FORMERLY DANGEROUS WATERS WAGAZINE TO THE STATE OF THE ST THE OFFICIAL GAMESHARK CODESOURCE NAPS FURIOUS FOUR-PLAYER FIGHTING REPORT THE FUTURE OF GAMING

EDITOR'S NOTE

Let me start by explaining the the most obvious change: the title of this here magazine. You may notice that it now says GameShark Magazine instead of Dangerous Waters. Don't fret, it's still the same subscription. It's just that with all the changes going on at GameShark, we figured that it made more sense to call this publication GameShark Magazine instead of Dangerous

GameShark Magazine instead of Dangerous Waters. The magazine still carries all the codes you need to get through a game, and your subscription is still good. It's just a title change. Don't panic. Don't worry. It's all good.

Now, on to whining about not getting to go to the biggest video game event in the country, E3.

Having the privilege of holding down the fort while everyone partied and played at E3 in Los Angeles has given me such a warm, fuzzy, we-don'tlike-you-enough-to-bring-you-along kind of feeling. That's right, I didn't go this year, so what?! Remember picking teams for kick-ball in gym class? There would always be one person who never got picked, am I right? Well I was that guy, in this case. I jumped, I oooh'd, I held one arm up with my other hand, I waved and I screamed but to no avail. Oh well, maybe next year. I don't consider it a complete loss. To start, I'd like to thank everyone who helped make my 3-day, paid vacation possible and for making sure the vending machine was filled with Peanut M&Ms. Oh and I'd like to thank my mom for always being there for me.

I've heard E3 was a great success for InterAct Accessories, Inc.! "Our booth babes, Gina & Nikki," according to Little Timmy, "won the 'Best Booth Babes' award for Day One of the show!" That's important at E3. If you don't have hot booth babes, the product you sell must completely suck, am I right? Our product lines for the Dreamcast, XBox and PS2 are going to be huge...or as marketing would say "HOT" or "POPPIN." InterAct never pulls any punches when it comes to developing controllers and obviously not with the booth babes! Keep an eye on our website (www.gameshark.com) and in GameShark Magazine (fromerly Dangerous Waters) for more info regarding InterAct's up and coming lines of accessories!

Speaking of HOT... what's that smell?

The release of the PS2 and XBox is creeping up on us and we'll be ready. The hype alone is going to change gaming, as we know it! The power of each system and the developer support is going to make or break these Next-Gen beauties. Needless to say, we're going to be cranking out as much info as we can about these technological wonders so you don't miss a beat! Do you want to be part of the revolution or do you want to hear about it?

Oh, and in case you haven't noticed, this installment of **GameShark Magazine** (formerly **Dangerous Waters**) carries Dreamcast GameShark codes. Get ready for many more great Dreamcast codes in upcoming issues.

Be sure to check out each columnist's overview of the tradeshow of all tradeshows E3. What he or she liked, what he or she is waiting for and, of course, what they wish they never saw. I'll just stand here with my arms crossed and throw one hell of a temper-tantrum...maybe I'll hold my breath until my face turns blue.

Do I sound bitter?

I didn't get to Abuse The Power... damnit!

Dan Ullmann Editor

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MAIBOX

GAMESHARK MAGAZINE 318 CLUBHOUSE LANE S U I T E 1 0 0 0 P O BOX 1407 HUNT VALLEY MD 2 1 0 3 0 - 1 4 0 7

Dear Dullmann,

Please help.

I read, a while a go, about a code that works with the DexDrive and SharkLink, but I cant find it. The code was supposed to give you access to everything in the game. I spent two months tracking down tactics and really need the code. I would really love your help or anyone's.

Thanks -Chris

Chris,

I honestly have no idea what you're talking about. The DexDrive and SharkLink do not utilize codes. Nor do they enhance gaming. If you could respond and be a little more clear I'm sure I can help you find what you need.

-Dullmann

Dear Dullmann,

I have entered the 50-line enable code, put the Zelda keycode on, and put down the Infinite Health code and triple checked it. I then insert the game (DK64) and turn it on with the enable code and Inf. Health code. I'm a rhino.

Please help, Wes (a new hacker)

Well,

To be perfectly honest, I can't help you with your "rhino" problem. Last time I checked, the GameShark was only supposed to enhance gaming, not real life! Though being a rhino might not be that bad if you think about it. Parking wouldn't be a problem; no one will ever bother you or give you a hard time. Grass is abundant and there are tons of forests. So you may want to consider remaining a rhino...for the time being.

All joking aside, the only thing I can recommend to do is to remove the codes and re-enter them. If the code(s) is not performing the way it should, most likely there is a typo or a digit that has been entered incorrectly.

-Dullmann

T-shirts!

artwork!

Let's feel the love.

people! Send in your

Dear Dullmann,

I have experienced some problems with my G/S codes for Final Fantasy VIII, Crash Team Racing, and Chocobo Racing. With Final Fantasy VIII, all the codes work, but they don't all work when used together at the same time (yes, I've checked, double-checked, and even triple-checked to make sure the codes are entered correctly-part of them came from code saves downloaded directly from the website). In both CTR, and Chocobo Racing, the codes cause the game to lock up. The only problem I can think of is that at one point I accidentally knocked the G/S Pro off my PlayStation (no, the PlayStation was-n't on), but careful inspection reveals no detectable damage. I'm using these codes with a G/S Pro, and this is the first time I've ever experienced any problems with any codes (I use authorized G/S codes only).

What could be the problem?

Also, on an unrelated note, I was told when I called InterAct for tech support that the Windows Gameshark is being re-built from the ground up. Is there any word on how far along it is, and when it might be released? I was very glad to hear this as I bought the first Windows G/S, and was disappointed with it's failure. However, I always felt that the Windows G/S was a brilliant concept brimming over with untapped potential. With refinement, the Windows G/S has the potential to make the same huge contribution to PC gaming as its console counterparts have contributed to console gaming. I'm very glad to hear that the concept has not been abandoned. Well, that's it for my questions and comments.

Any help you can offer is greatly appreciated, Eric B.

Hi Eric.

I can't see what the problem could be. It sounds as though you have done everything right! My suggestion to you is to remove all codes that you have entered for those games, reenter one code and test it immediately. Not one line of code, one entire code. You may find that one of the codes was entered incorrectly and had corrupted the others. Also, Check which version of GS Pro you are using. If it's a 3.0, then the problem might depend on the specific codes you are using. If its is a v. 3.0, be sure to contact our customer service department (support@gameshark.com) for help.

The PC GameShark is due out in the year 2000, that's about all I know. Everything is hush-hush now so not much is known about it.

-Dullmann

CODANGEROUS DESIGNS

You guys are something else. We have some great stuff in for this issue's Dangerous Designs. It was a difficult decision to pick this issue's winner. Keep making it one! Keep sending in your great artwork. Here are the winners. This issue's winner is Mike Stonebraker from Kansas [Crazy Taxi]. I'll be getting your DexDrive out to you right away! Runners-up for this issue, Valentine Masud from California [Syphon Filter 2] & Connie Young from Kansas [South Park], will be getting GameShark

Send your Dangerous Designs submissions to: Dangerous Designs

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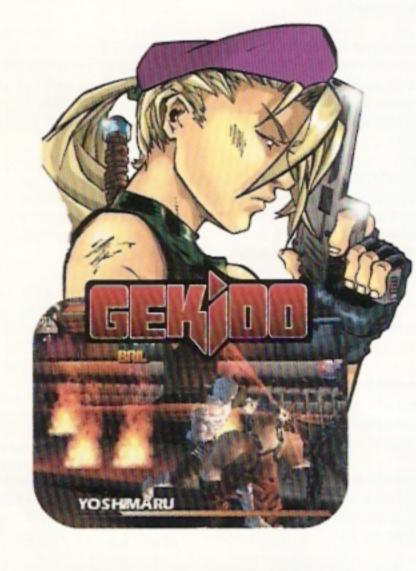
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Contents

FURIOUS FOUR PLAYER FIGHTING





Alundra 2
Armored Core: Master Of Arena
Army Men · World War
Crusaders of Might and Magic
ECW Hardcore Revolution
Front Mission 3
Hot Shots Golf 2
JoJo's Bizarre Adventure
MLB 2001
NHL Rock The Rink
And more...

NEA CODES

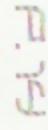
All Star Baseball 2001 Disney's Tarzan Pokémon Stadium Ready 2 Rumble Ridge Racer 64 Rouge Squadren V1.1 Tony Hawk Pro Skater WWF Wrestlemania 2000 And more...

GBC CODES

Harvest Moon Hello Kitty's Cube Frenzy Pokémon Blue R-Type DX Rugrats Time Travelers And more...

DC CODES

4 Wheel Thunder
Dead Or Alive 2
Gundam Side Story 0079
Hydro Thunder
Resident Evil Code: Veronica
Soul Calibur
And more...





Word on the Street
Fear Effect: Retro Helix! Download
your Dreamcast Codes! GameShark
Upgrade Options!



CodeBoy's Rant
Codeboy gushes over
PlayStation 2, hear what he has to
say about Kessen, Street Fighter
EX3 and Tekken Tag Tournament!



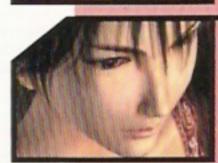
The I-Files
The Shark MX: Send and recieve
email through your Game Boy Color!



To Hack With It

FNG breaks down the math on the 5

Code and makes your life a little bit



Previews
Shenmue (DC)
Seamen (DC)
Pokemon Gold and Silver (GBC)
Dinosaur Planet (N64)
Street Lethal (PS2)



Reviews
Grand Theft Auto 2 (DC)
Tom Clancy's Rainbow 6 (DC)
Excitebike 64 (N64)
Perfect Dark (N64)
Medevil 2 (PSX)



Hear what the GameShark staffers have to say about the game industry's biggest trade show.



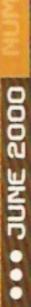
Strategy
Maps and Walkthrough for
Resident Evil Code: Veronica
Battle Mode!



Game Tips & Tricks
Excitebike 64 (N64)
Bomberman Hero (N64)
Resident Evil Code: Veronica (DC)
Grand Theft Auto 2 (PSX)
Driver (PSX)



Gameshark Gear
Great deals on awesome InterAct
Accessories like the Mega Racer and
The Game Boy Mega Memory Card!





Ever buy a Video Game, bring it home to use with your GameShark, connect to GameShark.com to find the latest codes, and realize that the Infinite Health code you're looking for is 10 lines long, and you have no way of entering it other than using the controller? With the Dreamcast GameShark, those days are over. Now you can simply connect to the GameShark website with your Dreamcast, find the codes for the game you want, and download them to your Memory Card. Then the next time you use your Dreamcast GameShark, it will automatically find the codes, and insert them into your codelist! This saves hours of entering codes, especially those complicated Enable Codes that can span over 20 lines sometimes.

Very soon GameShark.com will be undergoing a lot of changes that allow you to download all sorts of content, from GameShark codes as explained above, to Dreamcast Games Saves! Imagine being able to download all the unlocked characters for Soul Calibur, or being able to download a save with all the boards and parks unlocked for Tony Hawk's Pro Skater. This and more will be available soon at GameShark.com!

-John Hays

Gameshark upgrading options

Nintendo 64®

1. Standard GameShark:

- A. You can send in your current version of the standard GameShark along with a check or money order for \$10.00 and we will reflash the unit to the version 2.41. This version will not contain the code generator, but will allow compatibility with all of the newer titles.
- B. You can send in your current version of the GameShark along with along with a check or money order for \$35.00 and we will replace your standard GameShark with a Gameshark Pro version 3.2. The version 3.2 contains a code generator that allows you to hack your own codes and will be compatible with all of the newer titles.

2. GameShark Pro

You can send in your version 3.0 or 3.1 and we will upgrade the unit to the 3.2 free of charge.

PlayStation®

1. Standard GameShark below version 2.0

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

2. Standard GameShark 2.0 to version 2.41

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

3. GameShark Pro

To upgrade your GameShark Pro contact upgrades@gamesahrk.com or call 1-410-785-4064 to receive a free upgrade CD that will upgrade you to the version 3.2.

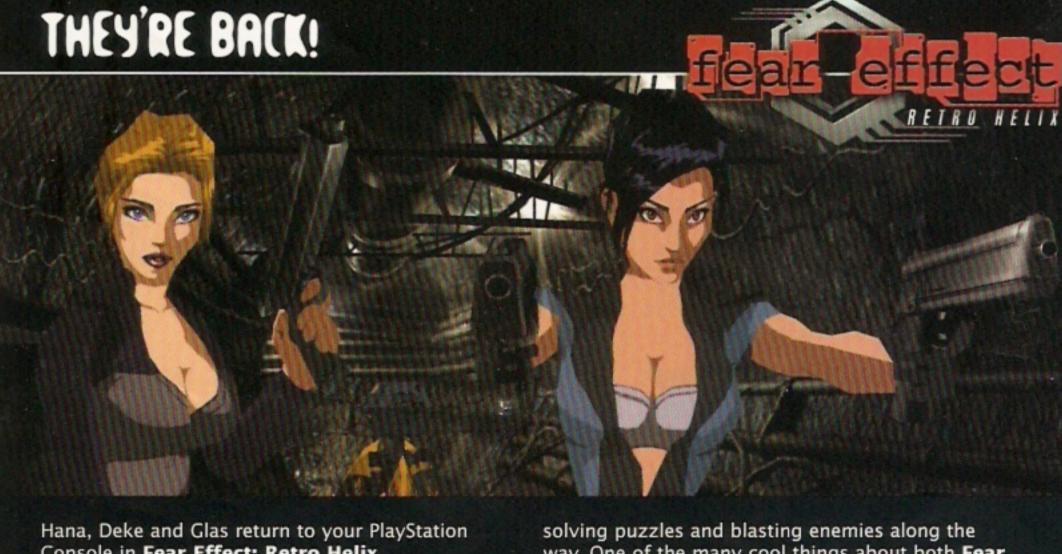
4. GameShark CDX

The version 3.3 is the current version of the GameShark CDX. As new upgrades are available, you can contact upgrades@gamehark.com or call 1-410-785-4064 to receive a free upgrade CD.

Game Boy

You can send in your current version of the standard Game Boy GameShark along with a check or money order for \$20.00 and we will replace it with the GameShark Pro version 3.0.

> As new upgrades are released, they will be posted on www.gameshark.com.



Console in Fear Effect: Retro Helix.

Fear Effect: Retro Helix is scheduled for a Winter 2000 release and what a great Christmas present it will make! Fans of Fear Effect will not want to miss this and those who never played the first can enjoy this one just as much...as it is a prequel. Find out how these three, so different, soldiers-for-hire got together and what chaos and mayhem they cause when they hook up.

Sporting the same awesome graphics and animation, Fear Effect: Retro Helix plays like its predecessor. Control several different characters, way. One of the many cool things about both Fear Effects is the character change. This usually happens right at an important part of the storyline, so you get many mini "cliff-hangers," which adds to the excitement and intensity of the gameplay. My first experience of Retro Helix was merely a demo, but after one of the designers I ran into at E3 told me that Fear Effect: Retro Helix " ... will blow your mind on many levels", I knew what I'd be asking for this Christmas.

--Gandor 2000

PSX	
Game Title	Release Date
Carnivale	June 2, 2000
World Racing Championship	
Countdown: Vampires	June 6, 2000
Major League Soccer 2000	June 7, 2000
Test Drive Cycles	June 7, 2000
Marvel's X-Men	June 13, 2000
Legend of Dragoon	June 14, 2000
Rampage Through Time	June 14, 2000
Mike Tyson Boxing	June 21, 2000
Worms Pinball	June 30, 2000
Reel Fishing 2	June 2000
Motocross Madness	June 2000
Paperboy	June 2000
Alien Resurrection	June 2000
Wacky Races	June 2000
Jeff Gordon XS Racing	June 2000
Iron Soldier 3	June 2000
Mortal Kombat Special Force	
Infestation	June 2000
Int. Fisherman Bass Hunter	June 2000
Threads of Fate	July 18, 2000
Who Wants To Be A Milliona	
Hercules	July 2000
Speedball 2100 Empire	July 2000
Darkstone	July 2000
Lunar 2: Eternal Blue	July 2000
Blaster Master II	July 2000
Jeremy McGrath Supercross	
Duke Nukem: Planet of the	
Team Buddies	July 2000
Earthworm Jim	July 2000
Disney's Dinosaur	July 2000
Surf Riders	July 2000
Harvest Moon: Back to Natu	re July 2000

Game Title	Release Date
Taz Express	June 3, 2000
Duck Dodgers	June 8, 2000
StarCraft 64	June 13, 2000
PGA European Tour	June 15, 2000
Blues Brothers 2000	June 15, 2000
Indy Racing 2000	June 2000
Fighter Destiny 2	June 22, 2000
Kirby 64: The Crystal Shards	June 27, 2000
Hercules: Legendary Journeys	June 28, 2000
Rally Challenge 2000	June 2000
Big Mountain 2000	June 2000
Army Men: Air Combat	June 2000
A Company of the Comp	

NE4

Game Title R	elease Date
Dark Angel	Jun. 16, 2000
Midway Arcade Flashback	June 28, 2000
Street Fighter III: Double Impa	act June 2000
Demolition Racer: No Exit	June 2000
ESPN Baseball Tonight	June 2000
Spec Ops: Omega Squad	June 2000
Fur Fighters	June 2000
Legend of the BladeMasters	June 2000
Disney World Magical Racing	
Arcatera: The Dark Brotherho	
Draconus: Cult of the Wyrm	June 2000
Toy Story 2	July 2000
Star Trek: New Worlds	July 2000
Evolution 2: Far off Promise	July 2000
Super Magnetic Neo	July 2000
Seaman	July 2000
Jeremy McGrath Supercross 2K	Summer 2000
NFL Quarterback Club 2001	Summer 2000
Bust-A-Move 4	Summer 2000
South Park Rally	Summer 2000

codeboy's rant

CODEBO4 6USHES OUER PS2

The night before the flight before the day before the show. By the time I get to proofread this, E3 will have come and gone, and I may or

may not still have my job depending on what happens there. But that is all in the future-past right now, so I'll ignore it.

Now that the Dreamcast GameShark is out: more future-past for you, I love lead-time; it's time to start focusing on the next

system coming down on us. So far I'm fairly impressed with the PS2,

a much better Japanese launch than the Dreamcast had, and I love the Dreamcast now that it's had a few months in the US to grow. Ridge Racer, despite its many bugs, was quite a title for launch. If vou can remember back to the

Japanese launch of Dreamcast, I wasn't too impressed with Virtua Fighter 3tb and didn't even bother with Godzilla. Kessen I couldn't grasp, but I can't even get into the Romance of the Three Kingdoms, which is presented in English and I've read The Art Of War. Kessen's graphics were all we really

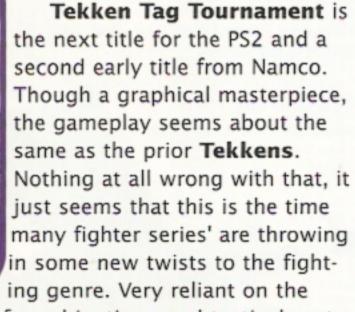
needed to see though. Hundreds of warriors moving smoothly and those horses; that is something that has never been done before. The movements of humans are hard enough to translate, but those horses were better than anything I've seen to date on a console.

Hmm, what else have we got for PS2? Even the latest installment to the Street

> Fighter series, I must painfully admit, is interesting. Seems that Capcom took a few ideas from other companies and have added a Character Edit feature. You can meet challenges to gain experience and, in turn, use those experience points to purchase move

upgrades... I think. Damn Kanji text, I can't read a bit of it. But, after what seems to be a decade, Capcom has changed their

fighter. And in a good way!



mastery of combinations and tactical partner changes, Tekken Tag requires a bit of time to get used to and even longer if you're playing against a Tekken veteran. No Soul Calibur, in the control department, but a beautiful game none-the-less.

But then comes the scourge of the

Japanese release titles, Driving Emotion Type-S. I have no idea what is going on here. The graphics once again are vivid, but that's about as much praise as you'll hear from me on this one. The steering, or lack thereof, is somewhat akin to a go-kart without tie-rods. I'm not sure if there's a delay

> in the response to the action performed or if the steering is actually that bad. But it renders the game completely unplayable. This is no overstatement either. Anyone who has played this game

will note on the almost



Street Fighter EX 3

complete lack of control of the vehicles. They do accelerate and brake well though. So maybe if they add a dragrace feature, this game may have a few seconds of life. And that's my round-up for this

issue. I'll be sure and drop you an update as the US release date closes in. PS2 GameShark anyone? I sure hope I had fun at E3. And I sure hope that statement wasn't too prophetic.

-CodeBoy



CALLEXA (MAXX CM VALLE) REMAXED A FO

Driving Emotion Type S

Tekken Tag Tournament

Read the headline aloud, it kinda rhymes... kinda.

Game Boy - A portable videogame system, used for playing games anywhere.

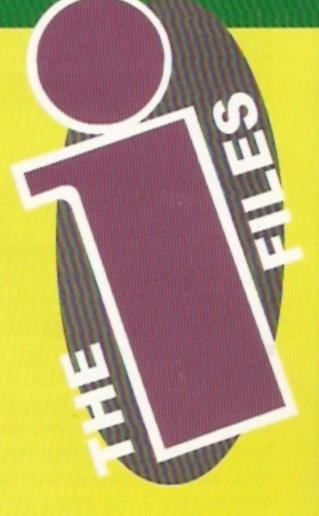
Email - Written communication, transmitted through Internet channels.

Shark MX - The first device to provide you with email through your Game Boy! Isn't that something? A device that allows you to send and receive emails through your Game Boy! Refer back to the headline... What will we think of next? When you hook up your Shark MX and sign up for an account, you'll be given a yourname@gamesharker.com email address. You'll be able to compose, send, receive, reply to and forward emails, just as you can in a standard email program. The Shark MX is compatible with all email programs, so you can send and receive emails from anyone with an email address, whether they're on a PC, Web TV or a Shark MX.

The Shark MX even takes a few steps beyond email capabilities in the functionality department. You get a fully featured calculator, a full address book for keeping track of your friends and family and a calendar, in which you can mark important dates and take notes. All these features add up to a complete PDA (Personal Digital Assistant) in your Game Boy. What's next?

Well, for starters, your friends here at GameShark will keep you up to date on all of the hottest Game Boy (and even Pokémon) game info with newsletters emailed directly to your Game

Look for Shark MX to hit videogame retailers this Summer!



8077ebe 2nd item slot

04 Quantity of items in 2nd slot 03 Value for the item in that

slot. (Hi-Potion)

O.K., let's take this information and use it to cheat big-time!

Each item has it's own value, and in this case the item value increases by 1. If value "yy", in each item slot code, were increased by 1 you'd have 198 slots with 198 different items! That would be cool right? Well then, let's do it! All we need to do is tell the GameShark to add 1 to value "yy" of the item slot codes.

Look, our "5" code is almost complete! 5000C602 0001

What's left? We need to tell the GameShark what address to start repeating and adding to. Let's start with the 1st item slot, and the lowest value for an item.

> That would be here: 80077EBC 0101

But wait, the 1st "01" in the value ("0101") is the quantity of the item in that slot. I know, I know, a

ty of 1 for all

198 slots is boring: so we'll give ourselves a 99 of everything! Take a look once again at the chart above. You'll notice that the 1st two numbers in the value are the

(63 in HEX).

quantity of the item in that slot. Change the item quantity to 99

Modified item quantity in the first item slot code:

Finally! We're almost done; we just need to put our 2 codes together like this:

5000C602 0001 80077EBC 6301

80077EBC 6301

Ta-daaa!!! Those 2 lines of code look a lot better than 198 lines right? Well, it's a lot easier on the thumbs when entering them at least!

Happy hacking.

Give Your Thumbs A Break

by Jay "FN6" Philbrook

Hey there hacking fans, I'm the new guy at GameShark.com, FNG, and today I'm going to share with you the secrets of the "5" code. (Well, they're not actually SECRETS.) I, like many of you, am a lazy SOB when it comes to entering codes into my GS. How many of you out there have seen a code for a game that's over 15 lines long? How about over 100? C'mon now, how many of you want to sit around and type 100 lines of code into a GameShark with a D-pad? Not many, I'm sure! Well, sometimes there are ways around it, especially if the addresses of each code are in the same general range. O.K. kiddies, let's begin then!

First thing's 1st, let's tear apart the "5" code and explain how it works.

5000RR0S 000V

The "RR" in the address tell the GameShark how many times to repeat the code below it, the "S" tells the GameShark how many to increase the address of the code by, and the "V" tells it how much to increase the value of the code by. You're probably sitting there scratching your heads while reading this.... Well, that's why I plan on giving you an example of how one would use a "5" code.

Hmm, what game would be a good example for a "5" code? Hmmm.. ahh yes, Final Fantasy VIII (that's 8 to all you non-Roman's out there). Let's recreate the "Infinite Amount All Items" code that can be found on our site. It's a simple 2 line code that contains a "5" code in the 1st line.

"Infinite Amount All Items" 5000c6020001 80077ebc6401

Did I say "simple 2 line code"? Well, it LOOKS simple, but it's telling your GameShark to do quite a bit of work.

Let's just say that you found the addresses of the 1st and 2nd item slots in FF8, you'd notice that they were quite similar.

1st item slot address 8077ebc xxyy 2nd item slot address 8077ebe xxyy (The x's are the amount of the item in that slot, and the y's are what item you had in that slot.)

Hmm, how much does the address change between each code?

Take a look at the difference between the item 1 code and item 2 code. The difference seems to be 2, so let's make an educated guess and say that the address for the 3rd item slot will be 8077ec0 xxyy. After testing the code, we find that it IS indeed the address for the 3rd item slot!!! So if we know the addresses for item slots 1, 2, and 3, we now know that we can find the code for each item slot address by increasing a known address by 2. So add 2 to 8077ec0 and you

have the 4th slot, 80077EC2... add 2 more... and you have the 5th, .. 7EC4... add 2 ...7EC6, and so on.

Now that we know how to find the remaining addresses, the question is, how many slots are there? The answer... 198 item slots total!!! Now I know that I'm not going to enter 198 codes into my GameShark with a D-Pad; so being the lazy gamer/hacker that I am, I'll make the GameShark do it for me!! How? With the "5" code silly.

This is where the "RR" part of the code comes in...

How many times does the code repeat? Well, look at how many item slots FF8 has. That's right hackers and hacketts, 198. Don't forget the GS works in hexadecimal format, so 198 (decimal) would be C6 (HEX). Now simply enter C6 into the "RR" location.

Now we have the 1st part of the "5" code complete:

5000C60S 000V

Let's find the FINAL

value of this bad-boy!

Next we need to remember the answer to the question, "How much does the address change between each code?" Each address was increasing by 2. So that means that the value of "S" in our code will be 2.

Wow, we've solved the 2nd half of the code: 5000C602 000V

So, we have a code that's address increases by 2, and there's 198 "item slot" codes total.... Well, what's the value of the item in each slot going to be for each code? We don't want the same item in all 198 slots do we?? Nooo... We're SERI-OUS cheaters here, we want EVERYTHING!!! Take a look at what was in our 1st and 2nd item slots. What were they? Let's pretend that in the

8077ebc 0101 = 1 Potion in item slot 1 $8077ebe\ 0403 = 4$ Hi-Potions in item slot 2

and y's mentioned above come into play!

1st item slot we had 1 Potion.

and in the second slot we had 4

Hi-Potion's. This is where the x's

The four-player fighting game that your mom warned you about, **Gekido**, has arrived. But it's a damn fine game nonetheless and we've got the lowdown for ya right here.











REVIEW BY LIK

Just when I said to myself "Sweet Moses, not another fighting game," this game called Gekido magically appeared on my desk. Like any curious primate, I popped it in the PlayStation to see what it was all about. After about 7 hours of play, I must say I was pretty impressed. As a huge fighting game fan I am very critical, but I couldn't really find anything wrong with this game. Imagine **Street Fighter** mixed with **Streets of Rage** and a pinch of **Fatal Fury**, and bang you get **Gekido**. With tons of characters, modes and levels to unlock, this game has you sitting down while it demands your full attention. With that out of the way, let's move on to the drippy parts.

In the technical department, things are pretty standard. Graphically, the look of the game is above average: the character animation is nice (with hardly any clipping), and the explosions and effects are smooth. When you have a 2-player game going there is a lot of movement and it remains consistent and fluid, with solid and smooth texturing as well. The sound you ask? It has some cool tunes by Fat Boy Slim and others. There isn't an abundance of over-done effects, just the right amount. The game controls are nice and precise, and your character is easy to control. There are not too many moves and buttons to figure out, and that is one feature I like about the game--it is really straight forward so you can concentrate on kicking butt, not what button combinations do what. There are some combinations, but they aren't confusing and they're easy to remember. Nice job!

While the look and feel of this game is not exactly ground-breaking, it still has a whole lot to offer. Your basic fighting game features are involved of course. You have the ever-so-common rage gauge or angrometer (a term used a lot here), the infamous special move and Street Fighter-ish styled characters, but the difference in this game is that you get to pick up guns, knives, and 2 x 4's to help you beat the tar out of your opponents. You can also pick up a slew of power-ups that help you kick more asses. Those hamburgers taste yummy! There are 6 different modes of play (4 of which have to be unlocked) and they are pretty diverse. One mode sets you on the street to fight your way to the bosses, with a little story involved, and you can have player 2 drop in to help you tan some more pooper. Blow up cars, throw tires, punch women, kick dogs, it is all in there!

For what I consider to be Interplay's first real shot at a real fighting game, they did an awesome job! It has all of the basic features you expect in a fighting game, plus a whole lot more to put it into it's own corner. It is highly stimulating and fun. With a slew of fighting games out there, this game is definitely worth picking up to add to you collection. I promise you won't be disappointed. Pow!!!!

You'll like this game if you like: Street Fighter; Streets of Rage; Double Dragon; any other fighting styled game

GAME TIPS

Unlock Shadow Fighter Mode

Beat the game in Urban Fighters Mode once.

Unlock Gorilla As A Playable Character

Beat the game in Urban Fighters Mode twice.

Unlock Survival Mode

Beat the game in Urban Fighters Mode three times.

Unlock Kobuchi As A Playable Character

Beat the game in Urban Fighters Mode four times.

Unlock Kintaro As A Playable Character

Beat the game in Urban Fighters Mode five times.

OVERALL RATING: 7.4
Graphics: 7
Sound: 8
Control: 8
Fresh Factor: 6

Developer: InterPlay

Genre: Platform:

Publisher:

Gamelife:

Fighting

NA.P.S.

PSX

P1 Hit R2 to Refill Health:

P1 Max Rage Meter:

P1 Infinite Special Move:

P2 Hit R2 to Refill Health:

P2 Max Rage Meter:

P2 Infinite Special Move:

Unlock All Characters:

Unlock Shadow Fighter Mode:

Unlock Team Mode:

Unlock Street Gang Battle:

Unlock Survival Mode:

Infinite Lives:

Infinite Ammo On Pick-Up:



d00b6c52fdff 800be1460900

800ce48603e8

800ce4820fff

d00b6c74fdff 800be2e60900

800ce5d603e8

800ce5d20fff

800b7170ffff

800b72200001

800b722c0001

800b72380001

800b72440001

800ha1640000

800be1640009

800bfb640032 800c00440032 800c01e40032 800b6c740032 800be7e40032 800be7e40032 800be9840032 800bfd040032 800bfd040032 800bf0040032 800bf3440032 800bf4e40032 800bfea40032

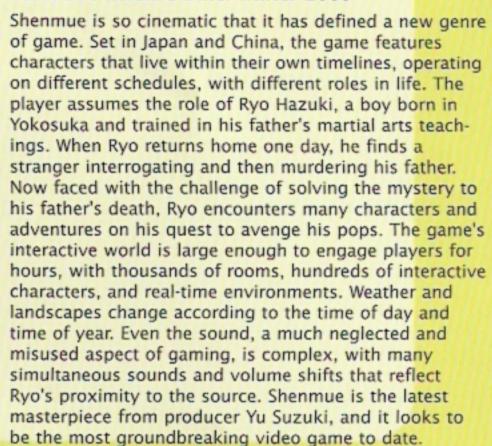
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ereviews

Video games are cool...especially games in development. Here's a look at the games we've been able to smuggle past security. Our team of highly trained specialists has infiltrated the offices of industry leading developers and publishers to obtain copies of the HOTTEST games coming down the pipe. Here's just a taste - a smidgeon if you will - of what we've found.



Shenmue System: Dreamcast Developer: Sega Tentative Release Date: Winter 2000







Seaman System: Dreamcast Developer: Sega Tentative Release Date: Summer 2000

Ever wish you could talk to the fishes? Well with Seaman you can, sorta. Seaman is an interactive undersea character who resembles a man crossed with a fish. He has the ability to remember what you tell him (through a microphone peripheral that comes with the game); so something you tell him now may come up in future conversations. The Gameplay here involves you coming up with food for Seaman, controlling his tank's temperature, and making sure he has the right environment to thrive in. He can grow, transform, cross-breed and even die. The goal is to get him to the point where he can adapt to land. Seaman will guide you through puzzles that will help you unlock new stages in his development. But his personality develops too, so if you don't treat him well, he'll be grumpy. Seaman can talk back to you, ridicule you, basically everything your friends already do. Sound creepy? It is, but in a very cool way.



Sonic Shuffle System: Dreamcast Developer: Sega Release Date: Winter 2000

Sonic and his pals are set in a whole new magical world for this ultimate party game. This time, Illumina, the Guardian Angel, needs your help. Void, a mysterious monster, has locked up the power of the Precioustones, powerful crystals made from the hopes and dreams of people from every dimension. So in order to save the land of Maginary Whirl, Sonic and friends must recover the stolen stones. Up to four players can compete to see who gets the stones first. Each character has unique abilities to aid on this quest (y'know, like Sonic's warp, Knuckles' penchant for climbing...). Play mini-games, fight bosses, answer trivia, and more!





Samba De Amigo System: Dreamcast Developer: Sega Tentative Release Date: Fall 2000

Disco?! Disco's dead, baby. Forget shakin' yer booty and get ready to shake them maracas. Leave it to the Sonic Team to add Latin flavor to the Sega Dreamcast. This game is a fiesta, with wacky characters, groovin' music, and, of course, a cool maracas controller. It is these maracas that you must shake to the beat at one of three levels. The more precise your shaking style, the higher the points. The game also features Posing Periods where players have to immediately stop shaking their maracas and strike a pose. It takes skill and coordination to master the rhythms and become a master maracas shaker. The game is decked out like Carmen Miranda, with a host of bright colors, wild imagery and swinging music that may just get you to not only shake yer maracas, but yer booty as well. Aw yeah!



Dinosaur Planet System: Nintendo 64 Developer: Rare Tentative Release Date: Holiday Season 2000

Imagine a world where dinosaurs are still alive. This holiday season, video gamers will discover that such a beautiful place does exist... on Nintendo 64. Rare, the creators of Perfect Dark, Donkey Kong 64 and Jet Force Gemini are prepared to take you on the next epic adventure in interactive entertainment... to a place called Dinosaur Planet.



The entire game is set to a stirring and evocative soundtrack with full support of Dolby surround Sound, transporting players to another world. Situation-based control allows players to fully immerse themselves in the action and engaging storyline without having to worry about hitting buttons and memorizing action sequences. Hours of speech, combined with realistic animation and facial expressions, create depth and emotion for an enormous cast of more than 50 new characters, based on every type of dinosaur and animal imaginable.

Dinosaur Planet requires the Nintendo 64 Expansion Pak for ultra-realistic graphics and gorgeous visuals. Experience a world rich with real-time environmental effects, such as shadows, reflections, wind, rain, snow, fog and a complete day/night system. Players will be able to watch in amazement as the sun sets and moon rises over strange, alien landscapes.









Pokemon Gold and Silver System: Game Boy Developer: Nintendo Tentative Release Date: October 16, 2000

ent feared. This fall, Nintendo of America Inc.'s Pokemon universe gets even bigger with the arrival of new characters to capture in two new Game Boy Color games: Pokemon Gold and Pokemon Silver. In Japan, players bought more than 5 million units of Pokemon Gold and Silver in the first five weeks following its November 1999 launch. Nintendo of America expects to surpass that number when the titles arrive in the United States on October 16, 2000. Pokemon Gold and Silver promise to become the biggest-selling video games of all time, with a sellthrough of 10 million cartridges projected in the first six

It's what virtually every kid has demanded... and every par-

With new characters including Lugia, Ho-Oh, Togepi, Hoot-Hoot and Marill, brand new features, such as a complete time management system and the ability to hatch pre-evolved Pokemon, Pokemon Gold and Silver is a tremendous evolution in this incredible franchise. The games offer new territory to explore, new goals to attain and, of course, new Pokemon to capture, train and battle.

As players set out on their new journey in Pokemon Gold and Silver, they are provided with PokeGear to assist them in their travels. The PokeGear includes a cellular phone for receiving calls from characters in the game, a radio that picks up game tips from broadcasts in new towns, and a map that displays the route between new territories. The games also include a clock that must be set when gameplay begins. Time plays a significant role in Pokemon Gold and Silver, as certain Pokemon are nocturnal and can only be seen at night. A number of new Poke Balls are available to collect in order to capture more specific types of creatures, and now original Pokemon characters have new forms of evolution.

Pokemon Gold and Silver are compatible with the Red, Blue and Yellow versions of Pokemon for trading and battling with friends. The games are all playable on both Game Boy and Game Boy Color systems.





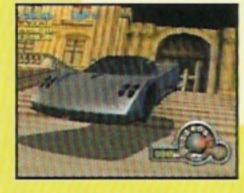
Street Lethal System: PlayStation 2 Developer: Activision Tentative Release Date: Spring 2001

A racing game that puts players behind the wheel of next-generation concept cars. Players compete in the streets of ten interactive city environments including London and Paris. Players can unlock secret cars, tracks and other hidden bonuses, as well as being able to create their own concept cars to use in races. Features realistic physics and real-time car damage and deformation that affects handling.



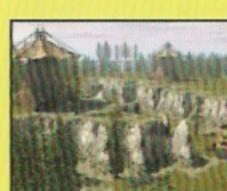
Gunslinger System: PlayStation 2 Developer: Activision Tentative Release Date: Spring 2001

A third-person, action/role-playing game that allows players to build their character into a hero or an outlaw in the Wild West. Assuming the role of a gunslinger that has been wronged by an evil land baron, players hone their shooting skills and gamble to earn money as they seek revenge. Gamers choose behaviors that establish their reputation as either a hero or an outlaw. In the course of doing so, gamers must master skills such as quick-draw, two-handed pistol fighting, horseback riding and gambling in order to survive.



Madden NFL 2001 System: PlayStation 2 Developer: EA Sports Tentative Release Date: Fall 2000

The Madden franchise is back, with some new additions that add a new dimension to the game. New additions include: player models that are more detailed and realistic, an exclusive NFL Coaches Club license where coaches offer strategies for a game, new defensive controls, enhanced audio and play-by-play, player specific touchdown victory dances, and a new interface making the game easier to navigate.

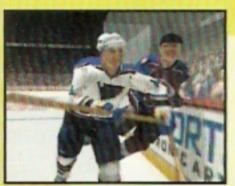


Oddworld: Munch's Oddysee System: PlayStation 2 Developer: Infogrames Tentative Release Date: Spring 2001

How would you feel if you broke your leg in a bear trap, were abducted by soulless scientists, had an alien device implanted in your skull, and found out your race had been hunted to extinction? Meet Munch, hero of the newest yet Oddest Oddysee of all. His luck is about to change - for the



Oddworld is back with its third chapter in the Oddworld Quintology - Munch's Oddysee. As the guardian angel over Munch and his sometimes best friend Abe, its up to you to help or hurt their self-sustaning bioshpere and all their friends that live within it. You'll laugh, you'll cry, you'll meet Fuzzles about to fry. A neuraotic world in desperate need of therapy, you are either going to set things straight or push them right over the edge. May Odd help you!



NHL 2001 System: PlayStation 2 Developer: EA Sports Tentative Release Date: Fall 2000

A hockey experience where competitors can play with or against all 30 National Hockey League teams, plus 20 international teams. The game features real player physics and new motion capture moves. It also delivers new checks, shots and skate cycles for a realistic NHL experience.



Dino Crisis 2 System: PSX Developer: Capcom Tentative Release Date: October 2000

The sequel to the blockbuster survival horror game for the PlayStation console. In this game, the action takes place outdoors, in the lush detailed environments of the jungle, as player's fight to survive the constant attack of vicious dinosaurs. Dino Crisis 2 features enhancements including the ability to hold two different weapons at a time, the option to play as two different characters, and more than 10 different types of dinosaurs. Shinji Mikami, creator of the award-winning Resident Evil series and the original Dino Crisis oversees the project.



Knockout Kings 2001 System: PlayStation 2 Developer: EA Sports

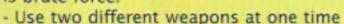
Tentative Release Date: Early 2001

The industry's best-selling boxing game will defend its title this year by featuring men and women in boxing all with motion captured movements and unique fighting styles. Among the game's other features are new ways to throw and control punches, an enhanced career mode, better footwork and quicker punching and boxing moves.



Features Include:

- Play as two different characters: Regina, the sexy stealth agent with incredible speed and agility from Dino Crisis and Dylan a special agent whose specialty is brute force.



- More dinosaurs - Ten different types of dinosaurs each with unique Al.

- Earn points for defeating Dinosaurs - Players will earn credit points to purchase survival weapons, ammunition and healing items

· Action oriented tasks - Mini-games require players to protect their fellow team members from ensuing dinosaurs or chase down a dinosaur to retrieve an important key the creature had stolen.

-Underwater adventures- Players can dive down into a lake with diving gear and fight against amphibious reptiles.

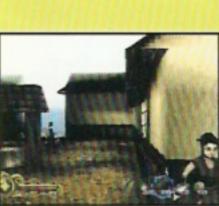
- Target enemies from above or below.



Title: Tony Hawk's Pro Skater 2 System: PSX Developer: Activision

Tentative Release Date: Summer 2000

The anticipated sequel to the skateboarding hit, Tony Hawk's Pro Skater 2 delivers the next level of skateboard action. Introducing new features such as a skate park editor, a skater customization option, additional skate moves, expanded multi-player modes and new pro-skaters, the game delivers an authentic no-holdsbarred skateboard experience. Choosing to skate as Tony Hawk or 12 of today's most popular pro skaters, players can perform hundreds of trick combinations with an intuitive and solid control scheme in a variety of realistic, obstacle-filled locations.



Title: Technu 2 System: PSX Developer: Activision Tentative Release Date: Summer 2000

The preguel to the popular game Tenchu, Tenchu 2 is a third-person stealth ninja game set during the Warring States period in feudal Japan. The game expands on features from the original with 21 tools and weapons, and 34 missions. Players must operate in the shadows of the day and the darkness of the night. New weapons and abilities strike terror into the heart of the strongest opponent. In your Ninja arsenal find exploding arrows, an underwater breathing reed, a blow gun and, of course, the classic throwing stars and grappling hook. The Ninja can now swim, hide bodies, take items from dead enemies and perform a host of new stealth kills. Tenchu 2 features a Multi-Level Training Mode and a Story Mode. A mission editor lets players create their own levels. Get ready to make heads roll come summertime!



grand theft auto 2

By Dullmann

Oh the humanity! There is truly nothing like animated violence to make your worries wash away. Carjacking, murder, hit and run accidents, displaced aggression and, of course, manslaughter! It's all in a days work in this title from Rockstar. As in the original PSX version, your objective is to ruthlessly kill, hurt, mangle or destroy anything or anyone in your path in order to complete objectives for one of seven warring gangs.

The more violent and destructive you are, the more respect points you earn. The more respect you have, the more lucrative the job(s). The more lucrative the job, the more cash is earned. The more cash you earn the higher your ranking as an underground gangster becomes. A few of the various tasks you may encounter could be:

- Stealing and destroying police cruisers
- Killing gang leaders and players
- Taxiing gangsters across town to key locations
- Pushing enemies around
- Striking fear in the hearts of all people
- And much more...

With three realistic urban backdrops to explore and destroy, the possibilities are endless. But I guarantee your girlfriend won't like it. You'll be glued to your TV for who knows how long!

Maintain the respect of the gangs or use it to lead them into a turf war, it's your choice! This game has it all! If you are a fan of the PSX version then this one's for you. With the power of the Dreamcast behind it, the graphics are fantastic. The control was a little awkward at first and the overhead camera view is a little tough to get used to, but it doesn't take away from the gameplay or entertainment value. Each car has a different radio station playing with odd DJs and newscasts explaining the carnage you have just lashed out. It's the little things that push this title into greatness...beyond the gratuitous violence! This game is worth it's weight in plastic folks, don't be scared to splurge on this one!

You'll like this game if you like: movies for guys who like movies; flame throwers, machine guns, rocket launchers and more... oh my!

Platform: Dreamcast Genre: Action Developer: Rockstar Publisher: Rockstar ESRB Rating: M

OVERALL RATING: 9.5
Graphics: 9
Sound: 9.5
Control: 9.5
Fresh Factor: 9
Gamelife: 9.5



Platform: Nintendo 64

Developer: Nintendo

Publisher: Nintendo

OVERALL RATING: 8.5

Racing

8

7

9

9

10

Genre:

ESRB Rating:

Fresh Factor:

Graphics:

Sound:

Control:

Gamelife:

TOM Clancy's Rainbow 6 By FNG Look ma (FINALLY) no PCIL et me start of by saving

Look ma, (FINALLY) no PC!! Let me start of by saying that despite the HUGE lack of multiplayer support, this is the BEST translation of **Rainbow Six** to date!! Yes, **Tom Clancy's Rainbow Six** has finally found a console system worthy of making the jump to. Everything from the PC version has been included in the Dreamcast version of **Rainbow Six** with the exception of the multiplayer support. Wait a second, isn't that a modem attached to my Dreamcast? If that's a modem, why doesn't Sega DO something with it!?!!! Even Nintendo 64 owners got a 2-Player Mode!! Oh well, beggars can't be choosers I guess.

At 1st glance, I couldn't tell the difference between my PC version of R6, and the DC version...that is, until I picked up the controller. Rainbow Six is NOT a game you can just pick up and play; you've got to ease yourself into it. When starting off, you've got to go through the mission briefing to figure out what you're up against, then you must choose the right people to place on your teams, then you have to give each person the right equipment to successfully complete the forthcoming mission. Next is the team assignment, you must distribute each operative amongst 4 different teams, RED, GOLD, GREEN, or BLUE. Now it's on to the planning phase; you must place start points for each team on the blueprint, choose the best route for each team, and decide what "go-codes" each team should

have. I know, I know, it sounds extremely involved and confusing... Well, it is... I suggest choosing the default plan and load-out for each mission until you get used to the entire setup. The in game controls are another hurdle all together, there are so many control pad/button combinations you'll have to memorize to get the job done, you'll need to keep the instructions handy at all times. I suggest studying the instructions thoroughly, then play the training missions several times through.

The graphics look almost exactly like the PC version, and that's not all that great, especially for a "next-generation" video game system. The polygonal characters look like they belong in **GoldenEye** for the N64, not the same console that graced us with **Resident Evil Code: Veronica!**

Overall, I enjoy playing **R6** on the Dreamcast now that I have all of the controls memorized. It's also the most realistic in-depth game I've played on the Dreamcast yet. A few slight flaws aside, Rainbow Six is an excellent game; no other console version even comes close! (Well, the N64 simply because of the 2-Player Mode!)

You'll like this game if you like: Spec Ops: Stealth Patrol (PSX); Rainbow 6 (PC); GoldenEye (N64); Perfect Dark (N64)

EXCITEDIKE 54

By FNG

If you've ever played the classic NES game, you've probably been anticipating the release of this game as long as I have! How long has it been since the original Excitebike was released?? Well, we've waited long enough, and the big "N" finally released it... Classic **Excitebike** and all!

After tearing into the packaging, I quickly slammed Excitebike 64 into my N64 console. Once the game loaded up, I was a bit disappointed in it's overall appearance. The little demo of the game was pretty cool, but honestly I was a bit upset with the grainy-polygon characters and bikes. I'm glad I'm not turned off by 1st impressions, because after I found the Hi-Res select in the Options Mode, the game suddenly became a whole lot smoother! It wasn't an ENTIRELY new look, but it was a very nice improvement over what I originally saw. The control isn't the easiest to get the hang of, there were times I thought about snapping that little analog stick right off the controller! The tricks are pulled off similar to Wave Race 64, with button combinations and motions of the analog stick. Not to worry, with a LOT of time and practice, you'll be tearing up the track turning out some pretty cool tricks. There's one more thing I have to gripe about... the sound. The sound effects aren't too bad, but the music and the announcer are annoying!

The ENTIRE game is reminiscent of **Wave Race 64**...

That's not a bad thing, since I haven't enjoyed a game like this

on the N64 since... UNTIL NOW! What sets this apart from WR64 is the fact that you're on a dirt-bike not a wave runner, and you're not zooming around the course with dolphins... oh, yeah... There's also the track editor! Just like the original Excitebike you can create a custom track, with certain limitations, but this time you can CUSTOMIZE your pieces! It's WAY cool to create and ride your own tracks, but I was a bit disappointed with the size limitations. I'm sure that nobody would have cared if I track took up an entire memory card if we could make a HUGE track!!

The number of locked bonuses is small, but they're worth working for! The original Excitebike, Soccer, Hill Climb, and Excite 3D are the locked bonuses, but it'll take a bit of time to master all of the tracks to enable each of them! If you're good enough to unlock everything in the game, the Multiplayer Modes (a bit jerky at times.), and the track editor are enough to keep this game in your system for a long time! I'm sure I'll have this one in my possession for a good period of time! (**HINT**HINT** If anyone in the office is looking for the copy of Excitebike 64, you'll have to wrestle me for it!)

You'll like this game if you like: Excitebike for the NES; any Motocross game; especially if you liked Wave Race 64

perfect park

By Dullmann

Perfect Dark...need I say more? The most anticipated title of the year for the N64 delivers and delivers with a vengeance! Hi-Res graphics, beefy AI and a whole lot of Deathmatch make this title a must have for any N64 owner.

You play as Joanna Dark a special operations agent working for the Carrington Institute hired to infiltrate the dataDyne Corporation and bring back Dr. Caroll, a marked man working in the dataDyne HQ. Dr. Caroll offered Carrington its first real taste of the conspiracy at hand; someone is watching our planet from the heavens that desperately wants something they believe us to have. Whatever it is that Dr. Caroll knows could ultimately decide the fate of all humans, as we know it! As Joanna, you slowly become a significant part of the conspiracy realizing the proverbial crap is about to hit the fan.

Graphically this game cannot be compared to its predecessor, GoldenEye. It just can't touch it. Smooth textures, a booming frame rate along with great sound and simple controls make Perfect Dark the game to own in 2000. Utilizing the Expansion Pak to its fullest ability gives you crisp, clean graphics and will also allow you access to features that would not be available without it. Examples:

Platform: Nintendo 64 Genre: Action Developer: Rare **Publisher:** Rare **ESRB Rating:** M OVERALL RATING: 10 Graphics: 10 Sound: 10 Control: 10 Fresh Factor: 10 Gamelife: 10

Platform: Dreamcast

Developer: Red Storm

Publisher: Dream Pipe

Tom Clancy's

OVERALL RATING:

Action

М

8

8

8

6

9

8

Genre:

ESRB Rating:

Fresh Factor:

Graphics:

Sound:

Control:

Gamelife:

The Deathmatch feature is absolutely sweet...as you'd expect. Play against your pals or against Simulants (computer controlled characters) set at different difficulty levels. Frag until your little hearts content with this one! Because you control which enemies you encounter, the possibilities are endless. The Deathmatch areas are huge! Or play through a series of deathmatch challenges. For example, the game pits you against numerous amounts of Simulants with various weapons available. Your objective is to eliminate as many as possible. Play Capture the Flag or King of the Hill as well. The Multiplayer feature alone is worthy of a purchase.

Beyond the visual feast and a plethora of features and options, **Perfect Dark** is a soup of gameplay genius, beefy enough to eat with a fork! The control is identical to **GoldenEye** with the addition of new weapons, gadgets and toys to annihilate anyone in your path. Friends and foes alike talk, interact with each other, have lifelike mannerisms and actually run away to retrieve reinforcements when the pressure's on. Detailed level designs, and mission objectives comparable to those of **GoldenEye**, guarantee to lock you in for the long haul. If you haven't purchased this one yet, you don't know what you're missing! Get it NOW!!!!!

You'll like this game if you like: espionage, spies, covert operations and guns! Oh and GoldenEye.

medievil II

By Doug Parsons

There's been no shortage of third person adventure games for the PSX, and MediEvil II adds to the pot. This is a welcome addition, adding originality and humor to the usually serious genre. You take the part of Sir Daniel Fortesque, a knight who, despite being dead for 500 years, still finds it his responsibility to take care of business when duty calls. Your adventures take you around a really nice looking Victorian London as you stalk your arch-nemesis Palethorn.

The graphics in this title are fantastic. London is done in a Tim Burton-ish sort of way, with the buildings looking not quite right, and there being an eerie feel to the whole place. The character design and animations are top-notch also. The goofy skeleton of Sir Dan runs, jumps, and fights smoothly, and comically. Sir Dan's yummy mummy sidekick, Kiva, looks nice

too really nice.

The action in MediEvil II is Tomb Raider-esque. and a ton of fun. There isn't too much in the way of exploration, the levels are all on the linear side, but all the staples are there; jumping puzzles, plenty of enemies to plow through, and tough bosses. The majority of combat is hand-to-hand, and is a little tough to master. Your opponent is never where he was when you hit X. I ended up button mashing whenever a baddie was

around. Better safe than sorry. When using projectile weapons, there's an auto lock-on feature, a lot like TRs, that makes gunplay the easier method of disposing of zombies and the like.

The major flaw with the title is common in the third-person community; horrible-cameraangle-itis. There were plenty of times I jumped straight into oblivion because as far as I could tell everything was fine. You have limited control over the camera, but it seems that anytime I got the camera set the way I wanted, any movement of the controller would send the camera into a frenzy to find the worst possible angle. The game is definitely playable, but that camera is a constant source of frustration.

MediEvil II also sports what could be the most annoying supporting cast member in game history. Winston the help ghost has a Cockney accent straight from my elementary school's production of "Oliver." His sense of humor also leaves something to be desired, but luckily he only makes an appearance every once in a while, so the annoyance is tolerable.

If I had to pay for games, I'd pay for this one. Camera-angle aside, this game is one of the better titles to come out lately. It's deep, and tough enough to keep your interest for a while. This'll stay in my PSX for a few more days.

You'll like this game if you like: Tomb Raider; Soul Reaver; scantily clad mummy women

Platform:

Publisher:

Graphics:

Sound:

Control:

Gamelife:

Fresh Factor:

Genre:

ESRB:

Game Boy

Developer: Nintendo

OVERALL RATING: 9.6

Strategy

Nintendo

9

10

10

10

Platform: PlayStation **Adventure** Genre: **Developer: SCEA** Sony **Publisher: ESRB Rating:**

OVERALL RATING: 8 **Graphics:** 9 Sound: 7 7 Control: 8 Fresh Factor: Game life: 8



metal slug and mission

By Derux

Listen up all fifteen of my Neo Geo Pocket owning comrades, to my complete surprise, SNK actually released a few new games for this platform. More importantly, they released a seguel to the only really good game they put out the first time around, Metal Slug First Mission.

All the stuff that made the first Metal Slug kickass is still here; same goofy bad guys, same bouncing tank, same prisoners of war waving their shorts at you. Apparently this time around the ambiguous evil terrorists (Cobra?) are in it with the aliens, and it's your job to hand all of their asses, human or otherwise, back to them. "We come in stubby peace. You go in stubby pieces." Since some of the bad guys hang out underwater in this one, you get to drive a fancy new metal slugmarine. Other additions include the option to play as a stubby little gal instead of the usual feller, (I always like playing as chicks, what does that say about me?) new weapon power-ups, and lots of cool new bosses. I'm particularly fond of the aircraft carrier on caterpillar treads, there's a practical idea for ya. Also, when you eject out of the stubb-o-harrier you have to maneuver yourself back to earth with a jet pack instead of the parachute you used in the last one.

Isn't it supposed to be in bad form to gun down pilots after they've ejected? I haven't gotten far enough along yet to see too many of the alleged aliens but the ones I have seen are gray, tentacle-covered and shoot snot at you. Props to the nameless Japanese madmen who came up with this insanity.

If you own a Neo Geo Pocket, I'm sure I don't need to tell you to put in your order for this one. There aren't many action/shooter games that come off well in handheld format, but both Metal Slugs certainly do. Now if I can just get past this level I'm stuck on.

You'll like this if you like: Metal Slug 1st Mission; midgets with flamethrowers.

Pokémon: Trading card game

By Little Timmy

Just what the world needs, more freakin' Pokémon. Regardless of how disgusting the whole obsession is, these are all pretty good games. The overwhelming marketing and merchandizing is what turns me off to the little guys.

As the name implies, rather then battling your actual Pokémon, you use cards. You must build your deck and practice techniques to become a card battling master. As with the previous Pokémon games, the idea here is to go around battling other card collectors (usually Pokémon Trainers). When you win, you get more cards.

There's a lot of strategy involved and a lot to do. While you learn how to be the most effective card player, you also have to manage your decks and upgrade to new decks. Some decks are more effective against certain opponents, etc.

You don't roam the environments freely, as with the other Pokémon games, which should be noted. You are given a map with different locations to battle and practice, and you can hop from one place to another. You'll talk to people, use computers for email and information and pick battles with other col-

lectors. Your goal is to beat all of the master card players, earn medals and become the ultimate Pokémon card player.

The graphics and sound are what you expect, based on the previous Pokémon games. Everything looks and sounds good and the adventure you embark on is thoroughly entertaining.

There's a lot to do here and you'll find yourself spending a lot of time doing it all. The card games are tough, too - don't kid yourself and think this is an easy title. You'll find yourself wondering how you keep losing, all while becoming more addicted to the Pokémon craze that's made today's youth batty. Ignore the hype and enjoy the adventure before you.

You'll like this game if you like: Pokémon Blue, Red, Yellow; the Pokémon Trading Card Game that you play with actual cards

wcw mayhem

By Dullmann

Who would've thought a wrestling game would be entertaining on a handheld system, but this one is. WCW Mayhem puts you in control of all your favorite wrestlers from WCW. Goldberg, Brett Hart, Rick Flair, Hogan and more...you name it. Grapple 12 of the toughest WCW wrestlers to reach the pinnacle of greatness on your Quest For The Best! Or challenge one grappler (vs. the CPU or vs. player 2 w/ the link) in a single match, it's up to you!

The graphics are your run-of-the-mill Game Boy Color graphics - nothing too impressive. Each wrestler is extremely pixilated with a huge cranium...which is really quite humorous. The move list is rather limited and each wrestler has one finishing move. Wrestle backstage and outside, just like the real thing...well, as real as it can be. The sound was okay for a Game Boy game. With Game Boy's booming sound system, you could consider it fantastic!

This is the most original wrestling title available on the Game Boy, and it will be more than a welcome addition to anyone's collection. Buy it!

You'll like this game if you like: Wrestling. Period.

Platform: NeoGeo Pocket Genre: Action Developer: SNK **Publisher:** SNK **ESRB Rating:** Е 8 8 7 7 9

Platform:

Developer:

Publisher:

Graphics:

Sound:

Control:

Gamelife:

ESRB Rating:

Fresh Factor:

OVERALL RATING: 7.5

Genre:

Game Boy

Wrestling

EA

EA

E

6

9

• 0002 JUNE

The staff here at GSM was sent to E3 with one objective - to get tons of pictures of booth babes! Well that didn't happen. Instead we returned with jetlag, an exotic foot fungus and a bag full of useless giveaways. No you can't have any.

In any case Benn, Little Timmy, CodeBoy, savior and Gina were kind enough to give the world their opinion of the show. Was it worth the wait to see Xbox or should we have sent them to the Victoria Secret Fashion Show in Cannes?



Fond memories of an E3 past. Visions of half-naked women and animals, videogames and free Gummy LifeSavers dance through my cerebral membrane. But what truly remains on the tip of my thoughts and tongue are the plentiful bounties of delicious gourmet food. That's right, folks - After 3 days of the biggest videogame convention to hit the US, with new games and the next generation of systems on display, I'm reminiscing about that fat porterhouse, the marvelous halibut and some salmon with lots of garlic. The free booze wasn't half bad, either. Not that I'm nearly the lush that my sloppy, stinky coworkers are, but free liquor can still be fun. Oh, and I saw a bad-ass disco band at the Viper Room -Booty Plate, I believe they are called. I love me some freakin' disco!

On the videogame front, I saw almost too much to put into words. There's so much going on, everywhere you look - It just all begins to blur together. Metal Gear Solid 2 for PS2 looks beyond amazing! Conker's Bad Fur Day and Legend of Zelda: Majora's Mask, combined with Perfect Dark, Dinosaur Planet and Paper Mario assure that Nintendo 64 will be going out on some of its best titles, to date. I honestly didn't pay attention to many PSX games - After looking at Dreamcast and PS2 games all day, PlayStation looked like Colecovision. Lots of good stuff for Dreamcast, too. Don't bank on Sega ducking out of the console "wars" anytime soon.

That's all I can muster up, right now. It's time for lunch...

WE WERE THERE OU WEREN'T :P

GINA Savage IS back From Es... And I can't believe how many dorks there are in the world...

I'm just beginning to settle back into my normal life, after a frantic few days of cozying up with geeks of all shapes and sizes. I was a good girl, smiling and cuddling with the masses. The line seemingly had no end, as men and boys drooled over the possibilities of being locked in the shark tank with me and my sidekick Nikki Sharpe. Nikki was a sport, too. I don't think she had to beat anyone's ass, throughout the duration of the show.

After a few days rest, Nikki and I are back on assignment. Not that I can tell you what we're working on - If all goes well, the world will know what we have done.

Gina Savage

While all the kiddies were getting their panties in a bunch about Metal Gear Solid 2 for PS2, I was down in the Sega booth checking out the Dreamcast lineup. Maybe I just have a thing for underdogs, I don't know. But in terms of games, what I saw from Sega was some of the most whackedup concepts to hit America. Here's what has my panties in a bunch:

Seaman: An interactive aquarium friend. Kinda seemed like a Tomagachi for Dreamcast. I was standing behind some guy demo-ing the game, and Seaman swam to the front of the screen, stared at me, then looked at the guy playing the game and said, "Hey, who's that guy standing behind you?" I have no idea how. All I know is it gave me the creep and I walked away quickly.

Samba De Amigo: Okay, you have maracas. You have Latin-pop music. You have to shake yer maracas to the rhythm. Whoever thought of this game is either insane or a genius.

Illbleed: You have to get through a spookyassed amusement park. This amusement

Damn, I'm pretty

unnerving isn't he?

park has been known to kill, not through flesh eating zombies or silly goth vampires, but through sheer horror. Your goal is to get through without having a heart attack. Now that's

Black And White: Any game where you play God is a ballsy game to me. Punish the wicked, reward the good (or, as is my preference, punish the good and reward the wicked). This game has a Seventh Cross Evolution feel but with MUCH more

And speaking of depth...this brings me to the game I was MOST excited about...

Shenmue: A completely interactive world. You can go to an arcade and play the games there, you can interact with any character you encounter, you learn fighting moves, you travel freely through the environment. This game is going to set a new standard for depth in game playing. I'm not kidding. I'm already addicted, and I only played a demo of the thing.

Some old guy from Shenmue



HULK REVIEW E3 FOR CODEBOY. CODE-BOY TOO BUSY TO WRITE FOR PUNY READERS LIKE ALL OF YOU.

HULK FIND E3 A DISSAPOINTMENT THIS YEAR. NO SURPRISE GAMES OTHER THAN METAL GEAR SOLID 2. NO DOL-PHIN AGAIN. HULK GET TO

> PLAY **PERFECT DARK** AGAIN, THOUGH. HULK WONDER IF PERFECT DARK WILL ONLY BE PLAYABLE AT CONVENTIONS OR IF HOME VERSION FINALLY SHIP. HULK NOT UNDERSTAND NIN-

TENDO. SHOW ONLY ONE GAME STATION FOR RESIDENT EVIL: **ZERO**, AND ANOTHER GAME STATION FOR DUMB CAT ROOTS GAME. HULK EAT CAT AND PLAY RESIDENT EVIL AT THAT GAME STATION. HULK NO SEE CONKER'S BAD FUR DAY, STILL THINK IT'S AN ELABORATE HOAX. HULK USE BIG WORD JUST NOW.

HULK THROWN OUT OF SONY BOOTH, POOPED IN THE CORNER. NOTHING IMPRES-SIVE AT SONY ANY-WAY. HULK GO TO SEGA BOOTH.

SEGA SCARE HULK. PEOPLE ON **ROLLERBLADES** SINGING AND DANC-ING, NOT SURE WHAT IT MEAN. HULK SHOW DERUX **SEAMAN**, HEE HEE. DERUX TAKE

SHOT OF **SEAMAN**, THEN WE GO. DOWNSTAIRS HALL CONFUSE HULK,

NOTHING BUT FRENCH PEOPLE. HULK THOUGHT HE SEE MR. MACGEE DOWN THERE. DERUX AND HULK CHECK OUT MP3 PLAYER FOR NEO GEO POCKET. **HULK WONDER WHY**



HAVE NEVER UNDER-STOOD WHY SNK POPULAR, OH WELL. SEE NICE LADY AT BANDAI. SHE SHOW HULK AND DERUX PRETTY ROBOT TOYS. SHE PROMISE TO PUT HULK AND DERUX ON MAILING LIST. SHE BETTER KEEP PROMISE OR HULK GO BACK TO

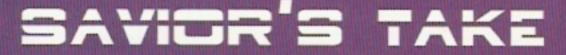
BOTHER

HULK SPENT MOST OF TIME IN GAME-SHARK BOOTH THOUGH, HELPING PEO-PLE OUT AND SPEAKING IN THIRD PER-SON.

HULK TELL CODEBOY HE DONE WRIT-ING E3 REVIEW NOW.

-HULK (filling in for Codeboy)

VISIT.



First off, this was my first E3. My first videogame show, in fact. Actually, my first "expo" type deal ever, so I guess you could say I was taken aback at

the sheer size and scope of the E3. If you've never been and you've never seen photos of it, I really can't describe just how huge it really is. I mean, I've read about it for years now and

seen photos of the show, and I was still completely blown away as I walked around that first morning. Once the initial shock wore off, however, it was time to get down to business.

I'll start with the weakest showing (in my opinion), the XBox. Don't get me wrong, I'm more excited about this system than anyone I know, but the demo at E3 was nothing more than some product specs and graphical sequences I've already seen. Definitely not worth the 30 minute line.

Just a notch above the XBox was Nintendo. Minus any Pokemon crap (I refuse to acknowledge any of that nonsense), the big N had very little to impress me with. Zelda: Majora's Mask looked great in playable form, as well as Resident Evil Zero. The only other title that stands out in my mind for the 64 would be Episode One: Battle for Naboo. The game plays a lot like Rogue Squadron, so if you were a fan of that one (which I was), you'll most likely want to take a look at Naboo.

Checking in next would be the PlayStation. It's not

fair to compare, but when the DC and PS2 are at the same show, the PSX games tend to look like crap. I'm still loving Vagrant Story, and I can't wait for Threads of Fate (Dew Prism) and Final Fantasy 9, but really, there's not much else I'm that excited to see.

PlayStation 2 showed up a lot weaker than I was hoping. I could count the playable games it showed

> on my fingers and toes, which was pretty disappointing. What was showing looked and played great. Standing out in my mind were FIFA 2001 (which looks to bring the fun back to console soccer), Summoner (I'm very excited about PS2 RPGs), SSX, Ready 2 Rumble: Round 2, and Ridge Racer 5 (even though I've got a lot to complain about with it, I'm still in love with it).

> Which leaves us with the Dreamcast. In my opinion, Sega stole the show. It seemed like they had over a hundred playable games on the floor. Games like 18 Wheeler, Samba De Amigo and Tokyo Xtreme Racer 2 showcasing pure fun.

Seaman and Shenmue giving us a taste of things that have been "Japanese Gamers Only" in the past. Eternal Arcadia and Phantasy Star letting us know that Sega is quite serious about RPG gaming. And titles like Quake 3, NBA 2K1 and NFL 2K1 showing off the future of gaming...online play. Sega came big, and proved to me that the DC is going to be a force up until and through the PS2's launch. Where things go from there is most likely going to be determined by Sony. This next generation console war is going to be fun, and gamers like you and I will be the ones to benefit from it. I can't wait.

U-LaOLa, the star of Space Channel

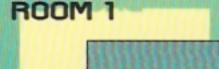


If you've made your way through the entire main quest of Resident Evil- Code: Veronica, you'll see a new option open up in the main menu; Battle Mode.

Battle Mode will test your speed, accuracy, strategy and reactions. Only those with finely tuned combat skills will be able to earn the "A" Ranking. The rest of you will need some help.

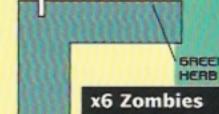
This guide will show you a basic layout for each of the eighteen rooms. Under each room map you'll find a listing of the types of enemies located within the room and how many of them you'll see, as well. Finally, and most importantly, you'll see a brief strategy for each room.

You should be aware that this guide isn't written for Albert Wesker's quest, as he requires a much different strategy altogether. Also, if you want to become an expert at Battle Mode, you make yourself as comfortable with the auto-targeting (L shoulder button) as you are with raising your weapon (R shoulder button). Learning how and when to tap the L shoulder button to switch targets will save you at least a second per room, adding up to the difference between a B rank and an A rank.

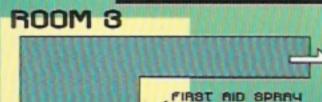


x4 Zombies

There will be one zombie in view as soon as you start, just auto aim and take him out. Just before you take the first turn, you'll be able to auto aim and take out the second one. Take the turn and you'll be able to auto aim and take out both the third and the fourth.

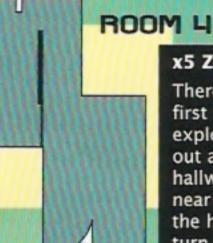


As you enter the area, auto aim and take out the gas tank (just to get it out of the way). Take out the pack of zombies walking towards you. As you get near the door, there will be a zombie lying on the ground, don't let him grab your foot. Aim down and take him out. There's an herb down the path to the right of the exit door.



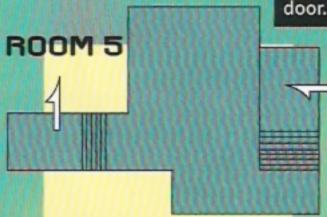
x3 Bandersnatch

Auto aim as soon as you enter the room. There will be a Bandersnatch within striking range to your right and another on just about within range to your left. Once you take them out, move to the end of the lobby area. You won't be able to see the third Bandersnatch around the corner, but if you raise your weapon you can auto aim on him and take him out before you go around the corner. The First Aid Spray is next to one of the payphones.



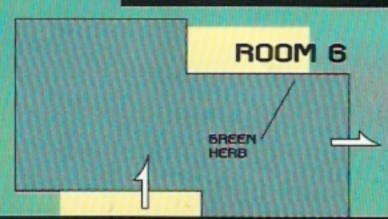
x5 Zombies

There are 2 Zombies in the first room (the first has an explosive head). Take them out and as you move to the hallway, take out the zombie near the entrance. Move into the hallway, but before you turn the corner, take aim on the two zombies and drop them before moving to the exit.



x6 Zombies

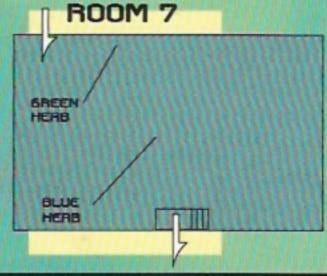
There's going to be a zombie right in your face as soon as you enter this room. After you drop him, go down the steps and drop another zombie who'll be right in front of you. Take out the remaining 4 zombies in this area and get out through the door at the top of the other steps in this area.



x2 Hunter

This is the toughest room, in my opinion. What I like to do is aim, turn the character to the right about 30 degrees, aim down and start blasting.

Usually both Hunters will walk right into your line of fire. There's a Green Herb on the crates near the exit.



x2 Hunters

The Hunters in this room are a little easier to deal with. There will be one coming at you from your left as soon as you enter the room. Auto aim, fire one shot, then aim down and keep firing 'till he's dead. The other hunter will most likely be coming at you now from the direction you were facing when you entered the room. There's a Green Herb near where the first Hunter came at you and a Blue Herb in the center of the room (you can get to it by going near the exit steps and walking to the center of the room).



x4 Zombies

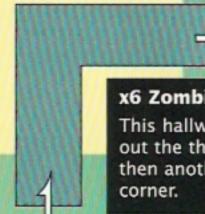
Take out the Zombie that's right in your face when you enter the room. Turn to face the gas tank, take a few steps back and shoot the tank. The blast should take out the second Zombie. As you continue down the hallway you'll need to take out two more Zombies.



x6 Zombies

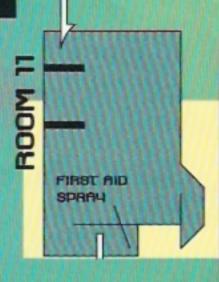
There'll be an exploding head Zombie in your face as you enter this room. Take him out then continue down the hall, taking out two more Zombies along the way. Go past the exit door to the control panel area. Take out the Zombie walking towards you and the one on the floor playing dead. Go back to the exit door where the last Zombie should be either on the stairs opposite the exit or at the bottom of them.

ROOM 10



x6 Zombies

This hallway is a piece of cake. Take out the three Zombies straight ahead, then another just after you take the



x5 Zombies

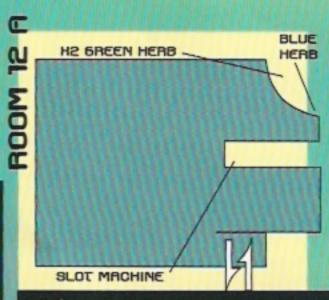
Take about two steps into the room, then take out the two Zombies right in front of you. There'll be a Zombie walking around in this main area, one more Zombie coming out of office area to your left, and another near the exit door. There's a First Aid Spray near the exit, as well.



x4 Zombies

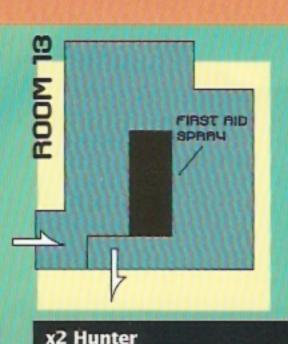
Pull up and auto aim, but before you fire, turn just a tad to your right to get a line on the gas tank. Hitting it should take out two of the Zombies here. Walk down the hallway and take out another Zombie. There'll be one more Zombie in the area just past the hallway. There's a Green Herb and a Blue Herb next to the soda machine.

You can either choose to move on to the next area (Room 13) here by going through the door next to the Herbs, or take the other door to Room 12A to grab a few extra goodies.



x0 Enemies

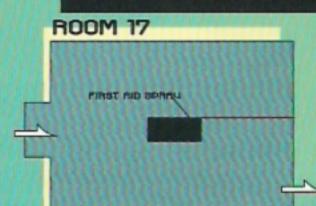
You can grab a random item from the left most slot machine right in front of you as you enter the room. There are 2 Green Herbs on the left side of the bar in this room and a Blue Herb on the right side. When you're done in here you need to exit through the same door you entered, then go through the door next to the soda machine in the next room.

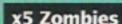


x7 Zombies

ROOM 14

Take a few steps ahead for a different camera angle. You should be able to see two Zombies and be able to take them out. There's one more Zombie right here which you may not be able to see but should be able to get an auto aim on and take out before taking the turn. Now go around this corner and take out the next cluster of Zombies on your way to the exit.





exit.

Take a few steps straight ahead until

the camera angle changes. You should

see the first Hunter now and be able to

get a line on him from here. Walk past

the lockers, around the bend and into

through here there will be a First Aid

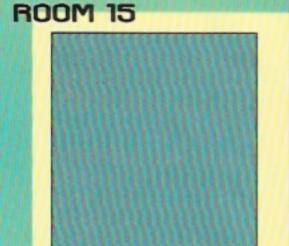
Spray in a locker on your right, but just

should be coming at you from near the

the main locker area. As you walk

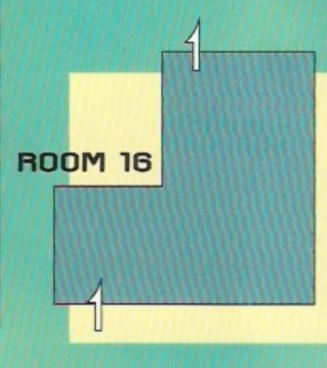
as you get to it the second Hunter

There will be 2 Zombies in your view as soon as you enter the room. You'll auto aim on the one to the left, but if you turn a little and shoot the other one, he'll explode and kill all of the other enemies in the room. Sometimes one of the Zombies will end up on the floor with a little life left in him, so do a quick visual sweep of the Zombies to be sure their all dead before heading to the exit.



x4 Zombies

Some characters will be able to just auto aim and shoot the gas barrel to your right as you enter this room. Others will get hurt if you do this. I recommend taking a few steps away from the barrel, then turning and shooting it. If done quickly enough, this will cause a chain reaction which will kill every enemy in the room.



x3 Bandersnatch

There's a desk in front of you when you enter the room. To the left of the desk are 2 Bandersnatches, and to the right is another. The 1st one on the left side will be the first to get within striking distance, followed by the one on the right and finally the 2nd on the left. There's a First Aid Spray on the desk in the middle of the room.

GAME TIPS & TRICKS

EXCITEBIKE 64

Nintendo64

To get the Code Menu: At the main menu, hold C-right, C-down, L and press A. Codes:

Big Head Mode: blahblah Stunt Bonus Mode: showoff Invisible Riders: invisrider

through Garaden Star). In this mode, a ship returning from Garaden Star filled with treasures blows up and scatters 24 treasures around all six stars. Your goal is to find all of them. RESIDENT EVIL CODE: VERONICA

00000

Dreamcast

Get Rocket Launcher:

Finish the game under 4 hours and 30 minutes

without using first aide sprays and without saving the game (don't worry, when you change discs, it doesn't count as a save).

Millian's Treasure Hunt: To get the third??? on the

options screen, get 5s on every stage (Bomber Star



GRAND THEFT S OTUR

Dreamcast

\$500,000: Type in 'MUCHCASH' as your name and begin a game.

You will now have \$500,000 to help you get start-

All Weapons Cheat: Enter the name: BIGGUNS Elvis Trick: Drive around in a car, truck, or bus (the best kind to do it with is a cop car or a z-type) until you see the Elvis impersonators. With out scaring them off, try to run them all over at the same time. If you did it right the screen will say ELVIS HAS LEFT THE BUILDING! By doing this you will receive lots of

Quick Multiple Cheats: If you would like to access more than one cheat at the same time, then after entering your cheat on the name screen exit the name screen and go back into it again, delete the previous name and enter another cheat, and repeat the same routine until have done all your cheats

BOMBERMAN HERO

Nintendo64

Level Select: Go to the Title or Options Screen and enter A+B+Z

Level Select: At the title or options screen, press A + B + Z.

Cheat options: When Bomberman is in his room, press Up, Down, Right, Up, Up, Down, A, B, C-Left, C-Right, then hold A for approximately five seconds. Gossick World: Get all 24 Other-Dimension Bombs and a 5 on every stage (Bomber Star through Garaden Star).

Slider Race: To get the first??? on the options screen, get all 5s on all the stages (Bomber Star through Garaden Star). In the Slider Race, you race a snowman on your Bomber Slider with the best time recorded.

Golden Bomber: To get the second??? on the options screen, get 5s on all the stages (Bomber Star through Garaden Star) and beat Gossick. In this mode a gold card will turn Bomberman into Gold Bomberman. The best score from three stages will be recorded.

FEAR EFFECT

PlayStation Instant Kill With Guns:

L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

Solve Puzzles: L1, Triangle, Up, Down, Circle, Circle, Down, Down, Up.

Full Ammo: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Tough Opponents: Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

DRIVER

PlayStation

Invincibility: At Main Menu: Press L2, L2, R2, R2, L2, R2, L2, L1, R1, R1, L2, L1, L1.



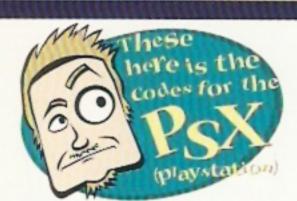
No Police: At main menu: Press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1 L1, L1, R2.

Rear Wheel Steering: At Main Menu: Press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. Long Suspension: At Main Menu: Press R2, L2, R1,

R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. Mini Cars: At Main Menu: Press R1, R2, R1, R2, L1,

L2, R1, R2, L1, R1, L2, L2, L2 View Credits: At Main Menu: Press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.

••• JUNE 2000



Ace Combat 3 Electrosphere
Enable All Planes 800be6680101
Enable All Planes 800be66a0101
Enable All Planes 800be66c0101
Enable All Planes 800be66e0101
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Enable All Planes 800be67a0101
Enable All Planes 800be67c0101

Alundra 2

Infinite Health	8006771003e
Infinite Health	8006771203e2
Infinite Health	
Infinite Health	8006771603e
Herb	
Tonic	80067442000
Panacea	80067444000
Grapes Of Eru	
Triangle Key	80067448000
Bone Dart	8006744c000
Puzzle Pieces	
Elf Ring	80067452000
Guard Ring	
Amulet	
Elemental Ring	
Crimson Cape	8006745a000
Strange Key	8006740c000
Elf Steel	
Vita Stone	
Gold Badge	
Baron's Orders	
Seagull Ruins Key	80067418000
Star Prism	8006741a000
Star Crystal	8006741c0001
Gauntlet	
X10 Bone Darts	
Siren Ring	
Dryad Ring	
Red Statue	
Vanilla Wafer	
Infinite Gold	
Rising Sword	
Valar Shield	
Infinite Keys	8006744e0100

Armored Core: Master Of Arena

Arena		
Have All Arms		
Have All Produtters		
Have All Back Weapons		
Have All Back Weapons		
Have All Back Weapons Have All Back Weapons		
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Have All Back Weapons		
Have All Boosters		
Have All Cores		
Have All Cores		
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Have All FCS Parts	80037058 010	1
Have All FCS Parts		
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Have All FCS Parts		
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Have All Heads	. 30036ff7000	1

Have All Left Arm Weapons. 300370df 000
Have All Left Arm Weapons 800370e0 010
Have All Left Arm Weapons 300370e2 000
Have All Legs 30037021 000
Have All Legs 80037022 010
Have All Legs 80037024 010
Have All Legs 80037026 010
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Have All Legs 3003702b 000
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Have All Legs 8003702e 010
Have All Legs 30037031 000
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Have All Legs 80037036 010
Have All Legs 30037038 000
Have All Legs 3003703b 000
Have All Legs 8003703c 010
Have All Legs 3003703f 000
Have All Legs 30037040 000
Have All Optional Parts80037068 010
Have All Optional Parts 8003706a 010
Have All Optional Parts 8003706c 010
Have All Optional Parts 8003706e 010
Have All Optional Parts 80037070 010
Have All Optional Parts 80037072 010
Have All Right Arm Weapons 800370c6010
Have All Right Arm Weapons 800370c8010
Have All Right Arm Weapons 800370ca010
Have All Right Arm Weapons 800370cc010
Have All Right Arm Weapons 800370ce010
Have All Right Arm Weapons800370d0010
Have All Right Arm Weapons800370d2010
Have All Right Arm Weapons800370d4010
Have All Right Arm Weapons800370d6010
Have All Right Arm Weapons800370d8010
Infinite Money 8003ea760010

Army Men - World War

Alliny Men - World War
After 1st Save Lvls Unlocked 800f7ad80002
After 1st Save Lvls Unlocked. 800f7adc0006
Infinite Health 800feb7c0250
Infinite Health PT Boat 800feca017f0
Infinite Health Jeep 800ff80814b0
Infinite Health Tank 800ffa50ead0
Infinite Health Train 80100c901ff0
Infinite Grenades 800f89980909
Inf Bazooka / Mortar 800f899a0909
Inf Flamethrower/Auto Rifle . 800f899c0909

Crusaders of Might and

Magic	
All Armor Talismans	. 500009010000
All Armor Talismans	. 301055630001
All Shield Runes	. 500009010000
All Shield Runes	. 3010556f0001
All Shields	. 500003020000
All Shields	
All Spells	
All Spells	
All Weapon Talismans	. 500009020000
All Weapon Talismans	. 8010519c0001
Special Difficulty New Game	
Have Black Guard Armor	.801051f00004
Have Scepter of Regency	.801051dc0001
Infinite Gems	
Infinite Gems	
Infinite Gold	
Infinite Health	
Infinite Items	
Infinite Items	
Infinite Mana	
Infinite Weapons	
Maximum Accuracy	
Maximum Health	
Maximum Mana	
Maximum Spell Ranks	.500008010000
Maximum Spell Ranks	
Maximum Strength	
Maximum Weapon Ranks .	. 3010566e000e

Dragon Valor

Max	HP.					,				80089a6e03e7
Max	HP.									80089a7003e7
Max	MP									80089a7203e7
Max	MP									80089a7403e7
Max	Val.									 800a2180270f
Max	Val									800a21820000

ECW Hardcore Revolution Press [Select] Quick Count On P2

tress incred doien comit out a treatment
d00c62600100
Press [Select] Quick Count On P2
800e2e200000
Press [Select] Quick Count On P3
d00c62600100
Press [Select] Quick Count On P3
800e4c1c0000
Press [Select] Quick Count On P4
d00c62600100
[Select] Quick Count On P4 . 800e6a180000
P1 Can't Be Pinned d003857c0128
P1 Can't Be Pinned 800e10380000
Press[X] Quick Pin P2 d00c62600040
Press[X] Quick Pin P2 800e2eb00086
Press[X] Quick Pin P3 d00c62600040
Press[X] Quick Pin P3 800e4cac0086
Press[X] Quick Pin P4 d00c62600040
Press[X] Quick Pin P4 800e6aa80086
Infinite Time Out Of Ring P2 d0038ec00098
Infinite Time Out Of Ring P2 800e2e200350

Press [Select] Quick Count On P1 d00c62640100
Press [Select] Quick Count On P1
Press [Select] Quick Count On P3 d00c62640100
Press [Select] Quick Count On P3 800e4c1c0000
Quick Count On P4 d00c62640100
Quick Count On P4 800e6a180000 P2 Can't Be Pinned
P2 Can't Be Pinned 800e2eb00000
Press[X] Quick Pin P1 d00c62640040
Press[X] Quick Pin P1 800e10380086
EPress[X] Quick Pin P3 d00c62640040
Press[X] Quick Pin P3 800e4cac0086
Press[X] Quick Pin P4 d00c62640040
Press[X] Quick Pin P4 800e6aa80086
Infinite Health P3 d00e4ba6800d
Infinite Health P3 800e4d260000
No Health P3
No Health P3 800e4d2600ff
Infinite Time Out Of Ring P3 d0038ec00098
Infinite Time Out Of Ring P3. 800e4c1c0350
Press [Select] Quick Count On P1 d00c62680100
Press [Select] Quick Count On P1 . 800e0fa80000
Press [Select] Quick Count On P2 d00c62680100 Press [Select] Quick Count On P2 800e2e200000
Press [Select] Quick Count On P2 800626200000 Press [Select] Quick Count On P4 d00c62680100
Press [Select] Quick Count On P4 800e6a180000
P3 Can't Be Pinned
P3 Can't Be Pinned 800e4cac0000
Press[X] Quick Pin P1 d00c62680040
Press[X] Quick Pin P1 800e10380086
Press[X] Quick Pin P2 d00c62680040
Press[X] Quick Pin P2 800e2eb00086
Press[X] Quick Pin P4 d00c62680040
Press[X] Quick Pin P4 800e6aa80086
Infinite Health P4 d00e69a2800c Infinite Health P4 800e6b220000
No Health P4
No Health P4 800e6b2200ff
Infinite Time Out Of Ring P4 d0038ec00098
Infinite Time Out Of Ring P4 800e6a180350
Press [Select] Quick Count On P1. d00c626c0100
Press [Select] Quick Count On P1 . 800e0fa80000
Press [Select] Quick Count On P2. d00c626c0100
Press [Select] Quick Count On P2 800e2e2000000
Press [Select] Quick Count On P3, d00c626c0100
Press [Select] Quick Count On P3. 800e4c1c0000 P4 Can't Be Pinned
P4 Can't Be Pinned 800e6aa80000
Press[X] Quick Pin P1 d00c626c0040
Press[X] Quick Pin P1 800e10380086
Press[X] Quick Pin P2 d00c626c0040
Press[X] Quick Pin P2 800e2eb00086
EPress[X] Quick Pin P3 d00c626c0040
Press[X] Quick Pin P3 800e4cac0086
Infinite Move List Space 800607e40001
Infinite Health (All Players) d003925401a0
Infinite Health (All Players) 800392562400
Can't Be Pinned (All Players). d003857c0128
Can't Be Pinned (All Players), 8003857e2400
Can't Be Counted Out (All Players) d0038ec00098 Can't Be Counted Out (All Players) 80038ec22400
Carry be Counted Out (All Phyers)80038eC22400
Ehrgeiz-God Bless The Ring

Ehrgeiz-God Bless The Ring

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Sudden Death Mode P1 d00f6c9402bc
Sudden Death Mode Pl 8011eade0001
Sudden Death Mode P2 d00f6c9402bc
Sudden Death Mode P2 801228f20001
Quick Level Gain (RPG) 801f366cffff
Infinite Health (RPG) 801e84d00080
Infinite Power Bar (RPC) 801f363e0080
Max Magic Stones (RPG) 801f37a8270f
Infinite Money (RPG) 801f37d0ffff
Max Power Bar (RPG) 801f364000ff

Expendable

Expenda	DIE
Infinite Health P1	. 800a63960063
Infinite Continues P1	. 800a06180005
Infinite Lives P1	. 800a63640063
Max Score P1	800a63446e7f
Max Score P1	. 800a63460651
Stop All Timers	. 800a0834012b
Rapid Fire P1	. 800a63840000
Have All Passcards	. 800b6b840101
Have All Passcards	. 800b6b820100
Have All Passcards	. 800b6b860001
Infinite Ammo P1	
Infinite Ammo P1	800a63c803e7
Infinite Ammo P1	800a63be03e7
Always Have Laser Site P1	800a63f80001
Always Have Orbs P1	. 800a63520003
Infinite Health P2	800a69ee0063
Infinite Lives P2	. 800a69bc00063
Infinite Ammo P2	. 500012020000
Infinite Ammo P2	800a6a2003e7
Infinite Ammo P2	800a6a1603e7
Infinite Grenades P2	800a6ad00063
Rapid Fire P2	
Always Have Orbs P2	800a69aa0003
Always Have Laser Site P2.	. 800a65a500001
Have All Keys	800b6bac0500

Front Mission 3

Tront mission s
Shunyo Max HP: Body 801e4fd203e9
Shunyo Max HP: Body 801e4fd401dd
Shunyo Max HP: LArm 801e503203e9
Shunyo Max HP: LArm 801e50340246
Shunyo Max HP: R.Arm 801e506203e9
Shunyo Max HP: R.Arm 801e50640246
Shunyo Max HP: Leg 801e500203e9
Shunyo Max HP: Leg 801e50040207
Shunyo Max HP: Body 801e523e03e9
Shunyo Max HP: Body 801e524001dd

Shunyo Max HP: L.Arm 801e529e03e9
Shunyo Max HP: L.Arm 801e52a00246
Shunyo Max HP: R.Arm 801e52ce03e9
Shunyo Max HP: R.Arm 801e52do0246
Shunyo Max HP: Leg 801e526e03e9
Shunyo Max HP: Leg 801e52700207
Zenislev Max HP: Body 8011a01603e9
Zenislev Max HP: Body 8011a01803e9
Zenislev Max HP: L.Arm 8011a01603e9
Zenislev Max HP: L.Arm 8011a07803e9
Zenislev Max HP: R.Arm 8011a0a603e9
Zenislev Max HP: R.Arm 8011a0a803e9
Zenislev Max HP: Leg 8011a04603e9
Zenislev Max HP: Leg 8011a04803e9
Kyojun Max HP: Body 8011a4ee03e9
Kyojun Max HP: Body 8011a4f003e9
Kyojun Max HP: L.Arm 8011a54e03e9
Kyojun Max HP: L.Arm 8011a55003e9
Kyojun Max HP: R.Arm 8011a57e03e9
Kyojun Max HP: R.Arm 8011a58003e9
Kyojun Max HP: Leg 8011a51e03e9
Kyojun Max HP: Leg 8011a52003e9
Drake M2C Max HP: Body 8011a28203e9
Drake M2C Max HP: Body 8011a28403e9
Drake M2C Max HP: L.Arm . 8011a2e203e9
Drake M2C Max HP: L.Arm . 8011a2e403e9
Drake M2C Max HP: R.Arm . 8011a31203e9
Drake M2C Max HP: R.Arm . 8011a31403e9
Drake M2C Max HP: Leg 8011a2b203e9
Drake M2C Max HP: Leg 8011a2b403e9

Hot Shots Golf 2 P1 Hole in One, Hole 1 d3046a660001

P1 Hole in One, Hole 1 80046a660001 P1 Hole in One, Hole 2 d3046a680001 P1 Hole in One, Hole 2 80046a680001 P1 Hole in One, Hole 3. d3046a6a0001

P1 Hole in One, Hole 3.... 80046a6a0001

P1 Hole in One, Hole 4. d3046a6c0001

DI Hole in One Hole 4	. d3046a6c0001
PI Hole in One. Hole 4	. 80046a6c0001
P1 Hole in One, Hole 5	
P1 Hole in One, Hole 5	. 80046a6e0001
P1 Hole in One, Hole 6	. d3046a700001
P1 Hole in One, Hole 6	
P1 Hole in One, Hole 7	
P1 Hole in One, Hole 7	. 80046a720001
P1 Hole in One, Hole 8	
P1 Hole in One, Hole 8	. 80046a740001
P1 Hole in One, Hole 9	. d3046a760001
P1 Hole in One, Hole 9	
P1 Hole in One, Hole 10	. d3046a780001
P1 Hole in One, Hole 10	. 80046a780001
P1 Hole in One, Hole 11	
PI Hole in One, Hole 11	. 80046a7a0001
P1 Hole in One, Hole 12	. d3046a7c0001
P1 Hole in One, Hole 12	
P1 Hole in One, Hole 13	. d3046a7e0001
P1 Hole in One, Hole 13	. 80046a7e0001
P1 Hole in One, Hole 14	
P1 Hole in One, Hole 14	
P1 Hole in One, Hole 15	. d3046a820001
P1 Hole in One, Hole 15	
P1 Hole in One, Hole 16	
P1 Hole in One, Hole 16	. 80046a840001
P1 Hole in One, Hole 17	
P1 Hole in One, Hole 17	
P1 Hole in One, Hole 18	. d3046a880001
P1 Hole in One, Hole 18	
P2 Hole in One, Hole 1	
P2 Hole in One, Hole 1	. 80046a8c0001
P2 Hole in One, Hole 2	
P2 Hole in One, Hole 2	
P2 Hole in One, Hole 3	. d3046a900001
P2 Hole in One, Hole 3	
P2 Hole in One, Hole 4	
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P2 Hole in One, Hole 4	. 000+003£0001
P2 Hole in One, Hole 5	. d3046a940001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5	. d3046a940001 . 80046a940001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5	. d3046a940001 . 80046a940001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6	. d3046a940001 . 80046a940001 . d3046a960001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a960001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a960001 . d3046a980001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a960001 . d3046a980001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a960001 . d3046a980001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a960001 . d3046a980001 . d3046a980001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . d3046a9a0001 . 80046a9a0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . d3046a9a0001 . 80046a9a0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . d3046a9a0001 . 80046a9a0001 . d3046a9c0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . d3046a9a0001 . 80046a9a0001 . d3046a9c0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . d3046a9a0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 10	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . d3046a9a0001 . 80046a9c0001 . 80046a9c0001 . d3046a9c0001 . d3046a9e0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 10	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . d3046a9a0001 . 80046a9c0001 . 80046a9c0001 . d3046a9c0001 . d3046a9e0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . d3046a9a0001 . 80046a9c0001 . d3046a9c0001 . d3046a9c0001 . 80046a9e0001 . 80046a9e0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11 P2 Hole in One, Hole 11 P2 Hole in One, Hole 11	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . 80046a9a0001 . 80046a9c0001 . 80046a9c0001 . d3046a9c0001 . d3046a9c0001 . 80046a9c0001 . 80046a9c0001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . 80046a9a0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . d3046aa00001 . d3046aa00001 . d3046aa00001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . 80046a9a0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . d3046aa00001 . d3046aa00001 . d3046aa00001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11 P2 Hole in One, Hole 12 P2 Hole in One, Hole 12	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . d3046a9a0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046aa00001 . 80046aa20001 . 80046aa20001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11 P2 Hole in One, Hole 12 P2 Hole in One, Hole 12 P2 Hole in One, Hole 12 P2 Hole in One, Hole 13	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . 80046a9a0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a20001 . 80046a20001 . 80046a20001 . 80046a20001
P2 Hole in One, Hole 5 P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11 P2 Hole in One, Hole 12 P2 Hole in One, Hole 12	. d3046a940001 . 80046a940001 . d3046a960001 . 80046a980001 . 80046a980001 . 80046a9a0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a9c0001 . 80046a20001 . 80046a20001 . 80046a20001 . 80046a20001
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P2 Hole in One, Hole 5 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 6 P2 Hole in One, Hole 7 P2 Hole in One, Hole 7 P2 Hole in One, Hole 8 P2 Hole in One, Hole 8 P2 Hole in One, Hole 9 P2 Hole in One, Hole 9 P2 Hole in One, Hole 10 P2 Hole in One, Hole 11 P2 Hole in One, Hole 11 P2 Hole in One, Hole 11 P2 Hole in One, Hole 12 P2 Hole in One, Hole 12 P2 Hole in One, Hole 13 P2 Hole in One, Hole 14	. d3046a940001 . 80046a940001 . d3046a960001 . d3046a980001 . 80046a980001 . 80046a9a0001 . 80046a9a0001 . 80046a9c0001 . 80046a9c0001 . d3046a9c0001 . d3046aa00001 . d3046aa20001 . d3046aa20001 . 80046aa20001 . d3046aa40001 . 80046aa40001 . 80046aa40001
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Unlock Pro 800d364e0002 Unlock Tour Pro d20d364e0003 Unlock Tour Pro 800d364e0003 Unlock Top Pro. d20d364e0004

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R1/R2/L1/L2 To End Tourn . 8004666c0012

Jackie Chan Stuntmaster

Infinite Health	80128fb400c8
Extra Red Dragons	. d00e72300000
Extra Red Dragons	. 800e72300900
_	

JoJo's Bizarre Adventure

Infinite HP (Story Mode) d30b27e02801
Infinite HP (Story Mode) 800b27e06405
Max Heart Score (Story Mode) d3066cc20001
Max Heart Score (Story Mode) 80066cc2000a
Infinite Fight Health (Story Mode)d30cdeba0001
Infinite Fight Health (Story Mode)800cdeba0090
Infinite Super Combos (Story Mode)
d00d08a20001
Infinite Super Combos (Story Mode)

800d08a20003

Easy Fights (Story Mode) d00ce24a0090 Easy Fights (Story Mode) 800ce24a0000 Infinite Health -Monkey Shoot- (Story Mode). d30af2400001

Infinite Health -Monkey Shoot- (Story Mode). 800af2400090

1 Shot Win -Monkey Shoot- (Story Mode) . . . d00af242008d

1 Shot Win -Monkey Shoot- (Story Mode) . . . 800af2420000

Quick Win -Justice- (Story Mode) 800d32a80000 Quick Win -Justice- (Story Mode) d00d59ae0000 Quick Win -Justice- (Story Mode) 800d59ae001d Quick Win -Justice- (Story Mode) d00d4e0e0090 Quick Win -Justice- (Story Mode) 800d4e0e0000 Full Power -Lovers- (Story Mode)d00dd91a0100 Full Power -Lovers- (Story Mode) 800dd 91 a 0400 Full Power -Lovers- (Story Mode)d30dd8980023 Full Power -Lovers- (Story Mode)800dd8980060 Infinite Time -Sun- (Story Mode), d30c36ec36d2 Infinite Time -Sun- (Story Mode) . 800c36ec3a98 Infinite Misses -Sun- (Story Mode)d00c370c0011 Infinite Misses -Sun- (Story Mode)800c370c0000 Quick Win -Sun- (Story Mode)... d00c36f40001 Quick Win -Sun- (Story Mode)... 800c36f40003 Infinite Health - Judgement- (Story Mode) . . . d30d7c5a0070

Infinite Health -Judgement- (Story Mode) . . . 800d7c5a0090

Infinite Super Combos -Judgement- (Story Mode) d00d2b620002 Infinite Super Combos - Judgement- (Story . Mode) 800d2b620003 Quick Win -Judgement- (Story Mode) d00d7a860090 Quick Win -Judgement- (Story Mode)

800d7a860000 Infinite Time -Tenore Sax- (Story Mode)

d30ac7f00001 Infinite Time -Tenore Sax- (Story Mode) 800ac7f0270f

Infinite Health P1......800cdeba0090 P1 Infinite Super Combo 800d08a20005 Infinite Health P2......800ce24a0090 P2 Infinite Super Combo 800d05120003 1 Hit Win P1...... 800ce24a0000 1 Hit Win P2...... 800cdeba0000

MLB 2001

Infinite Creation Points 801dcc4800c8
1 Ball For Walk
1 Ball For Walk 800b92740003
Never Strike Out 800b92720000
1 Strike For An Out d00b92720000
1 Strike For An Out 800b92720002
 Out Per Inning d00b92700000
1 Out Per Inning 800b92700002
2 Outs Per Inning d00b92700000
2 Outs Per Inning 800b92700001

Need For Speed: Porsche Unleashed

	Officasii	Cu
Infinite Cash	1	800bdc960090
Disable Tim	er	800c1ce80100
Extra Vehicle	es (Quick Race). 800bd6580007
AutoWin (Ch	ase) Not W/Dis	Time . 800c1ce8ffff
99 Points In	Tournament Mo	de. 800bdc9a0063
Tournament	Trophies	800bdfe80101
Tournament	Trophies	800bdfea0101
Tournament	Trophies	800bdfec0101
Tournament	Trophies	800bdfee0101
Tournament	Trophies	800bdff00101
Racing Trop	hies	800be33c0101
Racing Trop	hies	800be33e0101
	hies	
Weekend Tro	ophies	800be1580101
Weekend Tre	ophies	800be15a0101
Weekend Tre	ophies	800be15c0101
Weekend Tre	ophies	800be15e0101
Weekend Tro	ophies	800be1600101

NHL 2000 Blades of Steel

Home Team Always Scores 080133d6c0000 Home Team Always Scores 1080133d6c000a Away Team Always Scores 080133d400000 Away Team Always Scores 1080133d40000a

NHL Rock The Rink

Red Team Scores 0	8009009c0000
Blue Team Scores 0	800900e80000
Red Team Starts W/5 Gov	als . d009009c0000
Red Team Starts W/5 Cox	als . 8009009c0005
Blue Team Starts W/5 Go	als. d00900e80000
Blue Team Starts W/5 Go	als. 800900e80005

Renegade Racers

Kenegade Kacers
Start On 3rd Lap d00ab5540001
Start On 3rd Lap 800ab5540003
Start On 3rd Lap d00ab5540001
Start On 3rd Lap 800ab5560003
Always Missiles First Slot P1 . 800abaf80004
Always Missiles First Slot P1 . 800abaf40003
Jump Distance Complete 800ab80a2f00
1000 Pts Collected 800ab81c3e8
Infinite Health P1 8001b8380800
1000 Items Collected 800ab83c03e8
Enable Franklin Stein 80091ab801ff
Enable Mastov Kartnov 80091abcff01
Enable Sparks80091abe01ff
Enable Chase Rainbow80091ac2ff01
Enable The Mummy80091ac401ff
Enable Buck Billionaire 80091ac8ff01
Infinite Health P2 800ac32c0800
Always Missiles First Slot P2 . 800ac5ec0004
Always Missiles First Slot P2 . 800ac5ea0003

Samurai Shodown - Blade	es of Blood
Max Power P1 8	00185640080
Low Power P1 8	00185b40001
Max Power P2 8	00186b40080
Low Power P2 8	00186b40001
Stop Timer 8	3007e394003b
Infinite Health P1 8	00dd2580100
No Health P1 8	00dd2580000
Infinite Health P2	00dd2900100
No Health P2 8	00dd2900000
Max Rage Gauge P1 8	00dd2640080
No Rage Gauge P1 8	00dd2640000
Max Rage Gauge P2 8	300dd29c0080
No Rage Gauge P2 8	300dd29c0000
Sudden Death Mode c	1007e394000a
Sudden Death Mode 8	00dd2580000
Sudden Death Mode c	i007e394000a
Samurai Shodown - Warriors R	tage Sudden
Death Mode 8	
Press Up to Fly d	40ddd2a1000

Street Sk8er 2

Press Up to Fly...... 800ddd2a0001

Lots of Points	. 8003852cffff
Always Have Max Speed	800386120fff
Max Speed and Acclerate	801fa8b0100e
Max Cornering and Power	801fa8b2100a
Max Jump	801fa8b4000b

Superbike 2000
255 Pts Team Ducati 800ad25600ff
255 Pts Team Ducation 18 800ad25c00ff
255 Pts Team Ducati 800ad2a400ff
255 Pts Team Ducati 800ad2aa00ff
255 Pts Team Ducati 800ad2b000ff
255 Pts Team Ducati 800ad2b600ff
255 Pts Team Ducati 800ad2bc00ff
255 Pts Team Ducati 800ad2ce00ff
255 Pts Team Ducati 800ad2d400ff
255 Pts Team Ducati 800ad2da00ff
255 Pts Team Honda 800ad26200ff
255 Pts Team Honda 800ad26800ff
255 Pts Team Honda 800ad2c800ff
255 Pts Team Kawasaki 800ad26e00ff
255 Pts Team Kawasaki 800ad27400ff
255 Pts Team Kawasaki 800ad29800ff
255 Pts Team Kawasaki 800ad26900ff
255 Pts Team Suzuki 800ad28600ff
255 Pts Team Suzuki 800ad28c00ff
255 Pts Team Suzuki 800ad2c200ff
255 Pts Team Yamaha 800ad27a00ff
255 Pts Team Yamaha 800ad28000ff
255 Pts Team Yamaha 800ad2e000ff
255 Pts Team Yamaha 800ad2e600ff
255 Pts Team Aprilia 800ad29200ff

(Cinhon Filtor 2

Sphon Filter 2
Unable Al C
Have all Wagnes . Menu 8012a5b0fff
extra Char & Lys Priver Mode 8011f6a4fff
Inf Arn 10 d. Ver 1/2 *** rk-up8012a5c20063
Int Amen. William rink-up 8012a5ca0063
Inf Ammo at Weapon Pick-up8012a5da0063
Inf Ammo at Weapon Pick-up 8012a5ee0063
Inf Ammo at Weapon Pick-up 8012a5c60063
Inf Ammo at Weapon Pick-up8012a6120005
Inf Ammo at Weapon Pick-up 8012a5f20063
Inf Ammo at Weapon Pick-up8012a6160005
Inf Ammo at Weapon Pick-up8012a5e60042
Inf Ammo at Weapon Pick-up 8012a5be000e
Inf Ammo at Weapon Pick-up 8012a5fe0005
Inf Ammo at Weapon Pick-up 8012a5ce0010
Inf Ammo at Weapon Pick-up8012a5de0010
Stop all Timers 801f995808ad

Triple Play 2001

inpic italy zoo.
Enable All Rewards 80054d08ffff
Enable All Rewards80054d0affff
Enable All Legendary Players 80054d0cffff
Enable All Legendary Players 80054d0effff
Enable Extra Stadiums 80054d10ffff
Stop Training Timer 801971842b28

Infinite Ammo IvI I 80194f6a010
Infinite Heath M 1 80194f4400c
No Damage to Cab Ivl 1 8019439e012
1-Hit Kill Park Crook Ivl 1 80195a44000
1-Hit Kill Muggers Ivl 1 80196144000
Infinite Heath Ivl 2 80194f6c00ci
1-Hit Kill Park CrckHead M 3 8019556c000
Always Have Gun Ivl 4 80194f640008
Infinite Health Ivl 3 8019561800ci No Damage Cop Car Ivl 3 . 801944b2012
Infinite Ammo Ivl 3 80195616010
Infinite Ammo Ivl 3 80195616010 Always have Gun Ivl 3 80195610 0000
1-Hit Kill Roof Gangster M 3 80195b18000
Infinite Heath Ivl 4 801914c400c8
No Damage Cop Car 1 M 4 8019394e012
No Damage Cop Car 2 M 4 8019366e012
1-Hit Kill Park Gangster 1 L 480195b34000
1-Hit Kill Park Gangster 2 L 480195bb4000
1-Hit Kill Park Gangster 3 L 4 80194fb4000
1-Hit Kill Park Gangster 4 L 480195db4000
Infinite Health Ivl 5 801914c400cl
Inf Ammo Mch Gun Ivl 5 80196794000
Inf Ammo for Pistol Ivl 5 801914c2010
1-Hit Kill Entr Gangster 1 L 580191844000
1-Hit Kill Entr Gangster 2 L 5 801911c4000
1-Hit Kill Entr Gangster 3 L 5 80192044000
1-Hit Kill Entr Gangster 4 L 5 801943c4000
Infinite Health Ivl 680194c0400c0
Infinite Pistol Ammo Ivl 6 80194c02010
Infinite M16 Ammo Ivl 6 80198de0000
Inf Shot Gun Ammo M 6 80198d70000
Infinite Health Ivl 7 801955ac00cl
Infinite Pistol Ammo Ivl 7 801955aa010
Infinite M16 Ammo M 7 801990c0000
Inf Shot Gun Ammo M 7 801990e8000
Stop Timer M 8 8019329c3ad2
Inf Ammo for Pistol Ivl 8 80195a1e010
Inf Ammo for Shotgun Ivl 8 . 801986f4000
Stop Timer Ivl 9 80192e241fe0 Infinite Health Ivl 9 8019682400c8
Infinite Pistol Ammo Ivl 9 80196822010
Inf Ammo Shotgun M 9 801998a8000
Stop Second Timer Ivl 9 80193bc41b76
No Damage Sedan M 9 80195e7e012
No Damage Sedan M 9 801960a6012
Infinite Health Ivl 10801954d400c8
Inf Ammo Pistol Ivl 10 801954d2010
Inf Ammo Shotgun Ivl 10 8019922c000
No Damage Cop Car Ivl 10 . 801944260126
Infinite Health M 11 80194dd400c8
Inf Ammo Pistol Ivl 11 80194dd2010
Inf Ammo Shotgun M 11 801992f0000
Stop Timer Ivl 11 801927e41b86
Infinite Health Ivl 128019146c00c8
Inf Ammo Pistol Ivl 12 8019146a010
Inf Ammo Shotgun Ivl 12801954b4000
Roper: Inf Health Ivl 12 801918ec0200
Urban Chaos . Roper: Inf Ammo Shtgn Ivl 12
801950a4000f
Roper: Inf Ammo Pistol Ivl 12 801918ea010
Crime Rate 0% M 13 800cff000000
Infinite Health M 13 8019495c00c8

Roper: Inf Ammo Pistol Ivl 12 801918ea010f
Crime Rate 0% M 13 800cff000000
Infinite Health Ivl 13 8019495c00c8
Inf Ammo Pistol Ivl 13 8019495a010f
Inf Ammo Shotgun Ivl 13 8019900c000f
Inf Health Ivl 14 8019487400c8
Inf Health Ivl 14 8019487400c8 Inf Ammo Pistol Ivl 14 80194872010f
Inf Ammo Shotgun Ivl 14 801996f8000f
Inf Ammo Shotgun Ivl 14 8019970c000f
Inf Ammo Mch Gun Ivl 14 80199720000f
Infinite Health Ivl 15 801955b800c8
Inf Ammo Pistol Ivl 15 801955b6010f
Inf Ammo Shotgun Ivl 15 80199af8000f
Inf Ammo Mch Gun Ivl 15 8019951c000f
Roper: Inf Ammo Shtgn Ivl 1680198358000f
Roper: Infinite Health M 16 . 8019283c0200
Roper: Inf Ammo Pistol Ivl 168019283a010f
Infinite Health I/1 17 8019260400c8
Inf Ammo Pistol Ivl 17 80192602010f
Inf Ammor Shotgun Ivl17 80196f48000f
Inf Ammo Machinegun 17 80197498001a
Infinite Health Ivi 188019231400c8
Inf Ammo Pistol Ivl18 80192312010f
Inf Ammo Shotgun Ivl 1880197424000f
Inf Ammo Mchgun M 18 80197528000f
Roper: Inf Health Ivi 18 801944940200
Roper: Inf Ammo Shtgn Ivl 18801973c0000f
Roper: Inf Ammo Pistol Ivl 1880194492010f
Stop Timer Ivl 188018ef183ea0
Roper: Infinite Health Ivl 18, 801943140200
Roper: Inf Ammo Pistol M 1880194312010f
Infinite Health M 19 8019854400c8
Inf Ammo Pistol Ivl 19 80198542010f
inf Ammo Mchgun Ivl 19 8019ae4001a
Stop Timer Ivl 20 80194ce4a146
Infinite Health Ivl 20 8019675800c8
Inf Ammo Pistol Ivl 20 80196756010f
Inf Ammo Shotgun Ivl 20 80199c8c000f
Stop Timer Ivl 21 800ed9ca3835
Infinite Health Ivl 21 8019550c00c8
Inf Ammo Pistol Ivl 21 8019550a010f
Inf Ammo Shotgun Ivl 21 80198d3c000f
Cordanski: Inf Health Ivl 21 . 8019558c0200
Infinite Health M 22 801919c000c8
Inf Ammo Pistol Ivl 22 801919be010f
Baalrog: 1-Hit Kill Ivl 22 801942000001
Baalrog: 1-Hit Kill M 22 801942200001
-

Stop Timer Ivl 23 80189390b4bd Roper: Inf Health Ivl 23 8018ab240200 Roper: Inf Ammo Pistol Ivl 238018ab22010f

Roper: Inf Ammo Shtgn Ivl 238018d97c000f

Roper: Inf Ammo Shtgn Ivl 238018d9a4000f

Stern: Infinite Health Ivl 23. . 8018b32400c8

Stern: Inf Ammo Pistol Ivl 23 8018b322010f Stern: Inf Ammo Shtgn Ivl 23 8018d990000f

Inf Ammo Mchgun Ivl 23 . . . 8018dc10001f

Stop Second Timer Ivl 23...8018975018c6

WWF Smackdown

Infinite Creation Points	. d00ed41a0001
Infinite Creation Points	. 800ed41a0032
Enable All Characteristics	80090700ffff
Enable All Characteristics	80090702ffff
Enable All Characteristics	80090704ffff
Enable All Characteristics	80090706ffff
Enable All Characteristics	80090708ffff
Enable All Characteristics	8009070affff
Enable All Characteristics	8009070cffff
Enable All Characteristics	8009070effff
Enable All Characteristics	80090710ffff
Enable All Characteristics	
Enable All Characteristics	
Enable All Heads	
Enable All Tops	
Enable All Tops	
Enable All Bottoms	
Enable All Bottoms	
P1 Start W/5 Specials	
P2 Start W/5 Specials	
P3 Start W/5 Specials	
P4 Start W/5 Specials	. 8007aca60005
All Star Baseb	all 2001

Big Ball Mode	800296320001
Ball Trail Mode	800296360001
Tom Thumb Mode	8002963a0001
Infinite Creation Points	8110534042ba
Infinite Pitch Type Points	81105a544200



1 Ball And You Walk	. d106a276000
1 Ball And You Walk	. 8106a276000
1 Out And You Are Out	. d106a27a000
1 Out And You Are Out	. 8106a27a000
1 Strike And You Are Out	. d106a278000
1 Strike And You Are Out	.8106a278000
2 Balls And You Walk	. d106a276000
2 Balls And You Walk	. 8106a276000
2 Outs And You Are Out	. d106a27a000
2 Outs And You Are Out	. 8106a27a000
2 Strikes And You Are Out	. d106a278000
2 Strikes And You Are Out.	. 8106a278000
3 Balls And You Walk	
3 Balls And You Walk	
Away Team Scores 0	
Away Team Scores 50	
Home Team Scores 0	
Home Team Scores 50	
Infinite Balls	
Infinite Strikes	. 8106a278000

Battle Zone: Rise Of The Black Dogs

Infinite	Armor							81	1	df6de0bb	8
Infinite	Ammo							81	1	df6ea050	0

Disney's Tarzan

Enable Code - Must Be On.	f1044f60240
99 Coins	.810dd230006
Infinite Health	811921c0012
Infinite Lives	.800dd252000
TARZAN and Sketch	810dd22400f
Infinite Green Weapon	.81192096006
Infinite Red Weapon	
Infinite Purple Weapon	

Pokemon Stadium
Must Be Onde0004000000
P1 Inf HP In Battle All Pokemon
81285a1803e7
P2 Inf HP In Battle All Pokemon
8128643803e7
P1 Pokemon 1 Max HP 810ae58603e
P1 Pokemon 2 Max HP 810ae5da03e
P1 Pokemon 3 Max HP 810ae62e03e
P2 Pokemon 1 Max HP 810ae7a203e
P2 Pokemon 2 Max HP 810ae7f603e
P2 Pokemon 3 Max HP 810ae84a03e
P1 Pokemon 1 Inf Spells 810ae580fff
P1 Pokemon 1 Inf Spells810ae582fff
P1 Pokemon 2 Inf Spells 810ae5d4fff
P1 Pokemon 2 Inf Spells810ae5d6fff
P1 Pokemon 3 Inf Spells810ae628fff
P1 Pokemon 3 Inf Spells 810ae62afff
P2 Pokemon 1 Inf Spells 810ae79cfff
P2 Pokemon 1 Inf Spells 810ae79efff
P2 Pokemon 2 Inf Spells 810ae7foffi
P2 Pokemon 2 Inf Spells 810ae7f2fff
P2 Pokemon 3 Inf Spells810ae844fff
P2 Pokemon 3 Inf Spells 810ae846fff
Have All Pikachus/Magnemites
801183bc0000
Have All Pikachus/Magnemites
801183bd0000
Have All Pikachus/Magnemites
801183he0000

801183be0000

		,	_	
Sudden	Death	Mode	PI	d00e759603d2
Sudden	Death	Mode	PI	810daf780000
Sudden	Death	Mode	PI	810d9f7a000
Sudden	Death	Mode	P2	d00e759603d2
Sudden	Death	Mode	P2	810da7900000
Sudden	Death	Mode	P2	810da7920001

[R] But	ton Turbo	d	1103e1ea001
[R] But	ton Turbo	8	105641a080

sd00ed41a0001	Infinite Lives 801216e00008
s800ed41a0032	Infinite Secondary Weapons . 800FE6220008
tics 80090700ffff	Have All Vehicles / Levels 8012171d007e
tics80090702ffff	Extra Shields
tics80090704ffff	99 Kills801217550063
tics80090706ffff	99 Saves 801217560063
tics80090708ffff	99 Bonuses 801217570063
tics8009070affff	
tics 8009070cffff	Tony Hawk's Pro Skater
tics8009070effff	Have All Tapes Tony Hawk 810ddd3c3232
tics80090710ffff	Have All Tapes Tony Hawk 810ddd401f1f
ties 2000071 200	Hara All Trans Town Lloyd 010444431500

Have All	Tapes	Tony F	ławk	. 810dd	d4820
Have All	Tapes	Bob Bu	umquist.	810dd	ld5032
Have All	Tapes	Bob Bu	umquist.	8100	dd541
Have All	Tapes	Bob Bu	umquist.	.810d	dd561
Have All	Tapes	Bob Bu	umquist.	8100	dd581
Have All	Tapes	Bob Bu	umquist .	.810d	dd5a2
Have All	Tapes	Bob Bu	umquist.	. 810dd	dd5c20
Have All	Tapes	Geoff	Rowley	.810da	d6432
Have All	Tapes	Geoff	Rowley	8100	dd681
Have All 1	Tapes	Geoff	Rowley	.810d	dd6a1
Have All	Tapes	Geoff	Rowley	810	ddd6c
Have All	Tapes	Geoff!	Rowley	.810d	dd6e2
Have All	Tapes	Geoff	Rowley	810dd	d7020
Have All 1	Tapes	Bucky	Lasek	810dd	ld7832
Have All	Tapes	Bucky	Lasek	8100	ddd7cl
Have All					
Have All	Tapes	Bucky	Lasek	8100	dd801

Ready 2 Rumble

		,	_	
Sudden	Death	Mode	PI	d00e759603d7
Sudden	Death	Mode	PI	810daf780000
Sudden	Death	Mode	PI	810d9f7a0001
Sudden	Death	Mode	P2	d00e759603d7
Sudden	Death	Mode	P2	810da7900000
Sudden	Death	Mode	P2	810da7920001

Ridge Racer 64

[R]	Button	Turbo	 	 d103e1ea0010	
[R]	Button	Turbo	 	 8105641a0800	

Rogue Squadron V1.1

Infinite Lives	801216e00008
Infinite Secondary Weapons.	800FE6220008
Have All Vehicles / Levels	8012171d0076
Extra Shields	81128a4c4316
99 Kills	
99 Saves	
99 Bonuses	

are rui lupes forly i turne o foodouses ese
lave All Tapes Tony Hawk 810ddd401f1f
lave All Tapes Tony Hawk 810ddd421f20
lave All Tapes Torry Hawk 810ddd441f1f
lave All Tapes Tony Hawk 810ddd46201f
lave All Tapes Torry Hawk 810ddd482000
lave All Tapes Bob Burnquist 810ddd503232
lave All Tapes Bob Bumquist810ddd541f1f
lave All Tapes Bob Bumquist 810ddd561f20
lave All Tapes Bob Burnquist810ddd581f1f
lave All Tapes Bob Burnquist 810ddd5a201f
lave All Tapes Bob Bumquist 810ddd5c2000
lave All Tapes Geoff Rowley 810ddd643232
lave All Tapes Geoff Rowley 810ddd681f1f
lave All Tapes Geoff Rowley 810ddd6a1f20
lave All Tapes Geoff Rowley810ddd6c1f1f
lave All Tapes Geoff Rowley 810ddd6e201f
lave All Tapes Geoff Rowley 810ddd702000
Jan at All Tappe Buelout acold 910ddd702727

Have All Tapes Bucky Lasek. . . . 810ddd82201f Have All Tapes Bucky Lasek . . . 810ddd842000 Have All Tapes Chad Muska . . . 810ddd8c3232 Have All Tapes Chad Muska 810ddd901f1f Have All Tapes Chad Muska ... 810ddd921f20 Have All Tapes Chad Muska 810ddd941f1f Have All Tapes Chad Muska ... 810ddd96201f Have All Tapes Chad Muska...810ddd982000 Have All Tapes Kareem Campbell 81 0ddda 03232 Have All Tapes Kareem Campbell 810ddda41f1f Have All Tapes Kareem Campbell810ddda61f20 Have All Tapes Kareem Campbell 810ddda81f1f Have All Tapes Kareem Campbell810dddaa201f

Have All Tapes Kareem Campbell 810dddac 2000 Have All Tapes Andrew Reynolds810dddb43232 Have All Tapes Andrew Reynolds 810dddb81f1f Have All Tapes Andrew Reynolds810dddba1f20 Have All Tapes Andrew Reynolds 810dddbc1f1f Have All Tapes Andrew Reynolds810dddbe201f Have All Tapes Andrew Reynolds810dddc02000 Have All Tapes Rune Clifberg . . 810dddc83232 Have All Tapes Rune Glifberg....810dddcc1f1f Have All Tapes Rune Glifberg . . . 810dddce1f20

Have All Tapes Rune Glifberg . . . 810dddd01f1f Have All Tapes Rune Glifberg. . . 810dddd2201f Have All Tapes Rune Glifberg . . 810dddd42000 Have All Tapes Jamie Thomas. . 810ddddc3232 Have All Tapes Jamie Thomas...810ddde01f1f Have All Tapes Jamie Thomas . . 810ddde21f20 Have All Tapes Jamie Thomas...810ddde41f1f

Have All Tapes Jamie Thomas . . 810ddde6201f Have All Tapes Jamie Thomas. . 810ddde82000 Have All Tapes Elissa Steamer . . 810dddf03232 Have All Tapes Elissa Steamer . . . 810dddf41f1f Have All Tapes Elissa Steamer...810dddf61f20 Have All Tapes Elissa Steamer . . . 810dddf81f1f

WWF Wrestlemania 2000

Have All Tapes Elissa Steamer...810dddfa201f Have All Tapes Elissa Steamer . . 810dddfc2000

Infinite Creation Points	8011a81b0001
Easy Pins P1	801671f40064
Easy Pins P2	. 801676880064
Easy Pins P3	80167b1c0064
Easy Pins P4	80167fb00064
Easy Royal Rumble Win	8016722d00ff
Easy Royal Rumble Win	801676c300ff
All Secret Characters	8109ed5affff
Instant Win	8016722e00ff
Instant Win	801676c200ff
8 Bit Players	8004a575000f
Snake Skin Players	8004a57e001f
Shadow Body Parts	8004a5860002
Ancient Wrestlers	8004a58a000f
Chess Wrestling	8004ace8003e
Field Goal	. 800105480043
Backwards Wrestlers	. 800105580043
Shrink Arena 2k	8004a15e001f
Giant Wrestlers	8001064e003e
Upside Down Wrestlers	8101064e3f80

Harvest Moon

Infinite Cash01 ffefb8
Infinite Cash01fff0b8
Infinite Cash01fff1b8
Infinite Seeds 0163d2b8
Infinite Seeds 0163d3b8
Infinite Seeds 0163d4b8



Infinite Seeds									01	63	d5	b8
Infinite Seeds									01	63	d6	b8
Infinite Seeds						_			01	63	d7	b8
Infinite Seeds									01	63	d8	b8
Infinite Seeds									01	63	d9	b8
Infinite Seeds									01	63	dal	68

Hello Kitty's Cube Frenzy Infinite Lives......0109afcd

Jeremy McGrath Supercross 2000	
Always First Place01ffb6d5	
Always First Place01ffb6d4	
Always First Place01ffb6d3	
Always First Place01ffb6d2	
Always First Place	

Ken	Griffey Jr.	Presents	MLB
Infinite	Balls	010	008edb
Infinite	Strikes	010	008fdb

Mario Golf Always Under Par 0100a0c8

Millenium Winter Sports Max Speed 0130a6c8

Monopoly

	monopoly																	
Max	Money.															01	997cc	4
Max	Money.															01	997dc	4
Max	Money.															01	997ec	4

Monster Rancher Battle Card GB Infinite HP......015ff8c1 Infinite HP......015ff6c1

Infinite GUTS 015f15c2 Beat 1 Character To Win 0100fbc1 Reat 1 Character To Min

Beat I Character IO WIN										
Muppets										
Infinite Lives 0163bcda										
Infinite Health 01ffc1da										
Infinite Special Move0119c3da										

NHL Blades of Steel 2000

Infinite Paper Plane/Drumsticks . . 0119c2da

Away Team Scores U010050ca
Away Team Scores 50013250ca
Home Team Scores 0 010052ca
Home Team Scores 50 013252ca

Pokemon Blue Infinite PP 01282dd0 Infinite PP 01282ed0

Infinite PP 012830d0
Infinite Health01ff16d0
No Random Fights 01033cd1
Infinite Money 019947D3
Infinite Money 019948D3
Infinite Money 019949D3
Never Miss01ffd6cf

R-Type DX Start on Final Level (R-Type DX) . . 010b68d1 Invincible (R-Type DX) 910112d1

Invincible	(R-Type	D	X)						91011ed5
Invincible	(R-Type	II)							91011ed5
Invincible	(R-Type	I)							910112d1

Rainbow Six Infinite Ammo 01304bd4

Rugrats	Time	Trav	elers	
No Items on Pick	Up		. 01000a	c2
nfinite Continues			0163116	da

Street Fighter Alpha: Warriors

Dream														
Infinite Health P1														0190b5c4
No Health P1														0100b5c4
Infinite Health P2	2													0190b5c6
No Health P2														0100b5c6
Stop Timer														016309cf

Superman	
nfinite Health	
Tennis	

P1 1 Point Wins Game 0104ddc0

CPU Always Scores 0 0101dec0

Tony Hawk Pro Skater Max S-Points......0109d6c4

Turrican

Infinite	Bullets	 		 	 	. 0103fec4
Infinite	Buzzsaws	 		 		 0103c3c5
Infinite	Grenades	 		٠.		 010301c5
Infinite	Lives	 		٠.		 0103ddc5
Infinite	Powerline	 	٠.	٠.		 010304c5



4 Wheel Thunder

Infinite Cash. 821B8F2A00000010 999 Points 1FB414BB000003E7

Air Force Delta

Infinite Missiles..... 3D8129D700000032 Infinite Armor 23D76ED500001099

Armada

Quick Level Gain	A9EB633D00000090
Infinite Power Pods	. 90F8385B00000003
Infinite Credits	E9AF2A3800000090

Blue Stinger

0000090
0000028
0000038
000000F
0000006
0000002
0000002

Carrier

Infinit	: Handgun AmmoEFA70EAB0000000F	
Level	Energy Drink . 3D31378600000064	
Pistol	Magazine1414055000000064	

Dead Or Alive 2

Infinite Health P1 26F76D270000012C
Infinite Health P219D418F30000012C
No Health P1 26F76D2700000000
No Health P219D418F300000000
Low Health P1 26F76D2700000001
Low Health P2 19D418F300000001
50% Health P1 26F46D2740705064
50% Health P1 26F76D2700000096
50% Health P2 19D718F340705064
50% Health P2 19D418F300000096

ECW Hardcore Revolution Infinite Creation Pts . . . 1E64166200000023

Elemental	Gimmick	Gear	
I-Dales I table	1040100	*******	,

Infinite Health 18AC16CE00000019 Evolution - The World Of

Sacred Device Infinite Health - Linear . F4B9A1D7000000FF

Expendable

C7B3E63C00000064

Fighting Force 2

Tons o' Cash........E58712CA0000FFFF

Flag To Flag

Tons o' Career Points .. BE063B93000000FF

Gundam Side Story 0079

Lvl 1- Infinite Armor 80F396D700000384
Lvl 1- Inf Ammo Primary
49DA041F0000001C
Lvl 1- Inf Ammo Special
7E25C8D40000001C
Lvl 1- Low Heat B7B6215B00000000
Lvl 1- Low Barrel Heat 7E1DC8D400000000
Lvl 2- Infinite Armor 15A4305D00000384
Lvl 2- Inf Ammo Primary
EF773E580000000A
Lvl 2- Inf Ammo Special 2FE745890000000A
Lvl 2- Low Heat 85A3ABCC00000000
Lvl 2- Low Barrel Heat . 2FDF458900000000

House Of The Dead 2

Infinite Credits 3	BA12BA200000009
Infinite Health P1 4	B72102F00000003
Never Reload P1 B	556356B00000006
Infinite Health P2 A	9AB5E7700000003
Never Reload P2 Do	0188C3900000006

Hydro Thunder

Always Place 1st 7B75DC540000000	
Enable All Tracks And Boats	
78C5DCA300000001	
Enable All Tracks And Boats	
C0ABE85900000001	
Enable All Tracks And Boats	
F1E9992700000001	
Enable All Tracks And Boats	
57F778F600000001	
Enable All Tracks And Boats	
8AD382A100000001	
Enable All Tracks And Boats	
DFD88C7E00000001	

JoJo's Bizarre Adventure

Infinite Health P1 (Arc). 63BB7D2F00000090
Infinite Health P2 (Arc). 26F7752800000090
Low Health P1 (Arc)63BB7D2F00000000
Low Health P2 (Arc) 26F7752800000000
50% Health P1 (Arc) 63B87D2FC0705033
50% Health P1 (Arc) 63BB7D2F00000048
50% Health P2 (Arc) 26F47528C0705033
50% Health P2 (Arc) 26F7752800000048

All Emplems 296F600800000005
All Emblems 47FA1C8400000005
Infinite Glyph Power DB9880B900000034
Maximum Stamina 3A21272100000004
All Glyphs 7C3DD064000003FF
All Abilities 4BFA1CAF0000FFBF

Legacy Of Kain: Soul Reaver

Maken Y

Maken A
God Mode 1944170E00000001
No Clipping Mode 6DAB6ADE00000001
Homing Attack 91A80B6800000001
Debug Display E9071AB600000001
Super Jump 88838C9E0000001E
Super-Duper Jump 88B38C9E0000003C

High Jump 88B38C9E0000000F
Tiny Character F1A1971800003F80
Giant Character F1A19718000041A8
Narrow Character 57BF76C900003F80
Wide Character 57BF76C9000041A8

Mortal Vambat Cold

Mortal Kombat Gold	
P1 Start With 99 Wins . AFE05BD2C0705041	
P1 Start With 99 Wins . AFE35BD200000063	
P1 No Overall Wins AFE35BD200000000	
P2 No Overall Wins EFA712D700000000	
P2 Start With 99 Wins . EFA412D7C0705041	
P2 Start With 99 Wins . EFA712D700000063	
Infinite Health P1 591F7D1400003F7F	
Infinite Health P2 84FB874300003F7F	
Low Health P1 591F7D1400000001	
Low Health P2 84FB874300000001	
50% Health P1 591C7D14C0705611	
50% Health P1 591F7D1400001C78	
50% Health P2 84F88743C0705611	
50% Health P2 84FB874300001C78	
P1 One Win Needed 75A6D941C0705041	
P1 One Win Needed 75A5D94100000001	
P1 Never Wins 75A5D94100000000	
P2 One Win Needed CDC8EDBBC0705041	
P2 One Win Needed CDCBEDBB00000001	
P2 Never Wins CDCBEDBB00000000	
Danger Mode 18E41C5200000001	
Easy Endings 90C8003400000001	
High Punch Fatality EEF7125700000001	
Low Punch Fatality 2E67698600000001	
Down+High Punch Pit Fatality	
7735D9C100000001	
Kode: Big Head Mode . BE06304E00000001	
Kode: Throwing Disabled . BE06304E00000002	
Kode: Max Damage Disabled	
BE06304E00000003	
Kode: Max/Throw Disabled	
BE06304E00000004	
Kode: Unlimited Run BE06304E00000005	
Kode: Free Weapon BE06304E00000006	
Kode: Random Weapons . BE06304E00000007	
Kode: Armed & DangerousBE06304E00000008	
Kode: Many Weapons . BE06304E00000009	

Kode: Silent Kombat . . BE06304E0000000A Kode: Explosive KombatBE06304E0000000B Kode: No Power. BE06304E0000000C Kode: No Rain BE06304E0000000D Kode: Weapon Kombat, BE06304E0000000E Kode: Noob Saibot Mode . BE06304E0000000F Kode: Red Rain..... BE06304E00000010 Kode: Goro's Lair BE06304E00000011 Kode: The Well..... BE06304E00000012 Kode: Elder Gods BE06304E00000013 Kode: The Tomb BE06304E00000014 Kode: Wind World BE06304E00000015 Kode: Reptile's Lair.... BE06304E00000016 Kode: Shaolin Temple . BE06304E00000017 Kode: Living Forest . . . BE06304E00000018 Kode: Prison..... BE06304E00000019 Kode: Ice Pit...... BE06304E0000001A Kode: The Church BE06304E0000001B Kode: The Nether Realm . BE06304E0000001C Kode: The Soul Chamber . BE06304E0000001D Kode: Ladder Stage . . . BE06304E0000001E P1 Play As Goro..... 5BC77D140000000F P1 Play As Noob Saibot5BC77D1400000011

P2 Play As Noob Saibot..... AD035BD200000011 P2 Play As Sektor AD035BD200000016 P1 Play As Meat. 8693874300000001 P2 Play As Meat D398899C00000001 Infinite Time...... FA199C1F00000063 Sudden Death Mode P1FA1A9C1F00705040 Sudden Death Mode P1591F7D1400000001 Sudden Death Mode P2FA1A9C1F007050-C Sudden Death Mode P2 84FB87430000000

P1 Play As Sektor 5BC77D1400000016

P2 Play As Goro AD035BD20000000F

NRA Showtime NRA On NRC

NBA Showtime NBA On NBC
Infinite Turbo P1 710DD952000042C8
Infinite Turbo P2 36892E17000042C8
Infinite Turbo P376ADD952000042C8
Infinite Turbo P4 42321599000042C8
No Turbo P1 710DD95200000000
No Turbo P2 36892E1700000000
No Turbo P3 76ADD95200000000
No Turbo P4 4232159900000000
Away Team Scores 200 DDC8898F00000032
Away Team Scores 2003CC12E1700000032
Away Team Scores 20061DB611100000032
Away Team Scores 200 B37630DD00000032
Away Team Scores 0 . DDC8898F00000000
Away Team Scores 03CC12E1700000000
Away Team Scores 0 61DB611100000000
Away Team Scores 0 . B37630DD00000000
Home Team Scores 200 . F3999CD600000032
Home Team Scores 200 3C712E1700000032
Home Team Scores 200 . 8863875000000032
Home Team Scores 200 . C2BBEDA800000032
Home Team Scores 0 . F3999CD600000000
Home Team Scores 0 . 3C712E1700000000
Home Team Scores 0 . 8863875000000000
Home Team Scores 0 . C2BBEDA800000000
Away- 20 Extra Pts 1st Qtr DDCB898FC0705041
Away- 20 Extra Pts 1st Qtr DDC8898F00000014
Away- 20 Extra Pts 2nd Qtr3CC22E17C0705041
Away- 20 Extra Pts 2nd Qtr 3CC12E1700000014
Away- 20 Extra Pts 3rd Qtr 61D86111C0705041
Away- 20 Extra Pts 3rd Qtr 61DB611100000014
Away- 20 Extra Pts 4th Qtr B37530DDC0705041
Away- 20 Extra Pts 4th Otr B37630DD00000014
Home- 20 Extra Pts 1st QtrF39A9CD6C0705041
Home- 20 Extra Pts 1st Qtr F3999CD600000014

Home- 20 Extra Pts 2nd Qtr3C722E17C0705041 Home- 20 Extra Pts 2nd Qtr3C712E1700000014

Home- 20 Extra Pts 3rd Qtr 88608750C0705041

Home- 20 Extra Pts 3rd Qtr 8863875000000014
Home- 20 Extra Pts 4th QtrC2B8EDA8C0705041
Home- 20 Extra Pts 4th Qtr C2BBEDA800000014
Away- 0 Pts 1st Qtr DDC8898F00000000
Away- 0 Pts 2nd Qtr 3CC12E1700000000
Away 0 Pts 3rd Qtr 61DB611100000000
Away- 0 Pts 4th Qtr B37630DD000000000
Home- 0 Pts 1st Qtr F3999CD600000000
Home- 0 Pts 2nd Qtr 3C712E1700000000
Home- 0 Pts 3rd Qtr 8863875000000000
Home- 0 Pts 4th Qtr C2BBEDA800000000
Disable Shot Clock 4CAA159900000FFI

NFL2K

Home Team Scores 100 . 938812A900000064 Home Team Scores 0 . 938812A900000000

NFL Blitz 2000

NI E BIILE 2000			
NFL Blitz 2000 Team 2 Scores	0		
NFL Blitz 2000 Team 2 Scores 10	00		
NFL Blitz 2000 Team 1 Scores	0		
NFL Blitz 2000 Team 1 Scores 10	00		
NFL Blitz 2000 Always 1st Dov	vn		
NFL Blitz 2000 Always 4th Dov	vπ		
NFL Blitz 2000 3 Downs Per Possession	on		
NFL Blitz 2000 3 Downs Per Possession	on		
NFL Blitz 2000 2 Downs Per Possession	on		
NFL Blitz 2000 2 Downs Per Possession	on		
NFL Blitz 2000 1 Down Per Possession	bri		
NFL Blitz 2000 1 Down Per Possession	on		
NFL Blitz 2000 Infinite Turbo Team	1		
NFL Blitz 2000 Infinite Turbo Team	2		

NFL Quarterback Club 2000

Home Team Scores 100 . 97C82D6F00000064 Home Team Scores 0.... 97C82D6F00000000

Power Stone

P1 Play As Valgas 5DD76E9300000009

Psychic Force 2012

Infinite Health P1 B14E2FE8000003E8 Infinite Health P2..... 32393121000003E8

Resident Evil Code: Veronica

Note: AIC = Always In Crate 279F6D1200000002 E73716C3000003E7 999 Any Item (Place Item In Last Position In Crate). F3A998D0000003E7 Rocket Launcher AIC. . 694BA51603E70001 Assault Rifle AIC AB139FC603E70002 Sniper Rifle AIC FBD958D103E70003 Shotgun AIC......3431EA1003E70004 Grenade Launcher AIC. 8023435703E70006 Custom Handgun AIC. BB46F4DA03E7000A Linear Launcher AIC . . 1D14D8C603E7000B Acid Rounds AIC 45EAD19E03E70010 Flame Rounds AIC.... 95F8C4A003E70011 First Aid Spray AIC . . . D5884D8803E70014 Ink Ribbons AIC..... 3481EA1003E7001F Magnum AIC 699BA51603E70020 Gold Lugers AIC..... BB36F4DA03E70021 Submachine Gun AIC . D6484D8803E70022 Gas Mask AIC 3741EA1000010027 Alexander's Pierce AIC. 6A5BA5160001002B Alexander's Jewel AIC . B8F6F4DA0001002C Alfred's Ring AIC. F8C958D10001002D Alfred's Jewel AIC.... 5ED7B9000001002E Lockpick AIC 8333435700010032 Glass Eye AIC D6384D8800010033 Piano Roll AIC 1E04D8C600010034 M - 100P AIC BF36F4DA03E7008E

Infinite Health..... DE488CD6000000A0 Save Counter Always 0 913804AF00000000 Low Timer BF36F4DB000005C3 FDB9998C00000027 Running In Place FDB9998C00000004 Glide FDB9998C0000000B Dancin' Like A Dork . . FDB9998C00000014

Re - Volt Infinite Tries P1 3401263E00000003

Rippin' Riders

High Trick Points E9B71B3B0000FFFF

Roadsters

Infinite Cash 883B970000000000
Start On Second Lap 43790310C0705041
Start On Second Lap 437A031000000002
Infinite Cash 9D2010C3000000F0

Sega Rally 2

Enable All Years 64DB58B80000000A
Enable All Vehicles/Have All Golds
505744AE0000FFFF
Enable All Vehicles/Have All Golds
8D8BBFF90000000F

Coverth Cross Evalution

Seventh Cross E	volution
Infinite HP 8E2	B8C89000003E7
Infinite HP B54	E3B04000003E7
Infinite EVP 67C	B6AC80000270F
Infinite EP 8ED	38C89000003E7
Infinite EP DBD	88256000003E7
Infinite WA 8153	8C89000026AD
Infinite PROT BACE	E3B04000026AD
Infinite CAL D458	88256000026AD
Infinite FIB1C90	1718000026AD
Infinite HC 1CA4	11718000026AD
Infinite NBIO 4462	21E40000026AD
All Body Parts 684	B6AC80000FFFF

All Body Parts 94700B7E0000FFFF
All Body Parts AA1350180000FFFF
All Body Parts D40082560000FFFF
All Body Parts FAD9970F0000FFFF
All Body Parts 350925CE0000FFFF
All Body Parts 353125CE0000FFFF
All Body Parts 68136AC80000FFFF

Chadow Man

Shadow Man			
999 Cadeaux6A8B67B1000003E7			
Infinite 9mm Ammo 7085DFF2000003E7			
Infinite Violator Ammo 1E641A61000003E7			
Infinite Shotgun Shelfs. D6988F2F00000063			
Accumulator 3661289200000003			
Asson			
Baton 82A381D500000003			
Book Of Shadows A9435D4400000003			
Calabash 9008062200000003			
Engineers Key 82D381D500000003			
Enseigne70C5DFD700000003			
Flambeau D7D88F0A00000003			
Flashlight 5FF77B8200000003			
Handgun 1F241A4400000003			
Key Card			
L'Eclipser: La Lame 31F1289200000003			
L'Eclipser: La Lune AED35D4400000003			
L'Eclipser: La Soleil FE199A5300000003			
Marteau			
MP 9097785DFD700000003			
Prism			
Retractor FEA99A5300000003			
Shotgun			
Shotgun 2 CFEBEB2D00000003			
SMGF9E99A5300000003			
Spare 58B77B8200000003			
Spare			
Spare 2EA76F900000003			
Teddy Bear D7688F0A00000003			
The Prophecy 46BA131C00000003			
Violator			
Jack's Journal 5F877B8200000003			

Sonic Adventure

999 Rings. 4DDA049D000003E7

Soul C	alibur
Infinite Health P1	
1 Hit Death P1	
1 Hit Death P2	
Infinite Health P2	
50% Health P1	
50% Health P1	
50% Health P2	
50% Health P2	
Sudden Death Mode P	
Sudden Death Mode P	
Sudden Death Mode Pa	
Sudden Death Mode Pa	
Disable Timer	. FCF959E400F7956
Infinite Points Mission I	Mode
61E364FD00000010	
P1 Never Wins	683B64070000000
P2 Never Wins	4FFA10AD00000000
P1 Always Wins	683B640700000000
P2 Always Wins	
P1 One Win Needed	
P1 One Win Needed	
P2 One Win Needed	
P2 One Win Needed	
Enable Hwang	
Enable Yoshimitsu	
Enable Lizardman	
Enable Siegfried	
Enable Rock	2A9F69910000000
Mission- P2 Poisoned	
Mission- P2 Poisoned .	
Mission- P2 Severe Poiso	
Mission- P2 Severe Poiso	
Mission- P2 Deadly Poiso	
Mission- P2 Deadly Poiso	
Mission- P2 Invisible	
Mission- P2 Invisible	
Mission- P2 Invis. Weapo	
Mission- P2 Invis. Weapo	
Mission-P2 Untouchable	
Mission- P2 Untouchable	
Mission- P2 Life Up	
Mission- P2 Life Up	
Mission- Knock Down I	
E88717F500000003	*100c
Mission- Knock Down I	Mode
B81635EC00000009	would in the state of the state
Mission-16 Strikes Mode	F88717F50000000
Mission- 16 Strikes Mode	
Mission-Repel Mode	
Mission- Repel Mode	
Mission- Poison Mode .	
Mission- Poison Mode .	
Mission- Severe Poison	
E88717F500000003	wode
	Made
Mission- Severe Poison	wode
B81635EC00000007	Made
Mission- Deadly Poison	Mode
E88717F500000003	March.
Mission- Deadly Poison	Mode
B81635EC00000008	

Mission- Force Field Arena

Mission-Invisible Mode E88717F500000003 Mission- Invisible ModeB81635EC0000000D Mission- Invisible Weapon Mode.....

Mission- Invisible Weapon Mode.....

E88717F500000003

B81635EC00000010

E88717F500000003

B81635EC00000020

E88717F500000003

Mission- Up 'n Away Mode
B81635EC00000013
Mission- Windy Mode E88717F500000003
Mission-Windy Mode . B81635EC0000001B
Mission- P1 Poisoned . E88717F500000001
Mission- P1 Poisoned . B81635EC00000004
Mission-P1 Severe Poison E88717F500000001
Mission-P1 Severe Poison B81635EC00000007
Mission-P1 Deadly Poison E88717F500000001
Mission-P1 Deadly Poison B81635EC00000008
Mission- P1 Invisible E88717F500000001
Mission- P1 Invisible B81635EC000000D
Mission-P1 Invis. Weapon E88717F500000001
Mission-P1 Invis. Weapon B81635EC00000020
Mission-P1 Untouchable . E88717F500000001
Mission-P1 Untouchable . B81635EC00000014
Mission- P1 Life Up E88717F500000001
Mission- P1 Life Up B81635EC00000005
South Park: Chef's Luv Shack
20000 Pts P1 464A2CRC00004F20

20000 Pts P1 464A2CBC00004E20 20000 Pts P2 464A2CBC00044E20 20000 Pts P3 C9DBD48D00004E20 20000 Pts P4....... 28F7503000004E20 0 Pts P1......464A2CBC00000000 0 Pts P2......9658398200000000

Speed Devils

infinite Cash.	89	BB8F8200000010	
Infinite Points	DCI	B0807A00000100	

Star Wars: Episode 1 Racer

Infinite Truguts CDCBE4D6000F4240

Start On 3rd Lap P1... DFDB80E6C0705041 Start On 3rd Lap P1... DFD880E600000002

Enable All Tracks CE0B24D6FFFFFFF All Tracks Complete . . . EC67DBBA3FFF3FFF All Tracks Complete . . . 425ADCE73FFF00FF Enable All Characters . . 75A5102CFFFF007F

Suzuki Alstare Extreme Racing

250 Pts Session 1 A10353C8000000FA

Sword Of The Berserk Guts Rage
Infinite Credits 600B69340000000A
Infinite Grenades 8ABBBCD600000005
Infinite Hand Cannon Ammo
5767468100000005
Infinite Health Vials 575F468100000005

Tee Off

Lead Player Low Score 9858066800000001 Lead Player High Score 9858066800000006 2nd Player Low Score . 484A135600000001 2nd Player High Score. 484A135600000006

Test Drive 6

Infinite Cash......87DB8F71000000FF

Time Stalkers

Infinite Cash 10AC1D7E00000010

TNN Motorsports Hardcore Heat

99 Points P1 55E7748000000063

Tokyo Mreme Racer

Infinite Cash 4F721C8000000090 All Rivals Beaten...... 57C7B412FFFFFFF All Rivals Beaten A10392D4FFFFFFF All Rivals Beaten. DF28409AFFFFFFF All Rivals Beaten 3E21E702FFFFFFF All Rivals Beaten 63FB68@40000FFFF All Rivals Beaten 8A934E45FFFFFFF All Rivals Beaten. DF98409AFFFFFFF All Rivals Beaten 1764D5D4FFFFFFF All Rivals Beaten......638BA804FFFFFFF All Rivals Beaten 508774120000FFFF Disable Timer 2007A00A00000000

Tomb Raider: The Last Revelation

Note: U - Unlimited All Secrets Found..... B80E09A900000046 Have Pistols 9CB879BD000000FF Have Uzi B23249C7000000FF Have Shotgun C30394B2000000FF Have Crossbow+LaserSight, E29B6BDE000000FF Have Grenade Gun A35322DB000000FF Have Revolver+LaserSight..... C2FF94B2000000FF Have LaserSight DD40E09500000001 U Small Medipacks . . . 3CC 117000000000FF U Normal Shotgun Arrano, F349A5CC000000FF U Wideshot Shotgun Ammo3C99170D000000FF U Normal Grenade Ammo . 5557441D000000FF

WWF Attitude Infinite Creation Pts... 25B76D4400000023

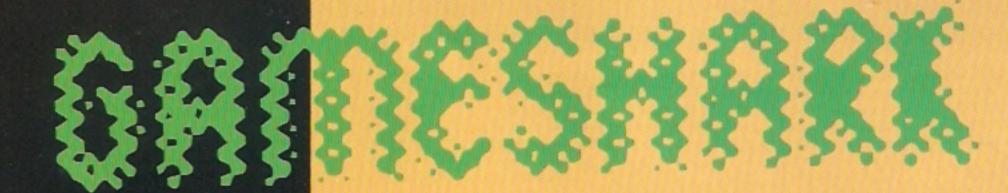
U Explosive Crossbow Ammo 157C25DB0000000FF

U Super Grenade Ammo . . . 888BEE4A000000FF

U Flash Grenade Ammo 8883BE4A000000FF U Normal Crossbow Ammo B32E09C7000000FF U Poison Crossbow Ammo DDB88095000000FF

Zombie Revenge

Zombie Kevenge
Free Play Mode 573765D2000000FF
P1 Character Modifier. 6DAB779A00000001
P1 Tons o' Points 9FB005E400000090
P1 Infinite Health39612B5400000100
P2 Tons o' Points 8D5B821300000090
P2 Infinite Health 7FC5DC1100000100
Red Blood Mode 647B79C40000001





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P-20-317

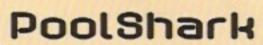
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DW-N64SPORT

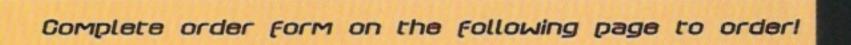
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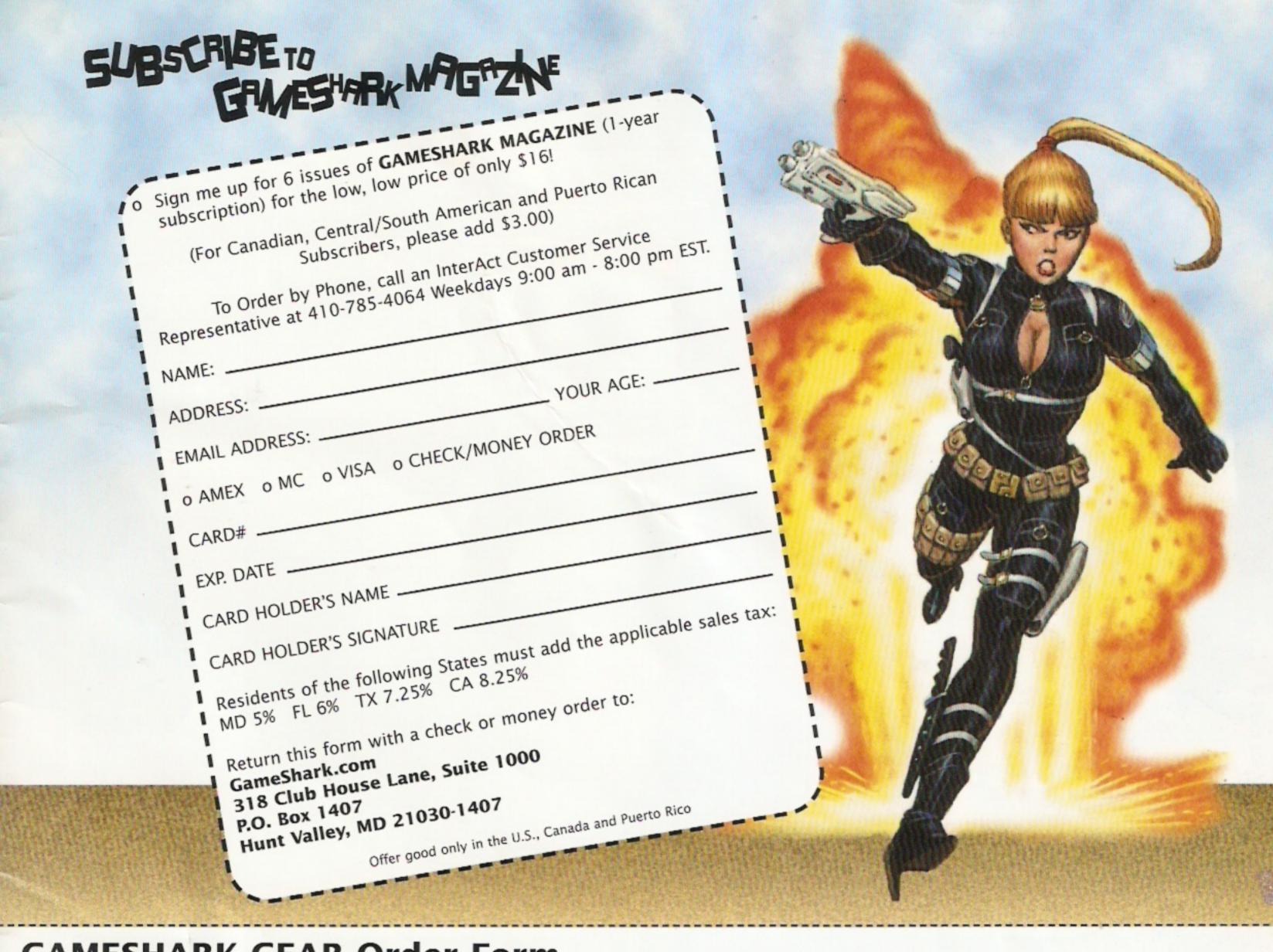


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