

FORMERLY DANGEROUS WATERS

GAMESHARK

MAGAZINE

NOW PACKED WITH
THE OFFICIAL
GAMESHARK
CODESOURCE
DREAMCAST CODES



E3
REPORT

THE FUTURE
OF GAMING



GEKIDO

FURIOUS FOUR-PLAYER FIGHTING

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 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't-like-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 ooh'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** (formerly **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 tradeshow 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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JUNE 2000

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Dear Dullmann,
Please help.

I read, a while ago, about a code that works with the DexDrive and SharkLink, but I can't 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

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 wasn'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 its 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, re-enter 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 it's 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

DD DANGEROUS 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 T-shirts!

Let's feel the love, people! Send in your artwork!



Send your Dangerous Designs submissions to:
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PLAYER FIGHTING**



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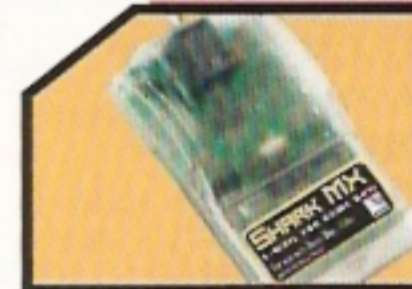
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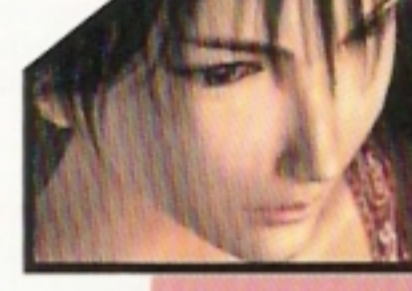
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DOWNLOADING AT GAMESHARK.COM

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 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 codes.

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@gameshark.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@gameshark.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.

THEY'RE BACK!



Hana, Deke and Glas return to your PlayStation 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,

solving puzzles and blasting enemies along the 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

HERE'S A GLIMPSE OF THINGS TO COME

PSX

Game Title	Release Date
Carnivale	June 2, 2000
World Racing Championship	June 6, 2000
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 Forces	June 2000
Infestation	June 2000
Int. Fisherman Bass Hunter	June 2000
Threads of Fate	July 18, 2000
Who Wants To Be A Millionaire?	July 2000
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 2000	July 2000
Duke Nukem: Planet of the Babes	July 2000
Team Buddies	July 2000
Earthworm Jim	July 2000
Disney's Dinosaur	July 2000
Surf Riders	July 2000
Harvest Moon: Back to Nature	July 2000

N64

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

PC

Game Title	Release Date
Dark Angel	Jun. 16, 2000
Midway Arcade Flashback	June 28, 2000
Street Fighter III: Double Impact	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	June 2000
Arcatera: The Dark Brotherhood	June 2000
Draconus: Cult of the Wym	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

CODEBOY GUSHES OVER 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 you 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**



Driving Emotion Type S



Tekken Tag Tournament

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!

Tekken Tag Tournament is the next title for the PS2 and a second early title from Namco. Though a graphical masterpiece, the gameplay seems about the same as the prior **Tekkens**. Nothing at all wrong with that, it just seems that this is the time many fighter series' are throwing in some new twists to the fighting genre. Very reliant on the

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 drag-race 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



Hi, I'm Nina. I admire CodeBoy's handsome stacks.

SHARK MX? WHAT'S NEXT?

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 pro-



grams, 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 Boy.

Look for Shark MX to hit videogame retailers this Summer!



to hack with it

Give Your Thumbs A Break With A "5" Code!

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? Hmm.. 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...

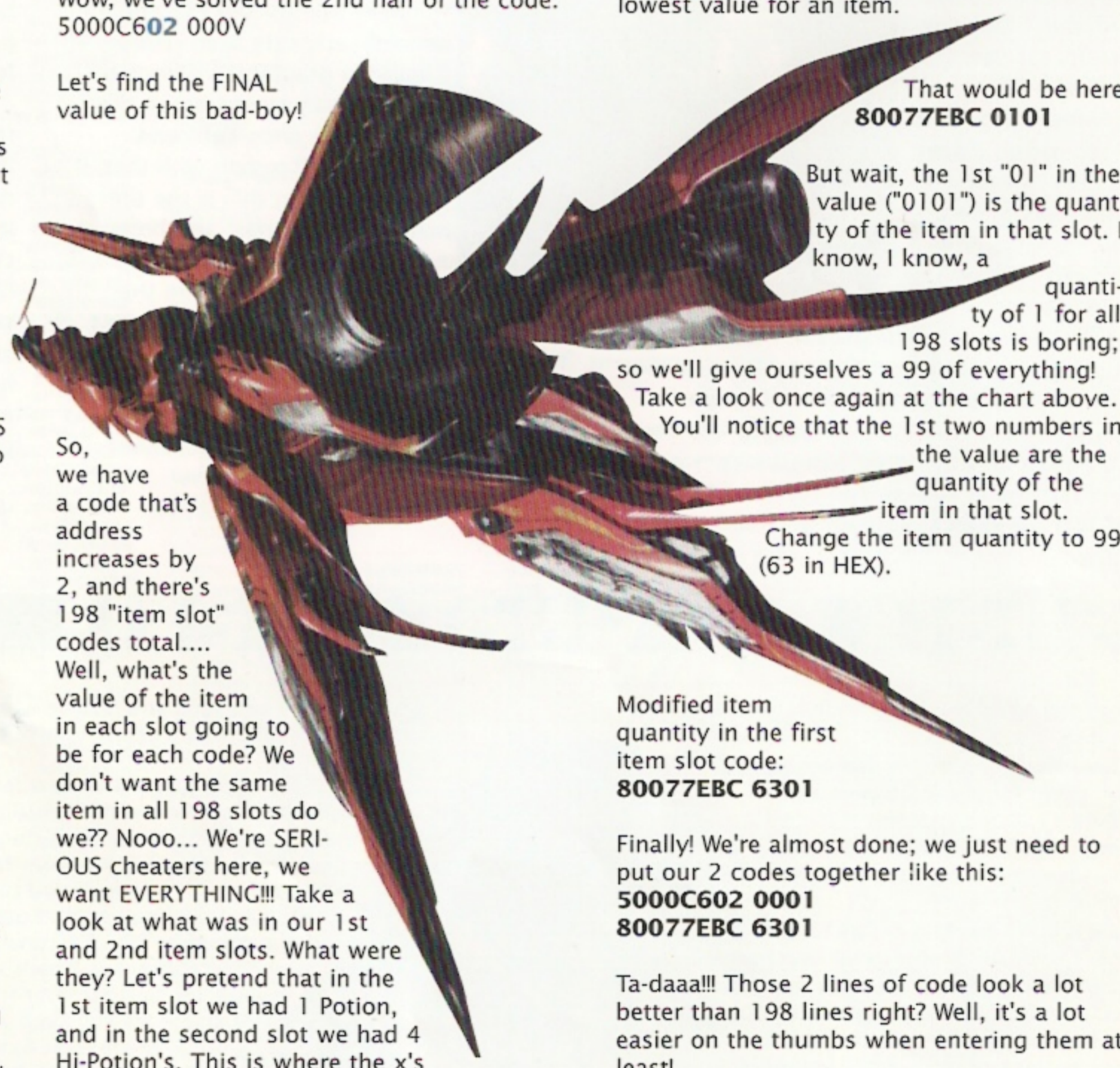
How many times does the code repeat? Well, look at how many item slots **FF8** has. That's right hackers and hacketts, 198. Don't forget the GS works in hexadecimal format, so 198 (decimal) would be C6 (HEX). Now simply enter C6 into the "RR" location.

Now we have the 1st part of the "5" code complete:
5000C60S 000V

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

Let's find the FINAL value of this bad-boy!



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 SERIOUS 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 1st item slot we had 1 Potion, and in the second slot we had 4 Hi-Potion's. This is where the x's and y's mentioned above come into play!

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

Break it down FNG!!!

Explanation of 8077ebc 0101

8077ebc 1st item slot
01 Quantity of items in 1st slot
01 Value for the item in that slot. (Potion)

Explanation of 8077ebe 0403

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

quantity 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 quantity of the item in that slot. Change the item quantity to 99 (63 in HEX).

Modified item quantity in the first item slot code:
80077EBC 6301

Finally! We're almost done; we just need to put our 2 codes together like this:
5000C602 0001
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.

GEM



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.

Genre: Fighting
Platform: PSX
Developer: InterPlay
Publisher: N.A.P.S.
ESRB Rating: T
OVERALL RATING: 7.4
Graphics: 7
Sound: 8
Control: 8
Fresh Factor: 6
Gamelif: 8

GAME SHARK CODES

P1 Hit R2 to Refill Health:	d00b6c52fdff 800be1460900
P1 Max Rage Meter:	800ce48603e8
P1 Infinite Special Move:	800ce4820fff
P2 Hit R2 to Refill Health:	d00b6c74fdff 800be2e60900
P2 Max Rage Meter:	800ce5d603e8
P2 Infinite Special Move:	800ce5d20fff
Unlock All Characters:	800b7170ffff
Unlock Shadow Fighter Mode:	800b72200001
Unlock Team Mode:	800b722c0001
Unlock Street Gang Battle:	800b72440001
Unlock Survival Mode:	800b72380001
Infinite Lives:	800be1640009
Infinite Ammo On Pick-Up:	800bfb640032 800c00440032 800c01e40032 800b6c740032 800c0b840032 800be7e40032 800c05240032 800be9840032 800bfd040032 800c06c40032 800bf0040032 800becc40032 800bf3440032 800bf4e40032 800bfea40032 800bf8240032



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

Shenmue is so cinematic that it has defined a new genre of game. Set in Japan and China, the game features characters that live within their own timelines, operating on different schedules, with different roles in life. The player assumes the role of Ryo Hazuki, a boy born in Yokosuka and trained in his father's martial arts teachings. When Ryo returns home one day, he finds a stranger interrogating and then murdering his father. Now faced with the challenge of solving the mystery to his father's death, Ryo encounters many characters and adventures on his quest to avenge his pops. The game's interactive world is large enough to engage players for hours, with thousands of rooms, hundreds of interactive characters, and real-time environments. Weather and landscapes change according to the time of day and time of year. Even the sound, a much neglected and misused aspect of gaming, is complex, with many simultaneous sounds and volume shifts that reflect Ryo's proximity to the source. Shenmue is the latest masterpiece from producer Yu Suzuki, and it looks to be the most groundbreaking video game to date.



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!



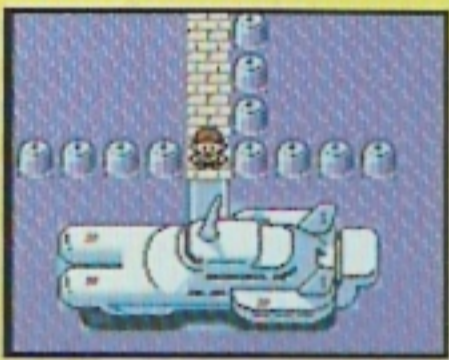
Dinosaur Planet
System: Nintendo 64
Developer: Rare
Tentative Release Date: Holiday Season 2000

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**.

Players follow the exploits of two exciting new heroes, Sabre and Krystal, as they fight to save Dinosaur Planet from an evil so powerful it could destroy the universe. On their quest, Sabre and Krystal are teamed up with their respective dinosaur sidekick--a pterodactyl princess named Kyte and a triceratops prince named Tricky. Developed and published by U.K.-based Rare Ltd., **Dinosaur Planet** will be distributed by Nintendo of America Inc. this holiday season.

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

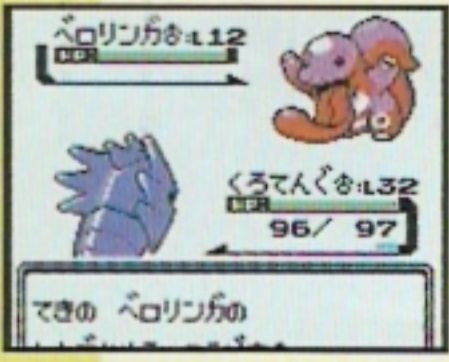
It's what virtually every kid has demanded... and every parent feared. This fall, Nintendo of America Inc.'s Pokemon universe gets even bigger with the arrival of new characters to capture in two new Game Boy Color games:

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 sell-through of 10 million cartridges projected in the first six months.

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 worse.

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-sustaining biosphere and all their friends that live within it. You'll laugh, you'll cry, you'll meet Fuzzles about to fry. A neurotic 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.

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.
- Use two different weapons at one time
- More dinosaurs - Ten different types of dinosaurs each with unique AI.
- 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.



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.



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

The prequel 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!



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-holds-barred 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.



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
Gamelif: 9.5



Tom Clancy's Rainbow 6

By FNG

Look ma, (FINALLY) no PC!! Let me start off 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)

Platform: Dreamcast
Genre: Action
Developer: Red Storm
Publisher: Dream Pipe
ESRB Rating: M

OVERALL RATING: 8
Graphics: 8
Sound: 8
Control: 6
Fresh Factor: 9
Gamelif: 8



Excitebike 64

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 1 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**

Platform: Nintendo 64
Genre: Racing
Developer: Nintendo
Publisher: Nintendo
ESRB Rating: E

OVERALL RATING: 8.5
Graphics: 8
Sound: 7
Control: 9
Fresh Factor: 9
Gamelif: 10



perfect dark

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:

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**.

Platform: Nintendo 64
Genre: Action
Developer: Rare
Publisher: Rare
ESRB Rating: M

OVERALL RATING: 10
Graphics: 10
Sound: 10
Control: 10
Fresh Factor: 10
Gamelif: 10



MEDIÉVIL 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-camera-angle-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: PlayStation
Genre: Adventure
Developer: SCEA
Publisher: Sony
ESRB Rating: T

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



Metal slug 2nd 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 sequel 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** kick-ass 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.

Platform: NeoGeo Pocket
Genre: Action
Developer: SNK
Publisher: SNK
ESRB Rating: E

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



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 than 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 collectors. 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

Platform: Game Boy
Genre: Strategy
Developer: Nintendo
Publisher: Nintendo
ESRB: E

OVERALL RATING: 9.6
Graphics: 9
Sound: 9
Control: 10
Fresh Factor: 10
Gamelife: 10



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, Bret 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 pixelated 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: Game Boy
Genre: Wrestling
Developer: EA
Publisher: EA
ESRB Rating: E

OVERALL RATING: 7.5
Graphics: 7
Sound: 6
Control: 5
Fresh Factor: 9
Gamelife: 9



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?

LITTLE TIMMY SAYS

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...

E3: WE WERE THERE YOU WEREN'T :P



Gina Savage is back from E3, 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 cozing 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

E3 WAS ALL ABOUT THE DC FOR ME

BY BENN RAY

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 whacked-up 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 spooky-assed amusement park. This amusement

A Seaman, 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 cool!

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 depth.

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.

SAVIOR'S TAKE

Some old guy from Shenmue

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.



Damn, I'm pretty

HULK SMASH

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

HULK FIND E3 A DISSAPPOINTMENT THIS YEAR. NO SURPRISE GAMES OTHER THAN **METAL GEAR SOLID 2**. NO DOLPHIN 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 NINTENDO. 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 IMPRESSIVE AT SONY ANYWAY. HULK GO TO SEGA BOOTH.

SEGA SCARE HULK. PEOPLE ON **ROLLERBLADES** SINGING AND DANCING, 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 PEOPLE STILL



BOTHER WITH THAT COMPANY. 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 VISIT.

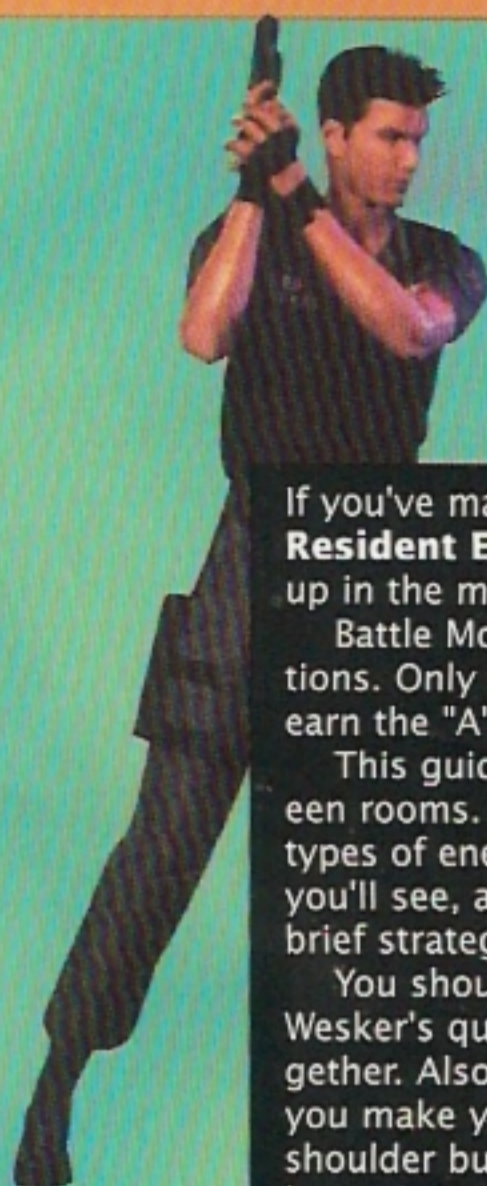
HULK SPENT MOST OF TIME IN **GAME-SHARK** BOOTH THOUGH, HELPING PEOPLE OUT AND SPEAKING IN THIRD PERSON.

HULK TELL CODEBOY HE DONE WRITING E3 REVIEW NOW.

-HULK (filling in for Codeboy)

RESIDENT EVIL CODE: Veronica

BATTLE MODE WALKTHROUGH



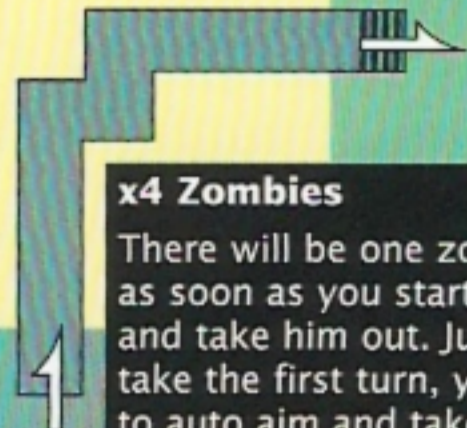
If you've made your way through the entire main quest of **Resident Evil: Code: Veronica**, you'll see a new option open up in the main menu; Battle Mode.

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.

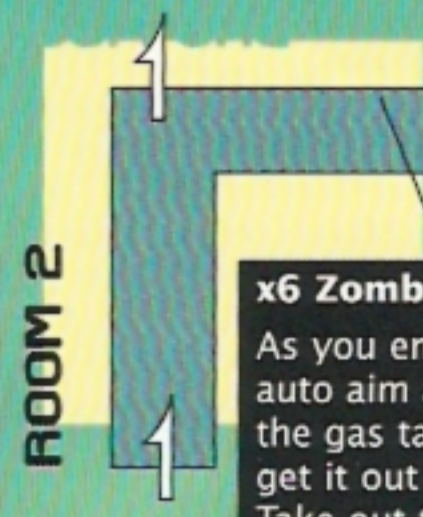
You should be aware that this guide isn't written for Albert Wesker's quest, as he requires a much different strategy altogether. Also, if you want to become an expert at Battle Mode, you make yourself as comfortable with the auto-targeting (L shoulder button) as you are with raising your weapon (R shoulder 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.

ROOM 1



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.

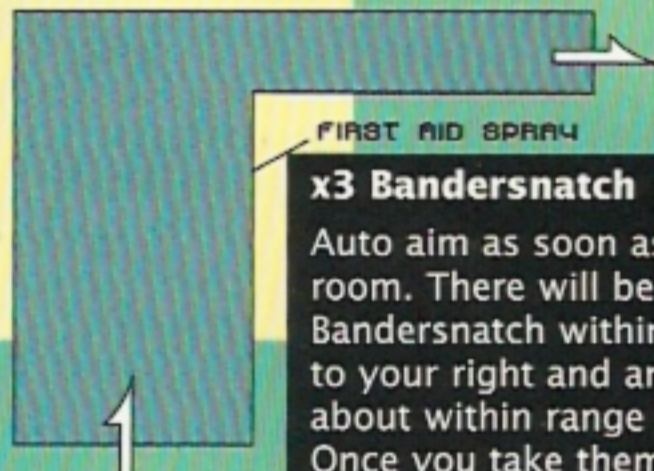


ROOM 2

x6 Zombies

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.

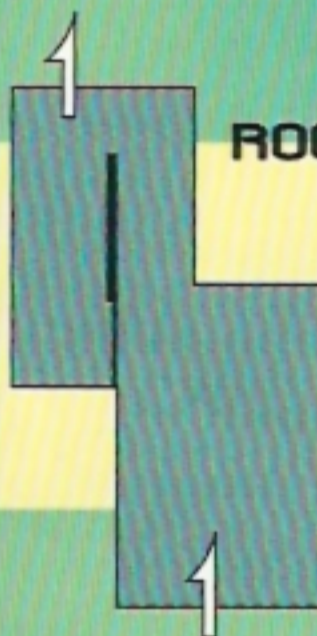
ROOM 3



FIRST AID SPRAY

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.



ROOM 4

x5 Zombies

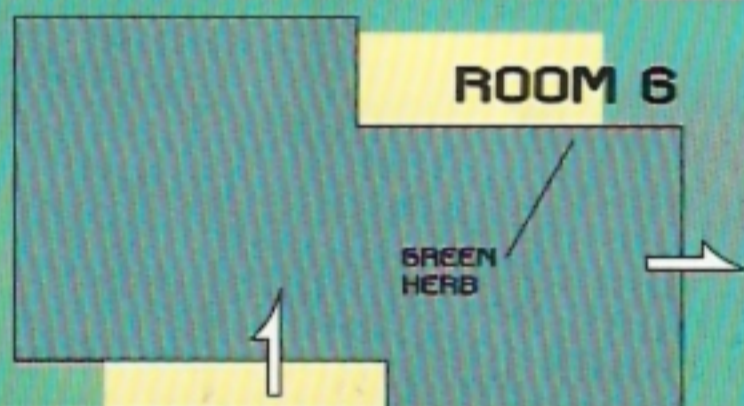
There are 2 Zombies in the first room (the first has an explosive head). Take them out and as you move to the hallway, take out the zombie near the entrance. Move into the hallway, but before you turn the corner, take aim on the two zombies and drop them before moving to the exit.

ROOM 5



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.

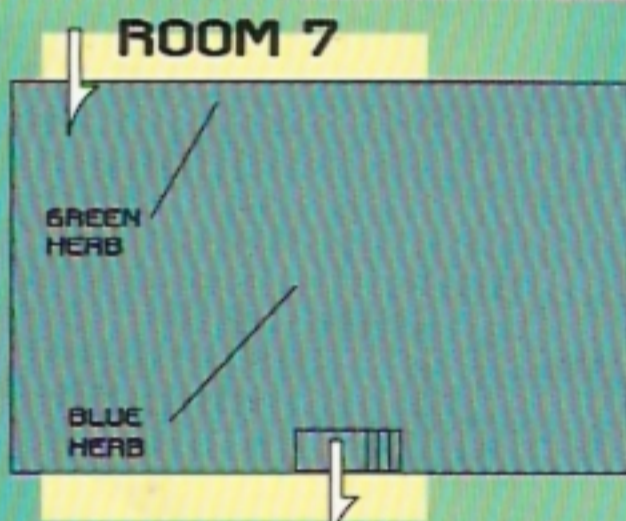


ROOM 6

GREEN HERB

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.



ROOM 7

GREEN HERB

BLUE HERB

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).



ROOM 8

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.

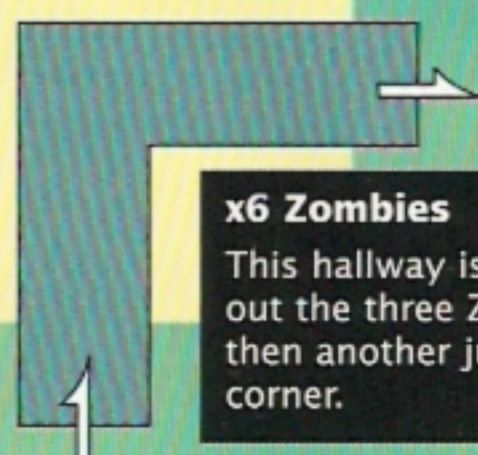


ROOM 9

x6 Zombies

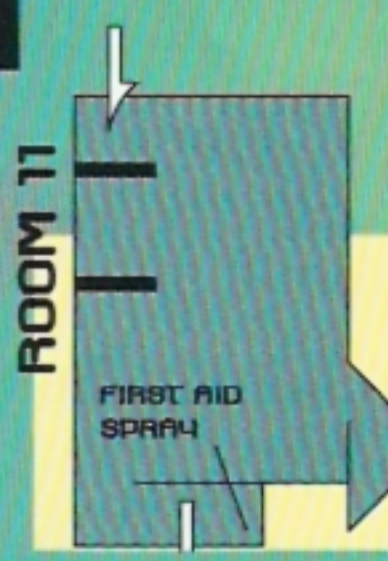
There'll be an exploding head Zombie in your face as you enter this room. Take him out then continue down the hall, taking out two more Zombies along the way. Go past the exit door to the control panel area. Take out the Zombie walking towards you and the one on the floor playing dead. Go back to the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



ROOM 11

FIRST AID SPRAY

x5 Zombies

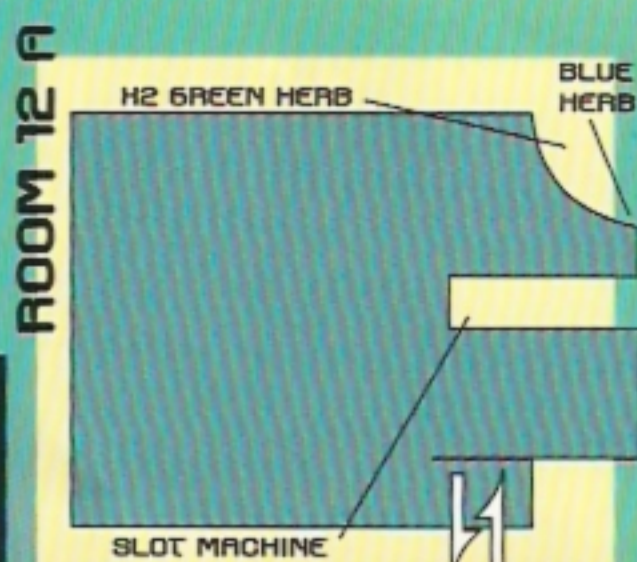
Take about two steps into the room, then take out the two Zombies right in front of you. There'll be a Zombie walking around in this main area, one more Zombie coming out of office area to your left, and another near the exit door. There's a First Aid Spray near the exit, as well.



x4 Zombies

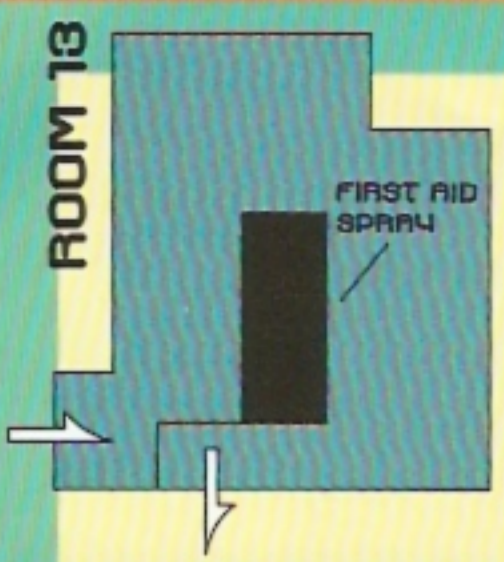
Pull up and auto aim, but before you fire, turn just a tad to your right to get a line on the gas tank. Hitting it should take out two of the Zombies here. Walk down the hallway and take out another Zombie. There'll be one more Zombie in the area just past the hallway. There's a Green Herb and a Blue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



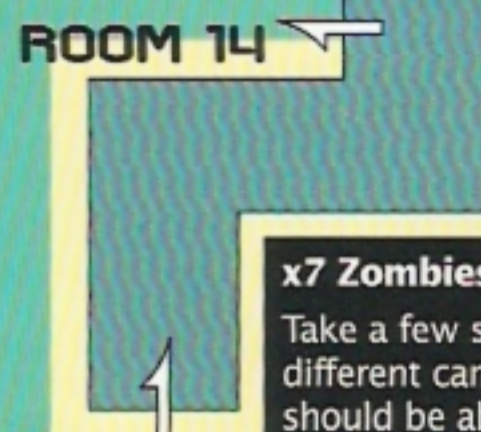
x0 Enemies

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.



x2 Hunter

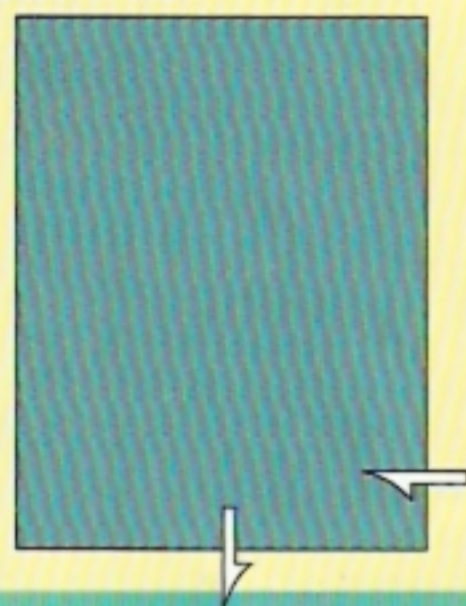
Take a few steps straight ahead until the camera angle changes. You should see the first Hunter now and be able to get a line on him from here. Walk past the lockers, around the bend and into the main locker area. As you walk through here there will be a First Aid Spray in a locker on your right, but just as you get to it the second Hunter should be coming at you from near the exit.



x7 Zombies

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.

ROOM 15



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.

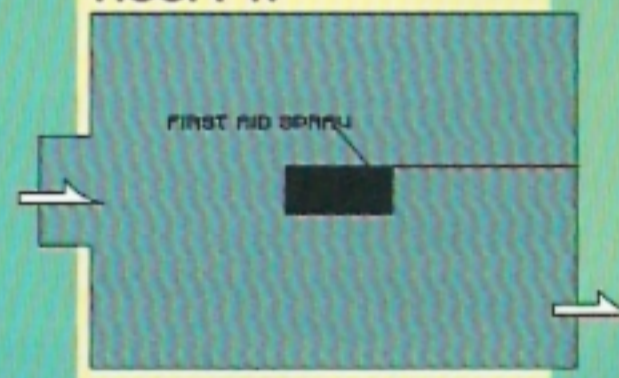
ROOM 16



x5 Zombies

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.

ROOM 17



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



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.



Millian's Treasure Hunt: To get the third??? on the options screen, get 5s on every stage (Bomber Star 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

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).



GRAND THEFT AUTO 2

Dreamcast

\$500,000: Type in 'MUCHCASH' as your name and begin a game. You will now have \$500,000 to help you get started.

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 money.

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



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.





Ace Combat 3 Electrosphere

- Enable All Planes 800be6680101
Enable All Planes 800be66a0101
Enable All Planes 800be66c0101

Alundra 2

- Infinite Health 8006771003e7
Infinite Health 8006771203e7
Infinite Health 8006771403e7

- Have All Left Arm Weapons . 300370df 0001
Have All Left Arm Weapons 800370e0 0101
Have All Left Arm Weapons 300370e2 0001

Army Men - World War

- After 1st Save Lvl's Unlocked 800f7ad80002
After 1st Save Lvl's Unlocked. 800f7adc0006
Infinite Health 800feb7c0250

Crusaders of Might and Magic

- All Armor Talismans 500009010000
All Armor Talismans 301055630001
All Shield Runes 500009010000

Dragon Valor

- Max HP 80089a6e03e7
Max HP 80089a7003e7
Max MP 80089a7203e7

ECW Hardcore Revolution

- Press [Select] Quick Count On P2 d00c62600100
Press [Select] Quick Count On P2 800e2e200000
Press [Select] Quick Count On P3 d00c62600100

- Press [Select] Quick Count On P1 d00c62640100
Press [Select] Quick Count On P1 800e0fa80000
Press [Select] Quick Count On P3 d00c62640100
Press [Select] Quick Count On P3 800e4c1c0000

Ehrgeiz-God Bless The Ring

- Sudden Death Mode P1 d00f6c9402bc
Sudden Death Mode P1 8011eade0001
Sudden Death Mode P2 d00f6c9402bc

Expendable

- Infinite Health P1 800a63960063
Infinite Continues P1 800a06180005
Infinite Lives P1 800a63640063

Front Mission 3

- Shunyo Max HP: Body 801e4fd203e9
Shunyo Max HP: Body 801e4fd401dd
Shunyo Max HP: L.Arm 801e503203e9

- Shunyo Max HP: L.Arm 801e529e03e9
Shunyo Max HP: L.Arm 801e52a00246
Shunyo Max HP: R.Arm 801e52ce03e9

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

- Unlock Top Pro 800d364e0004
Max Spring Pts Am/Top Pro 80046bd0270f
Max Spring Pts Semi-Pro 80046bd2270f

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

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

- 800af242008d
1 Shot Win -Monkey Shoot- (Story Mode) ... 800af2420000
Quick Win -Justice- (Story Mode) 800d32a80000

MLB 2001

- Infinite Creation Points 801dcc4800c8
1 Ball For Walk d00b92740000
1 Ball For Walk 800b92740003

Need For Speed: Porsche Unleashed

- Infinite Cash 800bdc960090
Disable Timer 800c1ce80100
Extra Vehicles (Quick Race) 800bd6580007



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