


FORMERLY DANGEROUS WATERS

ISSUE 26 AUGUST, 2000

# GAMESHARK™

## MAGAZINE



# CHRONO CROSS™

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# EDITOR'S NOTE

## A PROMISE TO KEEP

Imagine if you will a situation; you're 600 miles from home. You know only one of your co-workers halfway decently, and you're still trying to fit into the workplace. Your new apartment is missing the sounds of your friends back home, and you haven't seen your car for a month.

However, you now have access to a publication that reaches a LOT of people from all over the world. You also have command of the Editorial page of said publication. What would you do with it?

Welcome to my world. The name's Jason Dvorak, also known as Dangerboy. Here I am working for the world's largest video game accessory company, and I've got the mission of making sure this is the best damn magazine you can get on a bi-monthly basis. In order to do that, I need to be in contact with every reader out there, as well as their friends and their friends' friends. The key to that is being open, honest, providing the most truthful reviews and always having access to each other. Back home in Chicago, I used to work on a game fanzine and in a game store. I was always in constant contact with customers, fellow game players, other fanzine writers, and even some in the industry. Whether it was helping a customer pick out a game, talking with friends, or just hanging out with the fanzine staff doing our reviews, there was always a community feeling, and I want to extend that feeling through GameShark Magazine. Tell me what you want to see in the magazine: more of this, less of that, anything that comes to your mind. Trade game stories and so forth, maybe show off a Game Shark Code you created with the Shark Link, tell me the oddest thing you've done with a Shark product, heck, just e-mail me to talk and what not. We have the power to build both a killer magazine with your input, and a gaming community like no one has seen before. It's going to take a lot of input from you though, so here's how to communicate with me:

By e-mail: [dangerboy@gameshark.com](mailto:dangerboy@gameshark.com)  
By snail mail: Dangerboy  
GameShark.com  
318 Clubhouse Lane, Suite 1000  
Hunt Valley, MD 21031

Remember, this is your magazine. I want to make sure it's got everything that you want in it and more!

With that firmly implanted into your skull, I now must move on to the subject matter. Before moving to Maryland to take this job, I made a promise to all of my Game Rave fans, store friends, and best buds that I would not forget them, nor forget who got me to where I am today. I didn't forget, so to close my first Editor's Notes, I give thanks to all those who have helped me get to where I am today. A special thanks to, in no particular order: My parents and family, Alan, Audra, Shane, Matt, Tom, Shane W., Bob, Mike, Courtney, Byron, Lavell, Lawrence, Sam, Kevin, Marty and Diane, Pat R., Chris K., Cory, Karen D. and her kids, Vaughn, Derrick, the entire Game Rave subscriber list, Emily, Carolyn and Zolie, Marianne, Nate M., Jason King (get better!), Dina, all the guys and gals at the Mastodon, the Anime Central staff, #anime! groupies, and everyone and anyone who helped me be the person I am and was there to cheer me on when this chance arose. I also want to thank Dan for the hypothetical question that got me here, and John, for making sure I stayed when I got here.

There are no Shark codes for the game of life, but I'm working on it. See you on the outside.

Jason Dvorak  
Editor

AUGUST 2000

# MAILBOX

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

Dear Dullmann,  
I have tried many Gameshark codes for *Perfect Dark*, but none have worked with the expansion pak. The Enable Code always makes it where the game does not recognize the expansion pack. Please tell me what to do.

Kamin

Dear Kamin,  
It sounds as though one of the codes has an incorrect number in it. Please be sure to painstakingly, triple-check each code to be sure it has been entered exactly as presented on our website. Also, make sure that you have a 2.5 or a 3.3 version GameShark, and that the code generator is off. The codes will only work for those two versions of GameShark.

-Dullmann

Dullmann,  
I need a keycode for *Donkey Kong 64*. I have a GameShark Pro. If you could send that it would be nice.

You know they make two different *MK Trilogies* for the 64 and I have the other version of it. The codes on the GameShark don't work with my version.

One more thing...  
How do you find Keycodes on GameShark.com

Thank you,  
mike2000

Hi Mike2000,  
Sorry to inform you, but you can not manually add KEYCODES. Not only are the updated keycodes visible in the GameShark Menu, but it is a Hardware update as well. In order to get the newest version of GS with the newest KEYCODES - send an e-mail to [support@gameshark.com](mailto:support@gameshark.com) or see our Upgrade Policy in the FAQ area on our website. Or you can call 410-785-4064 for tech support.

Here is one code for MKT:  
Player 1 Unlimited Energy  
8016984d 00a6

If this code does not work then you have found a second version of this game.

-Dullmann

Dullmann,  
What version would I use for *Gran Turismo 2* is 1.2 the newest one made because none of the other will work on my version of GameShark is 3.3 it CDX for PlayStation.

Thank you,  
~Michael

Michael,  
The listing is Gran Turismo 2. Here is one code as a sample. Remember, there may be more than one version per game. For example, test this code for each version to find yours:

Gran Turismo 2  
Maximum Cash (Sim)  
801d0fc8e0ff  
801d0fca05f5

Gran Turismo 2 V1.1  
Maximum Cash (Sim)  
801d133a1525  
801d1338e0ff

Gran Turismo 2 V1.2  
Maximum Cash (Sim)  
801d156a1525  
801d1568e0ff

-Dullmann

## DANGEROUS DESIGNS

WOW! You guys and gals are really starting to scare us. The artwork keeps getting better and better! This month's selection of artists even went the extra to make their entries stand out from the crowd.

This issue's Winner goes to Andy C. Madolora, who scanned in his drawing of Mega Man into the computer and did a super sweet job of coloring and lettering. There are even cracks and chips in Mega Man's armor from his many battles. Great job Andy, your Dex Drive is in the mail!

The runners up are Clifford Patterson II, and Chris Vasquez. Clifford did a good job on Shiva from *Final Fantasy VII*, even adding glitter to the artwork to make her ice spell stand out. Chris' black and white rendition of *Resident Evil's* Tyrant is very eye pleasing, with a nice job on the shading. Your T-Shirts are on the way!

Okay readers, after these awesome entries, we know there's more of you out there that have artistic abilities. Send in your artwork for all the world to see!



Send your Dangerous Designs submissions to:  
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## FIGHTER DESTINY 2

By Estrogamer

If there is such a thing as the utter height of average, then *Fighter Destiny 2* is it.

Overall *Fighter Destiny 2* isn't a bad game. It's nothing stunning, but (at least in the world of the N64) it's nothing horrible, either.

The graphics in the game, just as a for instance, are utterly average. The backgrounds look a little better than average, with some moving elements and interesting little details, but the fighters themselves look a notch worse, so it evens out. The animation is pretty smooth.

Gameplay is pretty standard for this genre. The game entails winning points instead of merely getting KO's. The points can be gathered in a variety of ways (knockouts being among them). This is the only remotely original thing about the game. Two game elements stand out in *Fighter Destiny 2*. The control is a bit better than button-mashing madness. The game has a pretty good Practice Mode, and it certainly helps to use it. Mastering the some of the more difficult combos can be difficult, but it's worth it. The sound, on the other hand, is very, very bad. The music is merely irritating, but the voice-acting achieves an all time videogame low. It is so astoundingly unrealistic that it made me want to mash the speakers of my television in, but I just turned it down instead.

Platform: Nintendo 64  
Genre: Fighting  
Developer: Imagineer  
Publisher: Xicat  
ESRB Rating: T

OVERALL RATING: 5.0  
Graphics: 5.0  
Sound: 3.0  
Control: 7.0  
Fresh Factor: 5.0  
Gamelife: 5.0



## xtreme sports

By Estrogamer

*Xtreme Sports* is a cute, lighthearted and fun little sports game.

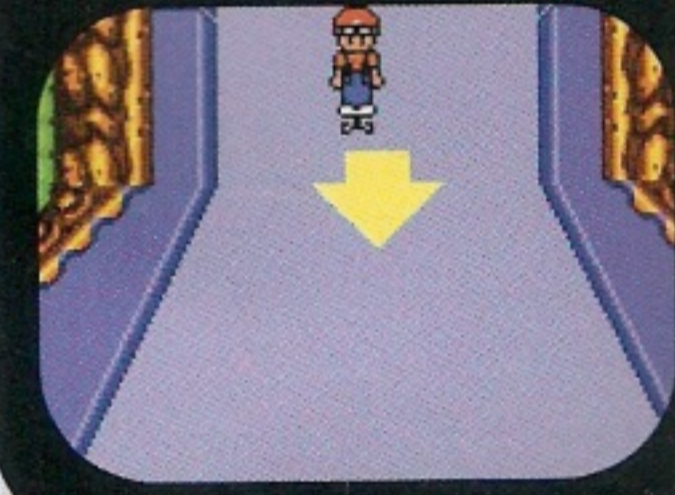
Graphics are just about average for the GameBoy, with very obvious obstacles, and smooth characters. Animation of the main characters is pretty good, but the spectators at the events are fairly static.

The music, which tries to be as "extreme" as the sports involved, winds up just being really annoying and moderately perky. It might remind you of an extremely low-fi Jucyfruit commercial. Sound effects are almost non-existent, but given the quality of the music, this is probably a blessing.

Controls in *Xtreme Sports* are easy to learn. Everything about the controls is pretty basic, but issues of timing and order for tricks and in avoiding obstacles keep the game from becoming chokingly simple. Though the object is just to beat high scores of various computer characters, there are different categories of scoring, which adds to the variety of gameplay. There also seems to be some kind of plot going on, which makes things a little more fun than just pressing buttons like a monkey.

Platform: Gameboy  
Genre: Sports  
Developer: Infogames  
Publisher: Infogames  
ESRB Rating: E

OVERALL RATING: 6.6  
Graphics: 6  
Sound: 4  
Control: 8  
Fresh Factor: 6  
Gamelife: 9



## KIRBY 64: THE CRYSTAL SHARDS

By Nemesis

*Kirby 64: The Crystal Shards* is the long-awaited sequel (or one of the sequels) to the Kirby line of games, and is the second appearance of the little round guy on the Nintendo 64.

Graphically, one word could describe *Kirby 64*: Colorful. Pastel and bright colors are everywhere in *Kirby 64*, and this gives the game character, all while luring you into the fun-tastic world that is *Kirby 64*. Sure the other games had similar graphics, but since *Kirby 64* is in full 3-D (well, for the most part; backgrounds are 2-D), the graphics actually come to life. The sound and audio in *Kirby 64*, while not up to par with the graphics, still add to the overall gameplay. The sound effects are crisp as they come, all without the common static that goes along with some (or some would argue most) games on the N64. I was pleasantly surprised to hear that the background music wasn't all that bad. It plays in perfectly with the rest of the game, and sets the tone of the game and the world of Kirby.

As far as controlling the little pink guy, I was disappointed...at first. Why you ask? You cannot use the Analog Stick at all in the game. That's right, you have to use the control pad for your platforming needs. At first this seems bad, but after 10 minutes of gameplay, you will feel right at home with the control pad, and the other buttons as well. It feels like an old-school platformer, and I wouldn't have it any other way. Oh, and inhaling and stealing your enemies' powers is also easy as pie.

Gameplay-wise, *Kirby 64* plays like an original platformer from the NES or SNES (or even the PSX). You run along a set-path until you reach a warp point, a boss encounter, or the level exit. At first this might seem too linear, but as you venture further into the game, you will encounter multiple paths. This adds TONS of variety into the game, since where you decide to go decides whether or not you get that last Crystal Shard, or if you found a short-cut to the end of the level. Your main objective in each level (there are 4 in each world, plus a final boss encounter) is to collect 3 Crystal Shards (hence the name of the game). Why do you collect these Shards? Let's just say that you can't encounter the final boss towards the end of the game without all of the Shards.

Oh yes, and who can forget the "inhale" your enemy ability? In *Kirby 64*, you have the ability to inhale your enemy, then either swallow or spit him out at another enemy. This is how you attack other enemies. But does that sound a bit easy and boring to you? Well it is. Don't worry, because you also have the ability to create "combos" of abilities. Let's say you inhale an opponent who has a fire ability. Now instead of swallowing him, you continue along your way until you reach an opponent with a sword ability. You can shoot the fire enemy at the sword enemy to create a combo-ball. Now all you have to do is inhale this combo-ball, and swallow it to be able to use your new combo: The Fire-Sword. This adds tons of depth to the game, and makes it very fun to play.

So overall, if you like your platformers, you cannot go wrong with *Kirby 64: The Crystal Shards*. Everyone has missed the round pink guy, why don't you welcome him back in pure platforming goodness?

Platform: Nintendo 64  
Genre: Fighting  
Developer: Hal Labs  
Publisher: Nintendo  
ESRB Rating: E

OVERALL RATING: 8.5  
Graphics: 8.0  
Sound: 7.5  
Control: 7.8  
Fresh Factor: 5.0  
Gamelife: 8.3



## X-MEN MUTANT ACADEMY

By FNG

Have you ever been stuck in a car on a long trip, or been standing in a long line and had the uncontrollable urge to beat on someone? Well, if you have a Game Boy Color in your pocket, and a copy of *X-Men Mutant Academy* let the pummeling begin. (Without the hassle of police intervention, of course.)

The graphics were the first thing that jumped out at me; I kept thinking "For the Game Boy, THIS is impressive." This may be due to the fact that the last Game Boy title I played was *Rainbow Six*, but I doubt it. The backgrounds and characters are extremely colorful, and unlike many other Game Boy Color titles I didn't have to squint at or tilt the screen to make out what was going on.

The sound is annoying and the music is way too repetitive for my tastes. As with many games I've played, the music was the first thing to be turned off! Unfortunately when the music was off I could hear the sound effects from the characters kicking and punching each other. I immediately turned the music back on to drown out the sound effects.

The control was much better than I expected; after playing for a little while I was able to "optic blast" my opponents into submission. The specials can be executed with the simple press of the A and B buttons simultaneously when your rage bar is full.

*X-Men Mutant Academy* is tough, the first few battles can be won by simply ducking and repeatedly pressing the A button; the later stages become increasingly difficult. There's not much to this game other than mindless brawling and the occasional secret character, but it's a lot of fun if you've got some spare time on your hands.

Platform: Gameboy  
Genre: FIGHTING  
Developer: Activision  
Publisher: Crawford  
ESRB Rating: E

OVERALL RATING: 6.6  
Graphics: 6  
Sound: 4  
Control: 8  
Fresh Factor: 6  
Gamelife: 9



## The Legend of Dragoon

By Ranma

So, this is Sony's Final Fantasy killer that's gotten such high acclaim? Don't make me laugh. Not only is **The Legend of Dragoon** a badly done RPG, it doesn't even come close to having anything near masterpieces like **Final Fantasy VIII**, **Chrono Trigger**, or **Xenogears**.

First, let's start with the good - what little there is, anyway...the graphics artists have done an incredible, incredible job on the pre-rendered backgrounds for this game. Their actual quality doesn't surpass that of FFs VII and VIII, but a lot of very beautiful elements like light rays, mist, fog, and dust make the game feel truly alive. Additionally, the graphics for the Spells in this game are just fantastic, but they don't live up to **Final Fantasy VIII's** Guardian Forces.

Unfortunately, the battle graphics aren't great. The character models are sub-FF VII quality, and there are a lot of polygonal breakups and such. The monsters look a little better, but not much. This is where the good parts end, and the bad parts begin - it is INCREDIBLY apparent that Sony put their whole budget into the graphics, and absolutely none into the music or anything else in this game for that matter.

The music, save one or two tracks, is absolutely some of the worst garbage I've ever heard, especially after a musical masterpiece like **Legend of Mana** or **Vagrant Story**. The keyboards used in this game are not only extremely cheap - but couple that with a composer who has absolutely NO talent, and you've got one of the worst sounding games ever. One track does deserve mention, though - the **Overworld Theme** for Disc 2 (the others suck). It's a very beautiful theme and soundtrack worthy...but that's the only one. The sound effects are nothing to write home about and the voiceovers for the Addition moves and Spells are just terrible - except for the people who did Albert and Haschel, who actually have some talent.

**Legend of Dragoon** uses a new system called the "Addition System" - specifically, in battle, combos that inflict heavy damage on your opponent depending on how well you execute it. You can select one for each character to use in a battle - each character has a different number of them. Let's take Dart's "Volcano" for example - it's a three-string Addition, meaning that you'll need to press X three times at exactly the right time in battle to pull off the move. In theory, this sounds really cool, but thanks to **Legend of Dragoon's** poorly programmed Addition control, it becomes a chore. For some reason, **Dragoon** thinks it's fun to automatically make you fail when trying to do an Addition sometimes. Then, there are the ridiculous six (and upwards) string additions like Albert's "Gust of Wind Dance" that are near impossible to pull off.

Another huge problem with **Dragoon** is its story and translation. An RPG is only as good as its story, and **Dragoon's** isn't all that interesting. Well, I shouldn't say that - **Dragoon's** story is actually kind of interesting, but it's ruined by the atrocious translation - which is worse than even **Final Fantasy VII's**. You'll find misspellings, grammatical errors, you name it - it's all in there, and in spades.

Overall, if you're looking for a new RPG to play, you MIGHT like **Legend of Dragoon**, but be warned that it is by no means a good game, and nowhere NEAR Square's epics.

Platform: PlayStation  
Genre: RPG  
Developer: Sony  
Publisher: Sony  
ESRB Rating: T

OVERALL RATING: 5.0  
Graphics: 8.8  
Sound: 1.3  
Control: 5.0  
Fresh Factor: 4.3  
Gamelife: 5.5



## Army Men Air Combat

By Dullman

The **Army Men** franchise has done it again with its most recent installment of **Army Men Air Combat**. Those little green and tan guys take to the skies in this helicopter shooter. N64 owners that enjoyed **Nuclear Strike**, by THQ, will get more than enough action with this installment for sure, but what if you didn't enjoy **Nuclear Strike**?

This game features four helicopters - the Chinook, Apache, Huey and Super Stallion - and plastic and true-to-life battle zones with fully interactive environments. Pick up cans, toys, apples, doughnuts and more to use, not only against that infernal Tan Army, but against toy robots, electric trains, killer bees, dragon flies, beetles, lawn sprinklers and much more. But if you don't want to play with your friends, lay the smackdown on them in the multiplayer death-match arena. With four different modes, you'll be able to open cans of whoop-ass till the cows come home. These multiplayer mini-games are wildly entertaining.

Graphically, this game just does not cut the mustard. Today's standards are so high that this game looks ancient and is rather glitchy to say the least. Poor animation and slow-down are what keep this one from joining my pile of keepers. The environments look great and are pretty big, but it's hell-choppy. Here's a warning for you: multiplayer deathmatch graphics are horrifying! The only thing I found visually stimulating was the explosions.

This game is a toss up in my book. I would play it if it was a gift, but I don't think I would pay for it myself. If you enjoyed **Nuclear Strike** you will not be disappointed. It packs enough action to satisfy even the most destruction hungry of gamer, but graphically it lacks what it takes to be great!

Platform: PlayStation  
Genre: Shooter  
Developer: 3DO  
Publisher: 3DO  
ESRB Rating: T

OVERALL RATING: 7.5  
Graphics: 6.0  
Sound: 3.0  
Control: 8.0  
Fresh Factor: 8.0  
Gamelife: 7.5



## Digimon World

By Wooly Doug

While it will certainly appeal to the Pokemon crowd, **Digimon World** isn't a Poke-knock off. This is essentially a tamagachi, with some 32-bit bells and whistles thrown in to the mix. The problem is, tamagachis weren't that fun when they first came out, and they're not that fun now. A thin RPG plot doesn't help matters too much, and overall, **Digimon World** falls way short of its Pokemon slaying goal.

**Digimon World** puts the player, controlling a human sucked into the world of the Digimons, into the role of savior of the 'mons. One of those ancient evils that seem to plague other worlds has driven all of the Digimons from File City, a once-thriving metropolis that now stands empty, and by beating up other Digimons, you win their respect and have them move back in. It's not a very plausible plot, which is further complicated by bad gameplay.

If **Digimon World** were released when Digimons were popular, the graphics would have been top-notch, but years after the fact, these graphics leave something to be desired. They're not horrible, just too pixilated, too static, and too boring. The game world is a generic setting that is nearly devoid of occupants. The 'mons that are the world's namesake aren't varied enough, and wouldn't fill the most amateurish Pokemon Trainer's Pokedex. The same lack of variety plagues the fight scenes, and each one ends up becoming a button mashing snore-fest. The graphics are boring, plain and simple; the graphical equivalent of chicken noodle soup.

I can only wish that the sound were merely boring. **Digimon World's** audio effects are mind-wrenching aural assaults. When you're not cringing from the constant footsteps, you'll be praying for your pet-mon to shaddup. Give me a sound effects option, or give me death!

If you've ever owned a tamagachi, you know that the fun was supposed to come from caring for, training, and in the case of Digimons, battling your pets. The game follows that formula with results that weren't to my liking. If you were a tamagachi-oholic, you may feel different, but this is mindless stuff. This title should be used to discourage kids from having babies. The constant feeding, and putting to bed, and taking your 'mon to the bathroom (seriously) are overwhelmingly tedious. It is funny to watch your pet take a dump, Lik was cracking himself up for hours doing it, but really, it's just bad gameplay.

**Digimon World** came out way too late in the game to be a contender. Just because you like the cartoon, don't think that you'll like this game. Fans of the cartoon are probably fans of the pet monster genre as a whole, and because of that, they should stick to the original. Pokemon has this beat by a mile.

Platform: PlayStation  
Genre: RPG  
Developer: Flying Tiger  
Publisher: Bandai  
ESRB Rating: T

OVERALL RATING: 5.0  
Graphics: 6.0  
Sound: 3.0  
Control: 7.0  
Fresh Factor: 5.0  
Gamelife: 6.0



## Strider 2

By Dangerboy

**Strider 1**: In 2048, a dark figure known as the Grand Master is the supreme dictator over the world. Near Eastern Europe, the site of Grand Master's capital city, a war is about to break out. To stop this madman, a lone assassin is hired to kill the Grand Master. That person is a Strider, an A ranked ninja from the secret Strider group.

What set **Strider** apart from its competition 11 years ago is its coolness in character designs and character sizes. The artwork style, combined with the cyber punk ninja attitude and screen filling bosses, all dragged the player into a great game completed by some great game play. The same holds true in **Strider 2**.

**Strider 2**: The true heir to the throne comes as a surprise not only in great execution, but with many enhancements that were not expected. **Strider** himself is now a LOT more flexible. He can now dash, double jump, a backward somersault to get you out of a mistaken slide, and an extra "Salvage" slash that you can perform while jumping. His new animation style is sweet with a mesh of his original style and his **Marvel Vs Capcom** persona. Unlike his first incarnation, he controls beautifully, with only the occasional corner glitch to dampen the mood.

The graphics are done similar to **Marvel Vs Capcom 2**. The backgrounds are 3D, with most of the enemies and you being in 2D. It works really well, and I hope Capcom sticks with this trend. Their style of animation has always been to my liking, and it's good to see them mesh both dimensions cleanly. Since the 3D aspect allows for different camera angles, you get to experience a broader sense of your hero's world.

The story line is a bit messed up with the sequel. The English manual gives no intentions of the actual time between the two games, but the end cinema reveals a bizarre length of time that **Strider** and Grandmaster have had apart. I'll save those odd but juicy bits for you to enjoy, but something tells me there's a **Strider 3** just dying to be made. After the good vibes I got from this one, let's hope they do.

Platform: PlayStation  
Genre: Action  
Developer: Capcom  
Publisher: Capcom  
ESRB Rating: E

OVERALL RATING: 8.0  
Graphics: 8.5  
Sound: 8.0  
Control: 8.0  
Fresh Factor: 7.0  
Gamelife: 6.0



## Marvel vs. capcom 2

By Nemesis

Insanity. Pure insanity. This is the best way that I can describe *Marvel vs. Capcom 2* for the Dreamcast. With 3-on-3, 2-D fighting action, this game can get pretty insane to say the least. Hell, you could get seizures from playing *Marvel vs. Capcom 2* with someone who knows what they're doing. It's a flashy, jumpy fighter, with more characters than you can shake a stick at. And most importantly, it's one of the best damn 2-D fighters ever, and it belongs in every Dreamcast library, period.

Graphically, *MvsC2* is beautiful. The 2-D sprites are bright and sharp, and the 3-D backgrounds are amazing to look at. The effect that is produced when Capcom blended the 2-D characters with the 3-D backgrounds is outstanding, and really adds depth to the old-school look of this 2-D fighter. The frame-rate burns up the Dreamcast at a steady 60fps, and never slows down. Sometimes, if you adjust the speed option accordingly, the game can become almost too fast, and everything can just fly by. This is a good thing.

You think the graphics are the best part of *MvsC2*? Think again. *MvsC2* plays like a slice of heaven. The 3-on-3 gameplay makes the 2-on-2 gameplay of the original *MvsC* look like child's play. It's just incredibly fun to whoop up on your opponent with 3 of your favorite characters...at the same time. Yes, you can have your other 2 allies hop in and help you take on your opponent. And it plays just like all of the other 2-D fighters from Capcom, which just adds to the already awesome gameplay.

*MvsC2* is a fighting fan's dream game, an arcade perfect translation, and the best 2-D fighter ever, all wrapped up in one neat, shiny package. If you even remotely like fighters, the Vs. series, or just like having fun, then run (or walk) to your nearest retailer, and pick up an Arcade Stick and a copy of *Marvel vs. Capcom 2* ASAP.

Platform: Dreamcast  
Genre: Fighting  
Developer: Capcom  
Publisher: Capcom  
ESRB Rating: T

OVERALL RATING: 9.0  
Graphics: 9.0  
Sound: 8.5  
Control: 8.0  
Fresh Factor: 7.0  
Gamelife: 9.1



## OMIKRON

By testtubebaby

*Omikron*... "the crystal-domed city of Omikron." Roughly translated, "Omikron" means "borrowing heavily from movies such as *Blade Runner* and *The Fifth Element*," but so does any movie featuring futuristic cops and flying cars. It just so happens that I am a big fan of depressing future-based games and movies, so Eidos made a good decision porting the less than highly-touted PC game to Dreamcast.

Here's for innovation: in the game (city) *Omikron*, you "play" yourself. True, you shack-up in the body of donor Kayl 669, but you are actually yourself (or your soul, if you want to go into specifics). This poses a very interesting innovation: no longer are you playing the part of a character, as you, yourself, are the hero of this story. It's like *Choose Your Own Adventure* with 128-bit graphics, and half the paper-cuts! Once you come to terms that you are locked into the world (city) of Omikron, strange events begin happening: you're assaulted by a large bug-like creature, your "wife" informs you that you have been missing for a week, and the people you work for (the police) seem to be out to kill you. Something's rotten in the state (city) of Omikron, and I seem to have slipped into trite usage of Shakespearean quotes, so, next paragraph!

The mass majority of your time will be spent roaming around the city looking for clues to solve the circumstances surrounding Kayl's disappearance, why you have been sent here, and what you can do to help. Pretty standard adventure/RPG fare. The silence is broken up by the fighting (*Virtua Fighter* style) and first-person shooter (executed really badly with the DC controller) sequences. The adventure and occasional fighting parts of the game reminded me a lot of another DC game (*Shenmue*), but the FPS sections really threw me through a loop; they were very: 1--random, and 2--not well laid out. I can only assume that the control was better on the PC version, due to the use of both mouse and keyboard.

If you have a VGA box, use it; the text is practically unreadable on a television. In fact, *Omikron* sports the best use of the VGA box that I've seen in any DC game to date: it makes graphics sharp and colorful without giving up great anti-aliasing. For some reason, there is some very nasty slowdown, especially at the beginning of the game, which just screams "bad port" (shame, shame Eidos). Character and environment graphics are very nice, but rooms tend to be stark, and though character's faces look nice up close, their bodies become bulbous and pixelated. A little more polish could have been implemented to make this a more presentable all around game, but after numerous delays, we're lucky we got it at all.

The idea is brilliant: create an entire city with inhabitants that interacted with your character, the environment, and each other. After reading a lot of bad press about *Omikron* in various computer magazines, I was pleasantly surprised with the final console outcome. The only problem is that AM3 did it first, and better with *Shenmue*...not to say that *Omikron* isn't a worthwhile escape; it's just not the best out there.

Platform: Dreamcast  
Genre: Adventure  
Developer: Quantic Dream  
Publisher: Eidos  
ESRB Rating: T

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



## DRACONUS: CULT OF THE WYRM

By Dullmann

*Draconus: Cult of the Wyrms* takes you way back in the day of Goblins, Trolls, Dragons, Minotaurs, Giants and Elves. A time where peace was a dream and survival of the fittest was the reality, a time that threatened all of mankind. As Cynric - The Warrior or Aeowyn - The Sorceress you embark on a journey to unite the devastated kingdoms of humankind. Using steel and magic to bring down the evil that is disrupting humanities harmonious vibe. So begins your quest to save humanity.

Before beginning the first stage, you will be presented with the background story. Be sure to read/listen to each story closely. Hints and tips for completing each mission are included in the briefing. Following the briefing you will be magically transported to a random area of the next level. Be wary, the indoor and outdoor stages are huge. Forests, marshes, castles, towers and many more landscapes will affect your mission as much as the enemies you encounter. Luckily, you can access the Map with the push of a few buttons (L+R+A). Along your journey you will encounter many friends. Most importantly Blessing Wisps which provide health and upgrades. Take heed, 30 ferocious enemies that actually adapt to your fighting style, are ready and waiting to take on anything you can dish out. Blocking, strategy and battle tactics are crucial to your success and survival.

The in-game graphics, though far superior to PSX graphics as you would assume, didn't push the limits of the system. But don't let that scare you. The stages are well-designed and gigantic plus the control, fighting style, character development and tiny extras make up for what the game lacks graphically. The character animations seem to lack a few frames, but it doesn't inhibit the blitzkrieg-style cans of whoop-ass you, hand out to any foe in your path. By combining analog movements with the "X" button you can create, what seems to be, endless combos. Crave has combined *Tomb Raider* style gameplay with *Zelda*-esque button configurations. It is a beautiful combination. The sound is wonderful. Hear torches burn, bone crushing blows and every footstep you take in great detail. If you have Surround Sound, be prepared for a feast of unrelenting sound and detailed ambience.

*Draconus* is one of the most original titles to grace our TV screens. If you enjoy video gaming, you will love *Draconus*. Do not miss out on the sleeper of the year! With a rich storyline and better-than-average graphics you won't be disappointed.

Platform: Dreamcast  
Genre: Action  
Developer: Interplay  
Publisher: Crave  
ESRB Rating: T

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



## WACKY RACES

By Dr. Atomic

If you immediately started singing "Stop that pigeon..." when you heard about this game, well, you've got the wrong cartoon. *Wacky Races* is the ancient Hanna-Barbera cartoon that spawned such spin-offs as *The Perils of Penelope Pittstop*, and of course the infamous *Dastardly & Muttley* show (where the song came from). This cartoon even contained the prototype of *Captain Caveman* in the form of *The Slag Brothers*.

*Wacky Races* is a fantastic looking game. The graphics look exactly like the cartoon with much of the animation actually being more fluid than the Hanna-Barbera classic (which isn't that hard a feat to accomplish).

The sound of the game is endearing. The soundtrack enhances the game's cartoony feel without being intrusive. The sound effects are vintage Hanna-Barbera, and even the announcer is straight out of the cartoon.

And if you look solely at graphics and sound, this game is totally wonderful. It's almost like playing the cartoon. Unfortunately, there is the issue of control. You are not given the option to use the D-pad, which is a hindrance for Analog Stick haters. The vehicles themselves handle like a boat. Well, the vehicles that you play do anyway. The AI's vehicles seem to be able to make the turns that prove an impossibility to you. Fortunately, the controls are bad enough where they detract from rest of the game.

As for freshness, well, *Mario Kart* this ain't, but then, it doesn't have to be. *Wacky Races* was a Kart Racing game before there were video games, it just came in the form of a cartoon. As you race the tracks, you collect coins that allow you to use certain special features for your "automobile." But every time you use an attack, defense, turbo, etc, your coins spill out on the track for others to pick up. You can also lose coins by being rear-ended or falling victim to another opponent's attack. The coin strategy is a good addition to this game. Making it somewhat tricky is the variety of bombs and mines left behind by racers ahead of you; they are easily confused with coins. Without collecting coins and using your turbo, it's virtually impossible to win a race.

With loads of gold stars to win (which open up even more tracks), and a few characters to unlock, as well as a few other goodies to unearth, *Wacky Races* is highly re-playable. The only hindrance is the ever-annoying controls. But if you can overlook them, you'll be wacky racin' for a long, long time.

Platform: Dreamcast  
Genre: Racing  
Developer: Infogames  
Publisher: Infogames  
ESRB Rating: E

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



HULK INTERVIEWS  
CODEBOY

HULK TAKE OVER CODEBOY RANT FOR THIS ISSUE. CODEBOY ALWAYS LATE, SO ME DO INTERVIEW WITH CODEBOY, MAKE THINGS EASIER FOR HIM BY WRITING SECTION FOR HIM. CODEBOY ALWAYS BUSY WITH DUMB PROJECTS, NEVER PLAN ANYTHING, NEVER ON TIME. LET YOU SEE WHY CODEBOY NEVER ON TIME.

HULK: CODEBOY, WHY YOU NEVER ON TIME?

**CodeBoy:** Well Hulk, other than hacking codes, working on product revisions, doling out codes to magazines and the site, doing various unpublished interviews and writing my weekly Rant I also have to take out the trash, cut down trees, organize marches and abuse the word "dole."

HULK: SHUT UP, INTERVIEW OVER!

HULK NO NEED CODEBOY, HULK WRITE THIS ALL HIMSELF. HULK NOT GET ENOUGH ROYALTIES FROM ALL NINETY-SEVEN VERSIONS OF MARVEL VS. CAPCOM, HAD TO SHARE MONEY WITH CAPTAIN AMERICA. NOW HULK FREELANCE TO MAKE RENT. SPEAKING OF MARVEL VS. CAPCOM,

NUMBER TWO, HULK NO LIKE THAT YOU HAVE TO "EARN" ALTERNATE HULK. HULK STAR! YOU SHOULD START WITH HULK AND HULK ONLY. NO NEED OTHER CHARACTERS! HULK POUND THEM INTO GROUND! HULK SMASH!!!!!! HULK DRINK TOO MUCH COFFEE TOO, HULK NEED TO PEE.

HULK SOMETIMES GET SELF-ABSORBED, THINK TOO MUCH ABOUT LICENSED PORTRAYAL OF HULK AND NOT PROJECT PROPER IMAGE OF HULK. HULK LOVING AND KIND, ENJOY FISHING, SALTWATER MOSTLY, AND ENJOY EATING TAFFY, LOTS OF TAFFY. HULK ONCE GO TO DANCE WITH PRETTY LADY, HULK ASHAMED OF POOR DANCING SKILLS AND LACK OF COORDINATION, SO HULK LEAVE. HULK CRY BEHIND TREE UNTIL DANCE OVER. HULK AND PRETTY LADY THEN GO EAT TAFFY, AND FISH UNTIL DAWN. NICE LADY. HULK SOMETIMES SOUND LIKE LENNY, BUT HULK NOT FIXATED ON FARM IN THE COUNTRY WITH PRETTY RABBITS. HULK WANT SWANK, DOWNTOWN WAREHOUSE TO CONVERT INTO COOL GALLERY FOR ALL OF HULK'S ARTWORK. HULK DO IMPRESSIONISTIC FINGERPAINTING, OVERTOP OF COLOR-BY-NUMBERS CANVASSES. VERY NEW, NO ONE ELSE DO IT YET. GET YOUR OWN HULK ARTWORK NOW, BEFORE PRICE GO UP.

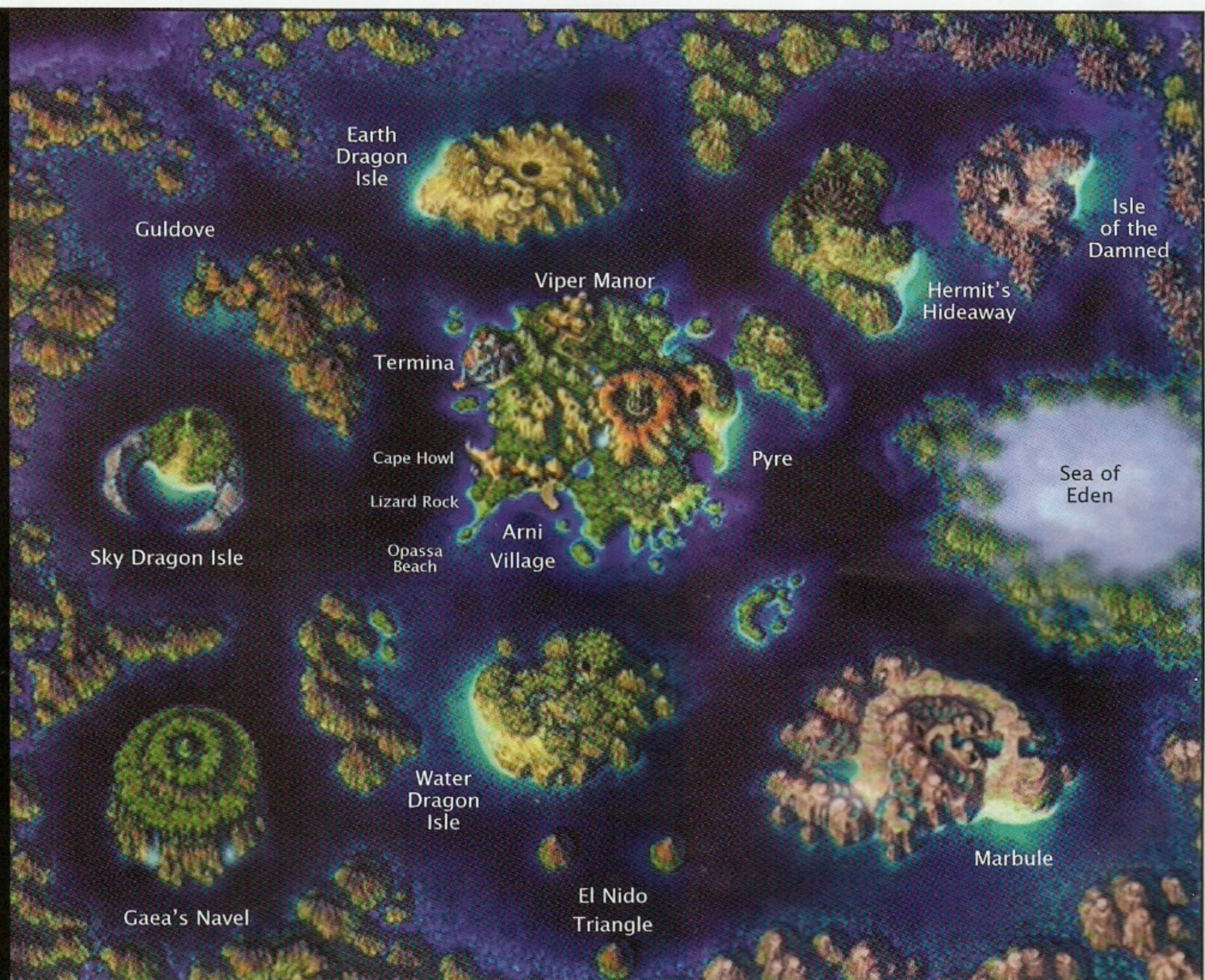
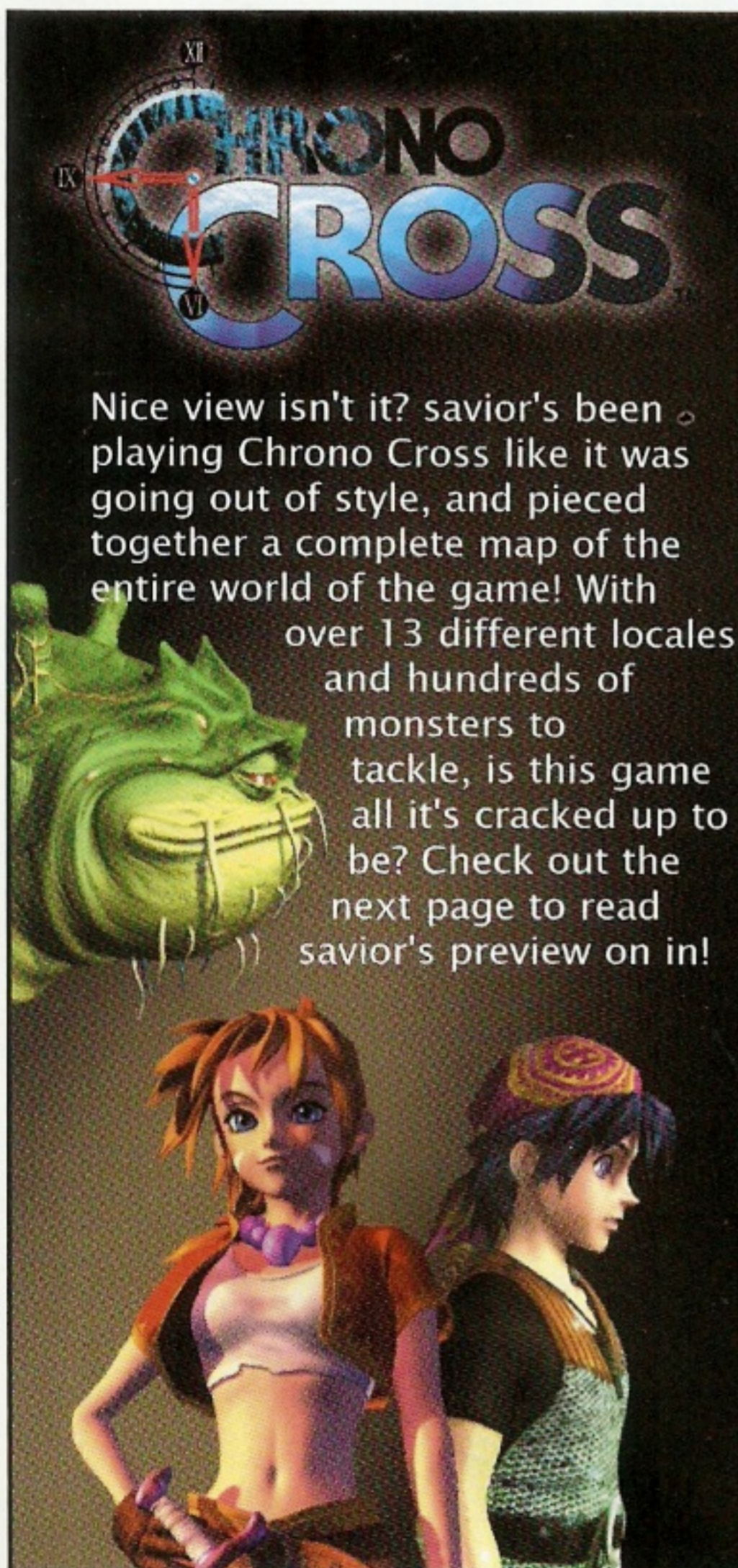
CODEBOY STARTING TO WONDER THE LEGALITY OF WRITING AS HULK, AS LAST ISSUE HULK WROTE CODEBOY'S E3 REVIEW. PERHAPS NO NEED FOR CODEBOY ANY-

MORE, HE TRY AND SMASH, BUT NOT SMASH THINGS AS GOOD AS HULK. HE LUCKY IF HE CAN BREAK CD IN CHILDISH OUTBURST. SILLY CODEBOY, GO BACK TO PLAYING SOLITAIRE. STUPID GAME. SURROUNDED BY EVERY GAME EVER CONCEIVED BY MAN AND DUMB-HEAD CODEBOY PLAY SOLITAIRE. BUY CARDS AND GO AWAY THEN!

CODEBOY REALLY WORRYING ABOUT LEGALITY OF ALL OF THIS. ONCE IN A WHILE OKAY, BUT HULK SHOWING UP TOO OFTEN. HULK NOW MAKE STRATEGIC NAME CHANGE TO LENNY. HOPE MARVEL NOT COPYRIGHT SYNTAX, AND HOPE STEINBECK'S FAMILY LENIENT.

GRRRRRRRR....HEAR LENNY ROAR. HUL....ER, LENNY REBORN. NO MORE HULK, NO MORE CODEBOY, ONLY LENNY NOW. LENNY HAVE FNG HACKING DREAMCAST NOW, SO MORE CODES THAN EVER COMING YOUR WAY IN THIS ISSUE. LENNY EXCITED ABOUT POSSIBILITIES OF PS2 ALSO. LENNY ALWAYS LIKE WORKING ON NEW SYSTEMS, LENNY HERE FOR YOU, THE READER, THE CONSUMER. LENNY GO TO MEETING NOW, BUT WILL RETURN WITH MORE CODES AND MORE PSYCHOTIC BABLING ABOUT NON-EXISTANT PERSONALITIES NEXT ISSUE.

ENJOY,  
LENNY  
HULK  
CodeBoy





# CHRONO CROSS™

A PREVIEW BY SAVIOR

So you've heard some hype about **Chrono Cross** and you're wondering what it's all about. Maybe you know what it's all about but you just want some detailed info on the game. Perhaps you've never even heard of the game or the hype, and you're wondering what in God's name I'm talking about. If that's the case, let the hype begin here and now.

**Chrono Cross** is the sequel to what's considered one of the best RPG's of all time, **Chrono Trigger** for the SNES. It's developed by Squaresoft, the current leader and standard setter in RPG's. Not excited yet? It features turn-based, menu driven battles, an involved elemental-based magic system (reminiscent of **Final Fantasy 7's** Materia system), and a story with more twists and turns than your small intestine. It sports graphics that rival those found in **Final Fantasy 8** (considered to be the pinnacle of looks on the PlayStation) and a soundtrack of equal beauty. It offers more than 40 characters for you to add to your party during your quest, a world with some 9 continents to explore, ghost ships to board and legendary dragons to search out. If you're still not excited, sell your PlayStation. If you're with me here, please read on.

Where should I begin? This game has so much meat to it; it's tough to make that first cut. How about the elemental-based magic system? You wanna' hear about that? Okay, you've got six "types" of magic you'll acquire during the game; Green (earth), Yellow (electric), Red (fire), Blue (water), Black (evil) and White (good). Every character in the game (both party members and enemies) possesses a type of magic within them. The story's hero, for example, is filled with White magic. In his case, he's more susceptible to Black based magic attacks. Within battles, if you encounter a Blue based enemy, it will take more damage from Red based magic attacks. Using Green based magic on a Green based enemy, however, will boost the enemies HP rather than doing damage. As far as equipping magic, each party member will have a certain number of available magic slots, tiered into levels. Placing lower-level magic (say a level 1 Fireball) in a higher-level magic slot (say a level 3 slot) will boost that character's stats. It even gets more detailed than this, but I can't go on forever. Why not? Because I've got to talk about the game's battle system.

What's a good role-playing game without turn-based, menu driven battles? **Chrono Cross** delivers here in a big way. Reminiscent of **Final Fantasy 7**, you'll have the option to perform a "type-less" (using your character's weapon and having no elemental base) attack or choose from one of your equipped magic spells. It's not quite that simple, however. You'll have to earn the ability to cast a magic spell by performing type-less attacks. One successful type-less attack (one that doesn't miss its target) will open up your level 1 slot of magic for casting. Another successful type-

less attack will open up your next tier of magic, and so on. If you open up 4 tiers of magic, then only use a level 1 spell, you'll begin the next turn with 3 tiers still available. You're limited to how many type-less attacks you can perform per turn, though. The best way to explain how this works is, imagine that per turn you have 7 attacks in you. You have the option to choose from either a level 1, 2 or 3 type less attack. Level 1 will always have the greatest percentage of hitting your enemy, but will take away the smallest amount of HP when it does. Level 3 will hurt your enemy more, but will be more likely to miss than Level 1. Level 2 is right in the middle of 1 and 3. So let's say you choose a Level 1 attack first. Now you've got 6 attacks left. Choosing a Level 2 attack next will bring you down to 4 left. Now choosing a Level 3 attack will drop you down to only 1 attack left. Choosing to perform a Level 1 type-less attack will end your turn. If you've hit with any of your previous attacks, however, you'll be able to choose from your equipped magic to deliver a more powerful (and elemental based) blow than a puny Level 1 type-less attack. As you can see there's plenty of room for detailed strategy within the game's battles. Let's move on.

You want a deep and slowly unfolding storyline? **Chrono Cross** has got it. Let's put it this way; I can't even talk about what happens in the first 20-30 minutes of gameplay without spoiling large plot elements...so I won't. As previously stated, the story is full of surprises. What you think you know will soon change. And what you think will change most likely will not. You'll be directly involved in love, friendship, betrayal, revenge and the quest for the meaning of life. It's tough to talk about the plot at all without spoiling something, so let's not talk about it anymore. You'll just have to take my word for it that the story is top notch.

Let's talk about that huge cast of characters, both playable and non-playable. How does 40+ possible party members sound? Not to mention the hundreds of NPC's you'll interact with on the many continents of CC's world. You'll have some control over which and how many characters enter your party, too. Certain choices you'll be forced to make will open up the option of adding a certain person to your party, while making it impossible to get a different character to join up. Other characters reside in places the game's main quest won't take you. You can take the time to venture on a side quest to get them in your party, or you can just skip it altogether and get on with the main quest. It's sort of like the way you obtained (or didn't obtain) Yuffie and Vincent in **Final Fantasy 7**, only with **Chrono Cross** you're talking about 40+ characters instead of FF7's two. It's a great way to give you more control over who you pal around with and makes the story seem just a tad less linear than it actually is.

Only one thing left to talk about; the games external beauty. I'm speaking of graphics and sound, of course. Squaresoft



has always been a leader in these areas, and **Chrono Cross** is no exception. They've delivered another soundtrack worth buying on compact disc to listen to when you're not playing the game. All of the in-game sound pieces together the landscapes, as well. Pet a cat and it meows, push a rock and it rumbles across the ground, run through water and it splashes around you; the attention to sound detail really puts you in the game. And the graphics (though it's been said about other games) truly push the PlayStation to its limits. Everything (except for the world map) is nearly identical to **Final Fantasy 8** in terms of graphical setup, only **Chrono Cross** seems to have squeezed out just a little bit more detail from the out-of-battle backgrounds. Once in battle, everything from character attack animations to backgrounds looks of equal quality to FF8. And of course, the FMV within the game is of the highest quality (what else would you expect from Squaresoft).

It's safe to say **Chrono Cross** will be huge come August. Some say it will be the last great PlayStation RPG before the PS2 comes along. And with a storyline, battle system, graphics, sound and cast of characters that rival any other PlayStation RPG to date, they could be right.





# BACK TO BASICS

Finding Health, Fuel, Etc.

By Jay "FNG" Philbrook

Hey there, it's me again! You know, the new guy who shared with you the secrets of the "5" code in the last issue of GameShark Magazine. After a few chat room discussions, and my keen observation of the message board at gameshark.com, I've decided to do exactly what the majority of GS owners want me to... get back to the basics... All the way back! Let's start from the beginning, the burning question "How do I use my GameShark Pro?" If you currently know how to find everything with your GameShark Pro, this Hacking Tip could be pretty boring. If you want to understand how to hack simple codes using your GameShark Pro and currently have NO clue what to do or where to start, this tip was written specifically at you! I'll start off this tip with how to use your GameShark Pro's built in code generator with Street Fighter Alpha 3 for the PSX, and finish it with PilotWings 64 for the Nintendo 64.

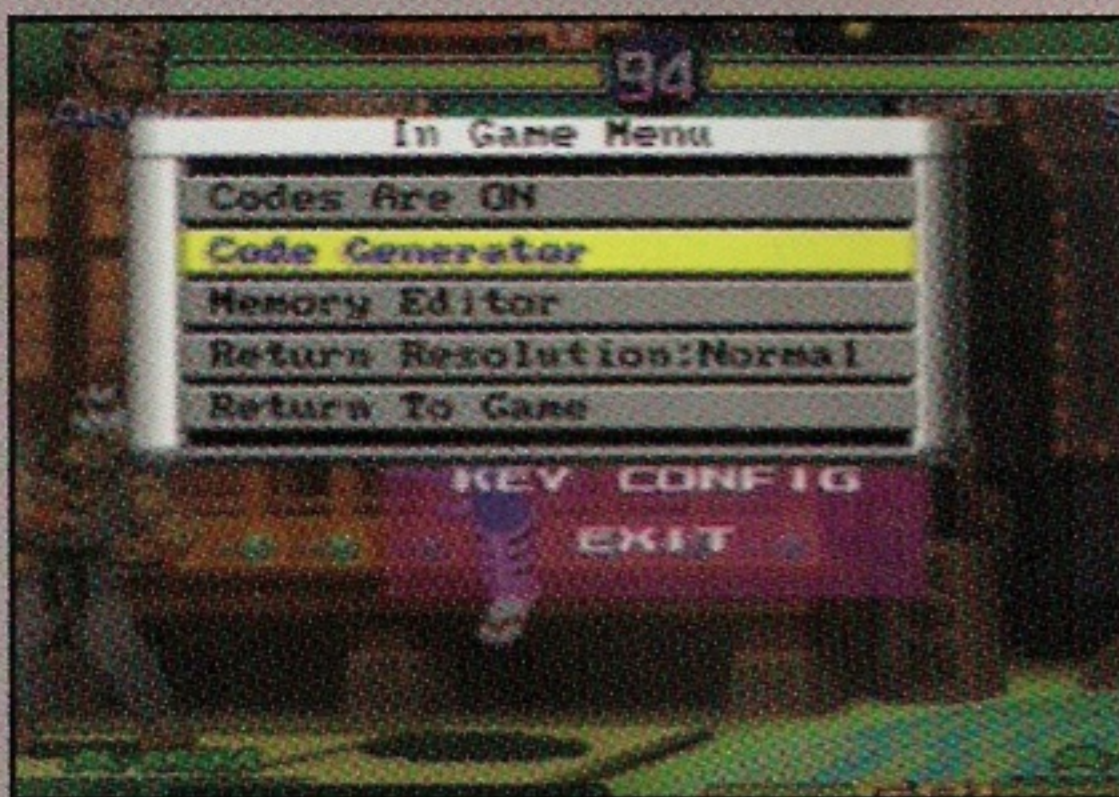
## GameShark Pro: PLAYSTATION:

Let's start off this "back to basics" tip with a look at how to find health bars / energy bars. I'll be using a copy of Street Fighter Alpha 3 (PSX) for this part of the hacking tip, so if you have a copy, feel free to hack right along with me.

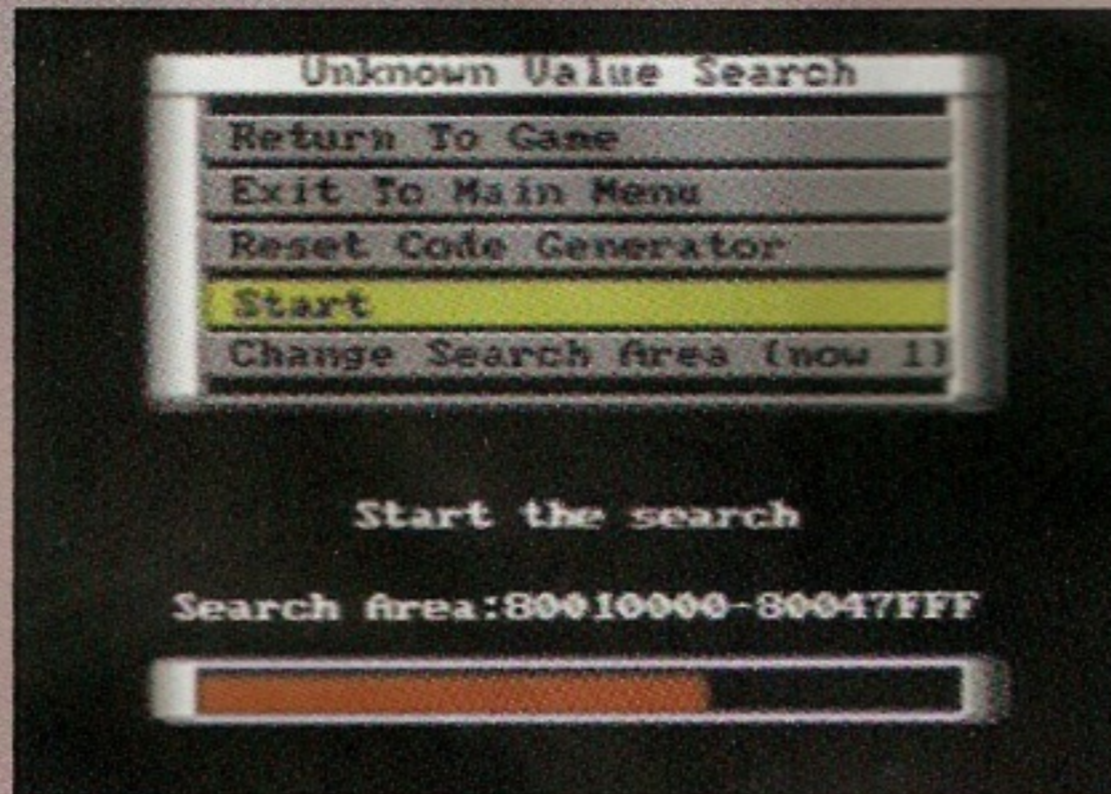
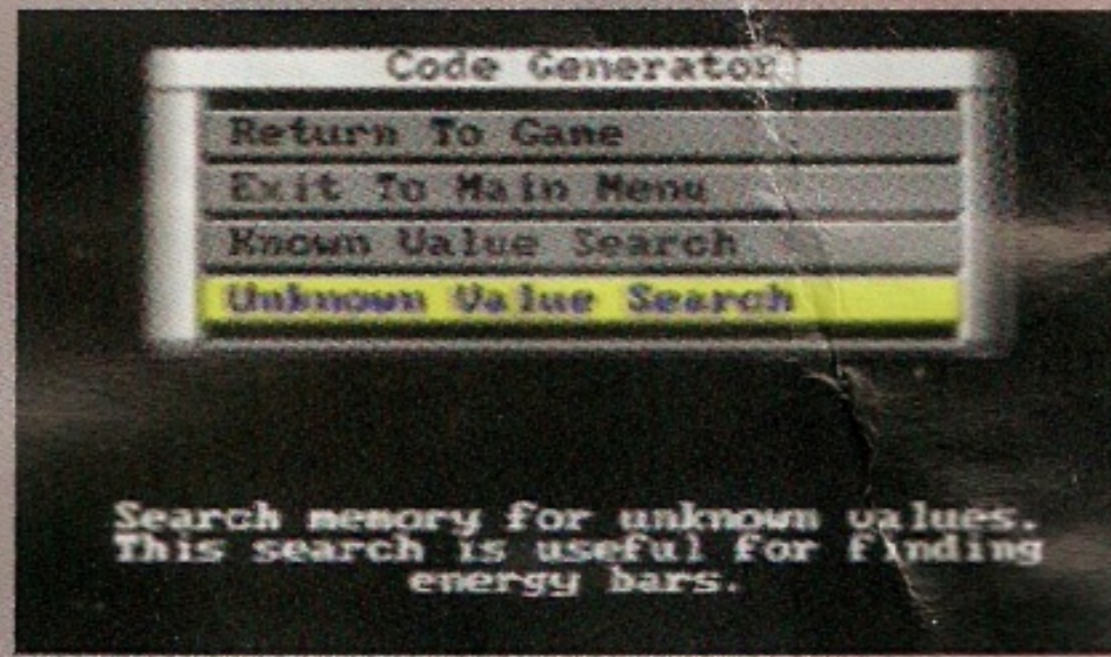
1. Start up your game and begin a fight.



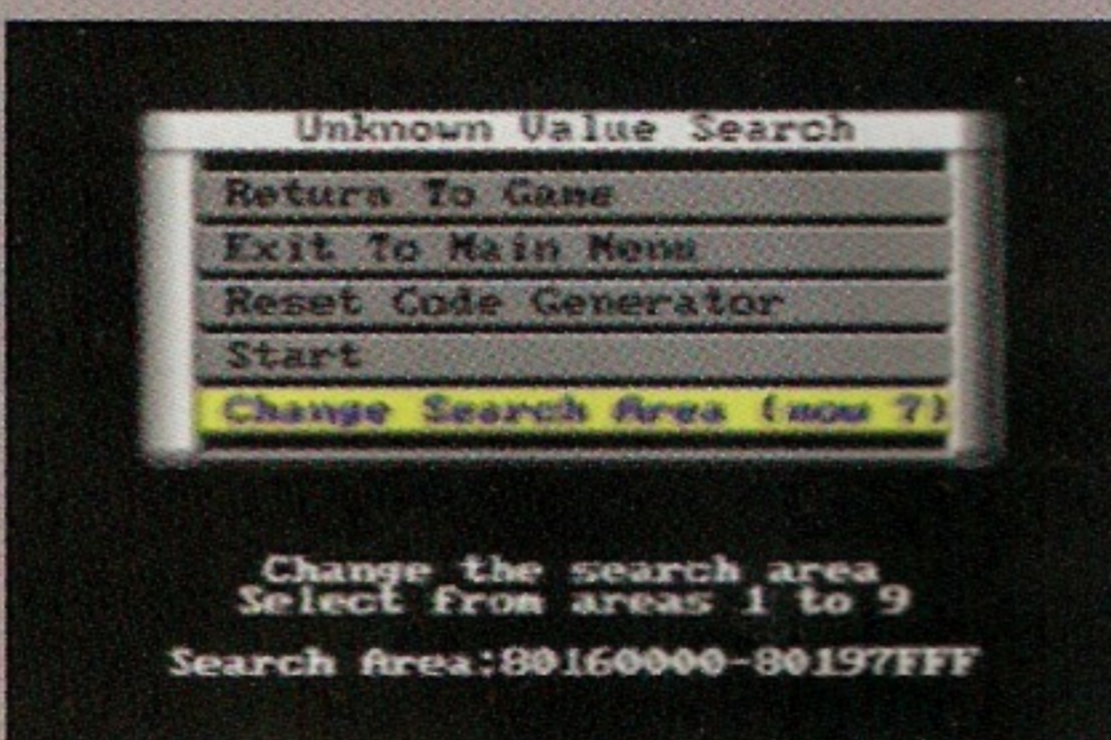
2. Press the GameShark button, located on the side of the GameShark, to bring up the main menu and choose "Code Generator".



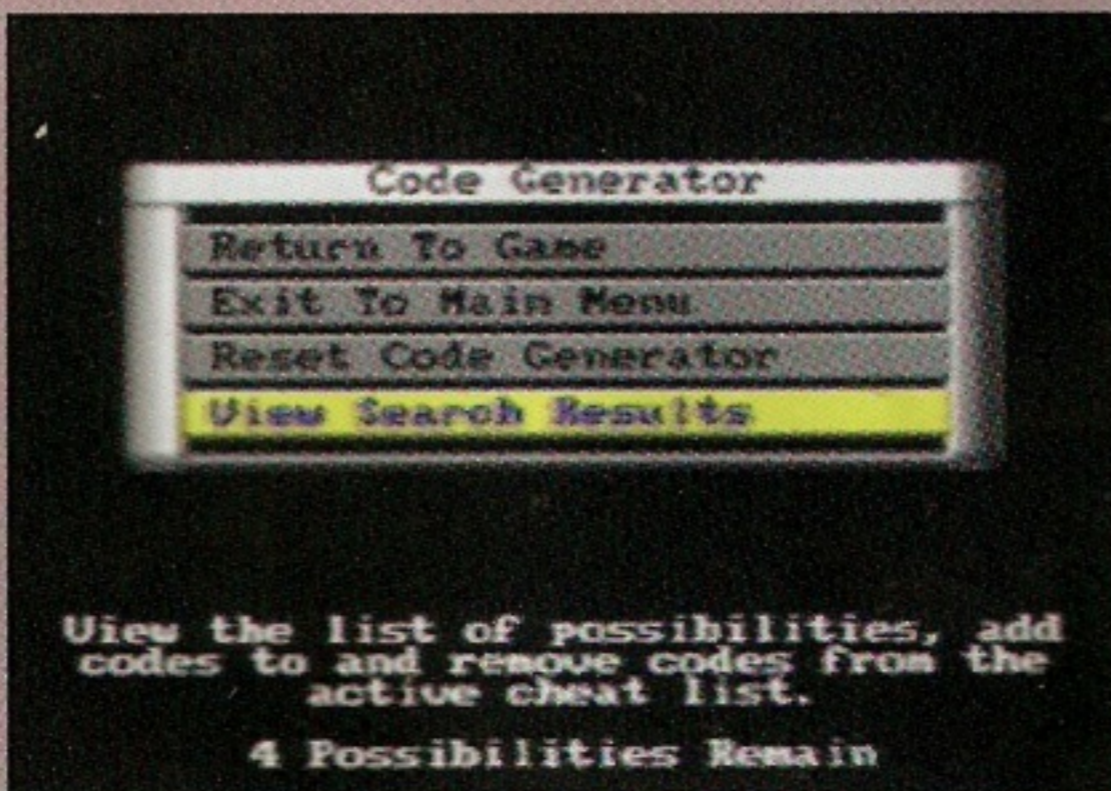
3. In the "Code Generator" menu, highlight "Unknown Value Search" to enter the search menu; choose "Start"



- Return to the game and allow your character to lose some health.
- Press the GS Button to return to the "Code Generator", and choose "Less Than Last"
- Repeat step 4 and 5 to reduce the possibilities a bit. You may allow your characters health to return to full, and perform a "Greater Than Last" search if you'd like.
- If there are 10 or less possibilities, jump to step 10; if there are 0 possibilities, continue to step 8.
- When there are 0 possibilities, you may need to search a different range of memory. To change the memory range being searched, highlight and select "Change Search Area (now 1)" As you press the X button, the (now 1) will increase to (now 2), (now 3) etc. This also changes the range of memory being searched.
- After changing the search range, repeat steps 1 through 6 until you find between 1 and 10 possibilities.



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



11. 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".

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



13. Return to the game and allow your character to get hit by your opponent. If the health remains the same, then you've found the correct code! If not, highlight the non-working code and press the triangle button to remove it. Repeat steps 12 & 13 until you find the code that keeps your health at 1 value. (It should not increase or decrease.)

80194310 ????? will be the correct address for player 1's health.

Once you've found the right address, you may change the value of that address by highlighting the active code and by pressing the square 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 "X" button to accept the change. Another handy feature is the ability to jump between hexadecimal and decimal by pressing the SELECT button. (You'll know when you're in "HEX" mode if the codes change from yellow to gray.)

### Break it down FNG!

80194310 ?????

80194310 = The address in the PSX's memory where the health bar is stored.  
 ????? = The value of the health bar at certain stages (full to empty)

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.

00105, in decimal will be the value of the health bar when at full status.

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 select button, and the value will be changed into hexadecimal format. 80194310 00105 will become 80194310 0069

### Break it down again FNG!

80194310 00105  
 80194310 0069

80194310 = Where, in the PSX's memory, the game is changing the value of P1's health.

00105 = The value of the health bar when FULL. (decimal format.)

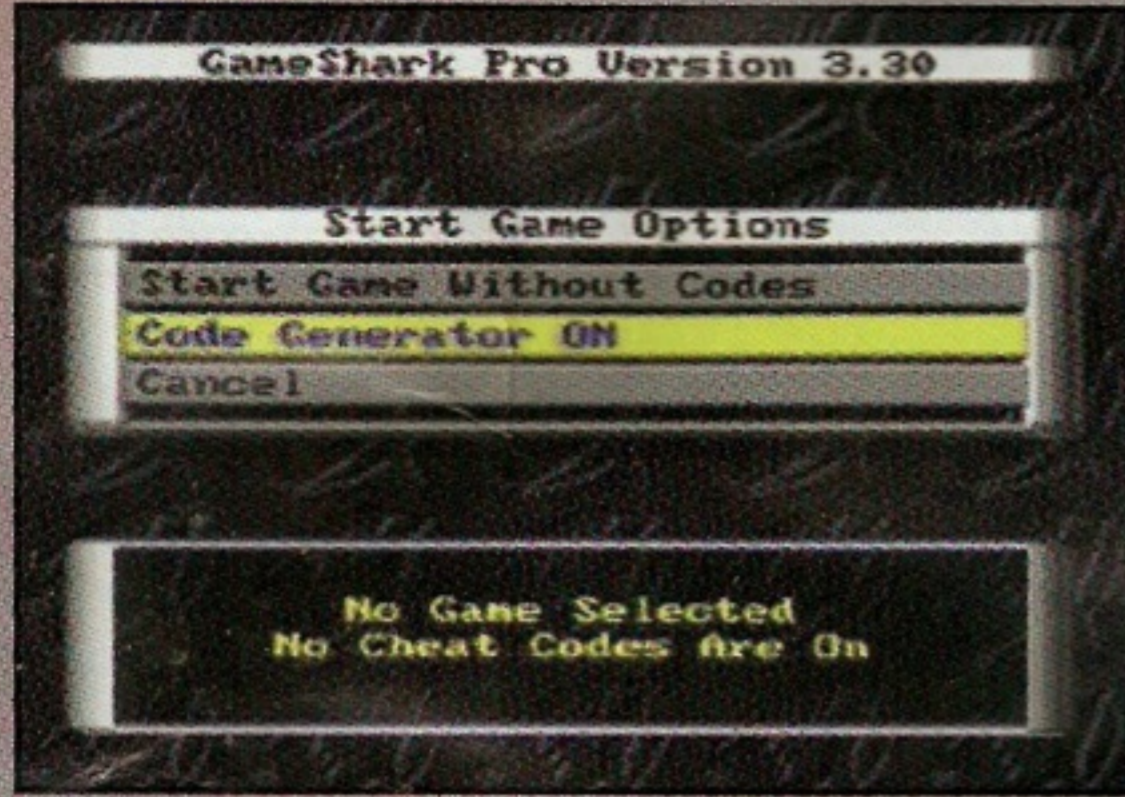
0069 = The value of the health bar when FULL. (hexadecimal format.)

The code you'll be entering into your GameShark for "Infinite Health Player 1" will be 80194310 0069.

GameShark Pro  
NINTENDO 64:

Let's finish this tip with a look at how to find fuel bars / gauges. I'll be using a copy of PilotWings 64 (N64) for this part of the tip, so if you have a copy, feel free to hack right along with me.

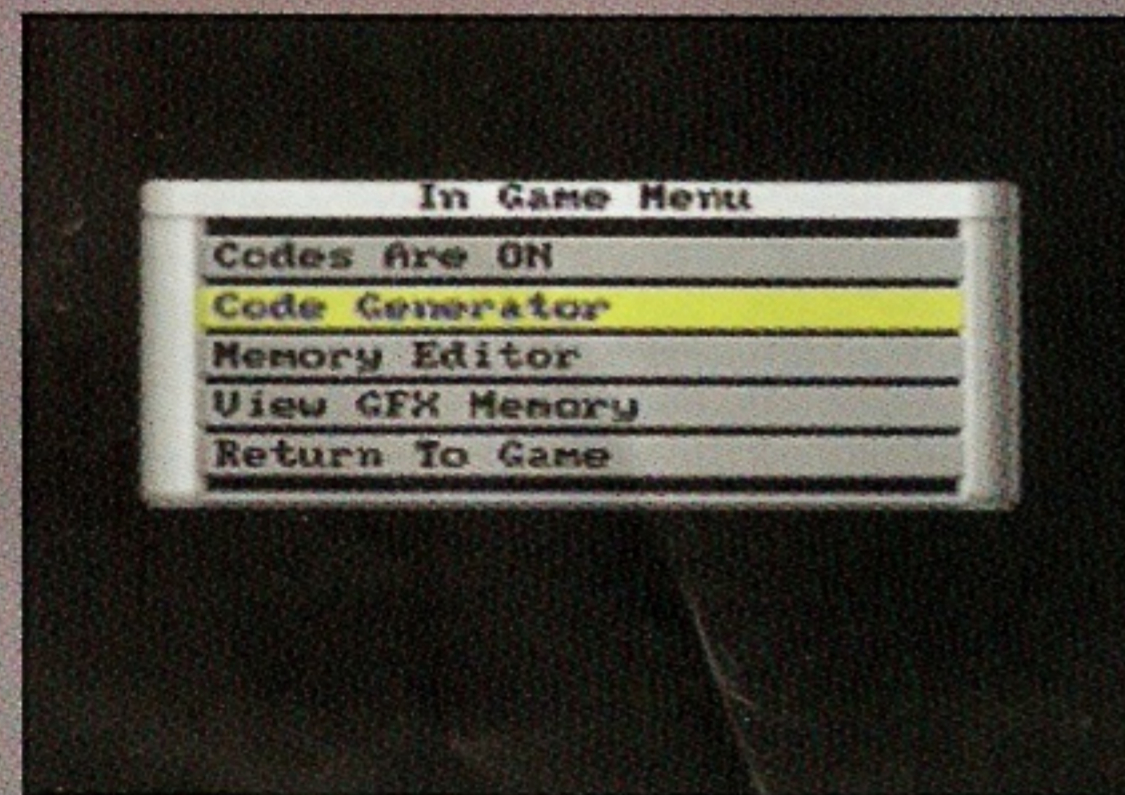
1. Boot up your GameShark Pro and choose "Start Game Without Codes". Be sure that the Code Generator is ON!



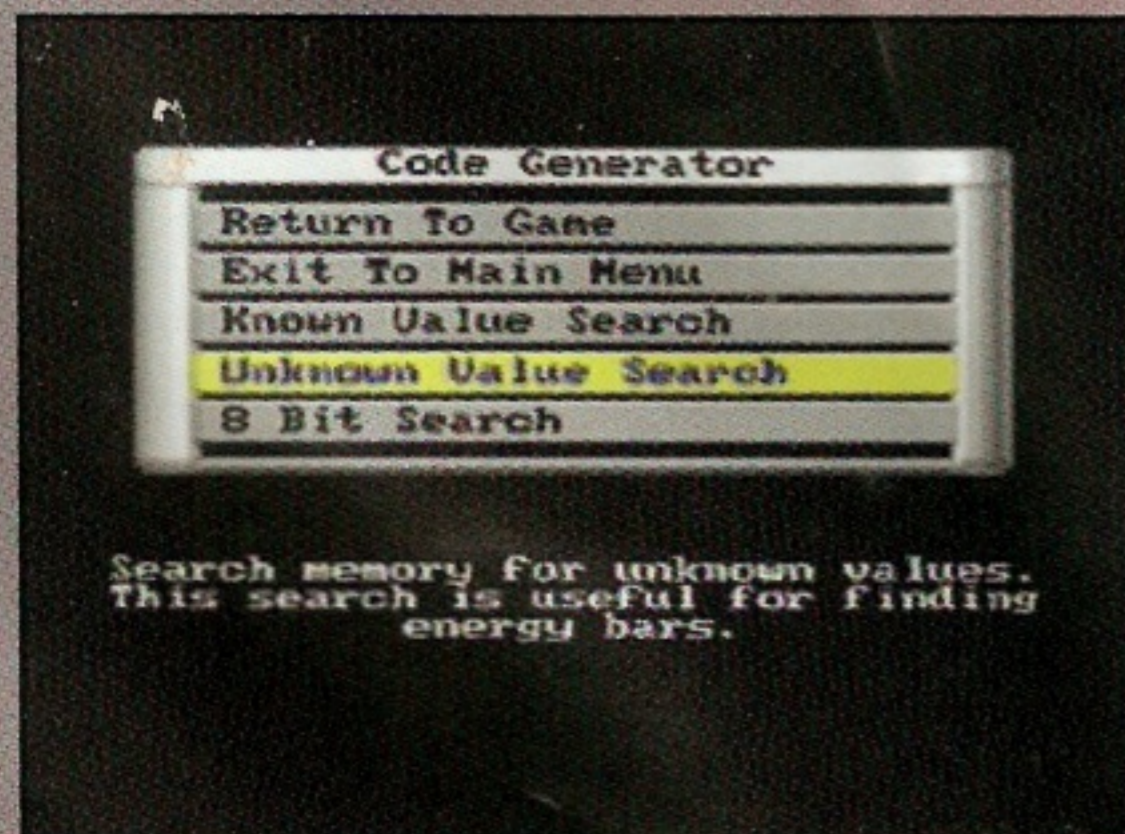
2. Start up a game and choose the Rocket Belt and a character to pilot it.



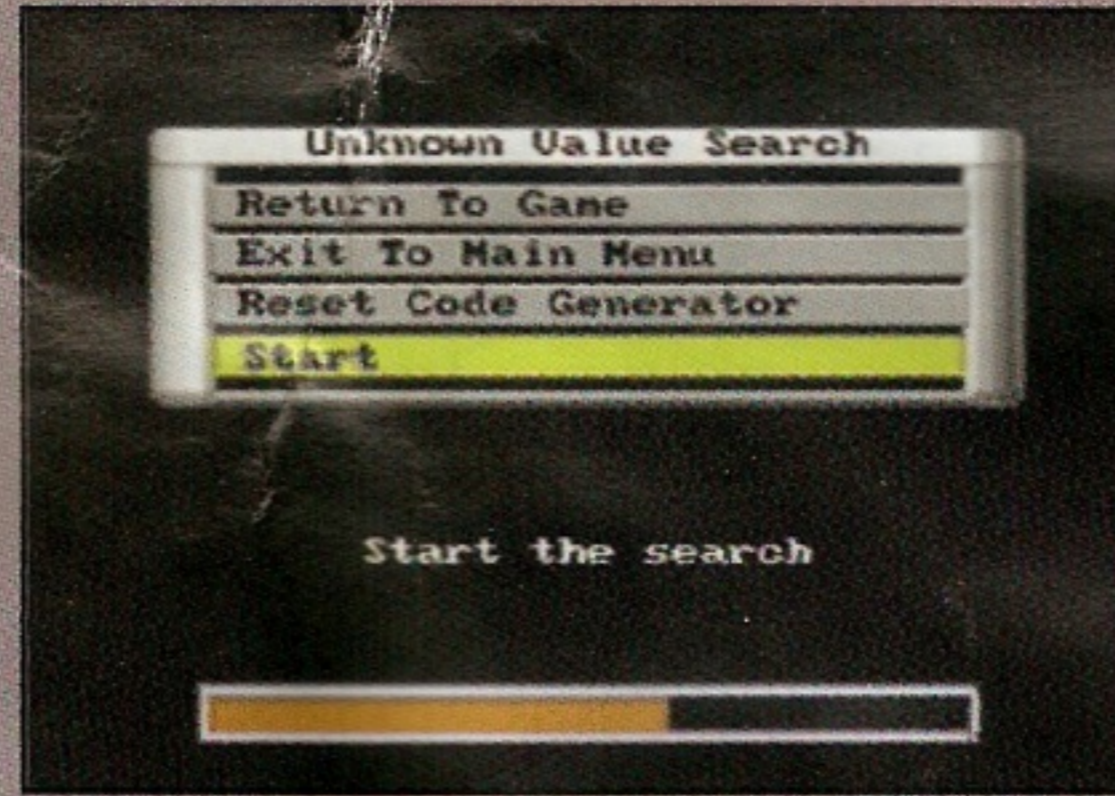
3. Once in the game, press the GameShark button. The GS button is located on the front of the N64 GameShark. Pressing the GS button will bring up the main menu; choose "Code Generator".



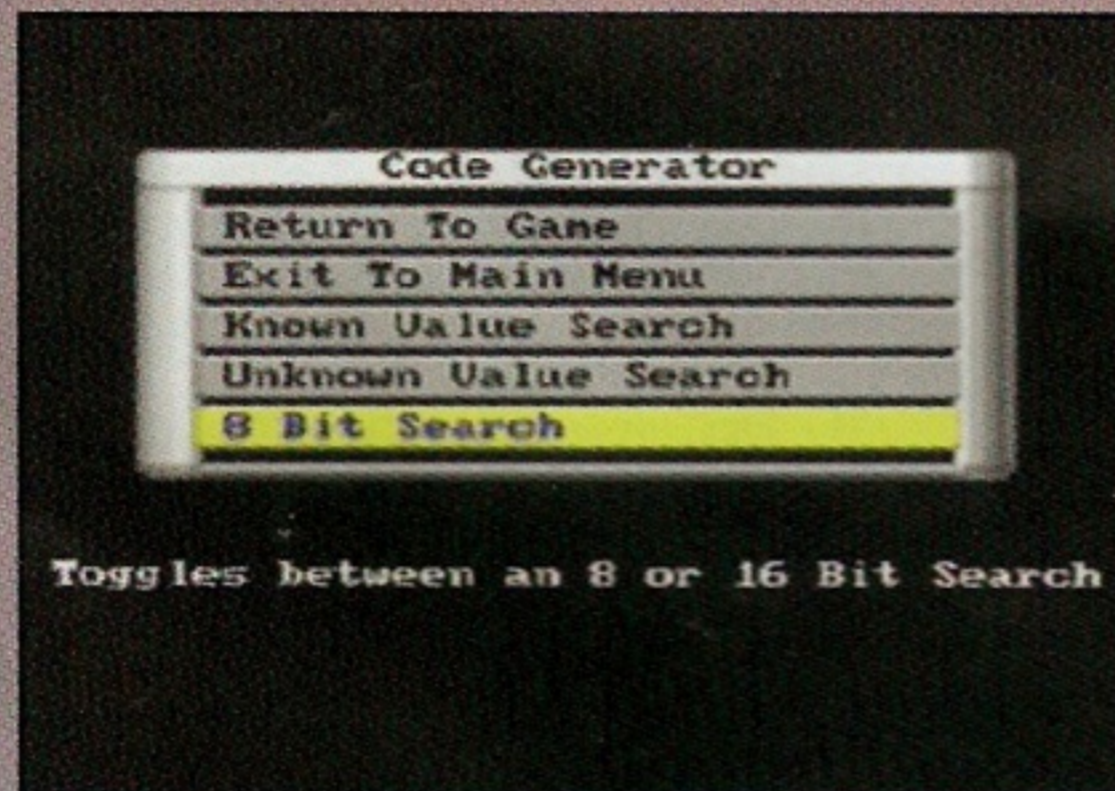
4. In the "Code Generator" menu, highlight "Unknown Value Search" and press the "A" button.



5. In the search menu, choose "Start" to begin.

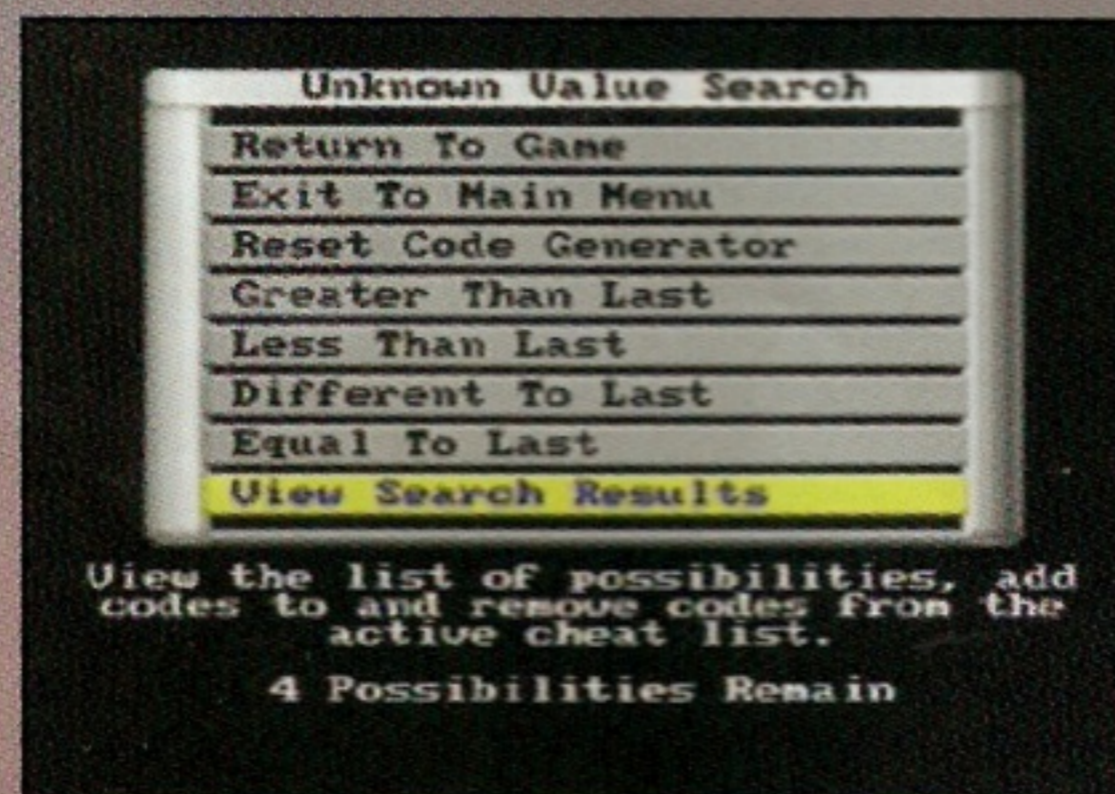


6. Return to the game and allow the Rocket Belt to lose some fuel by flying around a bit.
7. Press the GS Button to return to the "Code Generator", highlight "Less Than Last" and press the "A" button.
8. Repeat step 6 and 7 to reduce the possibilities. You may refuel or restart then perform a "Greater Than Last" search if you'd like. (This may help reduce the possibilities a bit more.)
9. If there are 10 or less possibilities, jump to step 12; if there are 0 possibilities, continue to step 10.
10. If you perform this type of search on a game, and there are 0 possibilities, you may need to search in 16bit 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. After changing the search range, repeat steps 1 through 6 until you find between 1 and 10 possibilities.
12. When the fewest number of possibilities are left, choose "View Search Results" from the



"Code Generator menu".

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



15. Return to the game and fly around for a bit to use some fuel. If the fuel bar 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.)

80362841 ????? will be the correct address for the Rocket Belt's fuel.

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!

80362841 ?????

80362841 = The address in the N64's memory where the fuel bar is stored.

????? = The value of the fuel bar at certain stages (full to empty)

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. 80362841 00129 will become 80362841 0081

Break it down again FNG!

80362841 00129

80362841 0081

80362841 = Where, in the N64's memory, the game is changing the value of P1's fuel.

129 = The value of the fuel bar when FULL. (Decimal format.)

81 = The value of the fuel bar when FULL. (Hexadecimal format.)

The code you'll be entering into your GameShark for "Infinite Rocket Belt Fuel" will be 80194310 0081.

I hope this 1st "Back to Basics" tip helped at least a few of you newbies out there!

Happy hacking!  
FNG



### Digimon World

Infinite Lives . . . . . 801558240003  
 Have Only the Best Items With You . . . . . 8013d4741051  
 Have Only the Best Items With You . . . . . 8013d4762062  
 Have Only the Best Items With You . . . . . 8013d4783023  
 Have Only the Best Items With You . . . . . 8013d47a4034  
 Have Only the Best Items With You . . . . . 8013d47b5035  
 No Virus . . . . . 8013847e0000  
 Perfect Balance of Happy and Discipline . . . . . 8013848a0065  
 Perfect Balance of Happy and Discipline . . . . . 801384880030  
 Press O to Beat the Game . . . . . d0135450ffdf  
 Press O to Beat the Game . . . . . 80134eb40003  
 Infinite HP . . . . . 801557f0270f  
 Infinite HP . . . . . 801557f4270f  
 Infinite MP . . . . . 801557f2270f  
 Infinite MP . . . . . 801557f6270f  
 Infinite Offense . . . . . 801557e003e7  
 Infinite Defense . . . . . 801557e203e7  
 Infinite Speed . . . . . 801557e403e7  
 Infinite Brains . . . . . 801557e603e7  
 Lots of Bits . . . . . 80134eb8ffff

### FIFA 2000

Home Team 0 Points . . . . . 80032514 0000  
 Home Team 20 Points . . . . . 80032514 0014  
 Away Team 0 Points . . . . . 80032518 0000  
 Away Team 20 Points . . . . . 80032518 0014

### Freestyle Boardin '99

Never Miss Any Flags . . . . . 800B65F8 0000  
 Infinite Attribute Points . . . . . 800DE5E8 0009  
 Time is 0:00:00 . . . . . 800B65C8 0000  
 Maximum Trick Points . . . . . 800B6924 FFFF

### High Heat Baseball 2000

Away Team Scores 50 . . . . . 800a25280032  
 Away Team Scores 0 . . . . . 800a25280000  
 Home Team Scores 50 . . . . . 800a252c0032  
 Home Team Scores 0 . . . . . 800a252c0000  
 Hit Select to Have 0 Outs . . . . . d00e28c6ffff  
 Hit Select to Have 0 Outs . . . . . 800a85180000  
 Hit L2 to Have 0 Strikes . . . . . d00e28c6ffff  
 Hit L2 to Have 0 Strikes . . . . . 800a25200000  
 Hit L1 to Have 0 Balls . . . . . d00e28c6ffff  
 Hit L1 to Have 0 Balls . . . . . 800a251c0000

### Kurt Warner's Arena Football

Show Field Goal % . . . . . 8018F728 0001  
 Show Hang Time . . . . . 8018F700 0001  
 Hide Audible Names . . . . . 8018F7c0 0001  
 Big Football . . . . . 8018F6F8 0001  
 All Videos Unlocked . . . . . 8018F66B 0001  
 All Videos Unlocked . . . . . 8018F66C 0101  
 Team 1 Always Charged Up . . . . . 801C8EC0 0001  
 Team 1 Never Charged Up . . . . . 801C8EC0 0000  
 Team 2 Always Charged Up . . . . . 801C8EC4 0001  
 Team 2 Never Charged Up . . . . . 801C8EC4 0000  
 P1 Infinite Turbo . . . . . 801C8F32 0064  
 Team 1 Score ??? Quarter 1 . . . . . 801C8DC0 ???  
 Team 1 Score ??? Quarter 2 . . . . . 801C8DC4 ???  
 Team 1 Score ??? Quarter 3 . . . . . 801C8DC8 ???  
 Team 1 Score ??? Quarter 4 . . . . . 801C8DCC ???  
 Team 2 Score ??? Quarter 1 . . . . . 801C8DDC ???  
 Team 2 Score ??? Quarter 2 . . . . . 801C8DE0 ???  
 Team 2 Score ??? Quarter 3 . . . . . 801C8DE4 ???  
 Team 2 Score ??? Quarter 4 . . . . . 801C8DE8 ???

### Legend Of Dragon

Dart:Infinite HP . . . . . 800BAEFC1770  
 Dart:Infinite MP . . . . . 800BAFE03E7  
 Dart:Infinite SP . . . . . 800BAF0003E7  
 Dart:Max Level . . . . . 300BAF06003C  
 Dart:Max Drgn Level . . . . . 300BAF070032  
 Dart:Quick LVL Gain . . . . . 800BAEF4FFFF  
 Lavitz:Infinite HP . . . . . 800BAF281770  
 Lavitz:Infinite MP . . . . . 800BAF2A03E7  
 Lavitz:Infinite SP . . . . . 800BAF2C03E7  
 Lavitz:Max Drgn Level . . . . . 300BAF330032  
 Lavitz:Max Level . . . . . 300BAF32003C  
 Lavitz:Quick LVL Gain . . . . . 800BAF20FFFF  
 Shana:Infinite HP . . . . . 800BAF541770  
 Shana:Infinite MP . . . . . 800BAF5603E7  
 Shana:Infinite SP . . . . . 800BAF5803E7  
 Shana:Max Drgn Level . . . . . 300BAF5E0032  
 Shana:Max Level . . . . . 300BAF5F003C  
 Shana:Quick LVL Gain . . . . . 800BAF4CFFFF  
 P.Albert:Infinite HP . . . . . 800BAFD81770  
 P.Albert:Infinite MP . . . . . 800BAFDA03E7  
 P.Albert:Infinite SP . . . . . 800BAFDC03E7  
 P.Albert:Quick LVL Gain . . . . . 800BAFD0FFFF  
 P.Albert:Max Level . . . . . 300BAFE2003C

P.Albert:Max Drgn LVL . . . . . 300BAFE30032  
 Haschel:Infinite HP . . . . . 800BAFAC1770  
 Haschel:Infinite MP . . . . . 800BAFAE03E7  
 Haschel:Infinite SP . . . . . 800BAFB003E7  
 Haschel:Quick LVL Gain . . . . . 800BAFA4FFFF  
 Haschel:Max Level . . . . . 300BAFB6003C  
 Haschel:Max Drgn LVL . . . . . 300BAFB70032  
 Meru:Infinite HP . . . . . 800BB004 1770  
 Meru:Infinite MP . . . . . 800BB006 03E7  
 Meru:Infinite SP . . . . . 800BB00803E7  
 Meru:Quick LVL Gain . . . . . 800BAFFCFFFF  
 Meru:Max Level . . . . . 300BB00E 003C  
 Meru:Max Drgn LVL . . . . . 300BB00F0032  
 Miranda:Infinite HP . . . . . 800BB05C1770  
 Miranda:Infinite MP . . . . . 800BB05E03E7  
 Miranda:Infinite SP . . . . . 800BB06003E7  
 Miranda:Quick LVL Gain . . . . . 800BB054FFFF  
 Miranda:Max Level . . . . . 300BB066003C  
 Miranda:Max Drgn LVL . . . . . 300BB0670032  
 Kongol:Infinite HP . . . . . 800BB0301770  
 Kongol:Infinite MP . . . . . 800BB03203E7  
 Kongol:Infinite SP . . . . . 800BB03403E7  
 Kongol:Quick LVL Gain . . . . . 800BB028FFFF  
 Kongol:Max Level . . . . . 300BB03A003C  
 Kongol:Max Drgn LVL . . . . . 300BB03B0032  
 Rose:Infinite HP . . . . . 800BAF801770  
 Rose:Infinite MP . . . . . 800BAF8203E7  
 Rose:Infinite SP . . . . . 800BAF8403E7  
 Rose:Max Level . . . . . 300BAF8A003C  
 Rose:Quick Level Gain . . . . . 800BAF78FFFF  
 Rose:Max Drgn LVL . . . . . 300BAF8B0032  
 Have All Items(everyone) . . . . . 5000ff010001  
 Have All Items(everyone) . . . . . 300badb00000  
 Max Money(everyone) . . . . . 800BAC5C05F5  
 Max Money(everyone) . . . . . 800BAC5EE0FF  
 Save Anywhere(everyone) . . . . . 8005A3680001  
 Have All Goods(everyone) . . . . . 500012010001  
 Have All Goods(everyone) . . . . . 300BAD6400FF

### Legend Of Legaia

Camera Controls . . . . . d007b7c0 0001  
 Camera Controls . . . . . 1007b7900005  
 Camera Controls . . . . . d007b7c00002  
 Camera Controls . . . . . 1107b7900005  
 Camera Controls . . . . . d007b7c00003  
 Camera Controls . . . . . 8007b6f400a0  
 Camera Controls . . . . . d007b7c0 0000  
 Camera Controls . . . . . 8007b6f4 0230  
 Press R2 for Debug Mode . . . . . d007b7c00002  
 Press R2 for Debug Mode . . . . . d007b83c0003  
 Press R2 for Debug Mode . . . . . 8007b83c0000  
 Max Items/Infinite Items . . . . . 5000ff020001  
 Max Items/Infinite Items . . . . . 300859080000  
 Max Items/Infinite Items . . . . . 5000ff020000  
 Max Items/Infinite Items . . . . . 3008590900FF

### Legend of Mana

Max Offense . . . . . 8004363cffff  
 Infinite Lucre . . . . . 80043004ffff  
 Infinite/Max HP P1 . . . . . 80105ae0ffff  
 Infinite/Max HP P1 . . . . . 80105ae4ffff  
 Infinite/Max HP P1 . . . . . 80105ae8ffff  
 Press Select to Fill ST Meter . . . . . d01227bc0100  
 Press Select to Fill ST Meter . . . . . 30105b2800ff  
 All Items/Infinite Items . . . . . 5000ff010000  
 All Items/Infinite Items . . . . . 300455b800ff

### MediEvil 2

Infinite Health . . . . . 800f152c012c  
 Have Keys . . . . . 800f162c0001  
 Have Keys . . . . . 800f161c0001  
 Have Keys . . . . . 800f16180001  
 Have Keys . . . . . 800f16400001  
 Have Scroll of Sekhmet . . . . . 800f16300001  
 Have Staff Of Anubis . . . . . 800f16340001  
 Have Tablet Of Horus . . . . . 800f16380001  
 Have Small Sword . . . . . 800f155c0001  
 Have Broad Sword . . . . . 800f15600001  
 Have Magic Sword . . . . . 800f15640001  
 Have Cane Stick . . . . . 800f15680001  
 Infinite Pistol Ammo . . . . . 800f156c0064  
 Have Hammer . . . . . 800f15700001  
 Infinite Crossbow . . . . . 800f15740096  
 Infinite Flaming Crossbow . . . . . 800f15780096  
 Have Axe . . . . . 800f157c0001  
 Infinite Gatling Gun . . . . . 800f15800096  
 Have Good Lightning . . . . . 800f15840001  
 Have Lightning . . . . . 800f15880001  
 Infinite Blunderbuss . . . . . 800f15900096  
 Infinite Bombs . . . . . 800f15940096  
 Infinite Chicken Drumsticks . . . . . 800f15980096  
 Infinite Copper Shield . . . . . 800f15a00096  
 Infinite Silver Shield . . . . . 800f15a40096  
 Infinite Gold Shield . . . . . 800f15a80096  
 Infinite Cash . . . . . 800f15b4270f  
 Have Head . . . . . 800f15bc0001

### Nightmare Creatures 2

Have Gun (Level 1) . . . . . 300aa83c0001  
 Have Hell Fire (Level 1) . . . . . 300aa8420001  
 Have Gory Spirit (Level 1) . . . . . 300aa8440001  
 Have Toxic (Level 1) . . . . . 300aa8450001  
 Have Crown Of Thorns (Level 1) . . . . . 300aa8460001  
 Have Key (Level 1) . . . . . 300aa8480001  
 Have Key 2 (Level 1) . . . . . 300aa8490001  
 Have Key 3 (Level 1) . . . . . 300aa84e0001  
 Have Small Key (Level 1) . . . . . 300aa84a0001  
 Have Keys on Key Ring (Level 1) . . . . . 300aa84b0001  
 Have Dynamite (Level 1) . . . . . 300aa84c0001

Have Bolt Cutters (Level 1) . . . . . 300aa84d0001  
 Press Select+O at main menu for Level Select  
 d01fcededffe  
 Press Select+O at main menu for Level Select  
 800B93000001  
 Press Select+O at main menu for Level Select  
 d01fcededffe  
 Press Select+O at main menu for Level Select  
 801FFF040001  
 Press Select+L2 During Game For Debug  
 Mode . . . . . d01fcedefefe  
 Press Select+L2 During Game For Debug  
 Mode . . . . . 800b92f01fff  
 In Game Press L1+L2 To Open Cheat Menu  
 d01fcedef3ff  
 In Game Press L1+L2 To Open Cheat Menu  
 800ab5e00209  
 In Game Press L1+L2 To Open Cheat Menu  
 d01fcedef3ff  
 In Game Press L1+L2 To Open Cheat Menu  
 800b9294001f  
 In Game Press L1+L2 To Open Cheat Menu  
 d01fcedef3ff  
 In Game Press L1+L2 To Open Cheat Menu  
 800b9294001f

### Pocketfighter

Hit Anywhere . . . . . 801ab3062400  
 P1 Infinite Health . . . . . 801e1df80090  
 P1 Infinite Strength . . . . . 801e2b3c0090  
 P1 Infinite Mighty Combo Energy . . . . . 801e1f180900  
 P1 Infinite Gem Energy . . . . . 801e1f120200  
 P1 Infinite Gem Energy . . . . . 801e1f140202  
 P1 No Health . . . . . 801e1df80000  
 P1 No Strength . . . . . 801e2b3c0000  
 P1 No Mighty Combo Energy . . . . . 801e1f180000  
 P1 No Gem Energy . . . . . 801e1f120000  
 P2 Infinite Health . . . . . 801e20e00090  
 P2 Infinite Strength . . . . . 801e2b3e0090  
 P2 Infinite Mighty Combo Energy . . . . . 801e22009900  
 P2 Infinite Gem Energy . . . . . 801e21fa0200  
 P2 Infinite Gem Energy . . . . . 801e21fd0202  
 P2 No Health . . . . . 801e20e00000  
 P2 No Strength . . . . . 801e2b3e0000  
 P2 No Mighty Combo Energy . . . . . 801e22000000  
 P2 No Gem Energy . . . . . 801e21fd0000  
 Have All Cards . . . . . 500020010000  
 Have All Cards . . . . . 801fe55a0101  
 Sudden Death Mode . . . . . d01e00981723  
 Sudden Death Mode . . . . . 801e1df80001  
 Sudden Death Mode . . . . . d01e00981723  
 Sudden Death Mode . . . . . 801e20e00001  
 SUPER Sudden Death Mode . . . . . d01e00981723  
 SUPER Sudden Death Mode . . . . . 801e1df80001  
 SUPER Sudden Death Mode . . . . . d01e00981723  
 SUPER Sudden Death Mode . . . . . 801e20e00001  
 SUPER Sudden Death Mode . . . . . d01e00981723  
 SUPER Sudden Death Mode . . . . . 801e2b3e0000  
 SUPER Sudden Death Mode . . . . . d01e00981723  
 SUPER Sudden Death Mode . . . . . 801e1f180000  
 SUPER Sudden Death Mode . . . . . d01e00981723  
 SUPER Sudden Death Mode . . . . . 801e22000000  
 SUPER Sudden Death Mode . . . . . d01e00981723  
 SUPER Sudden Death Mode . . . . . 801e1f120000

### Spec Ops: Stealth Patrol

Infinite Mission Time . . . . . 80065ebcddf8  
 Infinite Health (Both Rangers) . . . . . d00254c00039  
 Infinite Health (Both Rangers) . . . . . 800254c62400

### Street Fighter Alpha 2

Sudden Death Mode . . . . . d21903241f02  
 Sudden Death Mode . . . . . 801981f20001  
 Sudden Death Mode . . . . . d01903241f02  
 Sudden Death Mode . . . . . 801981f00001  
 Sudden Death Mode . . . . . d01903241f02  
 Sudden Death Mode . . . . . 801985840001  
 Sudden Death Mode . . . . . d01903241f02  
 Sudden Death Mode . . . . . 801985860001  
 Infinite Health P1 . . . . . 801981f20090  
 Infinite Health P1 . . . . . 801981f00090  
 P1 Level 3 Supers . . . . . 8019825a0090  
 Infinite Health P2 . . . . . 801985840090  
 Infinite Health P2 . . . . . 801985860090  
 P2 Level 3 Supers . . . . . 801985ee0090

### Street Fighter Alpha 3

Hit Anywhere . . . . . 80130bea2400  
 P1 Easily Dizzied . . . . . 801945500000  
 P2 Easily Dizzied . . . . . 801949980000  
 Infinite Custom Combo P1 . . . . . 801943a00000  
 Infinite Custom Combo P1 . . . . . 8019492c0000  
 Infinite Custom Combo P2 . . . . . 801947e80000  
 Infinite Custom Combo P2 . . . . . 801944e40000  
 P1 Specials In Air . . . . . 301942e90000  
 P2 Specials In Air . . . . . 301947310000  
 Max Exp World Tour Mode . . . . . 80194160967f  
 Max Exp World Tour Mode . . . . . 801941620098  
 Max X-IsM Exp World Tour Mode . . . . . 80194164967f  
 Max X-IsM Exp World Tour Mode . . . . . 801941660098  
 Max Exp For A-IsM World Tour Mode . . . . . 80194168967f

Max Exp For A-IsM World Tour Mode . . . . . 8019416a0098  
 Max Exp For V-IsM World Tour Mode . . . . . 8019416c967f  
 Max Exp For V-IsM World Tour Mode . . . . . 8019416e0098

### Street Sk8er 2

Unlock All Characters . . . . . 80088530FFFF  
 Unlock All Levels . . . . . 80088528FFFF  
 Unlock All Boards . . . . . 80088534FFFF  
 Unlock All Boards . . . . . 80088536FFFF

### Striker Pro 2000

Home Team Scores 0 . . . . . 800c89a40000  
 Home Team Scores 99 . . . . . 800c89a40064  
 Away Team Scores 0 . . . . . 800c89a80000  
 Away Team Scores 99 . . . . . 800c89a80063  
 Pass All Certifications . . . . . 800b9074000a

### Threads of Fate

L2 to Refill HP . . . . . d00c5322feff  
 L2 to Refill HP . . . . . 8009b36803e7  
 Infinite HP . . . . . 8009b36c03e7  
 L2 to Refill MP . . . . . d00c5322feff  
 L2 to Refill MP . . . . . 8009b36a03e7  
 Infinite MP . . . . . 8009b36e03e7  
 Max Strength . . . . . 8009b37003e7  
 Max Strength Bonus . . . . . 8009b37803e7  
 Max Defense . . . . . 8009b37403e7  
 Max Defense Bonus . . . . . 8009b37e03e7  
 Super Jump . . . . . 800a8be00000  
 Infinite Money . . . . . 8009b2d8e0ff  
 Infinite Money . . . . . 8009b2da05f5  
 Have All Items . . . . . 500011010000  
 Have All Items . . . . . 3009b3a00063  
 Have All Monsters . . . . . 500021020000  
 Have All Monsters . . . . . 8009b3b803e7  
 Have All Magic . . . . . 8009b2c400ff  
 Have No Magic . . . . . 8009b2c40000

### Tomb Raider 3: The Adventures Of Laura Croft (Greatest Hits Version)

Hold R1 and Press R2 For All Weapons, Ammo, Medikits, Flares and Save Crystals . . . . . d01fe082 7fff  
 Hold R1 and Press R2 For All Weapons, Ammo, Medikits, Flares and Save Crystals . . . . . 80096294 0013  
 Press L2 To Restore Health (ALL LEVELS) . . . . . D0096294 f000  
 Press L2 To Restore Health (ALL LEVELS) . . . . . 80096294 0113  
 Hold L1 and Press L2 For All Secrets and Keys (ALL LEVELS) . . . . . d01fe082 fbff  
 Hold L1 and Press L2 For All Secrets and Keys (ALL LEVELS) . . . . . 80096294 0313  
 Hold Select and Press L2 to Skip Level (ALL LEVELS) . . . . . d01fe082 fffe  
 Hold Select and Press L2 to Skip Level (ALL LEVELS) . . . . . 80096294 0213  
 Spider Woman Laura (Climb any FLAT surface) . . . . . 80099526 0001  
 Infinite Air . . . . . 8009952E 0708

### Vagrant Story

Press O For Health . . . . . d005e1c00020  
 Press O For Health . . . . . 8011fa5800fa  
 Press O For Maxed Risk . . . . . d005E1c00020  
 Press O For Maxed Risk . . . . . 8011fa600064  
 Press O For Low Risk . . . . . d005e1c00020  
 Press O for Low Risk . . . . . 8011fa600000  
 Press O For Excellent R.Arm Status . . . . . d005e1e00020  
 Press O For Excellent R.Arm Status . . . . . 8011fed800c8  
 Press O For Excellent L.Arm Status . . . . . d005e1c00020  
 Press O For Excellent L.Arm Status . . . . . 8011feb400c8  
 Press O For Excellent Head Status . . . . . d005e1c00020  
 Press O For Excellent Head Status . . . . . 8011ff9000c8  
 Press O For Excellent Body Status . . . . . d005e1c00020  
 Press O For Excellent Body Status . . . . . 8012006c00c8  
 Press O For Excellent Legs Status . . . . . d005e1c00020  
 Press O For Excellent Legs Status . . . . . 8012014800c8  
 Hold O During Attack = 999 hit . . . . . d005e1c00020  
 Hold O During Attack = 999 hit . . . . . 801fbc8403e7

### Vanguard Bandits

Infinite Health . . . . . 500003080000  
 Infinite Health . . . . . 800076062400  
 Infinite Health . . . . . 800076000001  
 Infinite Health . . . . . 800076021680  
 Infinite Health . . . . . 800076088511  
 Infinite Health . . . . . 8000760a0800  
 Infinite Health . . . . . 80007610852d  
 Infinite Health . . . . . 800076120800  
 Infinite Health . . . . . 8002143c1d80  
 Infinite Health . . . . . 8002143e0800  
 Infinite Health . . . . . 800214401570

Infinite Health . . . . . 800214429602  
 All Weapons . . . . . 5000d0300001  
 All Weapons . . . . . 300b7c940000  
 All Weapons . . . . . 500011030001  
 All Weapons . . . . . 300b7cbb0010  
 All Weapons . . . . . 50001e030000  
 All Weapons . . . . . 300b7c950063  
 All Stones . . . . . 50001c030001  
 All Stones . . . . . 300b7d540000  
 All Stones . . . . . 50001c030000  
 All Stones . . . . . 300b7d550063  
 All Amulets . . . . . 500013030001  
 All Amulets . . . . . 300b7cf40001  
 All Amulets . . . . . 500013030000  
 All Amulets . . . . . 300b7cf50063

### Who Wants To Be A Millionaire

Press and Hold L2 for More Time . . . . . d0044c6efff  
 Press and Hold L2 for More Time . . . . . 300475d00000  
 Start on the Million Dollar Question! . . . . . e01ffe740000  
 Start on the Million Dollar Question! . . . . . 301ffe74000e  
 Infinite 50/50 Life Line . . . . . e01ffed00000  
 Infinite 50/50 Life Line . . . . . 301ffed00001  
 Infinite Phone Life Line . . . . . e01ffed10000  
 Infinite Phone Life Line . . . . . 301ffed10001  
 Infinite Crowd Life Line . . . . . e01ffed20000  
 Infinite Crowd Life Line . . . . . 301ffed20001

### Wreckin Crew

Lap Times 0:00:00 . . . . . 800BB7500000  
 Lap Times 0:00:00 . . . . . 800BB7600000  
 Lap Times 0:00:00 . . . . . 800BB7700000  
 Infinite Turbos . . . . . 3010E2EF0010  
 Max Points . . . . . 800B5EA000FF  
 All Characters Enabled . . . . . 800A6960000A

### X-Men Mutant Academy

P2 Never Lose . . . . . d00a1f280001  
 P2 Never Lose . . . . . 800a1f280000  
 P2 One Match Win . . . . . d00a24fc0000  
 P2 One Match Win . . . . . 800a24fc0001  
 P2 Ultrafast Win . . . . . d00a24fc0000  
 P2 Ultrafast Win . . . . . 800a24fc0002  
 Stop Timer . . . . . 8009eb440062  
 Hit Select for 00 Time . . . . . d00d86c2fffe  
 Hit Select for 00 Time . . . . . 8009eb440000  
 Sudden Death Mode . . . . . d009eb440019  
 Sudden Death Mode . . . . . 800a1e5c0001  
 Sudden Death Mode . . . . . d009eb440019  
 Sudden Death Mode . . . . . 800a24320001  
 P1 Infinite Counters . . . . . 800a1f400000  
 P1 No Counters . . . . . 800a1f400003  
 P1 Max Super Meters . . . . . 800a1f381400  
 P1 Max Super Meters . . . . . 800a1f3a1e00  
 P1 Max Super Meters . . . . . 800a1f3c2800  
 P1 No Super Meters . . . . . 800a1f380000  
 P1 No Super Meters . . . . . 800a1f3a0000  
 P1 No Super Meters . . . . . 800a1f3c0000  
 P2 Max Super Meters . . . . . 800a250c1400  
 P2 Max Super Meters . . . . . 800a250e1e00  
 P2 Max Super Meters . . . . . 800a25102800  
 P2 No Super Meters . . . . . 800a250c0000  
 P2 No Super Meters . . . . . 800a250e0000  
 P2 No Super Meters . . . . . 800a25100000  
 No Lock Toad . . . . . 80

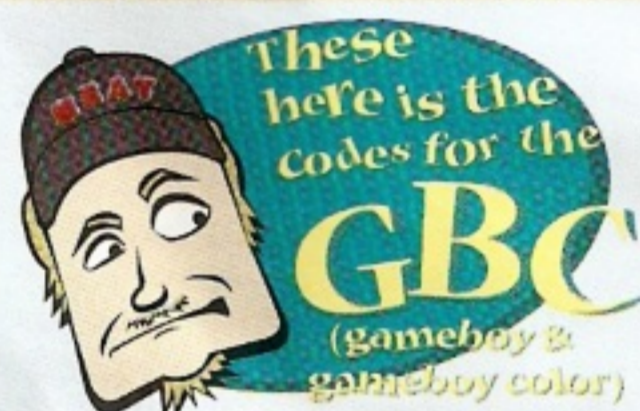
Always 1st Stroke - Hole 12 . 800ff7390000  
 Always 1st Stroke - Hole 13 . 800ff73b0000  
 Always 1st Stroke - Hole 14 . 800ff73d0000  
 Always 1st Stroke - Hole 15 . 800ff73f0000  
 Always 1st Stroke - Hole 16 . 800ff7410000  
 Always 1st Stroke - Hole 17 . 800ff7430000  
 Always 1st Stroke - Hole 18 . 800ff7450000

**Pokemon Snap**

Rapid Fire Apples and Bombs80382cb70000  
 Have Apples Bombs and Flute803ae51f0004  
 Have Apples & Bombs . . . . . 803ae51f0002  
 Have Apples . . . . . 803ae51f0001  
 Down on D-pad To Stop On Beach Level (C-Up to start moving) . . . . . d00489e0 0004  
 Down on D-pad To Stop On Beach Level (C-Up to start moving) . . . . . 802020F5 0001  
 Down on D-pad To Stop On Tunnel Level (C-Up to start moving) . . . . . d00489e0 0004  
 Down on D-pad To Stop On Tunnel Level (C-Up to start moving) . . . . . 801DCC55 0001  
 Down on D-pad To Stop On Volcano Level (C-Up to start moving) . . . . . d00489e0 0004  
 Down on D-pad To Stop On River Level (C-Up to start moving) . . . . . d00489e0 0004  
 Down on D-pad To Stop On River Level (C-Up to start moving) . . . . . 801EF96D 0001  
 Down on D-pad To Stop On Cave Level (C-Up to start moving) . . . . . d00489e0 0004  
 Down on D-pad To Stop On Cave Level (C-Up to start moving) . . . . . 80202225 0001  
 Down on D-pad To Stop On Valley Level (C-Up to start moving) . . . . . d00489e0 0004  
 Down on D-pad To Stop On Valley Level (C-Up to start moving) . . . . . 801d9abd0001

**South Park Rally**

Enable Code (Must Be On) . . . . . f106e8702400  
 Unlock Everything . . . . . 81088750ffff  
 Unlock Everything . . . . . 81088752ffff  
 Unlock Everything . . . . . 81088756ffff  
 Unlock Everything . . . . . 8108875affff  
 Infinite Credits . . . . . 8008d6590005



**Bugs Bunny Crazy Castle 4**

Infinite Keys . . . . . 010806c9  
 Infinite Hearts . . . . . 010300c9  
 Infinite Lives . . . . . 016301c9  
 Infinite Corkgun . . . . . 010903c9  
 Infinite Balloons . . . . . 010904c9  
 Infinite Carrots . . . . . 010902c9

**Crystalis**

Max Armor Rating . . . . . 0163CEC2  
 Max Shield Rating . . . . . 0163D0C2  
 Max Attack Rating . . . . . 0163CCC2  
 Quick Level Gain . . . . . 01FFDAC2  
 Have Carapace Shield . . . . . 010DFC2  
 Max Money . . . . . 01FFEC2  
 Max Money . . . . . 01FFDC2  
 Max HP . . . . . 01FFC7C2  
 Max HP . . . . . 01FFC8C2  
 Max MP . . . . . 01FFC9C2  
 Max MP . . . . . 01FFCAC2  
 Have Sword of Wind . . . . . 0101DCC2  
 Have Ball of Wind . . . . . 0101DEC2

**Godzilla**

Infinite Health . . . . . 01102ac3  
 Infinite Lives . . . . . 010263c3

**Godzilla Color**

Infinite Health . . . . . 01155DDD  
 Infinite Guard . . . . . 01325BDD  
 No Guard . . . . . 01005BDD

**Heros of Might and Magic**

Max Wood . . . . . 016380cb  
 Max Mercury . . . . . 016381cb  
 Max Ore . . . . . 016382cb  
 Max Soil . . . . . 016383cb  
 Max Crystal . . . . . 016384cb  
 Max Food . . . . . 016385cb  
 Lots of Gold . . . . . 016386cb  
 Lots of Gold . . . . . 016387cb

**Men In Black 2**

Infinite Lives . . . . . 010891c8  
 Infinite Health . . . . . 015f90c8

**Power Rangers: Lightspeed Rescue**

Have Grappling Hook . . . . . 0101dec7  
 Have Medicine . . . . . 0102ddc7  
 Have Cable Cutters . . . . . 0103dcc7  
 Have Fire Extinguisher . . . . . 0104dbc7  
 Have Door Breaker . . . . . 0105dac7  
 Have All People Rescued . . . . . 0114d9c7  
 Infinite Lives . . . . . 0109e9c7

Infinite Health . . . . . 0108e2c7  
 Infinite Lighting Bolts . . . . . 010ae3c7

**Toonsylvania**

Infinite Lives . . . . . 0163e7ca  
 Infinite Health . . . . . 0108e6ca  
 Infinite Ammo . . . . . 0163fac9  
 All Items Collected . . . . . 0109eecc

**Warlocked**

Max Fuel . . . . . 01ff15c8  
 Max Money . . . . . 01ff13c8

**X-Men Mutant Academy**

P1: Infinite Health . . . . . 012b33c8  
 P1: Infinite Health . . . . . 012b35c8  
 P1: Low Health . . . . . 010a33c8  
 P1: Low Health . . . . . 010a35c8  
 P1: Max Rage Gauge . . . . . 012b30c8  
 P1: Max Rage Gauge . . . . . 012b32c8  
 P1: No Rage Gauge . . . . . 010030c8  
 P1: No Rage Gauge . . . . . 010032c8  
 P1: Ultra Quick Win! . . . . . 010033ca  
 P1: Ultra Quick Win! . . . . . 010035ca  
 P2: Infinite Health . . . . . 012b33ca  
 P2: Infinite Health . . . . . 012b35ca  
 P2: Low Health . . . . . 010a33ca  
 P2: Low Health . . . . . 010a35ca  
 P2: Max Rage Gauge . . . . . 012b30ca  
 P2: Max Rage Gauge . . . . . 012b32ca  
 P2: No Rage Gauge . . . . . 010030ca  
 P2: No Rage Gauge . . . . . 010032ca

**X-Treme Sports**

Max Twitchy Shakes . . . . . 0163f6c8  
 Max Medals . . . . . 01c8fcd8  
 Max Medals . . . . . 0101fec8  
 Max Points . . . . . 0109f7c8  
 Max Points . . . . . 0109f8c8  
 Max Points . . . . . 0109f9c8  
 Max Points . . . . . 0109fac8  
 Max Points . . . . . 0109fbc8



**Evolution 2**

Infinite Cash . . . . . 57FF79F000000F0  
 Quick Level Gain Mag . . . . . 600B64FB0000FFFF  
 Max HP Mag . . . . . 42BA10720000270F  
 Max HP Mag . . . . . FDE9993D0000270F  
 Max FP Mag . . . . . 58F778EC0000270F  
 Max FP Mag . . . . . 58F778EC0000270F  
 Max TP Mag . . . . . 865882B00000270F  
 Quick Level Gain Linear . . . . . 20876CFF0000FFFF  
 Max HP Linear . . . . . B20635370000270F  
 Max HP Linear . . . . . 886382BA0000270F  
 Max FP Linear . . . . . 1454192B0000270F  
 Max FP Linear . . . . . C2BBE8420000270F  
 Max TP Linear . . . . . 4C9210730000270F  
 Quick Level Gain Gre . . . . . 86D635370000FFFF  
 Max HP Gre . . . . . 88C382BA0000270F  
 Max HP Gre . . . . . 4F4A10730000270F  
 Max FP Gre . . . . . B06635370000270F  
 Max FP Gre . . . . . 9F58054D0000270F  
 Max TP Gre . . . . . E0CF172E0000270F  
 Quick Level Gain Pepper53778ED0000FFFF  
 Max HP Pepper . . . . . B46635370000270F  
 Max HP Pepper . . . . . DA788C650000270F  
 Max FP Pepper . . . . . 24876CFF0000270F  
 Max FP Pepper . . . . . 1234192B0000270F  
 Max TP Pepper . . . . . 52CF78ED0000270F

**Gauntlet Legends**

Inf Keys P1 . . . . . 2D276F7E00000009  
 Inf Gold P1 . . . . . F2599ABC0000FFFF  
 Inf Health P1 . . . . . 74FDDF39000044A2  
 Inf Special Attack P1 . . . . . ADDB5DAA000042C8  
 Max Strength P1 . . . . . 7EEDDF3E00004479  
 Max Speed P1 . . . . . C683EBC400004479  
 Max Armor P1 . . . . . F7019ABA00004479  
 Max Magic P1 . . . . . 491213F560004479  
 Inf All Magic P1 . . . . . 7475DF3900000004  
 Quick Level Up P1 . . . . . 14241AAB0000FFFF  
 Inf Keys P2 . . . . . D9888FE700000009  
 Inf Gold P2 . . . . . DAA88FE70000FFFF  
 Inf Health P2 . . . . . 110C1AA9000044A2  
 Inf Special Attack P2 . . . . . 65E36779000042C8  
 Max Strength P2 . . . . . 70FDDF3800004479  
 Max Speed P2 . . . . . 36F9287D00004479  
 Max Armor P2 . . . . . A9DB5DAB00004479  
 Max Magic P2 . . . . . F9119ABC00004479  
 Inf All Magic P2 . . . . . F4899ABE00000004  
 Quick Level Up P2 . . . . . 12341AA90000FFFF  
 Inf Keys P3 . . . . . 6C7B677000000009  
 Inf Gold P3 . . . . . 90B806C10000FFFF  
 Inf Health P3 . . . . . F9119ABC000044A2  
 Inf Special Attack P3 . . . . . 36F92871000042C8  
 Max Strength P3 . . . . . F3019AB100004479  
 Max Speed P3 . . . . . DDF08FE800004479  
 Max Armor P3 . . . . . 551F7B6000004479

Max Magic P3 . . . . . 88FB813700004479  
 Inf All Magic P3 . . . . . BED6368B00000004  
 Quick Level Up P3 . . . . . BE06368B0000FFFF  
 Inf Keys P4 . . . . . 56977B6400000009  
 Inf Gold P4 . . . . . 4F4A13FA0000FFFF  
 Inf Health P4 . . . . . 9DE006C4000044A2  
 Inf Special Attack P4 . . . . . 3C992874000042C8  
 Max Strength P4 . . . . . F5119AB300004479  
 Max Speed P4 . . . . . C433EBCD00004479  
 Max Armor P4 . . . . . 3AF9287200004479  
 Max Magic P4 . . . . . 8EEB813500004479  
 Inf All Magic P4 . . . . . 8B73813300000004  
 Quick Level Up P4 . . . . . A0835DA20000FFFF

**Hydro Thunder**

Always Place 1st . . . . . 7B75DC5400000001  
 Enable All Tracks And Boats . . . . . 78C5DCA300000001  
 Enable All Tracks And Boats . . . . . COABE85900000001  
 Enable All Tracks And Boats . . . . . F1E9992700000001  
 Enable All Tracks And Boats . . . . . 57F778F600000001  
 Enable All Tracks And Boats . . . . . 8AD382A100000001  
 Enable All Tracks And Boats . . . . . DFD88C7E00000001  
 Low Lap Time . . . . . CD1B28923FB3332C  
 Infinite Time . . . . . 2C37AC2F41C3BAE1  
 Infinite Boost . . . . . 159C19C700004090  
 Infinite Boost P2 . . . . . 591F780100004090

**Hydro Thunder v1.1**

Always Place 1st . . . . . 5C67782200000001  
 Enable All Tracks And Boats . . . . . F7D9994000000001  
 Enable All Tracks And Boats . . . . . 38312B8100000001  
 Enable All Tracks And Boats . . . . . 8C2382C600000001  
 Enable All Tracks And Boats . . . . . B746354B00000001  
 Enable All Tracks And Boats . . . . . 1114195700000001  
 Enable All Tracks And Boats . . . . . 49EA100F00000001  
 Low Lap Time . . . . . 9A98C57F3FC88880  
 Infinite Time . . . . . C51B287041C3BAE1  
 Infinite Boost . . . . . EB6F17E100004090  
 Infinite Boost P2 . . . . . 38992B3300004090

**Incoming**

Infinite Lives . . . . . 586F616000002000  
 High Score . . . . . 425A01570000FFFF

**Marvel Vs. Capcom 2**

Unlock All Characters . . . . . 9C88C6C9F8FFFFF  
 Unlock All Characters . . . . . E2B7D4AA7FFFFFF  
 Unlock All Characters . . . . . 7B051F3CF8FFFFF  
 Unlock All Characters . . . . . C36B2BC67FFFFFF  
 Max Experience . . . . . 608B650500006363  
 P1 Infinite Health . . . . . CE7BE85600000090  
 P1 No Health . . . . . CE7BE85600000000  
 P2 Infinite Health . . . . . A6435E3D00000090  
 P2 No Health . . . . . A6435E3D00000000  
 Infinite Points . . . . . 9CB004830000270F  
 Infinite Health P1 Partner a . . . . . 8863526000000090  
 Infinite Health P1 Partner b . . . . . 9B88055F00000090  
 Infinite Health P2 Partner a . . . . . 886382A900000090  
 Infinite Health P2 Partner b . . . . . 75D5DCA500000090  
 No Health P1 Partner a 8863526000000000  
 No Health P1 Partner b 9B88055F00000000  
 No Health P2 Partner a 886382A900000000  
 No Health P2 Partner b75D5DCA5000000000  
 P1 Combo Level 0 . . . . . 5DAF3B7D00000000  
 P1 Combo Level 1 . . . . . 5DAF3B7D000000001  
 P1 Combo Level 2 . . . . . 5DAF3B7D000000002  
 P1 Combo Level 3 . . . . . 5DAF3B7D000000003  
 P1 Combo Level 4 . . . . . 5DAF3B7D000000004  
 P1 Combo Level 5 . . . . . 5DAF3B7D000000005  
 P2 Combo Level 0 . . . . . 72A99F2800000000  
 P2 Combo Level 1 . . . . . 72A99F2800000001  
 P2 Combo Level 2 . . . . . 72A99F2800000002  
 P2 Combo Level 3 . . . . . 72A99F2800000003  
 P2 Combo Level 4 . . . . . 72A99F2800000004  
 P2 Combo Level 5 . . . . . 72A99F2800000005

**Midway's Greatest Arcade Hits Vol. 1**

Inf. Lives P1 (Robotron Only) . . . . . 3BE11BD300000102  
 Inf. Lives P2 (Robotron Only) . . . . . 25675CD100000102  
 Inf. Lives P1 (Defender Only) . . . . . 9A68356C00000200  
 Inf. Lives P2 (Defender Only) . . . . . DB50BC4400000102  
 Inf. Smart Bombs P1 (Defender Only) . . . . . C5D3D86300000301  
 Inf. Smart Bombs P2 (Defender Only) . . . . . DB688C4400000A03  
 Inf. Lives P1 (Joust Only) . . . . . 9C08356C00000400  
 Inf. Lives P2 (Joust Only)54EF48CC00000400  
 Inf. Lives P1 (Defender 2 Only) . . . . . 52FF48C300000102

Inf. Lives P2 (Defender 2 Only) . . . . . 670B54D500000200  
 Inf. Smart Bombs P1 (Defender 2 Only) . . . . . 520748C300001E03  
 Inf. Smart Bombs P2 (Defender 2 Only) . . . . . 9B30356300000301  
 Inf. Lives (Sinistar Only) 5A7748CB00000003

**Mr. Driller**

Infinite Lives . . . . . 607B6B130000000A  
 Infinite Air . . . . . BCA63ADE0000FFFF  
 High Scoring . . . . . 6D1B6B120000FFFF

**NFL Quarterback Club 2000**

Infinite Creation Pts . . . . . 5C574586000001C2

**NamcoMuseum**

Inf. Lives P1-Pac-Man . . . . . EDB75D4A00000003  
 Inf. Lives P2-Pac-Man . . . . . 2D27269B00000003  
 Super Speed-Pac-Man . . . . . D488872600000003  
 Inf. Lives P1-Ms. Pac-Man . . . . . EDB75D4A00000003  
 Inf. Lives P2-Ms. Pac-Man . . . . . 2D27269B00000003  
 Super Speed Ms. Pac-Man 7225D6DE00000003  
 Inf. Lives P1-Galaga . . . . . D368C6CD00000004  
 Inf. Lives P2-Galaga . . . . . 3261615500000004  
 Inf. Time-Pole Position. 6E3729CC00000063  
 Inf. Lives P112-Dig-Dug 72E5967600000004  
 Inf. Lives P2-Dig-Dug . . . . . 5E77322300000004

**Nightmare Creatures II**

Infinite Continues . . . . . EDF72DD600000063

**Omikron**

Infinite Funds . . . . . 59A76E000000FFFF

**PenPen Trilcelon**

P1 Play As Hanamizu . . . . . 8563B8F700000004

**Plasma Sword**

Infinite Health P1 . . . . . 51E76400000000C8  
 Low Health P1 . . . . . 51E7640000000000  
 50% Health P1 . . . . . 51E46400C0705038  
 50% Health P1 . . . . . 51E7640000000064  
 Infinite Health P2 . . . . . F8B985D3000000C8  
 Low Health P2 . . . . . F8B985D300000000  
 50% Health P2 . . . . . F8B885D3C0705038  
 50% Health P2 . . . . . F8B985D300000064  
 Infinite Power P1 . . . . . E327095D00000090  
 No Power P1 . . . . . E327095D00000000

**Power Stone**

Infinite Health P1 . . . . . E8070137000000F0  
 Low Health P1 . . . . . E8040137C070503F  
 Low Health P1 . . . . . E807013700000000  
 50% Health P1 . . . . . E8040137C070503F  
 50% Health P1 . . . . . E807013700000078  
 Infinite Health P2 . . . . . 7E25CAC4000000F0  
 Low Health P2 . . . . . 7E26CAC4C070503F  
 Low Health P2 . . . . . 7E25CAC400000000  
 50% Health P2 . . . . . 7E26CAC4C070503F  
 50% Health P2 . . . . . 7E25CAC400000078  
 Have All Stones P1 . . . . . 36813DE400000707  
 Have No Stones P1 . . . . . 36813DE400000000  
 Have All Stones P2 . . . . . A543485700000707  
 Have No Stones P2 . . . . . A543485700000000  
 Infinite Power Up Energy P1 . . . . . 28277AE600000938  
 No Power Up Energy P1 28277AE600000000  
 50% Power Up Energy P1 . . . . . 28247AE6C0704F66  
 50% Power Up Energy P1 . . . . . 28277AE60000049C  
 Infinite Power Up Energy P2 . . . . . 9A68133100000938  
 No Power Up Energy P2 9A68133100000000  
 50% Power Up Energy P2 . . . . . 9A6B1331C0704F66  
 50% Power Up Energy P2 . . . . . 9A6813310000049C  
 P1 Play As Final Valgas 5DD76E930000000A  
 P1 Play As Kraken . . . . . 5DD76E930000000C

**RAYMAN 2**

Flying Rayman . . . . . 89E080A320704E1E  
 Flying Rayman . . . . . 58FB04DB00000040  
 Have Swinging Power Up E23768CE0000006D

**Rippin' Riders**

Infinite Time . . . . . 633BA8E80000128E  
 Low Track Time . . . . . 700510AD00000002  
 Low Track Time . . . . . C86B245700000002  
 Low Track Time . . . . . F929552900000002  
 Low Track Time . . . . . 5F37B4F800000002

**Silver**

Infinite Gold . . . . . F8518F8000000010

**Soul Fighter**

99 Souls Saved . . . . . 6F7B6EFB00000063  
 Infinite Health . . . . . 7655D6B800000064  
 Infinite Weapon Power 43221A73000000A0  
 Max Power . . . . . 7655D6B800000090  
 Infinite Throwing Knives 76E596B800000009  
 Infinite Crossbow Arrows . . . . . 912C4F4D00000009  
 Infinite Throwing Axes. AF3B142B00000009  
 Infinite Oil Bombs . . . . . CE97A24200000009

**South Park Rally**

Infinite Credits . . . . . FBCDD30300000005  
 All Cheats And Characters. D6A846B5FFFFFFF  
 Enable All Races . . . . . 37A1212D0000FFFF  
 All Tracks Except Gridiron 474A1AA30000FFFF

**Street Fighter III Double Impact**

Infinite Time (New Gen Only) . . . . . 46420CD200000064  
 Infinite Health P1 (New Gen Only) . . . . . 84CB9E00000000A0  
 Low Health P1 (New Gen Only) . . . . . 84CB9E0000000001  
 50% Health P1 (New Gen Only) . . . . . 84CB9E0000000050  
 50% Health P1 (New Gen Only) . . . . . 84CB9E0000000000  
 Infinite Health P2 (New Gen Only) . . . . . CF03F4E7000000A0  
 Low Health P2 (New Gen Only) . . . . . CF03F4E700000001  
 50% Health P2 (New Gen Only) . . . . . CF00F4E7C0705035  
 50% Health P2 (New Gen Only) . . . . . CF03F4E700000050  
 P1 Never Wins (New Gen Only) . . . . . 28FF705E00000000  
 One Win Needed P1 (New Gen Only) . . . . . 28FC705EC0705041  
 One Win Needed P1 (New Gen Only) . . . . . 28FF705E00000001  
 P1 Always Wins (New Gen Only) . . . . . 28FF705E00000002  
 P2 Never Wins (New Gen Only) . . . . . 3711375C00000000  
 One Win Needed P2 (New Gen Only) . . . . . 3712375CC0705041  
 One Win Needed P2 (New Gen Only) . . . . . 3711375C00000001  
 P2 Always Wins (New Gen Only) . . . . . 3711375C00000002  
 Sudden Death Mode P1 (New Gen Only) . . . . . 46410CD200705040  
 Sudden Death Mode P1 (New Gen Only) . . . . . 84CB9E0000000001  
 Sudden Death Mode P2 (New Gen Only) . . . . . 46410CD200705040  
 Sudden Death Mode P2 (New Gen Only) . . . . . CF03F4E700000001  
 P1 Easily Stunned (New Gen Only) . . . . . 708DC01C00000040  
 P1 Never Stunned (New Gen Only) . . . . . 708DC01C00000000  
 P1 Super Stunned (New Gen Only) . . . . . 37A1375900000077  
 P1 Quick Stun Recovery (New Gen Only) . . . . . 37A1375900000000  
 P2 Easily Stunned (New Gen Only) . . . . . E93F08BA00000040  
 P2 Never Stunned (New Gen Only) . . . . . E93F08BA00000000  
 P2 Super Stunned (New Gen Only) . . . . . 6B3B785F00000077  
 P2 Quick Stun Recovery (New Gen Only) . . . . . 6B3B785F00000000  
 Max Super Gauge

# GAME RELEASE SCHEDULE

35793B5F00000044  
 P1 Never Stunned (2nd Impact Only) . . . . .  
 35793B5F00000000  
 P1 Super Stunned (2nd Impact Only) . . . . .  
 CBEBF8E000000077  
 P1 Quick Stun Recovery (2nd Impact Only) . . . . .  
 CBEBF8E000000000  
 P2 Easily Stunned (2nd Impact Only) . . . . .  
 AA2B4E8900000044  
 P2 Never Stunned (2nd Impact Only) . . . . .  
 AA2B4E8900000000  
 P2 Super Stunned (2nd Impact Only) . . . . .  
 2AA77C5D00000077  
 P2 Quick Stun Recovery (2nd Impact Only) . . . . .  
 2AA77C5D00000000  
 Sudden Stun Mode P1 (2nd Impact Only) . . . . .  
 585C6B2C00705040  
 Sudden Stun Mode P2 (2nd Impact Only) . . . . .  
 35793B5F00000044  
 Sudden Stun Mode P2 (2nd Impact Only) . . . . .  
 585C6B2C00705040  
 Sudden Stun Mode P2 (2nd Impact Only) . . . . .  
 AA2B4E8900000044

### Street Fighter Alpha 3

Infinite Health P1 . . . . . DA28802F00000090  
 One Hit Death P1 . . . . . DA28802FC0705033  
 One Hit Death P1 . . . . . DA28802F00000001  
 50% Health P1 . . . . . DA28802FC0705033  
 50% Health P1 . . . . . DA28802F00000048  
 Infinite Health P2 . . . . . 98D80AF800000090  
 One Hit Death P2 . . . . . 98D80AF8C0705033  
 One Hit Death P2 . . . . . 98D80AF800000001  
 50% Health P2 . . . . . 98D80AF8C0705033  
 50% Health P2 . . . . . 98D80AF800000048  
 Max Power P1 . . . . . C9E3E40800000090  
 No Power P1 . . . . . C9E3E40800000000  
 Max Power P2 . . . . . 70CDD30D00000090  
 No Power P2 . . . . . 70CDD30D00000000  
 Max Exp World Tour Mode . . . . .  
 CA1B24080098967F  
 Max X-Ism Exp World Tour Mode . . . . .  
 11D4D6BD0098967F  
 Max Exp For A-Ism World Tour Mode . . . . .  
 492ADFE50098967F  
 Max Exp For V-Ism World Tour Mode . . . . .  
 9938CADB0098967F

### Striker Pro 2000

Certificate Completed . DB984EE10000000A  
 Certificate Completed . 1364DBAF0000000A  
 Certificate Completed . 678BA67F0000000A  
 Certificate Completed . 687BA67F0000000A  
 Certificate Completed . BAD6F7B30000000A  
 Certificate Completed . EA47D5AA0000000A  
 Team 1 Score 10 . . . . . 1994020A0000000A  
 Team 1 Score 0 . . . . . 1994020A00000000  
 Team 2 Score 10 . . . . . 416A0B520000000A  
 Team 2 Score 0 . . . . . 416A0B5200000000

### Super Magnetic Neo

Extra Zebi Coins . . . . . 1B1F1FAEC0705041  
 Extra Zebi Coins . . . . . 1B1C1FAE00000032  
 Infinite Lives . . . . . BD4E33B200000063  
 Tech Romancer  
 Infinite Funds . . . . . 4CE2124F000000F0  
 No Damage P1 + P2 . . . . . E887151600000000  
 Infinite Armor P1 . . . . . 689326C300000064  
 No Armor P1 . . . . . 689326C300000000  
 Infinite Armor P2 . . . . . 82BFC08200000064  
 No Armor P2 . . . . . 82BFC08200000000  
 No Damage P1 . . . . . E887551600000000  
 Heavy Damage P1 . . . . . E887551600000090  
 No Damage P2 . . . . . 1E605B1300000000  
 Heavy Damage P2 . . . . . 1E605B1300000090  
 Max Special Power P1 . . . . . 70819E8000000028  
 No Special Power P1 . . . . . 70819E8000000000  
 Max Special Power P2 . . . . . A95F1C1300000028  
 No Special Power P2 . . . . . A95F1C1300000000  
 50% Armor P1 . . . . . 6B9066C34070504D  
 50% Damage P1 . . . . . E8841516C0705041  
 50% Damage P2 . . . . . E887551600000048  
 50% Armor P2 . . . . . 82BC80824070504D  
 50% Damage P2 . . . . . 82BFC08200000032  
 50% Damage P2 . . . . . 1E605B1300000041  
 50% Damage P2 . . . . . 1E605B1300000048  
 One Win Needed P1 . . . . . C8ABAA7A00000001  
 One Win Needed P1 . . . . . A91B1C1300000001  
 One Win Needed P2 . . . . . 363969C500000001  
 One Win Needed P2 . . . . . A92F1C1300000001

### Tony Hawk's Pro Skater

All Tapes - Tony Hawk . 5487774000000032  
 All Tapes - Tony Hawk . A243518600001F1F  
 All Tapes - Tony Hawk . DC5083C80000201F  
 All Tapes - Tony Hawk . DC6883C800001F1F  
 All Tapes - Tony Hawk . 14AC168600001F20  
 All Tapes - Tony Hawk . 3D61245000000020  
 All Tapes - Bob Bumquist . 60436B5600000032  
 All Tapes - Bob Bumquist . A21B518600001F1F  
 All Tapes - Bob Bumquist . C3ABE7EF0000201F  
 All Tapes - Bob Bumquist . F2D1969100001F1F  
 All Tapes - Bob Bumquist . F2E9969100001F20  
 All Tapes - Bob Bumquist . 3D39245000000020  
 All Tapes - Geoff Rowley . 54F7774000000032  
 All Tapes - Geoff Rowley . 89D38D1700001F1F  
 All Tapes - Geoff Rowley . B24E3A9A0000201F

All Tapes - Geoff Rowley . DCD883C800001F1F  
 All Tapes - Geoff Rowley . 141C168600001F20  
 All Tapes - Geoff Rowley . 1424168600000020  
 All Tapes - Bucky Lasek . 4CE21FDE00000032  
 All Tapes - Bucky Lasek . 9CF00AE000001F1F  
 All Tapes - Bucky Lasek . A29351860000201F  
 All Tapes - Bucky Lasek . DC8083C800001F1F  
 All Tapes - Bucky Lasek . F259969100001F20  
 All Tapes - Chad Muska . 3D81245000000032  
 All Tapes - Chad Muska . 89A38D1700001F1F  
 All Tapes - Chad Muska . B23E3A9A0000201F  
 All Tapes - Chad Muska . 9D480AE000001F1F  
 All Tapes - Chad Muska . C2F3E7EF00001F20  
 All Tapes - Chad Muska . E377188300000020  
 All Tapes - Kareem Campbell . . . . .  
 23DF635200000032  
 All Tapes - Kareem Campbell . . . . .  
 55AF774000001F1F  
 All Tapes - Kareem Campbell . . . . .  
 7AB5D3150000201F  
 All Tapes - Kareem Campbell . . . . .  
 A36B518600001F1F  
 All Tapes - Kareem Campbell . . . . .  
 B3863A9A00001F20  
 All Tapes - Kareem Campbell . . . . .  
 E32F188300000020  
 All Tapes - Andrew Reynolds . . . . .  
 15D4168600000032  
 All Tapes - Andrew Reynolds . . . . .  
 4D2A1FDE00001F1F  
 All Tapes - Andrew Reynolds . . . . .  
 7AEDD3150000201F  
 All Tapes - Andrew Reynolds . . . . .  
 9D380AE000001F1F  
 All Tapes - Andrew Reynolds . . . . .  
 C283E7EF00001F20  
 All Tapes - Andrew Reynolds . . . . .  
 C27BE7EF00000020  
 All Tapes - Rune Glifberg . . . . .  
 F301969100000032  
 All Tapes - Rune Glifberg . . . . .  
 551F774000001F1F  
 All Tapes - Rune Glifberg . . . . .  
 552777400000201F  
 All Tapes - Rune Glifberg . . . . .  
 88FB8D1700001F1F  
 All Tapes - Rune Glifberg . . . . .  
 A3E3518600001F20  
 All Tapes - Rune Glifberg . . . . .  
 DDF083C800000020  
 All Tapes - Jamie Thomas . . . . .  
 E3A7188300000032  
 All Tapes - Jamie Thomas . . . . .  
 4D9A1FDE00001F1F  
 All Tapes - Jamie Thomas . . . . .  
 7A5DD3150000201F  
 All Tapes - Jamie Thomas . . . . .  
 7A65D31500001F1F  
 All Tapes - Jamie Thomas . . . . .  
 A3B8518600001F20  
 All Tapes - Jamie Thomas . . . . .  
 C20BE7EF00000020  
 All Tapes - Elissa Steamer . . . . .  
 F371969100000032  
 All Tapes - Elissa Steamer . . . . .  
 20CF635200001F1F  
 All Tapes - Elissa Steamer . . . . .  
 4E5A1FDE0000201F  
 All Tapes - Elissa Steamer . . . . .  
 799DD31500001F1F  
 All Tapes - Elissa Steamer . . . . .  
 79A5D31500001F20  
 All Tapes - Elissa Steamer . . . . .  
 A07B518600000020  
 All Tapes - Officer Dick . C1CBE7EF00000032  
 All Tapes - Officer Dick . 16C4168600001F1F  
 All Tapes - Officer Dick . 4E021FDE0000201F  
 All Tapes - Officer Dick . 622B6B5600001F1F  
 All Tapes - Officer Dick . 9E100AE000001F20  
 All Tapes - Officer Dick . 9E280AE000000020  
 Big Head Mode . . . . . 1E84168900000001  
 Ether Mode . . . . . 2B3F635D00000001  
 Slo Mo Mode . . . . . E897188C00000001  
 Full Special Meter . . . . . 96680AEF00000001

### Toy Story 2

Have All Pizza Planet Tokens . . . . .  
 68CB451A00001F1F  
 Have All Pizza Planet Tokens . . . . .  
 94F024AC00001F1F  
 Have All Pizza Planet Tokens . . . . .  
 AA937FCA00001F1F  
 Have All Pizza Planet Tokens . . . . .  
 D480AD8400001F1F  
 Have All Pizza Planet Tokens . . . . .  
 FA598DD00001F1F  
 Have All Pizza Planet Tokens . . . . .  
 35890A1C00001F1F  
 Have All Pizza Planet Tokens . . . . .  
 35B10A1C00001F1F  
 Infinite Health . . . . . 862BA3320000000E  
 Have 99 Coins . . . . . 1B1C38A300000063  
 Infinite Lives . . . . . BD4E148F00000009

### Trickstyle

P1 Play As Heap . . . . . 88B38E000000000A

### Vigilante 8: Second Offense

Bigger Wheels All Cars 4C4A5D8800000001  
 Low Gravity Mode . . . . . 4C4A5D8800000002  
 P1 Invincible . . . . . 4C4A5D8800000008  
 Highlight Game Status and Press "A" 3 Times  
 to View All Movies . . . . . 4C4A5D8800000010  
 Play As Same Cars in Multi-Player Mode . . . . .  
 4C4A5D8800000020  
 No Wheel Attachments Allowed . . . . .  
 4C4A5D8800000040  
 P1 Invincible + Low Gravity . . . . .  
 4C4A5D880000000A  
 P1 Invincible, Low Gravity, All Cars Have Big  
 Wheels . . . . . 4C4A5D880000000B  
 P1 Invincible, Low Gravity, All Cars Have Big  
 Wheels, Choose Same Cars in Multi-player  
 Mode . . . . . 4C4A5D880000002B  
 P1 Invincible, Low Gravity, All Cars Have Big  
 Wheels, View All Movies 4C4A5D880000001B  
 P1 Invincible, Low Gravity, All Cars Have Big  
 Wheels, No Wheel Attachments Allowed . . . . .  
 4C4A5D880000004B  
 P1 Invincible, Low Gravity, All Cars Have Big  
 Wheels, No Wheel Attachments Allowed,  
 View All Movies, Choose Same Cars in Multi-  
 player Mode . . . . . 4C4A5D880000007B  
 Missiles do more damage . . . . .  
 607F290300000004  
 Rapid Fire Weapons . . . . . 607F290300000008  
 Attract Enemies . . . . . 607F290300000010  
 Heavy Cars . . . . . 607F290300000080  
 Missiles do More Damage, Rapid Fire, Heavy  
 Cars . . . . . 607F29030000008C  
 Missiles do More Damage, Rapid Fire, Heavy  
 Cars, Attract Enemies . . . . . 607F29030000009C  
 Super Fast Cars . . . . . 788D914000000001  
 Random Levels and Cars in Arcade Mode . . . . .  
 788D914000000002  
 High Suspension . . . . . 788D914000000004  
 Unlock Old Levels . . . . . 788D914000000010  
 Hover Higher . . . . . 788D914000000008  
 Fast Cars With High Suspension . . . . .  
 788D914000000005  
 Fast Cars With High Suspension that Hover  
 Higher . . . . . 788D91400000000D  
 Random Levels and Cars in Arcade Mode  
 that are Super Fast With High Suspension  
 and Hover Higher . . . . . 788D91400000001F  
 All Cheats On . . . . . 4C4A5D880000007B  
 All Cheats On . . . . . 607F29030000009C  
 All Cheats On . . . . . 788D91400000001F

### Virtua Tennis

P1 Quick Win . . . . . 900806E600000003  
 P1 Never Win . . . . . 900806E600000000  
 P2 Quick Win . . . . . EE37148500000003  
 P2 Never Win . . . . . EE37148500000000  
 Infinite Funds . . . . . A33B5C7100000090

### Virtual-On: Oratorio Tangram

Rusty Mech Mode . . . . . F7D992EB00000000  
 Infinite Armor P1 . . . . . 834388D700000480  
 No Armor P1 . . . . . 834388D700000000  
 Infinite Armor P2 . . . . . C3F3D22A00000480  
 No Armor P2 . . . . . C3F3D22A00000000

### Wacky Races

P1 Inf Tokens-Battle Arena . . . . .  
 D27881090000000A  
 Infinite Retries - Wacky Cup . . . . .  
 F02DD61700000005  
 Always Have 10 Muttleys . . . . .  
 8E938D7E000003FF

### Walt Disney World Quest Magical Racing Tour

Start On Last Lap . . . . . a10311fc00000002  
 Max Speed Coins . . . . . cf0be6cb0000001e  
 Max Fairies . . . . . 304165740000000a

### World Series Baseball 2K1

Press Y + D PAD UP to Put Home Team In  
 The Lead . . . . . B579FDBDC06CEAD4  
 Press Y + D PAD UP to Put Home Team In  
 The Lead . . . . . E45738E300000032  
 Press Y + D PAD UP to Put Home Team In  
 The Lead . . . . . 9A682A8000000000  
 Press Y + D PAD DOWN to Put Away Team In  
 The Lead . . . . . 11FBD1A1C06CEAD4  
 Press Y + D PAD DOWN to Put Away Team In  
 The Lead . . . . . 9A682A8000000032  
 Press Y + D PAD DOWN to Put Away Team In  
 The Lead . . . . . E45738E300000000  
 Press A + D PAD UP = Away Team Score 0 . . . . .  
 A4F05EEB20704E1C  
 Press A + D PAD UP = Away Team Score 0 . . . . .  
 9A682A8000000000  
 Press A + D PAD LEFT = Home Team Score 0  
 A4F05EEB20704E16  
 Press A + D PAD LEFT = Home Team Score 0  
 E45738E300000000  
 Press A + D PAD DOWN = Away Team Score  
 50 . . . . . A4F05EEB20704E2A  
 Press A + D PAD DOWN = Away Team Score  
 50 . . . . . 9A682A8000000032  
 Press A + D PAD RIGHT = Home Team Score  
 50 . . . . . A4F05EEB20704E2E  
 Press A + D PAD RIGHT = Home Team Score  
 50 . . . . . E45738E300000032

## PSX

Game Title	Release Date
Polaris SnoCross 2000	August 15, 2000
Chrono Cross	August 15, 2000
Re-Volt 2: RC Revenge	August 16, 2000
Play With The Teletubbies	August 17, 2000
Tyco R/C: Assault With A Battery	August 19, 2000
Micro Maniacs	August 21, 2000
NFL GameDay 2001	August 22, 2000
Winnie Pooh's Tiger Honey Hunt	August 29, 2000
Pro Pinball: Fantastic Journey	August 29, 2000
Aladdin in Nasira's Revenge	August 29, 2000
Martian Gothic	August 2000
ATV: Quad Power Racing	August 2000
NCAA Football 2001	August 2000
International Fisherman Bass Hunter	August 2000
Animorphs: Shattered Reality	August 2000
Carmageddon 2: Carpoolcypse	August 2000
Spider-Man	August 2000
Bust A Move 2: Dance Tengoku Mix	August 2000
Alien Resurrection	August 2000
Lunar 2: Eternal Blue	August 2000
Countdown: Vampires	August 2000
Monster Rancher Battle Card: Episode II	August 2000
Major League Soccer 2000	August 2000
Sydney 2000 Olympics	August 2000
Tenchu II	August 2000
Lego Rock Raiders	August 2000
Star Trek: Invasion	August 2000
Motocross Madness	August 2000
Vanishing Point	August 2000
Destruction Derby Raw	August 2000
Tony Hawk's Pro Skater 2	September 2, 2000
Duke Nukem: Planet of the Babes	September 2, 2000
Wacky Races	September 2, 2000
Ford Racing	September 8, 2000
Scooby-Doo: Classic Creep Capers	September 12, 2000
Parasite Eve II Square	September 12, 2000
Sea-Doo HydroCross	September 2000
Frogger 2: Swampy's Revenge	September 16, 2000
Rayman 2: The Great Escape	September 16, 2000
Rayman 2: Back To School	September 16, 2000
Buzz Lightyear of Star Command	September 20, 2000
Breakout	September 23, 2000
Galaga	September 23, 2000
Tonka Space Station	September 23, 2000
Jeopardy 2000	September 27, 2000
Championship Motocross 2001	September 27, 2000
Frogger 2 Hasbro	September 27, 2000
Dragon Tales: Dragon Seek	September 28, 2000
Family Feud 2000	September 28, 2000
Elmo in Grouchland	September 28, 2000
Galaga: Destination Earth	September 2000
NHL FaceOff 2001	September 2000
Incredible Crisis	September 2000
VR Powerboats	September 2000
Valkyrie Profile	September 2000
Wheel of Fortune 2000	September 2000
Earthworm Jim	September 2000
RollerJam	September 2000
Inspector Gadget	September 2000
Panzer General Assault	September 2000
Resident Evil: Survivor	September 2000
Test Drive Cycles	September 2000
World Destruction League: Thunder Tanks	September 2000
Cat Dog Hasbro	September 2000
Action Man: Mission Xtreme	September 2000

## N64

Game Title	Release Date
Duck Dodgers	August 15, 2000
NFL Quarterback Club 2001	August 23, 2000
Madden NFL 2001	August 25, 2000
Mario Tennis	August 28, 2000
Mia Hamm Soccer 64	August 31, 2000
Turok 3: Shadow of Oblivion	August 31, 2000
Tom and Jerry	September 2, 2000
Int. Track and Field 2000	September 2, 2000
Polaris SnoCross	September 13, 2000
VR Powerboat	September 13, 2000
NFL Blitz 2001	September 13, 2000
San Francisco Rush 2049	September 7, 2000
F1 Racing Championship	September 16, 2000
Taz Express	September 17, 2000
Army Men: Sarge's Heroes 2	September 17, 2000
Big Mountain 2000	September 20, 2000
Super Bowling	September 22, 2000
Pokemon Puzzle League	September 25, 2000
Ogre Battle 64	September 27, 2000
Power Rangers Lightspeed Rescue	September 27, 2000
Aidyn Chronicles: The First Mage	September 27, 2000
Seadoo HydroCross 2001	September 29, 2000

## DC

Game Title	Release Date
D2	Aug. 22, 2000
Ecco the Dolphin: Defender of the Future	Aug. 22, 2000
Bleemcast	August 2000
Vanishing Point	August 2000
Armada II	Aug. 31, 2000
NFL Quarterback Club 2001	August 2000
The Ring: Terror's Realm	August 2000
Dragonriders - Chronicles of Pern	Sept. 2, 2000
Heroes of Might & Magic III	Sept. 2, 2000
Quake III Arena	Sept. 5, 2000
NFL2K1	Sept. 5, 2000
Sega GT	Sept. 12, 2000
F1 Racing Championship	Sept. 16, 2000
Half-Life	Sept. 17, 2000
Frogger 2	September 2000
Prince of Persia 3D	September 2000
Monster Breeder	September 2000
San Francisco Rush 2049	September 2000
Dark Angel	September 2000
Demolition Racer: No Exit	September 2000
POD II	September 2000
Metropolis Street Racer	September 2000
Street Fighter Zero III (network re-release)	September 2000

# New System, New Accessories - You Know the Drill

You're a big dummy if you don't check out InterAct's line of PS2 goodies

Perhaps you've heard something about this new console, soon to be hitting store shelves on this side of the world. It's called the PlayStation 2 and it's all the kids are talking about. The kids are also talking about who will be voted off that damn island in Survivor, but that's not the issue here. We're talking videogames and, more importantly, we're talking videogame accessories!

Set to launch right beside the PS2 is an incredible line of controllers and various other accessories from our pals at InterAct Accessories.

Since the PS2 only comes packed with one controller, you'll probably want to look into grabbing an extra gamepad. But the **StormChaser GamePad** is way more than just an extra pad. You get extra functions like button programmability, button relocation, button pressure programmability, auto-fire and a left/right axis-swap switch. This all comes neatly packed into this very comfortable pad with rubber hand grips and all the standard analog sticks, vibration feedback and analog buttons. You'll soon find this extra controller becoming your main gameplay controller, leaving your standard controller for 2-player challenges.

A fighting game fan, are you? Well, if you're really into beating the crap out of computer or human opponents, you know the value of a sturdy arcade stick. The **ShadowBlade Arcade Stick** gives you an immediate edge over the poor chumps that oppose you. You

get a very sturdy stick with a heavy metal base, eight analog buttons, an analog control stick and the ability to switch into digital mode. For even more of an edge, you can program complex button combinations into a single button, allowing you to tap the button and watch a massive combo unleash on the poor bastard you're pummeling.

Gamepads are for pansies when it's fight'n time!

With monster racing titles like Gran Turismo 2000 coming our way, it's time to look into a racing wheel for the PS2. Forget looking into, just go grab a **Blue Thunder Racing Wheel**. When you're burning through the turns, you'll appreciate the sturdy design, digital shifter, heavy-duty foot pedals, vibration feedback,

programmable steering sensitivity and button relocation feature. Nine out of ten professional drivers say they'll kick your ass if you use anything less than the best!

When it's time to start popping caps in the asses of your on-screen foes, reach for the

### ThunderStrike LightBlaster!

Before we even get into the extra features in the gat, take a moment to realize

how ridiculous it is to move a little target around the screen with your gamepad. Since the necessity for a light gun is blatantly obvious, how about adding extra features like 2-speed auto-fire, vibration feedback, auto reload, intelligent reload, an analog trigger and an analog reload button? You'll also find the retractable gunstock handy when look-

ing for that comfortable position for hours of steady blasting.

When it's time to kick back with a DVD movie and give your thumbs a rest, you'll be pretty pissed if you have to get off the couch 'cause the damn controller cord is too short. This is where the **DVD Wireless Master Remote Control** steps in and takes control. The infrared capabilities of this handy device allow you to sit up to 23 feet away (not that you could see the TV from there). You can control the DVD function of your PS2 and, in a very nifty twist, this remote functions as a Universal remote for your TV.

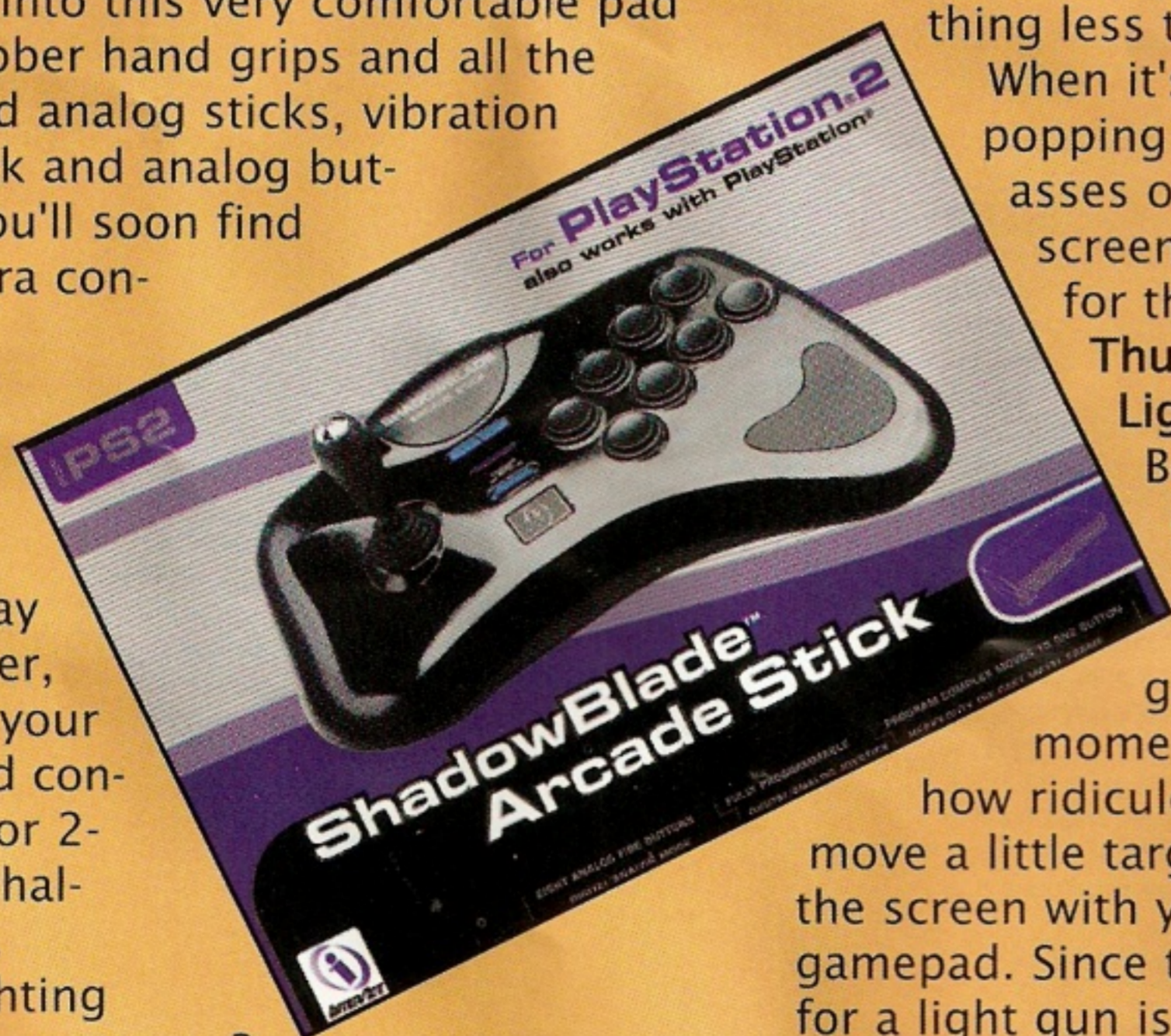
We're running short of room, but the story

doesn't end there. So let's run down some more goodies

- You've got the **Reel Pro Fishing Controller** for all of your fishing games.

We have **Multimedia Home Theater Speakers**, a 72 watt, 5.1 surround sound system for your PS2 games and movies. For a very comfortable, basic dual analog, dual vibration pad, look no farther than the **Dual Impact 2**. We've also got

you covered with memory cards, cables and connectors, a storage case, PS2 stand and much more. There may just be one of them GameShark things headed to the PS2 very soon... Who knows?



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## Gameshark Upgrading 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 2.41. This version will not contain the code generator, but will allow compatibility with all of the newer titles.
- B. You can send in your current version of the Gameshark along with a check or money order for \$35.00 and we will replace your standard Gameshark with a Gameshark Pro version 3.2. The version 3.2 contains a code generator that allows you to hack your own codes and will be compatible with all of the newer titles.
- 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

#### 2. Gameshark Pro

You can send in your version 3.0 or 3.1 and we will upgrade the unit to the 3.3.

### PlayStation®

- 1. Standard Gameshark below version 2.0  
 You can send in your standard Gameshark below version 2.0 along with a check or money order for \$35.00 and we will replace it with the Gameshark CDX version 3.3. The Gameshark CDX allows you to link to a PC to hack your own codes.

#### 2. Standard Gameshark 2.0 to version 2.41

- A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and for \$5.00 you will receive an upgrade CD that will upgrade your standard Gameshark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.
- B. You can send in your standard Gameshark along with a check or money order for \$35.00 and we will replace it with the Gameshark CDX version 3.3. The CDX will allow you to link to a PC to hack your own codes.

#### 3. Gameshark Pro

To upgrade your Gameshark Pro contact upgrades@gameshark.com or 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 \$5.00.

#### 4. Gameshark CDX

The version 3.3 is the current version of the Gameshark CDX. As new upgrades are available, you can contact upgrades@gameshark.com or call 1-410-785-4064 to receive an upgrade CD for \$5.00.

### 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 3.0.

As new upgrades are released, it will be posted on [www.gameshark.com](http://www.gameshark.com).

## GAMESHARK FAQ'S

### Why don't the codes for *Perfect Dark* (N64) work on my GameShark or GameShark Pro?

You must have a version 2.5 or version 3.3 GameShark, the 4mb TurboRam Expansion Pak, and activate the Zelda keycode. Make sure you have the enable code entered and you aren't mixing hi-res and lo-res codes.

### Why does *Resident Evil: Code Veronica* (Dreamcast) freeze when I use the codes from the GameShark CDX?

Due to an encryption problem, none of the preloaded "crate" codes will work until they are re-entered manually. Once you've done this and start a new game, these codes will be active.

### Most of my PlayStation game titles work with preloaded codes, but some games like *Gran Turismo*, *Gran Turismo 2*, *Driver* and *Metal Gear Solid* don't. Is my GameShark broken?

No, the GameShark isn't broken. These games have multiple versions and therefore have different sets of codes that have to be entered. For example, if the codes for *Metal Gear Solid* aren't working then you need to enter the *Metal Gear Solid v1.1* codes as a new listing. The additional versions for these games are available from [www.gameshark.com](http://www.gameshark.com).

### How can I change the page on my Massive Memory Card for PlayStation?

On the system memory card manager screen, hold L1, R1 and Start on your controller until you see a blinking dot and then the current page number on the card display. To change the page, keep the Start button held and release the L1 and R1 buttons. You will continue to hold Start and then press R1 to increase or L1 to decrease the page number. When it's showing the page you want, release Start.

# OR GO HOME BIG

BARRETT  
CHRISTY:  
40 PTS

TODD  
RICHARDS:  
80 PTS

CAREY  
"HART ATTACK"  
HART:  
75 PTS

BUCKY  
LASEK:  
60 PTS

"FLYIN"  
RYAN  
NYQUIST:  
25 PTS

DAVE  
"MIRACLE BOY"  
MIRRA:  
130 PTS



YOU: 85-50 PTS

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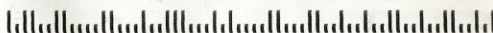
 

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