

DANGEROUS WATERS



The Official Source
for GameShark Codes™

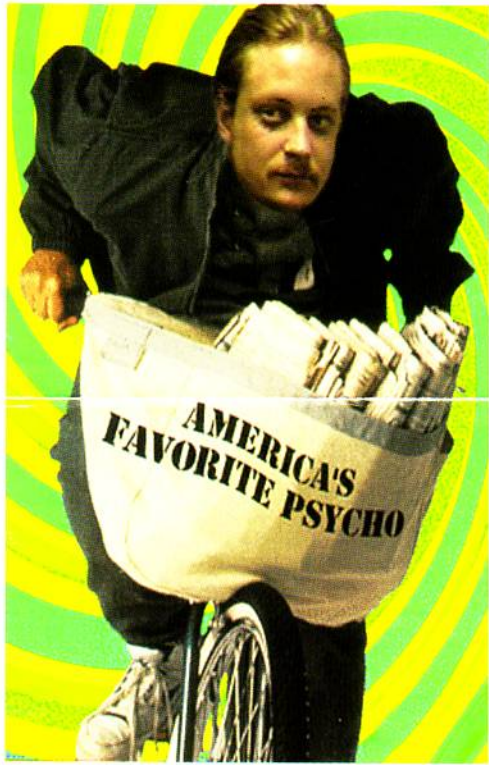
GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Welcome to yet another pointlessly boring issue of the all-new, sog-resistant, trance-inducing, biodegradable GameShark newsletter, also known as *Dangerous Waters*. Those creative-types have made some serious changes in the past few issues that have shortened the amount of time that we're late by many, many weeks!

Unfortunately, along with all of the good changes, there have been a few "creative differences." After this issue, I will be moving on to write for the Sunday edition of the *Washington Post* in the Perspective section starting April 28th. I will also be gracing the pages of *DWs' Tips and Tricks* under the name "Shep Linkletter." So, if you're up to it, check it out - and feel free to drop me a line at either of these fine publications. Oh, I will also be doing some voice-overs for *All64*, due out this summer. So long folks,

-CodeBoy



I WANT MY TWO DOLLARS!

Sign Up Now And Catch GameShark Pro's "BIG WAVE"

Here's your BIG chance to increase the performance of your new PlayStation® GameShark™ Pro and give yourself an edge in gameplay with the *Big Wave CD-ROM*. This performance enhancing CD features everything you need to give your GameShark Pro a boost. For just \$16, Dangerous Waters subscribers can receive the first of four new versions of the Big Wave CD-ROM delivered quarterly to your doorstep, each packed with GameShark Pro code updates, cool game saves that can be transferred to a memory card, plus new software features and technical updates (when necessary) for your GameShark Pro. That's a whole lot of gaming value that's worth more than a lifeboat on the Titanic!



So before the next "Wave" breaks, see the order form on page 7 and get the Big Wave CD-ROM now! ☺

Enter The "Dangerous Designs" Reader's Art Contest

Think you've got some artistic talent? Perhaps, you're the next Monet or Matisse (look them up). Well, enough about old French guys, show us YOUR skills! Beginning with *Dangerous Waters* #19, every issue of *Dangerous Waters* will include one outstanding piece of reader art. For this contest, simply draw a video game character, CodeBoy or just about anything! The artist selected as the winner for each issue will receive an InterAct DexDrive™ through the mail! To enter, just mail your original artwork to: InterAct Accessories, Inc. Attn:

Dangerous Designs Contest/Issue #19
10999 McCormick Road, Hunt Valley, MD 21031 Be sure to include your name, age, address, phone number and what type of DexDrive (PlayStation® or Nintendo® 64) you wish to receive should you win, on a separate sheet of paper. To be eligible for judging in issue #19, all entries must be received by 5/17/99. All entries become the sole property of InterAct Accessories, Inc. Winner will be chosen on or about 5/18/99. For a copy of the official rules, see page 7. ☺



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Order products direct from Dangerous Waters and take 20% off any order!



GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

Dead In The Water

Here are some codes we hope will keep you "alive in the water." Press square + circle at the main menu to access the cheat mode (you will here a chicken cluck).

Then enter the code. If entered correctly, you will here the chicken cluck again. To enter another code, repeat this process.



God Mode

At the main menu, press R2, L2, R1, R2.

All Tracks

At the main menu, press L2, L2, R1, L1.

Level 2 Boats

At the main menu, press R2, R1, R1, L1.

Level 3 Boats

At the main menu, press L1, R2, L2, L1.

Infinite Special

At the main menu, press R1, L1, L2, L2.

Infinite Missiles

At the main menu, press L1, R1, L1, L2.

Infinite Turbo

At the main menu, press L2, R2, L2, R1.

Big Waves

At the main menu, press R2, L1, R1, R1.

Chicken Mode

At the main menu, press R1, R1, R2, L2.

RC Boat Mode

At the main menu, press L1, L1, L2, L1.

editor's note

"Cool!" "I love it!" "Why didn't you do that before?" These are the reviews I've been hearing on the new format for Dangerous Waters. Thanks! We always try to stay fresh and cutting edge. Look for other exciting new features along the way.

Speaking of cutting edge, 1999 holds a lot in store in terms of products from InterAct. To sum things up in a word - GameShark™ Pro! That's right, GameShark is getting an upgrade! It will make its way to stores this spring with a way cool code generator that allows you to hack your own codes! So for all those aspiring "CodeBoys" out there, you're now one step closer to CHS: Chronic Hacking Syndrome.

Enjoy issue #18 gamers, and remember: Abuse the power!

Dan Ullmann III

Dan Ullmann, III

Kato's Game Reviews

An unbiased look at what's hot and what's not.

SILENT HILL

Title: Silent Hill
Developer: Konami
Publisher: Konami
Format: CD

of Players: 1
Difficulty: Moderate
Available: Now



What's lurking around the next corner?

Well it's finally here! Silent Hill™ is sure to be the next big horror-action game without a doubt. It is different from and similar to Capcom's Resident Evil™ series. You are Harry Mason, an avid writer who takes his daughter on vacation in Silent Hill, a would-be sleepy town (sounds normal enough-right?). Here's, however, where the story takes a turn. Harry has a car accident and, after coming to, discovers Cheryl (his daughter) is missing. Now, the plot thickens.

Silent Hill has all the telltale signs of a good action game - sharp FMV sequences, bizarre creatures trying to end your life, an even more bizarre town, and an intense and eerie story.



Silent Hill, a sleepy town? I think not!

Be ready to jump and panic-fire your way through the creepy town (kudos to the music for setting the mood; nothing like knowing there is a monster around, but not knowing where).

The story is sharp, but you need to explore everywhere so that you don't miss any clues. At the beginning of the game, I missed the sheet of paper that directs you to the house on Levin Street. I wandered around the city wasting ammo when I could have been going after the keys for the garden to get you to the school.

If there was one thing to improve, it would be the annoying fog effect. I do not know if it's hiding "pop-up" or setting the mood of the story, in which case it does an excellent job.

Aside from the minor graphic issue, I enjoyed Silent Hill. I like the Resident Evil series more, but this is still a great horror-action game. If you enjoyed that series of games, don't pass up this one. Silent Hill is definitely worth it. ☺

Mailbox

The Voice of GameShark Fans.

Dear Kato,
I want you to compare Tenchu with Ninja. My friends are always telling me that Tenchu sucks and that Ninja is soooooo goooooood. Well, well, I purchased Tenchu and Ninja. I believe that the true meaning of being a ninja is stealth. If only you could post/write something for my friends.

-Pokemon Sux
www.gameshark.com

Well, if it means anything to anybody, I think Tenchu is a much better game than Ninja. Don't get me wrong, I like Ninja, but Tenchu has it beat.

-Kato

Dear Kato,
I love your new site. I've got to tell you that I am a regular visitor and love the RPG's. I am also a grandmother with an 11 year old grandson. We play games together and try to keep up with what's going on. We both own a GameShark. His is a Nintendo 64 GameShark and mine is a PlayStation GameShark. We will be looking for the new one.

Thanks for the new site.

-Grandma in Florida

Even grandparents think GameShark is cool!

-Kato

Got a question? We'd like to hear from you. Send your letters to:

Dangerous Waters Mailbox, 10999 McCormick Road, Hunt Valley, MD 21031

email: codeboy@gameshark.com or kato@gameshark.com

The i-Files

An In-Depth Look At New Devices From InterAct.

GameShark Makes Its Professional Debut

The ultimate game enhancer returns completely updated and revised for 1999.

GameShark™ joins the professional ranks in 1999 with GameShark™ Pro – the latest update to the “ultimate game enhancer.” This completely revised version of the original boasts many of the same features, but also includes a code generator that give gamers the ability to produce their own codes.

While GameShark allows you to access codes for hidden characters, weapons and vehicles, GameShark Pro takes the concept one step further by allowing you to hack your own codes with a code generator. The generator uses a technology similar to what computer hackers use, mimicking the process that

searches for key words, phrases and symbols. Now you don't have to wait for codes, you can produce them yourself!

Additional enhancements for GameShark Pro include the graphics viewer, which allows you to take a sneak-peek at hidden data and video sequences; and the Memory Card Manager, a graphical user interface that manages and organizes your game saves. The PlayStation® version of GameShark Pro includes the new V-Mem™ Virtual Memory Card technology, which provides an awesome 120 blocks of storage space. That's the same capacity as 8 memory cards! The Nintendo® 64 version of GameShark Pro has an optional PC hacking feature that allows you to download a software program from the GameShark website, www.gameshark.com (as if you didn't already know that) enabling you to hack codes more efficiently. Although Game Boy® GameShark users already have hacking capabilities, look for the GameShark Pro version to be completely updated with the addition of many new features.



Whether it's discovering new levels or creating them yourself, you can do it all with GameShark Pro.

V-Mem: What A Memory Card Should Be

V-Mem™ Virtual Memory Card System reshapes the idea of PlayStation® memory cards.

Chances are if you own a memory card (and who doesn't nowadays), you've endured both the cost of purchasing numerous cards to store your precious game saves, and have probably lost some data along the way. Well, this perpetual madness has come to an end with V-Mem™ Virtual Memory Card System for the PlayStation® game console. It's a revolutionary device that has the capacity of up to 60 standard PlayStation memory cards (900 blocks). It's like having a hard drive for your PlayStation!

With over 900 blocks of memory, its safety features, and graphical interface, V-Mem is quite clearly the most advanced PlayStation memory card ever. It may just turn out to be the only memory card you'll ever need. ☺



V-Mem's unique storage system easily outshines standard memory cards.

Few gamers realize how easily game data can be lost from the memory card slot, especially with standard high-capacity memory cards. Since V-Mem connects into the PlayStation's I/O expansion port plug-in, your data is less likely to be erased.

V-Mem also incorporates a graphical software user interface that displays all your game saves as icons, so you'll always know where you placed a game save. You can even transfer saves between “virtual” and standard PlayStation memory cards.



With all this talk about hacking and code generators, things may seem a bit over your head, but you're in luck! We thought we'd simplify things by including a tutorial video appropriately called, “How To Hack Like a Pro.” The informative and entertaining 7-minute video walks you through how to use the code generator to hack your own codes.

Perhaps the most awesome thing about the new GameShark Pro is that it's still jam-packed with hundreds of the best cheats for PlayStation, Nintendo 64 and Game Boy games, plus it's even priced the same as GameShark. So whether you're looking to cheat or hack your way through a game, the GameShark Pro has it all. ☺



No more waiting for codes – produce your own with GameShark Pro.

Merchant Marina

Your direct source for the hottest gaming accessories.



V-Mem Virtual Memory Card System

Quite clearly "The Most Advanced PlayStation® Memory Card," the V-Mem™ Virtual Memory Card System (I-22-300, SRP: \$29.99) has the power to safely store up to 60 memory cards worth of data. It's like having a hard drive for your PlayStation®! Store hundreds of your favorite game saves in "virtual memory" and view them all at the touch of a button with V-Mem's Memory Card Manager.



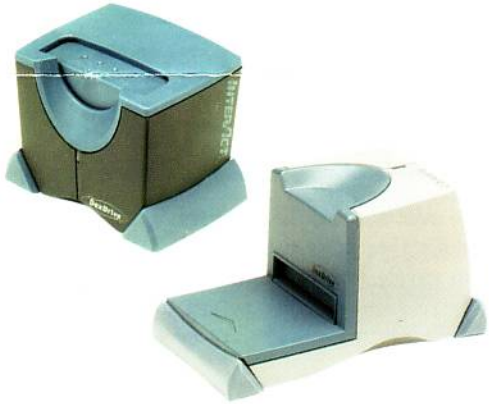
Barracuda 2

The "Total Control Controller", the Barracuda 2™ (SV-1133, SRP: \$24.99) offers programmable dual vibration feedback. Twin vibration feedback motors provide awesome rumbling sensations during gameplay. The Barracuda 2 also includes 14 fully programmable buttons, an Axis swap switch and simulated analog control that allows you to control any game (analog or digital) with the control sticks.



Dual Impact GamePad

If you've been searching for an affordable, quality dual analog, vibration feedback PlayStation® controller, search no more! The Dual Impact™ GamePad (P-113, SRP: \$19.99) from our Performance™ line, offers two exciting modes of play, two analog sticks, a circular control pad and eight fire buttons. The design offers the most comfortable gameplay and superior game control of any controller on the market.



DexDrive

EGM's "Peripheral of the Year"! The DexDrive™ (N64 SV-388, SRP: \$39.99; PSX SV-1128, SRP: \$39.99) is a revolutionary device that allow you to copy games saves from a standard Nintendo 64™ or PlayStation™ memory card to the hard drive of PC. From there, game saves can be saved to a disk or CD or even emailed to other gamers around the world. Download characters and codes from the Internet or post your own custom characters to show the gaming world your skills. Available for Nintendo 64 and PlayStation.

Back Issues

The ultimate source for hard-to-find codes.

Don't let the "resident villain" in town get the best of you before you can get the codes to take him down! Order the entire Dangerous Waters collection at the amazing price of \$1.00/issue.

- Issue #1 Legend has it that it still exists!
- Issue #2 Codes for Toshinden, The Horde, NBA Jam, MK3, Krazy Ivan
- Issue #3 Codes for Cybersled, Resident Evil, Agile Warrior, Iron Storm, Virtua Fighter 2
- Issue #4 Codes for Road Rash, DarkStalkers, In the Hunt, Twisted Metal, Descent
- Issue #5 Codes for Alien Trilogy, Primal Rage, Bogey Dead 6, Tekken 2, Virtua Fighter Kids
- Issue #6 Sorry! We didn't publish any codes this issue, except for Dark Forces, Fighting Vipers, Jet Moto, Final Doom, Sonic 3-D, Blast, NFL '97, Twisted Metal
- Issue #7 Codes for Andretti Racing, Madden '97, Soviet Strike, King's Field 2, MK Trilogy, Rally Cross, Area 51
- Issue #8 Codes for Reloaded, Brahma Force, Formula One, Mech Warrior 2
- Issue #9 Codes for Ridge Racer, NBA Live '97, Psychic Force, Tenka, Contra, and Andretti Racing
- Issue #10 Codes for FFXVII, Need For Speed II, Porsche Challenge, GameDay '98, Soul Blade, Manx TT Superbike, Warcraft II and Top Gear Rally
- Issue #11 Promise you'll buy a GameShark T-shirt and I'll let you have this one! Bushido Blade, Colony Wars, Nightmare Creature, Last Bronx, Resident Evil, GoldenEye, Duke Nukem 64
- Issue #12 Codes for MRC, San Francisco Rush, Wave Race 64, Alundra, NBA Live '98, Parappa the Rapper
- Issue #13 Codes for Resident Evil 2, NBA In The Zone 2, Bomberman 64, WCW vs. NWO, Skull Monkeys, Resident Evil
- Issue #14 Codes for Rain Man, Pickle, Solid Gold Dancers
- Issue #15 Codes for Quest 64, Gran Turismo, MK4, Tekken 3
- Issue #16 Codes for Madden '99, Batman and Robin, Toca Championship Racing, Gex 64, Turok Dinosaur Hunter V1.1
- Issue #17 We're back! And look who came along for the ride: Akuji: The Heartless, Bomberman World, Metal Gear Solid V1.1, Parasite Eve, Madden 64, Yoshi's Story

- See page 7 to order.
- Be sure to include the issue number you wish to receive.

GameShark Merchandise

The only place to buy official GameShark gaming merchandise.

Even if you sailed to the ends of the Earth, we'd still be the only place to get this cool, GameShark branded T-shirt. 100% cotton, it's printed with the ferocious GameShark logo and comes ready to attack other lame shirts all for the price of \$11.99. See page 7 to order.



Order Direct And Take 20% Off Your Order!
To purchase any of these exciting accessories, see our order form on page 7.



Table listing game codes for various titles including 'Have All Items', 'Infinite Health', 'Mike Piazza's Strike Zone', 'Nightmare Creatures', and 'Penny Racers'.

Magical Tetris: Always Get Magical Tetris Pieces, Always Get Straight Pieces, Quick Score Gain.

Mario Party: Lower Left Char. 99 Coins, Lower Left Char. 99 Stars, Lower Left Char. No Coins, etc.

Mike Piazza's Strike Zone: Almost Always Hit A Home Run, Fast Game, Increased Gravity, etc.

Nightmare Creatures: Start On Last Level, Start On Last Level.

Penny Racers: 1 Lap to Race, 1 Lap to Race, No Laps to Race, No Laps to Race.



All Gold Medals 812591300101 for Snowboard Kids 2

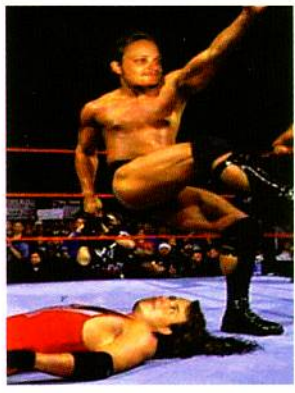
Snowboard Kids 2: All Gold Medals, All Gold Medals, All Gold Medals, etc.

Space Station: Silicon Valley: Have All Power Cells.

Turok 2: Seeds Of Evil: Have All Cheats, Have All Cheats.

Virtual Pool: Aiming Sites Always Available.

WCW Nitro: 1984 Ring, 5 O'clock Tony, A.C. Jazz.



Infinite Health P1 8122915203e8 For WCW Nitro

Table listing codes for various characters and items in WCW Nitro, including Alex Wright, Anvil, Arn Anderson, etc.

Table listing codes for various characters and items in other games, including Eric Bischoff, Ernest Miller, Fit Finley, etc.

Table listing codes for various characters and items in other games, including Spice, Stevie Ray, Stingray, etc.

Not Enough Codes!?! Check out our back log of PlayStation and Nintendo 64 codes at www.gameshark.com

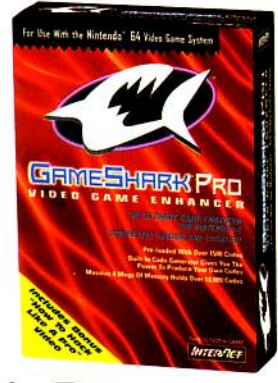
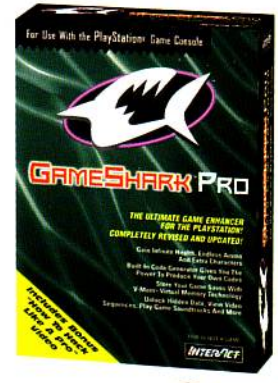


BattleTanx: Frogs, Have All Levels, Hurl Mode, Invincible, etc.

Castlevania 64: Infinite Health, Infinite Throwing Weapon.

Fox Sports College Hoops '99: Big Head Mode, GS Button For 1-Second Shot Clock, etc.

Go Pro With Dangerous Waters And Save Big! Completely Revised And Updated For PlayStation® And Nintendo 64®!



GameShark Pro PRELOADED WITH OVER 1500 CODES! • BUILT-IN CODE GENERATOR! PLAY HIDDEN VIDEOS AND MUSIC! • AND MORE! Take advantage of this limited-time offer to get the new GameShark Pro, with the new code generator, for only \$35.00!

Limited-Time Offer GameShark Pro for \$35.00 *See insert for more details



OFFICIAL RULES

NO PURCHASE NECESSARY TO ENTER
VOID WHERE PROHIBITED BY LAW

1. HOW TO ENTER

Contest begins at 12:00 AM ET, April 25, 1999, and ends 11:59 PM ET, May 17, 1999. To enter the Contest, mail original artwork along with name, age, return address and phone number to:

InterAct Accessories, Inc.
Dangerous Designs Issue #19
10999 McCormick Rd
Hunt Valley, MD 21031

LIMIT ONE ENTRY PER PERSON. Limit one winner per family/household. Subsequent entries will be disqualified. All entries must be received by 6 p.m. ET on May 17, 1999.

Entries must be wholly original and created by the entrant. Once submitted, entries become the sole property of InterAct Accessories, Inc. ("InterAct") and will not be returned. InterAct is not responsible for lost, late, incomplete, damaged, stolen, misdirected, or illegible entries, other errors of any kind, whether human, mechanical or electronic, including without limitation the incorrect or inaccurate capture of entry information. Entry materials/data that have been tampered with or altered are void. All entries become the property of InterAct and are assigned to InterAct.

2. SELECTION OF WINNERS AND JUDGING CRITERIA

InterAct's creative staff will judge all eligible entries. The Winner will be selected on or about May 18, 1999. The judges will select one (1) winner from all the eligible entries received. The judging criteria to be used in selecting the winner[s] will be (1) 3 percent for creativity; (2) 2.5 percent

for originality; and (3) 1.854 percent for presentation (the "Judging Criteria"). In the event that there is a tie between two (2) or more entries, InterAct's creative staff will select the winner from such tied entries based on the most heavily weighted percentage among the Judging Criteria. Winner will be notified on or about May 18, 1999, via e-mail, phone or letter. By participating, entrants agree to the Official Rules and the decisions of the judges, which shall be final and binding in all respects.

3. PRIZE

One (1) Grand Prize: One DexDrive (valued at \$39.99). Total value of all prizes: \$39.99. All prizes will be awarded.

4. ELIGIBILITY

Contest is governed by U.S. law and is open only to legal residents of the United States who have Internet access as of (the date of the day before the contest starts), 1998. Void in Arizona. Employees or agents of InterAct, its parent company, affiliates, subsidiaries, advertising/promotional agencies and the employees, officers, directors and agents of any of the above organizations, and the members or the immediate family or those living in the same household of such individuals, are ineligible. All federal, state and local laws and regulations apply.

5. CONDITIONS OF PARTICIPATION

Winner may be required to sign and return an Affidavit of Eligibility, a Liability Release and, where legal, a Publicity Release within 14 days of the date printed on the prize notification or be disqualified. In the event a prize is won by a minor, the prize will be awarded in the name of the minor's parent or legal guardian, who must sign any required affidavit or release. If a prize is returned as undeliverable, the potential winner will be disqualified. InterAct reserves the right, in its sole discretion to cancel, terminate or suspend the contest should viruses, bugs, unauthorized human intervention or other causes beyond the control of InterAct, corrupt or impair

the administration, security or fairness of the contest. In such an event, winners will be selected from all eligible entries received up to the time of such cancellation, termination or suspension.

By entering, participants release InterAct, its respective parent companies, affiliates, subsidiaries, advertising/promotional agencies, and the employees, officers, directors and agents of the above organizations from any and all liability for any injuries, losses or damages of any kind caused by participation in the contest or the acceptance, possession or use/misuse of a prize or participation in any prize-related activities. Where legal, by accepting a prize, winner grants permission for the use of his/her hometown, likeness, photograph and statements by InterAct for advertising/publicity purposes without further compensation.

Prizes will be awarded within approximately 60 days after selection of winners. Taxes on prizes are the responsibility of the winners. No substitution allowed except at discretion of InterAct. Prizes are not transferable. InterAct reserves the right to substitute any and all prizes with prizes of equal or greater value, if an advertised prize becomes unavailable.

6. WINNER LIST

Winner will be printed in the next issue of Dangerous Waters. This contest is sponsored by InterAct Accessories, Inc.



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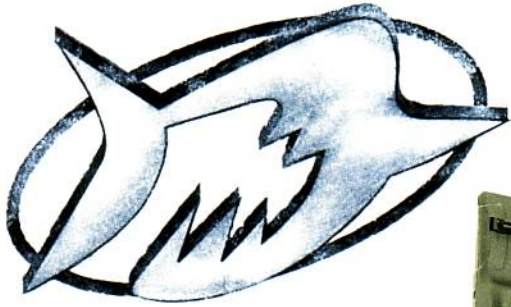
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SV-374E	GameShark Pro (N64) Special Offer		\$35.00	
BWCD	GameShark Pro Big Wave Offer (for PlayStation GS Pro only)		\$16.00	
SV-388	Nintendo 64 DexDrive		\$39.99/\$31.99	
SV-1128	PlayStation DexDrive		\$39.99/\$31.99	
P-113	Dual Impact GamePad		\$19.99/\$15.99	
SV-1133	Barracuda 2		\$24.99/\$19.99	
I-22-300	V-Mem Virtual Memory Card System		\$29.99/\$23.99	
GST2	GameShark T-shirt #2		\$11.99	
DWB	Dangerous Waters Back Issue # _____		\$1.00 each	

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