

# D@ngEROUS W@TERS

**S**o we decided to get all fancy on you for our 9th issue. I bet you thought this was one of those swank fashion magazines, but no, you have been deceived. This is nothing more than the usual mindless drivel in a sparkling new wrapper, and I would appreciate it if you referred to me as Jo-Jo the W@lrus Boy now. Well, I guess I should write a sentence or two about the season, seeing as by the time you receive this you'll be freezing your butt off and would do just about anything to remind you of summertime. So, it's HOT! Now that I've done that, it's time to move on. In this issue we'll discuss such fine topics as: I went to E3 and you didn't, great new games I played at E3, and the night Eidos tried to kill everyone in Atlanta with the craziest/largest party in the known universe, even though everyone had to be at their booth at 8 a.m. the next morning. Now that was a fine run-on sentence wasn't it?

△ little  
g@tHe@ring  
calEd E3

I'd like to start off with a little warning to all those who dream of going to trade shows. If you would like to experience all the wonders of a trade show, here are a few easy to follow instructions to create the feel in the comfort of your own home. First, stay up for about 72 hours straight, taking no bathroom breaks. Next construct a small barn in your backyard. Decorate the barn, then change it around four or five thousand times. When the

hallucinations start, go inside and play your old games. Trust me, they'll seem completely new and innovative at this point. And for the realist, schedule nine meetings during the same hour and try and stay somewhat sane. Truthfully though, E3 was a lot of fun. I saw an early version of Bushido Blade from SquareSoft, and it will be well worth the wait for this game. For those of you living under a rock (or bridge, or tree stump) Bushido Blade is a new style of fighting game which boasts some ingenious features. No more tiny rings to fight in, you're lucky if you can find the boundaries in these arenas, and the backgrounds are also completely interactive. You can throw dirt, climb walls and even cut down trees. Another fine feature missing in all other fighters is the extreme realism in this game. Get this, if you are hit in the head something very strange happens, you actually die (Well not you, your character, silly). Another great game coming soon is Top Gear Rally, from Kemco, for the N64. A rally race that keeps you fighting to stay on the path, but not fighting too hard 'cause a high impact wreck is kinda fun to watch. Tomb Raider 2 also made its debut at the show. As if anyone is done with the first Tomb Raider, the folks at Eidos are getting ready to give us all a little more Lara Croft, with some new actions added. About the only game I didn't get to demo was Colostomy Bag Catastrophe, which was nowhere to be found. So all in all, the show was quite a bit of fun, from what I can remember. Our booth was rather busy also, with a constant flow of racers at our V3 Racing Wheel competition. Four racers would battle

it out on Mario Kart 64 for a chance to challenge our now mute commentators to a Texas barb wire wrestling match. But most just took their V3 Racing hat and had their picture taken with our two lovely models. Along with the racing demo, yours truly received and displayed the first ever N64 GameShark. So if everything goes as planned (Yeah right) you should see the newest GameShark shortly after you receive this letter. Which means somewhere around the spring of '99.



**Yeāh, it's @ \$Hi@t pal**

I know you want one of these fine shirts, but you can't have one. Even though I realize that it would make your life complete, I still won't let you have such a stylish Tee. So, if you don't want a shirt all you have to do is not send us a check or money order for \$12.00 to: **InterAct Accessories, Inc. ATTN: NO SHIRT 9611 Pulaski Park Drive, Suite 309, Baltimore, MD 21220.** Of course, there is no shipping and handling charge if you order nothing.



**ShArk fact**

There aren't any sharks near you at this time, but don't go to sleep, trust me.

**Code\$ for cHEaP**

*Issue #1:* Maybe if you're lucky.

*Issue #2:* Featuring codes for Toshinden, Crazy Ivan, The Horde, NBA Jam, MK 3 and Darius Gaiden.

*Issue #3:* With codes for Cybersled, Resident Evil, Agile Warrior, Iron Storm, Virtua Fighter 2 and Guardian Heroes.

*Issue #4:* Does anyone at all read these descriptions? If so, this issue has codes for Big Hurt, Golden Axe and Shining Wisdom.

*Issue #5:* Codes for Alien Trilogy, Primal Rage, Bogey Dead 6, Tekken 2, Virtua Fighter Kids.

*Issue #6:* Codes for Dark Forces, Fighting Vipers, Final Doom, Sonic 3-D Blast, NFL '97 and Twisted Metal 2.

*Issue #7:* Codes for Andretti Racing, Madden '97, Soviet Strike, Kings Field 2, MK Trilogy and Rally Cross.

*Issue #8:* Codes for games okay? What else would be in a codes newsletter?

To receive your back issue, simply send a check or money order for \$1.00 (If you want 2 issues send \$2, 3 issues equals \$3.... complete this pattern for 5 extra credit points) to: *InterAct Accessories Inc. ATTN: BACK ISSUES, 9611 Pulaski Park Drive, Suite 309, Baltimore, MD 21220.* Be sure to include your complete address and a listing of the issue(s) you desire, and of course your dollar(s). Please, no twigs, bottle caps, pebbles or buttons, though photos of farm equipment may work.

**A nOte About gAME\$**

As some of you have mentioned, our coverage of games tends to lean in

favor of the PlayStation. We have nothing against the Saturn, but as the Saturn owner has noticed, there have been many PlayStation releases, and considerably less Saturn releases. Thanks to the guys at the GameShark Code Creators Club, and quite a bit of help here from our own Mike (Zip) CodeBoy, we are able to present a fairly even representation of both systems. As for the future, we will try to accommodate our Saturn customers, but please understand that no new games unfortunately means less codes. Now back to our regularly scheduled program. By the way, does anyone know what a mandrill is (No, not one of the Mandrell sisters)?

**All th@t a||d a baG o' haMme®s**

The best part of the whole newsletter, where I, your host, mention music that no one in their right mind would ever listen to.

**CodeBoy's Picks**

- Top 5 Games**
1. Bushido Blade
  2. Top Gear Rally
  3. Tomb Raider 2
  4. Cool Boarders (1 and 2)
  5. Blast Corps

**Music That Defies Reality**

1. Like you've heard of anything listed thus far

**Top 5 Comments From the ZooKeeper**

1. "Can you guys keep it down, please?"
2. "Can you guys keep it down, please?"
3. "Can you guys keep it down, please?"
4. "Why am I vomiting?"
5. "It must be nice to play games all day!"

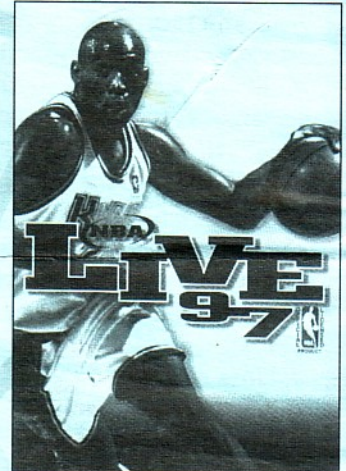
**Famous Overheard Statements in the Dungeon**

1. "Nice banana placement!"
2. "The Rumble Pak is not used for that!"
3. "Would you like to buy a monkey?"
4. "Nobody can beat the CodeBoy!"

5. "Care to drink me under the table?"
6. "Did I say that, or think it?"
7. "I thought it was your turn to feed the slave-children, I fed them last month!"
8. Anything using the word "mandrill!"
9. Imaginative placement of the words "Damp, humid or moist"
10. And from our trusty PR wizard, Chumley George, "GameShark good!"

**Saturn Codes**

**Codes from GSCCC**



**NBA LIVE '97**

Master Code	f6000914c305
Master Code	b60028000000
Maximum Fatigue	160835c600ff
Maximum Field Goals	160835e600ff
Maximum 3-Pointers	1608360600ff
Maximum Free Throws	1608362600ff
Maximum Dunking	1608364600ff
Maximum Stealing	1608366600ff
Maximum Blocking	1608368600ff
Max Offensive Rebounds	160836a600ff
Max Defensive Rebounds	160836c600ff
Maximum Passing	160836e600ff
Max Offensive Awareness	1608370600ff
Max Defensive Awareness	1608372600ff
Maximum Speed	1608374600ff
Maximum Quickness	1608376600ff
Maximum Jumping	1608378600ff
Maximum Dribbling	160837a600ff
Maximum Strength	160837c600ff
Maximum Shot Range	160837e600ff



**SCUD**

Master Code f6000914c305  
 Master Code b60028000000  
 Infinite Health P1 1603aadc 0000  
 Infinite Health P2 1603aaf20000  
 Infinite Credits 160ed9ac0009  
 Spread Shot P1 160452ea0003  
 Spread Shot P2 16045472 0003

**TOMB RAIDER**

Master Code f600073c6c305  
 Master Code b60028000000  
 Infinite Health 10245f7a03e8  
 Infinite Health 1023a5fe03e8  
 Infinite Health 1022dfa203e8  
 Infinite Health 1025de4203e8  
 Infinite Health 1023c91a03e8  
 Infinite Health 1024426a03e8  
 Infinite Health 1022210e03e8  
 Infinite Health 1021bbc203e8  
 Infinite Health 10215462 03e8  
 Infinite Health 1022d2a603e8  
 Infinite Health 102262f203e8  
 Infinite Health 102356da03e8  
 Infinite Health 10225942 03e8  
 Infinite Health 1022d54a03e8  
 Infinite Health 1022ab1e03e8  
 Infinite Air 1609447e0708  
 Infinite Shotgun Shells 1609452a0030  
 Infinite Medic Packs 16022d00004  
 Infinite Magnum Ammo 16094512001b  
 Infinite Uzi Ammo 1609451e 0128  
 Final Level 16060cb6000f

**ANDRETTI RACING**

Master Code f6000914c305  
 Master Code b60028000000  
 Infinite Fuel P1 160b37a62cda  
 Infinite Fuel P2 160b3c063d40  
 Indestructible Tires P1 160b38f6ffff  
 Indestructible Tires P1 160b3906ffff  
 Indestructible Tires P1 160b3916ffff  
 Indestructible Tires P1 160b3926ffff  
 Indestructible Tires P2 160b3056ffff  
 Indestructible Tires P2 160b3d66ffff  
 Indestructible Tires P2 160b3d76ffff  
 Indestructible Tires P2 160b3d86ffff

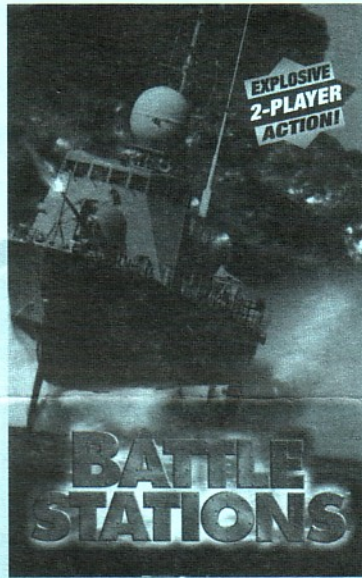
**Saturn Codes**

F R O M



**ALL STAR BASEBALL '97**

Master Code f6000914c305  
 Master Code b60028000000  
 Home Team Scores 25 160ae1721900  
 Away Team Scores 25 160ae1720019



**BATTLE STATIONS**

Master Code f6000914c305  
 Master Code b60028000000  
 Infinite Energy P1 16067c920064  
 Infinite Energy P2 16067fc20064

**CONTRA**

Master Code f6000914c305  
 Master Code b60028000000  
 Infinite Health P1 1609dedc0008  
 Infinite Health P2 1609df080008  
 Infinite Bombs P1 1609dede0008  
 Infinite Bombs P2 1609df0a0008

**DARK LEGEND**

Master Code f6000914c305  
 Master Code b60028000000  
 Infinite Energy P1 1609fe2c0080



**FIGHTERS MEGAMIX**

Master Code f6000914c305  
 Master Code b60028000000  
 Infinite Health P1 1606552c00fa  
 Infinite Health P2 1606732c00fa  
 No Health P1 1606552c0000  
 No Health P2 1606732c0000

**IRON STORM**

Master Code f6000914c305  
 Master Code b60028000000  
 Build Units Anywhere d60060340001  
 Build Units Anywhere 160de6e00001

**MADDEN '97**

Master Code f6000924c305  
 Master Code b60028000000  
 Extra Teams 1605510a006b



**MECHWARRIOR 2**

Master Code f6000914c305  
Master Code b60028000000  
Super Code 102e243affff



**PANDEMONIUM**

Master Code f6000914c305  
Master Code b60028000000  
Infinite Credits 16066068 0302  
Infinite Health 1606606a 0200

**PlayStation  
Codes**

F R O M



**ALL STAR BASEBALL '97**

Home Team Wins 800439680019  
Away Team Wins 800439681900

**BRAHMA FORCE**

Infinite Durability 800e0c6403e8  
Infinite Durability 800e0c6603e8  
Prokian and Hadron Lasers 800e0c9effff  
Polar Ray and Synwave 800e0ca0ffff  
Hydra Laser 800e0ca2ffff  
MIV Mortar 800e0ca8ffff  
Infinite Armor 8005c9180064



**BROKEN HELIX**

Infinite Armor 8005c9180064  
First Aid 8006fe2e0101  
First Aid 8006fe2e0101  
Large Energy 8006fe300102  
Key 1 8006fe340104  
Key 2 8006fe360105  
Key 3 8006fe380106  
Lift Key 1 8006fe3a0107  
Rapid Fire 8006fe62011b  
Flame Thrower 8006fe64011c  
Missile 8006fe66011d  
Key 7 8006fe6e0121  
Key 8 8006fe700122  
Key 9 8006fe720123  
Key 10 8006fe740124  
Grenades 8006fe760125  
C-4 Explosive 8006fe780126

**BUSTER BROS. COLLECTION**

Infinite Lives(Buster) 800c59400003  
Infinite Lives(Super Buster) 800a4a100003  
Infinite Lives(Buddies) 801712260202

**CONTRA**

Infinite Health P1 800dc7840009

**COOLBOARDERS**

Score Sheet 8005d0c6ffff  
Score Sheet 8005d1d2ffff  
Tiny Boarder 8018ef280f00

**PlayStation Codes**

**CRYPT KILLER**

P1 Has Machinegun 800fc1780003  
P2 Has Machinegun 800fc1d40003

**DESCENT MAXIMUM**

Infinite Shields 800e930203e7  
Infinite Energy 800e92fe03e7  
Level 5 Laser 800e93060404  
Infinite Lives 800e93040404  
Extra Weapons 800e930cffff  
Infinite Vulcan Ammo 800e9316270f  
Always Have Earth Shakers 800e933a0063  
Always Have Earth Shakers 800f86680009

**DYNASTY WARRIORS**

Infinite Health P1 800b2cdc00c8  
Infinite Health P2 800b364c00c8



**HEXEN**

All Keys 800e7da0ffff  
Infinite Blue Mana 800e7dc000c8  
Infinite Green Mana 800e7dc400c8  
High Armor Class 800e7c7e01e0  
Extra Weapons 800e7db40001  
Extra Weapons 800e7db80001



**MECHWARRIOR 2**

Mystery Super Code 80076cefff

**MEGAMAN 8**

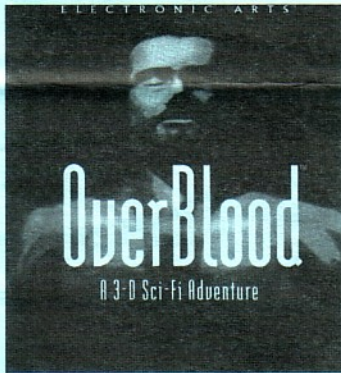
Tornado Hold 801b1ec00001  
 Infinite Tornados 801b1ec22800  
 Homing Sniper 801b1ecc0001  
 Infinite Homing Snipers 801b1ece2800

**NANOTECH WARRIOR**

Infinite Armor 800cac801000

**NORSE BY NORSEWEST**

Infinite Health Character 1 800b92040003  
 Infinite Health Character 2 800b92200003  
 Infinite Health Character 3 800b923c000



**OVERBLOOD**

Infinite Health 800cf8f40064  
 Memory Chip 800ef4e00001  
 Memo 800ef4e80001  
 Laser Knife 800ef4ec0001  
 Anti-Gravity Device 800ef4f00001  
 Sample Case 800ef4f40001  
 Oil Container 800ef4f80001  
 Broken Thermostat 800ef4fc0001  
 Chemicals Bottle 800ef5000001  
 Capsule 800ef5040001  
 Hand Gun 800ef5080001  
 Silver Key 800ef50c0001

**PEAK PERFORMANCE**

Place 1st 8009ca0c0000  
 Place 1st 800a1ff20000

**POWERSLAVE**

Amun Bombs 80084be2003c  
 Cobra Staff 80084be6003c  
 Ring Of Ra 80084be8003c  
 Manacles 80084bea003c  
 Map 80084c0cffff

**PSYCHIC FORCE**

Infinite Health P1 80101e5403e8  
 Infinite Health P2 80101f9803e8  
 Infinite Psychic Power P1 80101e560190  
 Infinite Psychic Power P2 80101f9a0190  
 No Psychic Power P1 80101e560000  
 No Psychic Power P2 80101f9a0000

**RAGE RACER**

Infinite Cash 8019c610c9ff  
 Infinite Cash 8019c6123b9a  
 Infinite Race Tries 801e3ffa0005  
 Place 1st 8009e53c0001

**RUSH HOUR**

Extra Vehicles 801074d4ffff  
 Super Championship Mode 801074d8ffff  
 Reverse Mode 801074d6ffff

**TAIL OF THE SUN**

Complete Tower 800ca0a000ff

**TENKA**

Red Key 800519c80001  
 Purple Key 800519d00001  
 Blue Key 800519cc0001  
 Yellow Key 800519ce0001  
 Green Key 800519ca0001  
 Infinite Ammo 80059a6c0063  
 Infinite Ammo 80059a780063  
 Double Shot 80019de20001  
 Rapid Fire 80019de40001  
 Burst Laser 80019dea0001  
 Infinite Laser Power 80059a700014

**TEST DRIVE OFF ROAD**

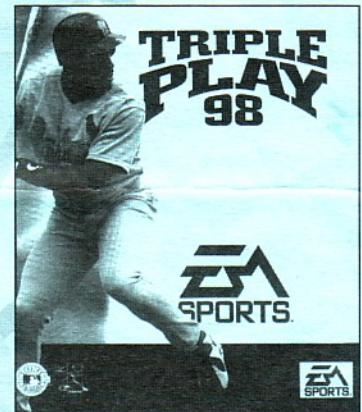
Stockcar 800b4a880001  
 Hotrod and Monster Truck 800b4a8a0101  
 4X4 Buggy 800b4a8c0001  
 Extra Tracks 800b1978000c

**THUNDER TRUCK RALLY**

Extra Car Crush Pts P1 800bb0c003e7  
 0 Car Crush Pts P2 800bb0c20000

**TIGERSHARK**

Infinite Lives 800847980003



**TRIPLE PLAY '98**

Home Team Scores 0 300269C40000  
 Away Team Scores 25 300269C80019  
 Home Team Scores 25 300269C40019  
 Away Team Scores 0 300269C80000

**TWISTED METAL 2**

Infinite Armor 80187D000096  
 Infinite Turbos 8018830A00C8  
 Infinite Power Missiles 801882E80009  
 Infinite Fire Missiles 801882EE0009  
 Infinite Turbos P2 80188B1E00C8  
 Rapid Fire P2 80188B120000

**VR BASEBALL '97**

Field of Dreams Field 8005b09a0001



**WAR GODS**

Infinite Time	8009e1140064
Infinite Credits	800985800005
Infinite Health P	800992780001
Infinite Health P2	8009927c0001
Extra Damage P1	800992800001
Extra Damage P2	800992840001

**WILD ARMS**

Infinite Gella	801341dcffff
Quick Level Gain Jack	80133e40ffff
Quick Level Gain Rudy	80133e0cffff
Quick Level Gain Cecilia	80133e74ffff
Infinite MP Jack	80133e2803e7
Infinite MP Cecilia	80133e5c03e7
Infinite Bullets Rudy	801341500008

**XEVIUS 3D**

Infinite Lives	8012dd580006
Weapon Power Up	80131ea40002



**TREMORPAK FOR NINTENDO® 64**

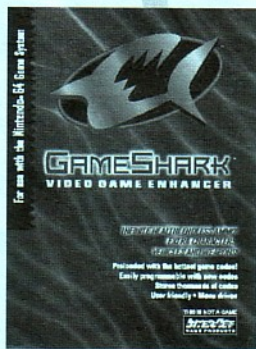
So, if you own a N64 you probably have been playing StarFox 64 to death. The great thing about the game is its 4 player capability, but you only get one Rumble Pak™ when you buy the game. Have no fear, the new TremorPak from Performance™ has both a HIGH and LOW setting to the vibration feedback. Also, it uses less expensive AA batteries (as opposed to the Rumble Pak's utilization of AAAs). The TremorPak works with ALL Nintendo, InterAct and Performance branded N64 controllers.

in addition to a digital direction pad), the V3 provides a realistic auto-centering steering wheel with 300 degrees of rotation, adjustable tilt angle and height, steering sensitivity control and separate acceleration/brake pedal unit (Nintendo version is also equipped with a memory card slot). Conquer even the tightest hairpin turns with incredible precision and control! The V3's unique Program Relocation Function allows you to customize your button layout to maximize control in any racing title. The specially designed base allows you to secure the wheel to either a table-top or underneath your legs so you can play at a table, in a chair, or even on the floor!  
*Price: \$69.99*

**G@me pad  
SEctiOn**

**g@aŕÜitouş  
ÅdveRtisIng SEctiOn**

**||ëw**



**GAMESHARK FOR NINTENDO® 64**

We know that we've been promising this for a long time, but your patience has now paid off! The newest addition to the GameShark family hits the shelves in August. It is even in a shiny new box! Play all of your N64 games like you never thought possible.  
*Price: \$49.99*

**STEer;ng wHeE  
SEctiOn**



**V3 RACING WHEEL  
FOR PLAYSTATION AND NINTENDO® 64**

The premier steering wheel for both the PlayStation and Nintendo® 64, these V3 Racing Wheels incorporate every enhanced feature imaginable for the serious racing enthusiast. Playable in either digital or analog (Namco) mode (PlayStation version only, Nintendo version utilizes analog steering in



**PROGRAMPAD FOR PLAYSTATION**

This transparent gamepad is the only fully programmable controller available for the PlayStation! With ten programmable fire buttons, programmable digital direction control, non-volatile memory for storing custom settings, slow motion and auto-fire, the ProgramPad offers games ultimate control over the hottest fighting and action titles.  
*Price: \$29.99*





**PIRANHAPAD FOR PLAYSTATION**

This baby's got bite! The new PiranhaPad boasts tons of upgrades over the pack-in controller. For starters...a circular digital direction pad for maximum control. Throw in a bigger, more comfortable design, larger fire buttons, contoured hand grips and an extra long cord. And now the best part...slow motion and auto-fire! Get out your fishing poles, this Piranha should be swimming around your favorite store now.

**Price: \$19.99**



**ECLIPSE PAD FOR SEGA SATURN**

This state-of-the-art controller is designed to give you unparalleled performance with any Saturn title. The Eclipse Pad features eight fire buttons, arcade button layout, programmable synchro-fire, independent turbo-fire with LED display, slow motion and an extra-long cord.

**Price: \$22.00**



**PS ARCADE FOR PLAYSTATION**

Imagine finally being able to play all of your favorite fighting games with REAL arcade joystick control and giant fire buttons you can pound on! No need to scrounge up quarters - the PS Arcade is a heavy-duty arcade stick, constructed with a sturdy metal base and joystick shaft, that can handle anything you can dish out. Throw in semi and hands-free auto-fire with four auto-fire speeds, three slow motion speeds, an LED display panel, eight fire buttons and an extra-long cord and you've got the premier joystick for the PlayStation!

**Price: \$49.99**

**JOYSTICK SECTION**



**SHARKPAD PRO 64<sup>2</sup> FOR NINTENDO 64**

Shred the competition with the SharkPad Pro 64<sup>2</sup>, the most dangerous predator on the Nintendo 64 system! The new and improved design allows for better access to the analog stick, thereby giving you better control! With this new design, raised circular digital direction pad, slow motion and auto-fire functions, the SharkPad Pro 64<sup>2</sup> takes your gaming experience to a new level!

**Price: \$29.99**



**ARCADE SHARK FOR NINTENDO 64**

Gamers can safely prowl the dangerous waters of the most challenging Nintendo® 64 games with the Arcade Shark! This vicious predator will help players devour the competition with auto-fire, slow motion and a built-in memory card slot. The uniquely versatile design features a removable joystick that can be placed in either the digital or analog control port for the best control in any type game. A sturdy metal base and ergonomic layout ensure hours of playing excitement.

**Price: \$59.99**



**ECLIPSE STICK FOR SEGA SATURN**

The Eclipse Stick is the heavy-duty joystick that is sturdy enough to use on a table-top, but compact enough to rest in your lap. The Eclipse Stick brings the "arcade feel" to your living room with eight full-size fire buttons, programmable synchro-fire, semi and hands-free auto-fire, slow motion, a rugged metal base and joystick shaft, and an extra-long cord.

**Price: \$33.00**



**Coming Soon Section**



**MāKO PAD 64**

fumble for directional pads, sticks or fire buttons again! With a crystal-clear case, auto-fire, slow motion and an extra-long cord, the MākoPad 64 is ready to attack!

The MākoPad 64 was designed to be a revolutionary new controller that gives Nintendo® 64 gamers the edge that they have been looking for. Don't be forced to continually change hand positions with the standard controller when the MākoPad 64 allows you to reach ALL of your controls from one position! Never

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**DW9**

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