

Instruction Manual for GameShark™ Pro
For use with the PlayStation™ game console
Version 3.2

INTRODUCTION

Congratulations! You have purchased the ultimate game enhancer for the Sony PlayStation™ game console that will take your gaming to new levels of fun and excitement. The GameShark Pro allows you to add codes and enhancements to your PlayStation games that you once thought were impossible. Find new levels in your favorite games, gain infinite lives and modify the game to your specifications.

The GameShark Pro is completely menu-driven. You don't need to add codes letter by letter, or number-by-number, every time you turn your machine on. All you need to do is highlight the enhancement you want to use and start playing games like never before!

The GameShark Pro is also more technologically advanced than any other game enhancer on the market today. It promises to take your gameplay to higher levels and will revolutionize your gameplay-arming you with the power to load the most devastating codes available and even showing you how to take things a stage further by creating your own havoc-wreaking codes of destruction.

PRODUCT DESCRIPTION

GameShark (GS) Button

Also known as the GS Button. This button is used to enable specific GameShark codes and access the Code Generator so that you can create your own GameShark codes. If the GS button is required to activate a code, it will be noted in the code description.

How to Hack Like A Pro Video

This 5-minute video accompanies the GameShark Pro and will show you how to search for and create your own GameShark codes using the Code Generator. Watch this video and you will definitely be on your way to becoming a code hacking genius.

INSTRUCTIONS FOR START-UP

1. Turn off your PlayStation, and plug the GameShark Pro into the expansion port of the PlayStation. This port is located at the back of the PlayStation and may be covered by a small, plastic panel, which must be removed. Make sure that the GameShark Pro is pushed firmly into place, and that the GameShark Pro label is facing the front of your PlayStation.

2. Insert a game controller into Controller Port #1.
3. Put the game CD into the console, and turn your PlayStation ON.

Never, under any circumstances, plug the GameShark Pro into the PlayStation while the power on. This could result in damage to the PlayStation, the GameShark Pro, or both.

THE MAIN MENU

The Main Menu is composed of these 5 items:

1. Start Game
2. Select Cheat Codes
3. V-Mem
4. Explorer
5. Options

Press up and down on the directional pad (D-Pad) to highlight one of these items, and press the X button to select it.

START GAME

This selection takes you to the Start Game Options menu. You will then be presented with three options. Press up or down on the D-Pad to highlight an option and press the X button to select it.

Option 1: Start Game With Selected Codes

This option starts the game using the enhancement codes chosen from the Select Cheat Codes menu. You will see this option only after you have activated codes for a game.

Option 2: Start Game Without Codes

This option starts the game without any enhancement codes. The game will play as normal.

Option 3: Cancel

This option takes you back to the Main Menu.

Note: If you wish to go straight into the game without using the GameShark Pro, then simply power-up the PlayStation while pressing in the GS button located on the right side of the GameShark Pro. Release the button once you see the opening screen of the GameShark Pro appear.

SELECT CHEAT CODES

This option takes you to the built-in list of PlayStation titles currently supported by the GameShark Pro. All titles are listed alphabetically. Press up or down on the directional pad to highlight the desired game and press the X button to select. The O button will return you to the previous menu. L1 will scroll the list up and R1 will scroll the list down.

The bottom of the Select Cheat Codes screen will display the highlighted game, the number of enhancements codes that are currently active for that specific game, and the percentage of storage space available within the GameShark Pro's memory for codes.

Once you've selected a game, a full list of enhancement codes will appear on the screen for that game. These descriptions represent a code. Press up or down on the direction pad to highlight an individual code. The X button will toggle the codes on and off. You can activate almost any combination of enhancements. Active codes will be highlighted in yellow.

To delete a code, press the Triangle button. When you are finished selecting the desired cheats, press the O button to return to the previous menu, or the Start button to go to the Start Game menu.

NOTE: Some games require an access code labeled as (M), which means that this code "ALWAYS MUST BE ON." This code will be highlighted in green at all times or the GameShark Pro will not be able to load the game properly. There may be future titles that require this access code. If this code is required on new games, it will be made available with codes for that game.

WHERE TO FIND NEW ENHANCEMENT CODES

As new games are released, you will want to add new codes for those games to your GameShark Pro. You can find new codes at:

- The Official GameShark World Wide Web page <http://www.gameshark.com>
- Various videogame magazines
- The Official GameShark Newsletter Dangerous Waters
- The Official Code Hotline 1-900-773-SHARK. This call costs \$1.29 per minute, and you must be over 18 years old or have your parent's permission to call.

We're making sure that the newest codes to the hottest games are easy to find.

ADDING NEW GAMES TO THE GAMESHARK PRO

To add new codes to your GameShark Pro, you must first add the title of the game to the GameShark Pro, IF that title does not already exist in the built-in list of games. To add a new game title:

1. Go into the Select Cheat Codes menu and press the Select button.
2. Highlight Add New Game and press the X button to select.

You can also go to the Select Cheat Codes menu and select "New Game" at the top of the list.

The New Game Edit screen will appear. Now you can enter the title of a new game. You will be presented with 3 or 4 options:

Option 1: Edit Name

Highlight this option and press the X button on your controller. You will be presented with a box filled with Letters, Numbers and Symbols. Use the directional pad to highlight letters in the box to spell the name of the game. Use the X button to select a character.

Use the Select button to change between upper and lower case characters. To backspace 1 character, press the Square button and to delete the entire name, press the Triangle button. When you have finished entering the name of the new game, press the O button.

Option 2: Detect Game CD

Make sure your game CD is in your PlayStation and that the lid is closed. Highlight this option and press the X button on your controller. The GameShark Pro will initialize your CD and search for the name of the game. When prompted press the X button. Sometimes your GameShark Pro will not find the name of your game. If it does not find the name, go to the New Game Edit screen, select Edit Name and enter the title.

Option 3: Exit and Save

This saves the title into the built-in list of games found in the Select Game list and returns you to that list. This option will only appear after you have created a name for a game.

Option 4: Exit and Discard

This deletes the name you have entered and returns you to the Select Game list.

Once you have added the title of your game to the Select Game list, find the title you created by using the L1 and R1 buttons to scroll up and down the list. Highlight your new game name and press the X button. The Select Cheat Codes screen will appear. It is now time for you to add your codes to the GameShark Pro.

DELETING GAMES FROM THE GAMESHARK PRO

If you want to remove a game from the Select Cheat Codes menu, simply highlight the game title that you want to delete, then press the Triangle button. You will be given a choice to delete or cancel. Highlight Delete and press the X button. The game will disappear from the list.

To cancel, simply highlight cancel and press the X button.

ADDING NEW CODES TO THE GAMESHARK PRO

In the Select Cheat Codes menu, highlight New Code and press the X button. This will take you to the New Code Description screen. In this screen, you will be presented with a new text entry box. This is where you will give your new codes descriptions. You will probably want to name your new enhancement codes something similar to what they do.

For example, if a code gives you a large number of lives, you may want to name the new code "Infinite Lives." Enter the description of the code as you did earlier when entering the title of the new game. Press the O button when you are finished. If you exit without entering a new code description, "No Cheat Name" will appear and be the default description of that code. To change this, simply highlight that title and press the X button.

ENTERING CODES INTO THE GAMESHARK PRO

After you have entered a description and pressed the O button, 2 more boxes will appear on screen. The box on the left, with the dots, is the Code Entry box. The box on the right is the Options box. Use the D-Pad to navigate between the boxes. A yellow border will appear around the box that you are currently using.

Select the Code Entry box and press the X button. This is where you will input your new code(s) for the game you just selected from the GameShark Pro's list of games. A small text entry box will appear. Use this box to choose the letters and numbers within the actual cheat code. Most codes will be a one line combination of 12 numbers and letters, but some codes may be 2 lines or longer. Use the D-pad to highlight a letter or number, and press the X button to select that letter or number.

Continue until the entire code is entered. Individual codes can sometimes be quite long, so a bit of concentration may be required. If you make a mistake while entering a code, don't panic! You can use the L1 or R1 buttons to move backward and forward to re-enter a number or letter. Simply move the cursor to the letter or number that you entered incorrectly, and select the correct letter or number to replace it. The new letter or number will overwrite the old one.

After you have entered the new code for this game, press the O button to return to the Options menu. These are the Options that you can select:

Option 1: Default On

This allows you to keep this code on at all times. So every time you start the GameShark Pro, this one code will ALWAYS be "ON". Use the X button to toggle between on and off status.

Option 2: Exit and Save

This will save your new code to the specific game listed at the top of this menu and then exit you to the Select Cheat Codes menu. From there you can enter more enhancement codes for your game by selecting New Code or activate your new code, IF the code isn't always on by default.

Option 3: Exit and Discard

This will delete the code that you just entered and then exit you to the Select Cheat Codes menu. From there, you can enter more enhancement codes for your game by selecting New Code.

Once you have entered and saved you new codes, you can start to use them. If you chose Option 2, your new codes will be saved to the built-in list of games within the GameShark Pro and will remain there until you decide to delete them. Remember to activate your codes before you start the game if their default is OFF. All activated codes are highlighted in Yellow.

You can add additional codes to any game simply by selecting the game, highlighting the New Code line and pressing the X button then follow the entry steps above.

NOTE: Each code is usually only one line, and each code should have 1 description. Do not make the mistake of entering all of a title's GameShark Pro codes into one description. Make a description for each code you add.

DELETING A CODE

If you want to delete a code, simply highlight the description of the code and press the Triangle button. A message will appear asking if you are sure you want to delete the code. Use the D-pad to highlight Delete and press the X button.

To cancel, simply highlight cancel and press the X button.

SAVING GAMESHARK CODES TO A MEMORY CARD

This feature allows you to save a set of GameShark Pro codes to any PlayStation compatible memory card. You can either give the card to a friend, so that they can load the codes into their GameShark Pro or you can use InterAct's DexDrive and e-mail or post the codes to the Internet. To save a set of codes onto a memory card:

1. Insert a memory card into Memory Card slot #1.
2. Highlight Select Cheat Codes from the Main Menu. Press the X button.
3. In the Select Game menu, highlight the game who's codes you wish to save.

4. Press the Select button on your controller to display the Options menu.
5. Highlight Save Codes To Memory Card and press the X button. All codes for the selected game will be saved to the memory card in Memory Card slot #1.
6. You can store only one set of codes on a memory card at a time. For example, if you saved Gran Turismo codes to a memory card and then saved Mortal Kombat Trilogy codes to the same memory card, your Gran Turismo codes will be ERASED and REPLACED with the Mortal Kombat Trilogy codes.

NOTE: GameShark Pro code saves are always have a solid Blue save icon and are labeled "CODES" followed by the name of the game

LOADING A SET OF CODES FROM A MEMORY CARD:

This feature allows you to load codes from a memory card to your GameShark Pro so that you don't have to manually enter the codes. Even if the game's title does not exist in the GameShark Pro's built-in list of games, this feature will automatically add the game, plus the codes, to your GameShark Pro. To load a set of codes from your memory card to your GameShark Pro:

1. Insert the memory card that contains the GameShark codes into Memory Card slot #1.
2. Highlight Select Cheat Codes from the Main Menu. Press the X button.
3. In the Select Game menu, press the Select button to display the Options menu.
4. Highlight Load Codes From Memory Card then press the X button.
5. The Save/Load screen will appear. If the codes are on the memory card in slot #1, a message will tell you that the codes were found.
6. Highlight Add Codes and press the X button. To cancel this procedure, highlight cancel and press the X button.
7. If you selected Add Codes, the codes on your memory card will be added to your GameShark Pro.

NOTE: You can only load PlayStation game codes into a PSX GameShark Pro. You cannot load codes into a GameShark with a version number lower than 3.0.

V-MEM™ (Virtual Memory Cards)

The GameShark Pro now allows you to store up to 8 standard PlayStation memory cards worth of saves to its internal memory with its special V-Mem: Virtual Memory Cards. No longer are standard memory cards needed to store your games. Game saves may also be transferred back and forth between V-Mem and standard PlayStation memory cards.

NOTE: V-Mem uses special compression techniques to fit more game save data into its memory. Some game saves, such as those from sports games, may already be compressed by the game itself. For games that compress save data, the actual overall capacity in V-Mem may be reduced because little to no compression could be performed.

To use, highlight the V-Mem selection on the Main Menu screen and press the X button. A message will appear telling you how to navigate between V-Mem, the GameShark Pro, and the PlayStation's Memory Manager menu.

Once in V-Mem, you can press the Start button to return to the GameShark Pro.

USING V-MEM

The V-Mem Interface screen will display a virtual PlayStation with one memory card port. You will also notice 8 virtual memory cards at the bottom of the screen, each with a number between 1 and 8. You can scroll left or right with your directional pad to view all of the virtual cards. Green V-Mem cards do not contain save data, while red V-Mem cards contain save data. To select and use a new card, scroll to the desired card and press the X button.

The bar on the left shows how much storage space is available within the V-Mem storage space. The more color you see in this bar, the less storage space you have.

The colorful bar on the right is your Status Bar. It gives you an idea of the amount of time it takes to process the data from one card to another.

The V-Mem card located in the left memory card port of the virtual PlayStation console represents the V-Mem card that currently is in use. You CANNOT use the right memory card port of this virtual PlayStation.

To activate or disable the V-Mem memory card port, press the Triangle button. You will see a number appear on the memory card when the port is active and ready for use.

SAVING A GAME ON V-MEM CARDS

After the virtual memory card is chosen, you can now start playing your game CD. To start your game within the V-Mem Interface, press the Start button on the game controller. This will return you to the GameShark Pro Main Menu and from there, you can load your game.

To store a game onto a virtual memory card, simply save the game as you would if you were using a standard PlayStation memory card. The game will be stored onto the virtual memory card that you previously chose while in the V-Mem Interface.

VIEWING GAME SAVES

To view game saves on any V-Mem card, scroll to the desired card and press the O button. Game save icons for all PlayStation titles contained on this card will be displayed. This feature works on any red V-Mem card. Green V-Mem cards have no save data.

COPYING GAME SAVES

To copy game saves, you will need to use the Memory Manager Menu found in your PlayStation game console. To get to the Memory Manager Menu from the V-Mem Interface screen, press the Select button on your game controller, open the lid on your PlayStation game console and press the X button.

To copy game saves between a V-Mem card and a standard PlayStation memory card:

1. Select the desired virtual memory card.
2. Insert the standard memory card into memory card port #2.
3. Open the CD lid on the PlayStation game console.
4. Press the SELECT button on your game controller to go to the PlayStation Memory Manager Menu.
5. Follow the on-screen instructions to copy game saves.

THE EXPLORER CD SYSTEM

The Explorer CD System is designed to allow you to view various graphics files and hear sound files that are stored on game CDs. The Explorer also allows you to upgrade your GameShark Pro using special enhancement CDs.

INTRODUCTION TO THE EXPLORER

The Explorer menu is composed of five items:

1. View Video Image
2. View CD Image
3. Play CD Music
4. Use Enhancement CD
5. Exit

To select an option, highlight that option and press the X button. Pressing the O button while in any of the above options will bring you back to the Explorer menu.

VIEW VIDEO IMAGE

This option is used to view images that have been stored in the PlayStation's VRAM (Video RAM) since the last time the console's reset button was pressed. This option allows you to view graphics that would not normally be viewed during a game. While viewing the image, the Square button toggles between 24-bit and 16-bit mode, while the L1 and R1 buttons change the screen resolution. The X button will return you to the Explorer menu.

VIEW CD IMAGE

This option allows you to view images that are stored on the game CD. When this option is selected, a search for images on the CD is started. If any images are found, then a list of their filenames will appear. Press X to select an image and it will be displayed. While viewing the image, the Square button toggles between 24-bit and 16-bit mode, the L1 and R1 buttons change the screen resolution and the digital pad moves the image around the screen. The O button will return you to the Explorer menu.

PLAY CD MUSIC

This option allows you to play either music tracks stored on a PlayStation game CD or a normal audio CD. Use the directional pad to highlight which button on the CD Player you want to activate, then press the X button on your controller.

USE ENHANCEMENT CD

This option will be used to upgrade your GameShark Pro using special CD's that will be offered soon. Follow the on-screen instructions for use. If you need more information on these special upgrade CDs, go to the GameShark website www.gameshark.com and look in the Support section.

NOTE: The GameShark Pro will not read any GameShark Enhancement CD between versions 2.0x and 2.9x. InterAct will release specially marked GameShark Pro Enhancement CDs soon.

Pressing the O button will return you to the Explorer Menu.

EXIT

This exits the Explorer options and returns you to the Main Menu.

OPTIONS

Choosing Options from the Main Menu allows you to perform the following tasks:

Task 1: Change Background

Let's you choose from a number of different background settings and patterns. Use the directional pad to scroll through the different patterns and colors. When you find the desired background, press the X button.

Task 2: Scroll Background On/Off

The background can either scroll or remain stationary. Press the X button to toggle on and off.

Task 3: Menu Scrolling On

Makes each menu either quickly scroll or flash off the screen when you move to a new menu. Press the X button to toggle ON and OFF.

Task 4: Sound Enabled/ Disabled

Press the X button to toggle sound on and off.

Task 5: Exit

Exits the menu.

THE IN-GAME MENU

This new feature in the GameShark Pro is used while playing a game. Pressing the GS button on the GameShark Pro displays a menu full of options for turning the active codes on and off and finding your own codes with the Code Generator. You will see the following Options:

Option #1: Codes are ON

This means that the codes for the game you are playing have been turned On or Off. Highlight this option and press the X button to toggle between the codes being On or Off.

Option #2: Code Generator

This option takes you to the built-in Code Generator menu. Highlight and press the X button.

Option #3: Memory Editor

This allows the user to view the game programming. Highlight and press the X button.

Option #4: Return Resolution:

Normally you will not need to use this feature, but some games will require that you change the resolution when returning. If you find that part of the screen is not displayed when returning to the game press the button on the GameShark Pro to bring up the In Game Menu. Select Return Resolution and press the X button to toggle between normal and high resolution. Once the resolution is selected you may return to the game.

A useful tip to know is that both the START button and the GameShark Pro button will return you to the game at any time while the In-Game Menu is active.

While the In-Game Menu will work with the majority of games without any trouble, it will need some user input to work with some games - for example hi-res games like Tekken 3™.

To exit the In-Game Menu and return to the game, press the START button on your controller.

THE CODE GENERATOR

The terms "Training" and "Hacking" have been used throughout the gaming industry to describe the process of finding enhancement codes within a game. For several years, we have been hacking GameShark codes for our customers and providing them on the GameShark website, in the Dangerous Waters newsletter, and other means. We will continue to do so, but in addition, we have updated the new GameShark Pro to include built-in Code Generator software for independent code hacking. Users can now try their hand at finding codes for infinite lives, weapons, secrets, etc.!

The following section of this manual explains the new Code Generator feature, including a detailed FAQ section of common questions. Additionally, the "How to Hack Like a Pro" video shows examples of the Code Generator in use. After watching this video, if you still have questions or want to share your findings, the new discussion board on the GameShark website (www.gameshark.com) offers an excellent forum for communication with others within the GameShark hacking community.

Here is some information that you should know before using the Code Generator:

1. **DUE TO THE COMPLEXITY OF THIS FEATURE, QUESTIONS ON HOW TO HACK CODES USING THE CODE GENERATOR WILL NOT BE ANSWERED BY INTERACT'S CONSUMER SERVICES DEPARTMENT.** However, we've included as much information as possible for users to try hacking codes on their own. We encourage everyone to give it a try and to use the discussion board on the GameShark website to talk to others.
2. We must warn that this is an advanced feature, and will not be for everyone. A general knowledge of programming code is recommended, but not required, and some practice will most likely be needed to develop good hacking skills.
3. Watch the "How To Hack Like A Pro" video that comes with the Game Shark Pro.

USING THE CODE GENERATOR

Press the GS button on the GameShark Pro to get to the Code Generator menu while playing a game. From there, you simply highlight the Code Generator option and press the X button. The Code Generator menu includes several options, which include:

Option 1: Return To Game

Exits from the Code Generator menu and returns the user to the game.

Option 2: Exit To Main Menu

Returns the user to the in-game menu.

Option 3: Known Value Search

Allows the user to search through the game for all addresses with a specific value. This is useful for finding codes for scores, money, etc. See below for further instructions.

Option 4: Unknown Value Search

For the advanced hacker, it allows the user to search through the game to try and locate addresses without the use of specific values. This search is long, as the user may have to search up to nine different areas of memory. Luckily once the desired address is found most other relevant addresses are in the same basic area of memory. This search is useful for finding codes for health meters, etc. See below for further instructions.

NOTE: If your game crashes or locks up during any of the following procedures, simply press the RESET button on your PlayStation game console and start over again.

KNOWN VALUE SEARCH

A known value search is used to find codes when you know the value of what you are looking for, like "6 Lives" or "100 Bullets." To start a known search, highlight the Known Value Search option in the Code Generator menu and press the X button.

The Known Value Search menu appears and contains these 4 commands:

Option 1: Return To Game

This will return you to the game.

Option 2: Exit To Main Menu

This takes you back to the In-Game Menu.

Option 3: Reset Code Generator

This will clear the Code Generator of all other searches that were previously performed. Use this option when you are re-starting a search.

Option 4: Equal To

This lets you perform a search for a value that you specify.

How To Perform A Known Value Search

STARTING A SEARCH

1. In the Main Menu of the GameShark Pro, highlight Start Game and press the X button.
2. Decide which variable you want to find a code for. Since you will be doing a known search, choose a variable that you can see in the game. For example, we can find the Infinite Ammo in Syphon Filter. This is easy because you start the game with 15 pistol bullets

FINDING CODE VALUES

3. Once the game has started, press the GS button on the GameShark Pro. Highlight Code Generator and press the X button.
4. Highlight Known Value search and press the X button.
5. Highlight Equal To and press the X button. Insert the amount of ammo you start the game with (15), and press the X button.
6. An orange status bar will appear, and then a message will appear telling you how many Possibilities Remain.
7. Press the Start button on the controller to return to the game.
8. Shoot a bullet. You should have 14 bullets left. Press the GS button on the GameShark Pro.
9. Highlight Equal To and press the X button. Enter 14 into the Equal To box. Press the X button.
10. The orange bar will appear and then a message will tell you how many code Possibilities Remain.

VIEWING YOUR SEARCH RESULTS

11. When you get to a manageable number of possibilities (10 or less), highlight View Search Results and press the X button to see the list of possible codes that control the variable that you were searching for.
12. Once inside the menu, the box on the right will contain a list of code possibilities found by the Code Generator. Use the D-pad to highlight a code, then press the X button to copy the code to the Active Codes box on the left. Press Start to return to the game.

13. When testing an active code, to easily recognize which code controls the variable that you are looking for, choose only one code at a time. You will know when you are testing the correct code when the variable that you were looking for remains at the same value, even when you try to decrease it. So, in this example, you will know you have the correct code when you shoot a bullet, but the number of bullets never decreases.
14. If the code is not correct, simply go back into the View Search Results option and use the D-pad to highlight the wrong code, then press the Triangle button to remove it from the Active Codes list.
15. Now highlight the next code in the Possibilities box and press the X button to copy it to the Active Codes list. Press the Start button to return to the game and see if this is the correct code.
16. Continue this process until you find a code that does not make the variable that you are searching for decrease.

EDITING AN ACTIVE CODE

Editing a code allows you to change the value of an active code that you find using the Code Generator. For example, if the Infinite Pistol Ammo code you found in Syphon Filter is 8012F0B6 0015, where the "015" means you have 15 bullets, you can edit the value of that code to 8012F0B6 0099, so now you will have 99 bullets. To edit an active code, simply:

1. Select the View Search Results option to see the active code.
2. Use the D-pad to highlight the active code.
3. Press the Square button to edit the code.
4. The Edit Value menu will appear. Use the D-pad to select a number and change its value. When you have found the desired value, press the X button to select or press the O button to exit.
5. Press the Start button to return to the game.

NOTE: You can use this same procedure to edit codes that you find using an Unknown Value Search.

COPYING ACTIVE CODES TO THE GAMESHARK PRO

If you would like to copy a new code from the Active Codes list and add it to the GameShark Pro:

1. Press the Reset button on the PlayStation system.
2. Highlight and select the Select Cheat Codes option.
3. Now select a game or create a New Game and enter the code description as you normally would. (Read the Adding New Games and Adding New Codes sections of this manual)
4. When you are ready to add a new code to the box filled with dots, a menu will appear with the contents of the Active Codes list. To access the Active Codes list, press the R2 button on your controller. Use the D-Pad to highlight the code that you would like to copy, then press the X button.

NOTE: You can use this same procedure to copy active codes that you find using an Unknown Value Search.

TIPS FOR PERFORMING A KNOWN VALUE SEARCH

1. If at any time you feel that you have made an error, select the Reset Code Generator option and start over.
2. If the number of possibilities is less than 10, you may want select the View Search Results option, unless you can get to a lower number of possibilities. This will display all of the current memory addresses that have your desired value.

UNKNOWN VALUE SEARCH

An unknown search is performed when the variable you are looking for has no known numeric values. This search is perfect for health meters or air supply meters. To start an unknown search, highlight the Unknown Value Search option in the Code Generator menu and press the X button.

The Unknown Value Search menu will appear and contain these 4 commands:

Option 1: Return To Game

This will return you to the game.

Option 2: Exit To Main Menu

This takes you back to the In-Game Menu.

Option 3: Reset Code Generator

This will clear the Code Generator of all other searches previously performed. Use this option when you are re-starting a search.

Option 4: Start

This will start the search for an unknown value.

Option 5: Change Search Area (now 1)

The GameShark Pro divides the PlayStation's memory into 9 different areas so that it is easier for you to hack a game. Each of these areas contains

Option 5: Change Search Area (now 1)

The GameShark Pro divides the PlayStation's memory into 9 different areas so that it is easier for you to hack a game. Each of these areas contains a different range of the PlayStation's memory. Highlight this option and press the X button to change the area that you will search. Search area values can be seen at the bottom of this menu.

How To Perform An Unknown Value Search

STARTING A SEARCH

1. In the Main Menu, highlight Start Game and press the X button.
2. Decide which unknown value you want to find codes for. As an example, we will find the Infinite Health code for Player #1 in Mortal Kombat Trilogy.
3. Press the GS button. The In-game menu will appear. Highlight the Code Generator option and press the X button.

FINDING CODE VALUES

4. Highlight the Unknown Value Search option and press the X button.
5. Select which area of the PlayStation's memory that you want to start the search. Now highlight the Start option and press the X button.
6. An orange status bar will appear indicating that the search has started. When the bar disappears, press the Start button on the controller to return to the game.
7. In the game, lose some of the health in your health bar and press the GS button.

Once you go back into the Code Generator, you will find these options:

Option 1: Return To Game

This will return you to the game.

Option 2: Exit To Main Menu

This takes you back to the In-Game Menu.

Option 3: Reset Code Generator

This will clear the Code Generator of all other searches that were performed previously. Use this option when you are re-starting a search.

Option 4: Greater Than Last

Searches for values that are now greater than the last search you performed.

Option 5: Less Than Last

Searches for values that are now less than the last search you performed.

Option 6: Different To Last

Searches for values that are now either more than or less than the last search you performed.

Option 7: Equal to Last

Searches for values that are still the same as the last search you performed.

8. Highlight the Less Than Last option and press the X button. The orange status bar will appear indicating that a search for values that are now less than the previous search has started.
9. When the bar disappears, you will see the amount of possible codes that remain. If the number of possibilities is too high, press the Start button to return to the game.
10. In the game, lose a little bit more of your health. Once you lose health, immediately press the GS button on your GameShark Pro.
11. Repeat steps 8 through 11 until you have a manageable amount of code possibilities (10 or less).

VIEWING YOUR SEARCH RESULTS

12. When you get to a manageable number of possibilities (10 or less), highlight View Search Results and press the X button to see the list of possible codes that control the variable that you were searching for.
13. Once inside the menu, the box on the right will contain a list of codes possibilities found by the Code Generator. Use the D-pad to highlight a code, then press the X button to copy the code to the Active Codes box on the left.
14. When testing an active code, choose only one code at a time to easily recognize which code controls the variable that you were looking for. You will know when you are testing the correct code when the variable that you were looking for remains at the same value, even when you try to decrease it.

15. If the code is not correct, simply go back into the View Search Results option and use the D-pad to highlight the wrong code, then press the Triangle button to remove it from the Active Codes list.
16. Now highlight the next code in the Possibilities box and press the X button to copy it to the Active codes list. Press the Start button to return to the game to see if this is the correct code.
17. Continue this process until you find a code that does not make the variable that you were searching for decrease.

TIPS FOR PERFORMING AN UNKNOWN VALUE SEARCH

1. If at any time you feel that you have made an error, select the Reset Code Generator option and begin again.
2. If the number of possibilities is less than 10, you may want select the View Search Results option, unless you can get to a lower number of possibilities. This will display all of the current memory addresses that have your desired value.
3. If you run out of time, or if your character dies before you have completed your unknown search, your health meter may INCREASE in the next round. If this happens, do not stop your search! Simply choose the GREATER THAN LAST option the next time you press the GS and continue your search.

MEMORY EDITOR

The Memory Editor allows the user to view the programming of a PlayStation game. The programming is displayed on the left side of the screen, and the corresponding text on the right. To toggle the cursor between the number on the left and the text on the right press the R2 button. You will see the cursor highlight the character.

Press up or down on the D-pad to scroll through the information. Use the L1 button to page up and R1 button to page down. To alter either the numbers on the left or text on the right, use the Triangle button to increase a character and the X button to decrease a character. You may press the O button to exit this feature at any time.

NOTE: Using the known address of a code may uncover new codes. For instance, if you know the memory address (code) for one type of weapon in a game, increasing or decreasing the values of nearby addresses may uncover vital game data, such as other weapons or items. This strategy relies mainly on luck, so results will definitely vary from game to game.

ADVANCED FEATURES

The Memory Editor also has a menu of advanced options. Press the Select button while in the Memory Editor to view these options:

Option 1: Go to Address

This feature allows the user to input a specific address and then view it. Use the D-pad to enter the desired memory address, then press the X button to go to the address. Press the O button to go back to the In-Game Menu.

Option 2: Text Search

The Text Search allows you to search for programmer's cheats, passwords, Easter eggs or other text clues to the game. Use the D-pad to input text, as well as to change letters. Press the D-pad left or right to go to the next letter. Once the text is entered, press the X button. The address displayed will be the first match to the text. If you would like to continue searching, select the "Text Search" option and press the X button. The search will continue from the current address.

If the text you entered is not found, this message will appear "String Not Found, Press X". If you press the X button, you will be taken back to the Memory Editor screen.

NOTE: Most games that have programmers cheats store the information in the same area, so once the first cheat is found, the others should be in that area. Key words to search for are 'credit' and 'extra', as these are common words used in many cheats.

Option 3: Back To Editor

Returns to the Memory Editor feature.

Option 4: Return To Game

Exits the GameShark Pro In-Game Menu and re-enters the game.

HACKING CODES WITH YOUR PC

If you are a real hard core gamer and have a desire to take Code Creation to more advanced levels, then GameShark Pro can be connected to a PC - simply by using a standard printer lead connected to the parallel port of any PC. The correct printer lead will have 25 Pin Male to 25 Pin Female Connectors and are available from wherever you buy your computer accessories.

Simply connect one end to the printer port of your PC and the other end to the comms port of your GameShark Pro, then download the special SharkLink Software that you will find on our GameShark website: <http://www.gameshark.com>. You now have the power to generate codes using your PC.

FREQUENTLY ASKED QUESTIONS: HACKING WITH THE GAMESHARK PRO

Go to www.gameshark.com to find more Frequently Asked Questions regarding hacking with the GameShark Pro.

Q: What is the difference between the numbers and letters?

A: The numbering system that the GameShark Pro uses is called hexadecimal (hex). Instead of the standard decimal system (0 - 10), the GameShark Pro reads 0 through f (a = 10, b = 11...f = 15). Here is an example of 1 - 20 in Decimal, then in Hex:

Decimal: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20,....

Hex: 1, 2, 3, 4, 5, 6, 7, 8, 9, a, b, c, d, e, f, 10, 11, 12, 13, 14,....

It is of great assistance to have a calculator that can convert from decimal to hexadecimal.

Q: What does the code itself mean?

A. The first eight digits are the address in the RAM (Random Access memory) of the Sony PlayStation and the last four digits are the values of that address. So, as an example, 80123456 xxxx: 80123456 is the address of the code in the RAM and xxxx is the value (where xxxx can range from 0000 [decimal = 0] to ffff [decimal = 65,535])

Q: What is the difference between a 'Known Value Search' and an 'Unknown Value Search'?

A: A 'Known Value Search' is a search where the numeric value is easily identified. Examples of known values would be scores in sports games or lives in some adventure games. An 'Unknown Value Search' is a where there is no numerical value given. An example of an unknown value would be a health meter in fighting games.

Q: How do I search for a known value?

A: An example of hacking a known value is the game March Madness '99 from EA Sports:

- Hacking Tip: Make sure that the 'Codes Are ON' option is listed under the 'In Game Menu'; if not, it may cause problems with your hacking searches.

After entering the game, take the initial reading (i.e. when the score for your team is 2).

- Hacking Tip: Doing two searches when the value is zero may cause the search to fail since zero is a common value in game code using the 'Known Value Search.'

Using the 'Equal To' function, set the value to 2.

- Hacking Tip: The value for the 'Equal To' function is in decimal for ease of us.

Now a listing of the amount of current possibilities is displayed on the screen.

Return to the game and score another basket. Do another 'equal to' search using the current value of your score (i.e. 4). Continue to search as your score increases until the number of possible codes is 10 or less.

Now comes the fun part, determining which code is the correct one. As you gain experience training and hacking games, this process becomes easier. In this case, the codes should be:

Home Team Score: 800152c4 xxxx

Away Team Score: 80016700 xxxx

Q: How do I test the code that I have found?

A: To test a code, highlight it in the 'Possibilities' list on the left side of the View Search Results screen and press 'X.' This will move it to the 'Active Codes' list on the right side of the screen. Now, return to the game and continue to play. The score for the team you were searching for should never increase. It should remain at the value you set in the 'Active Codes' list.

Q: What do the memory numbers 1 - 9 mean in terms of the memory that they cover?

A: The numbers 1 - 9 actually refer to a range of memory. They are as follows:

1 = 80000000 through 80047fff

2 = 80048000 through 8007ffff

3 = 80080000 through 800b7fff

4 = 800b8000 through 800effff

5 = 800f0000 through 80127fff

6 = 80128000 through 8015ffff

7 = 80160000 through 80197fff

8 = 80198000 through 801c7fff

9 = 801c8000 through 801fffff

Q: How do I search for an unknown value?

A: Searching for an unknown value is quite different from searching for a known value. This example will be performed with Sony's Greatest Hits: SoulBlade title by Namco. We will look for Player 1's Health Meter. Enter the game and again make sure the In Game Menu code option is set to 'Codes are ON.'

Next, select Unknown Value Search from the Code Generator menu. Select which of the 9 areas of memory to start searching

Note: Even though most GameShark Pro codes can be found in one of the first 3 areas of memory, that is not the case with the SoulBlade health code; please set the search to area Four. After, selecting the area, select Start. After the GameShark Pro has read the memory, return to the game.

Allow your character to lose some of his/her health. Now, make a "Less Than Last" Search because the character's health meter has gone down; therefore the value of the health bar has dropped.

- Hacking Tip: Occasionally, the inverse is true; i.e. as the health meter drops the value is actually increasing. This occurs very rarely on only a few games.

Return to the game and repeat the above step, allowing some more of your health to go down. If your character is killed during the round, at the start of the next round, perform a "Greater Than Last" search after his/her health is restored to full.

- Hacking Tip: After you have taken a few searches, take a reading at the start of a round, then allow your character to be killed and do an "Equal To Last". Search at the start of the following round, as long as the health meter is full, you know that the values are equal. This will greatly narrow down the amount of possibilities.

Continue to search until the amount of possibilities is 10 or less.

Again, we are at the point that you need to select which code is the correct one. For Sony's Greatest Hits: SoulBlade, the Player 1 full health code is:
800c017a 00f0

To test the code, follow the same instructions above.

Q: After I find a code, will other codes be generally in the same area?

A: Most of the time, if you have found one code, others will be in the same area. Using the SoulBlade example above, the Player 2 health code is also in area 4 of the game memory. This is a general rule and does not necessarily apply to every game.

Q: The code I have selected is not working. What's wrong?

A: There are a couple of possibilities. The first is that the code you have selected is the wrong one. Even though some codes match all the search criteria you input (Greater Than, Less Than, Equal To) does not mean that it is in fact the code you are looking for. Also, the code may not be under the Active Code List. It needs to be there and the 'Codes Are ON' option should be active under the In Game Menu.

If the code is incorrect, try the search again. If the codes you have are not working, you may have searched in the wrong area or have the wrong code/s turned on. Write down codes that you know do not work as well as the ones that do work.

Q: What is the difference between "Normal Resolution" and "High Resolution" in the In-Game Menu?

A: If you go back into the game from either the In-Game Menu or the Code Generator menu, and you find that the graphics have been corrupted (basically that means that the screen graphics are all screwed up), you will need to switch to "High Resolution". To do this, reset the Sony PlayStation and re-enter the game. Go into the In-Game Menu, highlight "Normal Resolution", and press the X button. This will select "High Resolution". This should correct any graphics glitches that may have occurred previously while you were training the game.

A NOTE FROM THE INTERNET HACKERS

One thing game training (hacking) requires is a great deal of patience. Take it from Kato, CodeBoy and Code Master, do not expect to be a hacking genius overnight. We come across things we have not seen before every once in awhile ourselves. With experience, you will be able to crack just about any game code a programmer can throw at you.

TROUBLE SHOOTING

If you are having problems with your GameShark Pro, make sure the cartridge is plugged in properly. If you are having problems with codes, make sure you have entered the code or codes properly. Some games require an access code labeled as "ALWAYS MUST BE ON." This code should be highlighted in green at all times or the GameShark Pro will not be able to load the game properly. There may be future titles that require this access code. If this code is required on new games it will be made available with codes for that game. If you are still having problems, you can call our Technical Support department at (410) 785-4064. Please DO NOT call this number for codes, as they are not available through Tech Support.

You can reach InterAct by the following means:

Phone:(410) 785-4064

E-Mail: support@gameshark.com

World Wide Web: <http://www.gameshark.com>

Mailing Address:
InterAct Accessories, Inc.
ATTN: CONSUMER SERVICE
10999 McCormick Road
Hunt Valley, MD 21031

WARRANTY INFORMATION

InterAct Accessories, Inc., warrants to the original purchaser of the GameShark Pro for the PlayStation system that it will be free from defects in materials and/or workmanship for a 90-day period from the date of purchase. If the GameShark Pro is discovered to be defective within this warranty period, InterAct Accessories, Inc. at its option will repair or replace, at no charge, any part that InterAct Accessories, Inc. determines to be defective.

To obtain warranty services during the warranty period, send the GameShark Pro, postage pre-paid, with a check or money order for \$5.00 to cover return postage and handling, along with proof of purchase and the date of purchase to:

InterAct Accessories, Inc.
10999 McCormick Road
Hunt Valley, Maryland, 21031

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