

INSTRUCTION MANUAL FOR GAMESHARK™

For use with the Game Boy® Color and Game Boy® Pocket™

Congratulations! You have purchased the ultimate game enhancer for the Game Boy® Color and Game Boy® Pocket™ hand-held consoles.

With GameShark™ Online, you can take your gaming to new levels of fun and excitement. The GameShark™ Online allows you to add codes and enhancements to your Game Boy® games that you never dreamed possible. Find new levels in your favorite games. Gain infinite lives. Play games like never before.

Your GameShark™ Online is completely menu-driven. All you need to do is highlight the game enhancements that you want to use and start playing.

GameShark™ Online is the most advanced game enhancer available. Check out the incredibly useful Snapshot feature, which allows you to freeze a game at any point and take a "snapshot" of the action with your GameShark™. When you're ready to continue, GameShark™ will let you jump straight back into the game at the exact same point where you left off! Snapshot is just one example of the unique features you will find only on your GameShark™ Online.

GameShark™ Online will revolutionize your gameplay - arming you with the power to load the most powerful codes available, and allowing you to create your own invincible GameShark™ codes.

PRODUCT DESCRIPTION

Power (on/off) Switch

This activates and deactivates the GameShark™ codes. When you move the switch to the right (away from the GS button), the codes are turned off. Slide it to the left (towards the GS Button) and the codes are turned on.

NOTE: Before you start a game using GameShark™ codes, be sure to slide the Power Switch to the left (towards the GS Button).

GameShark™ (GS) Button

Also known as the GS Button, this button at the top of your cartridge allows access to the Code Generator so that you can create your own GameShark™ codes. Simply press the button while you are playing a game and you can access the Code Generator from the Main Menu.

GETTING STARTED

1. Turn off your Game Boy®, and insert the GameShark™ Online into the cartridge port of the Game Boy® unit. Make sure that the GameShark™ Online's cartridge connector and label are facing you and that it is firmly pushed into place.
2. Now attach the game cartridge to the GameShark™ Online's cartridge connector. Slide the Power Switch to the left (away from the GS Button located on top of the GameShark™ Online). Now turn on the Game Boy® unit.

THE MAIN MENU

The GameShark™ Online Main Menu is the first screen you will see. If you do not reach this menu, then turn the Game Boy® unit off, make sure the GameShark™ Online and the cartridge are firmly in place, and that the GameShark™ Online Power Switch is to the left. Then turn on the Game Boy® unit on again. The Main Menu is composed of these three items.

1. Start Game
2. Codes
3. Options

Use the up and down arrows on the Direction Pad (D-Pad) to highlight one of these items. Press the A button to select your choice.

PLAYING YOUR GAME WITH PRELOADED CODES

The first thing you'll want to do with your new GameShark™ Online is check out the list of supported games. This lists all the games that GameShark™ Online already carries codes for. You can add more games and codes later to create your own personalized library. You can even swap codes with your friends!

To play a game from the code library:

1. Highlight the "Codes" option from the Main Menu, and press the A button.

You will now see an alphabetically sorted list of games. You can move through the list by pressing the up and down arrows on your D-Pad. Pressing the left arrow will take you to the top of the list, and pressing the right arrow will take you to the bottom of the list. Press the B button if you want to exit to the Main Menu.

Until you select a game from the list, the message "No Game Active" will be displayed at the bottom of the screen. The number of games currently in your code library ("Games Found") is also displayed at the bottom of the screen.

2. Highlight your game with the up and down buttons, then press A to select.

3. You will be taken to the "Codes" screen, which lists the enhancements available for your chosen game. On the left of the screen is a short description of what each code will do during gameplay (eg "infinite money", etc). On the right of the screen you will see whether that code is currently active (on) or not (off). To toggle a code "on" or "off", highlight the code description using the D-Pad and then press the A button.
4. When you are happy with the codes you have selected (remember you must have at least one code switched "on"), press the B button.

You will be asked if you want to save the changes you made. If you want to continue with the codes you selected, make sure "Yes" is highlighted and press the A button. If you want to discard the codes you chose and reset the changes you just made, select "No".

5. are now back at the code library. If you switched some codes on and saved your changes, you will see the name of the game you chose displayed at the bottom of the screen.

You are now ready to play! Press the B button to return to the Main Menu.

6. hlight the "Start Game" option and press the A button to take you to the Start Menu.

At the bottom of the screen the name of your Game Boy® game will be displayed. If no game name is displayed, then you didn't switch any codes on.

To play your game with the GameShark™ Online codes enabled, slide the GameShark's™ Power Switch to the left (towards the GS button on top of the GameShark™ Online), then press the A button.

Your Game Boy® game will start and the code(s) you selected will be active.

To return to GameShark™ Online's Main Menu, you will have to switch your Game Boy® off and then back on again.

When you first use your GameShark™, all codes default to being "on" unless you switch them off. If you switch codes off and then save your changes, these codes will remain off until you switch them back on again.

If you want to activate codes for a game quickly, you don't even have to go to the Codes screen. Simply press "Select" when the game name is highlighted and choose "Enable Game". The game name will be displayed at the bottom of the screen, and all codes that are switched "on" for that game will be enabled (if you switched any of the game's codes off previously, these codes will remain off).

You can now start the game with codes on as normal.

If your chosen game is not on GameShark™ Online's list, don't worry - there are thousands more codes on the GameShark™ Online PC disc, including every Pokémon™ code imaginable (see the section "How To Use The PC Browser Software"). Or you can go to www.gameshark.com to find the very latest codes and enhancements for your GameShark™ Online, and swap codes and tips with fellow GameShark™ Online users.

ADDING A NEW GAME TO GAMESHARK™ ONLINE'S CODE LIBRARY

As soon as new Game Boy® games are released, you can get your hands on the latest codes at www.gameshark.com.

To use new codes with your GameShark Online™ you must first enter the name of the new Game Boy® game into your code library:

1. Highlight the "Codes" option from the Main Menu, and press the A button.
2. Press the "Select" button on your Game Boy® to reveal new options.
3. To add a new code, highlight "Add New Game" and press the A button.
4. You will see a flashing cursor at the top of the screen - this is the text box where you will enter the name of your Game Boy® game.

At the bottom of the screen is a box containing characters, symbols and numbers. Move around these characters using the D-pad. Select a character by pressing the A button - you will see it appear in the text box at the top of the screen. If you make a mistake, delete a character from the text box by pressing the B button.

5. When you've finished entering your game name, press the "Start" button on your Game Boy®. You will be asked to confirm your new game name. To save the new game name to your code library, highlight "OK" and press the A button.

You will now see your new game name at the bottom of the code library. If you highlight your new entry and press the A button, you will see that the code screen is empty. It's time to enter some new codes!

Press the B button until you are returned to the Main Menu.

DELETING A GAME FROM GAMESHARK™ CODE LIBRARY

1. Highlight the "Codes" option from the Main Menu, and press the A button.

2. Press the "Select" button on your Game Boy® to reveal new options.
3. Selecting "Delete Game" will permanently remove a game and its codes from your code library, so use this feature with care.

ENTERING NEW CODES

To enter new codes for a Game Boy® game, the game's name must be in your code library. You can add new codes to preloaded games or to games you have added yourself.

Here's how you enter new codes:

1. Highlight the "Codes" option from the Main Menu, and press the A button.
2. Select the appropriate Game Boy® game from your GameShark™ Online code library, and press the A button.
3. At the "Codes" screen, press the "Select" button on your Game Boy®
4. A menu will appear. Highlight "Add" and press the A button.
5. You will be taken to the "New Code" screen.

The name of your game is displayed at the top of the screen. Below this is a text box containing a flashing cursor. This is where you enter the description of your new code, for example "Infinite Money".

At the bottom of the screen is a box containing characters, symbols and numbers. Move around these characters using the D-pad. When you select a character by pressing the A button, you will see it appear in the description text box. If you make a mistake, delete a character from the description text box by pressing the B button.

6. When you're happy with your new code description, press the "Start" button.

The code box is now highlighted. The code box contains 8 digits, which are all "zero" by default.

To change the value of a digit, use the up and down arrows on your D-Pad.

To move between different digits, use the left and right arrows on your D-Pad.

When you have finished entering the code and are sure it is correct, press the "Start" button to continue.

7. You will be asked to confirm the details you have entered. Select "OK" and press the A button to save your new code.

Your new code and its on/off status will be displayed on the Codes Screen.

8. Press the B button to return to the Main Menu.
You will be asked if you want to save the changes you made. If you select "Yes" then your new code will become active immediately. Highlight "No" if you do not want your new code to become active straight away.

THE CODES MENU

1. Highlight the "Codes" option from the Main Menu, and press the A button.
2. Select the appropriate Game Boy® game from your GameShark™ Online code library, and press the A button.
3. At the "Codes" screen, highlight the code you want to edit and press the "Select" button on your Game Boy®.
4. A menu will appear with the following options:

DELETE	ADD	EDIT
SEND	RECEIVE	CANCEL

Selecting "Delete" from this menu will permanently erase the code.

"Add" allows you to enter new codes (See "Entering New Codes").

Highlight "Edit" and press the A button to alter the selected code. You can now edit the code (See "Entering New Codes", Section 5, for instructions).

If you own a Game Boy® Color, you can swap codes with other Game Boy® Color users (they must own a GameShark™ Online too!).

To exchange codes with another GameShark™ Online user, make sure that the infra-red displays of your Game Boy® Color units are facing each other, and are as close together as possible.

The person who has the code should choose "Select" from the Codes Menu. At the same time, the user who is receiving the code should have chosen "Receive" from the Codes Menu on their own Game Boy® Color.

Note: This feature is not available to Game Boy® Pocket users.

HOW TO USE THE PC BROWSER SOFTWARE

GETTING STARTED

To take advantage of many of GameShark's exciting new features, you will need to install the GameShark™ Browser, which you'll find on the CD supplied. To do this, you will need a PC computer with Windows 95 or 98 installed, and a CD-Rom drive. You will also need a spare 25-pin parallel port at the back of your PC unit, in order to connect the PC link cable supplied.

Note: To use the online features of the PC browser software you will need an existing internet connection on your PC.

To install the PC software:

1. Insert the CD in your computer's CD-Rom drive.
2. Double-click on the "My Computer" icon on your desktop.
3. Double-click on the letter of your CD-Rom Disc (normally D:)
4. Double-click on the file called "Setup" (you should see a small blue computer icon to the left of this file name)
5. The program will begin installation - simply follow the on-screen prompts, making sure you answer "yes" when asked if you would like a shortcut on your desktop.
6. To run your GameShark™ PC Browser, double-click on the "GameShark for Game Boy" icon on your desktop.

MAIN MENU

When you run the Browser on your PC, you will see the following Main Menu options:

GAMESHARK
UPDATE
SKINS
SNAPSHOTS
CODES
MANAGE
HOME

Let's have a look at these options in detail...

GAMESHARK

Clicking on this option will open the official GameShark web site, www.gameshark.com, in your GameShark™ Browser window. You should check the GameShark web site regularly for new codes. You'll also find loads of other useful information such as gaming and hacking news, discussion forums and technical support.

Please note that you must have an existing PC internet connection to utilize this feature.

Click on the "Main Menu" link at the top left of your screen to bring up the Main Menu options again.

UPDATE

There are two options on the Update Screen; "Add Codes To File " and "Software Upgrade".

"Update Codes From File" - Click on this option when you have downloaded new GameShark™ codes from the GameShark web site, when a friend has e-mailed you with new codes or to restore a backed-up code library. This will make the new codes viewable in the "Codes" screen of your GameShark™ PC Browser (described in full below).

"Software Upgrade" - From time to time we may make a new software upgrade available - this will be a small file which you can download to your PC, which will update your GameShark™ for Game Boy®. Often there will be small improvements in performance, or slight tweaks to functionality, to enhance your GameShark™ experience. Look out for upgrades on the GameShark™ web site.

SKINS

This is a fun feature which allows you to change the background graphics on your GameShark™ Game Boy® screen. You will see several "skins" available on the screen. Scroll down to see all the skins available. When you download new skins from the GameShark™ web site, these will automatically appear on this screen.

To load a new background skin into your GameShark™, connect the PC link cable between your PC's parallel (printer) port and your Game Boy® (you'll find the slot to the left of your Game Boy's Volume control).

Now click on any skin on your PC screen, and within a few seconds it will appear as the new background on your GameShark™ screen!

Please note that your Game Boy must be displaying the GameShark™ main menu for this feature to work correctly.

Look out for new skins on the GameShark™ web site!

SNAPSHOTS

This incredible feature allows you to freeze the action on most Game Boy® games, store the data as a snapshot, and then continue playing later from the exact same place that you left off! This powerful feature is unique to GameShark™ Online.

Snapshots are extremely useful - now you can save your position anywhere in the game, then load it up later to resume your game at the same place. As soon as you get past a difficult stage in an arcade game, for example, you could save a snapshot so you don't have to go all the way back to the beginning if you die. Or you might want to save your position near the end of a game to prove to your friends that you've completed it!

Your GameShark™ cartridge can store one snapshot at any time. Taking a snapshot of another game will overwrite any previous snapshot, but the good news is that you can store unlimited snapshots on your PC using the link cable!

Because you can save snapshots as PC files (the file extension is *.gbs), you can even e-mail them to your friends. To be able to play from your saved snapshot, they will also need to own the corresponding Game Boy® game cartridge.

CAPTURING A SNAPSHOT FROM YOUR GAME BOY® GAME

1. Select "Start Game" from the GameShark™ Online main menu on your Game Boy®.
2. When you are ready to take a snapshot of the action, press the GS button on top of your GameShark™ unit.
3. Select "Snapshot" from the In Game Menu which appears on your Game Boy® screen.
4. Select "Take Snapshot". The snapshot will be saved to your GameShark™ Online cartridge.

RESTORING A SNAPSHOT

1. Select "Start Game" on your GameShark™ main menu.
2. As soon as the game starts, press the GS button on top of your GameShark™ unit.
3. Now select the menu option "Restore", and then choose "Restore Snapshot" from the
1. next menu.

4. You will be returned to the In Game Menu. Select "Return To Game" and your game will load up at the previously captured position.

SAVING A SNAPSHOT TO YOUR PC

1. Take a snapshot, as explained above.
2. Switch your Game Boy® off. Now connect the PC link cable, and then switch your Game Boy® on again to load the GameShark™ Online main menu.
3. From your GameShark™ PC Browser, click on "Snapshots" and then click on "Get Snapshot from Game Boy". A status bar will appear on your PC screen while the snapshot file is uploaded from your Game Boy®.
4. Your PC will ask you to name the snapshot file - choose a suitable name, and a location on your PC's hard drive. Click on "Save" and the snapshot will be saved to your PC. Your Game Boy® will revert back to the GameShark™ main menu.

LOADING A PC SNAPSHOT INTO YOUR GAMESHARK™

1. Make sure your Game Boy® is switched on, with your GameShark™ main menu displayed. The relevant game cartridge must be plugged into your GameShark™.
2. From your PC Browser, select "Snapshots" and then select "Send Snapshot to Game Boy".
3. You will be asked to find a snapshot file on your PC's hard drive. Look for a file with the extension .gbs, select it and then click on "Open".
4. When the snapshot has downloaded to your GameShark™, select "Start Game" on your GameShark™ main menu.
5. As soon as the game starts, press the GS button on top of your GameShark™ unit.
6. Now select the menu option "Restore", and then choose "Restore Snapshot" from the next menu.
7. You will be returned to the In Game Menu. Select "Return To Game" and your game will load up at the previously captured position.

Important: We cannot guarantee that the snapshot feature will work correctly on all Game Boy® games. You will only determine which games work and which don't through trial and error. For best results, try creating a snapshot when your game character is stationary.

CODES

With GameShark™ Online you can fully customize your cheat cartridge. You can select the games you own from the Codes screen, and create your own unique code library.

The Codes screen displays all the GameShark™ codes you currently have stored on your PC. Your GameShark's default code library is stored on your PC, along with thousands of Pokémon™ codes.

Codes are sorted alphabetically by game name. Click on "Codes A - L" or "Codes M - Z" to view all regular game codes. Clicking on a game name will display the codes available for that title.

You can enter the codes from your GameShark™ Pokémon™ Code Book by typing them in manually (see "Entering New Codes") or you can download them to your GameShark™ using the PC link cable.

If you want to transfer any of these codes direct to your GameShark™, click in the check box at the left of the game name. A tick will appear to verify that the game has been selected.

Some Pokémon™ codes in the PC Browser will refer you to your GameShark™ Pokémon™ Code Book. This is because certain Pokémon™ codes require a "modifier", a number which should replace the two "XX" characters in the white text box. For example, a code may provide you with an infinite number of one item, eg "01XX24D3". Refer to the list of game items in your Pokémon™ Code Book, and find the number that corresponds to the item you want. You should then enter that number on-screen, to replace the two "X" characters in the code. Remember to tick the check box on the left of each code you want to download to your GameShark™.

MANAGE

Select this option when you're ready to transfer all selected codes to your GameShark™, to your PC's hard drive, or to another person via e-mail. Every game you select will be displayed on the "Manage" screen.

WARNING: Downloading codes to your GameShark™ will clear ALL the existing codes in your GameShark™'s code library. All of GameShark™'s preloaded codes are stored on your PC and can be re-loaded at any time. If you have added any new codes from other sources (eg the GameShark web site), then you should always back up your existing GameShark™ code library to your PC or you will lose these codes.

To back up the current code library from your GameShark™ to your PC:

1. Go to the GameShark™ main menu on your Game Boy®.

2. From your PC browser, click on "Manage" and then select "Get List From Game Boy".

A status bar will appear while the code library is uploaded to your PC.

3. You should now see a list of all the game titles from your code library. On the right of each game name is the number of codes for that title. Now click on "Select All" on your PC Browser (bottom right corner). A tick will appear in every game's check box.

4. Now click on "Send Selected". You will see a new menu. Click on the round radio button to the right of the "Send To File" image, then click on "Send".

5. You will be prompted for a file name. Enter a suitable name. Your entire code library, including any new codes you may have entered, will be saved to your PC's hard drive (the file extension is *.gbc).

To transfer codes from your PC to your GameShark™:

1. Go to the GameShark™ main menu on your Game Boy®. If you are transferring codes from a file, then go to step 2. Otherwise, go to step 3.
2. From your PC browser, click on "Update" and then select "Update Codes From File". You will be prompted to select the code file from your PC's hard drive (file extension *.gbc). Highlight your code file and click on "Open".
3. Click on the menu option "Manage" to view the codes you've selected.
4. To send the codes to your GameShark™, click on "Send Selected". You will see a new menu. Click on the round radio button to the right of the "Send To Game Boy" image, then click on "Send".
5. You will see a message warning you that the codes on your GameShark™ will be replaced if you continue. Click "OK" if you wish to continue. The codes will be transferred from your PC to your GameShark™ code library.

To send your code(s) by e-mail:

1. From your PC Browser, click on the "Manage" menu option.
2. Click on "Get List from Game Boy" - this will load all the codes from your GameShark™ code library onto the screen of your PC.
3. Select the codes you want to send by clicking on the check box to the left of each game name.

4. Now click on "Send Selected". You will see a new menu. Click on the round radio button to the right of the "Send To File" image, then click on "Send". This will save the selected codes to your hard drive. You must save codes before e-mailing them.

5. Enter an e-mail address in the "Address" box and then click on "Send To E-Mail". This will create a new e-mail in your e-mail browser. You now need to attach the file you have just created to your e-mail (in Microsoft Outlook there is normally an "Attach" button). Simply select the file to attach (extension *.gbc) and send your e-mail.

CODE GENERATOR / GAME TRAINER

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, you can also find your own unique codes using GameShark™ Online's built-in Code Generator (also known as the "Game Trainer") feature. You can try your hand at finding codes for infinite lives, weapons, secrets, etc.!

The following section of this manual explains the Code Generator feature, including a detailed FAQ (frequently asked questions) section of common questions. Also, check out the discussion board on the GameShark™ website (www.gameshark.com). It 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.

FINDING A GAMESHARK™ CODE

SEARCHING FOR A KNOWN VALUE

1. Choose a game that you would like to find codes for.
2. At the Main Menu, select "Start Game" and begin your game with "Codes Off".
3. As the game is starting, decide which variable you would like to find a code for. This variable can be something like Infinite Ammo, Infinite Lives, Unlimited Time, etc. For this example, let's imagine that you want to find Infinite Lives.
4. Once the game starts and you can move your character, immediately press the GS Button, which is located at the top of the GameShark™ Online.
5. You'll enter the IN-GAME MENU. Highlight GAME TRAINER and press the A button to enter the Game Trainer Menu. Let's say that you start the game with 10 lives. The number "10" is called a "known value" - this is the number you will search for.
6. Select the option "Known Value", and then select "Search Value" from the next menu ("Known Value Search").
7. Next you will be prompted to enter the known value. Underneath the words "Enter Search Value" you will see two groups of numbers, eg "000 = 00". The number on the left is the decimal value, while the number on the right is the hexadecimal ("hex") value.

You must edit the hex number so that the decimal value equals, in this case, 10. Use the D-Pad to move around the characters at the bottom of the screen, and press the A button to select a character. The arrow characters "<" and ">" will move the cursor left or right.

The hex equivalent of the number 10 is "0A", so that is the value we will enter in the Search Value box. Select "done" and press the A button when you are finished. A status bar will appear at the top of the screen while GameShark™ scans the game's raw code for the value you specified. A message then appears: "Found xx possible", where xx is the number of times our value "10" appears in the game's code. The number xx is the number of "possibilities" available - only one of these possibilities will be the correct location for Infinite Lives. So long as you have less than 64 possibilities, you can skip to the next step.

8. Click on "View Results" to see all the possibilities.

A new screen will appear. In the window on the right of the screen are all the possible codes that GameShark™ has found - remember only one of these is

likely to be the code you are searching for. You need to test out the codes one by one, to see what effect each one has on the gameplay.

9. To test a code, you first need to make it active. Select a code from the list of possibilities and press the A button. The code will appear in the "Active" window. Now press the "Start" button to return to the "Known Value" menu. Select "Return to Game" and test out the code.
10. If nothing happens, you will need to select a different code and try again.

You can also try losing a life, then changing the known value to the new figure. In our example, losing one life would give you a new value of 9 - you may be able to reduce the number of possibilities by entering this new number as your known value.

If you suddenly find that you are invincible then congratulations - you've found the infinite lives code!

11. Now return to the "View Results" screen in the Game Trainer. Highlight your new infinite lives code and press B to add the code to GameShark™'s memory.
12. Switch your Game Boy® off, and then back on again to go to the GameShark™ Main Menu. Follow the instructions to add your new code. When you are asked to input your new code, pressing "Select" will display your saved code on screen. Press the "Start" button to store it.

Trial and error is the key to finding codes you want - sometimes you'll even discover fantastic codes completely by mistake!

SEARCH FOR AN UNKNOWN VALUE

1. Start the game again without codes. Press the GS button on your GameShark™, then select "Unknown Value" from the Game Trainer menu. Select "Start". A large number of possibilities will appear at the top of the screen. Now return to the game.
 1. When you can control your character, lose a life. So if you started the game with 3 lives, let your character die, so that you'll have 2 lives.
 2. Once you see that your number of lives have dropped, immediately press the GS button again. Go back into the Game Trainer menu. This time, highlight and select the "Less Than Last" option. You chose this command because you lost a life and 2 lives are LESS than 3 lives.
 3. A number will appear on screen. This number represents the amount of possibilities that were found in a "less than" code search. You want this number to be as low as possible before you view your cheat codes. If the number is still high,

keep repeating steps 2 and 3 until the number is as low as possible, selecting the "Less Than Last" option every time your character is killed to reduce the number of code possibilities.

4. When you have only a few possibilities, test the codes you have found as explained in the previous section "Searching For a Known Value".

FREQUENTLY ASKED QUESTIONS

Go to The Hackery at www.gameshark.com to find more Frequently Asked Questions regarding hacking with the Game Boy® GameShark™ Online.

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

A: The numbering system that the GameShark™ Online uses is called hexadecimal (hex). Instead of the standard decimal system (0 - 10), the GameShark™ Online 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 two digits are the address in the RAM (Random Access memory) of the Game Boy® unit and the last six digits are the values of that address. So, as an example, 01 xxxxxx: 01 is the address of the code in the RAM and xxxxxx is the value (where xxxxxx can range from 0000 [decimal = 0] to ffff [decimal = 65,535])

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

A: Most of the time, if you have found one code, others will be in the same area. 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 enabled. Be sure to slide the on/off switch to the left (towards the GS button).

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.

A NOTE FROM THE INTERNET HACKERS

Game training (hacking) requires a great deal of patience. Take it from Kato and CodeBoy, 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 the transfer of files to and from your PC click on the Help button on the main menu of the PC software. You will be able to choose the correct address for your parallel port here. The default is 0x378. If you're the link is not functioning at this value you can change it by selecting one of the other settings.

Note: changing these setting may affect all other peripherals on your PC that use the parallel port. Make a note of the default setting and be sure to return to it if you experience problems with other parallel port devices.

If you are having problems with your GameShark™ Online, 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. 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 Technical 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: CUSTOMER SERVICE

335 Clubhouse Lane

Hunt Valley, MD 21031

WARRANTY INFORMATION

InterAct Accessories, Inc., warrants to the original purchaser of the GameShark™ Online for the Game Boy® Pocket™ and Game Boy® Color 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™ Online 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™ Online, 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.
335 Clubhouse Lane
Hunt Valley, Maryland, 21031

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GameShark™ Online customer service hotline (for questions, trouble shooting or additional instructions only please): 410-785-4064.

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