

Our Biggest Code List Yet! Including Chrono Cross, Dave Mirra, and Tony Hawk 2!!

WWW.GAMESHARK.COM

ISSUE 27 OCTOBER, 2000

# GAMESHARK™

## MAGAZINE

### Parasite Eve II

More Germs, and even better: more Aya!

### WHAT'S IN A NAME?

FNG takes you inside the text editors for GameShark

# Dave Mirra

freestyle

# BMIX™

The man can do wonders with a BMX, and we've got the scoop on his first PlayStation game.



The Only Constant is Change

September has been an interesting month, with everything changing around me. The month started off with my personal home computer finally dying after 5 years of faithful service, and then having my PlayStation finally spin it's last CD before being retired to the shelving unit graveyard. Also note that my lovely memory card corrupted my 5 hours worth of Valkyrie Profile save data, and you have a digitally messed up weekend. With nothing to do at night, I began to watch TV, or at least the 2 channels I actually get reception on. One of those had the football game on.

Now here I am on Monday morning, the day after the Baltimore Ravens played a hell of a good game of football by coming back from a 17-point deficit in the first half to beat the Jaguars by 3 points. It was amazing. I screamed, I hollered, I cheered, even clapped right there in my living room watching the game. The funny thing is, I hate sports. At least, I did till I moved down here. With no computer access, I've discovered new outlets for my free time. Tonight I'll be watching Monday Night Football with a bag of salsa chips, a tub of salsa, and a big ol' 2 liter of root beer. I'm not even sure who's playing tonight, but I know it'll be fun. Heck, I even started walking for a half hour a day to try and stay in some sort of shape. It's a weird feeling, this change of pace in my life. But change is always happening, so I'll just have to roll with it.

Speaking of change (was that a great lead-in or what?), GameShark Magazine has a new section to it; Signature Codes! These are codes that stood out from the normal Christmas list of codes that the hacking staff works hard at doing, and deserve a little bit more attention. This issue we've also pulled out the code log and dug in deep to bring you twice the amount of shattering new GameShark codes. You guys demanded it and you guys got it. With the huge code log and new section, we're now up to 20 pages. That's pretty big for a full color newsletter with no advertising. I want to make sure that we're maximizing the space we have with the stuff you want. If you have any questions, suggestions, gripes, or recipes, contact me as usual.

That aside, the only other real change will be the PlayStation 2. By the time you read this, you'll be days, if not hours away from Sony's hype machine going onto public display and available for purchase. The last few months of 32-Bit gaming will fade into the history books. The question that remains is if the PS2 will indeed follow up on the promises it makes. From the import side, things don't look so rosy. We've got a few of the machines here at the office, and our Dreamcasts are getting more of a workout than the Sony machines. This is due to software. While the PS2's import selection hasn't wowed us over, the Dreamcast has been tossing winners left and right. Sambo de Amigo's a riot, NFL 2K1 is a football players dream come true, and the just released SNK Vs Capcom import has 2D fight fans drooling all over the place. The system has really proven itself lately, and it's sad that Sega isn't doing more to promote the system's growing library of killer games. With its \$150 price tag and new \$20 game price level, the Dreamcast will be more than a formidable foe against this supposed juggernaut in Sony's wings. If anything, the PS2 is currently nothing more than an over-hyped DVD player. Like everything else in my life, hopefully that will change.

Jason Dvorak,  
Editor

OCTOBER 2000

MAILBOX

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

Dear Dullman,  
I am currently using a Gameshark Pro Version 3.3 with Turok: Rage Wars. Does this game need one of those codes that has to stay on constantly, because I have found no such code on your website. I did find one on a website that ain't ok with you guys, but then the game started to reset automatically (yes it did!) and after about 30 times it erased the information from my save pack.

- My questions are:
1. Does Turok: Rage Wars require a keycode that I am not aware of?
  2. Does the game require a Expansion pak?
  3. Are there any new version codes that I should be aware of, that you guys did not list.

Thanks for reading and listening,  
Tenchi Alexander K.

1. No it does not require a KEYCODE.
2. It does not REQUIRE an expansion pak, but it looks a lot better when you have one.
3. When it comes to our website, what you see is what you get. If there is a special procedure or method to get the codes to work, it will be specified on the site.

-Dullmann

Dullmann,  
I have just purchased a GameShark pro 3.3, and also bought the game Perfect Dark. I first put Perfect Dark on the GameShark Pro and it did not work so I came to the GameShark website and it said to use the Zelda key-code. So I used the Zelda keycode and used other game codes off your web site for the game. When I put them on and tried to play the game, the GameShark went off, as well as the TV. I checked your website, and don't quite understand the solution to fix it.

Sincerely,  
Greg

- Greg,
1. First off you'll need either a 3.3 or a 2.5 for the GS Codes to work. So you're fine on that.
  2. You need to make sure the Code Generator is set to OFF before playing the game.
  3. You do need to use the Zelda Key code, so you're okay on that.
  4. There are two sets of codes for the game. Those for Low-Res mode (no expansion pak used) and Hi-Res Mode (expansion pak is used). You can not cross these codes, so make sure you use only the proper codes depending on if you are using the GameShark or not. This should take care of any all problems.

-Dullmann

Dear Dullmann,  
I would like to know if GameShark.com recommends any other sources for legitimate GameShark codes. I have seen some interesting codes at other locations but since they didn't appear on your website I was leary of using or trying them. I have Star Trek: Invasion for PSX and was hoping to find a legitimate code to give infinite shields, hull or stop the timer. But so far I have only found them off of your site, but don't want to damage my equipment.

Any suggestions?  
Ranger05

Most other sources are fine... it's just you are not "guaranteed". What you can do is test one code at a time. If something abnormal occurs remove it and move to the next one. Not all sources publish bad codes, it's just that you're on your own to test them.

-Dullmann

DANGEROUS DESIGNS

Argh!! You guys are really making my job difficult. After last month's call for artwork, I got swamped in tons of excellent drawings and doodles. The quality in coloring and actual drawing is really impressive, and there was even a neat little surprise to this issue's stack. I'll be honest in saying that I was completely torn as to who would be victorious. After some lengthy debates, I'm proud to show off the top 3 pictures of the issue.

The big winner this time around is Dan Kroll, who submitted a great picture of Evil Ryu from the Street Fighter series of games. What was really cool was Dan's inclusion of the anime-style eyes. There's just something about them big bright red eyes that pushed this one into the winner's circle. The runners up, which missed by the slimmest of margins, come from Josh Taylor and Chris Goetzfried. Josh did a bang-up job of portraying Dart from Sony's Legend of Dragoon game. The detail is really nice, he even shaded the individual sections on the sword's handle! Chris' Wild Arms picture also wowed me over, with four characters and a good understanding of shading. Again, very nice work guys, your prizes are on the way!

Finally, something I think is a first for us, and possibly any game magazine; a family tag-team donation of artwork! Anthony and Crystal Jones each separately submitted artwork, but we got them at the same time. It's great to see a young brother and sister enjoy the same past time and both participate in the Dangerous Designs section. They both drew butterflies and a flower. It's nice to see something other than video game characters in the pile of masterpieces.

Well, that makes the running tally of cool things include a brother and sister team-up, glitter filled images, and computer enhanced drawings. The challenge has been put forth, fellow artists. Get drawing, and we'll see you next issue!



Send your Dangerous Designs submissions to:  
Dangerous Designs  
318 Club House Lane, Suite 1000  
P.O. Box 1407  
Hunt Valley, MD 21030-1407



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Editor: Jason Dvorak

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Matt Fiero's Phone: Kevin Kaelin

Head Shaking: Kris Anderson

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P.O. Box 1407

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# Contents

## Dave Mirra Freestyle BMX



**Review**  
FNG Gives you the skinny on the first great BMX game ever to hit the PlayStation.



**F.A.Q.**  
Everything you ever wanted to know about the Dave Mirra Freestyle BMX



**Trick Guide**  
FNG shows you how to perform the countless tricks and combos available in the game.



**Interview with Shawn Rosen**  
Senior Producer of Dave Mirra Freestyle BMX.

## PSX CODES

Animorphs: Shattered Reality  
Chrono Cross  
Danger Girl  
Dave Mirra Freestyle BMX  
ESPN MLS Game Night  
Expendable  
Ms. Pac-Man Maze Madness  
NFL Blitz 2001  
NFL Game Day '01  
Parasite Eve 2  
Resident Evil: Survivor  
Spider-Man  
Tenchu 2  
Tony Hawk's Pro Skater 2

## N64 CODES

Kirby 64  
Mario Tennis  
Perfect Dark  
Rayman 2: The Great Escape  
Turok 3 - Shadow of Oblivion

## GBC CODES

Austin Powers: Oh Behave  
Blaster Master: Enemy Below  
Frogger 2  
Perfect Dark  
Spider-Man  
Tomb Raider Starring Laura Croft

## DC CODES

Bust-A-Move 4  
D2  
F-1 World Grand Prix  
F355 Challenge  
Marvel Vs. Capcom  
NFL Blitz 2001  
Namco Museum  
Power Stone 2  
San Francisco Rush 2049  
Street Fighter III Double Impact  
Ultimate Fighting Championship  
World Series Baseball 2K1



**CodeBoy's Rant**  
Codeboy grinds back into some memories with Tony Hawk 2.



**Game Release Schedule**  
Can't wait for that one game you need? Dying to know what's coming out on PS2? Check here for all your timely wants.



**Reviews:**  
Perfect Dark (GBC)  
Blaster Master: Enemy Below (GBC)  
Spider-Man (GBC)  
Bust-A-Groove 2 (PSX)  
ECW Anarchy RuLz (PSX)  
Madden NFL 2001 (PSX)  
Sydney 2000 (DC)  
Sega GT (DC)  
Seaman (DC)  
Turok 3: Shadow of Oblivion (N64)  
Hercules: The Legendary Journeys (N64)  
Mario Tennis (N64)



**Signature Codes**  
Check out the coolest codes you'll ever see on the GameShark. Do things you thought not possible in the hottest games on the hottest systems. Spiders, ninjas, fighters, and limbless wonders await!



**To Hack With It!**  
This issue we present a very special and extremely in-depth look at how you can modify characters name's in PlayStation and Nintendo 64 games. The process is code intensive, but if you follow along, you'll be re-naming people in no time. Just think, you can now have CodeBoy take on anyone! Also: How to construct a code list to upload to the GameShark!



**Parasite Eve 2**  
RPG/Adventure enthusiast savior expounds upon the many virtues of this new title from SquareSoft.



**The I-Files**  
Find out about the biggest contest Interact has ever thrown.

## INSIDE BACK COVER

Game Shark Upgrade Policy

GameShark Frequently Asked Questions

GameShark Magazine Subscription Information



My back hurts today. No special reason, I just slept in an odd bed last night. I'm getting old. I remember living at the beach, skating all damn day and calling the coffee table at night, 'cause all of the good floor spots were taken, and no one thought to sleep on the table. Now I guess I have to sleep in one of those beds you see on late night commercials, the ones that raise and lower by remote. I've been playing Tony Hawk 2 for the past four days at work, trying to justify it by building some of the parks I skated, like Lansdowne and Lutherville and Ocean City. The game really isn't realistic, but I remember what falling was like, I remember how happy I was just to get two feet above the coping before I crashed to the flat because I popped too far out from the transition. I never was too good at vert ramps, something about using a longboard with really loose trucks I imagine. No, I like the fact that THPS2 isn't realistic, I can now do the tricks I was never able to, along with the ones that I could actually pull off.

I spent close to half a school year skating at Lansdowne, the great concrete park of the East. I missed close to eighty school days of my Junior year, and about the same of my Senior, many of which were spent at said park.

Most of my high school days started with roll-call, kind of. I would wander the halls to see who wanted to leave, and trying to find who had a car that we could scam into driving us around for the day. My buddy George was usually a good bet. Towards the end of the year a cup of coffee would buy a ride out of school, and around Baltimore and sometimes DC if we were feeling especially adventurous. George wasn't the best skater, but he had patience, and didn't mind falling as much as the rest of us. So he at least got to dusk off his board when we went on our excursions. A quick stop by the mall to grab a few free Cinnabons from George's brother, who had the prestigious job of managing such a fine establishment.



Then it was off to Steve's house to play some Nintendo. At the time I had a job at Tape World, and several carts came home with me. You're supposed to steal from work when you're young, I don't know why. So, a little Top Gun, some Batman, God that game sucked, and then it was off to skate.

After grabbing our required Gatorade for the day we hit Bero Rd., parked, and skated up the path to my favorite place. You passed between a set of townhouses and immersed from the trees to a football field filled with wonderfully flowing concrete. Hardly a lip on

anything except for the outer edges, this was built in the '70s, for speed. And then it began, carving down the top snake run that dumped into a large shell type ditch, then carving left to hit the spine between the sand bowl and the larger ditch area with all of the moguls. A few snake runs to get the blood flowing, then most of the time was spent in the large ditch area pulling airs over the "Smurf;" the big blue hump in the center. You could come flying into that ditch, carve around the bowl side, hit the parking blocks and shoot up the opposite high wall into a nice slide. The lines at this park are ungodly, once discovered. Somehow we once had the constitution to stay there all day. I went a few years ago and could barely manage an hour.

So here I am playing the Lansdowne Park on the PlayStation, it's not quite the same, but it sure has brought back some fine memories. Thanks to new features in many games you can now create your own parks for Skateboarding and BMX. And if you're a fat, old bastard like me you'll at least have the memories as you fly through you're old favorites. If you have a DexDrive check out my favorite parks, and if you don't, get one. They're cheap, and great for swapping saves, and memories \*sniff\*. God, what a cheesy ending.

-CodeBoy

GAME RELEASE SCHEDULE

DREAMCAST

- F1 Championship 99 October 1, 2000
- Half-Life October 1, 2000
- 4x4 Evolution October 2, 2000
- Austin Powers: Mojo Rally October 2, 2000
- Dark Angel: Vampire Apocalypse October 2, 2000
- Kiss Psycho Circus: The Nightmare Child October 8, 2000
- MTV Sports: Skateboarding October 8, 2000
- Quake 3: Arena October 10, 2000
- Vanishing Point October 10, 2000
- Evil Dead: Hail To The King October 11, 2000
- Heroes of Might & Magic October 15, 2000
- Peace Makers October 15, 2000
- POD 2 October 15, 2000
- ESPN NBA 2Night October 17, 2000
- Samba De Amigo October 17, 2000
- Sega Marine Fishing October 17, 2000
- Worms Pinball October 17, 2000
- Spec Ops: Omega Squad October 18, 2000
- Demolition Racer: No Exit October 24, 2000
- Ready 2 Rumble Boxing 2 October 24, 2000
- Silent Scope October 24, 2000
- Star Trek: New Worlds October 24, 2000
- Starlancer October 24, 2000
- Messiah October 30, 2000
- Army Men: Sarge's Heroes October 31, 2000
- Jet Grind Radio October 31, 2000
- NBA 2K1 October 31, 2000
- Test Drive: Le Mans October 31, 2000

GAME BOY

- Pokemon Gold October 13, 2000
- Pokemon Silver October 13, 2000
- Animorphs October 15, 2000
- F1 Championship 99 October 15, 2000
- Army Men 2 October 16, 2000
- Galaxian October 16, 2000
- World Destruction League October 16, 2000
- Magical Drop October 17, 2000
- Puzzle Collection October 17, 2000

GAME BOY

- Pokemon Gold October 13, 2000
- Pokemon Silver October 13, 2000
- Animorphs October 15, 2000
- F1 Championship 99 October 15, 2000
- Army Men 2 October 16, 2000
- Galaxian October 16, 2000
- World Destruction League October 16, 2000
- Magical Drop October 17, 2000
- Puzzle Collection October 17, 2000

NINTENDO 64

- Ogre Battle 64 October 5, 2000
- International Track & Field 2000 October 6, 2000
- Big Mountain October 10, 2000
- F1 Championship 99 October 15, 2000
- 40 Winks October 16, 2000
- Looney Tunes: Taz Express October 16, 2000
- Super Bowling October 16, 2000
- VR Powerboat 64 October 16, 2000
- Cruis'n Exotica October 18, 2000
- World League Soccer October 18, 2000
- Legend of Zelda 2: Majora's Mask October 26, 2000
- Rugrats In Paris October 30, 2000
- Scooby Doo: Classic Capers October 30, 2000
- WWF No Mercy October 30, 2000
- Tom & Jerry: Fists of Furry October 31, 2000

PLAYSTATION

- Army Men: Sarge's Heroes 2 October 1, 2000
- Earthworm Jim October 1, 2000
- LEGO Stunt Rally October 1, 2000
- Martian Gothic October 2, 2000
- MTV Sports: T.J. Lavin's Ultimate BMX October 2, 2000
- Buzz Lightyear of Star Command October 3, 2000
- Dragon Tales: Dragon Seeks October 3, 2000
- Jarrett & Labonte Stock Car Racing October 3, 2000
- Muppet Race Mania October 3, 2000
- Harvest Moon: Back To Nature October 9, 2000
- Rollcage Stage 2 October 10, 2000
- Spyro: Year Of The Dragon October 10, 2000
- Superman October 10, 2000
- Vanishing Point October 10, 2000
- Alien Resurrection October 11, 2000
- Pro Pinball: Fantastic Journey October 12, 2000
- ESPN Outdoor Game: Bass Fishing October 15, 2000
- F1 Championship 99 October 15, 2000
- Mega Man Legends 2 October 15, 2000
- Speedball 2100 October 16, 2000
- Tom & Jerry In House Trap October 16, 2000
- You Don't Know Jack Vol. 2 October 16, 2000
- Dragon Valor October 17, 2000
- Mary Kate & Ashley: Mystery Mall October 17, 2000
- NASCAR Heat October 17, 2000
- Wild Thornberry's Animal Adventures October 17, 2000
- Elmo In Grouchland October 23, 2000
- Galaga October 23, 2000
- Tonka Space Station October 23, 2000
- Backyard Football October 24, 2000
- Cool Boarders 2001 October 24, 2000
- FIFA 2001 October 24, 2000
- Medal of Honor: Underground October 24, 2000

- Mike Tyson Boxing October 24, 2000
- Ultimate Fighting Championship October 24, 2000
- WCW 2001 October 24, 2000
- Worms Pinball October 24, 2000
- WWF Smackdown 2 October 25, 2000
- Darkstone October 26, 2000
- ESPN International Track & Field October 26, 2000
- Ford Racing October 26, 2000
- Blue's Clues: Blue's Big Musical October 27, 2000
- Moto Racer: World Tour October 29, 2000
- Breath Of Fire IV October 30, 2000
- Rugrats In Paris October 30, 2000
- Sheep October 30, 2000
- Formula 1 2000 October 31, 2000
- Knockout Kings 2001 October 31, 2000
- Muppet Monster Adventure October 31, 2000
- NBA ShootOut 2001 October 31, 2000
- Jungle Book October 15, 2000

PLAYSTATION 2

- Dead or Alive 2: Hardcore October 26, 2000
- Driving Emotion Type-S October 26, 2000
- Dynasty Warriors 2 October 26, 2000
- ESPN International Track & Field October 26, 2000
- ESPN XGames Snowboarding October 26, 2000
- Eternal Ring October 26, 2000
- Evergrace October 26, 2000
- F1 Championship October 26, 2000
- Fantavision October 26, 2000
- Gun Griffon Blaze October 26, 2000
- Jetion Grand Prix October 26, 2000
- Kessen October 26, 2000
- Knockout Kings 2001 October 26, 2000
- Madden NFL 2001 October 26, 2000
- Ready 2 Rumble Boxing: Round 2 October 26, 2000
- Ridge Racer V October 26, 2000
- Silent Scope October 26, 2000
- Slipheed: Lost Planet October 26, 2000
- Smuggler's Run October 26, 2000
- Street Fighter EX3 October 26, 2000
- Summoner October 26, 2000
- Tekken Tag Tournament October 26, 2000
- The World Is Not Enough October 26, 2000
- X-Squad October 26, 2000
- TimeSplitters October 30, 2000
- Big SSX: Snowboard SuperCross October 31, 2000
- Midnight Club: Street Racing October 31, 2000
- NFL GameDay 2001 October 31, 2000
- Swing Away Golf October 31, 2000



# Dave Mirra freestyle BMX™



Skateboard and snowboard fans have always had plenty of cool games to play on their home consoles, but the freestyle BMX fans have always been left out in the cold; that is, until now!

I had the demo of this game for weeks, and I couldn't stop playing, so I was a bit concerned when I received the full version of *Dave Mirra Freestyle BMX*; I was afraid my wife and son would never see me again. Well, I've had *Mirra BMX* for about a week now, and I was right, I can't seem to take this game out of my PlayStation for more than 45 minutes at a time. (Just long enough to let the swelling in my thumbs go down and visit with my wife and son.) So what's so special about this hot little Acclaim title? PLENTY!

I have to admit I was a bit worried about how this PlayStation title was going to look, since I've been playing the next generation systems so much lately. Much to my surprise, I found the graphics to be much better than average for the PSX. I was also a bit worried about the sound quality of this title, especially since 90% of the time I find myself turning the background music off the minute I find the options menu. Unlike every other PSX game I've played, turning the music off was the last thing I wanted to do. I actually had the sound effects turned down a bit so I could groove to the excellent soundtrack while I was grinding, tail whipping, nose picking, and back flipping my way to the gold medals. I can't say enough about the soundtrack to *Dave Mirra Freestyle BMX*, especially when there are some excellent tracks from some top artists. (Rancid, Cypress Hill, and Sublime, just to name a few.)

The controls are right on; you can do anything from a basic Bunny Hop to a Double Tail Whip Nothing!! Pulling off, and landing off some of the more insane combos can be a bit frustrating at times, but they don't take long to master. There are over 1,300 tricks to master, so you've got to start practicing if you want to take the gold in all of the Pro Tour and Acclaim Max Games!

So there are plenty of tricks, and there's a great soundtrack; big deal! Well kiddies, that's not all, there are plenty of little extras packed onto this little black disc to keep any BMX fan in front of their PlayStation for weeks! There are hidden characters, extra bikes, different outfits, cheats and tracks to unlock, not to mention some

killer multi-player modes as well. What do I mean by "killer" multi-player modes? Well, one of the truly "killer" multi-player games is called *Wipeout*. In *Wipeout*, each player gets 3 chances to pull off the biggest, meanest, most horrendous crash possible; the player who can "inflict the most bodily harm in a single crash" is the winner. The only thing this game is missing is a park editor, so we'll have to keep our fingers crossed for a sequel to be released on one of the next generation consoles!

The only problem I've found with *Dave Mirra Freestyle BMX* is the clipping. There's nothing like riding down a ramp, having your front wheel fall through the ground and end up in the nothingness of videogame space. Since this doesn't happen too often, it's real easy to overlook and keep on playing; after all, you've got to complete all of the "Hardcore Challenges" and take home the gold to unlock that special something, now don't you.

Here's the bottom line, *Dave Mirra Freestyle BMX* is one of the best games that has hit the PSX in quite some time! I don't usually play a game from start to finish without a GameShark anymore due to lack of time, and my shortening attention span, but *Dave Mirra Freestyle BMX* is too much fun to simply throw on a few codes an unlock everything. I suggest playing this game with each character from start to finish to fully enjoy what *Dave Mirra BMX* has to offer before enhancing your game play with the GS. There are very few games that I would recommend spending hard-earned cash for, but this one is definitely worth every penny! A big fat THANK YOU goes out to Acclaim, Dave Mirra, and Z-Axis for making a great game for all of the BMX enthusiasts out there! .... Why are you still reading this? Go get your grind on!

-FNG

## FAQ

**Q: How many bikes are there to choose from, and what brands?**

**A:** There are 4 standard bikes and 1 secret bike for each character. There are 5 Harro, 5 S&M Holmes, 5 Nirve, 5 Kagy, 5 Specialized, 5 DK, 5 Garcia, 5 Slim Jim, and 5 Amish bikes. (Now that's a lot of bikes!)

**Q: How do I unlock these bikes?**

**A:** Complete each stage's Pro Challenge to unlock new bikes, and unlock bonus bikes by taking the gold medals in the Acclaim Max Games.

**Q: How do I unlock the cheats in the options menu?**

**A:** You'll have to play through the game with each of the riders. If you complete the hardcore challenges of each stage, and place 1st in all of the Pro Tour/Acclaim Max Games, you'll unlock all kinds of goodies.

**Q: Is there any easy way to grind long distances?**

**A:** Speed and balance are the best ways to hold a grind. If you find yourself losing your balance, try hopping into the air and reentering the grind to get the longest distance possible.

Check out page 15 for a *Dave Mirra Freestyle BMX* Trick Guide and page 16 for an interview with Shawn Rosen, Senior Producer of *Dave Mirra Freestyle BMX*...



**Blaster Master: Enemy Below**

By Wooly Doug

If any one genre can be considered the Game Boy's specialty, it's the 2-D side scroller. **Blaster Master: Enemy Below** is a nice addition to the Game Boy's library. The graphics may be a bit dated compared to the newer **Wario** and **Tomb Raider** titles, but the gameplay is there, and that's what counts. If you like old school **Bionic Commando** type, or even new school **Metal Slug** type games, there's a real good chance that you'll be into **Blaster Master**.

**Blaster Master** opens with a disjointed slide-show attempt of establishing a backstory. Don't bother trying to figure it out. I did and it made my head hurt. Luckily a story is not required to enjoy this game. The basic plot of the game has the player driving a tank through underground catacombs, and occasionally jumping out for some on foot adventures. Along the way, you must kill all sorts of baddies, pick up power-ups, and defeat some nasty bosses. I know that sounds generic, but it's fun. Sometimes bells and whistles aren't necessary.

The graphics are sharp, but pretty uninspired. Case in point are the variety of enemies you encounter. It's easy to make out the various giant killer orbs, and giant mechanical floating heads, but they're totally unimaginative. Detail-less spheres just aren't intimidating.

It's all about the gameplay baby! That's where **Blaster Master** really shines. When it comes down to it, games are fun because of they test your reflexes, and maybe make you think a little. That's what classic gaming is all about at least, and that's exactly what **Blaster Master** is. You have to time jumps, avoid slow moving bullet barrages, and beat bosses by hitting them in their secret weak spot. It's all the stuff you loved as a kid. Another neat feature is when you beat a boss, you're given a power-up to your tank, such as higher jumping ability, which allow you access to different areas. It makes the areas really open up, and the game as a whole seem a little less linear than it actually is.

If you're looking for some classic action, the kind where you can set a game down at any time, and conversely pick it up at anytime, **Blaster Master** is a good choice. It'll bring back the good ol' days in the arcade, only sitting in your living room.

Platform: Game Boy  
Genre: Action  
Developer: SunSoft  
Publisher: SunSoft

OVERALL RATING: 7.5  
Graphics: 7.0  
Sound: 6.0  
Control: 8.5  
Fresh Factor: 6.0  
Gamelife: 7.0



**Perfect Dark**

By Lik

This is quite possibly the best Game Boy game that you will ever play. It has everything that you could ever want in a portable game. Most Game Boy games are so boring that I have a hard time getting through the first five minutes of game play, but not with this one! Imagine **Perfect Dark** on N64 mixed with **Metal Gear Solid**. This game is an action/first-person shooter/strategy game all in one.

This has to be the most graphically intense game that has every hit the Game Boy. The animation is smoother than **Tomb Raider** for Game Boy, and that was really slick. There is hardly any clipping in the game when there is a lot going on; the animation stays nice and rich. The cut scenes are awesome!

Joanna is manipulated with ease. Everything is self explanatory, she moves where you tell her, and it's as simple as that. The first-person shooter aspect of the game is also very easy to get the hang of, just move the crosshair where you want it to go and it will follow. The vehicle parts of the game are cake too; just hop in the car and you can figure the rest out for yourself.

This game is so diverse that it is too hard to really tell you what the game is like to play, you just have to play it for yourself. The game mixes up action shoot 'em up with first person shooting perfectly. There are awesome weapons to chose from and on each level you have collect certain special items that you must have to complete the mission. The main factor in the game life is the challenge, you have to think about every move, from sneaking up on guards to backtracking to see if there is anything that you might have missed. Nice big levels too!

For a little game like this, it still retains the same basic points that its sister game for the Nintendo 64 has, but I find it is better. If you have a Game Boy, this is the game to buy; it stands in a class all by its self. Like the title says, "Perfect".

Platform: Game Boy  
Genre: Action  
Developer: Rare  
Publisher: Rare

OVERALL RATING: 9.6  
Graphics: 10.0  
Sound: 10.0  
Control: 10.5  
Fresh Factor: 8.0  
Gamelife: 10.0



**Spider-Man**

By Estrogamer

**Spider-Man** is an excellent little GameBoy game, something on the level of **Tomb Raider** for GameBoy. It's a solid, well-designed game with good gameplay and an interesting story.

With excellent stills and graphics that are quite high-end for the GameBoy, and sound that I actually want to leave on, **Spider-Man** is well-designed and smooth. The feel of the game is appropriate to the side-scrolling style. **Spider-Man** does something basic, but it does it in an outstanding manner, rather than attempting something more complicated and failing miserably.

Gameplay is time-honored force enemy bashing. You can immobilize enemies with your web-slinging ability or you can punch or kick them. The control is quite simple and easy to learn, and though the gameplay is not staggeringly original, it is challenging and fast-paced enough to keep even the more jaded gamer interested well beyond the first level.

If you have a GameBoy, this one is definitely worth picking up.

Platform: Game Boy  
Genre: Action  
Developer: Vicarious Visions  
Publisher: Activision

OVERALL RATING: 7.2  
Graphics: 8.0  
Sound: 7.0  
Control: 9.0  
Fresh Factor: 5.0  
Gamelife: 7.0



**Bust-A-Groove 2**

By savior

Oh how I've enjoyed these past seven days. **Bust-A-Groove 2** and **Samba De Amigo** in the same week! I've been in Heaven.

This game falls into the Rhythm Simulation genre. If you're not familiar, here's a brief description. In a rhythm simulation game you're presented with a song. You're expected to find the "beat" within the song. Then, you're given on screen visual and/or audio commands. These commands are usually in the form of button presses (i.e. circle, square, left, right). It's your job to enter these commands "on the beat." It gets more complicated as the beats get faster and the button presses get more detailed and varied.

Here's how it works in **Bust-A-Groove 2**. The level begins with your on-screen counterpart (the dancer you've chosen) standing next to the dancer you're facing off against (either the computer or another human). The music starts and a beat is immediately recognizable. Just before your button presses come up, an on screen command tells you "Ready... Go!" to let you know commands are coming. A slightly transparent bar comes up over your dancer, and the button presses you have to enter are displayed within this bar. The bar itself flashes green on every beat, so if you're a little musically impaired, the game actually shows you the beat. Now all you've got to do is enter the commands into your controller to the beat. Every time you do so, you'll get points and your dancer will perform dance moves on the screen. The tougher the commands, the more points you'll attain and the cooler the moves.

All of the songs are catchy and have a distinct beat to keep up with. They range from techno to rock to rap to disco...with a little Funk and a touch of New Wave for good measure. The tougher end boss and hidden boss have faster tempo Techno songs, forcing you to enter your commands faster than you need to on the earlier levels. The button press commands are laid out perfectly. For beginners and intermediate players, all of the presses within a measure will be directional. Then, on every fourth beat, you'll either be told to press the X or the O button. Since it's easy to remember where these buttons are, you never have to look away from the screen. This let's you concentrate on what the commands are and what the dancers are doing. Experts can choose to dance in Mix Mode; where both directional and action button commands will be commands within a measure, and the fourth beat command can be any of the four action buttons.

The game's other strong point is its cast of characters. You'll start off with four guys, four gals, one mutant and a pair of alien twins to choose from. By performing well and completing the game with these characters, you'll unlock eight new personalities to play the game with. The addictive songs and gameplay accompanied by the large number of unlockable characters will keep this game fresh for a while.

Platform: PlayStation  
Genre: Simulation  
Developer: Enix  
Publisher: Sony

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





## ECW Anarchy Rulz

By The Don

This game, as my grand pappy would say, was another "piss poor" attempt to bring a wrestling game to the PSX. If you've played any of the other wrestling games that have been released for the PSX, you'll notice that ECW Anarchy Rulz either equals or falls short of its brothers. As with most wrestling titles ECW comes equipped with the normal modes such as, Career, Create, Tournament and the basic ingredients of any other wrestling game. None of which actually manage to hold your attention.

The graphics were awful by any standard. Ranging from the huge pixels of the fans in the stands to the lack of detailing of the wrestlers. After playing ECW, I let my six-year-old niece play. It inspired her to apply to Acclaim for a graphic designer's position. She was surprised to find out that many of the characters in the game resembled some of the masterpieces that she creates with her set of crayons.

The sounds, well, let me think of something, the sounds were cool. I didn't find too much to annoy me in this area. The sounds that I found really great were those of me turning my PSX off and the sound of disc shattering beneath my feet.

The game play was o.k. I just punched a bunch of buttons and things were happening. The game didn't hold my interest enough to actually want to figure out or perform moves.

Overall, if you're a true wrestling fan this isn't a game that you would like to pick up. If you're not a wrestling fan you wouldn't want to pick this up. Truthfully, I don't think this is a game for anyone. Unless you need wrestling practice and a deserving CD to practice your atomic drops and any other moves that come to mind.

Platform: PlayStation  
Genre: Sports  
Developer: Acclaim  
Publisher: Acclaim

OVERALL RATING: 3.0  
Graphics: 5.0  
Sound: 5.0  
Control: 5.5  
Fresh Factor: 1.0  
Gamelife: 1.0



## Sydney 2000

By Estrogamer

Sydney 2000, while being very pretty and a valiant attempt at making an all-encompassing Olympic game, doesn't exactly win a medal, because the control for many events is difficult to master.

Largely this game seems like it would take the gold. It has nice graphics, The player's bodies are animated very well, and respond to how your doing in the game with visible joy or disappointment. The graphics in the Dreamcast version outstrip the graphics in the Playstation version by a mile, and those were pretty good. The number of different events you can compete in is pretty exciting, including anything from kayaking, swimming and diving to weightlifting, to a variety of track & field events. However, all of the advantages, unfortunately fade beyond the looming specter of non-intuitive, difficult control.

In an attempt to make the game simple, Eidos came up with a control scheme that is supposed to apply to all the events, using A and B for "power" buttons and X and Y for "action" buttons. You're supposed to hit the power buttons as quickly as possible to build up speed or build up whatever kind of power you need for an event, but even at the simplest handicap setting, even using two fingers instead of your thumb, it's very difficult to build up power, although it is slightly easier with the Dreamcast controller than in the PSX version.

In fact, control is the cleanest on events, like diving, in which the game deviates significantly from the standard control (in diving, your power goes up and down as you bounce on the board, and you execute moves by pushing each of the four buttons as cued by lines of corresponding color that you go through on the way down), although the standard control does work well and is nicely intuitive in the high-jump and javelin events.

As long as you don't mind a higher learning curve, Sydney 2000 is worth at least a rent. The various modes that allow you to play anything from just a quick taste of everything (Arcade Mode) to an Olympic Mode where you can take an athlete through training and their Olympic career to the obligatory Head to Head mode where you can compete against friends, combined together with the sheer variety of events that you can compete in, lend this game a reasonable replay value.

Platform: Dreamcast  
Genre: Sports  
Developer: Eidos  
Publisher: Eidos

OVERALL RATING: 6.2  
Graphics: 10.0  
Sound: 7.0  
Control: 3.0  
Fresh Factor: 5.0  
Gamelife: 6.0



## Madden NFL 2001

By Dullmann

Better be ready to get dirty, smacked around and bring home the bacon! From end zone to end zone, Madden NFL 2001 has the seats packed for one hell of an event. The graphics, the animation, the control, the sounds, the amount of customizable features...everything, is just wonderfully presented. From your PSX, to your TV, to that spot in your brain that makes your eyes water from not blinking - you will be thoroughly entertained. If your games were edible, Madden 2001 would be pure chewing satisfaction!

We all know gameplay is where it's at and it is obvious EA Sports does too! Turn the AI levels up to the max and try to hold your own against the CPU, Madden 2001 is extremely true-to-life. Players react eerily similar to their real-life counterparts. The CPU seems to interpret offensive and defensive formations. Plus, with the ability to turn Read-N-React Defense ON to boost your teams AI on the fly, Emmitt Smith will be shaking in his boots! On offense, EA has added some finely tuned, well-lubricated "special features" to give your attack a little extra firepower. The best new feature gives your QB the ability to scramble and throw on the run. Collect power-ups to boost your favorite all-star's player ratings. Tuck the ball, lower your shoulder and get ready for impact. Think you've got what it takes to tackle Mike Alstott? Try out running Deon Sanders... bet that'd happen.

Graphically, EA Sports has upped the ante from last year's powerhouse like there was nothing to it. EA has taken last years engine and beefed it up with tons more animations and frames. These animations are stunning, folks. From the opening coin toss to the fire of the closing gun, nothing was held back. Not only did the characters look great, but also the motion capturing, frame rate and amount of animations were beyond all of my expectations.

Build a team from the ground up or edit existing teams. With the ability to choose your uniform color, stadium type and more in the Custom Gameplay Options you'll be tied up for weeks.

Create your own player, equip him with armbands, gloves and long sleeves; even choose the color of the facemask. And be sure you've eaten your Weeties, because size does matter in today's game. Now larger players are easily distinguishable from the little guys. One feature that was overlooked in past installments.

This game will be a welcome addition to any football lover's collection. Even if you love sports in general you gotta have it. Madden 2001 is truly a work of art.

Platform: PlayStation  
Genre: Sports  
Developer: EA Sports  
Publisher: EA Sports

OVERALL RATING: 10.0  
Graphics: 10.0  
Sound: 10.0  
Control: 10.5  
Fresh Factor: 10.0  
Gamelife: 10.0



## Sega GT

By Dangerboy

Car fanatics and gear heads can finally get their racing hungers nourished with Sega GT. The game is Sega's answer to Sony's Gran Turismo series, and while it's not as polished as the PSX champion, it still holds its own.

Tweaking, upgrades, proper handling and massive track variation are all requirements for a racing simulation to be even looked at, and this game provides. 18 Japanese companies are represented, with over 130 pre-rendered cars to acquire. If you're not satisfied with the available selection, break out your pocket book and build your own car. There are enough parts in the game to build some 2 million possibilities.

There are some great lighting effects, especially on the night stages. The tracks have a good variety to them with downtown tracks, paved roads, and even some brick road country levels. There's no fog or massive slowdown like some of the other racers out there, which is a definite advantage.

Control is always a scary subject to tackle in racing games. On one hand, you have the arcade-style freaks like myself who just want to hit gas and go, on the other you have the die-hard-I-know-the-gear-ratio-and-brake-timing-of-every-car-known-to-man freaks that this game was made for. Thankfully GT's control set up isn't as nit-picky as Gran Turismo's, but like every other Sega racing title, you'll be sliding a bit inside the faster cars. Thankfully, the game's garage area keeps a very concise and easy to understand description of each of the parts you can choose from, with all the detailed stats for the gear heads. I really liked how the game would automatically equip your purchases for you, which saves more time for playing. Those with VMU's will also be able to swap cars between your friends.

Like the back of the box says, this is the first simulation based racing game for the Dreamcast, which is a little depressing. The wait was worth it though, and driving fans should not pass up this up.

Platform: Dreamcast  
Genre: Racing  
Developer: Sega  
Publisher: Sega

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





**Seaman**

By Dr. Atomic

Seaman isn't a game so much as a pet. You raise Seaman from an egg through several evolutionary stages until he is advanced enough to take care of himself. Along the way, you have to interact with the virtual man-fish in order to help him through life as well as solve several challenges and riddles along the way.

If you're fond of intense action, this game isn't for you. The only action in Seaman involves tickling/flicking the creature, holding him out of the water, some mating and some slight cannibalism. But the point to this game isn't action. You are playing Seaman for the sheer pleasure of interacting (through the use of a microphone included with the game) with a weird creature who asks you questions, gives you his theories about life, and will occasionally answer your questions.

There isn't much background variation in the game since Seaman pretty much lives in only a few settings. However, the animation of the creature and the design is all top notch. Seaman's face is so human, it's uncanny to look at him close up.

Sound is the key element to this game, but not in the usual video game way. This game is dependant upon sound through conversation. You speak to Seaman through a microphone which works surprisingly well given the usual difficulties with most voice-related software. The reason for this is that it is deceptively basic. Seaman really only recognizes a few words that he responds to. And when he talks to you, he's really talking at you, with an occasional pause for you to give a yes or no answer and then the game proceeds based on your response. Seaman's voice, from childhood to adulthood is perfect, and the background effects are realistic.

The control is not too difficult. You use the controller to adjust the living environment of your Seaman and the larvae cage. You can tickle your Seaman, you can pick him up, you can flick him if he gets on your nerves (a brilliant inclusion), and you use the controls to feed your creature. All in all, it's very basic, but very effective.

Be sure to pick this game up. Games this strange must be supported and encouraged if for no other reason than the hopes that some video game developer somewhere will make another truly weird and unique game.

Platform: Dreamcast  
Genre: Simulation  
Developer: Sega  
Publisher: Sega

OVERALL RATING: 9.0  
Graphics: 8.0  
Sound: 9.0  
Control: 10.5  
Fresh Factor: 10.0  
Gamelife: 8.0



**Hercules: The Legendary Journeys**

By Dangerboy

"Titus? Didn't they destroy Superman?" Well, yes, but their attempt with Herc is a bit more promising, but still not up to par with the current standard of adventure games.

This time around Titus has decided to use a slightly RPG-based action adventure engine with an emphasis on puzzle strings. Puzzle strings are when you need to find one item, and then each successive item is discovered though the results of the previous item. The majority of the game is spent in individual towns completing these strings.

When compared to Superman, the most noticeable difference in Hercules is the graphics. Rather than fog filled dullness, we're presented with bright forest and mountain areas. Human models are a bit on the low side, as you'll begin to see the same 3 or 4 models through each town. Add to this problem some severe camera angles and a lack of a map feature, and you have one frustrating journey.

The quests themselves seem very unimportant to a half-god being. The first town you come to has you finding a Teddy Bear for a town guard, and other times it means finding someone's cat and getting someone else some food. Are we a demigod or an employee of www.useless-things-to-deliver.com? There's a serious flaw in the item collection too. As you find objects, Hercules will NOT pick it up until it's needed. That means a lot of backtracking if you happen to find specific items before you get to the appropriate owner. This leads to serious frustration. You're also going to need to save as often as possible with the scribe, because there's no continue option. You can only reload a previous save.

Hercules and his friends handle pretty well, and are easy to use. A small symbol at the bottom of the screen let's you know when a chance to do something is possible, which save on a bit of guesswork. Hercules' main attack is to punch, but he can power up the attack as well as perform minor combos. Most enemies are a breeze to beat, so the only real difficulty comes in bosses and trying to figure out what items are where.

While Hercules does little to improve the "Rental Only" selection of games, it does offer slight detour of enjoyment if you've already played everything else.

Platform: Nintendo 64  
Genre: Adventure  
Developer: Titus  
Publisher: Titus

OVERALL RATING: 5.0  
Graphics: 5.0  
Sound: 4.0  
Control: 5.0  
Fresh Factor: 3.0  
Gamelife: 5.0



**Turok 3: Shadow of Oblivion**

By The Don

The Turok series adds yet another installment with Turok 3: Shadow of Oblivion. While it can't shake a stick at other First Person Shooters such as Perfect Dark, it still packs enough punch to hold its own. A lot has changed since the days of the original Turok: Dinosaur Hunter. A lot has changed. Since then other FPS such as GoldenEye 007 and the latest Perfect Dark, the Turok series has taken a distant 2nd to those Rare titles.

Shadow of Oblivion contains a rather well thought out single-player adventure. You take the role of other heirs of the Fireseed family. You can choose either Danielle or Joseph Fireseed. You are the last Turok and the final hope for mankind. About 15% of the game changes based on the character you choose; Joseph has sniper capabilities and can use night vision, while Danielle is an explosives expert. Shadows also includes a Multi-Player Mode that has plenty of options to choose from. Multiple game modes such as Deathmatches and "Monkey Tag" spread out over 48 individual maps.

Turok 3 isn't that impressive as far as frame rate and resolution, but it still looks pretty cool when you blow a monster's head off. The levels manage to keep the bar high also. The Multi-Player games begin to chop up in 4-player mode, but are just fine in a 1-on-1 Mode.

Turok's controls are the norm for N64 shooters, and they follow the same pattern in Shadows. Those that are fans of Turok and Perfect Dark alike will easily pick up the controls to this one. The C Buttons move forward and strafe left and right, and the analog stick controls your view, allowing you easy control movement while allowing for accurate aiming. The auto-aim feature makes shoot-outs a lot easier.

Overall, Turok 3 is a very good shooter that would have been great if there weren't games such as Perfect Dark to compare it to. Even after taking this into consideration, you still will find this to be a good game.

Platform: Nintendo 64  
Genre: Shooter  
Developer: Acclaim  
Publisher: Acclaim

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



**Mario Tennis**

By FNG

Another Mario title...oh, no. After playing Mario Tennis for about 10 minutes my reaction changed to "Another Mario title... oh, YES!!" Ok, so Nintendo released another title with those "too-cute-for-TV" characters, so what? Well, for starters, take a look at how good Mario Kart was. Think of this game as Mario Kart with no karts, no tracks, and everyone has a tennis racket. It sounds strange, I know, but that's exactly what it's like. If you play the Bowser Stage, floating "7" blocks hover above the net while you're playing, and they contain all of the power-ups from Mario Kart.

Mario Tennis has the standard "Mario-style" polygon based graphics we've become so accustomed to, and as always, the colors are bright, cheery, and very cartoon-ish. The polygon-based characters seem a bit smoother this time around, but maybe it's because I'm so used to seeing polygonal games on the N64.

The sounds are exactly what you'd expect from Nintendo, but the added speech for Wario, Waluigi, Daisy, and others was a nice touch.

Controlling your shots is the first thing you've got to learn, if you don't learn how to aim your shots there's no way to beat the CPU characters. The best way to learn how to aim your shots is in the ring shot portion of the game. In ring shot, you have to accomplish certain goals, like hitting the ball through 100 floating rings in three minutes or less while returning some extremely difficult shots from the computer. The ring shot is TOUGH, but if you can complete it, you'll have no problem beating the CPU characters. Once you've mastered power shots, serves, and various returns, the game becomes much more fun, not to mention difficult.

I've been playing this game for quite some time now, I've unlocked the two secret characters and I'm still having fun playing. I'm determined to finish each of the ring shot challenges with every character available; I'm sure I'll be playing for a long time. The 4-player action is a blast if you can find 3 friends who are willing to admit they enjoy "Mario style" games or tennis.

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

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





# SIGNATURE CODES

Welcome to the newest section of GameShark Magazine; Signature Codes! Each issue we'll be bringing you special codes that just don't fit into the normal swing of things. Look here for the coolest and the wildest GameShark codes you could imagine.

## Spider-man (PlayStation)

Our main web-slinger FNG went completely nuts on this game, and in mid-hack discovered the game's Debug Menu. Use the code below to access the finer points of the game, as well as tweak things to your own specifications.



**Debug Pause Menu**  
800b4f8a0001

As if that wasn't enough, you can now make Spider-man invisible! Use this to confuse the enemies and impress your friends.

**Press L2 To Become Invisible**  
d00C595eff  
8003ecde2400



## Spider-man (Game Boy)

Sidekick Lik isn't leaving the Game Boy owners out of the fun, so he's whipped up an extremely sweet code for those of you having too much trouble in the game. Use the following code to defeat your enemies in one blow!

**1 Hit Enemy Kills**  
0100b4c3

## Tenchu 2 (PlayStation)

One of the hottest games to grace the PlayStation gets one of the hottest codes. In Tenchu 2, you're allowed to use a grappling hook to latch on to ledges, cliffs, and rooftops to scale



over the enemy and take them out from above. However, the hook can be quite picky at times, and you won't be able to



grapple the area you want. Well, with this little code, you'll be able to latch onto almost anything, even the sky! Just aim and shoot. Note that if you do fall too far (say, from the sky down) you do have a higher chance of stumbling and falling, so use this code with caution if you're trying to go for the Grand Master Ranking.

**Extreme Grappling Hook**  
(You can use the grappling hook almost anywhere)  
800c48de0000

## Rayman 2

(Dreamcast)



Ah yes, the mascot with no arms and legs returns to the Dreamcast.

Rayman's world is a huge place, with many secrets to be discovered. To help you out, FNG has pulled a fast one on one of our little hero's abilities. Normally, when you press the jump button in a decent, Rayman will use his hair as a helicopter blade and slow his decent. With this code, if you press the float button, Rayman will instead fly! This will help give you a great aerial view of the terrain, as well as a significant 'jump' on the competition.



**Flying Rayman**  
89e080a3 20704e1e  
58db04db 00000040

## Street Fighter 3: Double Impact

(Dreamcast)

Now for the coup de grace, the code that allows you to do something you're really not supposed to. In the Street Fighter 3 series,



Akuma used to be the only person that could warp across the screen. Now, thanks to our street fighter fanatic, players can use the following codes to make ANY of the characters warp. Even better, it's instantaneous!



You can even warp mid-move, which makes it possible to be in front of your opponent, and the next second be behind him. Make sure you enter each code section properly as players have their own set of codes.

**SPECIAL NOTE:** This will only work on Street Fighter 3: 2nd Impact, not Street Fighter 3!

**P1 Press L+R To Warp Up**  
F462B1DB40704E1E  
4BA200D3000000C8

**P1 Press A+B To Warp Down**  
F462B1DBE0704E1E  
4BA200D300000000

**P1 Press Y+B To Warp Right**  
C518C0A560704DDE  
135C098B000000FFF

**P1 Press X+A To Warp Left**  
C518C0A520704D9E  
135C098B00000000

**P2 Press L+R To Warp Up**  
C830C0A540704E1E  
FA91899F000000C8

**P2 Press A+B To Warp Down**  
C830C0A5E0704E1E  
FA91899F00000000

**P2 Press X+A To Warp Left**  
978B2DAA20704D9E  
AA5B4E8800000000

**P2 Press Y+B To Warp Right**  
978B2DAA60704DDE  
AA5B4E88000000FFF





## Using the PSX GameShark Pro Memory Editor

I've received several e-mails asking how to use the wonderful Memory Editor feature or the GS Pro, so I wanted to answer as many questions as I possibly could in this hacking tip. Since the memory editor isn't exactly BASIC, I wouldn't suggest trying to understand EVERYTHING you'll read here. If you understand the basics of different GameShark codes, don't hesitate to follow along or start playing around with the memory editor on your own. I'll show you all one of the easier uses of the Memory Editor; how to change text in a game. I'll be using WWF Smackdown for this tip, so if you own a copy, feel free to follow along with me. So, without further adieu, here is how to use the memory editor function of your PSX GameShark Pro. (Note: This is pretty much the same process that you would take on the N64 GameShark Pro, but due to space reasons, we're sticking with the PS version.)

### Step 1

Start up your copy of WWF Smackdown and begin a single match exhibition game.

### Step 2

Choose a wrestler and begin a match. (I chose Stone Cold Steve Austin.)

### Step 3

During the match, press the GameShark button and choose Memory Editor. (The GS button is located on the side of the GameShark.)

### Step 4

Press the Select button while in the Memory Editor and an options menu will appear; highlight Text Search and press the X button.

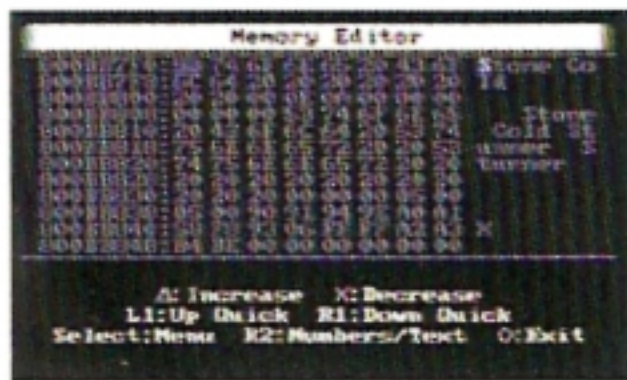
### Step 5

Using the D-Pad, enter the 1st part of your wrestlers name and press the X button to begin the search. (This may take a few moments.)



### Step 6

When you find your wrestlers name in the PlayStation's memory, highlight the 1st letter of their name and change it to a different letter using the Triangle and X buttons. (You may toggle between the number value of their name and the actual letter by pressing the R2 button.)



### Step 7

Return to the game by pressing the start button and check to see if the 1st letter of their name has changed; if not, repeat steps 4 through 6 until you find the correct addresses.



### Step 8

Once you've found the correct address, return to the Memory Editor, write down the addresses and original values, and then rename the character to whatever you wish. (I changed Stone Cold to FNG.)



### Step 9

Write down the addresses and NEW values for the characters name.

Example:

Addresses and original values:  
800BB7F0: 53 74 6F 6E 65 20 43 6F  
800BB7F8: 6C 64 20 20 20 20 20 20

Addresses and NEW values:  
800BB7F0: 46 4E 47 20 20 20 20 20  
800BB7F8: 20 20 20 20 20 20 20 20

### Step 10

Press the start button to exit the Memory Editor and return to the game. Has your wrestlers name been successfully been changed? If it has, continue to step 11. If it has not, you'll have to start over.



### Step 11

Convert the memory addresses and values to a usable GameShark code.

#### Break it down FNG!

Here's how the addresses you wrote down work:

800BB7F0: 53 74 6F 6E 65 20 43 6F  
Line 800BB7F0: contains the values for addresses 800BB7F0 through 800BB7F7  
53 is the 8-bit value of address 800BB7F0  
74 is the 8-bit value of address 800BB7F1  
6F is the 8-bit value of address 800BB7F2  
6E is the 8-bit value of address 800BB7F3  
65 is the 8-bit value of address 800BB7F4  
20 is the 8-bit value of address 800BB7F5  
43 is the 8-bit value of address 800BB7F6  
6F is the 8-bit value of address 800BB7F7

800BB7F8: 6C 64 20 20 20 20 20 20  
Line 800BB7F8: contains the values for addresses 800BB7F8 through 800BB7FF  
6C is the 8-bit value of address 800BB7F8  
64 is the 8-bit value of address 800BB7F9  
20 is the 8-bit value of address 800BB7FA  
20 is the 8-bit value of address 800BB7FB  
20 is the 8-bit value of address 800BB7FC  
20 is the 8-bit value of address 800BB7FD  
20 is the 8-bit value of address 800BB7FE  
20 is the 8-bit value of address 800BB7FF

#### Need more info?

Here are the letters each value represents from 800BB7F0 through 800BB7FF:  
Not every game uses these values to represent these characters, but WWF Smackdown happens to.

|            |              |
|------------|--------------|
| (53 = "S") | (6C = "l")   |
| (74 = "t") | (64 = "d")   |
| (6F = "o") | (20 = Space) |
| (6E = "n") | (20 = Space) |
| (65 = "e") | (20 = Space) |

|              |              |
|--------------|--------------|
| (20 = Space) | (20 = Space) |
| (43 = "C")   | (20 = Space) |
| (6F = "o")   | (20 = Space) |

#### Writing the GameShark code:

Here's how to write your new wrestlers name as a GameShark code:  
800BB7F0: 46 4E 47 20 20 20 20 20

Since each of these values is an 8-bit a value, we'll be using the 8-bit address prefix of 3 instead of the standard 8 prefix.

The first value of 46 represents the F in "FNG"; it will be written like so:

300BB7F0 0046

The next value in our address will be 4E. (The N in "FNG");

300BB7F1 004E

The next value represents the final letter of my wrestler; the G in FNG:

300BB7F2 0047

Since I've reached the end of "FNG", I'll need to add the value for spaces to the remainder of our code:

300BB7F3 0020

300BB7F4 0020

300BB7F5 0020

300BB7F6 0020

300BB7F7 0020

300BB7F8 0020

800BB7F8: 20 20 20 20 20 20 20 20 will look like:

300BB7F8 0020

300BB7F9 0020

300BB7FA 0020

300BB7FB 0020

300BB7FC 0020

300BB7FD 0020

300BB7FE 0020

300BB7FF 0020

Just when you thought you were done, FNG throw's more information at you! Did you know you could write this as a 16-bit code? Well, you can, and I'm going to show you how.

**\*\* Do NOT read this if you are already confused! It'll just get worse. \*\***

If you wanted to write 800BB7F0: 46 4E 47 20 20 20 20 as a 16 bit code, it would look like this:

800BB7F0 4E46

800BB7F2 2047

800BB7F4 2020

800BB7F6 2020

Does it look strange? If it does, you've noticed something important; the addresses increase by 2 and the value order has been reversed!

#### Break it down FNG!

The address 800BB7F0 is a 16-bit address. 800BB7F0 covers both 8-Bit addresses 300BB7F0 and 300BB7F1. (The F and the G in "FNG")  
To change 300BB7F0 and 300BB7F1 into a single 16-bit code, you would:

1. Change the 8-bit prefix 3 to a 16-bit prefix 8.
2. Reverse the order of the values.

An easy way to remember where to place the values is this:

Let's take the address 300BB7F0 as our example. If this address has a value of 46, then 46 will be placed at the end of the code. 300BB7F0 0046. If the address 800BB7F0 covers 300BB7F0 and 300BB7F1, ask yourself this: "Where the value of 46 placed when the address was 300BB7F0? The answer is at the end of the value line. (0046)

300BB7F0

800BB7F0

Do you see the similarities? Everything is identical except for the first digit of the address; therefore the value should be the same except for the first 2 digits.

I know I'll get plenty of e-mails asking me what the heck I was talking about here, but I'm sure there's a few of you out there that understood what I wrote and appreciate the effort. Just as I said at the beginning of this hacking tip, if you understand the basics of the GameShark code types, you'll do just fine.

Happy hacking.



## Creating and Uploading A Code List

(For PSX GS Pro, N64 GS Pro, CDX Shark Link Users )

Have you ever sat down and entered GameShark codes 10 or more lines long with a console controller, only to accidentally choose "Exit & Discard" rather than "Exit & Save." If you've been using a GameShark for as long as I have, I'm sure it's happened to a few of you out there at least once. Well, if you've got a PC, a Parallel cable and a GS pro you'll never have to worry about that again. (CDX owners will need a Shark Link) If you hop over to our support section and find your way to the hacking utilities, you'll find some handy software that will allow you hack your favorite PSX and N64 games as well as give you the ability to upload your own personal code list.

### \*\*NOTE\*\*

**N64 and PSX GameShark Pro owners will be able to rewrite and upload an entire code list, while the CDX Shark Link users will only be able to add games to a code list.**

The GameShark code list is merely a text file containing codes for various titles that has been compiled and inserted onto the GameShark. Today I'd like to show you how to create and upload a custom code list using the PSX and N64 hacking utilities.

### Step 1

Make sure you have the necessary utilities.

N64 GameShark Pro users can find the software at:  
[http://www.gameshark.com/static/about\\_pro\\_n64.html](http://www.gameshark.com/static/about_pro_n64.html)

PSX GameShark Pro users can find the software at:  
[http://www.gameshark.com/static/about\\_pro\\_psx.html](http://www.gameshark.com/static/about_pro_psx.html)

CDX Shark Link users can find the most recent version of their utilities at:  
[http://www.gameshark.com/static/about\\_sharklink.html](http://www.gameshark.com/static/about_sharklink.html)

### Step 2

Open up Notepad, WordPad, or Microsoft Word and begin typing up your code list. (I suggest using Notepad since there's no auto word wrap feature.) Here's an example of a working code list your GameShark will accept.

```
; -----
"Street Fighter Alpha 3"

"Infinite Health P1"
80194310 0090

"Infinite Health P2" .off
80194758 0090

.end
; -----
"Street Fighter EX2 Plus"

"Everything Unlocked"
801f4f0e ffff
801f4f10 ffff
```

```
801f4f14 ffff

"P1 Infinite Health"
301e977c 00c8

"P1 Infinite Supers"
301E977D 0096
```

```
.end
; -----
```

So, what the heck does all that mean? Well, it looks like it's about time to....

### Break it down FNG!

```
; -----
```

The use of a semicolon simply tells the GameShark to ignore what immediately follows. I used ;----- as a way to separate my games to keep it cleaner looking. You could actually put anything after the semicolon and the GameShark will simply act as if nothing is there. Example:

```
; Don't use Infinite HP and Infinite Snoring Potions together!! "Name Of Game"
```

```
"Name Of Code"
80123456 1234
```

```
.end
; -----
```

```
.off
```

The use of the .off tag immediately following a code description tells the GameShark to set the default of that code to off. Example

```
; -----
"Name Of Game"
```

```
"Code Name" .off
80123456 1234
```

```
"Code Name 2"
80123456 1234
```

```
.end
; -----
```

The code with the .off tag next to it will be defaulted to OFF, and the code without it will be defaulted to on.

### \*\*NOTE\*\*

**There MUST be a space between the end quote in the code name and the .off tag!!**

```
.end
The .end tag simply tells the GameShark that it has reached the end of the codes for that game. (All
```

games must contain a .end tag at the end of the list of codes, even the last code on the ENTIRE code list requires a .end tag.)

### Step 3

Save your new code list as a .txt file. Example Name: FNG\_codes.txt

### Step 4

Open your hacking utilities and go to the "Code List" tab located at the top of the window. In the box located under "Code list file to compile:", type the location of the code list you saved in step 3. (It's easier to find it with the "Browse" button.) Click on the "Compile Codes" button to get the codes ready to upload to your GameShark.

### Step 5

When the utilities are finished compiling, make sure the GameShark is at the main menu and press the "Upload Codes" button to flash the new code list to the GameShark.

You have now successfully uploaded a custom code list to your GameShark. If the utilities encountered errors while compiling, read through the following to resolve the problem. (The utilities will tell you what line caused it to fail.)

### Important things to remember:

1. All code names and descriptions require beginning and end quotes.  
Example:  
;-----  
"Chrono Cross"
2. All codes should be 12 digits long with a space between the address and value.  
"Max Gold"  
800719A8 E0FF  
800719AA 05F5  
.end  
;-----
3. There can be NO spaces after codes; the compiler may see this as an error and tell you what line will need to be repaired.
4. Return should be pressed twice after the game title, and after the codes under the description. Code Lists should NOT look like this:  
;-----  
"Chrono Cross"  
"Max Gold"  
800719A8 E0FF  
800719AA 05F5  
.end  
;-----
5. Codes should be right under the code description with no extra returns present.

Well, I know this was a bit confusing, but I have faith in you all! I know how hard it is to understand everything the utilities have to offer, but keep at it, you'll become a GameShark Pro in NO time!!





**Animorphs: Shattered Reality**  
 Infinite Health . . . . .801ee8f40005  
 Infinite Lives . . . . .801ebfcc0063  
 Infinite Coins . . . . .801dd48c0063  
 Stop Timer . . . . .801dd48800a5  
 Infinite Turbo . . . . .801dd088003c  
 Unlock All Levels . . . . .801ebfd00008

**ATV: Quad Power Racing**  
 Unlock all Tracks . . . . .50006010000  
 Unlock all Tracks . . . . .3004e2550004

**Chrono Cross**  
 Time Delay Enable Code REQUIRED!  
 c10000005000  
 Have All Key Items . . . . .500003020000  
 Have All Key Items . . . . .800712d8ffff  
 Have All Key Items . . . . .800712de701f  
 Max STR All Characters . . . . .50002ccc0000  
 Max STR All Characters . . . . .3006ebe00063  
 99,999,999 Gold . . . . .800719a8e0ff  
 99,999,999 Gold . . . . .800719aa05f5  
 Max ACC All Characters . . . . .50002ccc0000  
 Max ACC All Characters . . . . .3006ebe20063  
 Max AGL All Characters . . . . .50002ccc0000  
 Max AGL All Characters . . . . .3006ebe30063  
 Max MAG All Characters . . . . .50002ccc0000  
 Max MAG All Characters . . . . .3006ebe40063  
 Max M.RES All Characters . . . . .50002ccc0000  
 Max M.RES All Characters . . . . .3006ebe50063  
 Max Stamina Recovery All Characters . . . . .50002ccc0000  
 Max Stamina Recovery All Characters . . . . .3006ebe70063

**Danger Girl**  
 Infinite Health . . . . .80061b402400  
 Infinite Pistol Ammo . . . . .800ef51803e7  
 Infinite Pistol Clips . . . . .800ef51a03e7  
 Infinite AK47 Ammo . . . . .800ef57803e7  
 Infinite AK47 Clips . . . . .800ef57a03e7  
 Infinite Sub Machinegun Ammo . . . . .800ef5d803e7  
 Infinite Sub Machinegun Clips . . . . .800ef5d803e7

**Dave Mirra Freestyle BMX**  
 Unlock All Hidden Characters . . . . .800b60160c03  
 Extra Time in Proquest . . . . .c0008f9a9000e  
 Extra Time in Proquest . . . . .30088f9a900a0  
 All Movies Unlocked . . . . .300b6018003f  
 All Movies Unlocked . . . . .300b611c000f  
 All Movies Unlocked . . . . .300b6b44000f  
 All Cheats Unlocked . . . . .800b601000ff  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b61090003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b620d0003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b64150003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b65190003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b6a310003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b67210003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b68250003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b69290003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b6a2D0003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b6b310003  
 Have All Gold Medals . . . . .500006010000  
 Have All Gold Medals . . . . .300b6c350003

Note: DM = Dave Mirra  
 RN = Ryan Nyquist  
 TM = Troy McMurry  
 ML = Mike Laird  
 CK = Chad Kagy  
 TM = Tim Mirra  
 KH = Kenan Harkin  
 SB = Shaun Butler  
 LR = Leigh Ramsdell  
 JG = Joey Garcia  
 SJ = Slim Jim  
 AB = Amish Boy

All Levels Unlocked - DM . . . . .300b601c000c  
 All Outfits Unlocked - DM . . . . .300b601d0005  
 All Bikes Unlocked - DM . . . . .300b601e0005  
 Have Competition Medals - DM . . . . .500006010000  
 Have Competition Medals - DM . . . . .300b61090003  
 Gold Medal in Sleepy's Ditch - DM . . . . .300b61090003  
 Gold Medal in Eastwood - DM . . . . .300b610a0003  
 Gold Medal in San Jose - DM . . . . .300b610b0003  
 Gold Medal in Dirt - DM . . . . .300b610c0003  
 Gold Medal in Street - DM . . . . .300b610d0003  
 Gold Medal in Vert - DM . . . . .300b610e0003  
 All Levels Unlocked - RN . . . . .300b6120000c  
 All Outfits Unlocked - RN . . . . .300b61210005  
 All Bikes Unlocked - RN . . . . .300b61220005  
 Gold Medal in Sleepy's Ditch - RN . . . . .300b62000003  
 Gold Medal in Eastwood - RN . . . . .300b620e0003

Gold Medal in San Jose - RN . . . . .300b620f0003  
 Gold Medal in Dirt - RN . . . . .300b62100003  
 Gold Medal in Street - RN . . . . .300b62110003  
 Gold Medal in Vert - RN . . . . .300b62120003  
 All Levels Unlocked - TM . . . . .300b6224000c  
 All Outfits Unlocked - TM . . . . .300b62250005  
 All Bikes Unlocked - TM . . . . .300b62260005  
 Gold Medal in Sleepy's Ditch - TM . . . . .300b62110003  
 Gold Medal in Eastwood - TM . . . . .300b63120003  
 Gold Medal in San Jose - TM . . . . .300b63130003  
 Gold Medal in Dirt - TM . . . . .300b63140003  
 Gold Medal in Street - TM . . . . .300b63150003  
 Gold Medal in Vert - TM . . . . .300b63160003  
 All Levels Unlocked - ML . . . . .300b6328000c  
 All Outfits Unlocked - ML . . . . .300b63290005  
 All Bikes Unlocked - ML . . . . .300b632a0005  
 Gold Medal in Sleepy's Ditch - ML . . . . .300b64150003  
 Gold Medal in Eastwood - ML . . . . .300b64160003  
 Gold Medal in San Jose - ML . . . . .300b64170003  
 Gold Medal in Dirt - ML . . . . .300b64180003  
 Gold Medal in Street - ML . . . . .300b64190003  
 Gold Medal in Vert - ML . . . . .300b641a0003  
 All Levels Unlocked - CK . . . . .300b642c000c  
 All Outfits Unlocked - CK . . . . .300b642d0005  
 All Bikes Unlocked - CK . . . . .300b642e0005  
 Gold Medal in Sleepy's Ditch - CK . . . . .300b65190003  
 Gold Medal in Eastwood - CK . . . . .300b651a0003  
 Gold Medal in San Jose - CK . . . . .300b651b0003  
 Gold Medal in Dirt - CK . . . . .300b651c0003  
 Gold Medal in Street - CK . . . . .300b651d0003  
 Gold Medal in Vert - CK . . . . .300b651e0003  
 All Levels Unlocked - TM . . . . .300b6531000c  
 All Outfits Unlocked - TM . . . . .300b65310005  
 All Bikes Unlocked - TM . . . . .300b65320005  
 Gold Medal in Sleepy's Ditch - TM . . . . .300b661d0003  
 Gold Medal in Eastwood - TM . . . . .300b661e0003  
 Gold Medal in San Jose - TM . . . . .300b661f0003  
 Gold Medal in Dirt - TM . . . . .300b66200003  
 Gold Medal in Street - TM . . . . .300b66210003  
 Gold Medal in Vert - TM . . . . .300b66220003  
 All Levels Unlocked - KH . . . . .300b6634000c  
 All Outfits Unlocked - KH . . . . .300b66350005  
 All Bikes Unlocked - KH . . . . .300b66360005  
 Gold Medal in Sleepy's Ditch - KH . . . . .300b67210003  
 Gold Medal in Eastwood - KH . . . . .300b67220003  
 Gold Medal in San Jose - KH . . . . .300b67230003  
 Gold Medal in Dirt - KH . . . . .300b67240003  
 Gold Medal in Street - KH . . . . .300b67250003  
 Gold Medal in Vert - KH . . . . .300b67260003  
 All Levels Unlocked - SB . . . . .300b6738000c  
 All Outfits Unlocked - SB . . . . .300b67390005  
 All Bikes Unlocked - SB . . . . .300b673a0005  
 Gold Medal in Sleepy's Ditch - SB . . . . .300b68250003  
 Gold Medal in Eastwood - SB . . . . .300b68260003  
 Gold Medal in San Jose - SB . . . . .300b68270003  
 Gold Medal in Dirt - SB . . . . .300b68280003  
 Gold Medal in Street - SB . . . . .300b68290003  
 Gold Medal in Vert - SB . . . . .300b682a0003  
 All Levels Unlocked - LR . . . . .300b683C000c  
 All Outfits Unlocked - LR . . . . .300b683d0005  
 All Bikes Unlocked - LR . . . . .300b683e0005  
 Gold Medal in Sleepy's Ditch - LR . . . . .300b69290003  
 Gold Medal in Eastwood - LR . . . . .300b692a0003  
 Gold Medal in San Jose - LR . . . . .300b692b0003  
 Gold Medal in Dirt - LR . . . . .300b692c0003  
 Gold Medal in Street - LR . . . . .300b692d0003  
 Gold Medal in Vert - LR . . . . .300b692e0003  
 All Levels Unlocked - JG . . . . .300b6940000c  
 All Outfits Unlocked - JG . . . . .300b69410005  
 All Bikes Unlocked - JG . . . . .300b69420005  
 Gold Medal in Sleepy's Ditch - JG . . . . .300b6a2D0003  
 Gold Medal in Eastwood - JG . . . . .300b6a2e0003  
 Gold Medal in San Jose - JG . . . . .300b6a2f0003  
 Gold Medal in Dirt - JG . . . . .300b6a300003  
 Gold Medal in Street - JG . . . . .300b6a310003  
 Gold Medal in Vert - JG . . . . .300b6a320003  
 All Levels Unlocked - SJ . . . . .300b6A44000c  
 All Outfits Unlocked - SJ . . . . .300b6A450005  
 All Bikes Unlocked - SJ . . . . .300b6A460005  
 Gold Medal in Sleepy's Ditch - SJ . . . . .300b6b310003  
 Gold Medal in Eastwood - SJ . . . . .300b6b320003  
 Gold Medal in San Jose - SJ . . . . .300b6b330003  
 Gold Medal in Dirt - SJ . . . . .300b6b340003  
 Gold Medal in Street - SJ . . . . .300b6b350003  
 Gold Medal in Vert - SJ . . . . .300b6b360003  
 All Levels Unlocked - AB . . . . .300b6b48000c  
 All Outfits Unlocked - AB . . . . .300b6b490005  
 All Bikes Unlocked - AB . . . . .300b6b4a0005  
 Gold Medal in Sleepy's Ditch - AB . . . . .300b6c360003  
 Gold Medal in Eastwood - AB . . . . .300b6c370003  
 Gold Medal in San Jose - AB . . . . .300b6c380003  
 Gold Medal in Street - AB . . . . .300b6c390003  
 Gold Medal in Vert - AB . . . . .300b6c3A0003

**Disney's Dinosaurs**  
 Aladar: Press R1 for Max/Infinite Health . . . . .d007742af7ff  
 Aladar: Press R1 for Max/Infinite Health . . . . .800e3bb03e7  
 Aladar: Press R1 for Max/Infinite Health . . . . .d007742af7ff  
 Aladar: Press R1 for Max/Infinite Health . . . . .8006119003e7  
 Aladar: Press R1 for Max/Infinite Health . . . . .d007742af7ff  
 Aladar: Press R1 for Max/Infinite Health . . . . .8006119003e7  
 Zini: Max Strength . . . . .8006115c0063  
 Max Fruit 1 . . . . .80060c2c0063  
 Aladar: Max Exp Lvl . . . . .800611840009  
 Aladar: Max Exp % . . . . .800611880190  
 Aladar: Max Damage . . . . .800611940063  
 Flia: Max Health . . . . .800611620009  
 Flia: Max Exp Lvl . . . . .800611620009  
 Flia: Max Damage . . . . .800611d00063

Flia: Max Speed . . . . .800611d80063  
 Zini: Max Speed . . . . .800611600063  
 Zini: Max Damage . . . . .800611580063  
 Zini: Max Exp Lvl . . . . .800611480009  
 Zini: Infinite Health . . . . .8006115400e7  
 Zini: Max Health . . . . .800ddc6403e7  
 Zini: Max Health . . . . .8006115003e7  
 Max Energy Bolts . . . . .80060c400063  
 Max Crystals . . . . .80060c3c0063  
 Max Rocks . . . . .80060c340063  
 Max Fruit 2 . . . . .80060c300063  
 Zini: Max Scouting . . . . .800611640063  
 Flia: Max Scouting . . . . .800611dc0063  
 Flia: Max Strength . . . . .800611d80063  
 Flia: Max Exp % . . . . .800611c00190  
 Flia: Infinite Health . . . . .800611cc0063  
 Aladar: Max Scouting . . . . .800611a00063  
 Aladar: Max Strength . . . . .800611980063  
 Aladar: Max Speed . . . . .8006119c0063

**Disney's Hercules**  
 Infinite Fireball Sword . . . . .80034dc000c8  
 Infinite Lives . . . . .30034da40009  
 Infinite Lightning Sword . . . . .80034db00c8  
 Helmet of Invincibility . . . . .80034dc400c8  
 Infinite Sonic Sword . . . . .80034dc200c8  
 Infinite Energy . . . . .80034dbc0080

**ESPN MLS Game Night**  
 Away Team Scores 0 . . . . .30070e840000  
 Away Team Starts With 10 Points e0070e840000  
 Away Team Starts With 10 Points 30070e84000a  
 Away Team Starts With 20 Points e0070e840000  
 Away Team Starts With 20 Points 30070e840014  
 Home Team Scores 0 . . . . .30070e850000  
 Home Team Starts With 10 Points e0070e850000  
 Home Team Starts With 10 Points 30070e85000a  
 Home Team Starts With 20 Points e0070e850000  
 Home Team Starts With 20 Points 30070e850014

**Expendable**  
 Infinite Health P1 . . . . .800a63960063  
 Infinite Continues P1 . . . . .800a06180005  
 Infinite Lives P1 . . . . .800a63640063  
 Max Score P1 . . . . .800a63446e7f  
 Max Score P1 . . . . .800a63460e51  
 Stop All Timers . . . . .800a0834012b  
 Rapid Fire P1 . . . . .800a63840000  
 Have All Passcards . . . . .800b6b840101  
 Have All Passcards . . . . .800b6b820100  
 Have All Passcards . . . . .800b6b860001  
 Infinite Ammo P1 . . . . .500012020000  
 Infinite Ammo P1 . . . . .800a63c803e7  
 Infinite Ammo P1 . . . . .800a63be03e7  
 Always Have Laser Site P1 . . . . .800a63f80001  
 Always Have Orbs P1 . . . . .800a63520003  
 Infinite Health P2 . . . . .800a69e0063  
 Infinite Lives P2 . . . . .800a69bc0063  
 Infinite Ammo P2 . . . . .500012020000  
 Infinite Ammo P2 . . . . .800a6a2003e7  
 Infinite Ammo P2 . . . . .800a6a1603e7  
 Infinite Grenades P2 . . . . .800a6ad00063  
 Rapid Fire P2 . . . . .800a69d00000  
 Always Have Orbs P2 . . . . .800a69aa0003  
 Always Have Laser Site P2 . . . . .800a65a500001  
 Have All Keys . . . . .800b6bacc0500

**Frogger 2: Swampy's Revenge**  
 Hit L1 For Quick Level Win! . . . . .d00a16e6fbff  
 Hit L1 For Quick Level Win! . . . . .8007c5300005  
 Infinite Lives . . . . .800908ec0063  
 Hit L2 For All Coins . . . . .d00a16e6fbff  
 Hit L2 For All Coins . . . . .800908ea0019  
 Unlock All Levels . . . . .8008384c0009

**Lego Rock Racers**  
 Press R2 For All Rescues . . . . .d00b6feeffff  
 Press R2 For All Rescues . . . . .800c1c980009  
 Press L2 For All Green Crystals . . . . .d00b6feeffff  
 Press L2 For All Green Crystals . . . . .800c1c90000c  
 Press L2 For All Red Crystals . . . . .d00b6feeffff  
 Press L2 For All Red Crystals 800c1c8c0005  
 Press L2 For All Ore . . . . .d00b6feeffff  
 Press L2 For All Ore . . . . .800c1c880063

**Monster Rancher Battle Card Episode 2**  
 P1 Infinite GUTS . . . . .801199c20063  
 P1 Infinite Cards . . . . .801199c00063  
 P1 No GUTS . . . . .801199c20000  
 P1 No Cards . . . . .801199c00000  
 P2 Infinite GUTS . . . . .80119c140063  
 P2 No GUTS . . . . .80119c140000  
 P2 Infinite Cards . . . . .80119c120063  
 P1 Infinite HP all 3 Cards . . . . .801199de0063  
 P1 Infinite HP all 3 Cards . . . . .801199ae0063  
 P1 Infinite HP all 3 Cards . . . . .801199bc0063  
 P2 Infinite HP all 3 Cards . . . . .80119c300063  
 P2 Infinite HP all 3 Cards . . . . .80119c700063  
 P1 Hit L1 for Quick Win . . . . .d0083472feff  
 P1 Hit L1 for Quick Win . . . . .80119c300000  
 P1 Hit L1 for Quick Win . . . . .d0083472feff  
 P1 Hit L1 for Quick Win . . . . .80119c700000  
 P1 Hit L1 for Quick Win . . . . .d0083472feff  
 P1 Hit L1 for Quick Win . . . . .80119c300000  
 Have All Monster Cards . . . . .50002b010000  
 Have All Monster Cards . . . . .800feda40001

**Ms. Pac-Man Maze Madness**  
 Have Cherry . . . . .801095100001  
 Have Strawberry . . . . .801095120001  
 Have Peach . . . . .801095140001  
 Have Pretzel . . . . .801095160001  
 Have Apple . . . . .801095180001  
 Have Pear . . . . .8010951A0001

Have Banana . . . . .8010951C0001  
 Have Gold Key . . . . .8010951E0001  
 Have Red Key . . . . .801095200001  
 Have Blue Key . . . . .801095220001  
 Have Green Key . . . . .801095240001  
 Have Purple Key . . . . .801095260001  
 Have All Fruit and Keys . . . . .5000c020000  
 Have All Fruit and Keys . . . . .801095100001  
 Plenty Of Pac-Dots . . . . .d01f81ca0001  
 Plenty Of Pac-Dots . . . . .801f81ca0a3e7  
 Skate Mode . . . . .8010961A0001  
 Infinite Lives-Classic . . . . .d00f58000002  
 Infinite Lives-Classic . . . . .800f58000063

**MTV Skateboarding**  
 Press Up to Ride on Air . . . . .d00ace427fef  
 Press Up to Ride on Air . . . . .800ADB300000  
 Up+Square for Big Air . . . . .d00ace427fef  
 Up+Square for Big Air . . . . .800A05A2004f  
 Up+Square for Big Air . . . . .d00ace427fef  
 Up+Square for Big Air . . . . .800A08300001  
 Easy Wins / Super Score - Lifestyle Mode . . . . .d00a058e0000  
 Easy Wins / Super Score - Lifestyle Mode . . . . .800a058e01ff  
 Easy Wins / Super Score - Lifestyle Mode . . . . .80099c380064  
 Easy Wins / Super Score - Lifestyle Mode . . . . .80099c5C0064  
 Easy Wins / Super Score - Lifestyle Mode . . . . .80099c800064  
 Easy Wins / Super Score - Lifestyle Mode . . . . .80099ca40064  
 Easy Wins / Super Score - Lifestyle Mode . . . . .80099cc80064  
 1 Board Peice Unlocks Board - MTV Hunt . . . . .800a0544003e  
 Easy Win MTV Hunt . . . . .d00a02c80001  
 Easy Win MTV Hunt . . . . .800a02c8000a

**NFL Blitz 2001**  
 0 Points Team 1 Q1 . . . . .801682980000  
 0 Points Team 1 Q2 . . . . .8016829c0000  
 0 Points Team 1 Q3 . . . . .801682a00000  
 0 Points Team 1 Q4 . . . . .801682a40000  
 0 Points Team 2 Q1 . . . . .801682b40000  
 0 Points Team 2 Q2 . . . . .801682b80000  
 0 Points Team 2 Q3 . . . . .801682bc0000  
 0 Points Team 2 Q4 . . . . .801682c00000  
 An Extra 10 Points Team 1 Q1 . . . . .d01682980000  
 An Extra 10 Points Team 1 Q2 . . . . .d016829c0000  
 An Extra 10 Points Team 1 Q3 . . . . .d016829e0000  
 An Extra 10 Points Team 1 Q4 . . . . .d01682a00000  
 An Extra 10 Points Team 2 Q1 . . . . .d01682b40000  
 An Extra 10 Points Team 2 Q2 . . . . .d01682b80000  
 An Extra 10 Points Team 2 Q3 . . . . .d01682bc0000  
 An Extra 10 Points Team 2 Q4 . . . . .d01682c00000  
 An Extra 10 Points Team 2 Q4 . . . . .d01682c0000a  
 Team 1 Starts With 99 Points . . . . .801682980003  
 Team 2 Starts With 99 Points . . . . .801682b40006  
 Infinite Turbo P1 . . . . .801684020064  
 Infinite Turbo P2 . . . . .8016842e0064  
 Infinite Turbo P3 . . . . .8016845a0064  
 Infinite Turbo P4 . . . . .801684860064  
 No Turbo P1 . . . . .801684020000  
 No Turbo P2 . . . . .8016842e0000  
 No Turbo P3 . . . . .8016845a0000  
 No Turbo P4 . . . . .801684860000  
 50% Turbo P1 . . . . .d01684020063  
 50% Turbo P1 . . . . .801684020032  
 50% Turbo P2 . . . . .d016842e0063  
 50% Turbo P2 . . . . .8016842e0032  
 50% Turbo P3 . . . . .d016845a0063  
 50% Turbo P3 . . . . .8016845a0032  
 50% Turbo P4 . . . . .d01684860063  
 50% Turbo P4 . . . . .801684860032  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .801684020000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .8016842e0000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .8016845a0000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .801684860000  
 No Turbo 1st Down . . . . .d01682f80001  
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 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .8016842e0000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .8016845a0000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .801684860000  
 No Turbo 1st Down . . . . .d01682f80001  
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 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .8016845a0000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .801684860000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .801684020000  
 No Turbo 1st Down . . . . .d01682f80001  
 No Turbo 1st Down . . . . .8016842e0000



All Key Items & Weapons Part 1-4 . . .300a88c0032  
 All Key Items & Weapons Part 1-4 . . .c00b4c380000  
 All Key Items & Weapons Part 1-4 . . .300b4c380013  
 All Key Items & Weapons Part 1-4 . . .800afa000021  
 All Key Items & Weapons Part 1-4 . . .800afa060100  
 All Key Items & Weapons Part 1-4 . . .800afa080022  
 All Key Items & Weapons Part 1-4 . . .800afa0c0200  
 All Key Items & Weapons Part 1-4 . . .800afa100024  
 All Key Items & Weapons Part 1-4 . . .800afa160300  
 All Key Items & Weapons Part 1-4 . . .800afa180025  
 All Key Items & Weapons Part 1-4 . . .800afa1e0400  
 All Key Items & Weapons Part 1-4 . . .800afa200027  
 All Key Items & Weapons Part 1-4 . . .800afa260500  
 All Key Items & Weapons Part 2-4 . . .800afa280029  
 All Key Items & Weapons Part 2-4 . . .800afa2e0600  
 All Key Items & Weapons Part 2-4 . . .800afa300026  
 All Key Items & Weapons Part 2-4 . . .800afa38002c  
 All Key Items & Weapons Part 2-4 . . .800afa3e0800  
 All Key Items & Weapons Part 2-4 . . .800afa40002e  
 All Key Items & Weapons Part 2-4 . . .800afa460900  
 All Key Items & Weapons Part 2-4 . . .800afa48002d  
 All Key Items & Weapons Part 2-4 . . .800afa4e0a00  
 All Key Items & Weapons Part 2-4 . . .800afa50002b  
 All Key Items & Weapons Part 2-4 . . .800afa560b00  
 All Key Items & Weapons Part 2-4 . . .800afa580030  
 All Key Items & Weapons Part 2-4 . . .800afa5e0c00  
 All Key Items & Weapons Part 2-4 . . .800afa60002f  
 All Key Items & Weapons Part 2-4 . . .800afa660d00  
 All Key Items & Weapons Part 3-4 . . .800afa680037  
 All Key Items & Weapons Part 3-4 . . .800afa6e0e00  
 All Key Items & Weapons Part 3-4 . . .800afa700034  
 All Key Items & Weapons Part 3-4 . . .800afa780036  
 All Key Items & Weapons Part 3-4 . . .800afa7e1000  
 All Key Items & Weapons Part 3-4 . . .800afa800035  
 All Key Items & Weapons Part 3-4 . . .800afa860300  
 All Key Items & Weapons Part 3-4 . . .800afa880020  
 All Key Items & Weapons Part 3-4 . . .800afa900023  
 All Key Items & Weapons Part 3-4 . . .800afa98100008  
 All Key Items & Weapons Part 3-4 . . .800afa9e120001  
 All Key Items & Weapons Part 3-4 . . .800af814000f  
 All Key Items & Weapons Part 3-4 . . .800af816000e  
 All Key Items & Weapons Part 3-4 . . .800af8180001  
 All Key Items & Weapons Part 3-4 . . .800af81a0011  
 All Key Items & Weapons Part 4-4 . . .800af8200002  
 All Key Items & Weapons Part 4-4 . . .800af8220011  
 All Key Items & Weapons Part 4-4 . . .800af8280003  
 All Key Items & Weapons Part 4-4 . . .800af82a0014  
 All Key Items & Weapons Part 4-4 . . .800af8300004  
 All Key Items & Weapons Part 4-4 . . .800af8320005  
 All Key Items & Weapons Part 4-4 . . .800af8380005  
 All Key Items & Weapons Part 4-4 . . .800af83a0006  
 All Key Items & Weapons Part 4-4 . . .800af8400006  
 All Key Items & Weapons Part 4-4 . . .800af8420006  
 All Key Items & Weapons Part 4-4 . . .800af8480007  
 All Key Items & Weapons Part 4-4 . . .800af84e0001

**Samurai Shodown - Warriors Rage**  
 Stop Timer . . . . .8007e394003b  
 Infinite Health P1 . . . . .800dd2580100  
 No Health P1 . . . . .800dd2580000  
 Infinite Health P2 . . . . .800dd2900100  
 No Health P2 . . . . .800dd2900000  
 Max Rage Gauge P1 . . . . .800dd2640080  
 No Rage Gauge P1 . . . . .800dd2640000  
 Max Rage Gauge P2 . . . . .800dd29c0080  
 No Rage Gauge P2 . . . . .800dd29c0000  
 Sudden Death Mode . . . . .8007e394000a  
 Sudden Death Mode . . . . .800dd2580000  
 Sudden Death Mode . . . . .8007e394000a  
 Sudden Death Mode . . . . .800dd2900000  
 Press Up to Fly . . . . .800ddd2a1000  
 Press Up to Fly . . . . .800ddd2a0001

**Silent Bomber**  
 Infinite Napalm Liquid . . .300d7e2a0063  
 Infinite Paralysis Liquid . .300d7e2b0063  
 Infinite Gravity Liquid . . .300d7e2c0063  
 99 E-Chips . . . . .300d7e2d0063  
 100% Shields Mission 12 . .80179bb60019  
 Tons of Points . . . . .800d7e860090  
 Infinite Health . . . . .300c8fb20050  
 Infinite Health . . . . .300c8fac0051

**Spider-Man**  
 Unlock Everything . . . . .800a56dc0102  
 Unlock Everything . . . . .50000a020000  
 Unlock Everything . . . . .800a5708ffff  
 Unlock Everything . . . . .800b4f800001  
 Infinite Health . . . . .800b4f6c0001  
 Infinite Web Fluid . . . . .800b4f800001  
 Show Debug Info . . . . .800B4F8C0001  
 Enable Debug Pause Menu . .800b4f8a0001  
 L2=Invisible L2+L1=Normal .d00c5959feff  
 L2=Invisible L2+L1=Normal .301DBFD0001  
 L2=Invisible L2+L1=Normal .d00c5959fa1f  
 L2=Invisible L2+L1=Normal .301DBFD0000  
 What If? Mode Activated . .800B4F5C0001  
 J James Jewett Unlocked in Character Viewer . . . . .800b4fb80001  
 No Meters Mode . . . . .800B4F740000  
 Big Head Mode . . . . .800B4FA40001

**Spin Jam**  
 Big Score . . . . .800a78b4ffff  
 Infinite Credits . . . . .8007307e040b  
 Unlock All Levels . . . . .500008020000  
 Unlock All Levels . . . . .8005f1100101  
 Unlock All Character Galleries . . . . .5000080c0000  
 Unlock All Character Galleries . . . . .8006b3fa0a04

**Star Trek: Invasion**  
 Infinite Reserve Energy . . .3005bec900ff  
 Infinite Engine Energy (Warp) .3005becd00ff  
 Unlock All Missions . . . . .8005bd68ffff  
 Unlock All Missions . . . . .8005bd6affff

Have All Missions Beat . . . .8005bd6cffff  
 Have All Missions Beat . . . .8005bd6effff  
 Have All Missions Beat . . . .8005bd70ffff  
 Infinite Secondary Weapons 8011ac380063  
 Infinite Secondary Weapons 8011ac640063  
 Infinite Secondary Weapons 8011ac900063

**Strider 2**  
 Infinite Health . . . . .800aba320006  
 Infinite Health . . . . .800aba340006  
 Max Score . . . . .800d9dece0ff  
 Max Score . . . . .800d9dece0ff  
 Have Infinite Boosts . . . .800abb380004  
 Unlock All Levels . . . . .300d9e070006  
 Stop Timer . . . . .300d9e030063  
 Hien Mode . . . . .800a8d5a0001  
 Stop Timer (Strider 1) . . .8006308a0032  
 Max Score (Strider 1) . . . .80062f5ce0ff  
 Max Score (Strider 1) . . . .80062f5e05ff  
 Infinite Lives (Strider 1) . .80062f520363  
 Have Robot (Strider 1) . . .80062f860100

**Surf Riders**  
 Stop Timer . . . . .800ac4500063  
 Perfect Score Slot 1 . . . . .3007afd20064  
 Perfect Score Slot 2 . . . . .3007afd30064  
 Perfect Score Slot 3 . . . . .3007afd40064

**Sydney 2000**  
 Gold Medal in All Events . .50000c040000  
 Gold Medal in All Events . .80016d640006  
 All Olympic Training Complete .50007E020000  
 All Olympic Training Complete .800165E86464

**Tenchu 2**  
 RIKIMARU: Press Select for Throwing Stars / Caltrops Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Throwing Stars / Caltrops Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Smoke Bomb / Poison Rice Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Smoke Bomb / Poison Rice Available at Weapon Select Screen . . . . .8001004f0f0  
 RIKIMARU: Press Select for Grenade / Mine Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Grenade / Mine Available at Weapon Select Screen . . . . .8001001ef0f0  
 RIKIMARU: Press Select for Blow Gun / Exploding Arrow Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Blow Gun / Exploding Arrow Available at Weapon Select Screen . . . . .80010020f0f0  
 RIKIMARU: Press Select for Smoke Bomb / Poison Rice Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Smoke Bomb / Poison Rice Available at Weapon Select Screen . . . . .80010022f0f0  
 RIKIMARU: Press Select for Colored Rice / Ninja Camouflage Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Colored Rice / Ninja Camouflage Available at Weapon Select Screen . . . . .8001004f0f0  
 RIKIMARU: Press Select for Blinding Dust Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Blinding Dust Available at Weapon Select Screen . . . . .80010026f0f0  
 RIKIMARU: Press Select for Leaves of Stealth / Dragon's Breath Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Leaves of Stealth / Dragon's Breath Available at Weapon Select Screen . . . . .80010028ff0f0  
 RIKIMARU: Press Select for Sleeping Gas / Ninja Armor Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Sleeping Gas / Ninja Armor Available at Weapon Select Screen . . . . .800100d00001  
 RIKIMARU: Press Select for Ninja Rebirth Available at Weapon Select Screen . . . . .d00ce97afffe  
 RIKIMARU: Press Select for Ninja Rebirth Available at Weapon Select Screen . . . . .8001002cfff0

**Tony Hawk's Pro Skater 2**  
 Inf Creation Pts . . . . .300bbe50005  
 Inf Creation Pts . . . . .300bbe50005  
 Inf Creation Pts . . . . .300bbfe50005  
 Hangar Complete - TH . . .800ba79803ff  
 School Complete - TH . . .800ba79a03ff  
 Marseille Gold - TH . . .800ba79cffff  
 NY City Complete - TH . . .800ba79e03ff  
 Venice Beach Complete - TH 800ba7a003ff  
 Skatestreet Gold - TH . . .800ba7a2ffff  
 Philadelphia Complete - TH .800ba7a403ff  
 Bull Ring Gold - TH . . . .800ba7a6ffff  
 Hangar Complete - BB . . .800ba87c03ff

AYAME: Press Select For Healing Potion Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select For Healing Potion Available at Weapon Select Screen . . . . .80010036f0ff  
 AYAME: Press Select for Air Bottle / Antidote Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Air Bottle / Antidote Available at Weapon Select Screen . . . . .80010038f0f0  
 AYAME: Press Select for Throwing Stars / Caltrops Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Throwing Stars / Caltrops Available at Weapon Select Screen . . . . .8001003af0f0  
 AYAME: Press Select for Grenade / Mine Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Grenade / Mine Available at Weapon Select Screen . . . . .8001003cf0f0  
 AYAME: Press Select for Blow Gun / Exploding Arrow Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Blow Gun / Exploding Arrow Available at Weapon Select Screen . . . . .8001004f0f0  
 AYAME: Press Select for Smoke Bomb / Poison Rice Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Smoke Bomb / Poison Rice Available at Weapon Select Screen . . . . .80010040f0f0  
 AYAME: Press Select for Colored Rice / Ninja Camouflage Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Colored Rice / Ninja Camouflage Available at Weapon Select Screen . . . . .80010042f0f0  
 AYAME: Press Select for Blinding Dust Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Blinding Dust Available at Weapon Select Screen . . . . .80010044f0f0  
 AYAME: Press Select for Leaves of Stealth / Dragon's Breath Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Leaves of Stealth / Dragon's Breath Available at Weapon Select Screen . . . . .80010046f0f0  
 AYAME: Press Select for Sleeping Gas / Ninja Armor Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Sleeping Gas / Ninja Armor Available at Weapon Select Screen . . . . .80010048f0f0  
 AYAME: Press Select for Ninja Rebirth Available at Weapon Select Screen . . . . .d00ce97afffe  
 AYAME: Press Select for Ninja Rebirth Available at Weapon Select Screen . . . . .8001004afff0  
 All Characters: Invisible to Normal Enemies . . . . .8008cdc80002  
 Unlock Tatumaru . . . . .80010008010b  
 Everything Unlocked & Mastered . . . . .80010008010b  
 Everything Unlocked & Mastered . . . . .50000b080000  
 Everything Unlocked & Mastered . . . . .80010074ff06  
 Everything Unlocked & Mastered . . . . .50000b080000  
 Everything Unlocked & Mastered . . . . .800100780001  
 Everything Unlocked & Mastered . . . . .50000b080000  
 Everything Unlocked & Mastered . . . . .80010076270f  
 Everything Unlocked & Mastered . . . . .50000b080000  
 Everything Unlocked & Mastered . . . . .800100c0ff06  
 Everything Unlocked & Mastered . . . . .50000b080000  
 Everything Unlocked & Mastered . . . . .800100d00001  
 Everything Unlocked & Mastered . . . . .50000b080000  
 Everything Unlocked & Mastered . . . . .800100ce270f  
 Use Grappling Hook Almost ANYWHERE! . . . . .800c48de0000

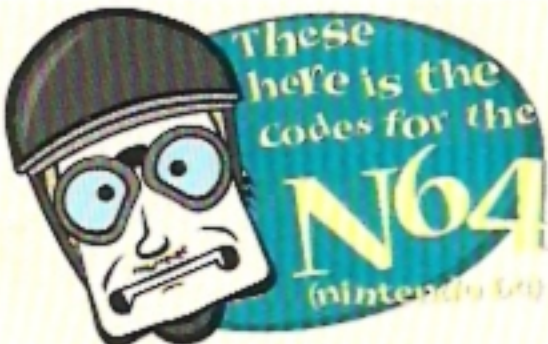
Philadelphia Complete - Created 1800bb33803ff  
 Bull Ring Gold - Created 1 . .800bb33affff  
 Hangar Complete - Created 2800bb41003ff  
 School Complete - Created 2 800bb41203ff  
 Marseille Gold - Created 2 . .800bb414ffff  
 NY City Complete - Created 2800bb41603ff  
 Venice Beach Complete - Created 2 800bb41803ff  
 Skatestreet Gold - Created 2 800bb41affff  
 Philadelphia Complete - Created 2800bb41c03ff  
 Bull Ring Gold - Created 2 . .800bb41effff  
 Hangar Complete - Created 3 800bb4f403ff  
 School Complete - Created 3 800bb4f603ff  
 Marseille Gold - Created 3 . .800bb4f8ffff  
 NY City Complete - Created 3800bb4fa03ff  
 Venice Beach Complete - Created 3 .800bb4fc03ff  
 Skatestreet Gold - Created 3 .800bb4feffff  
 Philadelphia Complete - Created 3800bb50003ff  
 Bull Ring Gold - Created 3 . .800bb502ffff  
 Hangar Complete - Created 4800bb5d803ff  
 School Complete - Created 4 800bb5da03ff  
 Marseille Gold - Created 4 . .800bb5dcffff  
 NY City Complete - Created 4 .800bb5de03ff  
 Venice Beach Complete - Created 4 800bb5e003ff  
 Skatestreet Gold - Created 4 800bb5e2ffff  
 Philadelphia Complete - Created 4800bb5e403ff  
 Bull Ring Gold - Created 4 . .800bb5e6ffff  
 Infinite Time . . . . .800bd5620000  
 All Complete - TH . . . . .500008020000  
 All Complete - TH . . . . .800ba798ffff  
 All Complete - BB . . . . .500008020000  
 All Complete - BB . . . . .800ba87cffff  
 All Complete - SC . . . . .500008020000  
 All Complete - SC . . . . .800ba960ffff  
 All Complete - KC . . . . .500008020000  
 All Complete - KC . . . . .800baa44ffff  
 All Complete - RG . . . . .500008020000  
 All Complete - RG . . . . .800baab28ffff  
 All Complete - EK . . . . .500008020000  
 All Complete - EK . . . . .800bac0cffff  
 All Complete - BL . . . . .500008020000  
 All Complete - BL . . . . .800bacf0ffff  
 All Complete - RM . . . . .500008020000  
 All Complete - RM . . . . .800bad44ffff  
 All Complete - CM . . . . .500008020000  
 All Complete - CM . . . . .800baeb8ffff  
 All Complete - AR . . . . .500008020000  
 All Complete - AR . . . . .800ba9cffff  
 All Complete - GR . . . . .500008020000  
 All Complete - GR . . . . .800bb080ffff  
 All Complete - ES . . . . .500008020000  
 All Complete - ES . . . . .800bb164ffff  
 All Complete - JT . . . . .500008020000  
 All Complete - JT . . . . .800bb248ffff  
 All Complete - Created 1 . . .800bb32cffff  
 All Complete - Created 2 . .500008020000  
 All Complete - Created 2 . .800bb410ffff  
 All Complete - Created 3 . .500008020000  
 All Complete - Created 3 . .800bb4f4ffff  
 All Complete - Created 4 . .500008020000  
 All Complete - Created 4 . .800bb5d8ffff  
 Full Special Meter . . . . .800bbd4a0001  
 McSqueb Cheat . . . . .800bbd300001  
 Spiderman Cheat . . . . .800bbd340001  
 Officer Dick Cheat . . . . .800bbd380001  
 Skip To Restart Cheat . . . .800bbd3c0001  
 Kid Mode Cheat . . . . .800bbd400001  
 Perfect Balance Cheat . . . .800bbd440001  
 Always Special Cheat . . . .800bbd480001  
 Stud Cheat . . . . .800bbd4c0001  
 Weight Cheat . . . . .800bbd500001  
 Wire Frame Cheat . . . . .800bbd540001  
 Slo-Nic Cheat . . . . .800bbd580001  
 Big Head Cheat . . . . .800bbd5c0001  
 Sim Mode Cheat . . . . .800bbd600001  
 Smooth Cheat . . . . .800bbd640001  
 Moon Physics Cheat . . . . .800bbd680001  
 Disco Mode Cheat . . . . .800bbd6c0001  
 Level Flip Cheat . . . . .800bbd700001  
 Enable Private Carrera . . .800bbd740001  
 All Gaps - Hangar . . . . .800bbd1cffff  
 All Gaps - Hangar . . . . .800bbd1effff  
 All Gaps - School II . . . . .800bbd28ffff  
 All Gaps - School II . . . . .800bbd2affff  
 All Gaps - School II . . . . .800bbd2cffff  
 All Gaps - Marseille . . . . .800bbd34ffff  
 All Gaps - Marseille . . . . .800bbd36ffff  
 All Gaps - Marseille . . . . .800bbd38ffff  
 All Gaps - NY City . . . . .800bbd40ffff  
 All Gaps - NY City . . . . .800bbd42ffff  
 All Gaps - NY City . . . . .800bbd44ffff  
 All Gaps - Venice Beach . . .800bbd4cffff  
 All Gaps - Venice Beach . . .800bbd4effff  
 All Gaps - Venice Beach . . .800bbd50ffff  
 All Gaps - Skatestreet . . . .800bbd58ffff  
 All Gaps - Skatestreet . . . .800bbd5affff  
 All Gaps - Skatestreet . . . .800bbd5cffff  
 All Gaps - Philadelphia . . . .800bbd64ffff  
 All Gaps - Philadelphia . . . .800bbd68ffff  
 All Gaps - Philadelphia . . . .800bbd6cffff  
 All Gaps - Bullring . . . . .800bbd70ffff



All Gaps - Bullring . . . . .800bbc72ffff
Max Cash -TH . . . . .800ba79049f0
Max Cash -TH . . . . .800ba7920002
Max Cash -TH . . . . .800ba79449f0
Max Cash -TH . . . . .800ba7960002
Max Cash - BB . . . . .800ba87449f0
Max Cash - BB . . . . .800ba8760002
Max Cash - BB . . . . .800ba87849f0
Max Cash - BB . . . . .800ba87a0002
Max Cash - SC . . . . .800ba95849f0
Max Cash - SC . . . . .800ba95a0002
Max Cash - SC . . . . .800ba95c49f0
Max Cash - SC . . . . .800ba95e0002
Max Cash - KC . . . . .800baa3c49f0
Max Cash - KC . . . . .800baa3e0002
Max Cash - KC . . . . .800baa4049f0
Max Cash - KC . . . . .800baa420002
Max Cash - RG . . . . .800bab2049f0
Max Cash - RG . . . . .800bab220002
Max Cash - RG . . . . .800bab2449f0
Max Cash - RG . . . . .800bab260002
Max Cash - EK . . . . .800bac0449f0
Max Cash - EK . . . . .800bac060002
Max Cash - EK . . . . .800bac0849f0
Max Cash - EK . . . . .800bac0a0002
Max Cash - BL . . . . .800bace849f0
Max Cash - BL . . . . .800bacea0002
Max Cash - BL . . . . .800bacec49f0
Max Cash - BL . . . . .800bacee0002
Max Cash - RM . . . . .800badcc49f0
Max Cash - RM . . . . .800bae0002
Max Cash - RM . . . . .800bad049f0
Max Cash - RM . . . . .800bad20002
Max Cash - CM . . . . .800baeb049f0
Max Cash - CM . . . . .800baeb20002
Max Cash - CM . . . . .800baeb449f0
Max Cash - CM . . . . .800baeb60002
Max Cash - AR . . . . .800ba9449f0
Max Cash - AR . . . . .800ba960002
Max Cash - AR . . . . .800ba9849f0
Max Cash - AR . . . . .800ba9a0002
Max Cash - GR . . . . .800bb07849f0
Max Cash - GR . . . . .800bb07a0002
Max Cash - GR . . . . .800bb07c49f0
Max Cash - GR . . . . .800bb07e0002
Max Cash - ES . . . . .800bb15c49f0
Max Cash - ES . . . . .800bb15e0002
Max Cash - ES . . . . .800bb16049f0
Max Cash - ES . . . . .800bb1260002
Max Cash - JT . . . . .800bb24049f0
Max Cash - JT . . . . .800bb2420002
Max Cash - JT . . . . .800bb24449f0
Max Cash - JT . . . . .800bb2460002
Max Cash - Created 1 . . . . .800bb32449f0
Max Cash - Created 1 . . . . .800bb3260002
Max Cash - Created 1 . . . . .800bb32849f0
Max Cash - Created 1 . . . . .800bb32a0002
Max Cash - Created 2 . . . . .800bb40849f0
Max Cash - Created 2 . . . . .800bb40a0002
Max Cash - Created 2 . . . . .800bb40c49f0
Max Cash - Created 2 . . . . .800bb40e0002
Max Cash - Created 3 . . . . .800bb4ec49f0
Max Cash - Created 3 . . . . .800bb4ee0002
Max Cash - Created 3 . . . . .800bb4f049f0
Max Cash - Created 3 . . . . .800bb4f20002
Max Cash - Created 4 . . . . .800bb5d049f0
Max Cash - Created 4 . . . . .800bb5d20002
Max Cash - Created 4 . . . . .800bb5d449f0
Max Cash - Created 4 . . . . .800bb5d60002
Perfect Balance . . . . .800bbd460001
Always 1st Place / Gold Medal in Competition . . . . .500003020000
Always 1st Place / Gold Medal in Competition . . . . .800c226603e8
Always 1st Place / Gold Medal in Competition . . . . .500005020000
Always 1st Place / Gold Medal in Competition . . . . .800c236003e8

Walt Disney World Quest Magical Racing Tour

Have 99 Lucky Fairies . . . . .800832780063
8 Trophies in Trophy Challenge . . . . .800832740008
30 Coins in Bonus Events . . . . .800832700021
Instant Win . . . . .800912f40003
Enable All Tracks . . . . .80083f3cffff
Have 99 Gold Speed Coins . . . . .800832700063



Kirby 64

THIS GAME REQUIRES THE DIDDY KONG KEY CODE!
Enable Code (Required!) . . . . .de0004000000

Have All Crystal Shards . . . . .500007010000
Have All Crystal Shards . . . . .800D6BC00001
Have All Crystal Shards . . . . .500017010000
Have All Crystal Shards . . . . .800D6BC80007
All Stages Complete . . . . .50002b010000
All Stages Complete . . . . .800d6be00002
Max Health . . . . .810d6e50400c
Max Lives . . . . .800d6f4f0003

Mario Tennis

Enable Code (Must Be On) .F1300292A005
Enable Code (Must Be On) .F130029803E0
Enable Code (Must Be On) .F130029A0008
Enable Code (Must Be On) .F130029CAC20
Enable Code (Must Be On) .F130029E86A0
Press C-Down for 1 Point Win P1 .d00669850004
Press C-Down for 1 Point Win P1 .8015344a0003
Press C-Down for 1 Point Win P2 .d00669850004
Press C-Down for 1 Point Win P2 .8015344b0003
Press C-Down for P1 Scores 0d00669850004
Press C-Down for P1 Scores 08015344a0003
Press C-Down for P2 Scores 0d00669850004
Press C-Down for P2 Scores 08015344b0003
Press C-Down For Easy Win Ring Shot . . . . .d00669850004
Press C-Down For Easy Win Ring Shot . . . . .801535270069
Press C-Down For Easy Win Ring Shot . . . . .d00669850004
Press C-Down For Easy Win Ring Shot . . . . .801535230069
Instant Paranha Challenge Win . . . . .8115137e0032
Instant Paranha Challenge Win . . . . .811513820032

Perfect Dark

NOTE: FOR THESE CODES TO WORK, PLEASE REFER TO THE INFORMATION LISTED IN THE FAQ ON THE LAST PAGE.

Enable Code - Lo Res Mode .ee0000000000
Extra Health P1 Lo Res Lvl 1-23 .d313d6ec0005
Extra Health P1 Lo Res Lvl 1-23 .8113d6ec3f80
Extra Health P1 Lo Res Lvl 1-23 .d313d6dc0005
Extra Health P1 Lo Res Lvl 1-23 .8113d6dc3f80
Infinite Ammo Left P1 Lo Res Lvl 1-23 . . . . .d013ee6f001e
Infinite Ammo Left P1 Lo Res Lvl 1-23 . . . . .8013e5fe0032
Infinite Ammo Right P1 Lo Res Lvl 1-23 . . . . .d013ee6f001e
Infinite Ammo Right P1 Lo Res Lvl 1-23 . . . . .8013de5a0032
Have All Weapons P1 Lo Res Lvl 1-23 . . . . .d013ee6f001e
Have All Weapons P1 Lo Res Lvl 1-23 . . . . .8013ee700007
Extra Health P2 Lo Res Lvl 1-23 . . . . .d313f34c0005
Extra Health P2 Lo Res Lvl 1-23 . . . . .8113f34c3f80
Extra Health P2 Lo Res Lvl 1-23 . . . . .d313f35c0005
Extra Health P2 Lo Res Lvl 1-23 . . . . .8113f35c3f80
Infinite Ammo Left P2 Lo Res Lvl 1-23 . . . . .d0140adf001e
Infinite Ammo Left P2 Lo Res Lvl 1-23 . . . . .8014026f0032
Infinite Ammo Right P2 Lo Res Lvl 1-23 . . . . .d0140adf001e
Infinite Ammo Right P2 Lo Res Lvl 1-23 . . . . .8013facb0032
Have All Weapons P2 Lo Res Lvl 1-23 . . . . .d0140adf001e
Have All Weapons P2 Lo Res Lvl 1-23 . . . . .80140ae00007
Extra Health P1 Lo Res Lvl 24-up . . . . .d313aedc0005
Extra Health P1 Lo Res Lvl 24-up . . . . .8113aedc3f80
Infinite Ammo Left P1 Lo Res Lvl 24-up . . . . .d013c66f001e
Infinite Ammo Left P1 Lo Res Lvl 24-up . . . . .8013c66f001e
Infinite Ammo Right P1 Lo Res Lvl 24-up . . . . .8013b65a0032
Have All Weapons P1 Lo Res Lvl 24-up . . . . .d013c66f001e
Have All Weapons P1 Lo Res Lvl 24-up . . . . .8013c6700007
Extra Health P2 Lo Res Lvl 24-up . . . . .d313cb4c0005
Extra Health P2 Lo Res Lvl 24-up . . . . .8113cb4c3f80
Infinite Ammo Left P2 Lo Res Lvl 24-up . . . . .d013e2df001e
Infinite Ammo Left P2 Lo Res Lvl 24-up . . . . .91099c8

Infinite Ammo Right P2 Lo Res Lvl 24-up . . . . .d013e2df001e
Infinite Ammo Right P2 Lo Res Lvl 24-up . . . . .8013d2ca0032
Have All Weapons P2 Lo Res Lvl 24-up . . . . .d013e2df001e
Have All Weapons P2 Lo Res Lvl 24-up . . . . .8013e2e00007

Rayman 2: The Great Escape

Have All Crates . . . . .810c70f87fff
Have All Crates . . . . .810c70faffff
Have All Crates . . . . .810c70fcffff
Have All Crates . . . . .810c70feffff
Have All Crates . . . . .810c7100ffff
Have All Crates . . . . .800c710200ff
Lotsa' Lums Part 1 . . . . .500064010000
Lotsa' Lums Part 1 . . . . .800c710800ff
Lotsa' Lums Part 2 . . . . .500019010000
Lotsa' Lums Part 2 . . . . .800c70bd00ff
Open Map . . . . .810c70f0ffff
Open Map . . . . .810c70f2ffff

Turok 3 - Shadow of Oblivion

Infinite Life Force . . . . .813334fc0063
Have PSG . . . . .8133395a0100
Have Blade . . . . .813339440100
Have Cerebral Bore . . . . .813339580100
Infinite Arrows . . . . .813339280064
Infinite Shotgun Ammo . . . . .813339320064
Infinite Firestorm Cannon Ammo . . . . .813339300064
Have Shotgun . . . . .813339500100
Have Pistol . . . . .8133394a0100
Infinite Grenade Gun Ammo 8133392a0064
Infinite Pistol Ammo . . . . .8133392e0064
Infinite Health . . . . .813334fa6400
Have All Secrets . . . . .811659c6ffff
Have All Secrets . . . . .811659c4ffff
Have Grenade Launcher . . . . .813339540100



Armada F/X Racers

Infinite Lives . . . . .01093add
Infinite HP . . . . .01ff39dd
Infinite Pow . . . . .01ff07dd
Infinite Credits . . . . .010952c4

Austin Powers: Oh Behave

Max Score (Platform) . . . . .019940de
Max Score (Platform) . . . . .019941de
Max Score (Platform) . . . . .019942de
Max Score (Platform) . . . . .019943de
Max Score (Maze) . . . . .019910db
Max Score (Maze) . . . . .019911db
Max Score (Maze) . . . . .019912db
Infinite Lives (Maze) . . . . .010758da
Infinite Lives (Platform) . . . . .010944de

Austin Powers: Welcome To My Lair

Infinite Lives (Maze) . . . . .010756da
Max Score (Maze) . . . . .01990edb
Max Score (Maze) . . . . .01990fdb
Max Score (Maze) . . . . .019910db
Infinite Evil (Kin) . . . . .012840d4
Infinite Evil (Kin) . . . . .012855d4
Infinite Lives (Kin) . . . . .0109c0d5
Max Score (Kin) . . . . .0199bd5
Max Score (Kin) . . . . .0199bbd5
Max Score (Kin) . . . . .0199bcd5

Blaster Master: Enemy Below

Start With All Vehicle Upgrades .01ff06c1
Start With All Vehicle Upgrades .010307c1
Infinite Hover Fuel . . . . .014026c1
Have Both Keys . . . . .010108d0
Have Both Keys . . . . .010109d0
Max Gun Power-ups (Jason) . . . . .014027c1
Infinite Homing Missiles . . . . .016328c1
Infinite Lightning . . . . .016329c1
Infinite 3 Way Rockets . . . . .01632ac1
Infinite Health (Jason) . . . . .014025c1
Infinite Vehicle Energy . . . . .014024c1

Dragon Dance

All Levels Beaten . . . . .019909c8
Infinite Time! . . . . .01321CC8

Frogger 2

Infinite Lives . . . . .9109dfc2
Have All Gems Collected . . . . .9100b4c2
Max Score . . . . .9199e3c2
Max Score . . . . .9199e4c2
Max Score . . . . .9199e5c2

Galaga: Destination Earth

Infinite Lives . . . . .91097ec3

Jeremy McGrath Supercross 2000

Always First Place . . . . .01ffb6d5
Always First Place . . . . .01ffb6d4
Always First Place . . . . .01ffb6d3
Always First Place . . . . .01ffb6d2
Always First Place . . . . .01ffb6d1

Mr. Driller

Infinite Air . . . . .016486c6
Infinite Lives . . . . .010283c6

MTV Sports: Skateboarding

Featuring Andy Macdonald

Infinite Continues . . . . .010595c8
Max Score . . . . .0199c1c7
Max Score . . . . .0199c2c7
Max Score . . . . .0199c3c7
Infinite Time . . . . .0164a1c7
Have Balloons . . . . .010a97c7

NFL Blitz 2001

Team 1 Scores 50 . . . . .013260c5
Always 4th Down . . . . .01047ec4
Team 2 Scores 0 . . . . .01003cc6
Team 2 Scores 50 . . . . .01323cc6
Team 1 Scores 0 . . . . .010060c5

Perfect Dark

Infinite Health . . . . .012530c0
Infinite Ammo First Person . . . . .010fe6ff
Infinite Health First Person View 012500d9
Infinite Health First Person View 012580d7
Infinite Shotgun Ammo . . . . .010f52db
Infinite Shotgun Ammo . . . . .010f10db
Spider Boss 1 Hit Kill! . . . . .010054d5
Infinite 6-YYY Ammo . . . . .010f10db
Infinite Falcon 2 Ammo . . . . .010f04db

Pokemon (Yellow)

Buy Master Balls For Free . . . . .01017CCF
All Pokemon On Your Team Look Like Mew, In Battle . . . . .0115e8cf
Make Your Opponent Pokemon Burn and Sleep . . . . .0115e8cf
Catch Wild Articuno . . . . .014ad7cf
Catch Wild Zapdos . . . . .014bd7cf
Catch Wild Motres . . . . .0149d7cf
Catch Wild Dratini . . . . .0158d7cf
Catch Wild Dragonair . . . . .0159d7cf
Catch Wild Dragonite . . . . .0142d7cf
Catch Wild Mewtwo . . . . .0183d7cf
Catch Wild Mew . . . . .0115d7cf
Catch a Pokemon at Level 5 . . . . .010526d1
Catch a Pokemon at Level 10 . . . . .010a26d1
Catch a Pokemon at Level 15 . . . . .010f26d1
Catch a Pokemon level 20 . . . . .011426d1
Catch a Pokemon level 25 . . . . .011926d1
Catch a Pokemon level 30 . . . . .011E26D1
Catch Wild Omanyte . . . . .0162d7cf
Catch a Pokemon level 35 . . . . .012326D1
Catch a Pokemon level 40 . . . . .012826D1
Catch a Pokemon level 45 . . . . .012D26D1
Catch a Pokemon level 50 . . . . .013226D1
Catch a Pokemon level 75 . . . . .014826D1
Catch a Pokemon level 100 . . . . .016426D1
Catch a Pokemon level 150 . . . . .019626D1
Catch a Pokemon level 190 . . . . .01BE26D1
Infinite HP(in Battle) . . . . .01ff15d0
Infinite PP (1st Position) . . . . .01282cd0
Infinite PP (2nd Position) . . . . .01282dd0
Infinite PP (3rd Position) . . . . .01282ed0
Infinite PP (4th Position) . . . . .01282fd0
Enemy Can't Attack and Burned at Beginning of Match . . . . .0170e8cf
Infinite Money . . . . .019946d3
Infinite Money . . . . .019947d3
Infinite Money . . . . .019948d3
Have All Badges . . . . .01ff55d3
Protect Status . . . . .010017d0
Never Miss and Have More Criticals . . . . .01ff55cf
No Random Battles . . . . .01033bd1
Infinite Casino Coins . . . . .0199a3d5
Infinite Casino Coins . . . . .0199a4d5
Infinite Time (Safari Zone) . . . . .01f00dd7
Infinite Safari Balls . . . . .016446da
Float On Air . . . . .010a13d7
Pacific Pikachu . . . . .013972d1
Pacific Pikachu . . . . .015563d1
Catch Wild Snorlax . . . . .0184d7cf
Catch Wild Aerodacty . . . . .01abd7cf
Catch Wild Kabutops . . . . .015bd7cf
Catch Wild Kabuto . . . . .015ad7cf
Catch Wild Omastar . . . . .0163d7cf
Catch Wild Gyarados . . . . .0116d7cf
Catch Wild Lapras . . . . .0113d7cf
Catch Wild Ditto . . . . .014cd7cf
Catch Wild Eevee . . . . .0166d7cf
Catch Wild Vaporeon . . . . .0169d7cf
Catch Wild Jolteon . . . . .0168d7cf
Catch Wild Flareon . . . . .0167d7cf
Catch Wild Porygon . . . . .01aad7cf
Catch Wild Muk . . . . .0188d7cf
Catch Wild Grimer . . . . .010dd7cf
Catch Wild Dewgong . . . . .0178d7cf
Catch Wild Drowzee . . . . .0130d7cf
Catch Wild Seel . . . . .013ad7cf
Catch Wild Tauros . . . . .013cd7cf
Catch Wild Pinsir . . . . .011dd7cf
Catch Wild Magmar . . . . .0133d7cf
Catch Wild Magneton . . . . .0136d7cf
Catch Wild Magnemite . . . . .01add7cf
Catch Wild Slowbro . . . . .0108d7cf
Catch Wild Cubone . . . . .0111d7cf
Catch Wild Exeggutor . . . . .010cd7cf
Catch Wild Electrode . . . . .018dd7cf
Catch Wild Voltorb . . . . .0106d7cf
Catch Wild Kinger . . . . .018ad7cf
Catch Wild Bellsprout . . . . .01bcd7cf
Catch Wild Machop . . . . .017ed7cf
Catch Wild Machoke . . . . .0129d7cf
Catch Wild Machop . . . . .016ad7cf
Catch Wild Alakazam . . . . .0195d7cf
Catch Wild Kadabra . . . . .0126d7cf
Catch Wild Abra . . . . .0194d7cf
Catch Wild Poliwrath . . . . .016fd7cf
Catch Wild Poliwhirl . . . . .016ed7cf
Catch Wild Persian . . . . .0190d7cf
Catch Wild Meowth . . . . .014dd7cf
Catch Wild Dugtrio . . . . .0176d7cf
Catch Wild Diglett . . . . .013bd7cf
Catch Wild Venomoth . . . . .0177d7cf
Catch Wild Venomoth . . . . .0141d7cf
Catch Wild Parasect . . . . .012ed7cf
Catch Wild Rapidash . . . . .014ad7cf
Catch Wild Ponyta . . . . .013ad7cf
Catch Wild Gолduck . . . . .0180d7cf
Catch Wild Psyduck . . . . .012d7cf
Catch Wild Golem . . . . .0131d7cf
Catch Wild Graveler . . . . .0127d7cf
Catch Wild Geodude . . . . .01a9d7cf
Catch Wild Tentacruel . . . . .019bd7cf
Catch Wild Tentacool . . . . .0118d7cf
Catch Wild Mankey . . . . .0139d7cf
Catch Wild Victreebell . . . . .01bed7cf
Catch Wild Weepinbell . . . . .01bd7cf
Catch Wild Poliwhg . . . . .0147d7cf
Catch Wild Arcanine . . . . .0114d7cf
Catch Wild Growlith . . . . .0121d7cf
Catch Wild Primeape . . . . .0175d7cf
Catch Wild Slowpoke . . . . .0125d7cf
Catch Wild Dodrio . . . . .0174d7cf
Catch Wild Dodos . . . . .0146d7cf
Catch Wild Farfetch'd . . . . .0140d7cf
Catch Wild Hypno . . . . .0181d7cf
Catch Wild Onix . . . . .0122d7cf
Catch Wild Gengar . . . . .010ed7cf
Catch Wild Krabby . . . . .014ed7cf
Catch Wild Haunter . . . . .0193d7cf
Catch Wild Gastly . . . . .0119d7cf
Catch Wild Cloyster . . . . .018bd7cf
Catch Wild Shellder . . . . .0117d7cf
Catch Wild Electabuzz . . . . .0135d7cf
Catch Wild Jynx . . . . .0148d7cf
Catch Wild Scyther . . . . .011ad7cf
Catch Wild Mr. Mime . . . . .012ad7cf
Catch Wild Starmie . . . . .0198d7cf
Catch Wild Staru . . . . .011bd7cf
Catch Wild Seaking . . . . .019ed7cf
Catch Wild Goldeen . . . . .019dd7cf
Catch Wild Seadra . . . . .015dd7cf
Catch Wild Horsea . . . . .015cd7cf
Catch Wild Kangaskhan . . . . .0102d7cf
Catch Wild Tangela . . . . .011ed7cf
Catch Wild Chansey . . . . .0128d7cf
Catch Wild Rhydon . . . . .0101d7cf
Catch Wild Rhyhorn . . . . .0112d7cf
Catch Wild Weezing . . . . .018fd7cf
Catch Wild Koffing . . . . .0137d7cf
Catch Wild Lickitung . . . . .010bd7cf
Marowak . . . . .0191d7cf
Catch Wild Hitmonchan . . . . .012cd7cf
Catch Wild Hitmonlee . . . . .012bd7cf
Catch Wild Majikarp . . . . .0185d7cf
Catch Wild Omnytie . . . . .0162d7cf
Catch Wild Vulpix . . . . .0162d7cf
Catch Wild Ninetales . . . . .0153d7cf
Catch Wild Jigglypuff . . . . .0164d7cf
Catch Wild Wigglypuff . . . . .0165d7cf
Catch Wild Zubat . . . . .016bd7cf
Catch Wild Golbat . . . . .0182d7cf
Catch Wild Oddish . . . . .01b9d7cf
Catch Wild Gloom . . . . .01bad7cf
Catch Wild Vileplume . . . . .01bbd7cf
Catch Wild Paras . . . . .016dd7cf
Catch Wild Clefable . . . . .018ed7cf
Catch Wild Butterfree . . . . .017dd7cf
Catch Wild Weedle . . . . .0170d7cf
Catch Wild Kakuna . . . . .0171d7cf
Catch Wild Beedrill . . . . .0172d7cf
Catch Wild Diglett . . . . .0124d7cf
Catch Wild Pidgooto . . . . .0197d7cf
Catch Wild Rattata . . . . .01a5d7cf
Catch Wild Rattaca . . . . .016dd7cf
Catch Wild Spearow . . . . .0105d7cf
Catch Wild Fearow . . . . .0123d7cf
Catch Wild Ekans . . . . .016cd7cf
Catch Wild Arbok . . . . .012dd7cf
Catch Wild Pikachu . . . . .0154d7cf
Catch Wild Raichu . . . . .0155d7cf
Catch Wild Sandshrew . . . . .0160d7cf
Catch Wild Sandslash . . . . .0161d7cf
Catch Wild Nidoran . . . . .01a8d7cf
Catch Wild NidoQueen . . . . .0110d7cf
Catch Wild Nidoran (male) . . . . .0103d7cf
Catch Wild Nidorino (male) . . . . .01a7d7cf
Catch Wild NidoKing . . . . .0107d7cf
Catch Wild Clefairy . . . . .0104d7cf
Surfing Pikachu (MUST place Pikachu in first position) . . . . .013972d1
Surfing Pikachu (MUST place Pikachu in first position) . . . . .013973d1
Surfing Pikachu (MUST place Pikachu in first position) . . . . .013974d1
Surfing Pikachu (MUST place Pikachu in first position) . . . . .013975d1
Catch Wild Bulbasaur . . . . .0199d7cf
Catch Wild Ivysaur . . . . .0109d7cf
Catch Wild Venusaur . . . . .019ad7cf
Catch Wild Charmander . . . . .01bd7cf
Catch Wild Charmeleon . . . . .01b2d7cf
Catch Wild Charizard . . . . .01b4d7cf
Catch Wild Squirtle . . . . .01b1d7cf
Catch Wild Wartortle . . . . .01b3d7cf
Catch Wild Blastoise . . . . .011cd7cf



Catch Wild Caterpie . . . . . 017bd7cf
Catch Wild Metapod . . . . . 017cd7cf
Flying Pikachu with Balloons . . . . . 013f99d4

Pro Pool

Infinite Cash . . . . . 91ff46c2
Infinite Cash . . . . . 91ff47c2

Rocky Mountain Trophy Hunter

Never Reload . . . . . 01015bc1

San Francisco Rush 2049

Infinite Time . . . . . 9163f7c2
Start On Third Lap . . . . . 9103e8c2
Always Place 1st . . . . . 9101eac2

Spider Man

Always Invincible! . . . . . 9101e5de
Always Invincible! . . . . . 97897bc3
Infinite Health . . . . . 012895c3

Tomb Raider Starring Laura Croft

Have Sun Amulet and Moon Amulet . . . . . 0167b4c1
Have Skeleton Key . . . . . 0169b1c1
Have Alter Key . . . . . 0169b1c1
Have Rapid Bullets . . . . . 01638dc1

Towers: Lord Baniff's Deceit

Infinite Health . . . . . 01282dc3

Turok 3: Shadow of Oblivion

Infinite Health . . . . . 010a10cd
Infinite Lives . . . . . 016312cd
Infinite Arrows . . . . . 01630acd

Ultimate Paintball

Infinite Health . . . . . 012032c1
Infinite Lives . . . . . 010931c1
Infinite Paint Balls . . . . . 010934c1

Who Wants to Be a Millionaire? 2nd Edition

Start On The 1 Million Dollar Question! . . . . . 910e13c2



Bust-A-Move 4

Max Points P1 . . . . . 0040bf7e00000010
No Points P1 . . . . . ae536d3000000000
Max Points P2 . . . . . 24cf5f8a00000010

D2

Never Reload MachineGun . . . . . 53c77e780000000f
Inf. First-Aid Spray . . . . . 8e93842f000000063

Ecco The Dolphin

Enable All Levels . . . . . 5dd7bff7ffffffffff

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Enable All Levels . . . . . 803385400000000f

Elemental Gimmick Gear

Infinite EP . . . . . d068838000000190
Infinite EP . . . . . 18ac16ce00000190
Infinite Gabaro (Cash) . . . . . ae4351ce0000ffff

F-1 World Grand Prix

999 Points Team McLaren . . . . . 8f338341000003e7
999 Points Team Ferrari . . . . . fd6998c5000003e7
999 Points Team Williams . . . . . 6998651c000003e7
999 Points Team Jordan . . . . . a9735fd3000003e7

F355 Challenge

Infinite Time . . . . . 5b377bfa0000111e
Place 1st - Arcade . . . . . 1c241ae000000000
Enable Fiorano . . . . . b9e6378a00000001

Giant Gram 2000 (Japanese)

Infinite Stamina P1 . . . . . affb59360000000c8
Low Stamina P1 . . . . . affb5936000000000
Max Flame P1 . . . . . 4182176e000000064

Grandia II (Japanese)

Quick Level Gain - Main Char. . . . . af8b6f26000000ff
Max HP - Main Char. . . . . ff796831270f270f
Max MP - Main Char. . . . . 2cc79df203e703e7

Jeremy McGrath Supercross 2000

Start On Lap 4 . . . . . d1fb807bc0705041
Start On Lap 4 . . . . . d1fb807b000000003
Always Place 1st . . . . . 591474f3c0707041

Marvel Vs. Capcom

Infinite Health P1 . . . . . aae34435000000090
Low Health P1 . . . . . aae34435000000001
No Health P1 . . . . . aae34435000000000
50% Health P1 . . . . . aae04435c0705033

50% Health P1 Partner . . . . . 4b7a0a6800000048
Infinite Health P2 . . . . . 9bb81f5400000090
Low Health P2 . . . . . 9bb81f54000000001
No Health P2 . . . . . 9bb81f54000000000

NFL Blitz 2001

Infinite Creation Pts . . . . . 962802f10000002a
0 Pts Team 1 Q1 . . . . . 58b77c45000000000
0 Pts Team 1 Q2 . . . . . 900801e5000000000
0 Pts Team 1 Q3 . . . . . ee371386000000000

NFL Quarterback Club 2001

Infinite Creation Pts . . . . . c7b8bd60300000190
Team 1 - Infinite Time Outs . . . . . b7fe4d5000000003

Team 2 - Infinite Time Outs . . . . . 37695ad400000003

NamcoMuseum

Inf. Lives P1 - Pac-Man . . . . . edb75d4a000000003
Inf. Lives P2 - Pac-Man . . . . . 2d27269b000000003
Super Speed - Pac-Man . . . . . d4888726000000003

Power Stone 2

Infinite Cash . . . . . 90301d290000000f0
Enable All Items . . . . . c7eab038e0715041
Enable All Items . . . . . c070d2c3000000000

San Francisco Rush 2049

Tons O' Stunt Pts . . . . . 86888e3100000010
Enable Disco Track . . . . . d2d4c161000000001
Enable Oasis Track . . . . . bc667833000000001
Enable Warehouse Track . . . . . d2ecc161000000001

Street Fighter III Double Impact

P1 Press X+A To Warp Left (2nd Impact Only) . . . . . c518c0a520704d9e
P1 Press X+A To Warp Left (2nd Impact Only) . . . . . 135c098b000000000
P1 Press Y+B To Warp Right (2nd Impact Only) . . . . . c518c0a560704d9e

Sydney 2000

All Gold Medals . . . . . 2487607e000000006
All Gold Medals . . . . . 7dd5d039000000006
All Gold Medals . . . . . a43352aa000000006
All Gold Medals . . . . . f4f995bd000000006

All Training Complete Set 1 . . . . . 35f1e77a64646464
All Training Complete Set 1 . . . . . 81e34e3d64646464
All Training Complete Set 1 . . . . . cb3824c564646464
All Training Complete Set 1 . . . . . 2a17a07864646464

Ultimate Fighting Championship

Infinite Skill Points . . . . . ef97183e00000270f
Infinite Health P1 . . . . . bf2e3947000004348
Infinite Stamina P1 . . . . . 197c155b000004348

World Series Baseball 2K1

Press Y + D PAD UP to Put Home Team In The Lead . . . . . b579fddc06cead4
Press Y + D PAD UP to Put Home Team In The Lead . . . . . e45738e3000000032
Press Y + D PAD UP to Put Home Team In The Lead . . . . . 9a682a80000000000

WWF Royal Rumble

Enable Vince McMahon . . . . . 27477b8400000001
Enable Shane McMahon . . . . . 7e15c8f300000001



# Parasite Eve II™

## FAQ by review

The original *Parasite Eve* was a self-proclaimed "cinematic-RPG," a billing I didn't necessarily agree with. Don't get me wrong, it did have plenty of cinematics mixed with a few RPG elements, but it was clearly an adventure game. Though the RPG elements played well, it still felt like the game would have been more enjoyable had some emphasis been taken off the "RPG" and placed on the "adventure."

Well guess what? That's what Square Soft has done with the sequel...yay! You'll still get a few RPG elements tossed in, and they still play well (for the most part), but the game plays and acts like a bona fide adventure title. So much so that, sooner or later it's going to be called a clone of a certain "evil" game that's been a "resident" of the adventure genre for a while now...wink, wink. Here's how it breaks down.

At the heart of the game is combat...or avoiding combat, as often will be the case. About 80% of the game's areas will be crawling with some form of mitochondrial metamorphosed creature (you'll never see that phrase in another preview ever again, I guarantee it). If you're near an ammo source, or you've got tons of BP (the game's currency) and you're near a shop, then you won't mind so much. But when you're a little low on HP and you're not quite sure when the ol' bandoleer's going to get a refill, you'll find yourself running from place to place rather than kicking ass and taking names. When you've got a chance to kick ass, you'll recognize the combat system from the original *PE*. The screen flashes gray for a moment when you've entered into a battle, then you're locked out of your inventory 'til you either kill the creature(s) you're battling or you leave the area. You can still pop an HP refill in the midst of combat but once you see the screen flash gray it's either kill, run or die.

Killing is the most fun, or course. You'll have the obligatory militia-style arsenal at your disposal, a healthy array of ammo types and hand-to-hand weapons like knives and nightsticks, so there will always be more than one way to bag a freak. The combat itself is reminiscent of *RE-CODE: Veronica*, where pressing a button will raise your weapon and lock onto an enemy. Tap that button again, and you'll switch to the next closest enemy in the area. Tap the R1 shoulder button when you want to blast off a few rounds, and if you need to replenish your HP or MP, hitting the start button brings up a menu of what's attached to your weapon and armor. Just pick the item you want to use from that menu and jump back into battle. It's very easy to get used to and functions well in actual gameplay. Successfully disposing of enemies will get you Bounty Points (BP), which can be traded in for items, armor and weapons at various spots in the game.

Running will be your best option during a good portion of the game. Simply taking an exit from the area you're in (a door, a gate, stairs, etc.) will end the battle sequence. Even if you make a clean getaway, though, you'll never really get away clean. It'll cost you a little bit o' BP every time you run away from a fight. Regardless, sometimes you just won't have the resources to take out the enemies. Game over means you have to restart from the last point you saved your game. Save points are frequent, though, so if you use them wisely, you'll have only 30 minutes of gameplay (tops) to get back to the point you died at.

The other major player is "puzzle-solving." *Resident Evil* veterans will feel right at home with the majority of the "push this button, open this door" style puzzles, but others you'll run into will be downright difficult. If you get stumped on stuff like the oil gauge puzzle in *CODE: Veronica* or the graph puzzle in *Nemesis*, you're really gonna' be pulling your hair out over some of *PE2*'s mind benders. The RPG elements are far less noticeable in the sequel. You'll gain EXP and BP after winning battles. You'll be able to purchase weapons, armor and accessories. You'll be able to modify existing weapons with new parts and attach accessories to your weapons and armor. And if you play the game well, you'll acquire a number of different offensive and defensive magic spells for use both in and out of battle.

So what else does the game have to offer? An intricate and personal storyline, for starters. Having played through the original is a plus, but not a necessity. You'll (once again) be taking the role of Aya Brea, only now you're a member of an elite FBI task force known as MIST. Body baggin' NMC's (Neo Mitochondrial Creatures) is your main duty, so when some violent ones start popping up in strange places, you're the one who gets tapped for the missions. I'd rather not spoil anything, but let's just say that you should be expecting some of the characters and their plights to be showing up in the sequel.

Of course, expect to see lots and lots of FMV littered throughout the game...beautiful FMV, I should say (but this is Square Soft we're talking about, so that's expected). They're not just saved for once-every-hour-cut-scenes, either. FMV will be popping up at all of the key moments and bringing to life the plot twists of the story.

## FAQ by review

**Q: Is PE2 your typical PlayStation RPG?**

**A:** No, not by a long shot. Like I said in my review, it only has a few RPG elements. It's an adventure game through and through, in the vein of *Resident Evil* and *Dino Crisis*.

**Q: How much is it like the first one?**

**A:** If you played through the first you'll be able to jump right into the sequel. A lot of the basics are the same. A lot has also changed, though. It's a safe bet that if you liked the first, you'll like this. What was good in the original is made much better in part 2.

**Q: Did Aya Brea get hotter?**

**A:** Hell yeah. And there's a shower scene a little over halfway through the game. Very sexy stuff. In case you didn't know, the transformations in Aya's mitochondria have caused her to look younger despite her actual aging.

**Q: How do I get more magic?**

**A:** Throughout the game you'll be able to pick up items that seem to be useless. If you go into your inventory and try to use them, you'll invoke a new type of magic in Aya.

**Q: How many different endings are there?**

**A:** There are three different endings. The best is very detailed and happy. The next is average. The last ending is sad. I don't want to give too much away so I won't say any more.

**Q: I don't want to use a walkthrough but I'm stuck. Is there any way to get a little hint?**

**A:** Sometimes if you press the Select button and look at the map you'll see a pulsing red dot where you're supposed to be heading next. Also, if you press the Triangle button while viewing the map you'll get a little hint from Aya on occasion.

**Q: How long is the game?**

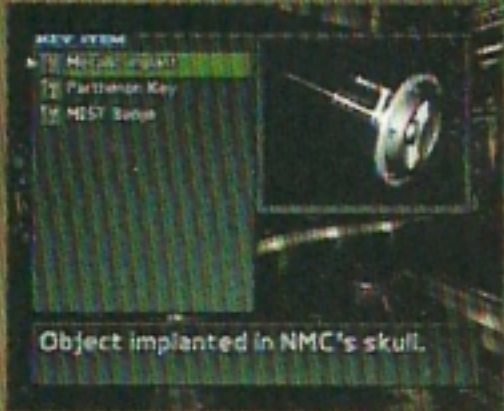
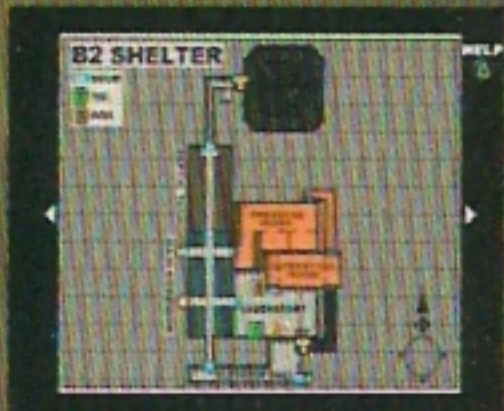
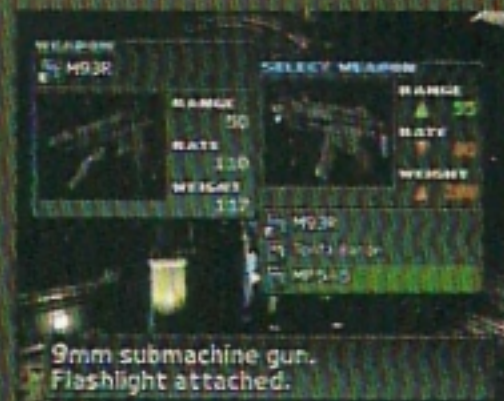
**A:** Not very long. It took me about 12-16 hours to beat the normal quest.

**Q: Is there anything extra after the normal quest?**

**A:** Yeah, once you beat the game and watch the credits you'll be able to save your game. If you do so, then boot up that save you can play the game again in one of three different modes. Each mode will focus on one particular aspect of gameplay (i.e. racking up BP, saving bullets, etc.).

**Q: I heard that you can use Squall's (Final Fantasy VIII) GunBlade as a weapon in the game. Is that true?**

**A:** If you beat the game and get the best ending you'll receive the GunBlade for use during you replays.





**BIG AIR TRICKS:**

Big Air Tricks should only be performed when you've got PLENTY of room between your rider and the ground!

- Turndown: Left + Square
- Can-Can: Right + Square
- Tabletop: Up + Square
- Backflip: Down + Square
- Superman: Up-Right + Square
- Candy Bar: Down-Left + Square
- Tailwhip: Down-Right + Square
- Toboggan: Up-Left + Square
- Double Backflip: Down, Down + Square
- Front Flip: Up, Up + Square
- Turndown Backflip: Left, Down + Square
- Can-Can Backflip: Right, Down + Square
- Tabletop Backflip: Up, Down + Square
- Toboggan Backflip: Up-Left, Down + Square
- Superflip: Up-Right, Down + Square
- Candy Bar Backflip: Down-Left, Down + Square
- Tailwhip Backflip: Down-Right, Down + Square
- Decade: Right, Left + Square
- No Footed Can-Can: Right, Right + Square
- Un-turndown: Left, Left + Square
- Double Tailwhip: Down-Right, Down-Right + Square
- Can-Can Lookdown: Left, Right + Square
- Candy Bar Lookdown: Left, Down-Left + Square
- Superman Indian: Up-Right, Up-Right + Square

**GRINDS**

These tricks can be performed on any object with a ledge, like a ramp lip or box, when your rider approaches at any angle OTHER than 90 degrees.

- Double Peg Grind: Triangle
- Smith Grind: Left + Triangle
- Feeble Grind: Right + Triangle
- Toothpick Grind: Up + Triangle
- Icepick Grind: Down + Triangle
- Lip Slide: Up-Left + Triangle
- Luc-E-Grind: Up-Right + Triangle
- Crooked Grind: Down-Left + Triangle
- Sprocket Grind: Down-Right + Triangle

**STALLS**

Stalls are performed the same way grinds, with one exception; you must be heading straight toward the object at a 90 degree angle. (They can also be performed on the way down from a jump.)

- Double Peg Stall: Triangle
- Toothpick Stall: Up + Triangle
- Icepick Stall: Down + Triangle
- Nosepick: Up-Left + Triangle
- Tail Tap: Down-Left + Triangle
- Disaster: Left + Triangle

**WALL STALLS**

Wall Stalls can be performed while in the air and close to a wall or solid object. These tricks can help you land some insane tricks and prevent you from taking a nasty spill.

- Fast Plant: Left + X
- Wall Tap: Left + X

**MANUALS**

Manuals are performed after a jump and are executed when you reach the ground. You must keep your balance by pressing up or down on the D-pad.

- Wheelie: Down, Down (hold)
- Nose Wheelie: Up, Up (hold)

**IN AIR / MODIFIER TRICKS**

Modifiers are performed in the air, and can be used to link other In Air tricks or Big Air tricks

- Barspin: Down + Circle
- One Footer: Left + Circle
- One Hander: Right + Circle
- X-Up: Up + Circle
- X-Down: Up, Up + Circle
- Suicide No Hander: Down-Right, Down-Right + Circle
- Seat Grab: Up-Right + Circle
- No Footer: Down-Left + Circle
- No Hander: Down-Right + Circle
- Nothing: Down-Left, Down-Right + Circle
- One Hand One Footer: Right, Left + Circle
- One Hand X-Up: Right, Up + Circle
- Rocket Air: Left-Up + Circle

- One Handed Seat Grab: Right Up-Right + Circle
- No Footed Seat Grab: Down-Left, Up-Right + Circle
- One Footed Seat Grab: Left, Up-Right + Circle
- Double Seat Grab: Up-Right, Up-Right + Circle
- Switch Hander: Right, Right + Circle
- No Footed X-Up: Down-Left, Up + Circle
- One Footed X-Up: Left, Up + Circle
- No Footed One Hander: Down-Left, Right + Circle
- No Handed One Footer: Left, Down-Right + Circle
- No Handed Barspin: Down, Down-Right + Circle
- Barspin to Barspin Back: Down, Down + Circle
- No Footed Barspin: Down-Left, Down + Circle
- One Footed Barspin: Left, Down + Circle
- Rocket X-Up: Up-Left, Up + Circle
- Crotch Rocket: Up-Left, Up-Right + Circle
- Rocket One Hander: Up-Left, Right + Circle
- Rocket No Hander: Up-Left, Down-Right + Circle
- Rocket Barspin: Up-Left, Down + Circle
- Rocket One Footer: Up-Left, Left + Circle
- Indian: Down-Left, Down-Left + Circle
- Switch Footer: Left, Left + Circle
- X-Up Seat Grab: Up, Up-Right + Circle
- Barspin Seat Grab: Down, Up-Right + Circle
- Busdriver: Down, Right + Circle

Modifier tricks are the most important trick to learn in Dave Mirra BMX, they help you combine several tricks as well as create your own tricks at the drop of a hat! The keys to a higher score and unbelievable new tricks are improvisation, and creativity. Here's an example of how modifiers work, and how you can create your own tricks.

**Example 1:**

Perform a Tailwhip by pressing Down-Right + Square, and immediately press Down + Circle to perform a Barspin. Both tricks will be linked and you will perform a Barspin Tailwhip.

**Example 2**

Perform a Backflip by pressing Down + Square. Immediately after you begin the Backflip, perform a Barspin by pressing



| Rider Name:    | Greenville Hardcore Challenges Complete | Woodward Hardcore Challenges Complete  |
|----------------|---|--|
| Dave Mirra     | Indian Superman double seat grab        | Triple backflip                        |
| Ryan Nyquist   | No footed can can seat grab             | No handed flip driver                  |
| Troy McMurray  | can can barspin seat grab               | one footer no hander candybar backflip |
| Mike Laird     | double tailwhip no footer               | no handed tailwhip whip                |
| Chad Kagy      | Superman double seat grab               | superman busdriver                     |
| Tim Mirra      | Double Peg Grab                         | double peg grab backflip               |
| Kenan Harkin   | Decade backflip double                  | seat grab decade                       |
| Shaun Butler   | one footed tabletop (chenga)            | Superflip seat grab                    |
| Leigh Ramsdell | double front flip                       | one handed decade                      |
| Joey Garcia    | double tailwhip busdriver               | no foot one hand can can               |
| Slim Jim       | One hand one foot can can backflip      | rocket tobaggan no hander              |
| Amish Boy      | superman no footer one hander           | crotch rocket backflip                 |

Down + Circle; this will cause your rider to perform a Flip Driver.

If you're fast enough, you can even pull off a Suicide No Hander Tailwhip Backflip!!

Now that you've read this I'm sure you realize how long it will take to master of the standard tricks in Dave Mirra Freestyle BMX, but did you know that there are 2 special tricks for each character that can be unlocked as well? Yup, this title has LOADS of goodies to unlock, and I think it's about time to share them all with you!

**Dave Mirra Secret Tricks**

You must complete all the Greenville Hardcore objectives to unlock, or all the Woodward Hardcore objectives. Each track opens a single trick.

- Dave Mirra
- Indian Superman Double Seat Grab: Right, Up-Right, Right + Square
- Triple Backflip: Down, Down, Down + Square

**Ryan Nyquist**

- No Footed Can-Can Seat Grab: Right, Right, Up-Right + Square
- No Handed Flip Driver: Down, Down, Down-Right + Square

**Troy McMurray**

- Can-Can Barspin Seat Grab: Right, Right, Down + Square
- One Footer No Hander Candybar Backflip: Down, Down-Right, Right + Square

**Mike Laird**

- Double Tailwhip No Footer: Down-Right, Down-Right, Down-Right + Square
- No Handed Tailwhip Whip: Down, Down-Right, Down-Right + Square

**Chad Kagy**

- Superman Double Seat Grab: Up-Right, Down, Down + Square
- Superman Busdriver: Up-Right, Left, Left + Square

**Tim Mirra**

- Double Peg Grab: Up, Down, Up + Square
- Double Peg Grab Backflip: Down, Up, Down + Square

**Kenan Harkin**

- Decade Backflip: Right, Left, Down + Square
- Double Seat Grab Decade: Right, Left, Up-Right + Square

**Shaun Butler**

- One Footed Tabletop: Up, Left, Left + Square
- Superflip Seat Grab: Down, Up-Right, Up-Right + Square

**Leigh Ramsdell**

- Double Front Flip: Up, Up, Up + Square
- One Handed Decade: Right, Left, Right + Square

**Joey Garcia**

- Double Tailwhip Busdriver: Down-Right, Down-Right, Right + Square
- No Foot One Hand Can-Can: Left, Down, Right + Square

**Slim Jim**

- One hand One Foot Can-Can Backflip: Left, Down, Right + Square
- Rocket Toboggan No Hander: Right, Up, Left + Square

**Amish Boy**

- Superman No Footer One Hander: Right, Up, Left + Square
- Crotch Rocket Backflip: Left, Down, Right + Square

**Rider Videos:**

You can unlock special videos by finishing 1st in Pro Tour and Acclaim Max Games, with all Hardcore Objectives completed using Dave Mirra, Ryan Nyquist, and Amish Boy. The videos will appear in the "Cool Stuff" area.

**Cheat Modes:**

You must place 1st in Pro Tour and Acclaim Max Games with all Hardcore objectives completed to access the game's built in cheats. Each person unlocks a specific cheat.

| Name           | Cheat Unlocked         |
|----------------|------------------------|
| Leigh Ramsdell | Super Crash Mode       |
| Joey Garcia    | Ghost Ride Mode        |
| Chad Kagy      | Suspension Mode        |
| Troy McMurray  | Exorcist Mode          |
| Shaun Butler   | Night Vision Mode      |
| Mike Laird     | 1st Person Camera Mode |
| Tim Mirra      | Silly Grunt Mode       |
| Kenan Harkin   | Sticky Crash Mode      |

**Unlock the New Bikes**

| Requirement                                   | Bike Unlocked    |
|---|------------------|
| Complete Greenville Pro Challenges            | #2               |
| Complete Woodward Pro Challenges              | #3               |
| Place 1st in all of the Pro Tour Competitions | #4               |
| Place 1st in all of the Acclaim               | #5 (Secret Bike) |



**DAVE MIRRA**  
Freestyle  
BMX

# INTERVIEW WITH SHAWN ROSEN

## SENIOR PRODUCER OF DAVE MIRRA FREESTYLE BMX

By  
FNG

Video games are about to do for the sport of BMX what Tony Hawk's Pro Skater and Grind Session did for skateboarding. The best BMX game to date has just been released (Dave Mirra Freestyle BMX from Acclaim on the Sony PlayStation), and GameShark has an interview with the man responsible for the hours of BMX gameplay you'll be logging.

**GAMESHARK:** How long have you been working in the gaming industry?  
**SHAWN ROSEN:** 7 years.

**How long have you been working on Mirra BMX?**  
It's been a much longer process than the actual development of the game. Conceptual to company green light took almost a year in itself. Then finding the right developer took another 5-6 months, not including negotiating the development of the project. The actual development of the game is around 14 months. The entire process was almost 2 1/2 years.

**How closely did Dave Mirra work with Acclaim on this project?**

Dave worked very closely with us as did Ryan Nyquist and Mike Laird. They had a lot of involvement--Ryan and Dave did all the motion capture. Dave and Mike Laird also provided a lot of input with button layouts. Dave and his home in Greenville were also the inspiration for the 1st three Greenville levels.

**The soundtrack to this game is excellent; how were the artists and tracks chosen?**

I actually got ideas from a lot of places. Leigh Ramsdell, one of the riders in Dave Mirra Freestyle BMX, writes the music section for RIDE BMX magazine. He was a big help in finding out what the big up-and-coming bands were as well as the ones currently on top. I also spent a lot of time focus testing consumers and pulled a few bands I liked from various BMX videos.

**Do any of the artists like Rancid or Cypress Hill create exclusive tracks for any of Acclaim's games?**  
No, none of the songs in Dave Mirra Freestyle BMX are exclusive tracks. I'm not sure about exclusive tracks for other Acclaim games; I live, eat and breathe Mirra BMX.

**What's your favorite thing about Mirra BMX?**

There are a lot of really great things in Mirra but I would have to say the implementation of the modifier. This is not only the coolest thing in our game, but it's also revolutionary for the extreme games genre. One of the stipulations I had for developing Mirra was that you had to be able to make up new tricks on the fly. When you look at the sport of BMX, riders are always trying to outdo one another with a better run, new tricks, bigger air and better combinations. Because of this, I didn't want to just limit the player to mixing up different combo strings. You can do that in our game too, but what makes our game totally insane is the fact that you can mix any move with almost any other move and make a new trick out of it. Just like you can in real life. Example.... While doing a backflip, on the fly I can take one hand off or both hands off or I can take 1 foot or both feet off. I can even do a Backflip Nothing if I was fast enough. We have over 1,300 tricks in our game; that's nearly 1,000 more than any other game. When I met with the Z-Axis team, they understood exactly what I wanted and Tin Guerrero, the game designer, thought of the modifier. It works better than I could have ever hoped and it truly is revolutionary in the extreme games genre.

**Was there anything you would have liked to see changed or added to the game?**

As a Producer there's always something you wanted that didn't get added but for Mirra I can't think of anything. For our 1st time out, I think we have a perfect balance of gameplay for the hardcore and casual gamer.

**How do you think Dave Mirra Freestyle BMX will compare to the forthcoming Matt Hoffman title?**

It's always great to have competition; it makes everyone strive to make a better product. However, given all the great things we created specifically for Dave Mirra Freestyle BMX to separate it from the competition, I'm not the least bit worried.

**Can gamers look forward to a sequel to Mirra BMX?**  
Yes they can. After all, our Slim Jim contest awards the winner a spot in the sequel.

**What would you like to see added to Mirra BMX 2, maybe a track/park editor? (\*\*hint hint\*\*)**

A Park Editor would be a shoe-in for future generations of Mirra. However, if we add a Park Editor, it will be for next generation systems.

**Will there be a version made for the PS2?**

No comment at this time.

**What other projects have you worked on?**

I've lost track, but to name a few: Forsaken on PC, PlayStation and N64; Trickstyle on Dreamcast and PC; Shadowman on Dreamcast and PC; Extreme G on N64, Turok PC 1 & 2.

**Which was your favorite one to work on?**

Dave Mirra Freestyle BMX is by far the best game I have ever produced for Acclaim.

**How do you feel about gamers using a product like the GameShark to enhance game play?**

I would rather gamers tried finishing the game on their own first and used tools like the Game Shark when they thought they couldn't get any further or they already finished the game and wanted to breathe new life into it by opening up cheats and secrets.

**In your opinion, what's the best video game ever made?**

I would have to say Mirra as my # 1 choice, but if I had to pick a runner up it would have to be Wave Race.



# GO BIG OR GO HOME

**More than just a promotion - A philosophy on life...**

Go big means to take it all the way, blast past the rest, reach farther and higher, go for the gold, do it for daddy or just bust out some wild moves. In this case, we're urging you to go out and snatch up as many InterAct, GameShark and Performance brand videogame accessories as you can. But you're not doing it for us (although we very much appreciate the sales), you're doing it for yourself. You see, not only will you be getting your filthy, little hands on some bad-ass accessories, you'll be racking up points and opportunities to score mad gear. Skateboards, snowboards, BMX and Motocross bikes, big-ticket electronics and wild adventure vacations could be headed your way. We'll be giving stuff away on a daily, weekly and monthly basis.

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Go Big or Go Home, stay in school and respect your elders. But mostly, Go Big or Go Home!

When Dave Mirra isn't busy making videogames, he's at the InterAct offices, helping us promote our Go Big or Go Home contest! Thanks Dave, the check is in the mail.

PLAY WITH US





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## GAMESHARK FAQ

**How can I activate the Pokemon codes for the Game Boy GameShark Pro?**  
Before you begin, make sure the slide switch on top of the GameShark Pro is slid towards the GS button. Follow the instructions in the GameShark Pro manual for entering and selecting cheat codes. When you start the game you'll see "move switch to off for this game". At this point, slide the switch away from the GS button. On the game title screen, slide the switch back towards the GS button. The codes are now active.

**Is there an upgrade for the v3.3 GameShark CDX for PlayStation?**  
Yes, the v3.4 CDX upgrade CD is now available for \$5.00 (U.S. funds). Contact support@gameshark.com or call (410) 785-4064 to place an order.

**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 there are 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".

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