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GAMESHARK™
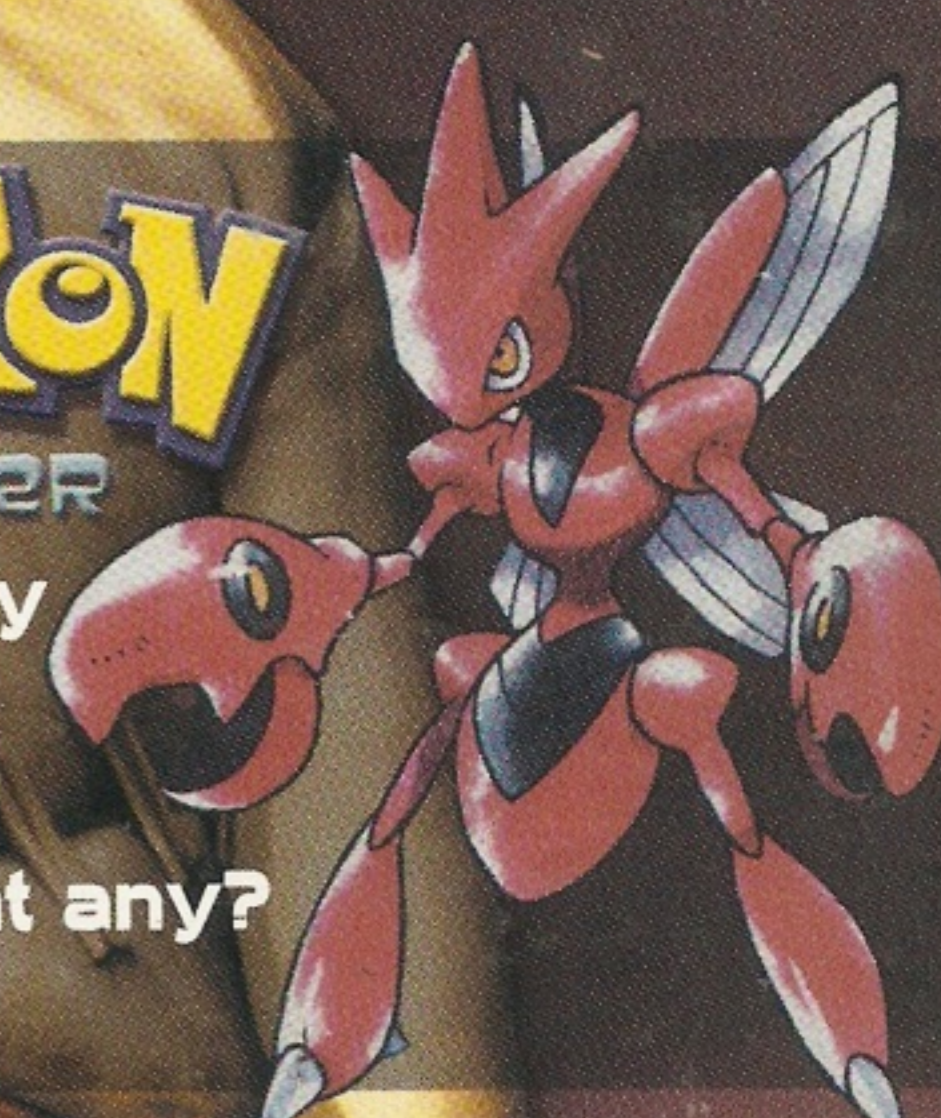## MAGAZINE

POKÉMON
GOLD & SILVER

We've got every Pokemon and every item unlocked. Want any?

FINAL FANTASY IX

IS THIS THE "FINAL" CHAPTER TO THE PLAYSTATION'S 5-YEAR SUCCESS STORY?

use your N64 gameshark pro to discover hidden programmer's cheats!

EDITOR'S NOTE

Twas the night before Christmas and throughout the clubhouse,
Every editor was busy using their keyboard and their mouse.
They knew there were stockings hung with great care,
With many gamers hoping that a GameShark soon would be theirs.

The hackers were quite busy inside their cubicles,
Thinking up new ways to perform some holiday ridicule,
While of course hacking all the best Shark codes
That included free lives, infinite cash, and even the debug modes.

Dr. Atomic was in his office, busy as always,
Double checking FAQs and all the game saves.
Wooly Doug was busy inputting all the current news,
With Estrogamer constantly posting our freshly written reviews.

The Don sat at his desk checking out games on PC,
While Dullmann answered support questions and played MP3s.
Dangerboy was busy updating phone lines and creating this prose
And Derux busily worked on the latest week's webisode.

When suddenly out in the parking lot, there arose such a shout,
We all leapt from our chairs to see what the commotion was about.
As we peered through the windows and focused our eyes,
What lay before us was an almost unbelievable sight.

There in the snow outside our front door were eight tiny reindeer,
A jolly little man in red adjusting his sleigh's side view mirror.
He looked at us and smiled, motioning that we should join him outside.
We quickly headed out, hoping he'd take us all for a winter's night ride.

"What's the problem here, Santa?" Dr. Atomic questioned away.
"I'm in dire need of some presents," said he, "tomorrow is Christmas Day!"
"Santa no gifts? How can this be? Are the elves on strike?" Asked FNG.
"No," said Santa, "but our toys are no match for the N64, PSX, and DC."

It was then that it hit us, "Of course! How could we be so blind?"
Santa needed GameSharks, and wanted no game player left behind!
We all hurried to the super secret storage room in back, Santa's sleigh in tow.
Quickly we tossed in GameSharks, some gently placed while others were thrown.

Now amid this confusion, savior realized something, and began to speak,
"Wait a minute, you dummies, we still haven't posted our Game of the Week!"
Lik chimed in, " I've got code saves, and CodeBoy hacked codes. No worries man."
But savior was not content, so he grabbed DB and Derux, who'd help tackle his plan.

While the three ran off, the rest of the staff helped Santa finish the loading.
"Thanks for the gifts," said Santa, " But now I really must be going."
So away he did fly deep into the night, our editors heading slowly back to their desks.
Wooly Doug, tired from the excitement, openly joked, "I can't wait to see what's next."

"Hey, look what we found in the Meeting Room," said DB, "They were under the tree!"
There were new GameSharks for the Game Boy, the PlayStation 2 and even PC.
The crew stood for a moment, not sure of the situation. When finally CodeBoy spoke.
"You know what this means...we've got a ton more codes to hack. No joke."

"Not to mention more reviews, FAQs, and saves to do. Looks like we're all going to be busy,"
Reminded Dr. Atomic. So everyone went back to work, knowing it wasn't going to be easy.
But as we continued to work, we heard an exclamation, from someone far out of sight,
"Happy Gaming to all, and to all a good night!"

Jason Dvorak,
Editor

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

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

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

Thanks for reading and listening,
Tenchi Alexander K.

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

-Dullmann

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

Sincerely,
Greg

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

-Dullmann

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

Any suggestions?
Ranger05

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

-Dullmann

dangerous designs

Hmm, this month's winners were chosen with Thanksgiving in mind, so those that had yellow, red, and brown scheme were among the few and the proud. This month's first place artist goes to J. Kuehnau, who drew a great picture of Sega's Samba de Amigo's monkey. Look at the grin on that thing! Behind our little monkey friend are Randy McGinney Jr's "hip" Pikachu and Joshua Norling's huge picture of Wolverine.

This month we also received an original creation from Casey Desilets, which in turn has created a requirement for next issues Designs. I want all of you artists to send me your best original character that you've drawn. Totally made up and 100% your creation. It could be your own Pokemon, your own Street Fighter, whatever. Just make sure it's yours. On the back of your picture, make sure you include your name, address, your character's name, what game they would be in, and your favorite game system. We'll pick 4 winners (1 for each system), and print them. So, you have your orders...get drawing!

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

GAMESHARK
MAGAZINE

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Editor	Jason Dvorak

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The final 32 Bit Final Fantasy comes home, and savior has all the juicy details in his review and FAQ. Did we mention the Game Shark codes?

FINAL FANTASY IX

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Tekken Tag Tournament PS2
By Dangerboy

Namco, as well as the PS2 itself, took a LOT of flak during the Japanese release. With anti-aliasing still being worked on, games were getting torn apart because of the polygon "jaggies" that show up and some of the very minor line break ups that happen in the floors. Fear not, all has been taken care of. Anti-aliasing is now on, and brother does it show. The characters and the backgrounds are gorgeous. Bodies properly bend where they should, body parts all move in real dynamics, and everything has depth and curves. Even the backgrounds have been given a huge overhaul, probably even more than the characters themselves. No two are ever in the exact same position, and they are all in full 3D. Even cooler, Namco took the extra steps to toss in two cameos for the watchful gamer to find. I'll leave those up to you to find. Every other magazine and web-site has already dragged the gorgeous lighting effects and reflections and colors through the complimentary adjective pool enough times, so we'll now move onto the sound department.

Here's where I can fully appreciate **Tekken Tag** . Through the series, the music has always been a give and take situation. Sometimes good, sometimes bad, but here, Namco finally let loose and pulled off an almost flawless orchestration. The game has this weird mesh of techno mixed in with orchestra style themes. There are plenty of sound effects and voices to hear as well, though sadly not much in actual spoken word department.

Now comes the deep dark evil section of my review: the control and combo system. To this day I cannot stand Tekken 's combat system. There's nothing wrong with the directional stick, nor the side stepping, but it's the 4 attack buttons and how they're used. I find it really disheartening that if I am in a jam, all I need to do is flail on buttons to pull off a combo. Too many of the characters are guilty of this, especially Eddy, Hwoarang, Law, Forrest, and slightly Ling. The combo system has way too many pre-determined sequences, and just the mere fact that I can pull off a 6 hit combo without ever needing to touch the directional pad is childish and too simplistic.

That gripe aside, everything else with the game is almost perfect. Plenty of characters to unlock and of course, the usual Training, Survival, and other modes Namco is famous for.

Platform:	PlayStation 2
Genre:	Fighting
Developer:	Namco
Publisher:	Namco
OVERALL RATING:	**8.2**
Graphics:	9.5
Sound:	9.0
Control:	7.0
Fresh Factor:	7.0
Gamelife:	8.5

Quake III
By savior

First Person Shooters (FPS's) have always been PC only. I'm not saying there weren't any FPS's for any consoles. I'm just saying there weren't any worth playing.

Times have changed. A new day is upon us, a day when consoles are powerful enough to run highly detailed characters through XXL environments at high framerates. A day when split screen, multiplayer action doesn't mean a drop in game speed. A day when a built in 56K modem can get you online and playing console games with minimal lag. A day when a keyboard and mouse are readily available, easily attached and cheap. All of these are great things for the console FPS. Q3A takes advantage of all the aforementioned Dreamcast attributes.

Graphically, you're looking at the same game, PC or DC. Unless you've spent a little cash to upgrade you're PC hardware, you're not going to get a better framerate or much better graphics than you'll find on the DC version...during a single player game, that is. You will notice some minor graphical changes when playing multi-player, split screen.

As far as controls go, you've got a few options. If you've never played a PC FPS before, and you've gotten used to controls found in console FPS's, you'll feel right at home with Q3A 's default controller setup. If you have played PC FPS's, and will ONLY play with the keyboard/mouse combo, get out to your local videogame retailer and pick up one of each. The game recognizes them once they're plugged in and loads up the default keyboard/mouse settings.

If you want the best FPS experience possible, a powerful PC and a copy of **Rogue Spear** , **Soldier of Fortune** , **Q3A** etc. can't be beat. But if you can't or don't want to play games on your PC, this is the best FPS action you're going to find on a console. And with the ability to hook up a mouse and keyboard, you'll still be getting a damn fine experience.

Platform:	Dreamcast
Genre:	Action
Developer:	Activision
Publisher:	Sega
OVERALL RATING:	**7.9**
Graphics:	8.0
Sound:	8.0
Control:	7.0
Fresh Factor:	7.0
Gamelife:	9.5

Kiss Psycho Circus: The Nightmare Child
By The Don

Okay, here's another First Person Shooter (FPS), and it isn't coming with anything great to make you run out and buy it (except that it carries the KISS name). **Kiss Psycho Circus** doesn't do anything to break away from the FPS formula. It has blood. It has gore. It has guns. It features walking in rooms, through corridors, picking up health, and ammo. Psycho Circus takes place in what seems to be an abandoned city-like world. Your mission: find clothes and boots and stuff.

The gameplay is terrible with only controller support. Similar to that of Quake , which is the reason why Quake 's developers offered mouse support and keyboard support with their title (hmm, smart!). Since Lithtech removed the Multiplayer option there is little reason to buy the game. What's a FPS without network play? They didn't even make up for the lack of a Multiplayer Mode with a Deathmatch Mode. As you can see, this title lost a lot through the PC/Console port. It, also lacks the beginning movie that the PC has to allow you to understand the story a little better.

The music is the cool, normal techno sounds that you hear in a FPS, even though this is a KISS title. You really don't here much KISS throughout the game at all. Graphically, Psycho Circus is impressive with its seamless gameplay. There's virtually no slowdown when there are a billion creatures on screen, but other than that it's lacking. The backgrounds are cool, but they're far from being great. The use of boxes everywhere to make up for the lack of polygons is very obvious. A The textures are sharp but the architecture is very blocky.

There's no reason to actually play this game. I wouldn't even rent it. But if you don't take my word on it, you be the sucka!

Platform:	Dreamcast
Genre:	Action
Developer:	Gathering
Publisher:	Take 2 Interactive
OVERALL RATING:	**5.2**
Graphics:	7.0
Sound:	6.0
Control:	6.0
Fresh Factor:	4.0
Gamelife:	4.0

Jet Grind Radio
By Estrogamer

With great cartoon-style graphics, and a cool plot that doesn't seem contrived at all Jet Grind Radio stands out among recent game releases as something special.

Your character, a skate-punk in "Tokyo-to" (a city in Asia that resembles Tokyo, according to the game booklet) and the leader of a gang of graffiti artist skate-punks, must battle for turf and avoid cop crackdowns with the music of Professor K on Jet Set Radio, Tokyo-to's coolest underground radio station.

The music spun by Professor K and realistic sound effects combine with the colorful graphics to make an effective atmosphere for your futuristic graffiti-artist, skate-punk heroes. The graphics are smooth and look about as animated as a cartoon on your television. And, despite Sega's added disclaimer for the U.S. version of the game, stating that they do not endorse real-life graffiti, they sure make it quite the engrossing and artistic endeavor within the context of the game. You can create your own graffiti in the game, or make a .jpg and download it through your Dreamcast browser. There are a ton of options for creating your own graffiti, even right in the game. There are tons of colors, a lot of ways the text can be modified, including textures, colors, size, rotation, skewing and spacing (and two different alphabets!).

Control in this game requires practice and skill to use effectively, and precise control is very important in this game. It can be the difference between getting caught by the police and shot with rubber bullets and getting away. Relying heavily on the analog stick, the control has a higher than average learning curve but is much more precise in the long run. Analog fluidity makes it a lot more fun to pull off tricks and a dream to watch the game as it's happening. Some of the menu controls aren't as intuitive as the in-game controls, but these also don't require the immediacy of the in-game control.

All of the different factors involved: sound, graphics, tricks, characterization and a decent plot all come together to make a game that's fun to play, and nearly as fun to watch. Jet Grind Radio would definitely be a great addition to any Dreamcast library.

Platform:	Dreamcast
Genre:	Action
Developer:	Sega
Publisher:	Sega
OVERALL RATING:	**8.2**
Graphics:	9.0
Sound:	8.0
Control:	7.0
Fresh Factor:	9.0
Gamelife:	8.9

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samba de amigo
By savior

When I first held the maracas in hand, shaking them to the samba beat, I realized what a fantastic game this is. That's why I know, no matter what I write in this review, there's no way I can possibly convey just how much fun this game is to play.

On screen there are six circles forming a ring; top left and right, bottom left and right and middle left and right. Small balloons form in the center of the ring and move out to the circles. By moving your maracas up and down, you can highlight the different circles (holding the maracas above your shoulders highlights the top circles, holding them around waist level highlights the bottom circles). The object of the game is to have the circle highlighted when a balloon is inside of it and shake the maraca to burst it. The balloons are timed so that they arrive in the circles on rhythm, thus you need to shake the maracas on rhythm to burst them. Every so often a picture will show a person posing a certain way and you'll have to pose to match them (for example, right maraca up, left maraca up). It seems easy enough, but it gets tough when you've got maracas in different places (one high, one low) or both maracas on the same side of your body (high left circle and middle left circle) and you've got to keep track of both the balloons you're bursting and the ones forming in the center of the ring.

There are several different modes of play (Arcade Mode, Original Mode, Training Mode, etc.) but the two best places to spend your time are in the Challenge Mode and Party Mode.

Challenge Mode sets you up with a song and a challenge, whether it be to burst at least a certain percentage of balloons, gain at least a given number of points or something else. Completing these challenges will unlock different songs for you to shake your maracas to in Original Mode.

Party Mode is best for multiple players. You can duel head to head in a standard battle, play co-op in a compatibility test or mix up the action a little with some mini-games.

You may notice that I give this entire review from the perspective of someone who owns the maracas, and not someone who plays the game without them. That's simply the game isn't as fun without the maracas. If you don't have the extra cash to buy them, don't buy the game. At the very least rent it first. If you can afford the maracas, and you've got friends who aren't too uptight to give a game like this a try, I highly recommend you pick it up and throw a Samba De Amigo party, pronto.

Platform:	Dreamcast
Genre:	Simulation
Developer:	Sega
Publisher:	Sega
OVERALL RATING:	9.2
Graphics:	9.0
Sound:	9.0
Control:	8.0
Fresh Factor:	10.0
Gamelife:	10.0

shenmue
by FNG

The long awaited title **Shenmue** has finally arrived in the states and the only truly negative thing I can say about it is this: "Why did we have to wait so long?"

The graphics throughout the entire game are absolutely outstanding. This is simply the best looking game to ever grace a home console. The scenery can simply be described as eye-candy. From the hills and trees in the distance to the weather beaten maps located throughout the towns, this game is nothing but impressive. There's even a Sega Saturn in the den of the Hazuki home that can be played when you win Saturn games from special drawing held at certain shops in various towns! One of my favorite things about Shenmue would have to be the ability to play video games within the game. While playing **Hang On**, **Space Harrier**, **Darts**, or **Billiards**, it's possible to actually spend 2 or 3 REAL WORLD hours playing them.

The music and sound effects in **Shenmue** are wonderful, but the voice acting could use a little work. Do other countries honestly think that all Americans actually talk like that?

It seems like 98% of the games released today have HORRIBLE control, or simply have a terrible controller configuration; **Shenmue** is just another game that falls a bit short when it comes to control, but nothing too bad. There aren't many times that controlling Ryo becomes a chore, but when the camera is in the wrong position while fighting 3 thugs at once, things tend to get a bit frustrating.

I'm sure this title will be played start to finish several times before I finally decide to remove it from my Dreamcast. The only thing I can say at this point is "Bravo," and "Thanks for making a game this cool!"

Platform:	Dreamcast
Genre:	RPG
Developer:	Sega
Publisher:	Sega
OVERALL RATING:	10.0
Graphics:	10.0
Sound:	9.0
Control:	9.0
Fresh Factor:	10.0
Gamelife:	10.0
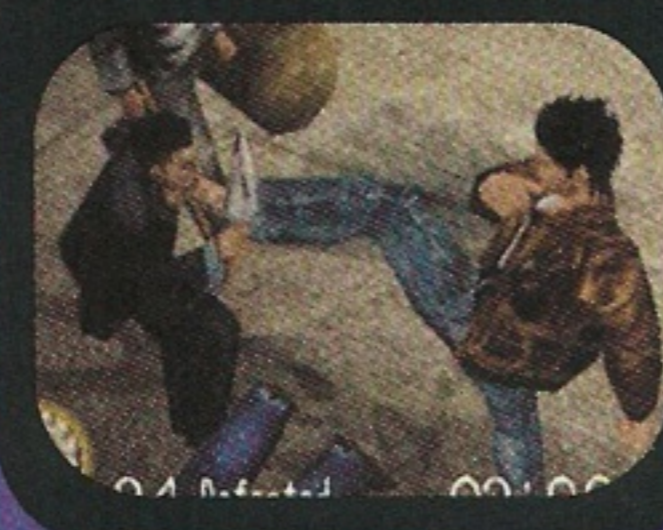
silent scope
By CodeBoy

Let me get this out of the way now, **Silent Scope** is a very short game. I'm not saying that it's bad, I just wanted more in it than a few levels. You can take different paths, so there's a bit of replay in the Story Mode, but most of the action is in the extra challenges. Training based on time, accuracy, consistency and a few other factors provide well over 100 additional challenges beyond the initial Story Mode. Repeating these training courses allows you to hone your skills not only with the scope, but more importantly, without. At some of the higher levels you don't have the time to use your scope and must line up and take your shot within a few seconds.

The characters in the game may be a bit repetitious, but the detail is incredible. Every little accessory is on the outfit of your targets, from knee and elbow pads to extra clips to transmitters, no detail was left out. Though the gameplay has you affixed to a rail, much like the Virtua Cop series, the camera angles are never confining or awkward. At some points you are forced to factor in the movement of your character when targeting, but I think this merely adds to the skill level of the game, and is not a detriment. The sound was also handled very well, many times with just the sound of your rifle and the wonderful background scores.

I've told you the game was short, and here's the only other thing that you might complain about; the lack of a gun peripheral. Now what I say to that? Shut it, this game requires precision, not rapid fire. The control was just as I expected, crosshairs on the screen, zoom in, zoom out. When perched on a rooftop there's little worry of being spotted or hit, so you have time to line up your shots. When facing enemies at point blank the rifle becomes harder to use and the scope merely a burden at that point, much like it would be in real life. Yeah, it's no Virtua Cop, but rather a focus on the precision of the rifle, not the speed in which you can pull the trigger, rapid fire will do you no good here.

It's been far too long of a wait for a sniper game like this one, where you could actually take your time and line up headshots. I'm glad it's back, even if it is a bit short.

Platform:	Dreamcast
Genre:	Action
Developer:	Konami
Publisher:	Konami
OVERALL RATING:	9.0
Graphics:	10.0
Sound:	10.0
Control:	8.0
Fresh Factor:	10.0
Gamelife:	7.0

muppet racemania
By Lik

I like it! I am not a big fan of **Mario Kart** styled games, but this one I dig. The Muppets are involved, so of course it has to be a good game. No, seriously, it is a rad game, let me explain...

This game is packed with awesome cut scenes from all of the **Muppet** movies; all of your favorite characters are involved in the game. The important factor here is the game life, the game is so much fun. While it is still your average **Mario Kart** style game, you have tons of levels that are all from the various Muppet movies and there are sub-levels involved, tons of levels to unlock. The cool feature with this game is the different characters to unlock, and each has special cars to unlock as you score high points in the game. Of course you have certain weapons and devices to thwart your opponents, but they are with a Muppet twist, like chickens, penguins, and many other ridiculous things.

The game play is not bad either, the game controls very well. Each character is pretty much the same in control and movement. I found myself really liking the way the levels are laid out; with lots of different paths to go in and lots of goodies lying around the tracks. Check out the Battle feature, while it is totally pointless, it is also very entertaining. The game has various different modes of play, and yes the Fraggles are involved in the game, well at least the Dozers are.

The graphics are done moderately well, not like most of the games in this genre where the graphics are really blocky and the clipping is horrible. The game has a rich, cartoony style. The levels are based upon different situations in all of the different movies, with each being totally different from the next. The sound isn't that bad if you like Muppet music, I myself find it nasty, but who doesn't have a tear in there when you hear Kermit sing the "Rainbow Connection" song?

Platform:	PlayStation
Genre:	Racing
Developer:	Midway
Publisher:	Midway
OVERALL RATING:	6.2
Graphics:	7.0
Sound:	5.0
Control:	7.0
Fresh Factor:	4.0
Gamelife:	8.0

Dukes of Hazzard II: Daisy Dukes it out

By Dr. Atomic

It's a fair expectation that when a sequel is released, that sequel will actually improve on the original, especially if the original contained deep flaws that ruined the game. However, when the original was a best selling game, despite its flaws, there's really no motivation for the game developer to correct any errors. So the best you can hope for in a sequel to **Dukes of Hazzard** is that they don't make the game any worse. Unfortunately, not only did Southpeak Interactive not fix the most overwhelming flaw in the original, it added a few new flaws, just to make sure the game was completely ruined.

The story here plays out like your typical episode of the TV show The **Dukes of Hazzard** . It's hokey, improbable and contrived. And while that worked well for the original game, the novelty this time around has worn off. That in itself doesn't ruin the game. The FMVs are decent, and the voice acting (featuring many voices of the cast of the show) is on par with its television counterpart. Unfortunately, the gameplay graphics are pretty sparse. There's plenty of annoying fog, and some pretty annoying clipping problems that effect your game play.

The sound effects are flat and basic. As mentioned above, the voice acting in the FMVs is **Hazzard** quality, but the in-game vocal directional cues are maddening (on my drive home last night, I found myself saying "I think I'll turn left now." "I think I'll turn right now," the whole way).

The lame graphics and dull sound effects could be overlooked if the gameplay was actually good. But it seems like the developers of this game actually made an effort to ruin it. The vehicles still have no control. The missions would be challenging if you could actually control the vehicles, but as it stands, they are downright impossible to finish. And if that isn't enough, there are annoyances like the game stopping in the middle of play to load a new map (and the load times are long).

Games should be fun. This game should be a ton of fun. Unfortunately, the controls are so horrendous, and the game design is so ill-conceived that it is literally agonizing to play. Yes, we all love the Dukes, but even that doesn't help this game.

Platform:	PlayStation
Genre:	Driving
Developer:	Southpeak
Publisher:	Warner Bros.
OVERALL RATING:	**2.2**
Graphics:	4.0
Sound:	4.0
Control:	1.0
Fresh Factor:	1.0
Gamelife:	1.0

Medal of Honor Underground

By Dullmann

Taking last year's blockbuster beyond the next level, Dreamworks Interactive has outdone themselves this time around. Featuring 24 levels thru 7 missions scouring North Africa and Europe during epic WWII, you play Manon, your French accented guide from the original installment. Infiltrate, investigate and wreak havoc as an underground rebel. Nazis have invaded your country, your leaders are defecting and the fight for freedom is your hands. What's a girl to do? Manon says FIGHT!

Battle the Reich with all new weapons including, but not limited to, the devastating Panzerfaust, a sniper rifle, Petrol Bombs and the Big Joe Crossbow. Also new to this installment is the ability to team up with a buddy. Along with these new features, the enemies are even more deadly. Now German's fight with tanks, half-tracks and even assail you on motorcycles. And if that isn't enough, the AI has been beefed up more than Chunky Soup. Watch as the enemies hide, roll, dodge and call for help (in German of course) to escape your assault. But it's not all battle all the time. Stealth becomes a major key to success during a handful of missions.

The graphics in this installment are a lot smoother than the previous title. The frame rate has been upped a bit and pop-up has been trimmed. Clipping seems to be the only thorn in the side of this almost flawless game.

The in game audio is probably the most incredible feature of **MOH Underground**. Hear the Nazis communicating, lighting cigarettes, yelling what sound like obscenities at you and listen for gunfire in the distance. There is much more ambience this time around.

This game is a must have if you own a PSX. To be without it would be uncivilized. The gameplay, storyline and extras are what we all look for in a great title and **MOH Underground** is bursting with 'em!

Platform:	PlayStation
Genre:	Action
Developer:	Dreamworks
Publisher:	EA
OVERALL RATING:	**9.5**
Graphics:	9.5
Sound:	9.5
Control:	9.5
Fresh Factor:	9.5
Gamelife:	9.5

Mega Man Legends 2

By Wooly Doug

Mega Man , the little license that could. It seems like I've been playing Mega Man in one form or another for most of my life. **Mega Man Legends 2** is a good game, but it's not going to win any awards.

One area that Capcom has excelled in with MML2 is creating a nice, deep universe. There's plenty of back story to keep the player intrigued, and tons of minor characters that make repeat appearances from other Capcom games within the genre. The story is all told in really nice looking cut scenes that all use the game engine. I prefer this a lot more than FMV cut scenes.

The gameplay within the story can get kind of repetitive, and it isn't helped by the control which has a really steep learning curve. It takes a real long time for it to become anything close to resembling intuitive. You turn using the trigger buttons and it just doesn't work. In close combat, it's nearly impossible to run away from an opponent. Luckily there's a Zelda -esque lock on feature that makes attacking your opponent a lot easier.

The graphics are cool. They're really stylized and well done. Unfortunately, they're blocky and prone to clipping. If this game wasn't so dang cool looking, the score would have been much lower. The enemies are all really well designed, and the characters are nicely done too. I think all this coolness was at the cost of sight distance, fogging and redraw though. What's close up looks pretty. What's far off looks gray. That's the price of 32-bit processing I suppose.

Given the choice, I'd go for the classic Mega Man games over the new 3D ones. Capcom knew what they were doing, and they did it well. Their experiment into turning the 2D hero into a 3D one is a nice effort, but it doesn't live up to the franchise's glory days. Still, if your desperate for a third person action-adventure title, **Mega Man** will satisfy you for a little while.

Platform:	PlayStation
Genre:	Action
Developer:	Capcom
Publisher:	Capcom
OVERALL RATING:	**6.9**
Graphics:	7
Sound:	8.5
Control:	6
Fresh Factor:	7
Gamelife:	6

The World is Not Enough

By Dangerboy

It's not often you see a company take a game series and do better with it than from the original creators.

First things first: the control. Bond fans need not worry; as the game possess almost the exact same control style as **Golden Eye**. There are two major differences here; you can now jump, and have access to more Q gadgets. Bond is equipped with the "standard" issue Q watch, which features 12 darts, a stunner option, a laser, and the ever-important grappling hook. As for weapons, no one goes hungry. We're talking Uzi's, magnums, bullpups, KA - 57s, shotguns, and of course, the grenade launcher.

The control is dead on, with the only real glitch in close quarter gaming. Also interesting is the inclusion of hot swap functions. These allow you to switch between the items and weapons, as well as your weapon style without having to pause the game and use the item menu.

The graphics are top notch, with some interesting details and a few sacrifices. The textures of the game are done extremely well, especially on the characters. There's also plenty of great "extras" in the game as well. The game uses a random generator for placing the extras in the game. They'll still be in the same location, but the actual person standing there may be different. This not only adds a bit of replay value to the game, but also shows the extra steps the programmers were willing to go to make you want to play the game.

The only downfall that the game has, which prevents it from getting a perfect 10 is it's Multi-Player Mode. While it has a wide assortment of stages, and has hidden ones that you need to earn, most of them are way too small to be enjoyed. There's also an insane glitch in the re-spawning process. You're brought back at a completely random spot each time, literally. More than once I came back from the dead in-between two dueling gunmen, just to die within seconds of returning. Also, if you want to even stand a chance, make sure you play with humans and not the computer controlled bots. I must have played 15 rounds, and the bot characters won 13 of them in under 5 minutes.

So what is that missing ingredient that makes this game work over Perfect Dark? Style. There's just something about the Bond world, be it the endless sexual innuendos, the witty humor that's sprinkled through out, or just the urgency the game presents to the player. Granted, this game is missing the Moneypenny remarks that I loved in Golden Eye, but hey, it's worth every cent otherwise.

Platform:	Nintendo 64
Genre:	Action
Developer:	EA
Publisher:	EA
OVERALL RATING:	**9.3**
Graphics:	9.0
Sound:	9.5
Control:	9.0
Fresh Factor:	9.5
Gamelife:	8.8

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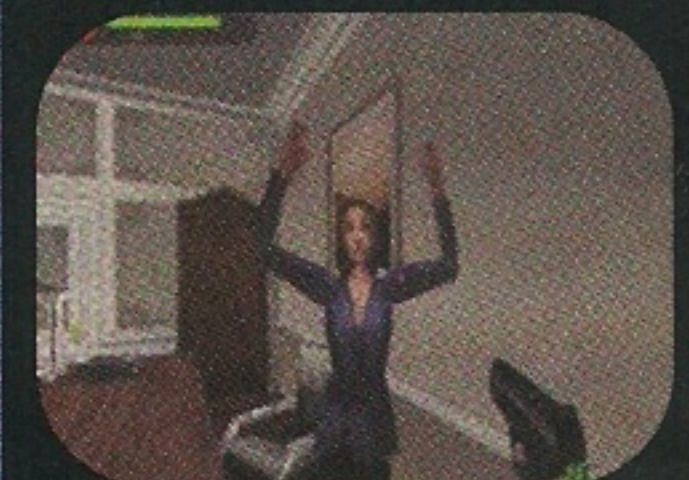
Cruis'n Exotica

By Dullmann

When compared to its predecessors - Cruis'n USA and Cruis'n World - not much has changed--spelling certain doom for this latest installment from the get-go. With only a few extra little "improvements" (for lack of a better term) to help fanboys differentiate this sequel from the original, Cruis'n Exotica is flat out horrible.

Play one to four players simultaneously in three modes of play - Cruis'n Challenge (drag-race, time trials), Cruis'n Freestyle (practice), and Cruis'n Exotica (arcade). Select one of six crazy drivers including, but not limited to, a baby and a clown. Ooooooh risque! Begin with one of thirty exotic vehicles (12 default and 18 secret). Along with the hidden cars, you can also find new game modes, tracks and more by earning "mileage" from driving. Now that's innovation!

Romp thru twelve new tracks with a total of 48 variations ranging from Korea, Atlantis, Las Vegas, Hong Kong, Alaska, India, Holland, Ireland, The Amazon, Tibet and Mars. Throughout the game you'll encounter graphically horrible scenery such as deserts, forests, cities, and even ocean floors. But you won't be impressed with the visuals. It's not eye-candy by a long shot.

Control is as simple as ever. A accelerates, B brakes and honestly that's it. Just grab the controller and you're set. Double tapping the accelerator will give bit of a boost, which is a nice touch. Any advantage is better than none. But it doesn't make this game good.

Midway claims to have improved the graphics of this lame series, but it is not obvious. Its grainy texture, mundane frame rate and simplicity is almost blinding. One plus is the game rarely chops or slows down. Our old friend the infamous "pop-up" is abundant in all of its glory. Hills, buildings, canyon walls, trees all magically pop onto your screen. Not quite David Copperfield, but hey, it's a Midway title, what can you expect.

The great arcade tunes we have come to loathe have made their way onto the home version, complete with lame voice samples such as "Can you dig it?" and "Right on!" There are some strange quasi-instrumental pieces, but again, they fail to stick to your brain. Don't plan on humming these tunes around the office the next day!

Overall this game sucks. Do not even consider spending money on gas to head to the store to think about buying it. This series should have ended with Cruis'n USA. Hopefully, they;ll take the advice of the masses and kill the series with this one.

Platform:	Nintendo 64
Genre:	Driving
Developer:	Midway
Publisher:	Midway
OVERALL RATING:	5.0
Graphics:	5.0
Sound:	5.0
Control:	5.0
Fresh Factor:	5.0
Gamelife:	5.0

Army Men Sarge's Heroes 2

by FNG

Unless you're a huge fan of the Army Men series, you won't be too excited at this mediocre title from 3DO.

The graphics are blurred, the framerate is SLOW, and there seem to be no improvements over the last Army Men title. If you're willing to look past the poor visuals of Sarge's Heroes 2, there's still the problem with camera angles and poorly laid out controls.

The button configuration is extremely confusing, and takes quite some time to become accustomed to. It's difficult to aim properly when in 1st Person Mode, the camera seems to always be in the wrong location, and the clipping causes jumping from ledge to ledge almost impossible.

If you've played the first Army Men: Sarge's Heroes title, then you've played this one. The only difference between the two is the sticker on the cart, and the box art. (You're still on the Green team, you're still trying to stop the evil Tan army, and the game is still way too easy to play through.)

The only thing that will keep this game in your console is the multiplayer mode, unless the graphics and control problems are too much for you to handle. The excitement of melting 3 of your closest friends into a pile of bubbling plastic can only be surpassed by the satisfaction of knowing that they all have to endure the torment of playing this title right along with you.

What's the best thing about Army Men: Sarge's Heroes 2? You'll be able to play through the entire game before it's due back to Blockbuster, so you won't ever have to spend more than $4.00 to get sick this game.

Platform:	Nintendo 64
Genre:	Action
Developer:	3DO
Publisher:	3DO
OVERALL RATING:	4.0
Graphics:	5.0
Sound:	5.0
Control:	2.0
Fresh Factor:	2.0
Gamelife:	2.0

Pokemon Gold/Silver

By Derux

At the heart of the Pokemon experience lies the collecting element, and with 100 new monsters to collect, Pokemon Gold/Silver does not disappoint. Gold/Silver also introduces two new types of Pokemon; Dark, Psychic and Steel. As usual, you can capture Pokemon by walking in tall grass, fishing and surfing, but in Gold you can also use the headbutt and rocksmash skills to reveal hidden or sleeping Pokemon. As in Red/Blue there are several monsters that are unique to the Gold and Silver versions, so players have to trade with their friends to get them all.

Gold/Silver also introduces Pokemon breeding, which adds a whole new dynamic to Pokemon collecting. The majority of Pokemon are now available in two genders which can be bred at the Day Care Center to produce eggs which can hatch into baby Pokemon.

Another important addition is the element of time. The time of day, morning, day or night effects which types of Pokemon you will encounter as well as the behavior of various characters. Certain events, such as the Pokemon catching contests, only occur on certain days of the week.

The combat system is more or less the same but includes lots of new skills as well as a few changes to add needed balance. For example, sleeping Pokemon now attack the turn they wake up and Earthquake isn't as ridiculously powerful as they used to be.

The addition of a new pack makes for a greatly improved item management system in Pokemon Gold/Silver. The Pack is divided into separate compartments: potions & antidotes, TM's/HM's, key items (bikes, rods, etc.) and Pokeballs.

Gold/Silver has two main story arcs, the first takes place in a new realm called Johto and the second in Kanto, the region featured in Red/Blue/Yellow. There are also dozens of side missions featuring people to rescue, crime rings to break up and missions to perform. All in all, you're in for a good 60 hours of game play the first time through!

Obviously, you don't play Pokemon for the hot graphics and sound, but Gold/Silver has adequate looks and sound to keep you interested.

Fans of the original Pokemon obviously don't need a recommendation and have probably already picked this up and are plowing thought it as I write this. For those picky RPG players who thought Pokemon Red/Blue was a bit too simple for them, I'd suggest you give Gold/Silver a try. It's a lot more involved, and a lot of the annoying and repetitive elements have been fixed.

Platform:	Game Boy
Genre:	RPB
Developer:	Game Freak
Publisher:	Nintendo
OVERALL RATING:	8.6
Graphics:	8.0
Sound:	8.0
Control:	9.0
Fresh Factor:	8.0
Gamelife:	10.0

San Francisco Rush 2049

By The Don

I'm disappointed in San Francisco Rush 2049 for the GameBoy because it doesn't even compare to the rest of the series. I understand Midway was given the responsibility of converting this title from console to hand held, but it was a very poor attempt. The only characteristics that the Game Boy title carries from the other versions is the name. The GB version features, nine tracks, Time Trial Mode, and a password save. You're only able to access one track in the beginning. You can unlock the remainder of the tracks by winning the races.

If you think of the game as a regular GB racer, it would compare to titles like Micro Machines and Test Drive 6 . It's more along the line of a side angle up-and-down racer. The tracks attempt to give a futuristic feel. They also try to give a 3D effect by having them overlap. I found this visually annoying because if you're driving under an overpass, it is difficult to see you car for a second.

In addition, the speed of the game isn't that fast. In order to speed your car up, you have to pick up little speed booster icons that give you a little charge for a second. Other than that the game is fairly slow.

San Francisco Rush 2049 has five cars to choose from. The menu doesn't tell you this, but some cars stick to the road better than others. So choose your vehicle wisely or you'll have a difficult time with controlling your car. This would be easy to do if the game had some sort of interface to show the strengths and weaknesses for each car.

Overall, this title isn't too interesting. If you're into San Francis Rush , then don't buy this game. If you're into GB racing titles, then buy this game.

Platform:	Game Boy
Genre:	Racing
Developer:	Midway
Publisher:	Midway
OVERALL RATING:	5.0
Graphics:	5.0
Sound:	5.0
Control:	5.0
Fresh Factor:	5.0
Gamelife:	5.0

FINAL FANTASY IX

savior tells you all you need to know.

Graphics: If you've played any of Squaresoft's recent games (**Threads of Fate, Chrono Cross, Vagrant Story, Parasite Eve 2**) then you know they've managed to squeeze every last drop of graphical quality from the PlayStation. They continue this trend with FFIX. Everything from character models to spell effects to the world map looks gorgeous. After playing games on the Dreamcast for over a year, the chunky pixels of most PSX games really stand out. They're not so noticeable in FFIX. And the FMV that they've littered throughout the game is absolutely breathtaking. Nearly every major change in plot is illustrated in movie quality CG. And attention to small details, such as the use of dozens of different animations per character, separate FFIX from virtually every other RPG available.

Sound: Loyal fans of Square RPG's have enjoyed some of the best videogame soundtracks over the years. If you're obsessed (like myself and many others), you'll be picking up the FFIX soundtrack to add it to your collection. Dramatic scores add a sense of urgency to battles, melodic tunes make traversing the enormous world a pleasure, and in some boss battles the total absence of music creates an eerie focus on the life or death situation you're involved in. Familiar sounds like the winning battle ballad and the "Kweh!" of a chocobo can be heard as well.

Story: This is where FFVIII really stumbled. A mute and emotionally distant lead character pushed me further away from immersion in the plot. Through the entire first disc of FFIX you don't even have a lead character. You'll be in control of nearly a dozen different party setups, each being led by a different member. Characters that seem like they're in control during one point won't even be in your party at other points. All of the characters have a good amount of dialogue and a tangible reason for being involved in the quest at hand. What adds an immeasurable amount of depth to the story is the Active Time Event (or ATE). While the main story is taking place, characters not in your party at the time will be interacting with NPC's elsewhere. When something's going on that you may want to take a look at, the ATE icon will pop up on the screen. By pressing Select you can view the event, which is taking place. This gives the player a new level of control over how deeply they get involved in the story and the non-main characters' plights.

Magic System: Despisers of the Junction System found in FFVIII (like me) will be happy to know that it's not in FFIX. Not in it's original form, at least. It's been tweaked to be a little easier and a lot less complicated than it's predecessor. Each character has a certain number of Ability Points (AP). Armor, headgear weapons and accessories will come preloaded with certain abilities. Some of these abilities will be available to all party members; some will only be available to a select few. These abilities will also "cost" a specific amount of AP to equip. When you equip an item with an ability available to you, you'll have the option of equipping said ability by assigning the required amount of AP. So if your character has a total of 19 AP, they'll be able to equip a three 5 AP abilities and one 4 AP ability. In addition, each ability will have a "learn meter." By destroying enemies while having an unlearned ability equipped, you'll slowly raise the "learn meter." Once it's full, you'll be able to remove the item it's associated with and still be able to equip the ability. If you remove the item before you've learned its abilities, you won't be able to equip them without re-equipping the item. This may sound complicated on paper, but it takes a very short while to get used to. It's still inferior to the Materia system of FFVII, but at least it's something new.

Battle System: There's very little new in this area. One very cool addition is the ability to have four members in your battling party. If you get bored waiting for your next player's turn, having an extra attacker will make that wait a little shorter and less frequent. Anyone who's ever played an RPG will recognize the simple Active Time Battle (ATB) system. Your time gauge slowly goes up. Once it's full, you can either attack with your weapon, attack/heal/ support with magic or use your character's ability. Another similarity to FFVII is the Trance Meter, which acts in the same manner as the Limit Break. Taking physical damage from an opponent will raise the Trance Meter. Once it's full, the character will go into a trance where their attacks will deal a good deal more damage. Unlike the Limit Break system, you have little control over when this occurs, so there's not much strategy involved.

Mini-Games: FFVII had a ton of 'em. FFVIII had one. FFIX has a healthy amount. Most of the mini-games are optional, but taking part in them can get you rewards such as rare cards or key items. This is just another area where the standard RPG formula gets broken up just enough to keep you interested in the overall game.

Tetra Master Card Game: The Triple Triad Card Game of FFVIII was fun, but it got a little confusing with all the different rule changes. The Tetra Master Card Game is more like solitaire; simple, fun and addictive. I literally spent hours playing this mini-game. I challenged every single person I came across, battled with everyone who accepted the challenge and won every card seemingly available on Disc 1. The first thing I did when I got into Disc 2 was start challenging NPC's to card battles. The game itself too is fun, but the quest to find all the cards as well as the mystery of the game's intricacies can make Tetra Master nearly as engrossing as the main quest at times.

CHARACTERS

One of the best things about FF9 is the large cast of characters you get to control. Each of them have a detailed part of the story, as well as distinct strengths and weaknesses that make them all valuable to your party.

Zidane: "You don't need a reason to help people."
Throughout the first two discs, Zidane is a major player in most of the storyline and battles. There is very little time when he will be out of your party and away from the action. This crossbreed between a mouse and a human (he's got a tail) is a member of an elite gang of thieves known as Tantalus. His fighting style is fairly straightforward, as most of the time you'll have him using standard weapon attacks. He fights with various blades, from knives to swords. Perhaps stronger than his skill with a blade, however, is his way with the ladies. There isn't a set of female lips in all the land that Zidane couldn't press his up against...except maybe the one he wants to kiss the most of all.

Vivi: "How do you prove that you exist? Maybe we don't exist..."
Vivi, Zidane and Dagger are more or less equal co-stars of the story. As you can tell from Vivi's quote, he's searching for a meaning to his existence. The battles he fights and the enemies he faces all draw him deeper into a state of confusion. Discovering where he's from, why he exists and where he's going consumes his thoughts. Vivi is a Black Mage, meaning that most of his attacks will be in the form of elemental based magic. He'll have the ability to learn increasing levels of Fire, Thunder, Poison and Ice magic, as well as a ton of others.

Dagger (Princess Garnet Til Alexandros 17th): "Someday I will be queen, but I will always be myself."
Princess Garnet takes on the pseudonym "Dagger" in an effort to hide her identity from the common people of the lands that she travels through with your party. She has lived a sheltered life within the confines of the Castle Alexandria walls, and has trouble blending in with ordinary folks. Her story focuses on her determination to find the cause to the turmoil unfolding within the kingdom she will someday rule. She travels and fights with your party in an effort to give meaning to what seems like a meaningless war and, more importantly, to stop it. Dagger is a summoner, but you'll find her much more valuable for her White Mage abilities. Spells like Cura, Life and Panacea make her an invaluable asset, as she'll keep your fighters fighting.

Steiner: "Having sworn fealty, must I spend my life in servitude?"
What a big dope this guy is. The leader of the Pluto Knights of Alexandria, Steiner's main function in life is to protect the Queen and Princess. This is what brings him into the story, as he must follow Dagger and defend her with his life...whether she wants him to or not. Steiner is a sheep, and without someone giving him orders, he would be lost. He'll struggle with accepting the truths Dagger uncovers in her journey; truths that directly conflict with the beliefs that have been forced upon him as the defender of the royal family. What he lacks in brains, though, he makes up for in brawn. Steiner can be equipped with some of the most powerful swords in the game. When he's teamed up with Vivi, the little mage can toss a little magic on his sword and give him the ability to deal elemental based damage.

Freya: "To be forgotten is worse than death."
You'll first become acquainted with Freya during one of the many mini-games, where you'll compete against her for the title of Master Hunter. And she's a force to be reckoned with. Those who've played FF Tactics will recognize her skills as those of a Lancer. She can be equipped with long spears, and has the ability to attack

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FFIXFAQ

FINAL FANTASY IX

Q: Is this the best Final Fantasy yet?
A: It is tied for the best (excluding Final Fantasy Tactics which was not an RPG). FFVII and possibly FFV were just as good, but not better.

Q: How long does it take to beat the game?
A: If you're just going straight for the end of the game, you can probably beat it in less than 40 hours. If you take part in some of the ATE's and mini-games (which I highly recommend), you can easily spend more than 50-60 hours with this game.

Q: How many characters can I get in my party?
A: You'll have access to 8 characters near the end of the game. There are a few characters that you'll be able to use in battle a few times, but they will not remain in your party afterwards.

Q: Is there a lot of FMV?
A: Hell yes, and it's all stunning. I've never seen this much FMV in a game before, and it's never been integrated so perfectly into the story.

Q: What do the numbers and letters at the bottom of the cards represent?
A: I don't know! I've been trying to figure that out for months now, but to no avail. I've refused to look at a strategy guide for the game, but now that I've beaten it, I may look just to see how those numbers and letters work.

straight up, attack with a Jump (forcing her to stay airborne for one turn) or to use her powerful Dragon skills. Freya's story is fairly peripheral during the first two discs, but focuses on her search for the only man she has ever loved. He disappeared from her life years ago. Without a clue as to why, she searches, not knowing whether he's even alive.

Quina: "I do what I want! You have a problem!?"
Quina takes up the role of "comic relief," as she searches for one thing...food. After entering a village or city with Quina in your party, you'll hear his/her (the game uses the phrase "s/he" when referring to Quina) thoughts on whether or not s/he thinks there's good food there. After which s/he'll take off in search of said food. S/he attacks enemies with various eating utensils, and deals a fair amount of damage with a standard attack. Quina's coolest feature is his/her ability to learn enemy skills. If an enemy is small enough, and has been weakened with attacks, you can launch Quina's Eat Attack. If it's successful, s/he'll learn one of the enemy's abilities.

Eiko: "I don't wanna' be alone anymore."
Being just an itty-bitty little thing, Eiko doesn't deal much damage with her attacks; but she's got friends. Much like Dagger, Eiko has the ability to summon Eidolons (you may know these as Guardian Forces) to watch her back. She is also trained in the ways of the White Mage, and can heal and cure party members in and out of battle. You'll find Eiko late in the second disc, living in a secluded, run-down village. She's lonely, and takes a liking to Zidane immediately. But it's her link with another party member that gets her fully involved in the storyline.

Amarant: "The only dependable thing about the future is uncertainty."
Coming even later in disc two, there isn't much to say about Amarant. He appears to be a bounty hunter of sorts, and reluctantly joins up with your party if you can defeat him one on one with Zidane. He attacks with claw pronged gloves, and has the ability to throw items at enemies (like the Ninja in FF Tactics).

Marcus:
Marcus is a member of the same gang of thieves that Zidane hails from, Tantalus. He joins your party briefly during disc two, but his path leads in a different direction from the rest of your group.

Others:

There is another character who will join your party during the second disc, but the fact that this person's role is that of an adversary up until that point, telling you about it would only spoil some of the game's wonderful splot. You'll just have to wait and find out for yourself.

MOOGLES
These furry little Pokemon wannabees play a major role in your quest...that is, if you feel like saving your game. These cute creatures carry around big books with them, and can save your progress when you come across one. When you're on the World Map, you'll be able to call one from afar by blowing through a special flute, thus giving you the ability to save your game anywhere when you're out roaming the wide-open.

Moogles also have something called Mognet. It's the ability for them to communicate with each other telepathically. It seems that the Mognet is having some trouble as of late, though, and they'll ask for your help while the system is down. If you feel like it, you can carry letters to and from Moogles at their request. I haven't gotten anything special (items, weapons, etc.) but you do get to read all of the letters upon delivery and take a peek into the world of the innocent bystander, as the Moogles will tell each other how the story is unfolding through their own eyes.

Occasionally a Moogle will get the entrepreneur bug and start up what's known as a Mogshop. Here you'll be able to purchase items like Potion, Remedy and Phoenix Down.

The Moogle's last role (thus far into the game) is that of teacher. You'll view a ATE (see part one of my preview) every so often during which an older, wiser Moogle will teach something to a younger Moogle. During the ATE you'll learn what the young Moogle is learning, and gather much needed information for your quest.

CHOCOBO HOT AND COLD MINI-GAME
Aside from the card game (more to come), the other major mini-game contained within FF9 is the Chocobo Hot and Cold. Here's how it works. After catching your very own Chocobo (a big chicken that you can ride like a horse, for those who don't know) you can ride him into the Chocobo Forest and pay a Moogle to let you play the game. He'll start a timer, which is your cue to ride the Chocobo around the enclosed area,

pressing the X button to make him pound his beak into the ground. When he does this, he'll respond with a Chocobo squawk. The louder the squawk, the closer you are to treasure. Once you find treasure, you'll have to pound the dig button to get your Chocobo to get down to it.

You can find some standard items this way, but you can also find some Chocograph items. These are visual clues to treasure that can be dug up while riding your Chocobo on the World Map. Just pull up the picture on your Chocograph, find the location on the World Map and dig up your treasure. You'll find some valuable items this way.

EIDOLONS
You may have noticed that I mentioned these guys earlier. Eidolons are FF9's version of the summon spell (FF7 and FFT) or Guardian Force (FF8). Gone (from FF8) are the responsibilities of raising the summon beasts like pets. Back are the ways of using them like the devastating forces they were born to be. Characters with the ability to call upon them need only have learned their call and have sufficient magic points (MP) to bring them and their powerful abilities into a battle.

Another refreshing change is the absence of long, drawn out summon animations. It used to take anywhere form 20-50 seconds to bring a beast into battle, get them to do their thing and then go home. The first time you call upon a beast, you'll see their full, beautiful animation. Each time afterwards, you'll just get the attack portion of it, which lasts just as long as any other magic spell or item animation.

CLOSING
Final Fantasy is back in a big way. The first disc was incredible. And the multiple discs that follow just get better and better. The main story and large cast of interactive characters keeps things interesting, while the card game and ATE's break up the feeling of "just playing another RPG." Nearly every FFIX related email I receive asks me if I think it's better than FFVII. At this point I'd have to say it's just as good.

CODEBOY'S RANT

Guess who's hacking codes for the PS2?

Well, not me 'cause I'm stuck with a ton of late-release Dreamcast titles. Apparently someone at Sega forgot that nothing tends to sell from December to March, something about Christmas money all ready being spent. Dunno, but I'm stuck in the trenches with Dreamcast. FNG on the other hand is busy hacking circles around me on the PS2. From the lack of cursing I see that it's tons faster than the Dreamcast for hacking, so codes should be flowing at the time of release. Just yesterday FNG went through **Sky Odyssey**, **Fantavision**, **Orphen** and **ESPN Winter X-Games Snowboarding** on the PS2, I wrote a Rant and got stuck on **Pod** and **Championship Surfer** for the Dreamcast. I think the PS2 is going to go a little smoother, either that, or I just suck.

Speaking of sucking, Lik is conveniently out of the office today. Seems he agreed to a little gag when Wooly and I found some hideous clothing articles on eBay. Lik agreed to wear a tube top, not quite terrycloth, but close, and a pair of hotpants for the entire week so long as we provided free lunch, the high point being Red Lobster if he made it to Friday. With the late arrival of the tube top he put in a mere 25 minutes yesterday in "uniform," and surprisingly is nowhere to be found today. Lesson number one, don't take a bet you can't follow up on, 'cause what we think of next'll be much, much worse. And lesson two, if you're going to back out, don't use some lame excuse like, "We never defined the time limit for performing the action, I think I'll do it the third week in 2012, for real man." Yeah, that's a great argument. I remember a certain office member who tried to back out on a bet with me and savior, the loser had to tandem poo..., er, be in the next stall when our scary ex-webmaster went on his daily toilet rampage. He backed out, and for months was tormented by savior and I. Perhaps Lik will see things a bit differently if you all request the photo shoot of him in uniform; be sure to email **lik@gameshark.com** and submit your requests.

Hmmm, okay, like you care about that, I'll get back to PS2. Along with code support we will also be offering a ton of programmers cheats as soon as we get the ball rolling, because we're just that good. All you need do at this point is camp out for another month or two until Sony actually produces enough systems so that more than one person on your block may own one. And those with a library of PS One titles should be happy to hear that along with the PS2 disc there will also be a disc for PS One titles. So yes, you'll have to put your old GameShark to rest for the new system, but the new one comes packed in with the PS2 disc, just because we love you.

And that's it. I'm dry, can't think of another thing to tell you about. PS2 codes should be popping up in the very next issue, and PS3 codes in the issue after that. And I imagine I'll still be stuck on that damn Dreamcast, FNG laughing all the way...

-CodeBoy

GAME RELEASE SCHEDULE

Dreamcast
12/16/00	Half-Life
12/18/00	Evil Dead: Hail To The King
12/30/00	Max Steel
1/1/01	Deer Avenger
1/1/01	Sierra Sports: Game Room
1/1/01	Stunt GP
1/1/01	System Shock 2
1/15/01	Dragon Rider
1/15/01	Playmobile Hype
1/15/01	VIP
1/16/01	IHRA Drag Racing
1/16/01	MetropolisStreet Racer
2/15/01	Evil Twin
2/15/01	F1 Championship 99
2/15/01	Legend of the Blademasters
2/16/01	M.O.U.T. 2025

Game Boy
12/16/00	Batman Racing
12/16/00	The Simpsons
12/16/00	WWF No Mercy
12/16/00	Yogi Bear: Great Balloon Blast
12/21/00	Harley Davidson: Race Across America
1/16/01	Barbie Pet Rescue
2/16/01	Action Man
2/16/01	Matt Hoffman's Pro BMX

Nintendo 64
12/4/00	Conker's Bad Fur Day
12/4/00	Scooby Doo: Classic Creep Capers
12/13/00	Batman Beyond: Return of the Joker
12/13/00	Donald Duck: Goin' Quackers
12/13/00	WCW Backstage Assault
12/16/00	Super Bowling
12/26/00	Paper Mario
1/17/01	Dinosaur Planet
1/17/01	Mega Man 64

PlayStation
12/19/00	Sea Doo Hydro Cross
12/27/00	Lion King 2: Simba's Mighty Adventure
1/1/01	Backyard Football
1/1/01	Blue's Clues: Blue's Big Musical
1/1/01	Martian Gothic
1/1/01	MTV Sports: T.J. Lavin's Ultimate BMX
1/1/01	Scooby-Doo!
2/15/01	Batman Racing
2/15/01	Inspector Gadget
2/20/01	NASCAR Racers
2/20/01	Nicktoons Racing
12/1700	Bugs Bunny & Taz Time Busters

PlayStation 2
2/1/01	Seven Blades

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SIGNATURE CODES

Catch Any Pokemon! (Gold and Silver)
Here's quite possibly the coolest code you could find. With this code, you'll be able to catch any Pokemon you want, whenever you want. Here's how it works. Take any one of the Pokemon listed below (for this example, we'll use Charmander) and use the 2-digit number next to them to replace the XX in the main code. Using our example, we would now have 0104edd0.

So how does it work? Walk into a grassy area, and you'll fight whatever Pokemon is indigenous to the area as usual. When it's low on health, capture it with a Pokeball. The difference here is that when you capture it, instead of the pictured Pokemon, you'll be the proud owner of whatever Pokemon you used in the cheat code! Use this to complete your Pokemon roster.

Main Code:
01xxedd0

Replace xx with:

01: Bulbasaur	34: Meowth	67: Exeggcutor	9A: Meganium	CC: Kunugidama
02: Ivysaur	35: Persian	68: Cubone	9B: Hinorashi	CD: Fuoretosu
03: Venusaur	36: Psyduck	69: Marowak	9C: Magnumarashi	CE: Nokocchi
04: Charmander	37: Golduck	6A: Hitmonlee	9D: Bakufun	CF: Guraiga
05: Charmeleon	38: Mankey	6B: Hitmonchan	9E: Waninoko	D0: Haganeru
06: Charizard	39: Primeape	6C: Lickitung	9F: Arigeitsu	D1: Snubble
07: Squirtle	3a: Growlithe	6D: Koffing	A0: Odairu	D2: Guranburu
08: Wartortle	3b: Arcanine	6E: Weezing	A1: Otachi	D3: Harisen
09: Blastoise	3c: Poliwag	6F: Rhyhorn	A2: Ootachi	D4: Hassamu
0A: Caterpie	3d: Poliwhirl	70: Rhydon	A3: Hoho	D5: Tsubotsubo
0B: Metapod	3e: Poliwrath	71: Chansey	A4: Yorunozuku	D6: Herakuroso
0C: Butterfree	3f: Abra	72: Tangela	A5: Redeiba	D7: Nyura
0D: Weedle	40: Kadabra	73: Kangaskhan	A6: Redeian	D8: Himeguma
0E: Kakuna	41: Alakazam	74: Horsea	A7: Itomaru	D9: Ringuma
0F: Beedrill	42: Machop	75: Seadra	A8: Araidosu	DA: Magumaggu
10: Pidgey	43: Machoke	76: Goldeen	A9: Kuroba	DB: Magumarakaugo
11: Pidgeotto	44: Machamp	77: Seaking	Aa: Choncchi	DC: Urimu
12: Pidgeot	45: Bellsprout	78: Staryu	Ab: Rantan	DD: Inomu
13: Rattata	46: Weepinbell	79: Starmie	Ac: Pichu	DE: Sanigo
14: Raticate	47: Victreebell	7A: Mr. Mime	Ad: Pi	DF: Teppouo
15: Spearow	48: Tentacool	7B: Scyther	Ae: Pupurin	E0: Okutan
16: Fearow	49: Tentacruel	7C: Jynx	Af: Togepi	E1: Dribado
17: Ekans	4A: Geodude	7D: Electabuzz	B0: Togechikku	E2: Maintain
18: Arbok	4B: Graveler	7E: Magmar	B1: Neitei	E3: Eamudo
19: Pikachu	4C: Golem	7F: Pinsir	B2: Neiteio	E4: Derubiru
1A: Raichu	4D: Ponyta	80: Tauros	B3: Meripu	E5: Heruga
1B: Sandshrew	4E: Rapidash	81: Magikarp	B4: Mokoko	E6: Kingudoru
1C: Sandslash	4F: Slowpoke	82: Gyarados	B5: Denryuu	E7: Gomazou
1D: Nidoran Female	50: Slowbro	83: Lapras	B6: Kirehana	E8: Donphan
1E: Nidorina	51: Magnemite	84: Ditto	B7: Marill	E9: Porygon2
1F: Nidoqueen	52: Magneton	85: Eevee	B8: Mariruri	EA: Odushishi
20: Nidoran Male	53: Farfetch'd	86: Vaporeon	B9: Usokki	EB: Doburu
21: Nidorino	54: Doduo	87: Jolteon	BA: Myorotono	EC: Baruki
22: nidoking	55: Dodrio	88: Flareon	BB: Hanekko	ED: Kapoera
23: Clefairy	56: Seel	89: Porygon	BC: Popokko	EE: Muchura
24: Clefable	57: Dewgong	8A: Omanyte	BD: Watakko	EF: Elekid
25: Vulpix	58: Grimer	8B: Omastar	BE: Eipamu	F0: Bubii
26: Ninetails	59: Muk	8C: Kabuto	BF: Himanattsu	F1: Mirutanku
27: Jigglypuff	5A: Shellder	8D: Kabutops	C0: Kimawari	F2: Hapinasu
28: Wigglytuff	5B: Cloyster	8E: Aerodactyl	C1: Yanyanma	F3: Raiku
29: Zubat	5C: Gastly	8F: Snorlax	C2: Upa	F4: Entei
2A: Golbat	D: Haunter	90: Articuno	C3: Nuo	F5: Suikun
2B: Oddish	5E: Gengar	91: Zapdos	C4: Eifi	F6: Yogirasu
2C: Gloom	5F: Onix	92: Moltres	C5: Burakki	F7: Sanagirasu
2D: Vileplume	60: Drowzee	93: Dratini	C6: Yamikarasu	F8: Bangirasu
2E: Paras	61: Hypno	94: Dragonair	C7: Slowking	F9: Lugia
2F: Parasect	62: Krabby	95: Dragonite	C8: Muuma	FA: Houou
30: Venonat	63: Kingler	96: Mewtwo	C9: Annon	FB: Serebii
31: Venomoth	64: Voltorb	97: Mew	(random form)	
32: Diglett	65: Electrode	98: Chikorita	CA: Sonansu	
33: Dugtrio	66: Exeggcute	99: Beifru	CB: Kinriki	

SIGNATURE CODES

Skill Modifier Codes! (Both Gold and Silver)

Check out these sweet codes. Tired of getting your butt kicked because you don't have any cool attacks? Use the 4 line "main" code as your template for your own custom move list. Each line represents an attack. Choose one attack from the list below, and then use the two-digit number before it and replace the XX in one of the lines in the main code.

For example, if you wanted to give yourself the Double Kick as the first attack in the list, you would change 01xx2cda to 01182cda. Simply fill in the 4 blank spots with your four favorite moves, and you'll be ready to kick some serious pokebutt!

Main Code:
01xx2cda
01xx2dda
01xx2eda
01xx2fda

Replace xx with:

02 - Karate Chop	34 - Ember	66 - Mimic	98 - Crabhammer	CA - Giga Drain
03 - Double Slap	35 - Flamethrower	67 - Screech	99 - Exposion	CB - Endure
04 - Comet Punch	36 - Mist	68 - Double Team	9A - Fury Swipes	CC - Charm
05 - Mega Punch	37 - Water Gun	69 - Recover	9B - Bonemerang	CD - Rollout
06 - Pay Day	38 - Hydro Pump	6A - Harden	9C - Rest	CE - False Swipe
07 - Fire Punch	39 - Surf	6B - Minimize	9D - Rock Slide	CF - Swagger
08 - Ice Punch	3A - Ice Beam	6C - Smoke Screen	9E - Hyper Fang	D0 - Milk Drink
09 - Thunder Punch	3B - Blizzard	6D - Confuse Ray	9F - Sharpen	D1 - Spark
0A - Scratch	3C - Psybeam	6E - Withdraw	A0 - Conversion	D2 - Fury Cutter
0B - Vice Grip	3D - Bubblebeam	6F - Defense Curl	A1 - Tri Attack	D3 - Steel Wing
0C - Guillotine	3E - Aurora Beam	70 - Barrier	A2 - Super Fang	D4 - Mean Look
0D - Razor Wind	3F - Hyper Beam	71 - Light Screen	A3 - Slash	D5 - Attract
0E - SwordsDance	40 - Peck	72 - Haze	A4 - Substitute	D6 - Sleep Talk
0F - Cut	41 - Drill Peck	73 - Reflect	A5 - Struggle	D7 - Heal Bell
10 - Gust	42 - Submission	74 - Focus Energy	A6 - Sketch	D8 - Return
11 - Wing Attack	43 - Low Kick	75 - Hide	A7 - Triple Kick	D9 - Present
12 - Whirl Wind	44 - Counter	76 - Metronome	A8 - Thief	DA - Frustration
13 - Fly	45 - Seismic Toss	77 - Mirror Move	A9 - Spider Web	DB - Safeguard
14 - Bird	46 - Strength	78 - Selfdestruct	AA - Mind Reader	DC - Pain Split
15 - Slam	47 - Absorb	79 - Egg Bomb	AB - Nightmare	DD - Sacred Fire
16 - Vine Whip	48 - Mega Drain	7A - Lick	AC - Flame Wheel	DE - Magnitude
17 - Stomp	49 - Leech Seed	7B - Smog	AD - Snore	DF - Dynamicpunch
18 - Double Kick	4A - Growth	7C - Sludge	AE - Curse	E0 - Megahorn
19 - Mega Kick	4B - Razor Leaf	7D - Bone Club	AF - Flail	E1 - Dragonbreath
1A - Jump Kick	4C - Solar Beam	7E - Fire Blast	B0 - Conversion2	E2 - Baton Pass
1B - Rolling Kick	4D - Poisonpowder	7F - Waterfall	B1 - Aeroblast	E3 - Encore
1C - Sand Attack	4E - Stun Spore	80 - Clamp	B2 - Cotton Spore	E4 - Pursuit
1D - Head Butt	4F - Sleep Powder	81 - Swift	B3 - Reversal	E5 - Rapid Spin
1E - Horn Attack	50 - Petal Dance	82 - Skull Bash	B4 - Spite	E6 - Sweet Scent
1F - Fury Attack	51 - String Shot	83 - Spike Cannon	B5 - Powder Snow	E7 - Iron Tail
20 - Horn Drill	52 - Dragon Rage	84 - Constrict	B6 - Protect	E8 - Metal Claw
21 - Tackle	53 - Fire Spin	85 - Amnesia	B7 - Mach Punch	E9 - Vital Throw
22 - Body Slam	54 - Thundershock	86 - Kinesis	B8 - Scary Face	EA - Morning Sun
23 - Wrap	55 - Thunderbolt	87 - Softboiled	B9 - Faint Attack	EB - Synthesis
24 - Take Down	56 - Thunder Wave	88 - Hi Jump Kick	BA - Sweet Kiss	EC - Moonlight
25 - Thrash	57 - Thunder	89 - Glare	BB - Belly Drum	ED - Hidden Power
26 - Double Edge	58 - Rock Throw	8A - Dream Eater	BC - Sludge Bomb	EE - Cross Chop
27 - Tail Whip	59 - Earthquake	8B - Poison Gas	BD - Mud - Slap	EF - Twister
28 - Poison Sting	5A - Fissure	8C - Barrage	BE - Octazooka	F0 - Rain Dance
29 - Twin Edle	5B - Dig	8D - Leech Life	BF - Spikes	F1 - Sunny Day
2A - Pin Missile	5C - Toxic	8E - Lovely Kiss	C0 - Zap Cannon	F2 - Crunch
2B - Leer	5D - Confusion	8F - Sky Attack	C1 - Foresight	F3 - Mirror Coat
2C - Bite	5E - Psychic	90 - Transform	C2 - Destiny Bond	F4 - Psych Up
2D - Growl	5F - Hypnosis	91 - Bubble	C3 - Perish Song	F5 - Extremespeed
2E - Roar	60 - Meditate	92 - Dizzy Punch	C4 - Icy Wind	F6 - Ancientpower
2F - Sing	61 - Agility	93 - Spore	C5 - Detect	F7 - Shadow Ball
30 - Supersonic	62 - Quick Attack	94 - Flash	C6 - Bone Rush	F8 - Future Sight
31 - Sonicboom	63 - Rage	95 - Psywave	C7 - Lock - On	F9 - Rock Smash
32 - Disable	64 - Teleport	96 - Splash	C8 - Outrage	FA - Whirlpool
33 - Acid	65 - Night Shade	97 - Acid Armor	C9 - Sandstorm	FB - Beat Up

Using the N64 GameShark Pro Memory Editor

Here I am once again sharing some seemingly trivial information with the GameShark community. I say trivial simply because many of you out there already know how to use the GameShark Pro's memory editor. However trivial these hacking tips seem to be, I still feel that there are at least 1 or 2 GS Pro users who are happy to see these small bits of information shared with everyone. Since the PSX and N64 GameShark Pro memory editor's are almost identical, I decided to share something other than a PSX to N64 conversion of last weeks tip. Today I'm going to show you how to find passwords with the memory editor. I know it's a simple use for such a wonderful tool, but it's fun to find programmers cheats before anyone else does.

I'll be using a copy of **Extreme-G 2** for this hacking tip, so if you can get your hands on this title, feel free to hack along with me.

Step 1
This is the hard part. Start up **Extreme G 2** with the GS Pro's Code Generator ON.

Step 2
Play the game until you unlock a programmers cheat password. (Example: **SPYEYE**)

Step 3
Once you've found a password that you can work with, press the GS button on your GameShark to enter the main menu.

Step 4
Highlight Memory Editor and press the "A" button.
Step 5

Press the "A" button once again and choose "**Text Search**" from the next menu to begin your search for programmers cheats.

Step 6
In the text search box that appears, enter the password you earned and press the "A" button.
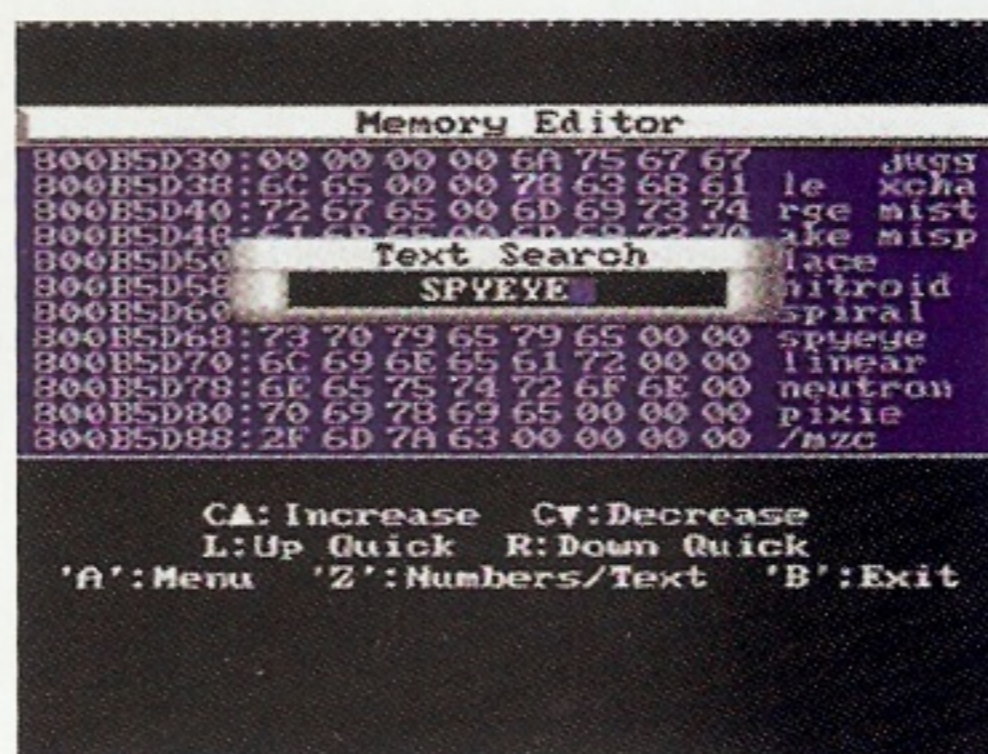
Step 7
When the search is complete, look at the right side of the screen for the text you searched for. (You should find "**spyeye**" among several other strange words.) Write down every word that you see, 99% of the time the words that are located around the one you searched for are other passwords.

Let's take a look at what we've found.
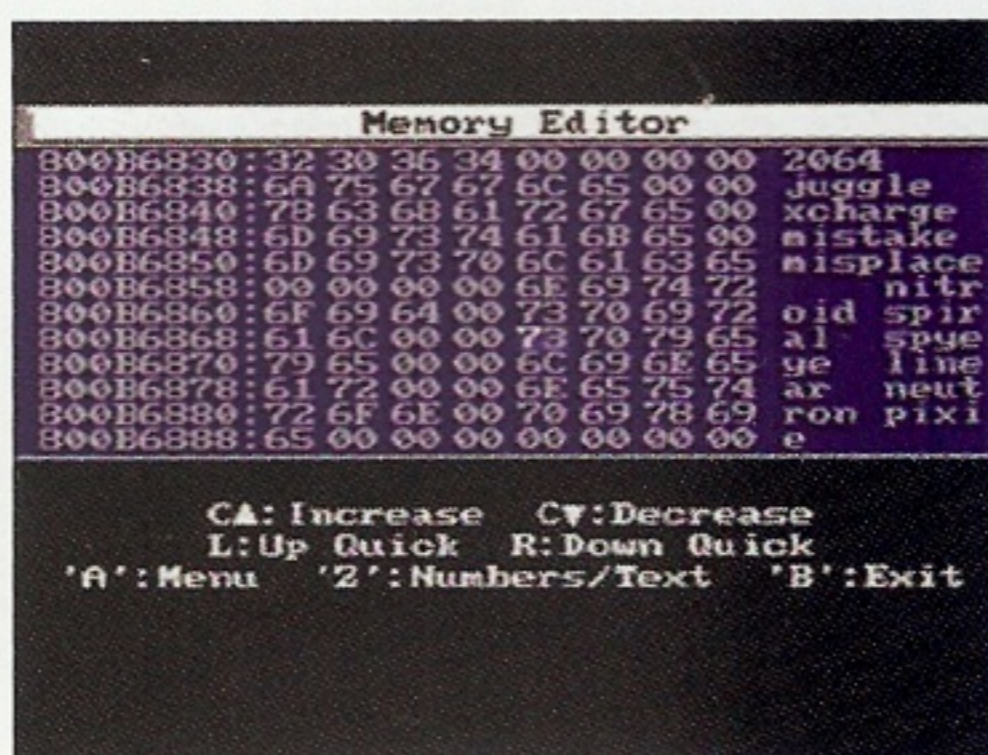
Break it down FNG!
Here's what the right side of your screen should look like:

```
%d flic
k  xxx
2064
juggle
xcharge
mistake
misplace
     nitr
oid spir
al  spy
eye line
ar
```

Separate the words on the right of the screen and enter them as your name at the bike selection screen in "Extreme Contest" mode to see if they have any effect on the game.

FLICK = Enables "Mad Graphics" cheat
XXX = Enables "Fast Racing" cheat
2064 = Enables Wipe Out vehicles
JUGGLE = Enables "Random Circuit Tracks" cheat
MISTAKE = Enables "Infinite Weapons" cheat
MISPLACE = Enables "All Missiles" cheat
NIRTOID = Enables "Infinite Nitro" cheat
SPIRAL = Enables "Spiraling Screen" cheat
SPYEYE = Enables an overhead camera view
LINEAR = Turns on "Wire Frame Graphics" mode

So, what's so special about finding these small programmers cheats? Ahh, good question! If you're able to turn these cheats on and off with password codes, then you should be able to hack a GameShark code that will enable ALL of the cheats to be on at one time.

PlayStation Code Types

Once again, I must appeal to the masses and begin to get a bit more advanced in my hacking tips. Since I've been receiving e-mails asking me about different code types for the PSX, and I've only gone into detail on "5 codes" and "D codes" (Repeats and activators) in past hacking tips, I've decided to let everyone know about the other code types that are available to PSX GameShark owners. I think I'll explain why you see codes starting with 3's and 8's.

The "8" code is the PlayStation code you see most often. What is it? The 80XXXXXX code types simply write a 16-bit value to a specified memory address.
16-bit Value = 0-65535 in Decimal / 0-FFFF in Hexadecimal.

The "3" code is considered a Byte code. 30XXXXXX code types simply write an 8-bit value, a single byte, to a specified memory address.
8-bit Value = 0-255 in Decimal / 0-FF in Hexadecimal.

Here's an example:
Let's say that I found a code for handgun ammo in a game and it looked like this: **80123456 01FF**

When I entered this code into my GameShark to test it and found that the amount of ammo in my clip was only equal to **255** (FF in Hex) and not **511** (1FF in Hex), I'd be able to conclude that address

80123456 not only contained the number of rounds in my clip, but it may also be telling the PlayStation what weapon I have in that item slot. If I changed the first half of the value (01 of 01FF) to 02, it may change the weapon I have in that item slot, or the weapon I have equipped.

After changing 80123456 01FF to 80123456 02FF, I noticed that in my imaginary game the handgun changed to an Uzi, but the same amount of ammo was stored in the clip (255).

So, what can I do with this information? You can create 2 codes out of 1 by splitting the 16-bit code into 2 8-bit codes. (This is where the "3" code comes in.)

Here's how to split 80123456 01FF into 2 8-bit codes:
Ammo:
30123456 00FF
Weapon
30123457 00??
(I placed two question marks in the value of the weapon code because those two digits can be changed to acquire the desired weapon in that item slot.)

So how the heck did I decide what the addresses of these "3" codes would be, and what value went with each address? I'm glad you asked...

Break it down FNG!
The code 80123456 01FF contains two bytes of information (Two 8-bit values.). It contains the value for address 80123456 and 80123457. (I know, it's a bit confusing, but bear with me.)

Here's the 16-bit code entered into the GameShark:
80123456 01FF
Here it is with the value broken down into **XX** and **ZZ**: 80123456 XXZZ
The "ZZ" portion of the value is attached to memory address 80123456.
The "XX" portion of the value is attached to memory address 80123457.

The GameShark needs to be told to only write the value "XX" to 1 byte of an address, so you must change the "8" to a "3" before entering the code into your GameShark.

Well, those are the basics of "3" and "8" codes, I hope you aren't as confused as I was the first time this was introduced to me.

NOTE
Nintendo 64 code types are quite different, and will be explained at a later date. Please do not put "3" codes into your Nintendo 64 GameShark unless they are found on this site.

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PSX PLAYSTATION

007 Racing
All Levels Unlocked 500006020000
All Levels Unlocked 8003da7e0101
Infinite Health 8005df0a 0000
Infinite Ammo d00c1C7aacc2
Infinite Ammo 800c1C7a2400
Infinite Shield d00c1c12ac82
Infinite Shield 800c1c122400
Max Score 8005e240e00ff
Max Score 8005e24205f5
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9cc03e8
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9d0000a
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9d4005
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9d8078
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9dc00a
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9e01000
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9f00064
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9f4001
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9f8000a
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005e9fc0064
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005ea000001
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005ea080001
Press R1 for all Weapons . .d003c1faf7ff
Press R1 for all Weapons . .8005ea0c00b4

Alien Resurection
Infinite Small Medikits . . .8011bce40064
Infinite Medium Medikits .8011bce60064
Cell Block Alpha Key 8011bcea0001
Warehouse Alpha 2 Key . . .8011bcec0001
Engineering Alpha 3 Key . .8011bcee0001
Cargo Bay Alpha 4 Key . . .8011bcf00064
Key Card 1a1 . . . . .8011bcf20001
Key Card 1a5 . . . . .8011bcf40001
Key Card 1a6 . . . . .8011bcf60001
Infinite Fire Extinguisher .8011bcf80064
Detonator 8011bcfa0001
Enable Items 8011bcbefffff
Enable Weapons 8011bcbcfffff

Army Men Air Attack 2
Extra Health Level 1 . . . .d01c67520011
Extra Health Level 1 . . . .801c675200ff
Extra Health Level 2 . . . .d01cb5860011
Extra Health Level 2 . . . .801cb586000ff
Extra Health Level 3 . . . .d01cc05a0011
Extra Health Level 3 . . . .801cc05a000ff
Extra Health Level 4 . . . .d01cb4520011
Extra Health Level 4 . . . .801cb452000ff
Extra Health Level 5 & 6 .d01cc65e0011
Extra Health Level 5 & 6 .801cc65e00ff

Army Men: Sarge's Heroes 2
All Weapons, Items, Movies, & Infinite
Ammo, Includes Secret Weapons . .50002e020000
All Weapons, Items, Movies, & Infinite
Ammo, Includes Secret Weapons . .8013672afffff
Infinte Health and Armor .d013672afffff
Infinte Health and Armor .8013679000ff

Blade
L1 For 99 Serum, Medi-Kits, Etc. d00b89afbff
L1 For 99 Serum, Medi-Kits, Etc. 800c38f60063
L1 For 99 Serum, Medi-Kits, Etc. d00b89afbff
L1 For 99 Serum, Medi-Kits, Etc. 800C38f80063
L1 For 99 Serum, Medi-Kits, Etc. d00b89afbff
L1 For 99 Serum, Medi-Kits, Etc. 800c38fa0063
L1 For 99 Serum, Medi-Kits, Etc. d00b89afbff
L1 For 99 Serum, Medi-Kits, Etc. 800c38fc0063
L1 For 99 Serum, Medi-Kits, Etc. d00b89afbff
L1 For 99 Serum, Medi-Kits, Etc. 800c39000063
L1 For 99 Serum, Medi-Kits, Etc. d00b89afbff
Press Select For All Glyphs . .d00db89afffe
Press Select For All Glyphs . .800b7010ffff
Press Select All Keys d00dB89afffe
Press Select All Keys 800b390800ff
Enable Pause Cheat Menu . .d00bb7727000
Infinite Health Only d00bb7700478
Infinite Health Only 800bb7700678
Infinite Weapons Only 800bb7700478
Infinite Weapons Only 800bb7700478a
All Key Items Only d00bb7700478
All Key Items Only 800bb7700478
Infinite Health & Weapons Only . .
. . . . .d00bb7700478
Infinite Health & Weapons Only . .
. . . . .800bb7700678a
Inf. Health & All Key Items Only . .
. . . . .d00bb7700478
Inf. Health & All Key Items Only . .
. . . . .800bb7700678

Inf. Weapons & All Key Items Only . . . . .
. . . . .d00bb7700478
Inf. Weapons & All Key Items Only . . . . .
. . . . .800bb7700c7a
All Cheats Active
.(All Key Items, Infinite Health, and Infinite
Weapons Cheats Active) . .d00bb7700478
All Cheats Active 800bb7700e7a

Breath of Fire IV
Have All Items 500075020001
Have All Items 8011ad986301
Have All Weapons 500075020001
Have All Weapons 8011af986301
Have All Armor 500075020001
Have All Armor 8011b1986301
Have All Accessories 500075020001
Have All Accessories 3011b3986301
Infinite Zenny 8011ad800ff
Infinite Zenny 8011ad8205f5
Stop Timer 8011ad900000
Stop Timer 8011ad920000
Stop Timer 8011ad940000

Casper: Friends Around The World
Have All Friendship Crystals . .800dcab20063
Infinite Lives 300dcab10063
Infinite Health 800dcae0000a
Infinite Energy 80097c5c0078
Always Have Special Move: Modifier
800ad64200xx
Replace xx with:
Always Have Special Move: Modifier 01-Strength
Always Have Special Move: Modifier .02-Speed
Always Have Special Move: Modifier . .03-Jump

Chicken Run
Max Eggs 800aa1d00063
Have All Map Pieces 500009010000
Have All Map Pieces 300a1f10001
Enable Scrolling For Items .800a77000001
Item Modifier 800a20200xx
Item Modifier 800a20400xx
Item Modifier 800a20600xx
Item Modifier 800a20800xx
Item Modifier 800a20a00xx
Item Modifier 800a20a00xx
Item Modifier .Slots 1 - 6, replace xx with:
Item Modifier . . . .01 - Old Butter Knife
Item Modifier . . . .02 - Broken Shears
Item Modifier . . . .03 - Wire Cutters
Item Modifier . . . .04 - Poles
Item Modifier . . . .05 - Gloves
Item Modifier . . . .06 - Boots
Item Modifier . . . .07 - Night Dress
Item Modifier . . . .08 - Rusty Spoon
Item Modifier . . . .09 - Cooking Weights
Item Modifier . . . .0a - Matches
Item Modifier . . . .0b - Fireworks
Item Modifier . . . .0c - Tennis Racket
Item Modifier . . . .0d - Pram Chassis
Item Modifier . . . .0e - Strong Cord
Item Modifier . . . .0f - Broken Ladder
Item Modifier . . . .10 - Bone
Item Modifier . . . .11 - Eggs
Item Modifier . . . .13 - Tools
Item Modifier . . . .14 - Wood
Item Modifier . . . .15 - Oil Can
Item Modifier . . . .16 - Tractor Engine
Item Modifier . . . .17 - Drive Chain
Item Modifier . . . .18 - Poles
Item Modifier . . . .19 - Yarn
Item Modifier . . . .1a - Binoculars
Item Modifier . . . .1b - Laundry
Item Modifier . . . .1c - Gnome

Cool Boarders 2001
Enable Code 800b11ce1000
Enable Code d00b1144000a
Enable Code 800b11461000
All Levels Unlocked 8006be34ffff
All Levels Unlocked 8006be36ffff
All Levels Unlocked 8006be38ffff
All Levels Unlocked 3006be3a00ff
All Boards Unlocked 3006bf0c00ff
All Characters Unlocked . .8006c2fcfffff
All Trick Gates Won 800778640000
Always Place First d00a68920003
Always Place First 800a68920001
Max Score 800a68ece0ff
Max Score 800a68ee05f5

Detective Barbie
Have All Clues 8001014400ff
Have All Clues 8001014600ff

Dragon Tales: Dragon Seeks
Max Dragon Berries 80057cb40063

Driver 2
Enter and Exit Cars Anytime .d005589c000a
Enter and Exit Cars Anytime .8005589e1000
Infinite Damage d001cda80008
Infinite Damage 8001cdaa1043
All Cities Available d01c1308f809
All Cities Available 801c130c0000
Able to Jack Police Cars . .d0071e542021
Able to Jack Police Cars . .80071e5a2400
Other Vehicles Destroyed Easily .d001cdbc0003
Other Vehicles Destroyed Easily .8001cdbe1000

FIFA 2001
Home Team Scores 50 . . .80037edc00032
Home Team Scores 0 . . . .80037edc00000
Away Team Scores 50 . . . .80037ee00032
Away Team Scores 0 . . . .80037ee00000
Home Team 1st Goal Worth 30 . .80037edc0001
Home Team 1st Goal Worth 30 . .80037edc0001
Away Team 1st Goal Worth 30 . .80037ee00000
Away Team 1st Goal Worth 30 . .80037ee0001e

Evil Dead: Hail to the King
Infinite Health 80076c140064
Infinite Chainsaw Gas . .80077870064
Always Have Access To Inventory Chest . .
. . . . .801310a40001
Always Have Access To Inventory Chest . .
. . . . .801311c0001
Save Anywhere 801312a40001
Save Anywhere 8013124c0001

Final Fantasy IX
L2 To Refill Your HP In Battle .80073942feff
L2 To Refill Your HP In Battle 800986681388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 80108f241388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 80108f41388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 800098b101388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 801090c41388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 80098fb81388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 801091941388
L2 To Refill Your HP In Battle .d0073942feff
L2 To Refill Your HP In Battle 800994601388
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 80108f2603e7
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 800986603e7
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 80108f603e7
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 80098b1603e7
L1 To Refill Your MP In Battle .d0073942bfff
L1 To Refill Your MP In Battle 801090c603e7
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 80098fbe03e7
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 80109196603e7
L1 To Refill Your MP In Battle .d0073942feff
L1 To Refill Your MP In Battle 800994603e7
Have All Items 5000ff020001
Have All Items 8008b7c46301
Max Gil 8008b7b0e0ff
Max Gil 8008b7b205f5
Steiner: Out of Battle Codes .8008b44c1388
Steiner: Out of Battle Codes .8008b4541388
Steiner: Out of Battle Codes .8008b4561388
Steiner: Out of Battle Codes .8008b45603e7
Steiner: Out of Battle Codes .3008b4470063
Garnet: Out of Battle Codes .8008b3bc1388
Garnet: Out of Battle Codes .8008b3bc1388
Garnet: Out of Battle Codes .8008b3c603e7
Garnet: Out of Battle Codes .3008b3b70063
Garnet: Out of Battle Codes .3008b3c30063
Garnet: Out of Battle Codes .3008b3b30063
Elko: Out Of Battle Codes .8008b6041388
Elko: Out Of Battle Codes .8008b5fc1388
Elko: Out Of Battle Codes .8008b5fe1388
Elko: Out Of Battle Codes .8008b60603e7
Elko: Out Of Battle Codes .8008b5fe03e7
Elko: Out Of Battle Codes .3008b5f00063
Elko: Out Of Battle Codes .3008b6030063
Elko: Out Of Battle Codes .3008b60b0063
Amarant: Out of Battle Codes .8008b66941388
Amarant: Out of Battle Codes .8008b68c1388
Amarant: Out of Battle Codes .8008b69603e7
Amarant: Out of Battle Codes .8008b68e03e7
Amarant: Out of Battle Codes .3008b6870063
Amarant: Out of Battle Codes .3008b6930063
Amarant: Out of Battle Codes .3008b69b0063
Quina: Out of Battle Codes .8008b6411388
Quina: Out of Battle Codes .8008b5741388
Quina: Out of Battle Codes .8008b57603e7
Quina: Out of Battle Codes .8008b56e03e7
Quina: Out of Battle Codes .3008b5670063
Quina: Out of Battle Codes .3008b5730063
Quina: Out of Battle Codes .3008b57b0063
Vivi: Out of Battle Codes .8008b32c1388
Vivi: Out of Battle Codes .8008b3341388
Vivi: Out of Battle Codes .8008b32e03e7
Vivi: Out of Battle Codes .8008b33603e7
Vivi: Out of Battle Codes .3008b3270063
Vivi: Out of Battle Codes .3008b3330063
Vivi: Out of Battle Codes .3008b33b0063
Freya: Out of Battle Codes .8008b4dc1388
Freya: Out of Battle Codes .8008b4e41388
Freya: Out of Battle Codes .8008b4de03e7
Freya: Out of Battle Codes .8008b4e30063
Freya: Out of Battle Codes .3008b4f00063
Freya: Out of Battle Codes .3008b4eb0063
Zidane: Out of Battle Codes .8008b2a41388
Zidane: Out of Battle Codes .8008b29c1388
Zidane: Out of Battle Codes .8008b2a603e7
Zidane: Out of Battle Codes .8008b29e03e7
Zidane: Out of Battle Codes .3008b2a30063
Zidane: Out of Battle Codes .3008b2970063
Zidane: Out of Battle Codes .3008b2ab0063
Have All Cards 500064060001
Have All Cards 3008324c0000
No Draws (Card Game) . . .8008324c0000

Freestyle Motocross: McGrath vs. Pastrana
Unlock Mirror Mode - Loch Ness .300bc04c0001
Unlock Mirror Mode - Tombstone 300bc04d0001
Unlock Mirror Mode - Volcano .300bc0500001
Unlock Mirror Mode - Arctic .300bc04f0001
Unlock Mirror Mode - Desert .300bc0510001
Extra Tracks Available 500004020001
Extra Tracks Available 800bc0420101
Unlock Mirror Mode - Inca .300bc0522001
All Classes Unlocked 800bc05e0101
All Classes Unlocked 300bc0600001
Always 1st - Freestyle Mode 8008b5d605f5
Always 1st - Freestyle Mode .8008b5d4e0ff
Start On Final Lap - Race .e008b4a5b002
Start On Final Lap - Race .3008b4a5b002

Galaga: Destination Earth
Infinite Lives 8008c0540063
Infinite Sheilds 8008c07e0008
Max Score 8008c000e0ff
Max Score 8008c00205f5
Max Merits 8008c0900096
Always Have Smart Bomb .8008c0b00001
Rapid Fire 800Be980000

Gundam Battle Assault
P1 Infinite Health 80157f3c0000
P1 50% Health d0157f3c0000
P1 50% Health 80157f3c3500
P1 50% Health d0157f400000
P1 50% Health 80157f403500
P1 No Health 80157f3c7000
P1 Infinite Special Attack Weapon 80157f4a01f4
P1 Infinite Special Attack Weapon 80157f4a01f4
P1 No Special Attack Weapon 80157f4c0000
P1 Infinite Thrust 80157f460000
P1 Infinite Thrust 80157f480000
P1 Always Have Special Move 80157f560003
P2 Infinite Health 80185e80000
P2 50% Health d0185e80000
P2 50% Health 80185e83500
P2 50% Health d0185edc0000
P2 50% Health 80185edc3500
P2 No Health 80185edc7000
P2 Infinite Special Attack Weapon 80185ee601f4
P2 Infinite Special Attack Weapon 80185ee801f4
P2 No Special Attack Weapon 80185ee80000
P2 Infinite Thrust 80185ee20000
P2 Infinite Thrust 80185ee40000

Harvest Moon: Back To Nature
Max Items 80070ce60063
Max Items 80070ce0c0063
Max Items 80070ed20063
Max Items 80070eda0063
Max Items 80070ee00063
Max Items 80070eec0063
Max Items 80070ef80063
Max Items 80070efe0063
Max Items 80070f040063
Max Items 80070f0a0063
Max Items 80070f100063
Max Items 80070f160063
Max Items 80070f1c0063
Max Items 80070f220063
Max Items 80070f280063
Max Items 80070f2e0063
Max Items 80070f340063
Max Items 80070f3a0063
Max Items 80070f400063
Max Items 80070f460063
Max Items 80070f520063
Item Modifier 80070ec200xx
Item Modifier 80070ce800xx
Item Modifier 80070ee400xx
Item Modifier 80070eda00xx
Item Modifier 80070ee000xx
Item Modifier 80070eec00xx
Item Modifier 80070ef800xx
Item Modifier 80070efe00xx
Item Modifier 80070f0400xx
Item Modifier 80070f0a00xx
Item Modifier 80070f1000xx
Item Modifier 80070f1600xx
Item Modifier 80070f1c00xx
Item Modifier 80070f2200xx
Item Modifier 80070f2800xx
Item Modifier 80070f2e00xx
Item Modifier 80070f3400xx
Item Modifier 80070f4000xx
Item Modifier 80070f4600xx
Item Modifier 80070f4a00xx
Replace xx with: . . . . . . .01 - Sickle
Replace xx with: . . . . . . .02 - Copper Sickle
Replace xx with: . . . . . . .03 - Silver Sickle
Replace xx with: . . . . . . .04 - Golden Sickle
Replace xx with: . . . . . . .05 - Mystrile Sickle
Replace xx with: . . . . . . .06 - Hoe
Replace xx with: . . . . . . .07 - Copper Hoe
Replace xx with: . . . . . . .08 - Silver Hoe
Replace xx with: . . . . . . .09 - Golden Hoe
Replace xx with: . . . . . . .0a - Mystrile Hoe
Replace xx with: . . . . . . .0b - Axe
Replace xx with: . . . . . . .0c - Copper Axe
Replace xx with: . . . . . . .0d - Silver Axe
Replace xx with: . . . . . . .0e - Golden Axe
Replace xx with: . . . . . . .0f - Mystrile Axe
Replace xx with: . . . . . . .10 - Hammer
Replace xx with: . . . . . . .11 - Copper Hammer
Replace xx with: . . . . . . .12 - Silver Axe
Replace xx with: . . . . . . .13 - Golden Hammer
Replace xx with: . . . . . . .14 - Mystrile Hammer
Replace xx with: 16 - Copper Watering Can
Replace xx with: .17 - Silver Watering Can
Replace xx with: 18 - Golden Watering Can
Replace xx with: 19 - Mystrile Watering Can
Replace xx with: . . . . . . .1a - Milker
Replace xx with: . . . . . . .1b - Clippers
Replace xx with: . . . . . . .1c - Brush
Replace xx with: . . . . . . .1d - Bell
Replace xx with: . . . . . . .1e - Animal Medicine
Replace xx with: .1f - Cow Miracle Potion
Replace xx with: 20 - Sheep Miracle Potion
Replace xx with: . . . . . . .21 - Blue Feather
Replace xx with: . . . . . . .22 - Turnip Seeds
Replace xx with: . . . . . . .23 - Potato Seeds
Replace xx with: . . . . . . .24 - Cucumber Seeds
Replace xx with: . . . . . . .25 - Strawberry Seeds
Replace xx with: . . . . . . .26 - Cabbage Seeds
Replace xx with: . . . . . . .27 - Tomato Seeds
Replace xx with: . . . . . . .28 - Corn Seeds
Replace xx with: . . . . . . .29 - Onion Seeds
Replace xx with: . . . . . . .2a - Pumpkin Seeds
Replace xx with: . . . . . . .2b - Pineapple Seeds
Replace xx with: . . . . . . .2c - Eggplant Seeds
Replace xx with: . . . . . . .2d - Carrot Seeds
Replace xx with: . . . . . . .2e - Sweet Potato Seeds
Replace xx with: . . . . . . .2f - Spinach Seeds
Replace xx with: . . . . . . .30 - Green Pepper Seeds
Replace xx with: . . . . . . .31 - Moondrop Seeds
Replace xx with: . . . . . . .32 - Pink Cat Seeds
Replace xx with: . . . . . . .33 - Magic Red Seeds
Replace xx with: . . . . . . .34 - Toy Flower Seeds
Replace xx with: . . . . . . .35 - Orange Cup Seeds
Replace xx with: . . . . . . .36 - Grass Seeds
Replace xx with: . . . . . . .37 - Ocarina
Replace xx with: . . . . . . .38 - Fishing Rod
Replace xx with: . . . . . . .39 - Fishing Pole
Season Modifier 80070cf200xx
Replace xx with: . . . . . . .00 - Spring
Replace xx with: . . . . . . .01 - Summer
Replace xx with: . . . . . . .02 - Fall
Replace xx with: . . . . . . .03 - Winter
Day Modifier 80070cf600xx
Replace xx with: . . . . . . .00 - Sunday
Replace xx with: . . . . . . .01 - Monday
Replace xx with: . . . . . . .02 - Tuesday
Replace xx with: . . . . . . .03 - Wenesday
Replace xx with: . . . . . . .04 - Thursday
Replace xx with: . . . . . . .05 - Friday
Replace xx with: . . . . . . .06 - Saturday
Date Modifier 80070cf400xx
Replace xx with: . . . . . . .0 - 1e
Watering Can Always Full . .80071a880064
Max Cash 80071a5ce0ff
Max Cash 80071a5e05f5
Stop Timer 80070cf80000
Stop Timer 80070cfa0000

HBO Boxing
Max Promoter Points 8009cb0205f5
Max Promoter Points 8009cb00e0ff
Max Strength 8008c1b003e7
Max Stamina 8008c1b403e7
Max Invincibility 8008c1c403e7
Max Knockdown Self 8008c1d803e7
Max Cut/Injure Self 8008c1e03e7
Max Cut/Injure Opp. 8008c1e403e7
Max Fouls 8008c1f803e7
Max Defense 8008c1f403e7
Max Jab 8008c1f803e7
Max Straight 8008c1fc03e7
Max Left Cross 8008c20003e7
Max Right Cross 8008c20403e7
Max Left Hook 8008c20c03e7
Max Right Hook 8008c20c03e7
Max Left Uppercut 8008c21003e7
Max Right Uppercut 8008c21403e7
Max Special 8008c22003e7
Max Trademark 8008c22403e7
Infinite Health P1 . . . . .8008d96203e7
Infinite Health P2 . . . . .8008dbb603e7
P1 Easily Knocked Out . .8008d9620000
P2 Easily Knocked Out . .8008dbb60000

Incredible Crisis
Never Lose - Dance Fever .d01d51b00012
Never Lose - Dance Fever .801d51b00014
Never Lose - Dance Fever .d01d51b4fffe
Never Lose - Dance Fever .801d51b40000
Quick Power up - Dance Fever .d01d51b20014
Quick Power up - Dance Fever .801d51b20064
Quick Power up - Dance Fever .d01d51b2000c
Quick Power up - Dance Fever 801d51b20064
L1+L2+R1+R2 For Quick Stop - Elevator Of
Doom d01b94eaf0ff
L1+L2+R1+R2 For Quick Stop - Elevator Of
Doom 801d823e0013
L1+L2+R1+R2 For Quick Stop - Elevator Of
Doom d01b94eaf0ff
L1+L2+R1+R2 For Quick Stop - Elevator Of
Doom 801d823e0013
L1+L2+R1+R2 For Quick Win - Paramedics .
. . . . .d01b94eaf0ff
L1+L2+R1+R2 For Quick Win - Paramedics .
. . . . .801d349c000a
Quick Win - Let's Go By Stretcher . .
. . . . .d31d5fa400ff
Quick Win - Let's Go By Stretcher . .
. . . . .801d5fa40002
L1+L2+R1+R2 For Quick Satisfaction .
Ferris Wheel d01b94eaf0ff

Column 1

L1+L2+R1+R2 For Quick Satisfaction -
Ferris Wheel 801d4be20014
L1+L2+R1+R2 For Quick Win IB4
. . . . .d01b94eaf0ff
L1+L2+R1+R2 For Quick Win IB4
. . . . .801d5d580008
Tango Dance Fever Unlocked .801e35ec0000
Bowling Inferno Unlocked . . .801d35e00000
Elevator Of Doom Unlocked .801d35e40000
Nerd On A wire Unlocked . . .801d35e80000
Paramedics, The A Team Unlocked .
. . . . .801d35ec0000
Let's Go By Stretcher Unlocked .
. . . . .801d35f00000
Love, Fireworks & Ferris Wheel Unlocked .
. . . . .801d35f40000
Independence Bay Unlocked 801d35f80000
Titanic Away Unlocked . . .801d35fc0000
Afternoon Of The Wolves Unlocked .
. . . . .801d36040000
Pound For Pound Unlocked .801d36080000
Etsuko & The Golden Pig Unlocked .
. . . . .801d360c0000
Snowboarding With Wolves Unlocked .
. . . . .801d36100000
Looks Like Top Gun Unlocked801d36140000
Bear Wars Unlocked 801d36180000
King Of the Hill Unlocked . .801d361c0000
Kiss Of Spider Man Unlocked 801d36200000
Titanic Away, Again?!? Unlocked .
. . . . .801d36240000
Mantis Park Unlocked 801d36280000
The Tense Teacher Unlocked 801d362c0000
The Goods Must Be Crazy Unlocked .
. . . . .801d36300000
Ignorant Encounters Unlocked .
. . . . .801d36340000
Titanic Away, One More Time Unlocked .
. . . . .801d36380000
De Crane!! De Crane!! Unlocked . . .
. . . . .801d363c0000
All Mini Games Unlocked . .500010040000
All Mini Games Unlocked . .801e35ec0000

Jarett & LaBonte Stock Car Racing
Unlock All Cars 500010010000
Unlock All Cars 300587100001
Start On Final Lap e00f9d580001
Start On Final Lap 300f9d5800ff

Jimmy White's 2 Cueball
Max Score (Drop Zone) . . .800262f0e0ff
Max Score (Drop Zone) . . .800262f205f5
Start On Level 99 (Drop Zone) 80262ec0063

Looney Tunes Racing
Always First Place e10d64e50000
Always First Place 300d64e50000
Start On Last Lap d00d64b80000
Start On Last Lap 800d64b80002
Infinite Special 800d65540006
Max Championship Points . .300c21dc00ff
Unlock Everything 800986e8ffff
Unlock Everything 800986f0ffff
Unlock Everything 800986e2ffff
Unlock Everything 800986f4ffff
Unlock Everything 800986f8ffff
Unlock Everything 800986fcffff
All Challenges Complete . .800986ecffff
All Challenges Complete . .800986eeffff

Medal of Honor Underground
Infinite Ammo 8008d4042400
Infinite Health Mission 1 . .800f0cea0080
Infinite Health Mission 1 . .800e2dda0080
Infinite Health Mission 1 . .800e6e2a0080
Infinite Health Mission 1 . .800e689a0080
Infinite Health Mission 1 . .800e550a0080
Infinite Health Mission 2 . .800d9c8a0080
Infinite Health Mission 2 . .800e57da0080
Infinite Health Mission 2 . .800e74ca0080
Infinite Health Mission 3 . .800ec48a0080
Infinite Health Mission 3 . .800dcdea0080
Infinite Health Mission 3 . .800f147a0080
Infinite Health Mission 4 . .800d71aa0080
Infinite Health Mission 4 . .800ddcca0080
Infinite Health Mission 4 . .800de6ba0080
Infinite Health Mission 5 . .800e48aa0080
Infinite Health Mission 5 . .800e190a0080
Infinite Health Mission 6 . .800e455a0080
Infinite Health Mission 6 . .800e264a0080
Infinite Health Mission 6 . .800fa97a0080
Infinite Health Mission 6 . .800e82ea0080
Infinite Health Mission 7 . .800d80a0080
Infinite Health Mission 7 . .800dc5ea0080
Infinite Health Mission 7 . .800e4f9a0080
Infinite Health Mission 7 . .800df53a0080
Infinite Health Bonus Mission .800e86a0080
Infinite Health Bonus Mission .800dfbca0080
Infinite Health Bonus Mission .800e426a0080

Monster Rancher Hop-A-Bout
Infinite Lives 301414510002
Stop Timer 801413ca0950
Max Score 80148934e0ff
Max Score 80148936055

Mort The Chicken
Max Coins 800b562c0064
Infinite Health 800bd5440060
Mega Jump d00b699abfff
Mega Jump 800bd596ff8
Unlock All Levels 8009ad3e0012

Column 2

Muppet Monster Adventure
Have All Medals When You Pick Up Each .
. . . . .d000ccb780000
Have All Medals When You Pick Up Each .
. . . . .800ccb78ffff
Peacock Purgatory Goals Met800ccb8a03e7
Hallways Of Doom Goals Met 800ccbf203e7
Max Colored Stars 800b88fe03e7
Have Bonus Level One . . .300ccb8600ff
Infinite Health 300b89090003
Infinite Lives 300b89080009

NCAA Final Four 2001
Away Team Scores 150 . . .8006318c0090
Home Team Scores 150 . . .800626740000
Away Team Scores 0 . . . .8006318c0090
Home Team Scores 0 800626740000
First To 50 (Code A) d206318c0032
First To 50 (Code A) d30626740031
First To 50 (Code A) 8006267400c7
First To 50 (Code B) d20626740032
First To 50 (Code B) d306318c0031
First To 50 (Code B) 8006318c00c7

NCAA March Madness 2001
Away Team Scores 0 . . . .800115de0000
Away Team Starts With 50 Points .
. . . . .d00115de0000
Away Team Starts With 50 Points .
. . . . .800115de0032
Away Team Scores 99 . . . .800115de0063
Home Team Scores 0 . . . .8001018e0000
Home Team Starts With 50 Points .
. . . . .d001018e0000
Home Team Starts With 50 Points .
. . . . .8001018e0032
Home Team Scores 99 . . . .8001018e0063
Start On Second Quarter . .d013f72c0000
Start On Second Quarter . .8013f72c0001
Start On Third Quarter . . .d013f72c0002
Start On Third Quarter . . .8013f72c0002
Start On Fourth Quarter . . .d013f72c0003
Start On Fourth Quarter . . .8013f72c0003
Infinite Creation Points . .8014475403e7

RayCrisis: Series Termination
Max Score 800d9c8ce0ff
Max Score 800d9c8e05f5
0 Encroachment 8008730c0000
Infinite Lives (Invincibility) .300dbaaf0009
Max Targets Availible 800dbab80008
Always Have Round Divide .800d9c960010

Ready 2 Rumble: Round 2
Infinite Cash 800b341a00f0
Inf. Health P1 . . . . .800b0d300064
Low Health P1 . . . . .800b0d300000
50% Health P1 . . . . . . .d00b0d300064
50% Health P1 . . . . . . .800b0d300032
Inf. Stamina P1 . . . . . . .800b0d340064
Low Stamina P1 . . . . . . .800b0d340000
Inf. Health P2 . . . . .800b19700064
Low Health P2 . . . . .800b19700000
50% Health P2 . . . . . . .d00b19700064
50% Health P2 . . . . . . .800b19700032
Inf. Stamina P2 . . . . . . .800b19740064
Low Stamina P2 . . . . . . .800b19740000
Full Rumble-O-Meter P1 . .800b0d3c0090
Empty Rumble-O-Meter P1 .800b0d3c0000
Full Rumble-O-Meter P2 . .800b197c0090
Empty Rumble-O-Meter P2 .800b197c0000

Rugrats In Paris
999 Red Tickets 8008591a03e7
9999 Gold Tickets 8008591c270f
Infinite Time 8008539400ff
Infinite Pucks-Bumper Cars .801446140005
High Score 8008538803e7
Infinite Sleep-Chuckie Chan .80077BC80005

Spyro: Year Of The Dragon
Plenty Of Gems 8006c71c4e20
All 148 Eggs 8006c6600094
Infinite Lives 8006c784000a
Infinite Health 800705a80003
All Sunrise Springs Gems .80071a100190
All Sunny Villa Gems 80071a140190
All Cloud Spires Gems . . .80071a180190
All Molten Crater Gems . . .80071a1c0190
All Seashell Shore Gems . .80071a200190
All Mushroom Speedway Gems .80071a240190
All Sheila's Alp Gems 80071a280190
All Midday Garden Home Gems 80071a340190
All Icy Peak Gems 80071a3801f4
All Enchanted Towers Gems .80071a3c01f4
All Spooky Swamp Gems . .80071a4001f4
All Bamboo Terrace Gems . .80071a4401f4
All Country Speedway Gems 80071a4801f4
All Sgt. Byrd's Base Gems . .80071a4c01f4
All Evening Lake Home Gems80071a580190
All Frozen Alter Gems 80071a5c0258
All Lost Fleet Gems 80071a600258
All Fireworks Factory Gems .80071a640258
All Charmed Ridge Gems . .80071a680258
All Honey Speedway Gems .80071a6c0190
All Bentley's Outpost Gems .80071a700258
All Midnight Mountain Home Gems .
. . . . .80071a7c0190
All Crystal Island Gems . . .80071a8002bc
All Desert Ruins Gems 80071a8402bc
All Haunted Tomb Gems . . .80071a8402bc
All Dino Mines Gems 80071a8c02bc
All Harbor Speedway Gems .80071a900190
All Agent 9's Lab Gems . . .80071a94025c
All Crawdad Farm Gems . .80011a3000c8
All Spider Town Gems 80071a5400c8

Column 3

All Starfish Reef Gems . . .80071a7800c8
All Bugbot Factory Gems . .80071a9c00c8
All SuperBonus Round Gems 80071aa01388
Infinite Missiles Vs Shark Sub801623300063
Quick Win Vs. Shark Sub . .d016238400010
Quick Win Vs. Shark Sub . .801623B400001
Easy Win M.Speedway:Time Attack .
. . . . .d006FA580001
Easy Win M.Speedway:Time Attack .
. . . . .8006FA580008
Easy Win M.Speedway:Time Attack .
. . . . .d006FA580008
Easy Win M.Speedway:Time Attack .
. . . . .8006FA5C0008
Easy Win M.Speedway:Time Attack .
. . . . .d006FA580008
Easy Win M.Speedway:Time Attack .
. . . . .8006FA600008
Easy Win M.Speedway:Time Attack .
. . . . .d006FA580008
Easy Win M.Speedway:Time Attack .
. . . . .8006FA640008
Easy Win M.Speedway: Race .d006fa780000
Easy Win M.Speedway: Race 8006fa780003
Easy Win Sunny Villa Skate .8018647c0001
Easy Win Sunny Villa Skate .8018647c000f

Supercross
Unlock All Tracks 800c2fdaffff
Unlock All Tracks 800c2fdcffff
Unlock All Tracks 800c2fdeffff

Tom and Jerry in "House Trap"
Unlock All Levels 80032610000f
Hit L2 To Refill P1 Health . .d00327bafeff
Hit L2 To Refill P1 Health . .8006bafc03e8
Hit L2 To Refill P1 Health . .d00327bafeff
Hit L2 To Refill P1 Health . .8006bafe03e8
Hit L1 For No Health For P1 .d00327bafbff
Hit L1 For No Health For P1 .8006bafc0000
Hit L1 For No Health For P1 .d00327bafbff
Hit L1 For No Health For P1 8006bafe0000
Hit R2 To Refill P2 Health . .d00327bafdff
Hit R2 To Refill P2 Health . .8006bf2403e8
Hit R2 To Refill P2 Health . .d00327bafdff
Hit R2 To Refill P2 Health . .8006bf2603e8
Hit R1 For No Health P2 . .d00327baf7ff
Hit R1 For No Health P2 . .8006bf240000
Hit R1 For No Health P2 . .d00327baf7ff
Hit R1 For No Health P2 . .8006bf260000

Tomb Raider: Chronicles
Have Uzi 800a73060009
Unlimited Revolver Ammo . .800a7334ffff
Unlimited Shotgun Ammo . .800a7336ffff
Unlimited Wide Shot Shotgun Ammo .
. . . . .800a7338ffff
Unlimited HK Ammo 800a733affff
Unlimited Grappling Gun Ammo .800a733cffff
Unlimited Uzi Ammo 800a7332ffff
Unlimited Large Medipacks .800a732cffff
Have Mars Symbol 300a73170001
Have Venus Symbol 300a73180001
Unlimited Small Medipacks .800a732affff
Unlimited Flares 800a732effff
Have Laser Sight 300a730b0001
Have Revolver 300a730a0001
Have Crowbar 800a730e0001
Matrix Lara d00a603a7fff
Matrix Lara 801cb7b0ffe0
Matrix Lara d00a603a7fff
Matrix Lara 801d2124ffe0
Matrix Lara d00a603a7fff
Matrix Lara 801bb990ffe0
Matrix Lara d00a603a7fff
Matrix Lara 801d2ffcffe0
Have All Weapons 8008872c0005

Torneko: The Last Hope
Max Gold 800f66b205f5
Max Gold 800f66b0e0ff
Level 99 . . . . .800f66d80063
Infinite HP 800f66d40e37
Max HP 800f66d60e37
Full Belly 800f66s464ce
Max EXP / Quick Level Up . .800f66ae05f5
Max EXP / Quick Level Up . .800f66ac0eff

Warriors of Might and Magic
Infinte Health 801ad3cc0200
Infinite Magic 801b51380200
Infinite Keys (On Pickup) . .d01b51940001
Infinite Keys (On Pickup) . .801b5194270f
Infinite Orbs (On Pickup) . .d01b51980001
Infinite Orbs (On Pickup) . .801b5198270f
Infinite Gems (On Pickup) . .d01b5199c001
Infinite Gems (On Pickup) . .801b519c270f
Have Fully Powered Up Crossbow .
. . . . .801b50740004
Have Fully Powered Up Fire Storm .
. . . . .801b505c0004

Wild Thornberrys Animal Adventures
Infinite Strokes-Iceland Golf 8008d8fc0009
All Postcards 8008da5a0003
All Postcards 8008da58f0ff

World is Not Enough, The
All Movies Unlocked 50000c020000
All Movies Unlocked 8001f2d40101
All Movies Unlocked 8001f28e0002
All Cheats Unlocked 8001f16a0fff
Invincible 80073d3a0000
Invincible 30073d3a0001
Infinite Ammo 30073d3d0001

Column 4

All Weapons 30073d380001
$999999 - Russian Roulette .8009db6ce0ff
$999999 - Russian Roulette .8009db6e05f5

WWF Smackdown 2
All Wrestlers Unlocked 80093878ffff
All Wrestlers Unlocked 8009387effff
All Match Options Unlocked .80093886ffff
Music Unlocked 80093d28ffff
Music Unlocked 80093d2Cffff
Infinite Specials - Players 1-4 .d00ba4a80101
Infinite Specials - Players 1-4 .800ba5a00005
Infinite Specials - Players 1-4d00c68a80101
Infinite Specials - Players 1-4800c69a00005
Infinite Specials - Players 1-4 .d00d2da80005
Infinite Specials - Players 1-4d00df0a80011
Infinite Specials - Players 1-4800df1a00005
Hit Select To Reset Timer . .d008525afffe
Hit Select To Reset Timer . .8008bd900000

N64 NINTENDO 64

Army Men: Sarge's Heroes 2
Infinite Health 8135c5180600
Infinite Armor 8135c5180600
All Weapons & Ammo 8115d06e0001
All Weapons & Ammo 8116368e0001

Cruisn Exotica
Enable Code f1047a002400
Stop Timer 810802d4424a
Stop ET Timer 810802d80000
Unlock Everything 8104f10e001c
Unlock Everything 810be7f00100
Infinite Continues 8107f0500032
Always First Place 810651740000

Madden 2001
Infinite Downs D006aa390003
Infinite Downs 8006aa390001
1 Down Per Possession . . .D006aa390001
1 Down Per Possession . . .8006aa390004
Away Team Infinite Time Outs .800738e70003
Home Team Infinite Time Outs 80071617 0003
All Stadiums Unlocked . . .50000802 0000
All Stadiums Unlocked . . .81061850ffff
Unlock All Teams 50001102 0000
Unlock All Teams 810c1628ffff
Infinite Tokens 8115f9f0ffff

Mia Hamm's Soccer 64
Stop Timer 81063be60000
Stop Timer 81063bf20000
Home Team Scores 20 . . .800690f60014
Home Team Scores 0 . . . .800690f60000
Away Team Scores 20 . . . .800690fa0014
Away Team Scores 0 . . . .800690fa0000

Midway's Greatest Arcade Hits Volume 1
Enable Code - Must Be On . f105a8b02400
Enable Code - Must Be On . f105032a0120
Infinite Lives P1 - Defender 801694e90003
Infinite Lives P2 - Defender 801695260003
Infinite Smart Bombs P1 - Defender .
. . . . .801694eb0003
Infinite Smart Bombs P2 - Defender .
. 801695280003
Infinite Lives P1 - Joust . .801693710003
Infinite Lives P1 - Joust . .801693720003
Infinite Lives P2 - Joust . .801693b70003
Infinite Lives P2 - Joust . .8016937c0003
Infinite Lives - Robotron . .8016d7c70003
Infinite Time 8016e69f0009
Infinite Time 8116e6a00909

Namco Museum 64
Enable Code (must be on) . .f1091f941000
Pac Man Infinite Credits . .800a88170063
Pac Man Infinite Lives P1 . .800bbe230004
Pac Man Infinite Lives P2 . .800bbe270004
Pac Man Eat All Ghosts All The Time .
. . . . .810a87600000
Pac Man Eat All Ghosts All The Time .
. . . . .810a87620000
Pac Man Eat All Ghosts All The Time .
. . . . .810a878c0000
Pac Man Eat All Ghosts All The Time .
. . . . .810a878e0000
Pac Man Eat All Ghosts All The Time .
. . . . .810a87b80000
Pac Man Eat All Ghosts All The Time .
. . . . .810a87ba0000
Pac Man Eat All Ghosts All The Time .
. . . . .810a87e40000
Pac Man Eat All Ghosts All The Time .
. . . . .810a87b80000
Ms. Pac Man Infinite Credits 800bbe4b0063
Ms. Pac Man Infinite Lives P1800bbe230000
Ms. Pac Man Infinite Lives P2800bbe270004
Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc1020000
Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc12c0000

Column 5

Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc12e0000
Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc1580000
Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc15a0000
Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc1840000
Ms. Pac Man Eat All Ghosts All The Time .
. . . . .810bc1860000
Galaga Infinite Credits 800d76a40063
Galaga Infinite Lives (both players) .
. . . . .800d75100002
Galaxian Infinite Credits . .800cd3d00063
Galaxian Infinite Lives . . .800cd3ad0003
Pole Position Infinite Time .8010a2430063
Dig-Dug Infinite Credits . .800fe67e0063
Dig-Dug Infinite Lives P1 . .800fe7090002
Dig-Dug Infinite Lives P2 . .800fe76b0004

NASCAR 2000
Single Lap Races 800465530009
Single Lap Races d022044b0000
Single Lap Races 8022044b0000
Single Lap Races d0223e3b0000
Single Lap Races 80223e3b0008
Infinite Fuel 812205023e80
Infinite Fuel 812304723e80

Ogre Battle 64
Enable Code f109a7302400
. . . .
Magnus: Max Health 81193c0e03e7
Magnus: Infinte Health . . .81193c1003e7
Magnus: Max Level 80193c0b0063
Magnus: Max Stats 81193c1403e7
Magnus: Max Stats 81193c1603e7
Magnus: Max Stats 81193c1803e7
Magnus: Max Stats 81193c1a03e7
Magnus: Max Stats 81193c1c03e7
Magnus: Max Stats 81193c1e03e7
Max Items 81193ac20063
Max Items 81193ac60063
Slots 1-40 . . . . .81193aca0063
Slots 1-40 . . . . .81193ace0063
Slots 1-40 . . . . .81193ad20063
Slots 1-40 . . . . .81193ad60063
Slots 1-40 . . . . .81193ada0063
Slots 1-40 . . . . .81193ade0063
Slots 1-40 . . . . .81193ae20063
Slots 1-40 . . . . .81193ae60063
Slots 1-40 . . . . .81193aea0063
Slots 1-40 . . . . .81193aee0063
Slots 1-40 . . . . .81193af20063
Slots 1-40 . . . . .81193af60063
Slots 1-40 . . . . .81193afa0063
Slots 1-40 . . . . .81193afe0063
Slots 1-40 . . . . .81193b020063
Slots 1-40 . . . . .81193b060063
Slots 1-40 . . . . .81193b0a0063
Slots 1-40 . . . . .81193b0e0063
Slots 1-40 . . . . .81193b120063
Slots 1-40 . . . . .81193b160063
Slots 1-40 . . . . .81193b1a0063
Slots 1-40 . . . . .81193b1e0063
Slots 1-40 . . . . .81193b220063
Slots 1-40 . . . . .81193b260063
Slots 1-40 . . . . .81193b2a0063
Slots 1-40 . . . . .81193b2e0063
Slots 1-40 . . . . .81193b320063
Slots 1-40 . . . . .81193b360063
Slots 1-40 . . . . .81193b3a0063
Slots 1-40 . . . . .81193b3e0063
Slots 1-40 . . . . .81193b420063
Slots 1-40 . . . . .81193b460063
Slots 1-40 . . . . .81193b4a0063
Slots 1-40 . . . . .81193b4e0063
Slots 1-40 . . . . .81193b520063
Slots 1-40 . . . . .81193b560063
Slots 1-40 . . . . .81193b5a0063
Slots 1-40 . . . . .81193b5e0063
Infinite Cash (Goth) 81196a6ce0ff
Infinite Cash (Goth) 81196a6f05f5

Power Rangers Lightspeed Rescue
Enable Code (Must Be On) . F10607202400
Infinite Health 81064DF0 42C8
All Levels Unlocked 50001102 0000
All Levels Unlocked 81062508 0001
All Characters Unlocked . .50000C01 0000
All Characters Unlocked . .8006252D 0001

Ready 2 Rumble Boxing: Round 2
Enable Extra Characters . .80101e6f0003
Enable Extra Characters . .80101e730003
Enable Extra Characters . .80101e770003
Enable Extra Characters . .80101e7b0003
Enable Extra Characters . .80101e7f0003
Enable Extra Characters . .80101e830003
Enable Extra Characters . .80101e870003
Win 1 Fight to Complete Arcade Mode . .
. . . . .80101f0b000b
Full Rumble Meter P1 . . . .d10ff6c20000
Full Rumble Meter P1 . . . .810ff6c20090
No Rumble Meter P1 . . . .810ff6c20000
Press L for More Time d11121540020
Press L for More Time 810fe35215ff
Press R To End Round d11121540010
Press R To End Round 810fe3520000

Spider-Man
All Costumes Unlocked . .810ecd7effff
All Levels Unlocked 810ecd740105
All Levels Unlocked 810ecdb0ffff
All Game Covers Unlocked .810ecd8effff

Comic Collection Unlocked . . .810ecd88ffff
Comic Collection Unlocked . . .810ecd8affff
All Characters In Viewer 810ecd80ffff
All Characters In Viewer 810ecd82ffff
All Slides Unlocked 810Ecd84ffff
All Slides Unlocked 810ecd86ffff

Tom and Jerry in Fists of Fury
P1 Infinite Health 800e279c00c8
P1 Low Health 800e279c0000
P1 One Win Needed 800e27cf0001
P2 Infinite Health 800e2a7500c8
P2 Low Health 800e2a750000
P2 One Win Needed 800e2aa70001
P1 Never Wins 800e27cf00000
P2 Never Wins 800e2aa70000
Unlock All Characters 800e44f200ff

WWf No Mercy
Enable Code f103e3602400
P1 Max Spirit d115ab1e0001
P1 Max Spirit 8015af5f00ff
P1 No Spirit d115ab1e0001
P1 No Spirit 8015af5f0000
P2 Max Spirit d115ab1e0001
P2 Max Spirit 8015b2b700ff
P2 No Spirit d115ab1e0001
P2 No Spirit 8015b2b70000
P3 Max Spirit d115ab1e0001
P3 Max Spirit 8015b60f00ff
P3 No Spirit d115ab1e0001
P3 No Spirit 8015b60f0000
P4 Max Spirit d115ab1e0001
P4 Max Spirit 8015b96700ff
P4 No Spirit d115ab1e0001
P4 No Spirit 8015b9670000
P1 Have Special d115ab1e0004
P1 Have Special 8015af9e0004
P2 Have Special d115ab1e0004
P2 Have Special 8015b2f60004
P3 Have Special d115ab1e0004
P3 Have Special 8015b64c0004
P4 Have Special d115ab1e0004
P4 Have Special 8015b9a60004
Unlock All Characters/Moves/Costumes . .
. . . . .50000b020000
Unlock All Characters/Moves/Costumes . .
. . . . .810bee40ffff
Infinite Cash 8109940affff
Infinite Cash 8114fad6ffff
Max Creation Stats 50000a010000
Max Creation Stats 801f4f3c0032

GAME BOY

102 Dalmations
Max Score 0199dac0
Max Score 0199d9c0
Max Bones 0109dbc0
Always Have Key 010109c4
Infinite Lives 0103c7c4
Infinite Health 01000fc4

Air Force Delta
Stop Timer 0199a1cd
Infinite Missles 019983cd
No Damage 016097cd
Infinite Fuel 01609dcd
Max Score 019989cd
Max Score 01998acd
Max Score 01998bcd

Alice In Wonderland
Stop Timer (Hide And Seek) . . .01094fc1
Max Stars 016471c1
Always Small Alice! 0101bbc0
Infinite Health 0105dac0
Have Key 0101b9c0

Ar mymen 2
Infinite Health 013c3dce

Armymen Sarge's Heroes 2
Infinite Missiles 01634ad0
Infinite Health 01280cd0

Armymen: Air Combat
Infinite Missiles 0128cac2
Infinite Health 0128dbff

Barbie Magic Genie Adventure
Have All Rings And Crystals! 91ffa2c0

Batman Beyond
Infinite Lives 0109f7ca
Infinite Health 0140f6ca

Buffy The Vampire Slayer
1 Hit Enemy Kills! 0100cbc2
1 Hit Enemy Kills! 0100dfc7
Infinite Stamina (Buffy) 013fcac2
Infinite Stamina (Buffy) 013f4dc7
Infinite Life Meter 017f4bc7

Buzz Lightyear of Star Command
Infinite Health 0163dacc

Have All Coins 0105c8cc
Have All Coins 01055ac7

Chicken Run
Infinite Feed 0109d0c1
Level Modifier 01xx1ac0
Level Modifier . . . . .xx = 01 - 32

Disney' Donald Duck Goin' Quackers
Max Gears 0163c7c8
Infinite Lives 0163cac8

Disney's The Jungle Book: Mowgli's Wild Adventure
Infinite Health 01066ac7

Donkey Kong Country
Infinite Bannanas 01991bc3

F-18 Thunder Strike
Infinite Fuel 01ff8bca
Infinite Fuel 01ff8dca
Infinite Sparrow Missiles . . .016342ca
Infinite Sidewinder Missiles . .016388ca

Heroes of Might and Magic II
Infinite Gold 016327cc
Infinite Gold 016328cc
Max Wood 016321cc
Max Mercury 016322cc
Max Ore . . . .
016323cc
Max Sulfur 016324cc
Max Crystals 016325cc
Max Gems 016326cc
Day Modifier (Replace xx with: 01 thru 0f)
. . . . .01xxafca
Week Modifier (Replace xx with: 01 thru 0f)
. . . . .01xxb0ca
Month Modifier (Replace xx with: 01 thru 0c)
. . . . .01xxb1ca
Infinite Men In Battle P1 men .01639bcb
Infinite Men In Battle P1 men .01638dcb

Lemmings
Stop Timer 013208c9
Infinite Climber 0163f8c8
Infinite Floater 0163f9c8
Infinite Bomber 0163fac8
Infinite Blocker 0163fbc8
Infinite Builder 0163fcc8
Infinite Basher 0163fdc8
Infinite Miner 0163fec8
Infinite Digger 0163ffc8

Little Mermaid 2: Pinball Frenzy
Infinite Balls 0109a1d0
Max Score 010945d6
Max Score 010946d6
Max Score 010947d6
Max Score 010948d6
Max Score 010949d6
Max Score 01094ad6
Max Score 01094bd6

M&M's Minis Madness
Infinite Health 9106d9c0
Infinite Lives 9163d8c0
Big Score 9155dec0

Magical Drop
No Balloons in Hand 010052cb
Balloon 01 Column 01 . . . . .01??bfc2
Balloon 02 Column 01 . . . . .01??3fc3
Balloon 03 Column 01 . . . . .01??bfc3
Balloon 04 Column 01 . . . . .01??3fc4
Balloon 05 Column 01 . . . . .01??bfc4
Balloon 06 Column 01 . . . . .01??3fc5
Balloon 07 Column 01 . . . . .01??bfc5
Balloon 08 Column 01 . . . . .01??3fc6
Balloon 09 Column 01 . . . . .01??bfc6
Balloon 10 Column 01 . . . . .01??3fc3
Balloon 11 Column 01 . . . . .01??bfc7
Balloon 12 Column 01 . . . . .01??3fc8
Balloon 01 Column 02 . . . . .01??7c2
Balloon 02 Column 02 . . . . .01??47c3
Balloon 03 Column 02 . . . . .01??7c3
Balloon 04 Column 02 . . . . .01??47c4
Balloon 05 Column 02 . . . . .01??7c4
Balloon 06 Column 02 . . . . .01??47c5
Balloon 07 Column 02 . . . . .01??7c5
Balloon 08 Column 02 . . . . .01??47c6
Balloon 09 Column 02 . . . . .01??7c6
Balloon 10 Column 02 . . . . .01??47c7
Balloon 11 Column 02 . . . . .01??7c7
Balloon 12 Column 02 . . . . .01??47c8
Balloon 01 Column 03 . . . . .01??fc2
Balloon 02 Column 03 . . . . .01??4fc3
Balloon 03 Column 03 . . . . .01??fc3
Balloon 04 Column 03 . . . . .01??4fc4
Balloon 05 Column 03 . . . . .01??fc4
Balloon 06 Column 03 . . . . .01??4fc5
Balloon 07 Column 03 . . . . .01??fc5
Balloon 08 Column 03 . . . . .01??4fc6
Balloon 09 Column 03 . . . . .01??fc6
Balloon 10 Column 03 . . . . .01??4fc7
Balloon 11 Column 03 . . . . .01??fc7
Balloon 12 Column 03 . . . . .01??4fc8
Balloon 01 Column 04 . . . . .01??7fc2
Balloon 02 Column 04 . . . . .01??57c3
Balloon 03 Column 04 . . . . .01??7fc3
Balloon 04 Column 04 . . . . .01??57c4
Balloon 05 Column 04 . . . . .01??7fc4
Balloon 06 Column 04 . . . . .01??57c5

Balloon 07 Column 04 . . . . .01??7fc5
Balloon 08 Column 04 . . . . .01??57c6
Balloon 09 Column 04 . . . . .01??7fc6
Balloon 10 Column 04 . . . . .017??7fc7
Balloon 11 Column 04 . . . . .01??7fc7
Balloon 12 Column 04 . . . . .01??57c8
Balloon 01 Column 05 . . . . .01??dfc2
Balloon 02 Column 05 . . . . .01??5fc3
Balloon 03 Column 05 . . . . .01??dfc3
Balloon 04 Column 05 . . . . .01??5fc4
Balloon 05 Column 05 . . . . .01??dfc4
Balloon 06 Column 05 . . . . .01??5fc5
Balloon 07 Column 05 . . . . .01??dfc5
Balloon 08 Column 05 . . . . .01??5fc6
Balloon 09 Column 05 . . . . .01??dfc6
Balloon 10 Column 05 . . . . .01??5fc7
Balloon 11 Column 05 . . . . .01??dfc7
Balloon 12 Column 05 . . . . .01??5fc8
Balloon 01 Column 06 . . . . .01??e7c2
Balloon 02 Column 06 . . . . .01??67c3
Balloon 03 Column 06 . . . . .01??e7c3
Balloon 04 Column 06 . . . . .01??67c4
Balloon 05 Column 06 . . . . .01??e7c4
Balloon 06 Column 06 . . . . .01??67c5
Balloon 07 Column 06 . . . . .01??e7c5
Balloon 08 Column 06 . . . . .01??67c6
Balloon 09 Column 06 . . . . .01??e7c6
Balloon 10 Column 06 . . . . .01??67c7
Balloon 11 Column 06 . . . . .01??e7c7
Balloon 12 Column 06 . . . . .01??67c8
Balloon 01 Column 07 . . . . .01??efc2
Balloon 02 Column 07 . . . . .01??6fc3
Balloon 03 Column 07 . . . . .01??efc3
Balloon 04 Column 07 . . . . .01??6fc4
Balloon 05 Column 07 . . . . .01??efc4
Balloon 06 Column 07 . . . . .01??6fc5
Balloon 07 Column 07 . . . . .01??efc5
Balloon 08 Column 07 . . . . .01??6fc6
Balloon 09 Column 07 . . . . .01??efc6
Balloon 10 Column 07 . . . . .01??6fc7
Balloon 11 Column 07 . . . . .01??efc7
Balloon 12 Column 07 . . . . .01??6fc8
Balloon 01 Column 08 . . . . .01??7c2
Balloon 02 Column 08 . . . . .01??77c3
Balloon 03 Column 08 . . . . .01??7c3
Balloon 04 Column 08 . . . . .01??77c4
Balloon 05 Column 08 . . . . .01??7c4
Balloon 06 Column 08 . . . . .01??77c5
Balloon 07 Column 08 . . . . .01??7c5
Balloon 08 Column 08 . . . . .01??77c6
Balloon 09 Column 08 . . . . .01??7c6
Balloon 10 Column 08 . . . . .01??77c7
Balloon 11 Column 08 . . . . .01??7c7
Balloon 12 Column 08 . . . . .01??77c7
Balloon 01 Column 09 . . . . .01??ffc2
Balloon 02 Column 09 . . . . .01??7fc3
Balloon 03 Column 09 . . . . .01??ffc3
Balloon 04 Column 09 . . . . .01??7fc4
Balloon 05 Column 09 . . . . .01??ffc4
Balloon 06 Column 09 . . . . .01??7fc5
Balloon 07 Column 09 . . . . .01??ffc5
Balloon 08 Column 09 . . . . .01??7fc6
Balloon 09 Column 09 . . . . .01??ffc6
Balloon 10 Column 09 . . . . .01??7fc7
Balloon 11 Column 09 . . . . .01??ffc7
Balloon 12 Column 09 . . . . .01??7fc8
Balloon 01 Column 10 . . . . .01??07c3
Balloon 02 Column 10 . . . . .01??87c3
Balloon 03 Column 10 . . . . .01??07c4
Balloon 04 Column 10 . . . . .01??87c4
Balloon 05 Column 10 . . . . .01??07c5
Balloon 06 Column 10 . . . . .01??87c5
Balloon 07 Column 10 . . . . .01??07c6
Balloon 08 Column 10 . . . . .01??87c6
Balloon 09 Column 10 . . . . .01??07c7
Balloon 10 Column 10 . . . . .01??87c7
Balloon 11 Column 10 . . . . .01??07c8
Balloon 12 Column 10 . . . . .01??87c8
Balloon 01 Column 11 . . . . .01??0fc3
Balloon 02 Column 11 . . . . .01??8fc3
Balloon 03 Column 11 . . . . .01??0fc4
Balloon 04 Column 11 . . . . .01??8fc4
Balloon 05 Column 11 . . . . .01??0fc5
Balloon 06 Column 11 . . . . .01??8fc5
Balloon 07 Column 11 . . . . .01??0fc6
Balloon 08 Column 11 . . . . .01??8fc6
Balloon 09 Column 11 . . . . .01??0fc7
Balloon 10 Column 11 . . . . .01??8fc7
Balloon 11 Column 11 . . . . .01??0fc8
Balloon 01 Column 12 . . . . .01??17c3
Balloon 02 Column 12 . . . . .01??97c3
Balloon 03 Column 12 . . . . .01??17c4
Balloon 04 Column 12 . . . . .01??97c4
Balloon 05 Column 12 . . . . .01??17c5
Balloon 06 Column 12 . . . . .01??97c5
Balloon 07 Column 12 . . . . .01??17c6
Balloon 08 Column 12 . . . . .01??97c6
Balloon 09 Column 12 . . . . .01??17c7
Balloon 10 Column 12 . . . . .01??97c7
Balloon 11 Column 12 . . . . .01??17c8
Balloon 12 Column 12 . . . . .01??97c8
Balloon 01 Column 13 . . . . .01??9fc3
Balloon 02 Column 13 . . . . .01??1fc4
Balloon 03 Column 13 . . . . .01??9fc4
Balloon 04 Column 13 . . . . .01??1fc5
Balloon 05 Column 13 . . . . .01??9fc5
Balloon 06 Column 13 . . . . .01??1fc6
Balloon 07 Column 13 . . . . .01??9fc6
Balloon 08 Column 13 . . . . .01??1fc7
Balloon 09 Column 13 . . . . .01??9fc7
Balloon 10 Column 13 . . . . .01??1fc7
Balloon 11 Column 13 . . . . .01??9fc7
Balloon 12 Column 13 . . . . .01??9fc8
No Balloon 00
Red Balloon 01
Yellow Balloon 02
Green Balloon 03

Blue Balloon 04
Red Special 05
Yellow Special 06
Green Special 07
Blue Special 08
Red Hollow 09
Yellow Hollow 0a
Green Hollow 0b
Blue Hollow 0c
Blue Nuke 0d
(DO NOT USE) 0e
SUPER PIECE 0f
Orange Nuke 10
Red Up Arrow 11
Red Down Arrow 12
Red Left Arrow 13
Red Right Arrow 14
Red Unbreakable 15
#1 Block 16
#2 Block 17
#3 Block 18
#4 Block 19
#5 Block 1a
#6 Block 1b
#7 Block 1c

Mary Kate and Ashley's Pocket Planner
Max Score (Drop To Shop) 0109d8c9
Max Score (Drop To Shop) 0109d9c9
Max Score (Drop To Shop) 0109dac9
Max Score (Drop To Shop) 0109dbc9
Infinite Tries (Drop to Shop) . . .0100d5c9

Mia Hamm Soccer Shootout
Home Team Score 20 . . . . .0114a2c8
Home Team Score 0 . . . . . .0100a2c8
Away Team Score 20 . . . . .0114a4c8
Away Team Score 0 . . . . . .0100a4c8

MTV Sports: T.J. Lavin's Ultimate BMX
Stop Timer 0130e9c2
Max Score 0199efc2
Max Score 0199f0c2
Max Score 0199f1c2

NASCAR Heat
Stop Timer 91003ac6
Always First Place 910036c6

Nick Toons Racing
Start on Last Lap 91013ac4
Always First Place 910139c4
Stop Timer 913535c4

NBA Jam 2001
P1 Score 99 . . . . .0199f1d6
P1 Score 0 . . . . .0100f1d6
P2 Score 99 . . . . .0199f3d6
P2 Score 0 . . . . .0100f3d6

Pokemon Puzzle Challenge
Game Speed Modifier 91xxa6ce
Game Speed Modifier . . . .xx =00 - 63
Max Score 913f42c8
Max Score 914243c8
Max Score 910f44c8
Level Modifier 01xxfdde
Level Modifier . . . . .01 thru 32
Stop Timer 91006bc8

Power Puff Girls: Bad Mojo Jojo
Infinite Black Chemical X . . .01634ccc
Have Butter Cup Hotline . . .010159cc
Have Bubbles Hotline 01015acc
Infinite Lives 010950cc
Infinite Flight 015a4acc
Infinite Health 010914d0

Power Puff Girls: Paint The Townsville Green
Infinite Black Chemical X 01634cc
Have Blossom Hotline 010159cc
Have Bubbles Hotline 01015acc
Infinite Lives 010950cc
Infinite Flight 015a4acc
Infinite Health 010914d0

Q* Bert
Beat The Game in Arcade Mode! . .91138dcd
Beat The Game in Arcade Mode! . .911319c4
Max Score 9199becd
Max Score 9199bdcd
Infinite Lives 91088bcd

Road Champs BXS
Stop Timer 910452cc

Sabrina The Animated Series: Zapped
Infinite Lives 01632aca
Infinite Health 0104fcc9
All Friends Rescued 0100fbc9

Star Wars Episode I: Obi-Wan's Adventures
Infinite Health 010af2cf
Infinite Ammo 0199e9cf
Infinite Force 010aeacf
Infinite Lives 0199a7c1

The Grinch
All Presents Collected 91008bc0
All Presents Collected 95003bdd
Infinite Snowballs 91058dc0

Tom and Jerry in Mouse Attack
Max Pickup 916339c0
Infinite Lives 16348c0
Infinite Health 9105b1c1
Infinite Items 910930c0
Infinite Items 910931c0
Infinite Items 910932c0
Infinite Items 910933c0

Tweety's Highflying Adventure
Have All Paws Collected When You Pick Up
One 010807c9
Infinite Lives 010300c9
Mad Items 010915c9
Mad Items 010916c9
Mad Items 010917c9
Mad Items 010918c9
Mad Items 010919c9

Ultimate Fighting Championship
P2 Infinite Health 012b2bc7
P2 No Health 01002bc7
P1 Infinite Health 012b0bc7
P1 No Health 01000bc7

X-Men Mutant Wars
Infinite Health 011435d2
Infinite XP 0114d8d9
Bosses: One Hit Kills 01001fc7
Bosses: One Hit Kills 01009fc7
Bosses: One Hit Kills 010009d3

DC DREAMCAST

Aerowings 2 Airstrike
Enable Level 2 . . . .4B4A0B2500000001
Enable Level 3 . . . .9B581E1B00000001
Enable Level 4 . . . .C4DBF31400000001
Enable Level 5 . . . .25F777A900000001
Enable Level 6 . . . .673B87FAD0000001
Enable Level 7 . . . .B5962E6100000001
Enable Level 8 . . . .E5070C7800000001
Enable Level 9 . . . .4B3A0B2500000001
Enable Level 10 . . .7C05C7EE00000001
Enable Level 11 . . .C46BF31400000001
Enable Level 12 . . .F529826A00000001
Enable Level 13 . . .533763B800000001
Enable Level 14 . . .9B881E1B00000001
Enable Level 15 . . .E5B70C7800000001
Enable Level 16 . . .252777A900000001
Enable Level 17 . . .7C75C7EE00000001
Enable Level 18 . . .7385C7EE00000001
Enable Level 19 . . .CBEBF31400000001
Enable Level 20 . . .FAA9826A00000001
Enable Level 21 . . .5CB7638B00000001
Enable Level 22 . . .94081E1B00000001
Enable Level 23 . . .EA370C7800000001
Enable Level 24 . . .2AA777A900000001
Enable Level 25 . . .73F5C7EE00000001
Enable Level 26 . . .AAD3457D00000001
Enable Level 27 . . .FA19826A00000001
Enable Level 28 . . .35F130AB00000001
Enable Level 29 . . .81E399EC00000001
Enable Level 30 . . .CB3BF31400000001
Enable All Levels/Planes 484B4825E06DF041
Enable All Levels/PlanesE070704100000000
T-2 Jet Trainer 80138B4E00000001
T-4 Jet Trainer 7235D54C00000001
F-1 Support Fighter . .466A198700000001
F-2A Support Fighter . .46DA198700000001
F-2B Support Fighter . .F98990C800000001
F-4J Navy Fighter . . .F9F990C800000001
F-4EJ Fighter D7A8859100000001
F-4EJ+ Fighter 90180CB900000001
F-15J Fighter 7745D54C00000001
F-15DJ Fighter 417A198700000001
F-104J Fighter 2F67650B00000001
F-14A Navy Fighter . .ECE71EDA00000001
F-15A Fighter EC971EDA00000001
F/A-18C Navy Fighter . .AD8357DF00000001
F-15DJ Aggressor . . .3DE1220A00000001
F-16 Aggressor E3F71ED900000001
F-14A Testbed B0C63CC000000001
F-15DJ Aggressor 2 . .B0B63CC000000001
F/A-18C Aggressor . . .9EA80CBA00000001
T-3 Special Color . . .78D5D54F00000001
XF-2 Super Recipro Fighter . .
. . . . .5747711A00000001
High Score Tactical Mode . .
. . . . .5867637F0000FFFF
Inf M Gun Ammo Tactical Mode . .
. . . . .A0F345BD00000200
Inf M Gun Ammo Tactical Mode . .
. . . . .55AF637B00000200
Score 100 In Tests . . .2217747C00000064

Buzz Lightyear Of Star Command
Infinite Health . . .32F9270F00000190
Max Credits CC33E4B0000003E7

Cannon Spike
Max Score P1 .....8C6361D05F5E0FF
Inf. Specials P1 .....A7237D4C00000004
Inf. Credits 520756930000000A
Max Score P2 .....7C053FDF05F5E0FF
Inf. Specials P2 .....9B88262A00000004

Capcom Vs. SNK
P1 Infinite Health ...5FB77CEF00003840
P2 Infinite Health F1E99D3000003840

Centipede
High Scoring AAA35E8000002710

Chicken Run
Inf. Sprouts CD1BE4B400000063
Have All Golds ...AFBB52DD00000303
Have All Golds ...CE0B24B403030303
Have All Golds ...EC671BD800000003
All Pics/Movies ...412B5C85E0709041
All Pics/Movies E0507061
All Levels ...D1F0809300000101
All Levels ...EFA7D8D801010101
All Levels ...419ADC8501010101
All Levels ...7665D04E00000101

Demolition Racer - No Exit
Tons o' Pts P1 .....7805D3E500007530
P1 Always Place 1st .BFB63A6A00000000
Max Medallions P1 ...48AA1F2E0000000B

Dino Crisis
Infinite Health 94F80777000004B0

ESPN NBA 2Night
Home Team Scores 150 F129813800000090
Away Team Scores 150 .26676BD800000090
Home Team Scores 0 .F129813800000000
Away Team Scores 0 .26676BD800000000

Flag To Flag
A.Zanardi 999 Champ Points
.....BE063B93000003E7
A.Zanardi 0 Champ Points
.....BE063B9300000000
AlUnserJr. 999 Champ Points
.....1854178F000003E7
AlUnserJr. 0 Champ Points
.....1854178F00000000
A.Ribeiro 999 Champ Points
.....40AA1ED7000003E7
A.Ribeiro 0 Champ Points
.....40AA1ED700000000
GdeFerran 999 Champ Points
.....90B80BE9000003E7
GdeFerran 0 Champ Points
.....90B80BE900000000
C.Haas 999 Champ Points
.....AF53508F000003E7
C.Haas 0 Champ Points
.....AF53508F00000000
B.Rahal 999 Champ Points
.....FF999798000003E7
B.Rahal 0 Champ Points
.....FF99979800000000
B.Herta 999 Champ Points
.....3071255900000 3E7
B.Herta 0 Champ Points
.....3071255900000000
JJLehto 999 Champ Points
.....84638C1E000003E7
JJLehto 0 Champ Points
.....84638C1E00000000
R.Hearn 999 Champ Points
.....CEBBE6E6000003E7
R.Hearn 0 Champ Points
.....CEBBE6E600000000
C.Fittipaldi 999 Champ Points
.....2F97625B000003E7
C.Fittipaldi 0 Champ Points
.....2F97625B00000000
J.Vasser 999 Champ Points
.....59E7764900000 3E7
J.Vasser 0 Champ Points
.....59E7764900000000
H.C.Neves 999 Champ Points
.....AF23508F000003E7
H.C.Neves 0 Champ Points
.....AF23508F00000000
M.Gugelmin 999 Champ Points
.....D1C882C1000003E7
M.Gugelmin 0 Champ Points
.....D1C882C100000000
M.Blundell 999 Champ Points
.....30C12559000003E7
M.Blundell 0 Champ Points
.....30C1255900000000
M.JourdainJr. 999 Champ Points
.....6DDB6A5F000003E7
M.JourdainJr. 0 Champ Points
.....6DDB6A5F00000000
S.Pruett 999 Champ Points
.....BF763B93000003E7
S.Pruett 0 Champ Points
.....BF763B9300000000
T.Kanaan 999 Champ Points
.....FF499798000003E7
T.Kanaan 0 Champ Points
.....FF49979800000000
H.Matsushita 999 Champ Points
.....59577649000003E7
H.Matsushita 0 Champ Points
.....5957764900000000
M.Papis 999 Champ Points
.....84B38C1E000003E7
M.Papis 0 Champ Points
.....84B38C1E00000000
P.Tracy 999 Champ Points
.....D1B882C1000003E7
P.Tracy 0 Champ Points
.....D1B882C100000000
D.Franchitti 999 Champ Points
.....FC899798000003E7
D.Franchitti 0 Champ Points
.....FC89979800000000
P.Carpentier 999 Champ Points
.....5A977649000003E7
P.Carpentier 0 Champ Points
.....5A97764900000000
A.Barron 999 Champ Points
.....87738C1E000003E7
A.Barron 0 Champ Points
.....87738C1E00000000
A.Fernadez 999 Champ Points
.....D27882C1000003E7
A.Fernadez 0 Champ Points
.....D27882C100000000
A.Meier 999 Champ Points
.....2C876258000003E7
A.Meier 0 Champ Points
.....2C87625800000000
P.JJones 999 Champ Points
.....75D5D21C000003E7
P.JJones 0 Champ Points75D5D21C00000000
G.Moore 999 Champ Points
.....AC33508F000003E7
G.Moore 0 Champ Points
.....AC33508F00000000

Frogger 2: Swampy's Revenge
Infinite Lives 46BA1AB200000006
Max Coins Collected .282F663E00000019
One Frog To Complete Lvl
.....97CB0D02E0705041
One Frog To Complete Lvl
.....97C80D0200000005
Two Frogs To Complete Lvl
.....97CB0D0200705041
Two Frogs To Complete Lvl
.....97C80D0200000005
Three Frogs To Complete Lvl
.....97C80D0220705041
Three Frogs To Complete Lvl
.....97C80D0200000005

Grandia II
All Books 8D8FF3B800000001
All Books 649A15F9E0701041
All Books E050706100000000
All Seeds C6FB194001010100
All Seeds A7636F2900000001
All Seeds 27D61DFDE0701041
All Seeds E050706100000000
All Miracles 652F15F900000001
All Miracles 7EDDEDBA00000101
All Miracles 7EE5ADBA00000001
All Potions A7F72F2900000001
All Potions B76E043500000101
All Potions D9F8BD6700000001
All Potions 113C682900000001
All Potions 7E49ADBA00000001
All Potions 7E55EDBA00000101
All Potions A78B2F2900000001
All Elixirs 27331DFD00000001
All Elixirs 38A91AFF00000101
All Elixirs DA60FD6700000001
All Elixirs A4736F2900000101
All Elixirs 24C61DFDE0701041
All Elixirs E0507061
All Foods 663F15F900000001
All Foods 67DCDEDBA00000101
All Foods 69A18744F00000001
All Foods 6F4E1A83E0000101
All Foods 624B75DF00000101
All Foods 652FF09EF0000001
All Foods 6C56F99400000001
All Foods 6DDA0DBD67000001
All Harps 8FEFF3B800000001
All Harps 7D45EDBA00000101
All Attack Items (1) .25EF5DFD00000001
All Attack Items (1) .4B7B6171E070B041
All Attack Items (1) E0507061
All Attack Items (2) .25675DFD00000001
All Attack Items (2) .7C29ADBA00000001
All Attack Items (2) .7C34ADBAE070D041
All Attack Items (2) .E050706100000000
All Attack Items (3) .9BB8344F00000101
All Attack Items (3) .E598662C00000001
All Attack Items (3) .9448344F00000101
All Attack Items (3) .CB7BD94000000001
All Swords 1C4068290000001
All Swords 2A0F5DFD00000001
All Swords 449B6171E070F041
All Swords E050706100000000
All Rods 1DB868290000001
All Rods FBC8E83EE070F041
All Rods E050706100000000
All Bows 1D3068290000001
All Bows 2B7F5DFD00000101
All Bows 34911AFF00000101
All Bows 69B355F9000001
All Bows 8083F3B800000001
All Knives 1EA868290000001
All Knives 1EB56829E0703041
All Knives E050706100000000
All Disc Weapons .1E2068290000001
All Disc Weapons .286F5DFD00000001
All Disc Weapons .46FB6171E0701041
All Disc Weapons .E050706100000000
All Axes 29DB1DFD00000001
All Axes F9A8E83EE0703041
All Axes E050706100000000

House Of The Dead 2
All Armor (1) 7061ADBA00000001
All Armor (1) 82BBB3B800000101
All Armor (1) A9A22F29E0701041
All Armor (1) E050706100000000
All Armor (2) 907C744F00000001
All Armor (2) AE6B6F2900000101
All Armor (2) BE874435E0765041
All Armor (2) E0507061
All Robes EEE3662C00000001
All Robes FE01A83E00000101
All Robes 2E575DFD00000001
All Robes 581F49EF00000101
All Robes 582709EF00000001
All Clothes 409A217100000101
All Clothes AEFF2F2900000001
All Clothes AEE22F29E0701041
All Clothes E050706100000000
All Helms 2E3B1DFD00000001
All Helms D149FD67E0703041
All Helms E050706100000000
All Crowns D138BD6700000001
All Crowns 59CB09EF00000001
All Crowns 59D609EFE0701041
All Crowns E050706100000000
All Headbands 30911AFF00000101
All Headbands BF5A443500000001
All Headbands 91E9744FE0701041
All Headbands E050706100000000
All Hats 1968682900000001
All Hats 19756829E0701041
All Hats E050706100000000
All Boots D228BD6700000101
All Boots 6E4715F900000001
All Boots 5AC609EFE06C5041
All Boots E050706100000000
All Shoes 1A64682900000001
All Shoes BC4A443500000001
All Shoes BC574435E070F041
All Shoes E050706100000000
All Accessories (1) .934C744F00000001
All Accessories (1) .AD5B6F2900000101
All Accessories (1) .CCEA9940E06F1041
All Accessories (1) .E050706100000000
All Accessories (2) .2D171DFD00000001
All Accessories (2) .32F05AFFE0703041
All Accessories (2) .E050706100000000
All Accessories (3) .CC0F994000000001
All Accessories (3) .D3B0BD6700000101
All Accessories (3) .7B84AD85E0703041
All Accessories (3) .E050706100000000
All Accessories (4) .B282443A00000001
All Accessories (4) .C3B3D94F00000101
All Accessories (4) .E2366623E070D041
All Accessories (4) .E050706100000000
Every Item 8D8FF3B800000001
Every Item 649A15F9E0793041
Every Item E050706100000000
Quick Level Gain - Ryudo .AF8B6F26000000FF
Max HP - Ryudo .FF796831270F270F
Max MP - Ryudo .2CC79DF203E703E7
Max SP - Ryudo .75952DB503E703E7
Infinite Special Coins .21679D0001869F
Infinite Magic Coins .78352DBA0001869F
Infinite Gold E1F7E62C0098967F

House Of The Dead 2
99 Shotgun In Trunk .75459CFA00000063
99 Machine Gun In Trunk .928C450F00000063
99 Grenade In Trunk AC9B1E6900000063
99 Power Up 1.2 In Trunk .CD37A80000000063
99 Power Up 1.5 In Trunk CD2BA80000000063
99 Power Up 2.0 In Trunk .ECB3576C00000063
99 Bullet Blow In Trunk FC51D97E00000063
99 Chamber +2 In Trunk2C1B2CBD00000063
99 Chamber +4 In TrunkFC69D97E00000063
99 Chamber +8 In Trunk2C232CBD00000063
99 Chamber +Inf. In Trunk .33B96BBF00000063
99 Cust. Air Gun In Trunk .5A6B38AF00000063
99 Toy Gun In Trunk .5A7738AF00000063
99 Bass Lure In Trunk .75719CFA00000063
99 Life +2 In Trunk .87ABC2F800000063
99 Life +5 In Trunk .ACAF1E6900000063
99 Credit +2 In Trunk .6F7B24B900000063
99 Credit +5 In Trunk .8657C2F800000063
99 Credit +10 In Trunk .9340450F00000063
99 Credit Inf. In Trunk .BDCA757500000063
99 Primitive Meat In Trunk BDD6757500000063
99 Rotten Meat In Trunk .D35CCC2700000063
99 Amy Costume In Trunk .ED7F576C00000063
99 Harry Costume In Trunk 1B98596900000063
99 Goldman Costume In Trunk
.....ED47576C00000063
99 G Costume In Trunk 1BA0596900000063
99 Rogan Costume In Trunk
.....2DEF2CBD00000063
99 Bruno Costume In Trunk
.....4366503100000063
99 Civilian Costume In Trunk
.....437A503100000063
99 Life 1/4 In Trunk .6F4F24B900000063
99 First Aid Kit In Trunk 74BD09CFA0000063
99 UFO?? In Trunk .9374450F00000063
99 Double Score In Trunk .8613C2F800000063
99 Of Everything In Trunk .75449CFAE06F5041
99 Of Everything In Trunk .0000006300000000
P1 Max Score .A5039E770098967F
P1 1 Hit Kills .CDA3E800000BF80
P1 Weapon Sounds Like a Laser
.....75CD9CFA00000006
P1 Weapon Sounds Like Air
.....75CD9CFA00000005
P1 Weapon Sounds Like Lure
.....75CD9CFA00000007
P1 Infinite Clip .75CD9CFA000000FF
P1 Play as Amy .D260CC2700000000
P1 Play As Harry .D260CC2700000003

[House Of The Dead 2 cont.]
P1 Play As Goldman .D260CC2700000004
P1 Play As G .D260CC2700000005
P1 Play As Rogan .D260CC2700000006
P1 Play As Bruno .D260CC2700000007
P1 Play As Civilian .D260CC2700000008
P2 Max Score .BED6F56B0098967F
P2 1-Hit Kills .1A2C19690000BF80
P2 Weapon Sounds Like a Laser
.....D2D0CC2700000006
P2 Weapon Sounds Like Air
.....D2D0CC2700000005
P2 Weapon Sounds Like Lure
.....D2D0CC2700000007
P2 Infinite Clip .ACC31E69000000FF
P2 Play As Amy .5AFF38AF00000001
P2 Play As Harry .5AFF38AF00000003
P2 Play As Goldman .5AFF38AF00000004
P2 Play As G .5AFF38AF00000005
P2 Play As Rogan .5AFF38AF00000006
P2 Play As Bruno .5AFF38AF00000007
P2 Play As Civilian .5AFF38AF00000008

Jet Grind Radio
Infinite Time 2AA7AEC100005208

Maximum Pool
Always P1 Turn .1B54281000000000
Always P2 Turn .1B54281000000000

Ready 2 Rumble: Round 2
Infinite Cash EE7F1B83000000F0
Inf. Health P1 .....AF2352EE00000064
Low Health P1 .....AF2352EE00000000
50% Health P1 .....AF2052EE4070504D
50% Health P1 .....AF2352EE00000032
Inf. Stamina P1 .....3B11271700000064
Low Stamina P1 .....3B11271700000000
Inf. Health P2 .....5A77742200000064
Low Health P2 .....5A77742200000000
50% Health P2 .....5A74742247040504D
50% Health P2 .....5A77742200000032
Inf. Stamina P2 .....8F038E5000000064
Low Stamina P2 .....8F038E5000000000
Full Rumble-O-Meter P1 .6DDB683E00000090
Empty Rumble-O-Meter P1 6DDB683E00000000
Full Rumble-O-Meter P2 .ED471BE100000090
Empty Rumble-O-Meter P2 ED471BE100000000

Red Dog
Tons o' Points A54351750000FFFF
Max Lives C23BEB9700000002
Inf. Side Arm Ammo .A2435DAB000000C8

Resident Evil 3: Nemesis
Infinite Health (Jill) .EFE73CD400000C8
Have All Files 74753769FFFFFFFF
Have All Maps 43967BA200000FE
Have All Maps 7469B7D600000FE
Have 10 Slots 98F02E9D0000000A
All Weapons In Box 60CB0F2B00000001
All Weapons In Box A29335FB00000002
All Weapons In Box F259F2EC00000003
All Weapons In Box 3DB1402D00000004
All Weapons In Box 89A3E96A00000005
All Weapons In Box 9D486E9D00000006
All Weapons In Box E3777CFE00000007
All Weapons In Box 23E7072F00000008
All Weapons In Box 7AB5B76800000009
All Weapons In Box 83865EE70000000a
All Weapons In Box 15D472FB0000000b
All Weapons In Box 4D2A7BA30000000c
All Weapons In Box 9D386E9D0000000d
All Weapons In Box C27883920000000e
All Weapons In Box 2357072F0000000f
All Weapons In Box 5527133D00000010
All Weapons In Box A3E335FB00000011
All Weapons In Box E3A77CFE00000012
All Weapons In Box 4D9A7BA300000013
All Weapons In Box 7A65B76B00000014

Ring: Terror's Realm
Infinite Health .1014176B00000064
Handgun In Crate .2DF744AB00000001
Katana In Crate .6F3B4CAF00000002
Shotgun In Crate .BD961D6300000003
Assault Rifle In Crate .ED073F7A00000004
Grenade Launcher In Crate
.....433A282700000005
Rocket Launcher In Crate
.....7405F4EC00000006
Handgun Ammo In Crate
.....CC6BC01600000008
Handgun Ammo In CrateFD11B168000003E7
Shotgun Ammo In Crate FD29B1680000000B
Shotgun Ammo In Crate 32F903A9000003E7
Assault Rifle Ammo In Crate
.....5B3750B90000000C
Assault Rifle Ammo In Crate
.....86EBAAEE000003E7
Grenades In Crate .93882D190000000D
Grenades In Crate .CC33C01600000003
Napalm Bombs In Crate .EDB73F7A0000000E
Napalm Bombs In Crate 2D1F44AB00000003
Rocket Missiles In Crate .2D2744AB00000011
Rocket Missiles In Crate .5B6F50B900000003
Healing Jelly In Crate .7475F4EC00000013
Healing Jelly PLUS In Crate
.....607B4CAC00000014
Healing Jelly EX In Crate
.....2D61D600000015
Small Battery In Crate .E2473F7900000016
Small Battery In Crate .22EF44A800000004

Samba De Amigo
Unlock All Challenge Lvls .5E97B80505050403
Unlock All Challenge Lvls .837382520000005

Sega GT
Low Lap Time .24D7ADEB00000000
Low Lap Time .F2E95A9500000000

Sega Marine Fishing
Max Points (Arcade) .CABBE5ED0000270F
Inf. Time (Arcade) .D53081CA000042EA
Low Time (Mini Games) D53081CA0000000A
Max Items Available .83738F14000003E7

Shadow Man v1.1
999 Cadeaux .648B664F000003E7
Infinite 9mm Ammo .7E85DE0C000003E7
Infinite Violator Ammo .10641B9F000003E7
Infinite Shotgun Shells .D8988E0100000063
Accumulator .8C6381D300000003
Asson .27976F9600000003
Baton .D9B88F0C00000003
Book Of Shadows .3871289400000003
Calabash .24876F9600000003
Engineers Key .D9C88F0C00000003
Enseigne .C6BBEB2800000003
Flambeau .38C1289400000003
Flashlight .A7235D4200000003
Handgun .65DB679200000003
Key Card .F7499A5500000003
L'Eclipser: La Lame .B466365E00000003
L'Eclipser: La Lune .3BD1289400000003
L'Eclipser: La Soleil .8FC381D300000003
Marteau .8CB381D300000003
MP 909 .F4899A5500000003
Prism .F4F99A5500000003
Retractor .8F7381D300000003
Shotgun .B776365E00000003
Shotgun 2 .52977B8400000003
SMG .51E77B8400000003
Spare .DA788F0C00000003
Spare .7DD5DFD100000003
Spare .A4335D4200000003
Teddy Bear .F7999A5500000003
The Prophecy .98B8062400000003
Violator .51577B8400000003
Jack's Journal .A7535D4200000003

Shenmue
(M) Must Be On .22C5F54A00000002
Max Cash .2A27ADC805F5E0FF
All Collection .16755819E06B1041
All Collection .24943CAD00000000
Tons Of Items .C967A97100000001
Tons Of Items .B9DE740400000001
Tons Of Items .A8F21F18E070B041
Tons Of Items .E050706100000000
All Punches Mastered .EC17161D00000064
All Punches Mastered .425B5140E0709041
All Punches Mastered .4074D04000000000
All Kicks Mastered .D3108D5600000064
All Kicks Mastered .D329CD56E070F041
All Kicks Mastered .4074D04000000000
All Throws Mastered .22276DCD00000064
All Throws Mastered .F228D80EE070D041
All Throws Mastered .4074D04000000000

Silent Scope
High Score .DC68431205F5E0FF
Max Hits (Training) .586778C4000003E7
Never Reload .4D121F0400000005
Low Overall Time .EC67D85A00000000
Infinite Credits .451A1E0A00000045
Infinite Health .60CB6B8C000000F0
Infinite Time .759DD3CC0000003B

Skies Of Arcadia
Infinite Gold .5677A4E005F5E0FF
Max HP Vyse .B4E6E935270F270F
Max HP Aiko .F519453E270F270F

Sonic Shuffle
999 Rings P1 .7EB5DD78000003E7
999 Rings P2 .84638379000003E7
999 Rings P3 .7EB5DD7A000003E7
999 Rings P4 .84638373000003E7
No Rings P1 .7EB5DD7800000000
No Rings P2 .8463837900000000
No Rings P3 .7EB5DD7A00000000
No Rings P4 .8463837800000000
Inf. Rings For Album .5087792E000003E7
P1 Fight All Battles/Events
.....A2435FE800000000

Spawn
Infinite Health P1 .246F7635000001F4
Low Boss Health .F421830E00000000

Spec Ops II: Omega Squad
Infinite Health .184C027500000064
Infinite Ammo .12F416E9000003E7
Infinite Ammo .90F80A8F000003E7
Infinite Ammo .5D17772F000003E7
Infinite Grenades .EC5718E000000063
Infinite Grenades .86D38D7B00000063
Infinite Grenades .5867772C00000063
Infinite Grenades .145416EB00000063

Star Wars: Demolition
All Vehicles/Movies/Characters
.....9508C4A803030300
All Vehicles/Movies/Characters
.....EB37D6CB03030303
All Vehicles/Movies/Characters
.....2BA7AD1A01030303
All Vehicles/Movies/Characters
.....72F5DD5D00000101

PS2 PROGRAMMER CHEATS

Armored Core 2

Pilot Upgrades
Having money problems? In debt from losing too many mechs?
Check this out. Keep losing the first mission after the Raven Test till you have -50,000 credits, and then die. The game will reset itself, erasing your pilot's name, but you'll retain all the parts you've found with one added bonus: Pilot Upgrade. Depending on which time you've gotten below, the appropiate upgrade will be given.
1st Time Enhancement: New Radar
2nd Time Enhancement: Laser Blade Wave
3rd Time Enhancement: Heat Reduction
4th Time Enhancement: Fire Back Unit Weapons while Standing/Moving
5th Time Enhancement: Half Energy Use
8th Time Enhancement: Double Cooling Power

Dead or Alive 2: Hardcore

Unlock Expanded Credits
In Very Hard Mode, use every character to complete the game. This will open up Expanded Credits, which will give you everything you ever wanted to know about the game, and more!

Unlock Collection Option
Once you unlock any secret in the game, the Collection Option will become available.

Unlock Bayman
Complete Story Mode with All characters on any setting OR Complete Story Mode 30 times using any selection of characters.

Unlock Tengu
First Unlock Bayman. Now collect all 10 Stars in Survival Mode OR Play the game more than 200 times.

Unlock CG Gallery
You must earn 200 "game points" to open up the gallery. Each play mode has a certain point value. They are as follows:
Story = 10 Points
Time Attack = 20 Points
Survival = 20 Points
Versus = 20 points
Tag = 30 Points
Team = 40 Points
For example, you could play Team mode 5 times to unlock it, or play Story Mode 10 times and Versus 5 times. Note that the points are cumulative, and will remain in memory as long as you save your game.

Dynasty Warriors 2

Unlock All Shu Generals
Enter the following at the Title Screen:
Square, R1, R1, R1, R1, R1, R2, R2.

Unlock All Characters
Enter the following at the Title Screen:
Square, Square, L1, L2, R1, R2, Square, Square.

Unlock Background Music Test Option
Enter the following at the Title Screen:
R1, R1, R2, R2, L1, L1, L2, L2.
This feature can then be found in the Options Menu.

Unlock Edit Mode
Enter the following at the Title Screen:
L1, L2, R2, R1, L1, L2, R2, R1.
This Mode will allow you use game characters and edit your own FMV.

Unlock Additional Intro
Use any character to complete Musuo Mode.

Unlock Huang Zhong, Ma Chao, and Jiang Wei
Use Zhang Fei, Zhao Yun or Guan Yu to complete **Musuo Mode.**

Unlock Xiahou Yuan and Zhang Liao
Use Dian Wei, Xaihou Dun or Xu Zhu to complete Musuo Mode.

Unlock Taishi Ci, Lu Meng, and Gan Ning
Use Zhou Yu, Sun Shang Xiang or Lu Xun to complete Musuo Mode.

Unlock Zhuge Liange
Complete Musuo Mode once using Zhang Fei, once using Guan Yu, and once using Zhao Yun.

Unlock Ability To Choose Your Side
(In Free Mode)
Use one member of each kingdom to complete Musuo Mode.

Unlock BGM Test (In Options Menu)
Use one member of each kingdom to complete Musuo Mode.

Unlock Zhang Jiao, Yaun Shao, Dong Zhuo and Diao Chan (In Free Mode)
Use one member of each kingdom to complete Musuo Mode.

Replenish Health
Pause the game, choose "Save" option, then resume game play without saving

Madden NFL 2001

Touchdown Celebration Moves
As soon as you score a touchdown, use the following button combos to perform a celebration:
Shoulder Shake: Hold L1 + R1
Slam Dunk: Hold L1 + R2
Spike The Ball: Hold L1 + X
Jump-n-Spike: Hold L1 + Circle
Prayer: Hold L1 + Triangle
Hip Thrust: Hold L1 + Square

Midnight Club

Use Vehicles From Smuggler's Run
To use vehicles from Smuggler's Run in Midnight Club: Street Racing, insert a memory card with game save data from Smuggler's Run while playing Midnight Club. You'll be able to use vehicles from Smuggler's Run in Midnight Club.

Ready 2 Rumble Boxing: Round 2

Unlock Champion Outfits
Defeat the Championship Mode with a character to unlock his/her outfit.

Unlock Secret Characters
Defeat Arcade Mode and unlock the secret characters in this order:
Freak E. Deke
Michael Jackson
G.C. Thunder
Wild "Stubby" Corley
Shaquille O'Neal
Freedom Brock
Rocket Samchay
Robox RESE4
Mr. President
The First Lady

Quick Character Unlock Tip
Set the number of rounds to 1, knockdowns to 1, and the time limit to 15 seconds and select S. Strike.
Use her back, forward + O special to drop their health in the beginning of the round (or when they're at a good distance), and use her quick jabs (square) to reduce their health rapidly when in close. If you press jab a few times then back off, press jab a few times and back off, you should be able to win the fight easily. (This helps when unlocking secret characters.)

Change Outfits
When choosing a boxer, press Square to change their outfit before selecting them.

Ridge Racer V

Unlock Pac-Man Race
The Pac-Man Race unlocks once you have raced over 3,000km.

Unlock Pac-Man Car And Ghosts On Mopeds
You must beat the Pac-Man Race.

SSX

Running Man
Enter the following at the Options Menu:
Hold L1 + L2 + R1 + R2 and press Square, Tringle, Circle, X, Square, Triangle, Circle, X.

See All Hints Enter the following at the Options Menu:
Hold L1 + L2 + R1 + R2 and press Circle, X, Circle, X, Circle, X, Circle, X.
Simply reenter the code at the Options Menu to turn off the cheat.

Have Every Cheat
First go to the character selection screen. Now Press Square to bring up the Options Screen. Hold L1 + R1 + L2 + R2, and press Down, Left, Up, Right, X, Circle, Triangle, Square. A sound will be made, confirming the code worked. You now have all the secrets and extras in the game.

Max Stats
First go to the character selection screen. Then Press Square to bring up the option screen. Now Hold L1 + L2 + R1 + R2 and press Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Unlock Courses
To open the following tracks, perform the required action
Mercury City Meltdown = Earn a medal on the Elysium Alps course.
Mesablanca = Earn a medal on the Mercury City Meltdown course.
Tokyo Megaplex = Earn a medal on the Mesablanca course.
Aloha Ice Jam = Earn a medal on the Tokyo Megaplex course.
Pipedream course = Earn a medal on the Tokyo Megaplex course.
Untracked course = Earn a medal on the Aloha Ice Jam course.

Access More Boards
Each time your snowboarder earns a new rank, they'll get a new board to use.

Access More Costumes
Successfully finish all of the green circle or blue square tricks to unlock 2 extra sets of costumes.

Access Hidden Characters
To play as the following characters, earn the required amount of medals:
Jurgen = 1 gold medal in any mode or win a gold medal as Mac.
JP = 2 gold medals in any mode or, win a gold medal as Moby.
Zoe = 3 gold medals in any mode or win a gold medal as Elise.
Hiro = 4 gold medals in any mode or win a gold medal as Kaori.

Tekken Tag Tournament

Unlock Gallery/Screen Captures
Beat Arcade Mode 14 times to unlock the Gallery. This will enable you to view Screen Captures. To make a Screen Capture, during gameplay, press Start and select Screen Capture. You can only save 12 screens in the Gallery.

Unlock Tekken Bowl
Beat Arcade Mode 10 times.

Unlock Jukebox (In Tekken Bowl)
Score 200 or higher in a Tekken Bowl game to unlock the Jukebox. Press Start to access the Bowling Menu and then select Bowling Options. There you can choose from 14 different songs to listen to.

Unlock Theater
Beat Arcade Mode 1 time to view all Ending FMVs for the characters that you've beaten.

gameshark upgrade 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 2.5. This version will not contain the code generator, but will allow compatibility with all of the newer titles.

B. You can send in your current version of the Gameshark along with along with a check or money order for $35.00 and we will replace your standard Gameshark with a Gameshark Pro version 3.3. The version 3.3 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

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

C. If you own version 3.2, send in your GameShark along with a check or money order $5.00 and we will upgrade it to the version 3.3

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 3.4. The Gameshark CDX allows you to link to a PC to hack your own codes.

2. Standard Gameshark 2.0 to version 2.42

A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and for $5.00 you will receive an upgrade CD that will upgrade your standard Gameshark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.

B. You can send in your standard Gameshark along with a check or money order for $35.00 and we will replace it with the Gameshark CDX version 3.4. The CDX will allow you to link to a PC to hack your own codes.

3. Gameshark Pro
To upgrade your Gameshark Pro contact upgrades@gameshark.com or call 1-410-785-4064 to find out about the upgrade CD that will upgrade you to the version 3.2. The upgrade CD is $5.00.

4. Gameshark CDX
The version 3.4 is the current version of the Gameshark CDX. As new upgrades are available, you can contact upgrades@gameshark.com or call 1-410-785-4064 to receive an upgrade CD for $5.00.

Gameboy

You can send in your current version of the standard Gameboy Gameshark along with a check or money order for $20.00 and we will replace it with the Gameshark Pro version 3.1.

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

GAMESHARK FAQ

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

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

Most of my PlayStation game titles work with preloaded codes, but some games like Gran Turismo, Gran Turismo 2, Driver and Metal Gear Solid don't. Is my GameShark broken?
No, the GameShark isn't broken. These games have multiple versions and therefore there are different sets of codes that have to be entered. For example, if the codes for Metal Gear Solid aren't working then you need to enter the Metal Gear Solid v1.1 codes as a new listing. The additional versions for these games are available from www.gameshark.com.

How can I change the page on my Massive Memory Card for PlayStation?
On the system memory card manager screen, hold "L1", "R1" and "start" on your controller until you see a blinking dot and then the current page number on the card display. To change the page, keep the "start" button held and release the "L1" and "R1" buttons. You will continue to hold "start" and then press "R1" to increase or "L1" to decrease the page number. When it's showing the page you want, release "start".