D4825DC1456E7A6
Matataki-Well 1 4D48244C1456E7A6
Matataki-Well 2 4D4822AC1456E7A6
Matataki-Well 3 4D4826941456E7A6
Matataki-Watermill 1 4D48279C1456E7A6
Matataki-Watermill 2 4D48286A1456E7A6
Matataki-Watermill 3 4D48284C1456E7A6
Matataki-Watermill 4 4D48280C1456E7A6
Matataki-W. Owl Shop 4D482A3A1456E7A6
Matataki-Tree 4D4821541456E7A6
Matataki-River 4D482D0A1456E7A6
Matataki-Bridge 4D4825DC1456E7A6
Matataki-Earth A 4D482D741456E7A6
Matataki-Earth B 4D482EBC1456E7A6
Queens-Ruty's Store 4D4DEC341456E7A6

Queens-Suzy's Store 4D4DEC1C1456E7A6
Queens-Lana's Store 4D4DEF041456E7A6
Queens-Jack's Store 4D4DEECC1456E7A6
Queens-Joker House 4D4DF1D41456E7A6
Queens-Divin. House 4D4DF0BC1456E7A6
Queens-Cathedral 4D4DF3A41456E7A6
Queens-Basker Store 4D4DF28C1456E7A6
Queens-King Hideout 4D4DF57A1456E7A6
Queens-Sher. Office 4D4DF45A1456E7A6
Queens-Fountain 4D4DF441456E7A6
Queens-Leaning Tower 4D4DF62C1456E7A6
Queens-Tree 4D4DF6141456E7A6
Queens-Road 4D4DF9FC1456E7A6
Muska-Chief's House 4D4DEC341456E7A6
Muska-Jibubu's House 4D4DEC1C1456E7A6
Muska-Zabo's House 4D4DEF041456E7A6
Muska-3 Sister House 4D4DEECC1456E7A6
Muska-Brooke's House 4D4DF1D41456E7A6
Muska-Enga's House 4D4DF0BC1456E7A6
Muska-Prisoner Cabin 4D4DF3A41456E7A6
Muska-Toto's House 4D4DF28C1456E7A6
Muska-Totem Pole A 4D4DF57A1456E7A6
Muska-Totem Pole B 4D4DF45C1456E7A6
Muska-Totem Pole C 4D4DF7441456E7A6
Muska-Oasis 4D4DF62C1456E7A6
Muska-Tree 4D4DF6141456E7A6
Muska-Road 4D4DF9FC1456E7A6
Vil.Piece 1 Complete 4D481F841456E7A6
Vil.Piece 1 Complete 4D481FC81456E7A6
Vil.Piece 1 Complete 4D481FE81456E7A6
Vil.Piece 1 Complete 4D481F081456E7A6
Vil.Piece 1 Complete 4D481E281456E7A6
Vil.Piece 1 Complete 4D481E481456E7A6
Vil.Piece 2 Complete 4D481E901456E7A6
Vil.Piece 2 Complete 4D481EB01456E7A6
Vil.Piece 2 Complete 4D481ED01456E7A6
Vil.Piece 2 Complete 4D481EF01456E7A6
Vil.Piece 2 Complete 4D481E101456E7A6
Vil.Piece 2 Complete 4D481301456E7A6
Vil.Piece 3 Complete 4D4821781456E7A6
Vil.Piece 3 Complete 4D4821981456E7A6
Vil.Piece 3 Complete 4D4821881456E7A6
Vil.Piece 3 Complete 4D4821D81456E7A6
Vil.Piece 3 Complete 4D48219C1456E7A6
Vil.Piece 3 Complete 4D482181456E7A6
Vil.Piece 3 Complete 4D4821061456E7A6
Vil.Piece 3 Complete 4D4820801456E7A6
Vil.Piece 4 Complete 4D4821881456E7A6
Vil.Piece 4 Complete 4D4820C01456E7A6
Vil.Piece 4 Complete 4D4820E01456E7A6
Vil.Piece 4 Complete 4D4820001456E7A6
Vil.Piece 5 Complete 4D4823481456E7A6
Vil.Piece 5 Complete 4D4823681456E7A6

Vil.Piece 5 Complete 4D4823881456E7A6
Vil.Piece 5 Complete 4D4823A81456E7A6
Vil.Piece 5 Complete 4D4823C81456E7A6
Vil.Piece 5 Complete 4D4823E81456E7A6
Vil.Piece 6 Complete 4D4822501456E7A6
Vil.Piece 6 Complete 4D4822701456E7A6
Vil.Piece 6 Complete 4D4822901456E7A6
Vil.Piece 6 Complete 4D4822B01456E7A6
Vil.Piece 6 Complete 4D4822D01456E7A6
Vil.Piece 6 Complete 4D4822181456E7A6
Vil.Piece 6 Complete 4D4822581456E7A6
Vil.Piece 6 Complete 4D4822781456E7A6
Vil.Piece 6 Complete 4D4822981456E7A6
Vil.Piece 6 Complete 4D4823181456E7A6
Vil.Piece 6 Complete 4D4823381456E7A6
Vil.Piece 6 Complete 4D4823581456E7A6
Vil.Piece 6 Complete 4D4823781456E7A6
Vil.Piece 6 Complete 4D4823981456E7A6
Vil.Piece 6 Complete 4D4824181456E7A6
Vil.Piece 6 Complete 4D4824381456E7A6
Vil.Piece 6 Complete 4D4824581456E7A6
Vil.Piece 6 Complete 4D4824781456E7A6
Vil.Piece 6 Complete 4D4824981456E7A6
Vil.Piece 6 Complete 4D4825181456E7A6
Vil.Piece 6 Complete 4D4825381456E7A6
Vil.Piece 6 Complete 4D4825581456E7A6
Vil.Piece 6 Complete 4D4825781456E7A6
Vil.Piece 6 Complete 4D4825981456E7A6
Vil.Piece 6 Complete 4D4826181456E7A6
Vil.Piece 6 Complete 4D4826381456E7A6
Vil.Piece 6 Complete 4D4826581456E7A6
Vil.Piece 6 Complete 4D4826781456E7A6
Vil.Piece 6 Complete 4D4826981456E7A6
Vil.Piece 6 Complete 4D4827181456E7A6
Vil.Piece 6 Complete 4D4827381456E7A6
Vil.Piece 6 Complete 4D4827581456E7A6
Vil.Piece 6 Complete 4D4827781456E7A6
Vil.Piece 6 Complete 4D4827981456E7A6
Vil.Piece 6 Complete 4D4828181456E7A6
Vil.Piece 6 Complete 4D4828381456E7A6
Vil.Piece 6 Complete 4D4828581456E7A6
Vil.Piece 6 Complete 4D4828781456E7A6
Vil.Piece 6 Complete 4D4828981456E7A6
Vil.Piece 6 Complete 4D4829181456E7A6
Vil.Piece 6 Complete 4D4829381456E7A6
Vil.Piece 6 Complete 4D4829581456E7A6
Vil.Piece 6 Complete 4D4829781456E7A6
Vil.Piece 6 Complete 4D4829981456E7A6
Vil.Piece 6 Complete 4D4830181456E7A6
Vil.Piece 6 Complete 4D4830381456E7A6
Vil.Piece 6 Complete 4D4830581456E7A6
Vil.Piece 6 Complete 4D4830781456E7A6
Vil.Piece 6 Complete 4D4830981456E7A6
Vil.Piece 6 Complete 4D4831181456E7A6
Vil.Piece 6 Complete 4D4831381456E7A6
Vil.Piece 6 Complete 4D4831581456E7A6
Vil.Piece 6 Complete 4D4831781456E7A6
Vil.Piece 6 Complete 4D4831981456E7A6
Vil.Piece 6 Complete 4D4832181456E7A6
Vil.Piece 6 Complete 4D4832381456E7A6
Vil.Piece 6 Complete 4D4832581456E7A6
Vil.Piece 6 Complete 4D4832781456E7A6
Vil.Piece 6 Complete 4D4832981456E7A6
Vil.Piece 6 Complete 4D4833181456E7A6
Vil.Piece 6 Complete 4D4833381456E7A6
Vil.Piece 6 Complete 4D4833581456E7A6
Vil.Piece 6 Complete 4D4833781456E7A6
Vil.Piece 6 Complete 4D4833981456E7A6
Vil.Piece 6 Complete 4D4834181456E7A6
Vil.Piece 6 Complete 4D4834381456E7A6
Vil.Piece 6 Complete 4D4834581456E7A6
Vil.Piece 6 Complete 4D4834781456E7A6
Vil.Piece 6 Complete 4D4834981456E7A6
Vil.Piece 6 Complete 4D4835181456E7A6
Vil.Piece 6 Complete 4D4835381456E7A6
Vil.Piece 6 Complete 4D4835581456E7A6
Vil.Piece 6 Complete 4D4835781456E7A6
Vil.Piece 6 Complete 4D4835981456E7A6
Vil.Piece 6 Complete 4D4836181456E7A6
Vil.Piece 6 Complete 4D4836381456E7A6
Vil.Piece 6 Complete 4D4836581456E7A6
Vil.Piece 6 Complete 4D4836781456E7A6
Vil.Piece 6 Complete 4D4836981456E7A6
Vil.Piece 6 Complete 4D4837181456E7A6
Vil.Piece 6 Complete 4D4837381456E7A6
Vil.Piece 6 Complete 4D4837581456E7A6
Vil.Piece 6 Complete 4D4837781456E7A6
Vil.Piece 6 Complete 4D4837981456E7A6
Vil.Piece 6 Complete 4D4838181456E7A6
Vil.Piece 6 Complete 4D4838381456E7A6
Vil.Piece 6 Complete 4D4838581456E7A6
Vil.Piece 6 Complete 4D4838781456E7A6
Vil.Piece 6 Complete 4D4838981456E7A6
Vil.Piece 6 Complete 4D4839181456E7A6
Vil.Piece 6 Complete 4D4839381456E7A6
Vil.Piece 6 Complete 4D4839581456E7A6
Vil.Piece 6 Complete 4D4839781456E7A6
Vil.Piece 6 Complete 4D4839981456E7A6
Vil.Piece 6 Complete 4D4840181456E7A6
Vil.Piece 6 Complete 4D4840381456E7A6
Vil.Piece 6 Complete 4D4840581456E7A6
Vil.Piece 6 Complete 4D4840781456E7A6
Vil.Piece 6 Complete 4D4840981456E7A6
Vil.Piece 6 Complete 4D4841181456E7A6
Vil.Piece 6 Complete 4D4841381456E7A6
Vil.Piece 6 Complete 4D4841581456E7A6
Vil.Piece 6 Complete 4D4841781456E7A6
Vil.Piece 6 Complete 4D4841981456E7A6
Vil.Piece 6 Complete 4D4842181456E7A6
Vil.Piece 6 Complete 4D4842381456E7A6
Vil.Piece 6 Complete 4D4842581456E7A6
Vil.Piece 6 Complete 4D4842781456E7A6
Vil.Piece 6 Complete 4D4842981456E7A6
Vil.Piece 6 Complete 4D4843181456E7A6
Vil.Piece 6 Complete 4D4843381456E7A6
Vil.Piece 6 Complete 4D4843581456E7A6
Vil.Piece 6 Complete 4D4843781456E7A6
Vil.Piece 6 Complete 4D4843981456E7A6
Vil.Piece 6 Complete 4D4844181456E7A6
Vil.Piece 6 Complete 4D4844381456E7A6
Vil.Piece 6 Complete 4D4844581456E7A6
Vil.Piece 6 Complete 4D4844781456E7A6
Vil.Piece 6 Complete 4D4844981456E7A6
Vil.Piece 6 Complete 4D4845181456E7A6
Vil.Piece 6 Complete 4D4845381456E7A6
Vil.Piece 6 Complete 4D4845581456E7A6
Vil.Piece 6 Complete 4D4845781456E7A6
Vil.Piece 6 Complete 4D4845981456E7A6
Vil.Piece 6 Complete 4D4846181456E7A6
Vil.Piece 6 Complete 4D4846381456E7A6
Vil.Piece 6 Complete 4D4846581456E7A6
Vil.Piece 6 Complete 4D4846781456E7A6
Vil.Piece 6 Complete 4D4846981456E7A6
Vil.Piece 6 Complete 4D4847181456E7A6
Vil.Piece 6 Complete 4D4847381456E7A6
Vil.Piece 6 Complete 4D4847581456E7A6
Vil.Piece 6 Complete 4D4847781456E7A6
Vil.Piece 6 Complete 4D4847981456E7A6
Vil.Piece 6 Complete 4D4848181456E7A6
Vil.Piece 6 Complete 4D4848381456E7A6
Vil.Piece 6 Complete 4D4848581456E7A6
Vil.Piece 6 Complete 4D4848781456E7A6
Vil.Piece 6 Complete 4D4848981456E7A6
Vil.Piece 6 Complete 4D4849181456E7A6
Vil.Piece 6 Complete 4D4849381456E7A6
Vil.Piece 6 Complete 4D4849581456E7A6
Vil.Piece 6 Complete 4D4849781456E7A6
Vil.Piece 6 Complete 4D4849981456E7A6
Vil.Piece 6 Complete 4D4850181456E7A6
Vil.Piece 6 Complete 4D4850381456E7A6
Vil.Piece 6 Complete 4D4850581456E7A6
Vil.Piece 6 Complete 4D4850781456E7A6
Vil.Piece 6 Complete 4D4850981456E7A6
Vil.Piece 6 Complete 4D4851181456E7A6
Vil.Piece 6 Complete 4D4851381456E7A6
Vil.Piece 6 Complete 4D4851581456E7A6
Vil.Piece 6 Complete 4D4851781456E7A6
Vil.Piece 6 Complete 4D4851981456E7A6
Vil.Piece 6 Complete 4D4852181456E7A6
Vil.Piece 6 Complete 4D4852381456E7A6
Vil.Piece 6 Complete 4D4852581456E7A6
Vil.Piece 6 Complete 4D4852781456E7A6
Vil.Piece 6 Complete 4D4852981456E7A6
Vil.Piece 6 Complete 4D4853181456

Table with 3 columns: Item Name, Code, and Value. Includes items like 'Vil.Piece14 Complete', 'Vil.Piece14 Complete', etc.

Table with 3 columns: Item Name, Code, and Value. Includes items like 'Inf.ItemsOnPickup-4', 'Inf.ItemsOnPickup-4', etc.

Table with 3 columns: Item Name, Code, and Value. Includes items like 'Max Def-Lloyd-L', 'Max Mag-Lloyd-L', etc.

Table with 3 columns: Item Name, Code, and Value. Includes items like 'Enable Death Hyk 64', 'Enable Death Hyk 65', etc.

Table with 3 columns: Item Name, Code, and Value. Includes items like 'P1 Dwarf-Crystals', 'P1 Dwarf-Crystals', etc.

Ephemeral Fantasia

Large table listing various items and their codes, including 'Inf.ItemsOnPickup-4', 'Inf.ItemsOnPickup-4', etc.

Large table listing various items and their codes, including 'Inf.ItemsOnPickup-4', 'Inf.ItemsOnPickup-4', etc.

Large table listing various items and their codes, including 'Max Def-Lloyd-L', 'Max Mag-Lloyd-L', etc.

Large table listing various items and their codes, including 'Enable Death Hyk 64', 'Enable Death Hyk 65', etc.

Large table listing various items and their codes, including 'P1 Dwarf-Crystals', 'P1 Dwarf-Crystals', etc.

F1 2001

Table listing F1 2001 items and their codes, including '(M) Must Be On', 'Training Complete', etc.

Formula One 2001

Table listing Formula One 2001 items and their codes, including '(M) Must Be On', 'Start On 11th Lap', etc.

Gauntlet Dark Legacy

Table listing Gauntlet Dark Legacy items and their codes, including '(M) Must Be On', 'All Characters P1', etc.

P1 Always Have Cannonball	300bd43e0004
P1 Always Have Cannonball	300bd44200ff
P1 Always Have Bowling Ball	300bd43e0003
P1 Always Have Bowling Ball	300bd44200ff
P1 Always Have Twister	300bd43e0001
P1 Always Have Twister	300bd44200ff
P1 Always Have Underground	300bd43e0002
P1 Always Have Underground	300bd44200ff
P2 Scores 0	300bd480000
P2 Scores 25	300bd4800019
P2 Always Have Cannonball	300bd49a0004
P2 Always Have Cannonball	300bd49e00ff
P2 Always Have Bowling Ball	300bd49a0003
P2 Always Have Bowling Ball	300bd49e00ff
P2 Always Have Twister	300bd49a0001
P2 Always Have Twister	300bd49e00ff
P2 Always Have Underground	300bd49a0002
P2 Always Have Underground	300bd49e00ff

Barbie Explorer

Super Jump	8009b6b6bfff
Super Jump	80160e3c0fa0
Super Jump	8009b6b6bfff
Super Jump	80160e3c0fa0
Invincibility	3008db630000

Castlevania Chronicles

Infinite Lives	800592920063
Infinite Health	8005a8220010
Ton o Points	800592dc423f
Ton o Points	800592dc000f
Press L1 For 99 Hearts	d009bd432b7ff
Press L1 For 99 Hearts	8005a8380063
Press L2 For More Time	d009bd432b7ff
Press L2 For More Time	80059290019f
R1 To Hover	d009bd32777f
R1 To Hover	8005a834000c
R1 To Hover	d009bd32777f
R1 To Hover	8005a834000c
R1 To Hover	d009bd32777f
R1 To Hover	8005a834000c

DDR: Disney Mix

P1 999 Combo(In-Game)	8007d18403e7
P1 9999 Combo	80081816270f
P1 9999 Perfects	800832c2270f
P1 9999 Greats	800832c4270f
P1 9999 Goods	800832c6270f
P1 9999 Boos	800832c8270f
P1 9999 Misses	800832ca270f
P1 0 Combo	80081816200f
P1 0 Perfects	800832c20000
P1 0 Greats	800832c40000
P1 0 Goods	800832c60000
P1 0 Boos	800832c80000
P1 0 Misses	800832ca0000
P2 Inf Dance Meter	800833640000
P2 999 Combo(In-Game)	8007d18603e7
P2 9999 Combo	8008336e270f
P2 9999 Perfects	80084e1a270f
P2 9999 Greats	80084e1c270f
P2 9999 Goods	80084e1e270f
P2 9999 Boos	80084e20270f
P2 9999 Misses	80084e22270f
P2 0 Combo	8008336e0000
P2 0 Perfects	80084e1a0000
P2 0 Greats	80084e1c0000
P2 0 Goods	80084e1e0000
P2 0 Boos	80084e200000
P2 0 Misses	80084e220000

Hot Wheels Extreme Racing

Infinite Health P1	8006c3241000
Infinite Health P2	8006713c1000
Infinite Health P3	800671541000
Infinite Health P4	80068d6c1000
Press Select For All Cars	d00e65a00000
Press Select For All Cars	800b30140800
Quick Win	800e66e40002
All Cups And Tracks Unlocked	800b30100006

JumpStart Wildlife Safari: F.T.

Unlock Casey	300ad4a0001
Unlock Casey	300ad4a0001
Unlock Casey	300ad500001
Unlock Casey	300ad530001
Have All Keys	800ad480101
Have All Keys	300ad4b0001
Have All Keys	300ad4c0001
Have All Keys	800ad4e0101
Have All Keys	300ad510001
Have All Keys	300ad520001
Have All Keys	800ad540101

Nicktoons Racing

All Cups Unlocked	300a69b00003
All Cups Unlocked	300a69b40003
All Cups Unlocked	300a69b80003
All Difficulties	300a68dc0003
All Difficulties	300a68e00003

Rescue Heroes Molten Menace

Max Badges Ariel Flyer	50000c040000
Max Badges Ariel Flyer	80064b72270f
Max Badges Rocky Canyon	500010400000
Max Badges Rocky Canyon	80064c26270f
Max Badges Air Rescue Spec.	500010400000
Max Badges Air Rescue Spec.	80064ca270f
Max Badges Gil Gripper	50000a040000
Max Badges Gil Gripper	80064ca270f
Max Badges Jake Justice	50000c040000
Max Badges Jake Justice	80064cda270f
Max Badges Billy Blazes	50000a040000
Max Badges Billy Blazes	80064bc6270f

Scooby-Doo And The Cyber Chase

All Levels Open	500009020000
All Levels Open	8014e1120011
All Levels Open	3014e1240001
All Levels Open	8014e1280111
Infinite Lives	3014e0f30063
Infinite Pies	3014e0f20003
Infinite Health	3014e0f00003

SpongeBob Squarepants

R1 For Spatulas-P. Canyon	d00b5b027fff
R1 For Spatulas-P. Canyon	301aa7f40064
R2 For Shells-P. Canyon	d00b5b027fff
R2 For Shells-P. Canyon	300a62400002
Invincible-P. Canyon	301aaf60005c
R1 For Spatulas-Wasteland	d00b5b027fff
R1 For Spatulas-Wasteland	301b198c0064
R2 For Jellies-Wasteland	d00b5b027fff
R2 For Jellies-Wasteland	301b19e00063
Invincible-Wasteland	301b1978005c
R1 For Spatulas-K. Jungle	d00b5b027fff
R1 For Spatulas-K. Jungle	801ab9f0c064
R2 For Bubbles-K. Jungle	d00b5b027fff
R2 For Bubbles-K. Jungle	301abfc06063
Invincible-K. Jungle	301abf88005c
R1 For Spatulas-In Whale	d00b5b027fff
R1 For Spatulas-In Whale	801a202c0064
R2 For Bubbles-In Whale	d00b5b027fff
R2 For Bubbles-In Whale	301a207c0063
Invincible-In Whale	801a207c0063
R1 For Spatulas-Rock Bottom	d00b5b027fff
R1 For Spatulas-Rock Bottom	8018672c0064
Invincible-Rock Bottom	30186718005c
R1 For Spatulas-Lost Souls	d00b5b027fff
R1 For Spatulas-Lost Souls	801af8bc005c
R2 For Jellies-Lost Souls	d00b5b027fff
R2 For Jellies-Lost Souls	801af9100063
Invincible-Lost Souls	301af8a8005c
R1 For Spatulas-Graveyard	d00b5b027fff
R1 For Spatulas-Graveyard	801850f0c064
R2 For Jellies-Graveyard	d00b5b027fff
R2 For Jellies-Graveyard	801851500063
Invincible-Graveyard	301850e8005c
R1 For Spatulas-Last Stop	d00b5b027fff
R1 For Spatulas-Last Stop	801bc9400064
R2 For Jellies-Last Stop	d00b5b027fff
R2 For Jellies-Last Stop	801bc9400063
Invincible-Last Stop	301bc92c005c

Zoboamafo: Leapin' Lemurs

All Levels Open	8006791c81ef
Invincibility In Water	80070de60001

NINTENDO 64

FIFA '99

Infinite Creation Pts.	8039d4370063
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International Superstar Soccer 64

Team 1 Score 0	8011d31b0000
Team 1 Score 50	8011d31b0032
Team 2 Score 0	8011dda0f000
Team 2 Score 50	8011dda0f032
Unlock All-Stars	8011c7f7e029
Unlock All-Stars	800d9f540002

NBA In The Zone '98

Infinite Timeouts - Home	8013c2d60007
Infinite Timeouts - Away	8013c2d70007
No Timeouts - Home	8013c2d60000
No Timeouts - Away	8013c2d70000

NFL QB Club 2001

Home Team Scores 100	801320b10064
Home Team Scores 0	801320b10000
Away Team Scores 100	801316e10064
Away Team Scores 0	801316e10000
Infinite Time To Choose Play	800817d80028

NFL Quarterback Club 2000

Home Team Scores 100	803fc3410064
Home Team Scores 0	803fc3410000
Away Team Scores 100	803fd810064
Away Team Scores 0	803fd8100000
Home Team Scores 100	80301f010064
Home Team Scores 0	80301f010000
Away Team Scores 100	80301e210064
Away Team Scores 0	80301e210000
Infinite Time To Choose Play	800a67390028

Triple Play 2000

1 Ball Per Walk	d00b90000000
1 Ball Per Walk	800b90000003
2 Balls Per Walk	d00b90000000
2 Balls Per Walk	800b90000002
3 Balls Per Walk	d00b90000000
3 Balls Per Walk	800b90000001
No Balls	800b90000000
1 Strike Per Out	d00b8ff00000
1 Strike Per Out	800b8ff00002
2 Strikes Per Out	d00b8ff00000
2 Strikes Per Out	800b8ff00001
No Strikes	800b8ff00000
1 Out Per Inning	d00b90010000
1 Out Per Inning	800b90010002
2 Outs Per Inning	d00b90010000

GAME BOY

007 The World Is Not Enough

Infinite Health	916412cb
Have Wolfram P2k	910190cb
Inf Ammo P2k	916391cb
Have Wolfram-Silencer	910292cb
Inf Ammo P2k-Silencer	916393cb
Have Taser	910394cb
Have Meyer TMP	910496cb
Inf Ammo Meyer TMP	916397cb
Have Deutch M45	910598cb
Inf Ammo Deutch M45	916399cb
Have Ka-51	91069acb
Inf Ammo Ka-51	91639abc
Have GL 40	910799cb
Inf Ammo GL 40	91639dcb
Have Rocket Launcher	91089ecb
Inf Ammo Rocket Launcher	91639fcb
Have Sticky Grenades	9109a0cb
Inf Sticky Grenades	9163a1cb
Have Remote Mines	910ba2cb
Inf Remote Mines	9163a3cb
Have Key	9101a4cb

Barbie: Pet Rescue

Infinite Health (Tries)	91037dc4
Quick Win	910a7bc4
Full Happiness	9105cac4
Full Health	9105bc4c
Infinite Time	916131c1
Instant Win Owl Safari	9100cf7

Bob The Builder: Fix It Fun

Infinite Time & Energy	9122c8c6
1 Item Needed For Instant Win	9108c7c6

Dragon Warrior 1&2

DWL: Infinite Gold	911ff88ca
DWL: Infinite Gold	911ff89ca
Max Stats Hero	911ffdc9
Max Stats Hero	911ff1c9
Max Stats Hero	911ff2c9
Max Stats Hero	911ff3c9
DWL: Infinite Gold	911ff88ca
DWL: Infinite Gold	911ff889ca
DWL: Infinite Gold	91018cac
Max HP Prince of Cannock	911ff16ca
Max HP Prince of Cannock	911ff17ca
Max MP Prince of Cannock	911ff18ca
Max MP Prince of Cannock	911ff19ca
Max Stats Prince of Cannock	911ff1aca
Max Stats Prince of Cannock	911ff1bca
Max Stats Prince of Cannock	911ff1cca
Max Stats Prince of Cannock	911ff1dca
Max Stats Prince of Cannock	911ff1eca
Max HP Princess of Moonbrook	911ff40ca
Max HP Princess of Moonbrook	911ff41ca
Max MP Princess of Moonbrook	911ff42ca
Max MP Princess of Moonbrook	911ff43ca
Max Stats Princess of Moonbrook	911ff44ca
Max Stats Princess of Moonbrook	911ff45ca
Max Stats Princess of Moonbrook	911ff46ca
Max Stats Princess of Moonbrook	911ff47ca
Max Stats Princess of Moonbrook	911ff48ca

Dragon Warrior 3

Max Gold	913fdcc4
Max Gold	9142ddc4
Max Gold	910fdec4
Infinite HP 1st Character	911ff78c5
Infinite HP 1st Character	911ff7ac5
Infinite MP 1st Character	911ff7cc5
Infinite MP 1st Character	911ff7ec5
Max Level 1st Character	91636fc5
Max Stats 1st Character	911ff6fc5
Max Stats 1st Character	911ff70c5
Max Stats 1st Character	911ff71c5
Max Stats 1st Character	911ff72c5
Max Stats 1st Character	911ff73c5
Max Stats 1st Character	911ff74c5
Max Stats 1st Character	911ff75c5
Have Dragon Sword	912065c6
Max Experience Gain Hero	91c462c5
Max Experience Gain Hero	919863c5
Max Experience Gain Hero	911764c5

Hands Of Time

Infinite Health	9160a0c0
Always Run	9101d8c8
Always Run	9101d9c8
Rapid Fire	9104bdc5
Infinite Ammo Slot 1	916371c7
Infinite Ammo Slot 2	916373c7
Infinite Ammo Slot 3	916375c7
Infinite Ammo Slot 4	916377c7
Infinite Ammo Slot 5	916379c7
Infinite Ammo Slot 6	91637bc7
Infinite Ammo Slot 7	91637dc7

Infinite Ammo Slot 8	91637fc7
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Land Before Time

Infinite Health	9109a0c0
Max Flowers	9163a2c0
Max Bags	9163a3c0
Always Cera	9100e5c8
Always Little Foot	9101e5c8
Always Ducky	9103e5c8
Always Spike	9104e5c8

Legend Of Zelda: Oracle Of Ages

Have All Dungeon Maps	01FF86C6
Have All Dungeon Maps	01FF87C6
Have All Compasses	01FF84C6
Have All Compasses	01FF85C6
Have All Boss Keys	01FF82C6
Have All Boss Keys	01FF83C6
Access The Advance Shop	01EA14CF
Infinite Rock Currency	0163AF6C
All Pieces of the Heart	0106AC6C
Infinite Magic Fire Powder	0109BC6C
Mega Jump	019014D0
Have Mermaid Suit	010CA3C6

Lufia: The Legend Returns

Infinite MP Wain	93e77cd5
Infinite MP Wain	93037d5d
Infinite HP Wain	93076cd5
Infinite HP Wain	93036dd5
Infinite HP Wain	93e77ad5
Infinite HP Wain	93037bd5
Infinite Cash	939f15d5
Infinite Cash	938652d5
Infinite Cash	930153d5
Wain Max Attack Power	93e77ed5
Wain Max Attack Power	93037fd5
Wain Max Defense Power	93e780d5
Wain Max Defense Power	93038fd5
Wain Max Speed	93e782d5
Wain Max Speed	930383d5
Wain Max Magic Power	93e784d5
Wain Max Magic Power	930385d5
Wain Max Magic Defense Power	93e786d5
Wain Max Magic Defense Power	930387d5
Wain Max STR	93e78ed5
Wain Max STR	93038fd5
Wain Max CON	93e7c0d5
Wain Max CON	930381d5
Wain Max AGL	93e7c2d5
Wain Max AGL	930383d5
Wain Max INT	93e7c4d5
Wain Max INT	930385d5
Wain Max WIS	93e7c6d5
Wain Max WIS	930387d5
Infinite MP Seena	93e73cd6
Infinite MP Seena	93033dd6
Infinite MP Seena	93e74ad6
Infinite MP Seena	93034bd6
Infinite HP Seena	93e73ad6
Infinite HP Seena	93033bd6
Infinite HP Seena	93e748d6
Infinite HP Seena	930349d6
Seena Max Attack Power	93e74cd6
Seena Max Attack Power	93034dd6
Seena Max Defense Power	93e74ed6
Seena Max Defense Power	93034fd6
Seena Max Speed	93e750d6
Seena Max Speed	930351d6
Seena Max Magic Power	93e752d6
Seena Max Magic Power	930353d6
Seena Max Magic Defense Power	93e754d6
Seena Max Magic Defense Power	930355d6

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1. Standard Gameshark:

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

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

2. GameShark Pro

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

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

PlayStation®

1. Standard Gameshark below version 2.0

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2. Standard Gameshark 2.0 to version 2.42

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

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

3. GameShark Pro

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

4. GameShark CDX

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

Gameboy®

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

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GAMESHARK FAQ

I have purchased the PS2 GameShark and would like to add new code for regular PlayStation® games. 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 you will need to have the GameShark version 3.5 or later or the GameShark Lite.

I just got the latest version of the GameShark 2 and when I try to transfer code saves with the SharkPort I am getting error messages on my PC.

Due to changes in the latest version of the GameShark 2 you will need to download and install the 2.0 version of the SharkPort PC software from www.interactaccessories.com/download.asp. This new version will allow you to transfer codes saves properly with the latest versions of the GameShark 2.

I just got the MegaMemory 8/16 memory card for the PlayStation 2® and I can not get any game to recognize the card.

You need to boot your PlayStation 2 with the included Memory Manger CD. Once the CD loads simply press the start button on your controller. This will give you the option to start your game and allow the game to recognize the memory card.

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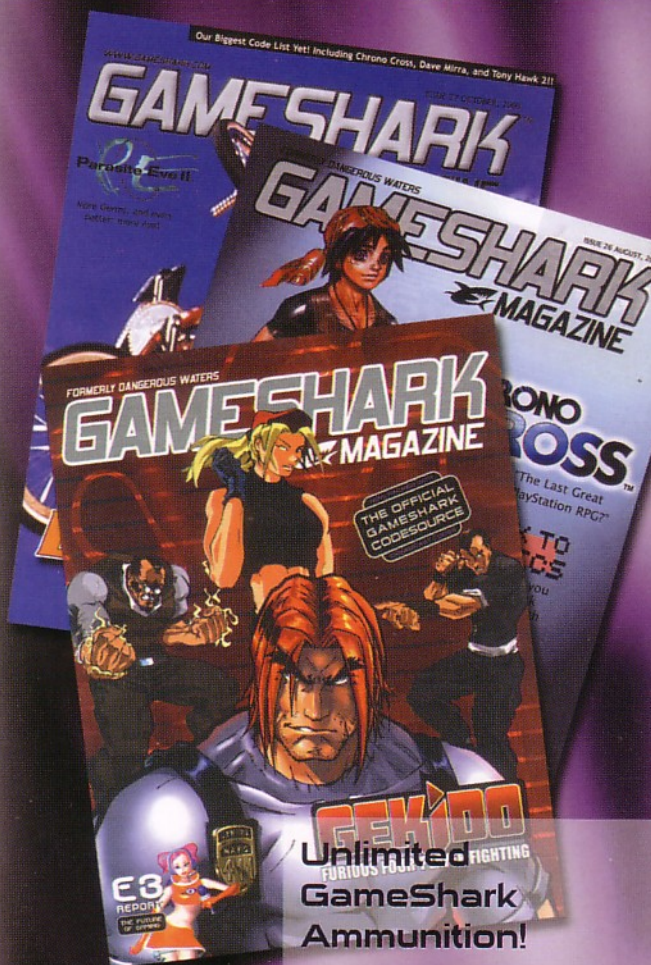
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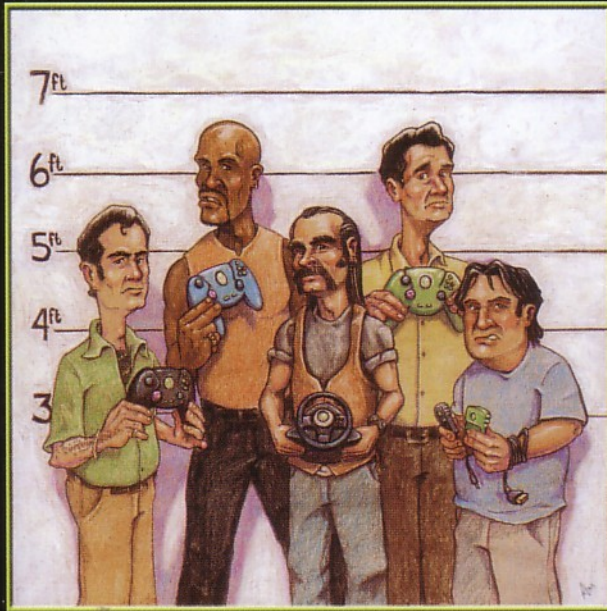
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