Hacking Tips - BACK TO BASICS, HACK BY NUMBERS!

WWW.GAMESHARK.COM

GAMESHARK MAGAZINE





Hundreds of gameshark codes for every major system!

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

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

GameShark Magazine 335 Clubhouse Lane 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!: !unaandusagi

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

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 allready 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: GameShark Magazine 335 Clubhouse Lane Hunt Valley, MD 21030-1407



GAMESHARI

Editorial Department

Managing Editor Editor

Benn Ray Jason Dvorak

Spiffy Alias Department

CodeBoy Bill Kaufman Nick Nick Schroeder Jack 4000 Ian Miller Hot or Not? Wendy Lady FNG Jason Philbrook savior Kevin Kaelin Dr. Atomic Benn Ray Dangerboy Jason Dvorak Metallica Breath **DMV Testing Station** Doug, Wooly Doug Parsons Lik Chris Machiran

Art Department

Art Director Marc Raley Popeye Biceps Miltank Those Are New Uhhh... 100 Fluid Ounces Booyeah Bladder Gross Arm Veins W. O. Darkness

Circulation Department

Triple Decker Appetizer M. Beard PS2 Lifter The Don (Henley) Still Wasting Our Money Kermit D. Bag Making Women Uncomfortable Delusions of Adequacy L. Cowboy Filling Chicken Bucket The Other Caca

Subscription Information

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

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

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

GameShark Magazine CodeName: I Like Pants 335 Clubhouse Lane Hunt Valley, MD, 21031

GameShark is a trademark of Interact Accessories, Inc.

www.gameshark.com

contents



X-BOX Vs GAME CUBE: Microsoft Takes on Mario in a System Launch of Epic Proportions.



Gran Turismo 3: A-Spec (PS2) Twisted Metal Black (PS2) 18 Wheeler (DC) Confidential Mission (DC) Alone in the Dark (PSX) Final Fantasy Chronicles (PSX) Dr. Mario 64 (N64) Tony Hawk's Pro Skater 2 (N64) Rayman Advance (GBA) Tony Hawk's Pro Skater 2 (GBA) Tomb Raider: COTS (GBC) Zelda: Oracle of the Seasons (GBC)

To Hack With It! Are you ready, true believers? This month we take you into the deepest corners of how to Hack using known variables (numbers to our younger readers), and FNG shows you how the letter 'D" could become your best friend inside the GameShark.

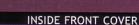


ignature Codes This month we're all about the

visual appeal. Have you ever wanted every decoration in Pokemon, so that you could make up your room exactly now you wanted it? We have it. Ever wanted to have wooden thorns spin around you in Extermination? We've got that too, and more.



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



INSIDE BACK COVER

Game Shark Upgrade Policy GameShark Frequently **Asked Questions**

GameShark Magazine Subscription Information

CODES

Batman Vengeance Dark Cloud Ephemeral Fantasia Formula One 2001 Gauntlet Dark Legacy ICO NHL Hitz 20-02

Okage: Shadow King SpyHunter

gaa codes

High Heat Baseball 2002 Jurassic Park 3: The DNA Factor Jurassic Park 3: Park Builder SIFK: Football Snood

Alone In The Dark: TNN Last Blade 2 Mat Hoffman's Pro BMX

PSX

Backyard Soccer Barbie Explorer Castlevania Chronicles DDR: Disney Mix Hot Wheels Extreme Racing Rescue Heroes Molten Men

NEA CODES

FIFA '99 NBA In The Zone '98 NFL OB Club 2001 NFL Quarterback Club 2000 Triple Play 2000

GOC

007 The World Is Not Enough Barbie: Pet Rescue Bob The Builder: Fix It Fun Dragon Warrior 1&2 Dragon Warrior 3 Hands Of Time

2

gran turismo 3: A-spec

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.

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:	Polyphony
Publisher:	Sony

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





PlayStation 2

Racing

Incog

Sony

9.8

10.0

10.0

10.0

10.0

Platform:

Developer:

Publisher:

Graphics:

Sound:

Control:

Gamelife:

Fresh Factor:

OVERALL RATING:

Genre:

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 does n'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.

confidential Mission

By Lik

I love going into the arcade and dropping quarters into shooter games. I find it very relaxing to shoot up pixilated 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.

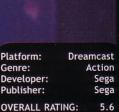
Take control of a CMF secret agent and find the plans for the satellite. You and a partner can play together and shoot as many badies as you can. Sound familiar? We have all sampled a shooter on a console at one time or other, and they either blow you away or leave you disappointed. Well this is a disappointment. 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

n
ga
a
0
0
0
0
0
0
֡





7.0

7.0

5.0

4.0

5.0

Graphics:

Sound:

Control:

Gamelife:

Fresh Factor:







nlone in the park: 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 it's 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.

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.

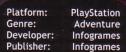
If you caught the hint, you win the Chocobo. Square re-translated the entire game, and I mean re-translate the real FFIV. You see, when the game was first released, there were two versions: Easy and Hard. You can guess which one the 'dumb' American public got that first time around, so relish in this hard version. It features more creatures, new magic spells, and other smaller details. There are also several new cinemas 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 cinemas, 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.



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





Platform:

Developer:

Publisher:

Graphics:

Sound:

Control:

Gamelife:

Fresh Factor:

OVERALL RATING:

Genre:

PlayStation

Squaresoft

Square EA

RPG

8.7

10.0

7.5

9.0

9.0

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 cinemas 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





Nintendo 64

Sports

9.0

Activision

Neversoft

Platform:

Developer:

Publisher:

OVERALL RATING:

Genre:

топу наwk's pro skater a

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 createa-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

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.







ч

REVIEWS

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 nigh-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 you 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 Al isn't smart enough to actually hit you. They just stand there and shoot over you' 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.

zelda: oracle of seasons/Ages

By Dangerboy

Nintendo's original RPG hero extraordinaire finds himself trapped in the Pokemon-scam of a multicart 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: Core Publisher: Activision

 OVERALL RATING:
 7.8

 Graphics:
 9.0

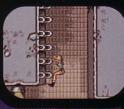
 Sound:
 7.0

 Control:
 8.0

 Fresh Factor:
 7.0

 Gamelife:
 8.0





Genre: Adventure
Developer: Capcom
Publisher: Nintendo

OVERALL RATING: 7.9
Graphics: 9.0

Platform: Game Boy Color

Graphics: 9.0
Sound: 8.0
Control: 7.5
Fresh Factor: 7.0
Gamelife: 8.0





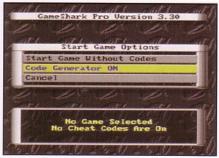
to hack with it

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

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!



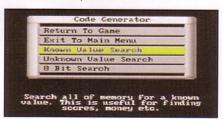
- 2. Start up a Mission and choose a Pilot/Helicopter.
- 3. Choose some AGM, AAM, and AGAM missiles then begin the mission.



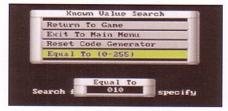
4. Once in the game, press the GameShark button. The GS button is located on the front of the N64 GameShark. Pressing the GS button will bring up the main menu; choose "Code Generator".



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



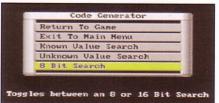
6. In the "Known Value Search" menu, highlight "Equal To (0-255)" and press the "A" button. Change the "Equal To" value to 10 and press "A" again. (We're looking for the number of AGM Missiles.)



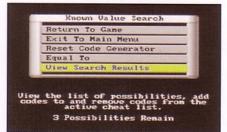
- 7. Return to the game and fire off 2 AGM Missiles.
- 8. Press the GS Button to return to the "Code Generator", highlight "Equal To" and press the "A" button. Change the value to 8 and press the "A" button.
- Return to the game and fire off 2 more AGM Missiles.
- 10. Press the GS Button to return to 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.

GAMECI



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 places 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

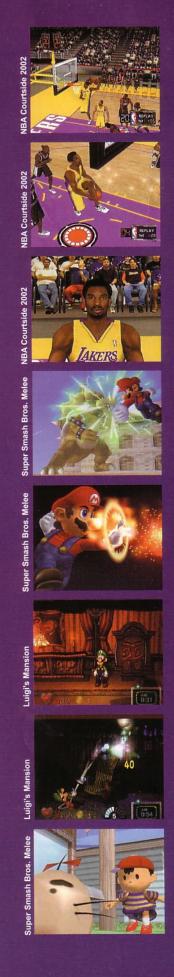
Like the N64 before it, there are four controller ports on the system, which eliminates the need for a multi-tap purchase. The controllers themselves are indeed unique, and after some testing, are rather pleasant to use. The Z trigger, once on the bottom, is now on top, above the R Button. The buttons 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, Pikmon, 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 Internal Cache
L1: Instruction 32KB, Data 32KB (8 way) L2: 256KB (2 way)
Clock Frequency 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 Performance 64 simultaneous channels, ADPCM encoding Sampling Frequency 490HJ2 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
8main 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 emory Card Slot x2
lalog AV Output x1
gital AV Output x1
gh-Speed Serial Port x2
gh-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)





















Graphics P 250 MHz custom-designed developed by Microsoft Polygon Perform Sustained Polygon Performance (full features)
100+ M/sec (non-gameplay) Micropolygons/particles per Pixel Fill Rate - No Texture Micro Polygon Supp 2-5x DVD, 10 GB hard disk, 8 MB memory card 2-5x DVD10GB hard disk8MB memory card 3D Audio Sup MIDI DLS2 Supp

DVD Movie Playback

AC3 Encoded game au

Broadband Enabled

Maximum resolution (2 x 32bpp frame buffers +Z) **Controller Ports** 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.

8

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!



(M) MUST BE ON EC8D3170 1445DC6C

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

Have you ever wanted to have some sort of speacial 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, syncronized to your every move.

PlayStation 2: Twisted Metal Black

(M) Must Be On EC84685C1456E60A

Idiot Al 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.

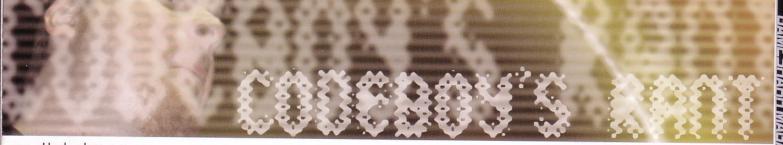
Dreamcast: Crazy Taxi 2

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 soand-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

PLAYSTATION 2

(M) Must Be On .EC83F3081445D7B0 9 Fish Caught P1 0 Fish Caught P1 4CAE018C1456E79E Fish Caught Opp 4CAE01901456E79E 0 Fish Caught Opp. Inf Time Arcade . . . Max Total Weight P1 4CAF01901456F7A5 4CAE017414560950 O Total Weight Opp 4CAE017814560950 Instant Win Arcade Instant Win Arcade Instant Win Arcade .4CAE01421456E7A5 .4CAE018C1456E79E 4CAE017414560950 Heavy Bass 1-Tourn. 4CC039A41456F7A6 Long Bass 1-Tourn. Heavy Bass 2-Tourn 4CC039A81456E7D5 Long Bass 2-Tourn. 4CC039B41456E7D2 Heavy Bass 3-Tourn 4CC039BC14567AA6 Long Bass 3-Tourn. Heavy Bass 4-Tourn. .4CC039C8145617A6 Long Bass 4-Tourn 4CC039CC1456F762 Heavy Bass 5-Tourn Long Bass 5-Tourn. .4CC039D81456E775

(M) Must Be On ECB8850C143AFF1C Inf Batarangs Inf Batcuffs 4C2064CA1456E790 4C2064D61456E790 Inf Stunners 4C2064CE1456E79C Inf Remote Charges 4C2064D21456F79C Inf Nets .4C2064D41456E79C .4C2064D01456E79C Inf Elec. Batarangs Inf Flash Bombs . . 4C2064D81456E790 Inf Health .3C20647E1456E7DD

Casper Sp Dimensions (M) Must Be On .ECB52F5814345B9C Inf Credits 4CC88FFC1456F7A1 Inf Credits 4CC88ED41456F7A1 Lotsa Gems 4CC88E041456E788 Inf Ice Enhancer 4CC88ECC1456E79F Inf Fire Enhancer 4CCR8FC81456F79 Inf Health Inf Homing Enhancer .4CC88EF81456E79F Inf Bounce Enhancer 4CC88EFC1456F79F Inf Double Enhancer

Dark Cloud .EC8393F81456E79B Infinite Gilda (S) .4D5C5BB61456B00C

Max Fish Points .4D5CC4441456089C Everyone MAX HP .4D5C16761456E7DD Everyone MAX HP 1D5C167C140EE7DD Everyone MAX HP Everyone MAX HP 4D5C16841456E7DD Everyone Infinite HP 4D5C16821456F7DD Everyone Infinite HP Everyone Infinite HP .1D5C1688140EE7DD .1D5C168C140EE7DD Everyone Infinite HP 4D5C16901456E7DD Everyone Max Water Everyone Max Water Everyone Inf. Water .7D5C5B601458E7A6 .7A5F83281456E7A5 .7D5C5B781458E7A6 Everyone Inf. Water .7A5F83281456F7A5 Max Water Level-Toan Max Water Level-Xiao .4D5C5B5E145625DD .4D5C5B62145625DD Max Water Level-Goro 4D5C5B66145625DD Max Water Level-Ruby 4D5C5B6A145625DD Max Water Lev-Ungaga 4D5C5B6E145625DD Max Water Lev-Osmond4D5C5B72145625DD Weap 1-Max Elements .3D5C5D931456F788 Weap 1-Max Flements 1D5C5D98F5734488 Weap 1-Max Elements 3D5C663B1456E788 Weap 1-Max Elements .1D5C6640F5734488 .3D5C70E31456E788 .1D5C70E8F5734488 Weap 1-Max Elements Weap 1-Max Elements Weap 1-Max Elements .3D5C7D8B1456E788 Weap 1-Max Elements .1D5C7D90F5734488 Weap 1-Max Elements Weap 1-Max Elements Weap 1-Max Elements .3D5986331456E788 .1D598638F5734488 .3D5990DB1456E788 Weap 1-Max Elements .1D5990E0F5734488 Weap 1-Max Fi .3D5C5D931456E788 .3D5C5D981456E788 Weap 1-Max Ic Weap 1-Max Th .3D5C5D991456E788 Weap 1-Max Wi 3D5C5D961456F788 Weap 1-Max Ho Weap 1 Anti Max-Toan 1D5C5D9CF5734488 Weap 1 Anti Max-Toan 1D5C5DA0F5734488 Weap 1 Anti Max-Toan Weap 2 Anti Max-Toan .1D5C5C94F5734488 Weap 2 Anti Max-Toan .1D5C5C98F5734488 Weap 2 Anti Max-Toan Weap 3 Anti Max-Toan Weap 3 Anti Max-Toan .4D5C5C9C14564488 .1D5C5F8CF5734488 .1D5C5F90F5734488 Weap 3 Anti Max-Toan 4D5C5F9414564488 Weap 4 Anti Max-Toan 1D5C5F84F5734488 Weap 4 Anti Max-Toan .1D5C5E88F5734488 Weap 4 Anti Max-Toan .4D5C5E8C14564488 Weap 5 Anit Max-Toan .1D5C617CF5734488 Weap 5 Anit Max-Toan Weap 5 Anit Max-Toan

.4D5C618414564488

.1D5C6074F5734488

Weap 6 Anit Max-Toan

Weap 6 Anit Max-Toan .1D5C6078F5734488 Weap 6 Anit Max-Toan .4D5C607C14564488

Weap 7 Anit Max-Toan .1D5C636CF5734488 Weap 7 Anit Max-Toan Weap 7 Anit Max-Toan .1D5C6370F5734488 .4D5C637414564488 Weap 8 Anit Max-Toan .1D5C6264F5734488 Weap 8 Anit Max-Toan .1D5C6268F5734488 4D5C626C14564488 Weap 9 Anit Max-Toan .1D5C655CF5734488 Weap 9 Anit Max-Toan 1D5C6560F5734488 Weap 9 Anit Max-Toan Weap10 Anti Max-Toan 4D5C656414564488 1D5C6454F5734488 Weap10 Anti Max-Toan 1D5C6458F5734488 Weap10 Anti Max-To: 4D5C645C14564488 4D5C5BDC1456E79E Inf. Active Item 2 4D5C5BDA1456E79E Inf. Active Item 3 4D5C5BE01456F79F Norune-My House . . Norune-Macho House .4D481F841456E7A6 .4D481E6C1456E7A6 Norune-Laura House .4D4821541456E7A6 Norune-Paige House 4D48203C1456E7A6 Norune-Claude House Norune-Hag's House 4D48230C1456E7A6 Norune-Alnet House 4D4822F41456F7A6 Norune-Gaff's Buggy . Norune-Dran Windmill 4D4825DC1456E7A6 .4D4824C41456E7A6 Norune-S. Windmill 1 4D4827AC1456F7A6 .4D4826941456E7A6 .4D48297C1456E7A6 Norune-5 Windmill Norune-Pond 4D4828641456E7A6 Norune-Trees 4D482B4C1456F7A6 .4D482A341456E7A6 .4D482A1C1456E7A6 Norune-Road Norune-River Norune-Bridge 4D482D041456E7A6 Matataki-Pao's House 4D481F841456F7A6 Matataki-Cacao House Matataki-Bunbu House .4D481E6C1456E7A6 .4D4821541456E7A6 Matataki-K&M's House 4D48203C1456F7A6 Matataki-Baron House Matataki-Cousc House 4D4820241456E7A6 .4D48230C1456E7A6 Matataki-Gob's House 4D4822F41456F746 Matataki-Mushr House 4D4825DC1456E7A6 .4D4824C41456E7A6 Matataki-Well Matataki-Well 2 4D4827AC1456E7A6 Matataki-Well 3 4D4826941456F7A6 Matataki-Watermill 1 Matataki-Watermill 2 Matataki-Watermill 3 4D48297C1456E7A6 .4D4828641456E7A6 4D482B4C1456E7A6 Matataki-W.Owl Shop 4D482A341456F7A6 Matataki-Tree 4D482A1C1456E7A6 4D482D041456E7A6 Matataki-Bridge 4D482CFC1456F7A6 Matataki-Earth A Matataki-Earth B 4D482EBC1456E7A6 Queens-Ruty's Store .4D4DEC341456E7A6

4D4DEC1C1456E7A6 Queens-Lana's Store .4D4DEF041456E7A6 Queens-Jack's Store 4D4DEEEC1456E7A6 Queens-Joker House Queens-Divin, House .4D4DF1D41456E7A6 .4D4DF0BC1456E7A6 Queens-Cathedral 4D4DF3A41456F7A6 Queens-Basker Store .4D4DF28C1456E7A6 .4D4DF5741456E7A6 Queens-King Hideout Queens-Sher, Office .4D4DF45C1456E7A6 Queens-Fountain 4D4DF7441456F7A6 Queens-Tree .4D4DF6141456E7A6 Queens-Road 4D4DF9FC1456E7A6 Muska-Chief's House Muska-Jibubu's House Muska-Zabo's House .4D4DEC341456E7A6 .4D4DEC1C1456E7A6 .4D4DEF041456E7A6 Muska-3 Sister House 4D4DEEEC1456E7A6 .4D4DF1D41456E7A6 .4D4DF0BC1456E7A6 Muska-Brooke's House Muska-Enga's House Muska-Prisoner Cabin .4D4DF3A41456E7A6 4D4DF28C1456E7A6 .4D4DF5741456E7A6 Muska-Toto's House Muska-Totem Pole A Muska-Totem Pole B 4D4DF45C1456E7A6 Muska-Totem Pole C 4D4DF7441456F7A6 Muska-Oasis Muska-Tree 4D4DF6141456E7A6 Muska-Road 4D4DF9FC1456E7A6 Vil.Piece 1 Complete Vil.Piece 1 Complete Vil.Piece 1 Complete .4D481FA81456E7A6 .4D481FC81456E7A6 .4D481FE81456E7A6 Vil.Piece 1 Complete 4D481F081456E7A6 Vil.Piece 1 Complete 4D481E281456E7A6 Vil.Piece 1 Complete Vil.Piece 2 Complete 4D481E901456E7A6 Vil. Piece 2 Complete 4D481FR01456F7A6 Vil.Piece 2 Complete Vil.Piece 2 Complete .4D481EF01456E7A6 Vil. Piece 2 Complete 4D481F101456F7A6 Vil.Piece 2 Complete Vil.Piece 3 Complete .4D4821781456E7A6 Vil.Piece 3 Complete .4D4821981456E7A6 Vil.Piece 3 Complete Vil.Piece 3 Complete Vil.Piece 3 Complete .4D4821B81456E7A6 .4D4821D81456E7A6 4D4821F81456E7A6 Vil.Piece 3 Complete 4D4821181456E7A6 Vil.Piece 4 Complete 4D4820601456F7A6 Vil.Piece 4 Complete Vil.Piece 4 Complete .4D4820A01456E7A6 Vil.Piece 4 Complete 4D4820C01456E7A6 Vil.Piece 4 Complete Vil.Piece 4 Complete .4D4820001456E7A6

Vil.Piece 5 Complete

4D4823481456F746

Vil.Piece 5 Complete 4D4823881456F7A6 Vil.Piece 5 Complete Vil.Piece 5 Complete .4D4823A81456E7A6 .4D4823C81456E7A6 Vil.Piece 5 Complete 4D4823E81456E7A6 Vil.Piece 6 Complete 4D4822301456F7A6 Vil.Piece 6 Complete Vil.Piece 6 Complete 4D4822501456E7A6 4D4822701456E7A6 Vil. Piece 6 Complete 4D4822901456F7A6 Vil.Piece 6 Complete Vil.Piece 6 Complete 4D4822B01456E7A6 4D4822D01456E7A6 Vil.Piece 7 Complete 4D4822181456E7A6 4D4825381456E7A6 4D4825581456E7A6 Vil.Piece 7 Complete Vil.Piece 7 Complete Vil.Piece 7 Complete 4D4825781456E7A6 Vil.Piece 7 Complete 4D4825981456E7A6 Vil.Piece 7 Complete 4D4825B81456F7A6 Vil.Piece 8 Complete Vil.Piece 8 Complete 4D4825201456E7A6 Vil.Piece 8 Complete 4D4824401456F7A6 .4D4824601456E7A6 .4D4824801456E7A6 Vil.Piece 8 Complete Vil.Piece 8 Complete Vil.Piece 8 Complete 4D4824A01456F7A6 Vil.Piece 9 Complete Vil.Piece 9 Complete Vil.Piece 9 Complete Vil.Piece 9 Complete .4D4824E81456E7A6 .4D4824081456E7A6 .4D4827281456E7A6 Vil.Piece 9 Complete Vil.Piece 9 Complete Vil.Piece 9 Complete Vil.Piece10 Complete 4D4827481456E7A6 .4D4827681456E7A6 .4D4827881456E7A6 .4D4827D01456E7A6 Vil.Piece10 Complete 4D4827F01456F7A6 Vil.Piece10 Complete 4D4827101456E7A6 4D4826301456E7A6 Vil.Piece10 Complete Vil.Piece10 Complete 4D4826501456F7A6 4D4826701456E7A6 4D4826B81456E7A6 Vil.Piece10 Complete Vil.Piece11 Complete Vil.Piece11 Complete 4D4826D81456E7A6 Vil.Piece11 Complete .4D4826F81456E7A6 .4D4826181456E7A6 Vil.Piece11 Complete Vil.Piece11 Complete .4D4829381456E7A6 Vil.Piece11 Complete Vil.Piece12 Complete Vil.Piece12 Complete 4D4829581456F7A6 .4D4829A01456E7A6 .4D4829C01456E7A6 Vil.Piece12 Complete 4D4829C01456F7A6 Vil.Piece12 Complete 4D4829E01456E7A6 Vil.Piece12 Complete Vil.Piece12 Complete 4D4829001456E7A6 4D4829201456E7A6 Vil.Piece13 Complete .4D4828881456F7A6 4D4828A81456E7A6 4D4828C81456E7A6 Vil.Piece13 Complete Vil.Piece13 Complete Vil.Piece13 Complete .4D4828E81456E7A6 4D4828081456E7A6 Vil.Piece13 Complete Vil.Piece13 Complete Vil.Piece14 Complete .4D482B701456E7A6

Vil.Piece14 Complete	.4D482B901456E7A
Vil.Piece14 Complete	.4D482BB01456E7A
Vil.Piece14 Complete	.4D482BD01456E7A
Vil.Piece14 Complete	.4D482BF01456E7A
Vil.Piece14 Complete	.4D482B101456E7A
Vil.Piece15 Complete	.4D482A581456E7A
Vil.Piece15 Complete	.4D482A781456E7A
Vil.Piece15 Complete	.4D482A981456E7A
Vil.Piece15 Complete	.4D482AB81456E7A
Vil.Piece15 Complete	.4D482AD81456E7A
Vil.Piece15 Complete	.4D482AF81456E7A
Ephemera	l Fantasia
(M) Must Be On	.ECB6C71C1456E60
Inf Cash	.1CAE405C14BE598
Inf Cash	.1CF6005414BE598
All Items (1)	.4CAE41581456E72
All Items (1)	.4CF6FEEC1456E72
All Items (1)	.1CF6FEF01853E5A
All Items (1)	.1CF6FEF40C57E9A

1CF6FEF8104BDD9E All Items (1) All Items (1) 1CF6FEFC044FE19A All Items (1) All Items (1) 1CF6FE000843D5B6 1CF6FE04FC47D9B2 1CF6FE08003BCDAE All Items (1) All Items (1) 1CF6FF0C343FD1AA 1CF6FE10383305C6 All Items (1) All Items (1) All Items (1) 1CF6FE18302BFDBE All Items (1) All Items (1) 1CF6FF1C242F01BA 1CF6FE202823F5D6 All Items (1) 1CF6FE241C27F9D2 All Items (1) All Items (1) 1CF60128201BEDCE 1CF6012CD41FF1CA .1CF60130D8932566 .1CF60134CC972962 All Items (1 All Items (1 All Items (2) All Items (2) 1CF60138D08B1D5B 1CF6013CC48F215A .1CF60140C8831576 All Items (2) All Items (2) All Items (2) 1CF60144BC871972 .1CF60144BC07B0D6E .1CF6014CF47F116A .1CF60150F8734586 All Items (2) All Items (2) 1CF60154EC774982 1CF60158F06B3D7E 1CF6015CE46F417A All Items (2) All Items (2) All Items (2) All Items (2) 1CF60160E8633596 1CF60164DC673992 1CF60168E05B2D8E All Items (2) All Items (2 1CF6016C945F318A All Items (2) All Items (2) 1CF6017098D36526 1CF601748CD76922 1CF6017890CB5D1E All Items (2) All Items (2) 1CF6017C84CF611A All Items (2) 1CF6018088C35536 1CF601847CC75932 3CF601881456E72E All Items (2) All Items (2) Inf.ItemsOnPickup-Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6FF5813DFF600 1CF6EE5C13DFE60C 1CF6EE6013DFE60C Inf.ItemsOnPickup-1CF6EE6413DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6FF6813DFF60C 1CF6EE6C13DFE60C 1CF6EE7013DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup 1CF6EE7413DFE60C 1CF6EE7813DFE60C nf.ItemsOnPickup Inf.ItemsOnPickup-Inf. ItemsOnPickup-1CF6EE8013DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6FF8413DFF60C 1CF6EE8813DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6EE9013DFE60C Inf.ItemsOnPickup 1CF6EE9413DFE60C 1CF6EE9813DFE600 Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6EE9C13DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6EEA013DFE60C 1CF6EEA413DFE600 Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-2 1CF6EEAC13DFE600 Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-2 1CF6FFB013DFF600 CF6EEB413DFE600 Inf.ItemsOnPickup-2 1CF6EEB813DFE600 Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-2 1CF6FFBC13DFF600 1CF6EEC013DFE60C Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-7 1CF6EEC813DFE600 Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-2 1CF6EECC13DFE60C Inf.ItemsOnPickup-2 1CF6EED413DFE600 Inf.ItemsOnPickup-2 1CF6EED813DFE600 Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-2 1CF6EEDC13DFE60C Inf.ItemsOnPickup-2 1CF6EEE413DFE600 Inf.ItemsOnPickup-2 Inf.ItemsOnPickup-2 1CF6EEE813DFE600 CF6EEEC13DFE600 1CF6EEF013DFE600 Inf.ItemsOnPickup-2 Inf. ItemsOnPickup-7 1CF6EEF413DFE60C Inf.ItemsOnPickup-3 Inf.ItemsOnPickup-3 1CF6EEF813DFE60C Inf.ItemsOnPickup-3 1CF6EE0013DFE60C Inf.ItemsOnPickup-1CE6EE0413DEE60C 1CF6EE0813DFE60C Inf.ItemsOnPickup-3 1CF6EE0C13DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6EE1013DFE60C 1CF6EE1413DFE60C 1CF6EE1813DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6EE1C13DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-1CF6EE2013DFE600 1CF6EE2413DFE60C 1CF6F12813DFE60C Inf.ItemsOnPickup-Inf ItemsOnPickup-1CF6F12C13DFE600 Inf.ItemsOnPickup-3 Inf.ItemsOnPickup-3 1CF6F13013DFE60C Inf.ItemsOnPickup-3 1CF6F13813DFE60C Inf.ItemsOnPickup-3 1CF6F13C13DFF60C .1CF6F14013DFE60C .1CF6F14413DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-3

Inf.ItemsOnPickup-4 1CF6F14813DFE600 1CF6F14C13DFE60C Inf.ItemsOnPickup-4 Inf.ItemsOnPickup-4 1CF6F15013DFF600 1CF6F15413DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-Inf.ItemsOnPickup-4 1CF6F15C13DFE60C 1CF6F16013DFE60C 1CF6F16413DFE60C 1CF6F16813DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-Inf.ItemsOnPickup-4 1CF6F16C13DFE600 1CF6F17013DFE60C Inf.ItemsOnPickup-Inf.ItemsOnPickup-4 Inf.ItemsOnPickup-4 1CF6F17813DFE60C Inf.ItemsOnPickup-4 1CF6F17C13DFE60C 1CF6F18013DFE60C Inf.ItemsOnPickup-4 1CF6F18413DFE60C Max Str - Mouse Max Sp - Mouse 4CF6F3A81456089C 4CF6F3A61456089C 4CF6F3AC1456089C Max Dex - Mouse Max Att - Mouse 4CF6F3AA1456089C Max Def - Mouse . . Max Mag - Mouse . . Max Mag Def - Mouse 4CF6F3R01456089C 4CF6F3AE1456089C .4CF6F3B41456089C Max Str-Claire 4CF6F2701456089C Max Sp-Claire 4CF6F26E1456089C 4CF6F27414560890 Max Dex-Claire Max Att-Claire 4CF6F2721456089C Max Def-Claire . . . Max Mag-Claire . . . Max Mag Def-Claire 4CF6F2781456089C .4CF6F2761456089C Max Str-Rummy 4CF6F3D61456089C Max Sp-Rummy Max Dex-Rummy 4CF6F3DC1456089C 4CF6F3DA1456089C Max Att-Rummy 4CF6F3E01456089C Max Def-Rummy . . . Max Mag-Rummy . . . Max Mag Def-Rummy 4CF6F3DF1456089C 4CF6F3E41456089C Max Str-Ano 4CF6F30C1456089C Max Sp-Ano 4CF6F30A1456089C Max Dex-Ano Max Att-Ano 4CF6F30E1456089C Max Def-Ano Max Mag-Ano 4CF6F31414560890 4CF6F31214560890 4CF6F31814560890 Max Mag Def-Ano Max Str-Gallhint 4CF6F23A14560890 4CF6F2401456089C 4CF6F23E1456089C Max Dex-Gallhin Max Att-Gallhint 4CF6F24414560890 4CF6F24214560890 4CF6F2481456089C Max Str-Rinna 4CF6F29E1456089C Max Sp-Rinna Max Dex-Rinna 4CF6F2A41456089C 4CF6F2A214560890 Max Att-Rinna 4CF6F2A81456089C Max Def-Rinna 4CF6F2A61456089C Max Mag-Rinna . . . Max Mag Def-Rinna 4CF6F2AC1456089C 4CF6F2AA1456089C Max Str-R-Rinna 4CF6F2D41456089C Max Sp-R-Rinna Max Dex-R-Rinna 4CF6F2D21456089C 4CF6F2D81456089C 4CF6F2D61456089C Max Att-R-Rinna Max Def-R-Rinna 4CF6F2DC1456089C Max Mag-R-Rinna . . Max Mag Def-R-Rinna 4CF6F2DA1456089C Max Str-Bagoth 4CF6F2021456089C Max Sp-Bagoth . Max Dex-Bagoth 4CF6F2081456089C 4CF6F2061456089C Max Att-Bagoth Max Def-Bagoth . . . Max Mag-Bagoth . . . Max Mag Def-Bagoth 4CF6F20A1456089C 4CF6F2101456089C Max Str-Kyte 4CF6F5381456089C Max Sp-Kyte Max Dex-Kyte 4CF6F5361456089C 4CF6F53C1456089C 4CF6F53A1456089C Max Att-Kyte Max Def-Kyte . . Max Mag-Kyte . . Max Mag Def-Kyte 4CF6F54014560890 4CF6F53E14560890 4CF6F5441456089C 4CF6F5661456089C Max Str-Plosi Max Sp-Plosi Max Dex-Plosi 4CF6F56C1456089C 4CF6F56A1456089C Max Att-Plosi Max Def-Plosi 4CF6F56E14560890 .4CF6F5741456089C .4CF6F5721456089C .4CF6F59C1456089C Max Mag-Plosi . . Max Mag Def-Plosi Max Str-Lloyd Max Sp-Lloyd Max Dex-Lloyd 4CF6F59A14560890 4CF6F5A01456089C 4CF6F59E1456089C Max Att-Lloyd Max Def-Lloyd . . . Max Mag-Lloyd . . . Max Mag Def-Lloyd 4CF6F5A41456089C 4CF6F5A21456089C .4CF6F5A81456089C .4CF6F5CA1456089C Max Str-Beak Max Sp-Beak Max Dex-Beak Max Att-Beak 4CF6F5D01456089C 4CF6F5CF14560890 4CF6F5D21456089C Max Def-Beak Max Mag-Beak . . Max Mag Def-Beak 4CF6F5D81456089C 4CF6F5D61456089C Max Str-Fang Max Sp-Fang Max Dex-Fang 4CF6F5FF14560890 4CF6F5041456089C 4CF6F5021456089C Max Att-Fang Max Def-Fang 4CF6F5081456089C 4CF6F5061456089C 4CF6F50C1456089C 4CF6F42E1456089C Max Mag-Fang . . Max Mag Def-Fang Max Str-Grantus Max Sp-Grantus Max Dex-Grantus Max Att-Grantus 4CF6F43414560890 4CF6F43214560890 4CF6F4381456089 4CF6F43614560890 Max Def-Grantus Max Mag-Grantus . . Max Mag Def-Grantus 4CF6F43C1456089C 4CF6F43A1456089C Max Str-Lloyd-L Max Sp-Lloyd-L Max Dex-Lloyd-l 4CF6F46214560890

4CF6F46814560890 4CF6F46614560890

Max Att-Lloyd-L

4CF6F46C1456089C Max Def-Lloyd-L. Max Mag-Lloyd-L . . . Max Mag Def-Lloyd-L No Random Battles .4CF6F46A1456089C .4CF6F4701456089C .4CAA20C61456E7A5 Ouick Level Up-Mouse .4CF431181456B000 Quick Level Up-Mouse .4CF60A501456B00C Quick Level Up-Mouse .4CA356881456B00C Ouick Level Up-2nd Char 4CF430781456B00C Quick Level Up-2nd Char 4CF60A641456B00C 4CF430D81456B00C Quick Level Up-3rd Char 4CF60A841456B00C Ouick Level Up-3rd Char 4C A 356901456B00C Quick Level Up-Party Quick Level Up-Party 4CF6004C1456B00C .4CAE407C1456B00C .4CAE3AF41456B00C Quick Level Up-Party Max Pattimo Max Pattimo 4CF6F3CA1456F7A1 4CF427881456E7A2 4CF600441456E7A6 1 Member In Party 2 Members In Party 4CF600441456E7A7 3 Members In Party 2nd Char=Rummy 4CF600441456E7A8 4CF600641456E7A 2nd Char=Ano 4CF600641456E7A7 2nd Char=Gallhint 2nd Char=Claire . 4CF600641456E7A8 4CF600641456E7A1 .4CF600641456E7A2 2nd Char=Rinna 2nd Char=RindRin 4CF600641456E7A3 .4CF600641456E7A4 .4CF600641456E79D .4CF600641456E79E 2nd Char=Bagoth 2nd Char=Kyte . 2nd Char=Plosi 2nd Char=Lloyd 2nd Char=Beak 4CF600641456E79E .4CF600641456E7A0 .4CF600641456E799 2nd Char=Fang 2nd Char=Grantu .4CF600641456E79A 2nd Char=Lloyd-L 3rd Char=Rummy .4CF600641456E79B .4CF600681456E7A6 3rd Char=Ano 4CF600681456E7A7 3rd Char=Gallhint 3rd Char=Claire 4CF600681456E7A8 .4CF600681456E7A1 .4CF600681456E7A2 3rd Char=Rinna 3rd Char=RindRinna 4CF600681456F7A3 3rd Char=Bagoth 3rd Char=Kyte . .4CF600681456E7A4 .4CF600681456E79D 3rd Char=Plosi .4CF600681456E79E 3rd Char=Lloyd 3rd Char=Beak 3rd Char=Fang 4CF600681456F79F .4CF600681456E7A0 .4CF600681456E799 3rd Char=Grantu 4CF600681456E79A 3rd Char=Lloyd-L Enable Death Hyk 4CF600681456F79B .4CF605B81456E7B8 .4CF605C81456E7B8 Enable Death Hyk Enable Death Hyk 3 Enable Death Hyk 4 4CF605D81456E7B8 4CF605E81456E7B8 4CF605F81456E7B8 Enable Death Hyk 5 Enable Death Hyk 6 4CF605081456E7B8 Enable Death Hyk 7 Enable Death Hyk 8 4CF605181456F7B8 4CF604281456E7B8 4CF604381456E7B8 Enable Death Hyk 9 Enable Death Hyk 10 4CF604481456E7B8 Enable Death Hyk 11 Enable Death Hyk 12 4CF604581456E7B8 4CF604781456E7B8 Enable Death Hyk 13 Enable Death Hyk 14 Enable Death Hyk 15 4CF604881456E7B8 .4CF604981456E7B8 .4CF604A81456E7B8 Enable Death Hyk 16 Enable Death Hyk 17 4CF604B81456E7B8 .4CF604C81456E7B8 .4CF604D81456E7B8 .4CF604E81456E7B8 Enable Death Hyk 18 Enable Death Hyk 19 Enable Death Hvk 20 Enable Death Hyk 21 Enable Death Hyk 22 4CF604F81456F7B8 4CF604081456E7B8 4CF604181456E7B8 Enable Death Hyk 23 Enable Death Hvk 24 4CF607281456E7B8 Enable Death Hyk 25 Enable Death Hyk 26 4CF607381456F7B8 4CF607481456E7B8 4CF607581456E7B8 Enable Death Hyk 27 Enable Death Hvk 28 4CF607681456E7B8 Enable Death Hyk 29 4CF607781456E7B8 4CF607881456E7B8 Enable Death Hyk 30 Enable Death Hyk 31 4CF607981456E7B8 Enable Death Hyk 32 Enable Death Hyk 33 4CF607A81456E7B8 .4CF607B81456E7B8 .4CF607C81456E7B8 Enable Death Hvk 34 Enable Death Hyk 35 Enable Death Hyk 36 Enable Death Hyk 37 4CF607D81456E7B8 .4CF607E81456E7B8 Enable Death Hyk 38 4CF607081456E7B8 Enable Death Hyk 39 Enable Death Hyk 40 4CF607181456E7B8 4CF606281456E7B8 Enable Death Hyk 41 Enable Death Hyk 42 4CF606481456E7B8 Enable Death Hyk 43 Enable Death Hyk 44 4CF606581456E7B8 4CF606681456E7B8 Enable Death Hyk 45 4CF606781456E7B8 Enable Death Hyk 46 Enable Death Hyk 47 4CF606881456E7B8 4CF606981456E7B8 Enable Death Hvk 48 Enable Death Hyk 49 Enable Death Hyk 50 Enable Death Hyk 51 4CF606B81456F7B8 4CF606C81456E7B8 4CF606D81456E7B8 Enable Death Hvk 52 4CF606E81456E7B8 Enable Death Hyk 53 Enable Death Hyk 54 Enable Death Hyk 55 4CF606F81456F7B8 4CF606081456E7B8 Enable Death Hyk 56 4CF609281456E7B8 Enable Death Hyk 57 Enable Death Hyk 58 4CF609381456F7B8 4CF609481456E7B8 4CF609581456E7B8 Enable Death Hyk 59 Enable Death Hyk 60 Enable Death Hyk 61 4CF609681456E7B8 .4CF609781456E7B8 Enable Death Hyk 62 Enable Death Hyk 63 4CF609981456E7B8

.4CF609A81456E7B8 Enable Death Hyk 64 Enable Death Hyk 65 4CF609B81456E7B8 Enable Death Hyk 66 Enable Death Hyk 67 4CF609C81456E7B8 4CF609D81456E7B8 4CF609E81456E7B8 Enable Death Hyk 68 Enable Death Hyk 69 Enable Death Hyk 70 4CF609F81456E7B8 4CF609081456E7B8 Enable Death Hyk 71 Enable Death Hyk 77 4CF608281456E7B8 Enable Death Hyk 73 Enable Death Hyk 74 .4CF608381456E7B8 .4CF608481456E7B8 .4CF608581456E7B8 Enable Death Hyk 75 Enable Death Hyk 76 Enable Death Hyk 77 4CF608681456E7B8 .4CF608781456E7B8 .4CF608881456E7B8 Enable Death Hyk 78 Enable Death Hvk 79 .4CF608981456E7B8 Enable Death Hyk 80 Enable Death Hyk 81 4CF608A81456F7B8 4CF608B81456E7B8 4CF608C81456E7B8 Enable Death Hyk 82 Enable Death Hyk 83 4CF608D81456E7B8 Enable Death Hyk 84 .4CF608E81456E7B8 .4CF608F81456E7B8 Enable Death Hyk 85 Enable Death Hvk 86 .4CF608081456E7B8 Enable Death Hyk 87 Enable Death Hyk 88 4CF608181456F7B8 .4CF60B281456E7B8 .4CF60B381456E7B8 Enable Death Hyk 89 Enable Death Hyk 90 4CF60B481456E7B8 Enable Death Hyk 91 Enable Death Hyk 92 4CF60B581456E7B8 Enable Death Hyk 93 4CF60B781456E7B8 Enable Death Hyk 94 Enable Death Hyk 95 4CF60B881456E7B8 .4CF60B981456E7B8 .4CF60BA81456E7B8 Enable Death Hyk 96 Enable Death Hyk 97 4CF60BB81456E7B8 Enable Death Hyk 98 Enable Death Hyk 99 4CF60BC81456E7B8 Enable Death Hvk 100 .4CF60BE81456E7B8 F1 2001 (M) Must Be On Training Complete Training Complete Training Complete Training Complete Training Complete

FC87830014453654 1CAEA860F87A4B81 1CAEA864F87A4B81 1CAEA868F87A4B81 .1CAEA86CF87A4B81 .1CAEA870F87A4B81 Training Complete . . Track Chal, Complete Track Chal, Complete 1CAEA874F87A4B81 1CAFA878F87A4R81 1CAEA87CF87A4B81 1CAEA880F87A4B81 Track Chal, Complete Track Chal. Complete 1CAEA884F87A4B81 Track Chal. Complete 1CAEA888F87A4B81

Formula One 2001 (M) Must Be On . .EC8A5020142DC024 Start On 11th Lap .0C03689C1456E7A6 Start On 11th Lap Start On 11th Lap 4C03689C1456E7A0 .0C04DEDC1456E7A6 .4C04DEDC1456E7A0 Start On 11th Lap Instant Win 11 Lap Race Instant Win 11 Lap Race Instant Win 12 Lap Race .4C03689C1456E7A0 4C04DEDC1456E7A0 .4C03689C1456E799 Instant Win 12 Lap Race .4C04DEDC1456E799 Instant Win 13 Lap Race .4(03689C1456E79A Instant Win 13 Lap Race .4(04DEDC1456E79A Instant Win 14 Lap Race .4(03689C1456E79B Instant Win 14 Lap Race .4C04DEDC1456E79B Instant Win 15 Lap Race .4C03689C1456E79C Instant Win 15 Lap Race .4C04DEDC1456E79C Instant Win 16 Lap Race .4C03689C1456E7B5 Instant Win 16 Lap Race .4C04DEDC1456E785 Instant Win 17 Lap Race .4C03689C1456E786 Instant Win 17 Lap Race .4C04DEDC1456E786 Instant Win 18 Lap Race .4C03689C1456E7B7 Instant Win 18 Lap Race -4C04DEDC1456E7B7 Instant Win 19 Lap Race -4C03689C1456E7B8 Instant Win 19 Lap Race -4C04DEDC1456E7B8

Gauntlet Dark Legacy .EC8785D41440F2A4 (M) Must Be On All Characters P1 All Characters P2 4CB5A1201456B00C All Characters P3 4CB5F7201456B00C All Characters P4 P1 Infinite Gold . 4CB520201456B00C .4CB5B0981456089C P2 Infinite Gold P3 Infinite Gold 4CB506981456089C P4 Infinite Gold . P1 Infinite Health 4CB533981456089C 4CB5B086145629A9 P2 Infinite Health 4CB5DD86145629A9 P3 Infinite Health P4 Infinite Health 4CB50686145629A9 .4CB53386145629A9 .4CB59E76145625DD P1 Infinite Special P2 Infinite Special 4CB5CB76145625DD P3 Infinite Special P4 Infinite Special 4CB5F476145625DD 4CB52176145625DD 4CB5C3381456E788 P1 Lvl 99 P2 Lvl 99 4CB5EC381456E788 P3 Lvl 99 P4 Lvl 99 .4CB519381456E788 .4CB542381456E788 P1 Warrior-Crystals 1CB5A58461DFB00C P1 Warrior-Crystals 1CB5A58861DFB00C 1CB5A58C61DFB00C P1 Warrior-Crystals P1 Warrior-Crystals 1CB5A59061DFB00C P1 Valkyrie-Crystal: P1 Valkyrie-Crystal: 1CB5A43861DFB00C 1CB5A43C61DFB00C 1CB5A44061DFB00C P1 Valkyrie-Crystals P1 Valkyrie-Crystals P1 Wizard-Crystals P1 Wizard-Crystals 1CB5A44461DFB000 1CB5A4EC61DFB00C 1CB5A4F061DFB00C 1CB5A4F461DFB00C P1 Wizard-Crystals P1 Wizard-Crystals P1 Archer-Crystals P1 Archer-Crystals 1CB5A4F861DFB00C CB5A7A061DFB00C 1CB5A7A461DFB000 P1 Archer-Crystals 1CB5A7A861DFB00C P1 Archer-Crystals P1 Dwarf-Crystals 1CB5A7AC61DFB00C

P1 Dwarf-Crystals

1CB5A65461DFB00C

Knight-Crystals Knight-Crystals 1CB5A60861DFB00C 1CB5A60C61DFB00C Knight-Crystals P1 Knight-Crystals 1CB5A61461DFB000 Scorceress-Cryst 1CB5A9BC61DFB00C 1CB5A9C061DFB00C 1CB5A9C461DFB00C P1 Scorceress-Cryst P1 Scorceress-Cryst P1 Jester-Crystals P1 Jester-Crystals 1CB5A9C861DFB00C .1CB5A87061DFB00C .1CB5A87461DFB00C P1 Jester-Crystals 1CB5A87861DFB00C P1 Jester-Crystals . P1 Minotaur-Crystals 1CB5A87C61DFB00C .1CB5A82461DFB00C .1CB5AB2861DFB00C P1 Minotaur-Crystals P1 Minotaur-Crystals P1 Minotaur-Crystals P1 Falconess-Cryst . 1CB5AB2C61DFB00C .1CB5AB3061DFB00C .1CB5ABD861DFB00C .1CB5ABDC61DFB00C P1 Falconess-Cryst P1 Falconess-Cryst P1 Falconess-Cryst 1CB5ABE061DFB00C 1CB5ABE461DFB00C 1CB5AA8C61DFB00C P1 Jackal-Crystals P1 Jackal-Crystals 1CB5AA9061DFB00C Jackal-Crystals Jackal-Crystals 1CR5AA9461DFR00C .1CB5AA9861DFB00C .1CB5AD4061DFB00C P1 Tigress-Crystals Tigress-Crystals Tigress-Crystals 1CB5AD4461DFB00C 1CB5AD4861DFB00C 1CB5AD4C61DFB00C P1 Tigress-Crystals P1 Ogre-Crystals 1CB5ADF461DFB00C Ogre-Crystals Ogre-Crystals 1CB5ADE861DEB000 1CB5ADFC61DFB00C 1CB5AD0061DFB00C P1 Ogre-Crystals P1 Unicorn-Crystals P1 Unicorn-Crystals P1 Unicorn-Crystals 1CB5ACA861DFB000 1CB5ACAC61DFB00C 1CB5ACB061DFB00C 1CB5ACB461DFB000 P1 Unicorn-Crystals Medusa-Crystals Medusa-Crystals 1CB5AF5C61DFB000 1CB5AF6061DFB00C 1CB5AF6461DFB00C P1 Medusa-Crystals P1 Medusa-Crystals P1 Hyena-Crystals 1CB5AF6861DFB00C 1CB5AF1061DFB00C P1 Hyena-Crystals P1 Hyena-Crystals P1 Hyena-Crystals P2 Warrior-Crystals 1CB5AF1861DFB00C 1CB5AF1C61DFB00C 1CB5CE8461DFB00C 1CB5CE8861DFB00C P2 Warrior-Crystals P2 Warrior-Crystals P2 Warrior-Crystals 1CB5CE8C61DFB000 .1CB5CE9061DFB00C .1CB5D13861DFB00C P2 Valkyrie-Crystals P2 Valkyrie-Crystals 1CB5D13C61DFB00C P2 Valkyrie-Crystals P2 Valkyrie-Crystals P2 Wizard-Crystals 1CB5D14061DFB00C .1CB5D14461DFB00C .1CB5D1EC61DFB00C P2 Wizard-Crystals 1CB5D1F061DFB00C P2 Wizard-Crystals P2 Wizard-Crystals 1CB5D1E461DEB00C 1CB5D1F861DFB00C P2 Archer-Crystals 1CB5D0A061DFB00C P2 Archer-Crystals P2 Archer-Crystals 1CB5D0A461DFB00C .1CB5D0A861DFB00C .1CB5D0AC61DFB00C P2 Archer-Crystals P2 Dwarf-Crystals P2 Dwarf-Crystals P2 Dwarf-Crystals 1CB5D35461DFB000 1CB5D35861DFB00C 1CB5D35C61DFB00C P2 Dwarf-Crystals 1CB5D36061DFB000 P2 Knight-Crystals P2 Knight-Crystals 1CB5D30861DFB000 1CB5D30C61DFB00C 1CB5D31061DFB00C P2 Knight-Crystals P2 Knight-Crystals 1CB5D31461DFB00C P2 Scorceress-Cryst P2 Scorceress-Cryst 1CB5D2BC61DFB00C CB5D2C061DFB00C P2 Scorceress-Cryst 1CB5D2C461DFB000 P2 Scorceress-Cryst P2 Jester-Crystals P2 Jester-Crystals 1CB5D2C861DFB00C 1CB5D57061DFB00C 1CB5D57461DFB00C 1CB5D57861DFB00C P2 Jester-Crystals P2 Jester-Crystals P2 Minotaur-Crystal 1CB5D57C61DFB00C 1CB5D52461DFB00C 1CB5D42861DFB00C P2 Minotaur-Crystals P2 Minotaur-Crystals 1CB5D42C61DFB00C P2 Minotaur-Crystals P2 Falconess-Cryst . 1CB5D43061DFB000 1CB5D43861DFB00C 1CB5D4D861DFB00C P2 Falconess-Cryst P2 Falconess-Cryst P2 Falconess-Cryst 1CB5D4E061DFB000 .1CB5D4E461DFB00C .1CB5D78C61DFB00C P2 Jackal-Crystals P2 Jackal-Crystals 1CB5D79061DFB00C .1CB5D79461DFB00C .1CB5D79861DFB00C .1CB5D64061DFB00C P2 Jackal-Crystals P2 Jackal-Crystals P2 Tigress-Crystals P2 Tigress-Crystals P2 Tigress-Crystals P2 Tigress-Crystals 1CB5D64461DFB00C 1CB5D64861DFB000 1CB5D64C61DFB00C P2 Ogre-Crystals P2 Ogre-Crystals P2 Ogre-Crystals 1CB5D6F461DFB00C 1CB5D6F861DFB00C .1CB5D6FC61DFB00C P2 Ogre-Crystals P2 Unicorn-Crystals 1CB5D9A861DFB00C P2 Unicorn-Crystals P2 Unicorn-Crystals 1CB5D9AC61DFB000 1CB5D9B061DFB000 P2 Unicorn-Crystals 1CB5D9B461DFB000 P2 Medusa-Crystals P2 Medusa-Crystals 1CB5D85C61DFB000 .1CB5D86061DFB00C .1CB5D86461DFB00C P2 Medusa-Crystals P2 Medusa-Crystals P2 Hyena-Crystals 1CB5D86861DFB000 1CB5D81061DFB00C 1CB5D81461DFB00C P2 Hyena-Crystals P2 Hyena-Crystals P2 Hyena-Crystals P3 Warrior-Crystals P3 Warrior-Crystals 1CB5D81861DFB000 1CB5D81C61DFB00C 1CB5FB8461DFB00C P3 Warrior-Crystals 1CB5FB8C61DFB00C P3 Warrior-Crystals P3 Valkyrie-Crystals 1CB5EB9061DEB000 1CB5FA3861DFB000 P3 Valkyrie-Crystals 1CB5FA3C61DFB000 P3 Valkyrie-Crystals P3 Valkyrie-Crystals 1CB5FA4061DFB000

.1CB5A65C61DFB00C .1CB5A66061DFB00C

P1 Dwarf-Crystals

P1 Dwarf-Crystals

1CB5FA4461DFB00C

)A	
)A	
JA.	100
JA.	
)A	
A.	
A.	
A	
)A	
A	-
A	- 1
IA.	_
IA.	3
DA DA DA DA DA DA DA DA DA DA DA DA DA D	1
19	<u>~</u>
	1
	-10
8	(0)
4	
0	
13	
8 14 10 13 10 14 10 13 10 13	-
4	=
0	0
3	
0	O
9	7
	=
	w
	m
	J
	173
0	10
9	NUMBER 611 • NOVEMBER 2001
	-
	(

- 1 1 0 1 cm	man III / Like
P3 Wizard-Crystals1CB5FAEC61DFB00C	P4 Hyena-Crystals1CB52E1461DFB00C
P3 Wizard-Crystals1CB5FAF061DFB00C	P4 Hyena-Crystals1CB52E1861DFB00C
P3 Wizard-Crystals1CB5FAF461DFB00C	P4 Hyena-Crystals1CB52E1C61DFB00C
P3 Wizard-Crystals1CB5FAF861DFB00C	P1 War-All G.Items1CB5A57C61DFB00C
P3 Archer-Crystals1CB5FDA061DFB00C	P1 War-All G.Items4CB5A5801456B00C
P3 Archer-Crystals1CB5FDA461DFB00C	P1 Valk-All G.Items1CB5A43061DFB00C
P3 Archer-Crystals1CB5FDA861DFB00C	P1 Valk-All G.Items4CB5A4341456B00C
P3 Archer-Crystals1CB5FDAC61DFB00C	P1 Wiz-All G.Items1CB5A4E461DFB00C
P3 Dwarf-Crystals1CB5FC5461DFB00C	P1 Wiz-All G.Items 4CB5A4E81456B00C
P3 Dwarf-Crystals1CB5FC5861DFB00C	P1 Arch-All G.Items1CB5A79861DFB00C
P3 Dwarf-Crystals1CB5FC5C61DFB00C	P1 Arch-All G.Items4CB5A79C1456B00C
P3 Dwarf-Crystals1CB5FC6061DFB00C	P1 Dwarf-All G.Items .1CB5A64C61DFB00C
P3 Knight-Crystals1CB5FC0861DFB00C	P1 Dwarf-All G.Items .4CB5A6501456B00C
P3 Knight-Crystals1CB5FC0C61DFB00C	P1 Kni-All G.Items1CB5A60061DFB00C P1 Kni-All G.Items4CB5A6041456B00C
P3 Knight-Crystals1CB5FC1061DFB00C P3 Knight-Crystals1CB5FC1461DFB00C	P1 Scorc-All G.Items .1CB5A9B461DFB00C
P3 Scorceress-Cryst1CB5FFBC61DFB00C P3 Scorceress-Cryst1CB5FFC061DFB00C P3 Scorceress-Cryst1CB5FFC461DFB00C	P1 Scorc-All G.Items4CB5A9B81456B00C P1 Jest-All G.Items1CB5A86861DFB00C
P3 Scorceress-Cryst1CB5FFC461DFB00C	P1 Jest-All G.Items4CB5A86C1456B00C
P3 Scorceress-Cryst1CB5FFC861DFB00C	P1 Minot-All G.Items .1CB5A81C61DFB00C
P3 Jester-Crystals1CB5FE7061DFB00C	P1 Minot-All G. Items 4CR5AR701456R00C
P3 Jester-Crystals1CB5FE7461DFB00C	P1 Falco-All G.Items .1CB5ABD061DFB00C
P3 Jester-Crystals1CB5FE7861DFB00C	P1 Falco-All G.Items .4CB5ABD41456B00C
P3 Jester-Crystals1CB5FE7C61DFB00C	P1 Jack-All G.Items1CB5AA8461DFB00C
P3 Minotaur-Crystals1CB5FE2461DFB00C	P1 Jack-All G.Items4CB5AA881456B00C
P3 Minotaur-Crystals1CB5012861DFB00C	P1 Tigre-All G.Items1CB5AD3861DFB00C
P3 Minotaur-Crystals .1CB5012C61DFB00C	P1 Tigre-All G.Items4CB5AD3C1456B00C
P3 Minotaur-Crystals .1CB5013061DFB00C	P1 Ogre-All G.Items1CB5ADEC61DFB00C
P3 Falconess-Cryst1CB501D861DFB00C	P1 Ogre-All G.Items4CB5ADF01456B00C
P3 Falconess-Cryst1CB501DC61DFB00C	P1 Unic-All G.Items1CB5ACA061DFB00C
P3 Falconess-Cryst1CB501E061DFB00C	P1 Unic-All G.Items4CB5ACA41456B00C
P3 Falconess-Cryst1CB501E461DFB00C	P1 Medus-All G.Items .1CB5AF5461DFB00C
P3 Jackal-Crystals1CB5008C61DFB00C	P1 Medus-All G.Items .4CB5AF581456B00C
P3 Jackal-Crystals1CB5009061DFB00C P3 Jackal-Crystals1CB5009461DFB00C P3 Jackal-Crystals1CB5009861DFB00C	P1 Hyena-All G.Items .1CB5AF0861DFB00C P1 Hyena-All G.Items .4CB5AF0C1456B00C
P3 Jackal-Crystals1CB5009861DFB00C	P2 War-All G.Items1CB5CE7C61DFB00C
P3 Tigress-Crystals1CB5034061DFB00C	P2 War-All G.Items4CB5CE801456B00C
P3 Tigress-Crystals1CB5034461DFB00C	P2 Valk-All G.Items1CB5D13061DFB00C
P3 Tigress-Crystals1CB5034861DFB00C P3 Tigress-Crystals1CB5034C61DFB00C	P2 Valk-All G.Items1CB5D13061DFB00C P2 Valk-All G.Items4CB5D1341456B00C P2 Wiz-All G.Items1CB5D1E461DFB00C
P3 Ogre-Crystals 1CB503F461DFB00C	P2 Wiz-All G.Items4CB5D1E81456B00C
P3 Ogre-Crystals1CB503F861DFB00C	P2 Arch-All G.Items1CB5D09861DFB00C
P3 Ogre-Crystals1CB503FC61DFB00C	P2 Arch-All G.Items4CB5D09C1456B00C
P3 Ogre-Crystals1CB5030061DFB00C	P2 Dwarf-All G.Items .1CB5D34C61DFB00C
P3 Unicorn-Crystals1CB502A861DFB00C	P2 Dwarf-All G.Items .4CB5D3501456B00C
P3 Unicorn-Crystals1CB502AC61DFB00C P3 Unicorn-Crystals1CB502B061DFB00C	P2 Kni-All G.Items 1CB5D30061DFB00C
P3 Unicorn-Crystals1CB502B461DFB00C	P2 Kni-All G.Items 4CB5D3041456B00C P2 Scorc-All G.Items 1CB5D2B461DFB00C
P3 Medusa-Crystals1CB5055C61DFB00C	P2 Scorc-All G.Items4CB5D2B81456B00C
P3 Medusa-Crystals1CB5056061DFB00C	P2 Jest-All G.Items1CB5D56861DFB00C
P3 Medusa-Crystals1CB5056461DFB00C	P2 Jest-All G.Items4CB5D56C1456B00C
P3 Medusa-Crystals1CB5056861DFB00C	P2 Minot-All G.Items .1CB5D51C61DFB00C
P3 Hyena-Crystals1CB5051061DFB00C	P2 Minot-All G.Items .4CB5D5201456B00C
P3 Hyena-Crystals1CB5051461DFB00C	P2 Falco-All G.Items .1CB5D4D061DFB00C
P3 Hyena-Crystals1CB5051861DFB00C	P2 Falco-All G.Items .4CB5D4D41456B00C
P3 Hyena-Crystals1CB5051861DFB00C P3 Hyena-Crystals1CB5051C61DFB00C P4 Warrior-Crystals1CB5248461DFB00C	P2 Jack-All G.Items1CB5D78461DFB00C P2 Jack-All G.Items4CB5D7881456B00C
P4 Warrior-Crystals1CB5248861DFB00C .	P2 Tigre-All G.Items1CB5D63861DFB00C
P4 Warrior-Crystals1CB5248C61DFB00C	P2 Tigre-All G.Items4CB5D63C1456B00C
P4 Warrior-Crystals1CB5249061DFB00C	P2 Ogre-All G.Items1CB5D6EC61DFB00C
P4 Valkyrie-Crystals1CB5273861DFB00C	P2 Ogre-All G.Items4CB5D6F01456B00C
P4 Valkyrie-Crystals1CB5273C61DFB00C	P2 Unic-All G.Items1CB5D9A061DFB00C
P4 Valkyrie-Crystals1CB5274061DFB00C	P2 Unic-All G.Items4CB5D9A41456B00C
P4 Valkyrie-Crystals1CB5274461DFB00C	P2 Medus-All G.Items .1CB5D85461DFB00C
P4 Wizard-Crystals 1CB527EC61DFB00C	PZ Medus-All G.Items .4CB5D8581456B00C
P4 Wizard-Crystals1CB527F061DFB00C	P2 Hyena-All G.Items .1CB5D80861DFB00C
P4 Wizard-Crystals1CB527F461DFB00C	P2 Hyena-All G.Items .4CB5D80C1456B00C
P4 Wizard-Crystals1CB527F861DFB00C	P3 War-All G.Items1CB5FB7C61DFB00C
P4 Archer-Crystals1CB526A061DFB00C	P3 War-All G.Items4CB5FB801456B00C
P4 Archer-Crystals1CB526A461DFB00C	P3 Valk-All G.Items1CB5FA3061DFB00C
P4 Archer-Crystals1CB526A861DFB00C	P3 Valk-All G.Items4CB5FA341456B00C
P4 Archer-Crystals1CB526AC61DFB00C	P3 Wiz-All G.Items 1CB5FAE461DFB00C
P4 Dwarf-Crystals1CB5295461DFB00C	P3 Wiz-All G.Items4CB5FAE81456B00C
P4 Dwarf-Crystals1CB5295861DFB00C	P3 Arch-All G.Items1CB5FD9861DFB00C
P4 Dwarf-Crystals1CB5295C61DFB00C	P3 Arch-All G.Items4CB5FD9C1456B00C
P4 Dwarf-Crystals1CB5296061DFB00C	P3 Dwarf-All G.Items .1CB5FC4C61DFB00C
P4 Knight-Crystals1CB5290861DFB00C	P3 Dwarf-All G.Items .4CB5FC501456B00C
P4 Knight-Crystals1CB5290C61DFB00C	P3 Kni-All G.Items1CB5FC0061DFB00C
P4 Knight-Crystals1CB5291061DFB00C	P3 Kni-All G.Items4CB5FC041456B00C
P4 Knight-Crystals1CB5291461DFB00C	P3 Scorc-All G.Items1CB5FFB461DFB00C
P4 Scorceress-Cryst1CB528BC61DFB00C	P3 Scorc-All G.Items4CB5FFB81456B00C
P4 Scorceress-Cryst 1CB528C061DFB00C	P3 Jest-All G.Items1CB5FE6861DFB00C
P4 Scorceress-Cryst1CB528C461DFB00C	P3 Jest-All G.Items4CB5FE6C1456B00C
P4 Scorceress-Cryst1CB528C861DFB00C	P3 Minot-All G.Items .1CB5FE1C61DFB00C
P4 Jester-Crystals1CB52B7061DFB00C	P3 Minot-All G.Items4CB5FE201456B00C
P4 Jester-Crystals1CB52B7461DFB00C	P3 Falco-All G.Items1CB501D061DFB00C
P4 Jester-Crystals1CB52B7861DFB00C P4 Jester-Crystals1CB52B7C61DFB00C	P3 Falco-All G.Items4CB501D41456B00C
P4 Minotaur-Crystals .1CB52B2461DFB00C	P3 Jack-All G.Items1CB5008461DFB00C P3 Jack-All G.Items4CB500881456B00C
P4 Minotaur-Crystals .1CB52A2861DFB00C P4 Minotaur-Crystals .1CB52A2C61DFB00C P4 Minotaur-Crystals .1CB52A3061DFB00C	P3 Tigre-All G.Items1CB5033861DFB00C P3 Tigre-All G.Items4CB5033C1456B00C
P4 Minotaur-Crystals .1CB52A3061DFB00C	P3 Ogre-All G.Items1CB503EC61DFB00C
P4 Falconess-Cryst1CB52AD861DFB00C	P3 Ogre-All G.Items4CB503F01456B00C
P4 Falconess-Cryst1CB52ADC61DFB00C	P3 Unic-All G.Items1CB502A061DFB00C
P4 Falconess-Cryst1CB52AE061DFB00C	P3 Unic-All G.Items4CB502A41456B00C
P4 Falconess-Cryst1CB52AE461DFB00C	P3 Medus-All G.Items .1CB5055461DFB00C
P4 Jackal-Crystals1CB52D8C61DFB00C	P3 Medus-All G.Items .4CB505581456B00C
P4 Jackal-Crystals1CB52D9061DFB00C	P3 Hyena-All G.Items .1CB5050861DFB00C
P4 Jackal-Crystals1CB52D9461DFB00C	P3 Hyena-All G.Items .4CB5050C1456B00C
P4 Jackal-Crystals1CB52D9861DFB00C	P4 War-All G.Items1CB5247C61DFB00C
P4 Tigress-Crystals1CB52C4061DFB00C	P4 War-All G.Items4CB524801456B00C
P4 Tigress-Crystals1CB52C4461DFB00C	P4 Valk-All G.Items1CB5273061DFB00C
P4 Tigress-Crystals1CB52C4861DFB00C	P4 Valk-All G.Items4CB527341456B00C
P4 Tigress-Crystals1CB52C4C61DFB00C	P4 Wiz-All G.Items1CB527E461DFB00C
P4 Ogre-Crystals1CB52CF461DFB00C	P4 Wiz-All G.Items 4CB527E81456B00C
P4 Ogre-Crystals1CB52CF861DFB00C	P4 Arch-All G.Items 1CB5269861DFB00C
P4 Ogre-Crystals1CB52CFC61DFB00C	P4 Arch-All G.Items4CB5269C1456B00C
P4 Ogre-Crystals1CB52C0061DFB00C	P4 Dwarf-All G.Items .1CB5294C61DFB00C
P4 Unicorn-Crystals1CB52FA861DFB00C	P4 Dwarf-All G.Items .4CB529501456B00C
P4 Unicorn-Crystals1CB52FAC61DFB00C	P4 Kni-All G.Items1CB5290061DFB00C
P4 Unicorn-Crystals1CB52FB061DFB00C	P4 Kni-All G.Items 4CB529041456B00C
P4 Unicorn-Crystals1CB52FB461DFB00C	P4 Scorc-All G.Items1CB528B461DFB00C
P4 Medusa-Crystals1CB52E5C61DFB00C	P4 Scorc-All G.Items4CB528B81456B00C
P4 Medusa-Crystals1CB52E6061DFB00C	P4 Jest-All G.Items1CB52B6861DFB00C
P4 Medusa-Crystals1CB52E6461DFB00C	P4 Jest-All G.Items4CB52B6C1456B00C
P4 Medusa-Crystals1CB52E6861DFB00C	P4 Minot-All G.Items .1CB52B1C61DFB00C
P4 Hyena-Crystals1CB52E1061DFB00C	P4 Minot-All G.Items4CB52B201456B00C P4 Falco-All G.Items1CB52AD061DFB00C
www.gameshark.co	OM

P4 Falco-All G.Items4CB52AD41456B00C	
P4 Jack-All G.Items 1CB52D8461DFR00C	
P4 Tigre-All G.Items1CB52C3861DFB00C P4 Tigre-All G.Items4CB52C3C1456B00C	
P4 Tigre-All G.Items4CB52CEC61DFB00C P4 Ogre-All G.Items1CB52CEC61DFB00C P4 Ogre-All G.Items4CB52CF01456B00C	
P4 Ogre-All G.Items4CB52CF01456B00C	
P4 Unic-All G.Items 1CB5ZFA061DFB00C	
P4 Unic-All G.Items4CB52FA41456B00C	
P4 Medus-All G.Items .1CB52E5461DFB00C P4 Medus-All G.Items .4CB52E581456B00C	
P4 Hyena-All G.Items .4CB52E581456B00C P4 Hyena-All G.Items .1CB52E0861DFB00C	
P4 Hyena-All G.Items .4CB52E0C1456B00C	
P1 Warr-Legend Items .4CB5A56C1456B00C P1 Valk-Legend Items .4CB5A5201456B00C	
P1 Valk-Legend Items .4CB5A5201456B00C	
P1 Wiza-Legend Items 4CB5A4D41456B00C P1 Arch-Legend Items 4CB5A7881456B00C	
P1 Arch-Legend Items .4CB5A7881456B00C P1 Dwar-Legend Items 4CB5A63C1456B00C	
P1 Knig-Legend Items .4CB5A6F01456B00C	
P1 Scor-Legend Items .4CB5A9A41456B00C	
P1 Jest-Legend Items .4CB5A8581456B00C	
P1 Mino-Legend Items .4CB5A80C1456B00C P1 Falc-Legend Items .4CB5ABC01456B00C	
P1 Falc-Legend Items .4CB5ABC01456B00C P1 Jack-Legend Items .4CB5AA741456B00C	
P1 Tigr-Legend Items .4CB5AD281456B00C	
P1 Ogre-Legend Items 4CB5ADDC1456B00C	
P1 Unic-Legend Items .4CB5AC901456B00C	
P1 Medu-Legend Items 4CB5AF441456B00C	
P1 Hyen-Legend Items 4CB5AFF81456B00C P2 Warr-Legend Items .4CB5CE6C1456B00C	
P2 Valk-Legend Items .4CB5CE201456B00C	
P2 Wiza-Legend Items 4CB5D1D41456B00C	
P2 Arch-Legend Items .4CB5D0881456B00C	
P2 Dwar-Legend Items 4CB5D33C1456B00C P2 Knig-Legend Items .4CB5D3F01456B00C	
P2 Knig-Legend Items .4CB5D3F01456B00C P2 Scor-Legend Items .4CB5D2A41456B00C	
P2 Jest-Legend Items 4CB5D5581456B00C	
P2 Mino-Legend Items .4CB5D50C1456B00C	
PZ raic-Legend Items .4CB5D4C01456B00C	
P2 Jack-Legend Items .4CB5D7741456B00C P2 Tigr-Legend Items .4CB5D6281456B00C	
P2 Ogre-Legend Items 4CB5D6DC1456B00C	
P2 Unic-Legend Items .4CB5D9901456B00C	
P2 Medu-Legend Items 4CB5D8441456B00C	
P2 Hyen-Legend Items 4CB5D8F81456B00C	
P3 Warr-Legend Items .4CB5FB6C1456B00C P3 Valk-Legend Items .4CB5FB201456B00C	
P3 Wiza-Legend Items .4CB5FAD41456B00C	
P3 Arch-Legend Items .4CB5FD881456B00C	
P3 Dwar-Legend Items 4CB5FC3C1456B00C P3 Knig-Legend Items .4CB5FCF01456B00C	
P3 Knig-Legend Items .4CB5FCF01456B00C P3 Scor-Legend Items .4CB5FFA41456B00C	
P3 Jest-Legend Items .4CB5FE581456B00C	
P3 Mino-Legend Items .4CB5FE0C1456B00C	
P3 Falc-Legend Items .4CB501C01456B00C	
P3 Jack-Legend Items .4CB500741456B00C P3 Tigr-Legend Items .4CB503281456B00C	
P3 Tigr-Legend Items .4CB503281456B00C P3 Ogre-Legend Items 4CB503DC1456B00C	
P3 Unic-Legend Items .4CB502901456B00C	
P3 Medu-Legend Items 4CB505441456B00C	
P3 Hyen-Legend Items .4CB505F81456B00C	
P4 Warr-Legend Items .4CB5246C1456B00C P4 Valk-Legend Items .4CB524201456B00C	
24 Wiza-Legend Items .4CB527D41456B00C	
² 4 Arch-Legend Items .4CB526881456B00C	
² 4 Dwar-Legend Items 4CB5293C1456B00C	
24 Knig-Legend Items .4CB529F01456B00C	
P4 Scor-Legend Items .4CB528A41456B00C P4 Jest-Legend Items .4CB52B581456B00C	
4 Mino-Legend Items .4CB52B0C1456B00C	
4 Falc-Legend Items 4CR57AC01456R00C	
² 4 Jack-Legend Items .4CB52D741456B00C	
24 Tigr-Legend Items .4CB52C281456B00C 24 Ogre-Legend Items 4CB52CDC1456B00C	
4 Unic-Legend Items .4CB52F901456B00C	
A Medu-Legend Items 4CB52E441456B00C	
4 Hyen-Legend Items .4CB52EF81456B00C	
ICO	
M) Must Be On EC87A648143ACAF4 2 For Save Anywhere .0CBF92F61456B10C 2 For Save Anywhere .4CF6B2741456E7AE	
2 For Save Anywhere .4CF6B2741456E7AE	
read Ellelly Al IC81884815F6E/9D	
Dead Enemy Al	

ICO
(M) Must Be On EC87A648143ACAF4
L2 For Save Anywhere .0CBF92F61456B10C
L2 For Save Anywhere .4CF6B2741456E7AE
Dead Enemy Al 1C81884815F6E79D
Dead Enemy Al 1C81884C1456E7A5
Dead Enemy Al 1C8A3C7015F6E79D
Dead Enemy AI 1C8A3C741456E7A5
Select=Walk On Air DC938022142ED6F7
Select=Walk On Air 1C89985015F6E79D
Select=Walk On Air 1C8998541456E7A5
Select+X=Norm.WalkDC934022142ED6F7
Select+X=Norm.Walk1C89985039A1B095
Select+X=Norm.Walk .1C89985491D38BAD

Mo	or	15	t	e	r	R	ancher 3	
ax Guts P1							.3CA2CCD41456E788	
o Guts P1							.3CA2CCD41456E7A5	
ax Guts P2							.3CA2D1AC1456E788	
o Guts P2							.3CA2D1AC1456E7A5	

	NΗ	L	Н	li	tz	Ζ	20-02
Be	On						ECAF51

NHL HITZ 20-02
(M) Must Be On ECAF51A0141B01F
Snow
Huge Pück 4D72B5181456E7A
Big Head Team 1 4D72ADD81456E7A
Big Head Team 1 4D72ADE01456E7A
Big Puck
Huge Head P1 4D72B32C1456E7A
Huge Head P1 4D72B3381456E7A
Big Head P1 4D72ADAC1456E7A
Big Head P1 4D72ADB81456E7A
Win Fights For Goals4D72B1F81456E7A
1st To 7 Wins 4D72B4701456E7A
Pinball Boards
Domino Effect 4D72B2341456E7A6
Always Big Hits 4D72B3841456E7A6
No Crowd
No Puck Out of Play4D72AE981456E7A6

Huge Head Team 1 4D72B3581456E7A6
Huge Head Team 1 4D72B3601456E7A6
Tennis Ball
No Fake Shots 4D72B53C1456E7A6
No One-Timers 4D72B5681456E7A6
Show Hot Spot 4D72AD801456E7A6
Show Shot Speed 4D72AD541456E7A6
Late Hits
Bulldozer Puck 4D72B5C01456E7A6
Turbo Boost4D72B3DC1456E7A6
Hockey Ball 4D72B1741456E7A6
Hitz Time

Okage: Shadow King
(M) Must Be On EC87845814407CFC
nf HP Big Bull 4CCB9E341456E404
Max HP/Lvl Big Bull4CCB9E301456E404
nf HP Linda 4CCB9E841456E404
Max HP/Lvl Linda 4CCB9E801456E404
Big Nuts3CCB9D861456E7D7

Paris-Dakar Rally

(M) Must Be On		.EC8783A8144411B4	
Low Time		.4CA595B01456DA52	
Inf Repairs	٠.	4CDCEDD41456E404	

SpyHunter

(M) Must Be On .		×	.EC8783C414317DE4
Free Roam Mode			.1C88FA8815F6E79D
Free Roam Mode			.1C88FA8C1456E7A5

Taliya Ca	Dattista
(M) Must Be On	.EC8782A014318194
Enable All Levels	.1CA7E7881355E6A6
Enable All Levels	4CA7F78C1456F7A6

GAME BOY ADVANCE

High Heat Baseball Major

League Baseball 2002
Must Be On [M] DDF85487 F43E67D2
Must Be On [M]8C3B514C D302C017
Away Team Score 50DFC45F9B9C935B89
Away Team Score 0CED22E9B98649A92
Home Team Score 5048F25277211EEB59
Home Team Score 09CD7D84D70AB7A43
Never Strike Out 4A6944AF87392AD8
No Balls
No Outs 2F6B19ED75F7EFD9

Jurassic Park 3: The DNA Factor
Must Be On [M]4919a9521db36971
Must Be On [M] 281789792305cf59
Infinite Health1D06AC3F74787161
Max Blue DNA 7355AC35873E824F
Max Red DNA 83B2D1DAE0EFDFD3
Max Yellow DNA 8434C488D6576A4A
Max Green DNA 9472771826BE402C
Must Be On [M]126303A2E829CAC2
Must Be On [M] B149A13D73CE8EF3
Max G 397A7F811D058927
Max G
Max G 2E535F9E38CF0CE2
Max G

SIFK: Football

Must Be On [M]0723E67F7761A31E
Must Be On [M] 9216295FC4230E34
Infinite Game Time23D23A88528FC403
Always 1st Down 6CF26E216664B20C
Always 1st Quarter6BBA6FFFBDE4A43C
Away Team Never Scores 96DF692F2DED4A07

Snood

Must Be On [M]B9F532CB0B145191
Must Be On [M] D3E61EAA35E196BF
Max Score B5250EF64B70AEAF
Max Score FDFE47211036B22B
Max Score
Max Score
Infinite Lives
Never Drown Snood AB532027FC316CE1
Start On Level 50 DE37BDABF60440E0

DREAMCAST

Alone In The Dark:

The New Nightmare
[M] Must Be First 9C5D88F8
Press L For OK Status .202BEB0360704E1E
Press L For OK Status .A44DD51C00000064
Press L To Refill Health Packs
Press L To Refill Health Packs
Press L To Refill Phosphorus Charges
Press L To Refill Phosphorus Charges
Press L To Have Shot Gun
Press L To Have Shot Gun
Press L To Refill Shot Gun Ammo
Press L To Refill Shot Gun Ammo
[M] Must Be Last245EECA9

Heavy Meta	l: Geomatrix
	9C5D88F8 C02AD5BE000003E8

Inf Time 8AADD81E00001000
P1 Max Score ChaosE309CAAC05F5E0FF
Instant Win P1 Arcade 8AADD81E00000000
Instant Win P1 Arcade DCDAB93600000000
Instant Win P1 Arcade B88FEE0200000000
Instant Win P2 8AADD81E00000000
Instant Win P2
Infinite Ammo P1 B5DFEE5500000028
Infinite Ammo P2 ADCDC32300000028
No Weapon Ammo P1 .B5DFEE5500000000
No Weapon Ammo P2 .ADCDC32300000000
Never Win P1 CAD2554100000000
Never Win P2 D53A39C500000000
[M] Must Be Last245EECA9

Last Blade 2

Edst blade 2
[M] Must Be First 9C5D88F8
Stop Timer
P1: Infinite HealthB19E4C9452D05040
P1: Infinite Health 1975891700003026
P2: Infinite HealthB19E4C9452D05040
P2: Infinite Health 1975891700003206
P1: Max Special Meter .7A2330DE0000E20D
P1: Max Special Meter .90E98BE072284218
P1: Max Special Meter D00B1AC56222320C
P1: Max Special Meter .300F2E3689063210
P2: Max Special Meter .7A2330DE0000E20D
P2: Max Special Meter .90E98BE072284218
P2: Max Special Meter D00B1AC56222320C
P2: Max Special Meter .300F2E368B063210
[M] Must Be Last245EECA9

Mat Hoffman's Pro BMX
[M] Must Be First 9C5D88F8
[M] Must Be First
Unlock All Levels-MHE6E87EBF00000063
Unlock All Levels-MH249C71C5FFFFFFF
Unlock All Levels-MH .7B92A7CDFFFFFFF
Unlock All Levels-ME93E99CF300000063
Unlock All Levels-ME . D30B0DD6FFFFFFF
Unlock All Levels-ME330F3925FFFFFFFF
Unlock All Levels-CN682C70C500000063
Unlock All Levels-CN682C/0C500000063
Unlock All Levels-CN95C99CF3FFFFFFF
Unlock All Levels-CNE229FEBFFFFFFF
Unlock All Levels-JK486B5E5400000063 Unlock All Levels-JK56947347FFFFFFF
Unlock All Levels-JK56947347FFFFFFF
Unlock All Levels- IK AAAC 779 EEEE EEEE
Unlock All Levels-RTF5F52F7D00000063
Unlock All Levels-RTF5F52F7D00000063 Unlock All Levels-RT366F3925FFFFFFF Unlock All Levels-RT88CDEC0DFFFFFFF
Unlock All Levels-RT88CDEC0DFFFFFFFF
Unlock All Levels-DM .864DEC0D00000063 Unlock All Levels-DMC7FB6152FFFFFFF
Unlock All Levels-DM C7FB6152FFFFFFF
Unlock All Levels-DM .2DFC71C5FFFFFFF
Unlock All Levels-KR46AB5E5400000063
Unlock All Levels-KR 7032A7CDEEEEEEE
Unlock All Levels-KR C51B6152FFFFFFFF
Unlock All Levels-ST 10741F7F00000063
Unlock All Levels-ST
Unlock All Levels-ST 9CA99CEREEEEEE
Unlock All Levels-Granny CODB615200000063
Unlock All Levels-Granny FC952F7DFFFFFFF
Unlock All Levels-Granny .5E747347FFFFFFF
Unlock All Levels TH (505705 (0000000)
Unlock All Levels-TH6C6C70C400000063 Unlock All Levels-THACCC779EFFFFFFF
Unlock All Levels TH ACCC//9EFFFFFFF
Unlock All Levels-THF2F52F7CFFFFFFF
Unlock All Bikes-MHE4587EBF000000FF
Unlock All Bikes-MECDAAE152000000FF Unlock All Bikes-CN94181CF3000000FF
Unlock All Bikes-CN94181CF3000000FF
Unlock All Bikes-IX4ADADE5400000FF Unlock All Bikes-RTD89A8DD600000FF Unlock All Bikes-DM9B581CF300000FF Unlock All Bikes-KR609DF0C5000000FF
Unlock All Bikes-RTD89A8DD6000000FF
Unlock All Bikes-DM9B581CF3000000FF
Unlock All Bikes-KR 609DF0C5000000FF
UNIOCK All BIKES-51 12C59F7F000000FF
Unlock All Bikes-GrannyB44FDAFD000000FF
Unlock All Bikes-TH 90581CF2000000FF
Max Stats-MH 1EB41F7F0A0A0A0A
Max Stats-MH 4FCB5E540A0A0A0A
Max Stats-ME E5A9FEBF0A0A0A0A
Max Stats-ME
Max Stats-CN B1FE5AFC0A0A0A0A
Max Stats-CN E389FEBF0A0A0A0A
Max Stats-JK 686C/UC50A0A0A0A
Max Stats-JK ABCC779F0A0A0A0A
Max Stats-RT
Max Stats-DM BEBE5AFC0A0A0A0A
Max Stats-DM ED49FEBF0A0A0A0A
Max Stats-KR838DFC0D0A0A0A0A
Max Stats-KR 838DECODOAOAOAOA Max Stats-KR
Max Stats-ST 3ECE39250A0A0A0A
Max Stats-ST 75F2A7CD0A0A0A0A
Max Stats-ST
May State-Granny 1CD41E7E040404
May State-TH RERESAEDOADADADA
May State-TH CC704153040404
All Cinematics UnlockedF214AF7D0000FFFF
[M] Must Be Last245EECA9
[m] must be tast

NFL2K2

Must Be First 9C5D88F8
Away Team Scores 100 AAEDA6F800000064
Away Team Scores 0AAEDA6F800000000
Away Team Inf. Timeouts D74ADCB100000003
Away Team No Timeouts D74ADCB100000000
Home Team Scores 100 B37F8B9B00000064
Home Team Score 0B37F8B9B00000000
Home Team Inf.Timeouts E1082FD800000003
Home Team No Timeouts E1082FD800000000
Must Re Last 245EECAD

PLAYSTATION

Rack	uard	Soccer	Т
Dack	yaru	20CCGL	

Scores	0						.300bd4280000	
C	21	-					2001 14200040	

12

		G/WVIC	DITARK	CODES
P1 Always Have Cannonball 300bd43e0004			Infinite Ammo Slot 8	Infinite Play Clock
P1 Always Have Cannonball .300bd44200ff	Scooby-Doo And The Cyber Chase	GRME BOY		Start On 4th Quarter
P1 Always Have Bowling Ball 300bd43e0003 P1 Always Have Bowling Ball 300bd44200ff	All Levels Open	007 The World Is Not Enough	Land Before Time	
P1 Always Have Twister 300bd43e0001	All Levels Open	Infinite Health	Infinite Health	Pokemon Crystal
P1 Always Have Twister 300bd44200ff P1 Always Have Underground	All Levels Open 8014e1280101	Have Wolfram P2k	Max Flowers	1st Pokemon: Infinite HP910301dd 1st Pokemon: Infinite HP91e702dd
300bd43e0002	Infinite Lives	Inf Ammo P2k	Always Cera9100e5c8	1st Pokemon: Infinite HP 910303dd
P1 Always Have Underground 300bd44200ff	Infinite Health3014e0f00005	Have Wolfram+Silencer 910292cb Inf Ammo P2k+Silencer 916393cb	Always Little Foot	1st Pokemon: Infinite HP91e704dd
P2 Scores 0	SpongeBob Squarepants	Have Taser	Always Ducky	1st Pokemon: Max Level 9164fedc
P2 Always Have Cannonball 300bda9a0004	R1 For Spatulas-P. Canyond00b5b02f7ff	Have Meyer TMP 910496cb	Always Spike	1st Pokemon: Max Stats 910305dd
P2 Always Have Cannonball .300bda9e00ff P2 Always Have Bowling Ball 300bda9a0003	R1 For Spatulas-P. Canyon301aaf740064	Inf Ammo Meyer TMP	Legend Of Zelda: Oracle Of Ages	1st Pokemon: Max Stats
P2 Always Have Bowling Ball 300bda9e00ff	R2 For Shells-P. Canyond00b5b02fdff R2 For Shells-P. Canyon300a624c0002	Have Deutch M45	Have All Dungeon Maps	1st Pokemon: Max Stats
P2 Always Have Twister300bda9a0001 P2 Always Have Twister300bda9e00ff	Invincible-P. Canyon 301aaf60005c	Have Ka-51	Have All Dungeon Maps	1st Pokemon: Max Stats 910309dd
P2 Always Have Underground300bda9a0002	R1 For Spatulas-Wastelandd00b5b02f7ff R1 For Spatulas-Wasteland .301b198c0064	Inf Ammo Ka-51	Have All Compasses	1st Pokemon: Max Stats
P2 Always Have Underground 300bda9e00ff	R2 For Jellies-Wastelandd00b5b02fdff	Have GL 40	Have All Compasses	1st Pokemon: Max Stats
Barbie Explorer	R2 For Jellies-Wasteland301b19e00063 Invincible-Wasteland301b1978005c	Inf Ammo GL 40	Have All Boss Keys	1st Pokemon: Max Stats
Super Jump 8009b6bebfff	R1 For Spatulas-K. Jungled00b5b02f7ff	Inf Ammo Rocket Launcher 91639fcb	Access The Advance Shop01EA14CF	1st Pokemon: Max Stats 91e70edd
Super Jump 80160e3c0fa0	R1 For Spatulas-K. Jungle801abf9c0064	Have Sticky Grenades	Infinite Rock Currency	Low Game Time
Super Jump	R2 For Bubbles-K. Jungled00b5b02fdff R2 For Bubbles-K. Jungle301abfec0063	Inf Sticky Grenades	All Pieces of the Heart0106ACC6	Low Game Time
Invincibility	Invincible-K. Jungle 301abf88005c	Have Remote Mines	Infinite Magic Fire Powder0109BCC6	Have All PokeGear Items 91ff57d9 Catch Special colored Pokemon
Castlevania Chronicles	R1 For Spatulas-In Whaled00b5b02f7ff R1 For Spatulas-In Whale801a202c0064	Inf Remote Mines	Mega Jump	Catch special colored forces in the second
Infinite Lives 800592920063	R2 For Bubbles-In Whaled00b5b02fdff	nave key	Lufia: The Legend Returns	Portal Runner
Infinite Health 8005a8220010	R2 For Bubbles-In Whale301a207c0063	Barbie: Pet Rescue	Infinite MP Wain	Infinite Health910533c4
Ton o' Points	Invincible-In Whale801a2018005c R1 For Spatulas-Rock Bottom d00b5b02f7ff	Infinite Health (Tries)	Infinite MP Wain	Infinite Lives
Press L1 For 99 Hearts d009bd32fbff	R1 For Spatulas-Rock Bottom8018672c0064	Quick Win	Infinite HP Wain 93e76cd5	Infinite Gems
Press L1 For 99 Hearts8005a8380063 Press L2 For More Timed009bd32feff	Invincible-Rock Bottom30186718005c R1 For Spatulas-Lost Soulsd00b5b02f7ff	Full Happiness	Infinite HP Wain	Infinte Arrows
Press L2 For More Time 800592900190	R1 For Spatulas-Lost Souls801af8bc005c	Full Health	Infinite HP Wain	Invincible
R1 To Hover	R2 For Jellies-Lost Soulsd00b5b02fdff R2 For Jellies-Lost Souls801af9100063	Instant Win Owl Safari	Infinite Cash	
R1 To Hover	Invincible-Lost Souls 301af8a8005c		Infinite Cash	Roswell Conspiracies
R1 To Hover	R1 For Spatulas-Graveyardd00b5b02f7ff	Bob The Builder: Fix It Fun	Infinite Cash	Public Never Aware
R1 To Hover	R1 For Spatulas-Graveyard .801850fc0064 R2 For Jellies-Graveyardd00b5b02fdff	Infinite Time & Energy 9122c8c6	Wain Max Attack Power 93e77ed5 Wain Max Attack Power	All Aliens Exposed
	R2 For Jellies-Graveyard801851500063	1 Item Needed For Instant Win .9108c7c6	Wain Max Defense Power 93e780d5	Have All Weapons
DDR: Disney Mix	Invincible-Graveyard	5 463	Wain Max Defense Power 930381d5	All Explosives Found
P1 999 Combo (In-Game)8007d18403e7 P1 9999 Combo80081816270f	R1 For Spatulas-Last Stop801bc9400064	Dragon Warrior 1&2 DWI: Infinite Gold91ff88ca	Wain Max Speed	Infinite Time (In Car)
P1 9999 Perfects 800832c2270f	R2 For Jellies-Last Stopd00b5b02fdff	DWI: Infinite Gold	Wain Max Speed	Infinite Ammo (All Weapons)9163ddc0
P1 9999 Greats	R2 For Jellies-Last Stop801bc9940063 Invincible-Last Stop301bc92c005c	Max Stats Hero	Wain Max Magic Power 93e784d5 Wain Max Magic Power	1 Hit Boss Kills
P1 9999 Boos 800832c8270f		Max Stats Hero91fff1c9	Wain Max Magic Defense Power .93e786d5	Shrek
P1 9999 Misses 800832ca270f	Zoboomafoo: Leapin' Lemurs All Levels Open8006791c81ef	Max Stats Hero	Wain Max Magic Defense Power .930387d5	Inf Health P1
P1 0 Combo	Invincible In Water	Max Stats Hero	Wain Max STR93e7bed5	THEROTE
P1 0 Greats 800832c40000		DWII: Infinite Gold	Wain Max STR	Stuart Little
P1 0 Goods	NINTENDO 64	DWII: Infinite Gold91018cac	Wain Max CON	Infinite Health
P1 0 Misses	FIFA '99	Max HP Prince of Cannock 91ff16ca	Wain Max AGL	Infinite Items
P2 Inf Dance Meter 800833640a00	Infinite Creation Pts 8039d4370063	Max HP Prince of Cannock	Wain Max AGL	Infinite Lives
P2 999 Combo(In-Game)8007d18603e7 P2 9999 Combo8008336e270f		Max MP Prince of Cannock 91ff18ca Max MP Prince of Cannock 91ff19ca	Wain Max INT93e7c4d5	Max Score
P2 9999 Perfects 80084e1a270f	International Superstar Soccer 64	Max Stats Prince of Cannock 91ff1aca	Wain Max INT	Max Score
P2 9999 Greats	Team 1 Score 0 8011d31b0000	Max Stats Prince of Cannock 91ff1bca	Wain Max WIS	Max Score9109ffc6
P2 9999 Boos 80084e20270f	Team 1 Score 50	Max Stats Prince of Cannock 91ff1cca	Infinite MP Seena	Max Score
P2 9999 Misses	Team 2 Score 50	Max Stats Prince of Cannock 91ff1dca Max Stats Prince of Cannock 91ff1eca	Infinite MP Seena	Max Score
P2 0 Perfects 80084e1a0000	Unlock All-Stars 8011cf7e0029	Max HP Princess of Mooonbrook .91ff40ca	Infinite MP Seena	TinyToon Ad:BSTD
P2 0 Greats	Unlock All-Stars 800d9f540002	Max HP Princess of Mooonbrook .91ff41ca	Infinite MP Seena	Invincible
P2 0 Boos 80084e200000		Max MP Princess of Mooonbrook .91ff42ca	Infinite HP Seena	Invincible
P2 0 Misses	NBA In The Zone '98	Max MP Princess of Mooonbrook .91ff43ca Max Stats Princess of Mooonbrook 91ff44ca	Infinite HP Seena93e748d6	Inf. Health
Hot Wheels Extreme Racing	Infinite Timeouts - Home8013c2d60007 Infinite Timeouts - Away8013c2d70007	Max Stats Princess of Mooonbrook 911144ca Max Stats Princess of Mooonbrook 91ff45ca	Infinite HP Seena930349d6	Inf. Continues
Infinite Health P1 800e63241000	No Timeouts - Home 8013c2d60000	Max Stats Princess of Mooonbrook 91ff46ca	Seena Max Attack Power 93e74cd6 Seena Max Attack Power 93034dd6	Invisible
Infinite Health P2 800e713c1000	No Timeouts - Away 8013c2d70000	Max Stats Princess of Mooonbrook 91ff47ca	Seena Max Defense Power93e74ed6	Start on East Ecret
Infinite Health P3800e7f541000 Infinite Health P4800e8d6c1000		Max Stats Princess of Mooonbrook 91ff48ca	Seena Max Defense Power 93034fd6	Wendy Every Witch Way
Press Select For All Cars d00e65bafffe	NFL QB Club 2001	D	Seena Max Speed	Infinite Lives
Press Select For All Cars800b30140800 Quick Win800e66e40002	Home Team Scores 100801320b10064 Home Team Scores 0801320b10000	Dragon Warrior 3 Max Gold	Seena Max Speed	Infinite Stars
All Cups And Tracks Unlocked .800b30100006	Away Team Scores 100 801316e10064	Max Gold	Seena Max Magic Power 93e752d6 Seena Max Magic Power 930353d6	Infinite Time
lumpStart Wildlife Safaris E.T.	Away Team Scores 0 801316e10000	Max Gold910fdec4	Seena Max Magic Defense Power 93e754d6	Max Score
JumpStart Wildlife Safari: F.T. Unlock Casey	Infinite Time To Choose Play 800817d80028	Infinite HP 1st Character91ff78c5	Seena Max Magic Defense Power 930355d6	Max Score
Unlock Casey	NEL O	Infinite HP 1st Character 91ff7ac5 Infinite MP 1st Character 91ff7cc5	Seena Max STR	Max Score
Unlock Casey	NFL Quarterback Club 2000	Infinite MP 1st Character	Seena Max STR	Max Score
Unlock Casey	Home Team Scores 100 803fc3410064 Home Team Scores 0 803fc3410000	Max Level 1st Character916362c5	Seena Max CON	Start On Last Level
Have All Keys 800adb480101 Have All Keys 300adb4b0001	Away Team Scores 100 803fdd810064	Max Stats 1st Character	Seena Max AGL	Woody Woodpecker Racing
Have All Keys	Away Team Scores 0803fdd810000	Max Stats 1st Character	Seena Max AGL930391d6	Low Lap Time910022c0
Have All Keys 800adb4e0101	Home Team Scores 10080301f010064	Max Stats 1st Character	Seena Max INT	Instant Win
Have All Keys	Home Team Scores 080301f010000 Away Team Scores 10080301e210064	Max Stats 1st Character	Seena Max WIS	
Have All Keys 800adb540101	Away Team Scores 0 80301e210000	Max Stats 1st Character 91ff74c5	Seena Max WIS	WWF Betrayal
Nicktoons Racing	Infinite Time To Choose Play 800a67390028	Max Stats 1st Character	Infinite IP	Infinite Health
All Cups Unlocked 300a69b00003		Have Dragon Sword	Max Level	Max Move Meter
All Cups Unlocked	Triple Play 2000	Max Experience Gain Hero	1 Hit Enemy Kitts	Max Score
All Cups Unlocked 300a69b80003 All Difficulties	1 Ball Per Walk	Max Experience Gain Hero911764c5	Madden 2002	Max Score
All Difficulties	1 Ball Per Walk		Away Team Scores 255 91ff45d1	Max Score
Rescue Heroes Molten Menace	2 Balls Per Walk	Hands Of Time	Away Team Scores 0910045d1	Max Score
Max Badges Ariel Flyer50000c040000	3 Balls Per Walk	Infinite Health	Home Team Scores 255	Max Score
Max Badges Ariel Flyer 80064bf2270f	3 Balls Per Walk	Always Run	Home Team Scores 0	1 Hit Enemy Kills
Max Badges Rocky Canyon500010040000 Max Badges Rocky Canyon80064c26270f	No Balls	Rapid Fire	0 Time Outs Home	and the same of th
Max Badges Air Rescue Spec. 500010040000	1 Strike Per Out	Infinite Ammo Slot 1 916371c7	Infinite Time Outs Away	Xena: Warrior Princess
Max Badges Air Rescue Spec. 80064c6a270f Max Badges Gil Gripper50000a040000	2 Strikes Per Out	Infinite Ammo Slot 2	0 Time Outs Away	Infinite Health
Max Badges Gil Gripper 80064cae270f	2 Strikes Per Out 800b8fff0001	Infinite Ammo Slot 3	Turn GS Switch On For More Game Time . 91043ace	Max Gems
Max Badges Jake Justice50000c040000 Max Badges Jake Justice80064cda270f	No Strikes	Infinite Ammo Slot 4	Turn GS Switch On For More Game Time .	Infinite Shortcut Time
Max Badges Billy Blazes50000a040000	1 Out Per Inning	Infinite Ammo Slot 6 91637bc7		Infinite Air
Max Badges Billy Blazes80064bc6270f	2 Outs Per Inning	Infinite Ammo Slot 7 91637dc7	Always First Down	
			1.11	ALL CAMESDACK.COM

gameshark upgrade options

Nintendo 64®

- 1: Standard Gameshark:
- A. You can send in your current version of the standard GameShark along with a check or money order for \$10.00 and we will reflash the unit to the version 2.5. This version will not contain the code generator, but will alloo 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®

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

- 2. Standard Gameshark 2.0 to version 2.42
- A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and for \$5.00 you will receive an upgrade CD that will upgrade your standard Gameshark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.
- B. You can send in your standard Gameshark along with a check or money order for 535.00 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.
- 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.
- 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 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.

OH YEAH!

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

Name:

Address:

City: State: Zip/Postal:

Country:

Email Address:

Amex MC Visa Check/Money Order

Credit Card #: Exp. Date:

Card Holder's Name:

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

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

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

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

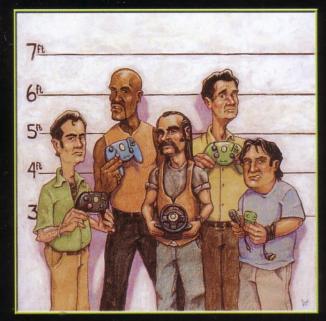
Card Holder's Signature:

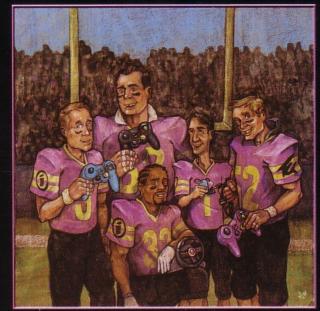
To order by phone, call an InterAct customer service representative at **410-785-4064** weekdays 9:00 am - 8:00 pm EST.



OVER 1000 GAMESHARK CODES ARE FEATURED IN EACH ISSUE

check out our lineup...





Check out our lineup...



PowerPad ™





Cables



Black Thunder Racing Wheel



SuperPad ™



Flash Memory™



for GameCube



Racing Wheel

©2001 InterAct Accessories, Inc. All rights reserved. All trademarks are properties of their respective owners.

GameShark.com 335 Club House Lane Hunt Valley, MD 21030-1407 www.gameshark.com

PRSRT STD U.S. POSTAGE PAID BALTIMORE, MD PERMIT NO. 3927