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The Elder Scrolls 4: Oblivion (PC)

From GameWinners

Cheat Codes

Cheat mode

Item codes

Book and scroll codes

Location codes

Screenshots

Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "oblivion_default.ini" file in the "\\my documents\\my games\\oblivion\\" directory. Change the "bAllowScreenShot=0" to "bAllowScreenShot=1". Press **[PrtScn]** during game play to save a .BMP file of the current screen.

Test Hall

Enable the **coc testhall** code. Inside the Test Hall is a Creature Test room, an NPC Test Hall, a secret town called Hawkhaven, weapon, armor, clothing, low-high class decor rooms, and lockpick tests. Note: If you go in and just pick items up (if you have the God mode enabled) the game will be incompleteable. You will

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EXHIBIT

B-3

get quest items and you cannot drop them. You will be stuck doing different quests. Also if you pick up a lot of items the game will lag when you go to where you dropped everything.

Aaron Stoelb

No bounty

When you have a bounty, enter third person mode, select yourself, then enter **payfinethief** as a code.

Joe Moose Gull

Video

Main quests

Fighter's Guild quests

Dark Brotherhood Guild quests

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Unlimited gold

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- For the quest to cure vampirism, the Count Of Skingrad asks you find a cure for his wife because she does not want to be a vampire. After meeting with a witch who lives along a river to the east, she has you find five Grand Soul Gems, two Bloodgrass, six Garlic, five Nightshade, Blood Of An Argonian, and Dust Of A Vampire. She then uses these to make a two potions; one for the count and one for you. Upon giving it to the count, he will give you a reward of 500 gold. Talk to him again and select "Reward". He will give it to you again. Repeat this for unlimited gold.
Mark Overholt
- After you have completed the vampire quest, talk to Count Hassildor of Skingrad. When it is time to ask for your reward, he will give you a hefty 10,000 gp. If you continue to ask the Count for the reward, he will continue to give you your reward. Repeat this many times as desired.
Emeka Uwazurike
- Go to the Talos Plaza District of the Imperial City. Find a house owned by a men named Dorian (Dorian's House) in the southeast section of the district. Break into his house and find him. When he tells you to leave, kill him. To loot him, take each item individually, finishing with the gold, which will not run out once it hits 8 pieces. Just keep selecting the gold he is carrying take it. Do this repeatedly, and the number of gold pieces remaining will freeze when it gets down to 8 gold pieces. It will not go any lower, but will just keep giving you as much gold as desired. Note: After you break in and he tells you to get out, talk to him. Go to "Persuade" and bribe him a lot. After that, kill him. He will now have more money to loot, which makes it easier to get more faster.
Richard Vagts
- Note: To get unlimited gold from Dorian easier, use the following trick. First, bribe him until you cannot do so anymore. Then, hit him with your weakest weapon. preferably your fists. Then, quickly hold block and talk to yield to him. Because he is your friend, he will stop fighting. Then, talk to him again. His relationship will have drooped because you hit him, allowing you to bribe him more. Make sure you do not hit him too much or he will run away. Once his health gets low, the guards will probably charge you. After spending your time or paying them, go back to his house. Notice that his health is still low from your attacks. Wait exactly 24 hours and his health will be reset. repeat the entire process to get the desired amount of gold. Once you select the money from his pocket it will not go away, leaving you with unlimited money.
Mistro
- Go to Dorian's house in the Imperial City Talos Plaza District. Once you are inside, open the door on your right and you should see Dorian. Bribe him until his disposition is maxed, then run upstairs. When you are upstairs there should be a door directly in front of you. Open it then go back downstairs and strike Dorian with your fists. He should now follow you. Have him follow you upstairs and go through the door you opened earlier. When you get Dorian inside the room, close the door and stand in front of it. This will keep the guards from running into the room. When you are inside, kill Dorian. Make sure he does not leave the room. After he is dead, search his body. He should have a fair amount of gold. Click on the gold and it will go down. When it reaches a certain amount it will stop decreasing. This allows you to have as much gold as desired. Note: Do not select "Take All", as it may cause the game to freeze. Get as much gold as you desired when you kill him, because his body will disappear after you leave the house for awhile.
Matthew Haston
- Use the "Duplicate items" glitch inside a store. Make sure that the item you duplicate is worth alot. Sell all but one of the item that was duplicated then repeat the process as many times as desired. It is possible to make up to 50,000 gold in a few minutes.
SkinNBones

Unlimited arrows

In the Arena, you will have unlimited arrows. Go into the Bloodworks and shoot at one of the props (barrel, targets, etc.). Then, quickly activate the arrow before it disappears. The arrow you shot is not recorded as a lost arrow because you are on the Arena grounds. However, the arrow you picked up is a completely new arrow and is added to your quiver. Do this as many times as desired. It will work for any arrow.

paranoiact

Invisible sheep

North of the Imperial City, on your map there is a road called "The Red Ring Road". Go to where the tail of the "G" is in "Ring" on the map to find a farm called "Aleswell". Use a detect life item or spell to see that the seemingly empty small pasture actually contains some invisible sheep. If you do not have any life detect items, just look closely to see that there actually are sheep. If you kill them they become visible again.

Hugh Westermeyer

100% Chameleon-like effect

Have your character in the third person view (where you can see your character). Open the console window and select your character. Type **kill** at the console window and you should hear the death music. Next, type **resurrect** on your character and exit the console screen. Enter the first person view and you should have the 100% Chameleon effect on your character. To return to normal, go back to your body and type **resurrect** on him. Note: Your body may disappear after awhile, so you may need to take trips back to your body.

Colin Bost

Dancing brush jar

When you are in a shop and there is brush jar on the table, kick it. It will fall down. When you kick it good, it will keep "dancing".

Veerek

Floating paintbrushes

There are paintbrushes stored in random containers at various locations. If you take one out and drop it, it will not fall. It will just float in the location you were looking at when you dropped it. You can drop them in sets of two or more and use them as steps to reach high places. You can also use them as barriers between you and enemies.

Michael Atiles

Main quest

This trick requires ten to fifteen paintbrushes. they can be found anywhere in the game, particularly in boxes, shelves, etc. You can use this glitch even if you have not started the main quest yet. Once you acquire the of paintbrushes, go in front of the Temple Of The One in the Imperial City Temple District.

Climb your way to the top using the "Floating paintbrushes" glitch. Once you are close to the top, jump on the roof. You will go through, landing inside The Temple Of The One. You can see everybody else but they cannot see you. Walk close to where the door would be if you were inside it normally. You will see the top half of the same door you are in front of. Select it to enter the real interior of The Temple Of The One. Notice the hole in the ceiling where the light comes down. You will see a red sky. Walk outside and two Oblivion Gates will be opened. Your quest will be updated, stating that Dagon is here and that you should talk to Martin. Even if you are not close to completing the main quest this glitch will still work. Go inside both of the Oblivion Gates and get the Sigil Stones. Later you will end up crossing over Dagon. Kill him then talk to Martin in the Cloud Ruler temple.

Mistro

Mace Of Death

The "Mace of Death" was put in by the development team, but removed. Use the following trick to get it back. Download the update for the game and go to an expansion-only area. Save, then exit the game. Delete the expansion and load your game. You will be in a bizarre version of Bruma, and there will be a random troll in a building. There will also be a "Mace of Death" on the ground or in a chest. It does at least 4,000 damage. Pick it up, save the game, and re-download the expansion. You now have the best weapon in the game.

angiemorgan

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Arena quest: Defeating the Champion

Note: This trick only works if you were born under shadow or have ancestor guardian and 100% Chameleon for however long. When doing the final fight against yellow team champion and two others in the Imperial City arena, a quick way to defeat or lower your opponent's health is to get a few arrows and the requirements above. At the start, fire a few arrows at the enemy. When they close in, begin to back away and quickly press **Circle**

PlayStation3 or **B Xbox 360** , get your Ancestor Guardian and immediately summon it. Then, change your spell to Chameleon or Moonshadow and cast it, making yourself invisible. Leave Porkchop and your Ancestor Guardian to do the work. If you only have Chameleon, then it should only last for 30 seconds unless you have two of them. If not, get ready to attack. While doing this, do not heal minor wounds, attack, or cast any spells because you will be revealed. This can also help increase the Sneak skill, as you can sneak around while being undetected and invisible.

TheDarkAssassin

Brother Good Betrayed quest

When you are in Bruma, the house on the right behind the temple (coming from the east gate) will have

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Capital One

a guard in front of it. The guard will tell you that someone has been murdered. Later when you go in, there will be a woman and two guards. One of the guards will allow you to have a dialogue menu so you can choose a response. You may have to bribe the guard to let you conduct your own investigation. After you talk to the woman, she tells you that her husband was murdered by a vampire hunter (though she does not think he was a vampire). She tells you to find out more by locating the vampire hunter. To find where he is you can just talk to innkeepers, but he will always be in the Sac And Tap to the left of the east gate. Do not bribe the owner of the Sac And Tap because he will never tell you where he is. To get him to give you the key to the vampire hunter's room, get the spell in the basement of the house of the widow. There is a charm spell. Use it on the Sac And Tap owner and he will happily give you the key. When you go into his room in the back, there is a book behind a table. Take the book to the guard you talked to at the widow's house. He will then tell you to meet him outside the Sac And Tap. When you do this, he will tell you that the vampire hunter has made a break for a cave beyond the town. You may find three guards in the fields killing each other. If you see this happening, you may want to wait it out and take their armor. There also may be one or two bandits on the way that are relatively easy to defeat. You will need a very high Acrobatic or Agility skill for the next part. Immediately after you see the vampire hunter stepping out of the side cave, shoot a fireball or snowball at him then run out of the cave. He should follow you. Keep running all the way back to Bruma. If you go in, he will follow and the guards will not hesitate to take him out. It is easier to get away from the vampire hunter if you jump as much as you can and quickly run in a zig-zag pattern. It will also be helpful if you cast healing or protecting spells on yourself during the sprint back to Bruma. If done correctly, you can finish the mission with very little skill or strength.

Jay "DarK" L.R.

The Purification quest

On the "The Purification" quest for the Dark Brotherhood, use the following trick to easily kill some of the members in the sanctuary such as Ocheeva and Vincent. First, get your Disposition with them as high as possible, then sneak attack them with a dagger. Before they have a time to retaliate, propose a yield. You can attack and yield repeatedly until they are killed.

hpmvp viinpedta ReavenK

When you are ordered to "purify" the Cheydinhal Sanctuary you should wait until one of the "family members" goes to sleep, then sneak attack them to get an added attack bonus. Then, ask them to yield. Keep doing this until that one character rejects your yield, then run out of the sleeping quarters and out of the door to abandoned house. Do not take the well or they will not follow. Then, run out into the street. Keep running and the guards will then run over and kill the person who is chasing you. Note: Do this with all the characters in the Cheydinhal Sanctuary.

Devin Jones

To kill Vicente easily, get a lot of garlic. Pick pocket him, and shove all the garlic into his pocket. This will work best if you have high magic, preferably with fire spells.

Chivasnumero1

Taking Care Of Lex quest: Different weapons

While doing the "Taking Care Of Lex" quest for the Thieves Guild you must scald the paper with Lex's seal. Just beside the desk where the seal is, you will see a chest. If you came in the door directly behind the chest you will get an Elven longsword, Glass longsword, Orcish helmet, and a Myhril shield.

If you came in from the door upstairs you will get an Elven longsword and Dwarven greaves. If you came in the exact entrance you cannot open the chest.

mistro

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From GameWinners

Easy magic skills increase

Complete all the Mage Guild Recommendation Quests to gain access to the Arcane University. Buy the cheapest spell you can find for each of the magic based skills (Illusion, Conjunction, Alteration, Mysticism, Restoration and Destruction). For Destruction, a Drain Spell is recommended. Go to where you make your own spells and select a spell. Make it so you only use up 1 Magicka and the spell is on "Self". Name the spell and create it. Do this with all the other types of magic based skills then make them all on "Self", including Destruction. If you used a Drain spell, when you use it on yourself it may appear you took damage but you do not, because you drain it from yourself to yourself. Cast the spells all the time when you are walking around or whenever possible. Your skills will increase quickly without having to wait between spellcastings. Note: This trick will only work if the spells are cast on "Self". Spells do not count towards experience unless they have an effect on something.

Michael Atilas

PC Note: Instead of constantly casting the spell manually, enable the "StickyKeys" option in the "Windows Accessibility Options" section of the Windows XP Control Panel. Bind "Cast" to **[Ctrl]**, **[Alt]**, or **[Shift]**. Tap whichever key that you have bound one time while in-game to cast the spell

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- 21 Infinite recharge
- 22 Invisibility
- 23 Stat boost
- 24 Nord: Easy kills
- 25 Endless health
- 26 Instant kill spell
- 27 Diseases

indefinitely.
Zach Callear

Easy skill bonuses

Complete all the Mage Guild Recommendation Quests to gain access to the Arcane University. Create a Fortify Skill 100 spell that lasts for a few seconds on self for Mercantile and/or Armorer. With the Mercantile spell, cast it in front of a merchant, activate them, and you will be able to invest 500 gold at their store without being a Master in Mercantile. In addition, you can drive harder bargains. For Armorer, cast the spell and then equip an Armorer's Hammer. Your hammer can be used infinitely without being a Master Armorer. You cannot, however, repair magical items without having legitimately reached the Journeyman Armorer level. Similar spells can be created for other attributes and/or skills: Personality and Speechcraft for raising people's dispositions, Security for picking any lock, etc.
Zach Callear

Easy Acrobatic experience

To gain easy Acrobatic experience, just jump around everywhere you go. You can gain many levels just by jumping while moving to other destinations.
eric

Find a place with a low roof or ceiling, or get on top of something to make the ceiling or roof closer to you. Start jumping repeatedly and you will hit the ceiling or roof and come down from fast. This allows you to jump at very fast speeds depending on how close you are to the ceiling or roof.
skye rankens

Easy Alchemy experience

Steal a mortar and pestle. Steal a lot of food items and turn them into potions. It should not take too long before you reach the Master Of Alchemy level.
Toon

Get two ingredients that form to make a potion. Use the "Duplicate items" glitch on the ingredients to create a large number of them. Then continually, make potions and your Alchemy will increase extremely fast. Note: Only duplicate about 100 of each ingredient at a time or the game will freeze.
CoM_Dark_Rider

Easy Alteration experience

To get quick levels in the Alteration skill, make sure you have these spells: Open Average Lock, Open Easy Lock, and Open Very Easy Lock. Then, find a chest that you would have to normally need a key or have to lock pick. Use the opposite spell of the chest. For example, if the chest requires the easy spell, use the very easy spell on it. Make sure you have some Magicka potions or you can just wait an hour every time you exhaust you Magicka supply. In no time you will have leveled your Alteration skill

dramatically.

DemonUrameshi Naruto

When you get the Open Very Easy Lock spell, keep using it on all boxes, barrels, and doors even if they are not locked. This will quickly level up your Alteration skill.

ben25gar1

Go to the Imperial City Market place at day and enter the shops. Make sure you have at least Open Easy Lock equipped. Enter the shops and use the spell on the basement and living quarters doors, but do not enter them. Then, repeat in any other shops.

Da Wigganator

Use the following trick for easy Alteration and Security experience. Note: You must have any locking spell. Find a door that is constantly out of sight and cast a locking spell on it. Then, unlock it with your lockpicks. Depending on your level you will level up these skills two to three times a day (depending on level, amount of Magika, and lockpick quality).

bradley love

Easy Armorer experience

There is a woman named Arvena Thelas in the town of Anvil who has four rats in her basement (the same as the first Fighter's Guild quest). If your level is high enough that rats do not cause you significant damage, you can break into her house, annoy the rats by punching them (or casting drain fatigue spells if your punch is too strong), then letting all four rats attack you while you just cast an occasional heal spell. This is also useful for raising your Block skill, and is much easier than repeatedly causing summoned monsters to attack you.

Jeff Croarkin

Gain access to the Arcane University. Go to where you make spells and make a spell that damages armor and put it on "self." Use the "Duplicate items" glitch on repair hammers then just cast and repair to get the skill up.

yamis124

Finish the final Umbacano mission using the option of giving him the fake crown. After the mission is complete, take the crown off his corpse. The crown is broken and does not have a health percentage. Buy many hammers and keep repairing it. Because it has no health you can repair it an unlimited amount of times, raising your Armorer skill quickly.

owner1317

Easy Athletics experience

Get an enchanted amulet, ring, or other item you can enchant with Water Breathing. Make sure it is a constant effect. Equip the item with Water Breathing then jump in some water. Swim to the bottom and just keep swimming into the floor. Your Athletics will greatly increase in five minutes.

Kyle Noonan

PlayStation3 Xbox 360 To master your Athletics skill, go into the corner of a room and shut the door if one is present. Alternately, get a water breathing ring and stay under water. Once in the room or under water,

tape the **Left Analog-stick Forward**, to force your character to keep running forward. Allow the game to idle like this.

Mason

PlayStation3 Xbox 360 Go to Lake Rumare around the Imperial City waterfront. Swim under the water for a bit to find a huge rock. Go as far down as you can against the rock. Tape the **Left Analog-stick Forward** and allow the game to idle. Your Athletic skills can increased by a lot. Make sure you are at a location on the rock where you will keep moving straight into it.

Jarryd Bassett

Easy Blade experience

Use the following trick to master your Blade skill quickly. Go to the Imperial Waterfront then go directly south from there. After awhile you should find a place called Faregyl Inn. Once inside, talk to Alix Lencolia. He will master your Blade skill. Note: You should have at least 9,000 gold, but you do not have to do it all at once.

Jarryd Bassett

Easy Combat experience

Use the following trick for an easy Strength Bonus modifier and Combat experience. Go to the Imperial City Market District near the gate to the central circular plaza where there are ramps leading down to a pond area. Stand in the water at the base of the ramp (not submerged or you cannot conjure). Face up the ramp and summon skeleton conjuration magic. It will summon behind you in the water. If it is on the ramp in front of you just push it in the water. The skeleton will not fight back while submerged in the water. Buy a very basic weapon of each class and set the difficulty to very hard. Raise your hand-to-hand, blade, and blunt skill by ten levels in total, not each one. Then rest at the Merchants Inn. It helps if you include two of these skills as your major skills. Each level you will get the +5 strength modifier, and can easily get to 100 Strength within the first ten levels if you start the game with summon skeleton. Try this trick with other more powerful summon monsters for later levels. This is also an easy way to build conjuration and if you have the patience and arrows, Marksman experience.

KevNasty561

Easy Conjuration experience

Near the town of Bruna, go east, southeast. If you reach The Red Ruby Cave you went too far. You will need to go back west slightly. You should see a shrine, that will once activated, will give you Conjuration points as well as a temporary bound weapon and/or greaves. You can keep activating the shrine every 24 hours. Wait in front of it for 24 hours, then activate it again. Repeat this as many times as desired.

S P

Conjure a skeleton and continue pressing the spell repeatedly while the skeleton is there until you run out of magic. Then, do it all over again.

Edawg5150

First, summon a skeleton in an area with no other people around. Repeatedly use Turn Undead on it to quickly raise it.

James Stretch

Easy Destruction experience

First, summon a skeleton in an area with no other people around. Repeatedly use a low-power attack spell on it.

James Stretch

Easy Hand-To-Hand experience

In order to make this work, you must have 100% or more Invisibility or Chameleon. This is done by either enchanting a number of armor, rings, or amulets, or you can enter an Oblivion Gate and keep reloading the game until you find the Sigil Stone that offers Silence and Chameleon. After you get that stone, use the "Duplicate item" glitch and you can now instantly enchant your items without the trouble of finding Soul Gems and Souls. Now that you have Invisibility, go up to a guard and start beating him up using hand-to-hand combat. When he dies, more guards will keep spawning. You can just keep beating on them. You can also find a character that is marked with a crown that will not die, and only becomes unconscious. Because they do not see you, it is not bad. Also, they never die, so you can endlessly beat on them until you master Hand-To-Hand. Your skill increases about every 20 seconds or more, depending on how high your skill level already is.

BGB51086

Go to the Arena district in the Imperial City. You will see two NPCs (an Argonian and an Imperial woman) fighting. Stand close to them for a minute. Your Hand-To-Hand skill will increase by 5. Note: This can only be done once.

mistro

If you are in the Fighting Guild, you can watch to people training and your blade and block will increase.

ben25gar1

Easy Armor experience

Lower the difficulty down to zero. Put on your heavy armor and let a weak monster such as a rat pummel you. When your health gets low, heal yourself (this also helps with Restoration). When you get strong enough, you can try letting a human hit you. You will level up about every ten to fifty seconds, depending on how many monsters or people are hitting you.

RiP SHANKK

PC Enable the **tgm** code. Find an area with many enemies, and possibly an Oblivion Gate. Let the enemies start attacking you. Allow the game to idle and return when you feel you have gained enough stat points. Note: You must stop and sleep if you have gained enough stat points to level up. Note: This also can be done for Light Armor experience.

Disturbed_dude59

After joining the Blades as part of the main quest, attack one of the other Blades so that they will attack you. Do not kill them. Let them attack you without blocking and your armor level will skyrocket as compared to normal combat. If you can, restore your health with magic or food. When ready to stop,

yield (**Xbox 360** hold **LT** and press **A** while looking at them) and they will stop attacking. Go into the west wing and sleep to heal and level. Note: There is a hefty fine afterwards.

lukalandee

Easy Mercantile experience

Join a guild that has a building, like the Mages or Fighting Guild. Go in and take as much as you can. Sell it for profit and raise your Mercantile skill.

ben25gar1

Easy Restoration experience

To do this, you must be far enough into the Mages Guild quests so you can make your own spells. Go there and make a Fortify Health, Fatigue or Magicka. You can make it target or self, but make sure it is only for one second. Then, repeatedly use it.

David Blackstock

Press **R1** **PlayStation3** or **RB** **Xbox 360** to heal yourself whenever you have Magicka. This heals you and increases your restoration skill.

eric

Go to the Arcane University or Frostcraig Spire and go to a Spellmaking altar. Create a spell that does "Restore Magicka on self." No matter what you put for the magnitude or time, unless you include another effect to go with it, you will always get more Magicka back than what you put in. For example, if you restore Magicka 100 points for 1 second on self, it will cost 90 Magicka, so you get a ten point profit. If you restore Magicka 100 points for 2 seconds on self, it will cost 181 Magicka, so you get 19 points profit. Only if you use the Construction Set and create a magnitude of more than what is possible with the Spellmaking altar will you end up spending more Magicka than you get back.

Easy Sneak experience

A very easy way to increase your Sneak skill is to find someone who is sleeping. Find a wall that they are near, then run against the wall while sneaking. As long as no one can see you, your skill will go increase until the person wakes. If this happens, wait until night and allow them go back to sleep.

Seth Ortiz

When you have the option to join the Thieves Guild by meeting Armand Christophe at the Imperial Water Front garden around 11 p.m., accept his task. He will offer you the option to buy lockpicks. Do not buy any. Go into sneak mode and get behind him. Not only will you get the lockpicks from him, you can also repeatedly pickpocket him to build up your Sneak skill. He will just tell you to go ahead, and that he does not need it anyway.

Paulie316

Whenever you get in jail, go into sneak mode. Move around for awhile and your Sneak level will rise.

DarkShadow49

PlayStation3 **Xbox 360** After the assassination of Emperor Uriel Septim (during the opening mission), leave the Emperor's body with one of his guards, Baurus. After walking down the newly revealed

"secret" passage, turn around. You should still be able to see Emperor Septim's body and part of Baurus. Walk to the nearest corner (to your left), put yourself in sneak mode, then walk forward. Your Sneak level will increase quickly from here. If you have a wired controller, you can keep the **Analog-stick** held **Forward** and allow the game to idle. Check back every fifteen minutes, as the game will pause as you reach achieve Apprentice, Journeyman, Expert or Master classifications. If you done correctly, you should be at 100 Sneak within ninety minutes.

Jason Powell

Join the Dark Brotherhood. When you recieve your first quest to kill Rufio, enter his room and go into sneak mode. Rufio sleeps for 20 hours a day. Walk around in his room to gain very easy Sneak levels.

Greg Gholson

Complete the Fighting Arena in the Imperial City and become Grand Champion. Once you collect all your money from the Bloodworks person, go outside. There will be a kid that runs up to you and say that he is your biggest fan. He will ask if he can follow you around. Select "Yes you may follow me around" and he will go wherever you go. Go to a place away from any guards or people. Crouch into sneak mode. Select "Pickpocket" on the kid. You will be brought into his inventory...

PlayStation3 Press **Circle** to exit out of his inventory. Do not steal anything. Repeat this by pressing **X** to pick pocket and **Circle** to exit.

Xbox 360 Press **B** to exit out of his inventory. Do not steal anything. Repeat this by pressing **A** to pick pocket and **B** to exit.

...You will gain Sneak experience very quickly. He does not care if you pickpocket him because he is your "biggest fan".

Go to the Dark Brothers base and find the Rat Schemer. Sneak behind him. You should get easy Sneak experience if no one is in the room because Schemer will not notice you. Note: You must be in the Dark Brotherhood to do this.

Sam Munro

Go to the Arena. When there, bet on a match and go in the door. When you are in the door, go to the right and look for a man on a chair. If he is not there, wait until match is over then go outside and wait for a day. Then, go back and bet on another match and look for the man again. If he is there, walk into the corner behind him and sneak. Keep your character running into the wall you will gain experience very quickly and be able to be a master in about an hour.

Brandon Ritter

Go to the Imperial City and get sent to jail. Once in jail, get out by either pickpocketing a guard or by using the Open spell or a lock pick. Once you are outside the cell, kill the guard then go to the cell next to yours. There should be a man inside. Crouch and pickpocket him continuously. Keep doing this until you reach the desired level of Sneak.

George Wells

Go to the Arena. Go behind and in the corner of Yisabel. Go into sneak mode then walk backwards.

freeman257

An easy way to increase your Sneak level is to complete the Arena and get the adoring fan. Take him

with you next to a bed, then pickpocket him. Exit the item screen once he has been pickpocketed, then repeat the process until a message in the top left corner appears, stating that you have to rest. Rest, get your level up as an added bonus, then continue.

ben pepper

Easy Speech experience

Find a person whom you do not care about them liking you (preferably a guard). Go into persuade mode...

PlayStation3 Rapidly rotate the **Left Analog-stick** and tap **X**.

Xbox 360 Rapidly rotate the **Left Analog-stick** and tap **A**.

...It does not matter what you pick; just rotate and tap. In about five minutes you can go over level 40 Speech.

Easy experience

When you are doing the arena and are about to fight the Grand Champion, do his side quest first so that during the fight he does not try. When you are about to actually fight him, go into game options and set the difficulty to "Very Hard". This give everyone you fight more health. When you are attacking the Grand Champion, you can get a lot more free hits in without worrying about him trying to fight back. This works even better if you are using a very weak weapon. It is not about how much damage you do that increases your levels, but how much you attack.

Kholdstare

Your character must have a major skill of Sneak and either Destruction or Alteration. If your skills are Sneak and Destruction, gain access to the Arcane University. Go to the place to make spells. Make a Drain Health spell and make sure that it is set to "Self"and it only uses 1 Magicka. Then, go upstairs. Go into Sneak mode and just run into the wall without stopping. Activate magic repeatedly. You will soon gain levels quickly. Note: When you activate the magic it will seem as if it is hurting you, but it is not. If your skills are Sneak and Alteration, go into a room with a container (for example, cupboard, drawers, etc.). Run into the container in Sneak mode and use a "open very easy lock"repeatedly on the container.

Michael Perez

Make your character a Dark Elf with the birthsign Warrior, and create a class with the following attributes: Athletics, Acrobatics, Blade, Block, Blunt, Heavy Armor, and Marksman. Next complete the arena to get leveled up. Then, get a horse and go to the lady in Kvatch. Note: You may have to shut the Oblivion Gate. Once on your horse, talk to the Orc woman at Kvatch and sell your most expensive equipped weapon until you have 55,000 gold. Then, join the Fighters Guild and complete your first mission. Then, go directly south of Imperial City and find a bridge. Cross the bridge to find a place called Vindisel. Kill a lady named Umbra and take her armor, shield, and blade. Next, go to Imperial City and mess with the guards. Every now and then when you are about to die, run from Imperial City before the guards kill you, or pay the fine using the gold from Kvatch. After you level up, go to any Fighters Guild and train your major skills. Then, attack the Imperial Guards and repeat.

Robbie.G

Use the following trick for easy experience in Leyawiin (Blade, Blunt, Hand to Hand, Destruction, Marksman and Sneak). Go to Leyawiin find Rosentia Gallenus' House. She has four Scamps. You can kill them and more will respawn. Sneak attack with a blade, mace, or hand to hand. Then, use a bow and cast fire. Note: If you use your bow, the arrows are hard to get back. Note: If you finish the quest you cannot do this anymore.

Neil Olson

Go to Cloud Ruler Temple northwest of Bruma. Walk up the big stairs. You will see two Blades sparring. Stand close to them for a minute and your Blade and Block skills will increase by 2. Note: This can only be done once.

mistro

Use one of the "Easy money" hints and get at least 500,000 gold. Then find a place (taverns recommended) with two trainers who train in any two of your major skills. Train with one of them until you cannot do so anymore. Then, train with the second one until you cannot anymore. By now you should get the level up icon. Go to sleep and level up. You can repeat the process until you reach maximum level or max out the two skills.

Jay Blade Meyer

You must have Conjuration as a major skill. You will also need Blade, Blunt or Marksman. Summon a monster such as a Scamp or Skeleton. Kill it with your weapon or shoot it with arrows. Repeat this for a few minutes and you will get the message to level up. This may take longer if you already are at a higher level.

Joe Ericksberg

Easy stealing

Put on the Gray Fox's mask. Steal something and wait for the guards to tell you, "Oh, you are the Gray Fox. I'm going to kill you" (or something similar. Select "Resist Arrest". Then, go to your inventory and take off the mask. Exit the menu, then yield to the guard by holding **Block** and pressing **X** to talk to him at the same time. He should walk away. You will not have a bounty, and you will still have the stolen item.

PJ Fischer

More Magika

Get into the Arcane University. Get some decent Soul Gems with decent souls and enchant something constant effected fortify Magika/Intelligence. With enchanted items (each roughly 20 points), it is useful. Use the duplicate item cheat to get many Soul Gems.

CoM_Dark_Rider

Infinite recharge

Perform the "Duplicate items" glitch on a Soul Gem. Pick them all up. When an item is on low charge you can recharge it back to full without wasting money on Soul Gems or going through the bother of soul trapping.

CoM_Dark_Rider

Perform the "Duplicate items" glitch on the Aylid Stone that recharges all of your items. By doing this you can recharge them all at once.

Josh Herrin

Invisibility

Complete all the Mage Guild Recommendation Quests so that you can enter the Arcane University. Get five or more Grand Soul Gems and fill them with Grand Souls. Buy a Chameleon spell such as Shroudwalk from a mage. Go to the place where you enchant weapons with the following: two rings, one necklace or amulet, and any two pieces of armor. Enchant the rings, amulet and armor with the Chameleon effect using the Grand Soul Gems. You will get 20% Chameleon for each of the equipment, for a total of 100%. Equip them all at once and you will be invisible to everyone. You can now steal directly from people and attack anything without fear of retaliation because they cannot see you. Use this to cause mischief around towns, finish quests or dungeons without getting in battles, or to defeat an enemy without getting hurt. Note: You must wear all the pieces at once to be 100% invisible. You can use any other type of equipment as long as there are at least five pieces and all have been enchanted using Grand Soul Gems. Some enemies may hit you once, but they will not do so again.

Michael Atiles

Stat boost

If you complete all fifteen of the Daedric quests, the final prize is a major stat boost. You can choose any of the three major skill sets; Combat, Guile, or Magic. Each gives you a 10 point permanent boost to the related stats and some of the related skills. It is extremely worth it considering all the other good items you will get while doing the Daedric quests. You can activate up to 14 at once if you are at a high enough level. The final quest requires level 21+, and you must have completed all of the other Daedric quests.

Jaximus88

Get a Sigil Stone of your choice and either an already enchanted item or regular item. Enchant the item with a Sigil Stone. Then, use the "Duplicate items" glitch on it to get a permanent stat boost to whatever the item was meant to increase. Repeat this with the same or different enchantment to continuously get stat boosts in that category. You can then sell the extra copies for extra gold. Note: Do not try to duplicate more than 250 copies of an item or the game will freeze.

jalmar coyle

Nord: Easy kills

If you selected a Nord as your race, choose The Lover as your star pattern. This makes it extremely easy to kill someone. First, get them down a bit in health. Then use The Lover's star pattern ability to stun them. While they are stunned, hit them with Nordic Frost. This will kill almost all enemies and works well as a finisher.

Ronald DeFelice III

Endless health

Use the "Duplicate items" glitch on a potion of strong health (to get 90 potions). Repeat the duplication

to get the desired amount of potions. Open your inventory and go to the strong potion of health...

PlayStation3 Press **Triangle** to quick link it to one of the **Analog-stick** directions.

Xbox 360 Press **Y** to quick link it to one of the **Analog-stick** directions.

...When you are low on health, just tap the quick link direction to use a potion. When running low on health potions, repeat the duplication process.

euaiso

Instant kill spell

Turn the difficulty all the way down. Go to the Skingrad Mages Guild. Seek out Vigge the Cautious and buy the Weakness to Magicka spell from him. Then, seek out Druja the Argonian (also in the Skingrad Mages Guild) and buy the Minor Wound spell from her. Both are novice level spells. Go to a spellmaking altar, either at the Arcane University or Frostcraig Spire. Create a spell with the following effects in the following order:

Weakness to Magicka 100% in 1ft for 1 sec on target

Drain Health 100pts in 1ft for 1 sec on target

The end spell will be an apprentice level spell, and requires less than fifty points to cast for a level one mage Breton. It is important that you do these in the correct order, because the effects will be applied in the order you add them. Done correctly, this spell will first weaken an enemy to Magicka 100%, so that you drain 200 points of health from your intended target. It will last only one second, but if you turn the difficulty all the way down, then no enemy will have more than 200 points of health (not even Xivalias). Once a character's health reaches zero for any length of time, they will die. You can take down anything in one shot with this spell, even Mankar Camoran, who is 20 levels above you.

dstebbins

Diseases

Note: Characters with Resist Disease abilities are less likely to be infected.

bradley stirling

Name	From	Effect
Astral Vapors	Dread Zombie	Damage Magicka 15 points, Stunted Magicka, Weakness to Magicka 25%
Ataxia	Zombie	Drain Strength 5 points, Drain Agility 5 points
Black-Heart Blight	Headless Zombie	Drain Strength 10 points, Drain Endurance 10 points
Blood lung	Rat	Drain Endurance 5 points
Bone Break Fever	Rat	Drain Strength 5 points
BrainRot	Rat	Drain Strength 5 points
Brown Rot	Zombie	Drain Strength 5 points, Drain Personality 5 points

Cannibal's Prion	Beating Heart from Unearthing Mehrunes Razor.	Drain Agility 20 points, Drain Intelligence 20 points
Chanthrax Blight	Boar, Headless Zombie	Drain Agility 10 points, Drain Speed 10 points
Chills	Headless Zombie	Drain Intelligence 10 points, Drain Agility 10 points, Drain Willpower 10 points
Collywobbles	Headless Zombie	Drain Strength 10 points, Drain Endurance 10 points, Drain Speed 10 points
Dampworm	Deer, Zombie	Drain Speed 5 points
Droops	Sheep, Zombie	Drain Agility 5 points
Feeble Limb	Rat	Drain Strength 5 points
Greenspore	Slaughterfish, Zombie	Drain Personality 10 points
Helljoint	Wolf, Zombie	Drain Agility 10 points, Drain Speed 10 points
Porphyric Hemophilia	Vampires, Beating Heart from Unearthing Mehrunes Razor	Damage Fatigue 5 points, Vampirism (after a three day incubation period)
Rattles	Headless Zombie	Drain Agility 10 points, Drain Willpower 10 points
Red Rage	Rat	Drain Strength 5 points, Drain Willpower 5 points
Rockjoint	Zombie	Drain Agility 10 points
Rust Chancre	Zombie	Drain Personality 5 points, Drain Speed 5 points
Serpiginous Dementia	Headless Zombie	Drain Intelligence 10 points, Drain Personality 10 points, Drain Willpower 5 points
Shakes	Rat	Drain Agility 5 points
Swamp Fever	Mudcrab, Headless Zombie	Drain Strength 10 points, Drain Endurance 10 points
Ticklebritch	None (CS only)	Drain Endurance 5 points, Drain Personality 15 points
Tunnel Cough	Mine Workers from Unearthing Mehrunes Razor	Drain Sneak 15 points
Witbane	Dog, Zombie	Drain Intelligence 5 points
Wither	Mountain Lion, Headless Zombie	Drain Strength 5 points, Drain Endurance 10 points
Witless Pox	Rat	Drain Intelligence 5 points
Yellow Tick	Black Bear, Brown Bear, Headless Zombie	Drain Strength 5 points, Drain Speed 10 points

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More:The Elder Scrolls 4: Oblivion: Vampirism

From GameWinners

Vampires

There is a broken down fort that is the base for some relatively weak vampires directly south of Chorrol. The fort is called Fort Carmala, and it is located near Hackdirt, very close to northeast of Weatherleah. To reach it, if you have not done the Hackdirt or Weatherleah quests, go to Chorrol. Leave from the south gate and move directly south. If you reach the city of Hackdirt, you are near it. Look for a group of white rocky ruins. The door to the cave is among the ruins.
Andy

If you load a save file in which your character is a vampire, there is a chance that your character's facial features may revert to the default facial features for that race. If that happens you should try and load a previous save file, however it could be permanent. Always try to keep a file that was saved before your character became a vampire.

Scoutt3611

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- 2 Becoming a vampire
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- 4 Feeding as a vampire
- 5 Cure for Vampirism
- 6 Recommended spell



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Becoming a vampire

Before you become a vampire, it is recommended that you become a member of the Mages Guild, access to the Arcane University, and either a member of the Dark Brotherhood or started the Order of Virtuous Blood quest.

James Stretch

Dark Brotherhood Story: Become a member of the Dark Brotherhood by killing an innocent person, going to sleep in an inn, traveling to the Inn of Ill Omen, and killing Rufio. Travel to the Sanctuary and talk to Vicente and finish all of his contracts. He will then ask if you wish to become a vampire. Say "Yes", then sleep on the slab. When you wake up, sleep again for twenty four hours three times. You are now a full-fledged vampire.

Order Of Virtuous Blood Story: It is not required to begin the quest, but if you do the vampires will be easier to kill. If you have not, travel along the river just to the east of Imperial City until you find a cave. Go in and you should find lots of vampires. Attack one and let it hit you a few times. Kill it, then go back to Imperial City. Get a room in an inn and sleep for twenty four hours three times. You are now a full-fledged vampire.

Use the following trick to become a vampire without doing quests. When you sleep outside frequently, eventually you will wake up and a message will state that you have had a strange dream. After this you will have very strange dreams and will have all the attributes of a vampire. Be careful of being outside during the day.

plebag o, fglw trnbtmse spyro218

Benefits and weaknesses of being a vampire

Vampires get a boost in many of their stats and abilities, not just Strength. The increase in abilities of a vampire is not determined by how much he sleeps, but by how much he goes without feeding. Not exactly, but for about each day one goes without feeding your character will get a 5 point increase to his vampire stats and skills. To receive these increases, the vampire player must to sleep or wait. The game will notify you of these stat boosts. If the vampire is well fed, light will not harm him, but he will have 25% weakness to fire. After the first stat boost (which boosts vampire stats from 5 to 10) he will loose this weakness to fire. Select the magic tab, then the last of the five tabs in the magic section, to see all the current effects on his character. The first thing is a "vampire meter" that has a percentage of how much one is a vampire (25% increments, starting at 25% up to 100%, in four stages). Depending on how high that percentage is, the sun will do more or less damage to you, from Sun Damage 1 all the way to 8. Furthermore, the time of the day is also important for sun damage. At dusk and dawn the damage dealt is very small, even to a 100% vampire. On the other hand noon is a very dangerous time for a full vampire as he will have just enough time to run from one house on one side of the street to the other (depending on how much life one has). The stats that being a vampire increases are: Vampire Stats, Strength, Speed, Willpower, Sneak, Mysticism, Illusion, Hand to Hand, Destruction, Athletics, Acrobatics, and Resist Normal Weapons. Depending on which stage of the vampire you are in, you will get from 5 to 20 points in each of these stats. (25% vampire = 5 points) (25% vampire = base vampire, fully fed). Other special stats or skills get added depending on the vampire level. Vampire Skills that are always present are: Hunter's Sight (Nighteye and Detect Life), Resist Disease 100%, and Resist Paralysis 100%.

Andy

Vampire 25%

Weakness to Fire: 20

+5 to all of the vampire stats

Vampire 50%

Vampiric Seduction (charm on touch)

+10 to all of the vampire stats

Vampire 75%

Reign of Terror (fear)

+15 to all of the vampire stats

Vampire 100%

Embrace of Shadows (Invisibility + Night Eye)

+20 to all of the vampire stats

Note: Most people and merchants will not talk to you in this form

At base level you get +5 to Strength, Willpower, Speed, Acrobatics, Athletics, Destruction, Hand 2 Hand, Illusion, Mysticism, and Sneak. You also get a resistance to disease and paralysis, and a small resistance to normal weapons. For every day you go without feeding (up to a maximum of four days), your boosted skills will go up by another 5, as will your resistance to normal weapons. You will get a spell for each of the four days as well; on day one Hunter's Sight(Night Eye/Detect life), on day two Vampire's Seduction (Charm), on day three Reign of Terror (silence/demoralise area), and finally on day four Embrace of the Shadows (180 seconds Invisibiliity, 90 seconds Night Eye). The weaknesses are, on day one (within 24 hours of last feeding) weakness to fire, you are safe from the sun; on day two (48 hours from last feeding), burn in sunlight; on day three (72 hours from last feeding), increased damage from sun; and on day four (over 96 hours from last feeding), everyone will recognize you as a vampire and most will not interact with you and there will be another increase in sun damage.

Jaximus88

Feeding as a vampire

If you have a good Sneak skill you can feed from a sleeping person without waking them.

Jaximus88

Cure for Vampirism

This is why you need to be allowed in the University. Go in and talk to the mage. He will tell you to talk to a man in Skingrad. Do as he says and run errands for whoever you need to talk to. Eventually you will be allowed to get rid of your Vampiricy.

James Stretch

If you have completed the main storyline and cannot re-enter Oblivion to get fresh Bloodgrass, check around the closed Oblivion gates. There will be Bloodgrass growing near the closed gates.

Antony Jackson

The Vampiricy cure does work, but if you have completed the game and closed all the Oblivion Gates, you will not have access to fresh Bloodgrass (which is needed for the cure). Also, if you buy it she will not take it. If you have completed the game, try to stay away from vampires.

Max Balton

The following is a temporary cure for vampirism. If you have found that the witch still refuses your Bloodgrass, there still is a cure. Go to the cave close to her home (Wenderbek Cave). Wait there until 5 a.m. then go directly to the witch's house (Drakelow). She should be sleeping. While sneaking, go over to her and feed. Then, sneak out. You will find that you are in daylight. If you rest or sleep you will have

to repeat the process.

M.Q.

Xbox 360 If you have completed the game and closed the Oblivion Gates, but have also downloaded the Frostcrag Spire (Wizard's Tower) content from Xbox Live, you will be able to find fresh Bloodgrass in the Alchemy Garden in the tower. The witch who cures Vampiracy will accept this Bloodgrass as it is fresh.

Brannigan Carter

PC Use the following trick if the witch does not accept your Bloodgrass (she just keeps saying this potion takes time and to wait until she has all the ingredients everytime you ask her about the cure). To get fresh Bloodgrass without having to restart over, enable the **set ms40.bloodgrassvar to 2** code. If you are having trouble finding Bloodgrass, there should be some near one of the old Oblivion Gates.

Cody Beets

Recommended spell

The following is a good spell to use as a vampire. A spell that you absolutely need is a Charm spell that has 100 points for Charm and only for two seconds. With those two effects, you do not need to be an apprentice to use the spell, and it takes about 10 to 20 Magicka to cast. Make this spell if you plan on being a 100% vampire. This spell makes anyone like you, even if you are a 100% vampire. You can now keep your bonuses and be able to barter and get information without having to feed every day.

anthony annson

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Ball rolling mini game

After receiving a letter about new events near Zora's Domain, go to the fishing spot downstream. It is through a door in a cliff just east of the canoe rentals. After reaching the fishing pond, go inside the nearest building and talk to the guide. Decline her offer to fish. Walk into the top right corner of the room and press **C** to look at the board game on the shelf. The guide will instruct you to play "RollGoal", a mini-game designed mostly to show the capabilities of the Wiimote. cagede

Control Cucco

- When you find a Cucco, hit it eight times to go into its view and to be able to move it around. The easiest way to do this is just after you get the Iron Boots. Walk outside the building to find a Cucco. Wear the boots and roll into it eight times. garrett meekin

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- You can control the chicken in Orden Village. As the wolf, go to Orden Village. Go to the sword master's house and find the chicken. After talking to it, attack it by swinging the Wiimote. After attacking it you can control the chicken.

Chris Jones



Healing

- When your health is low and you see a fairy; take out your bottle and run into the fairy. While the fairy is circling around, use your bottle. The fairy will not only heal you, but it will be captured in your bottle.
- When you are low on health and are not in the middle of something, go to Hyrule town. If you have not already do so, complete the STAR game. This is the game inside the big purple circus tent. Afterwards, talk to the three girls directly outside. After they "freak out" about you, three hearts should appear. You can do this as many times as desired.

Justin Griffith

Immortality

Collect all sixty Poe Souls and bring them to Jovani. He is in a house in the southeast corner of Castle Town. Turn into a wolf and dig your way inside. Use your senses to find out where to dig. After you give him 60 souls he will give you unlimited rupees. Then, go to Kakariko village's Malo Mart. Donate enough money to lower the prices in Town Castle's Malo Mart. You can now buy a Magic Armor there for 598 rupees. The Magic Armor makes you immortal, but normally reduces your rupees until you have no more. Because you have unlimited rupees, you will stay immortal.

Pieter Moonen

Restore health

If you want more health when low, catch some fish. You can do this as many times as needed.

Dylan Montgomery

Alternate sword sheathing

Just after killing a monster, press **A** to put away your sword. It will do the same sheathing move as when you kill a Boss or when you learn a new Hidden Skill.

garrett meekin

Link's signature sword withdrawal

Press **A** immediately after you do a Finish Stab.

VLEX

Safe fall

When you are in Ordon. Pick up a chicken and run off a hill or some other high location. The chicken will flap its wings and you will be able to hover to the ground.

Mandmhelman

Finding Iia

The last Fused Shadow you will enter Twilight. Then, jump off a bridge. You will land in water and find the scent of Iia.

DT3rd96

Catching Fairies

Take the broken piece of the bridge back to its original place. You can then come back to that location and go down the stairs to find a secret Fairy Temple. You will go through a series of battles with all of the enemies that you have encountered. You will need the Spinner, the Hookshot, and the Metal Chain Ball to get past certain points. You will also need the Dominion Rod. Once you have gone past these tests, talk to the Fairy Queen. She will tell you that she has released her Fairies to each of the Spirit Lakes. In order to catch these Fairies in a bottle, walk under the fairy and wait until it lands on your head. Then, scoop your bottle.

Robzombie162

Talk to Epona

When you are able to become both human and wolf, go to a patch of "Horse Calls" as a wolf. Press **A** to howl. Howl the song as indicated with blue lines, and Epona will come to you. Still as a wolf, go up to Epona and talk to her. She will tell you to hurry up and turn back into a human.

James Spicer

See Epona's shoes

Ride Epona to the hill in Ordon. Then, look up after making sure her front feet are off the ledge. Note: This will not work unless you are under her feet.

lbabkirk

Getting the kitten back to the shopkeeper

To get the kitten in the Prologue, you must have a fishing rod. Go behind the locked house and catch a fish. Then instead of pressing **A**, press **B**. Link will throw the fish at the cat. The cat will take the fish back to the shop. Talk to the shopkeeper and collect your reward.

Masons

Fortune teller

When you get your fortune told, the person who tells your fortune says something twice, backwards. You can prove it by pressing the "Home" button and looking at it. For example:

Farn.

Career: What am I thinking about?

Love: Wait... loading takes awhile.

Get berated by Malo

Malo is the little child who resembles an infant or toddler, but is in fact probably one of the smartest children in Hyrule. He is so smart that he tends to make fun of everyone he encounters.

Jason Watene

- When your showing everyone how to use the sword and the slingshot listen to this child's response.
- When you find him in Kakariko Village, enter his shop he will say rude things to you.
- When you are showing off your archery skills to the children, cancel. He will ask if you need more arrows. Say no and he will ask if you want to give up. Select "I am no quitter". He will then quickly respond with some snide comment about how slow you are.
- Also after the store is closed in Kakariko Village, come back at certain times of the night. Before morning, he will leave comments on his door.

Make Midna mad

When you are restoring items such as the bridge in Kakariko Gorge, the fountain in Zora's Domain and the bridge north of East Hyrule, go to each of these items. Then, warp somewhere besides where the location should be. She will get frustrated with you and will yell at you.

Jason Watene

Playing fetch

In Castle Town after entering the gate to the east, go south as if traveling to Agitha's house. There is a brown and white dog laying by a tree near a bone. Pick up the bone and throw it. The dog will run to get it then bring it back for you to throw again.

Cruentas

Dragging chickens underwater

Go to any place with water and chickens. You can throw the chicken in the water then use the Iron Boots to sink to the bottom. Then, use your Clawshot and bring the chicken to you. The chicken does not do anything special when under the water.

Throwing Ordon goats without making them mad

In the Ordon village, go to the area that has a lot of Ordon goats. Get in front of one then move forward slightly and press **A**. You will toss the goat, but it gets back up it will turn red and try to ram into you.

bnvs

Invisible sprinkler system

When you finish restoring Darbus back to normal, go over to the bomb shop and enter the building. Find and stand next to Barnes. Take out your lantern and he will quickly tell you to put it out. Then, stand somewhere else out of sight of him. He will stomp the ground and spray water all over you. It does not matter where you are in the building. You will always get water sprayed on you if you pull out your lantern.

Jason Watene

Scared soldiers

Go to Castle Town as Wolf Link and cause an uproar in the square. Soldiers will come out to fend you off, but they will cower if you get close. Let them surround you and wait for them to get close. Then, use your dark field to do a special spin attack. This will scare the soldiers away and make them drop arrows, rupees, or hearts.

Fella325

Make day and night appear faster

Stand in an area without moving. Notice that time will be very slow between day and night. If you move and do things, it will move a bit faster. If you want day or night to appear a lot faster, do a combination of moving and warping. You will notice the effect happening faster.

Gino/Midnight

At night, go to Lake Hylia and go into the Sky Temple Cannon (if available) and blast into the sky. Then, go to the downward cannon and blast down. It will than be instantly be daytime.

Resume game easily

When in a dungeon and you save and turn off the game, when the game is resumed you normally have to go through the entire dungeon again to get back to the room where you left off. To avoid this, before you save use your Ooccoo and warp out. Then, save and turn off the game. When you turn it back on, use your Ooccoo again. You will be in the room where you left off.

Fayt

Sword moves

The sword moves are as follows.

psasak

Ending Blow: When an enemy is on the ground, stab them.

Shield Attack: This attack lowers an enemies guard and lets you attack freely. It is useful against armored foes.

Back Slice: This move rather difficult to do. Lock on and jump around your enemy until you roll, then you swing your sword.

Helm Splitter: After successfully using a shield attack you can jump above an enemy's head and attack in midair, landing behind them.

Mortal Draw: As an enemy approaches you, press **A**. This will almost always kill the enemy.

Jump Strike: Lock on with **Z** and hold **A** to unleash a powerful version of the jump attack. It hits

multiple foes.

Great Spin: Upgrade your spin attack to have a longer range and to do more damage. However you must have full health to use it.

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More:The Legend Of Zelda: Twilight Princess: Combat

From GameWinners

Defeating Aerialfos

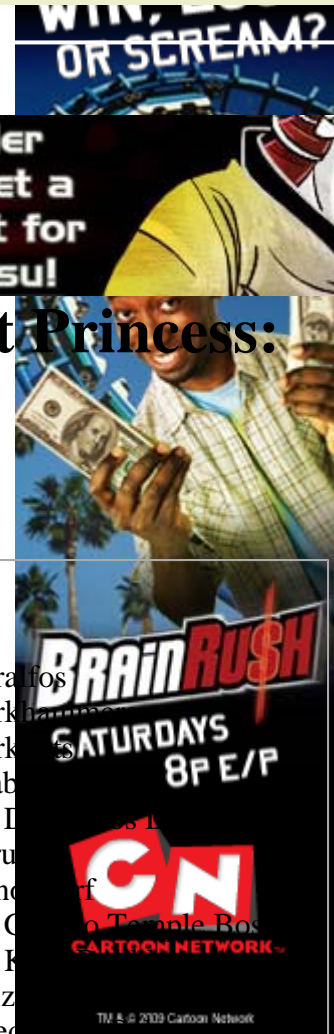
Use the following trick to defeat Aerialfos (small flying dragon with shield) in City In The Sky. When it flies in the air, wait for it to put its shield up and flaps its wings rapidly. Then, Z target its shield and use the Clawshot to pull it towards you. Slash it as much as you can. Do not use the Clawshot while it is on the ground or it will pull you towards itself and slash you. Keep pulling it towards you and slashing it. The Aerialfos will fall and die.

hdag may, wucog

If you are having trouble timing the Clawshot when he sticks up his shield, shoot him with an arrow while targeting him. He will put up his shield to block it and leave it up. You can now grab him and pull him down to earth with the Clawshot. Once he is down, hit him with a combo of sword attacks. When he starts to block your attacks, use some of your skills (Helm Splitter or Rising Strike work well). If he returns to flight, just repeat. If you are fighting the mini-Boss version, he will fly out of one of three windows on the walls. Look carefully and not which one he enters. If he dives at you, make sure your shield is up. If he suspends himself in the air, hook on to that shield and slash away.

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BBallDan003

Defeating Darkhammers

When you are facing a Darkhammer (for example the three in the last room of the Cave of Ordeals), throw bombs. This gets their armor off quickly. When all of it is off, it will dodge if you throw bombs. To kill it with the armor off, get close enough until it tries to hit you. Just before it hits you, roll out of the way to get in back of it. Then, just start slashing with your sword.
greg ladd

Defeating Darknuts

Whenever fighting the armored foes (while he has a shield, at least), attack once. It will block your attack, but immediately after you hit use a shield bash followed by a helm splitter. Not only will this get rid of his helmet, it will also get you behind him and leaving him open to further attack. Another way to hit them (which is useful in the Cave Of Ordeals) is throw a bomb directly behind them. If you throw it in front of them they will block it. This is less effective than using the previous tactic. Whenever the knight's armor is completely gone they will simply dodge the bombs.
Aq_intactus

Defeating Diababa

There are two stages of Diababa. For the first one, notice that there are two giant Babas sticking out of the water. Using the Gale Boomerang, get one of the Insect Bombs inside both mouths using the targeting system. If you take too long, the heads will attempt to bite you. Keep moving if you can. After that, the main body will pop up, along with the two heads. Notice that there are no more bombs. Run until a baboon appears with one. While he is swinging, use the targeting system to get that bomb to the main body. He will fall, giving you time to attack with your sword. When he gets back up, Diababa will squirt poisonous water at you. It is difficult to dodge. When you take him down again, finish him with the first move you learned from the golden wolf. This battle might take awhile if you do not use the Gale Boomerang correctly. Note: Target both the bomb and Diababa.
Paul Mann

Defeating the Dynalyfos Duo

In the City in the Sky when fighting the Dynalyfos Duo, do not keep attacking them. They will block all of your attacks then hit you with an attack of their own. Take out your ball and chain and throw it at them. They will be stunned for a few seconds. Try to get in a few attacks. Repeat this strategy until they are defeated. Alternately, when you enter the room stay where you are and take out your bow and arrow. Combine it with the Hawkeye and shoot the Dynalyfos. They will fly back against the wall. Repeat this until they are defeated. Note: You must have 60 arrows. Arrows are weak against them and you are likely to run out before you kill them. Although arrows are weak against the Dynalyfos, it is better than rushing into a battle and losing a lot of HP.
Roberto Guerrero-Soto



Defeating Fyrus

Hit the crystal on his head. When he is stunned, go around and pull on either of the chains that are attached to his feet. This will trip him. Go up to his head and start slashing away. By doing this you will not use up all of your arrows trying to shoot his head all of the time just to get him down.

Rees Richards

Shoot the eye on his head a few times and he will fall. Then run up and start slashing away. He will get back up. This time you only need to shoot him once and he will fall. Do it one more time and you shall be victorious. If you are running low on arrows or health there are pots around the room.

tanner qwerty

Defeating Ganondorf

Ganon will begin the battle by taking over the Princess and knocking out Midna. She will fire balls of energy at you. When they hit, Midna will explain that your sword can reflect them. When it connects three times with Zelda, Midna will pull Ganondorf out of her and the next stage will begin. Ganon will turn into a large beast with a jewel in his head. Shoot the jewel with an arrow then attack his belly. He will disappear and red swirling portals will appear. One will turn blue before he charges at you from it. Continue shooting until he disappears each time you shoot him. Midna will tell you to turn into the beast. When Ganon charges again, target him and hold **A**, which will imitate the cattle wrestling from the start of the game. Midna will grab him and you must select a side to throw him to, then attack his belly. Ganon will appear to die but will return once more. Midna will use the fused shadows to try and kill his spirit while teleporting Zelda and Link away from harm. Hyrule Castle explodes from all the magic yet Ganon remains. You will start the third stage of fighting Ganon. He is on horseback and Zelda is given Light Arrows from the Spirits. You must ride close to Ganon so she can shoot him then attack with your sword. Note: If Ganon gets behind you he will attack and knock you off then play chicken until you can get behind him again. After a certain number of hits on horseback, he will face you in a sword fight. He teleports every so often, but you can easily roll away. The best way to kill him now is use the rolling attack from behind, then swing your sword afterwards. He will take the spinning hit and two slashes afterwards, but then block the rest. After this, Ganon will be defeated.

PrometheusX

When fighting Ganondorf, take out the fishing rod. He will drop his guard and watch the bobber. While his guard is down, take out your sword and hit him. Repeat this until you can finish him off.

Chauncey Duncan

In the final battle with Ganondorf, after the horse combat section you can take out your fishing rod at any point. Ganondorf will be distracted by the earring on the end. He will stare at it, no matter where it goes. Once you put the rod away, the battle is on again.

Ben Steketee

In the final battle, there is not any real trick that you learn from the Golden Wolf to help you defeat Ganon. All you have to do is use your auto-aim to lock on to Ganon then move very close to him so that he tries to kick you. Then, move around him normally (no need to roll) and hack and slash until he blocks. Repeat the process of moving around him and slashing until he has been defeated.

Jeremy Carron

Defeating the Gerudo Temple Boss

The easiest way to defeat this Boss is to use the spinner and go along the side of the sand pit he is in the middle of until you are directly behind him. Hit the "support bone" which is the spine. To hit the bone you must use the spinner's attack. Each time more skeletons will come up to block you from reaching the spine. Luckily they do not regenerate. If you kill one, the next time you attack there will be a gap in the wall of skeletons which you can slip through and attack. After you have done this three or four times the sand drains and the head of the beast will still remain. Use the spinner to raise the platform. As you walk out, an intermission sequence of the head coming to life and knocking Link off the platform plays. You must use the spinner to climb the platform. After awhile the head will start shooting fireballs at you while you are climbing. The key here is to jump from the platform track to the track on the wall every time he tries to hit you with a fireball. The head will then get irritated and come in beside you, at which time you can jump and attack it with the spinner. When on the ground attack the sword that Zant put in its head. Repeat this two more times and he will die, then you will get a heart container.

Dan MacKinnon

Defeating the King Bullblin

After Colin gets kidnapped by the Bullblin, you must chase down the leader and strike him. It sounds easy but his boar is very fast. Use boost on Epona a few times to catch up, then strike him as many times as possible before he gets away. Repeat this until you joust him. When jousting the King Bullblin boost two times, then when he gets close, dodge. Try to stay close. The easiest way to hit him is to swing the **Nunchuk**. Your timing must be precise. If done correctly you will win in one or two hits.

jagnov09

Defeating Lizalfos

If you have all the skills it should be easy. Use the shield attack, then Helm Splitter followed by Finishing Blow. Use the same technique against the helmeted ones.

Dmitri Googoo

For armored Lizalfos, take out a bomb and run towards it. Stay near it, and when you blow up it will instantaneously die.

Dmitri Googoo

Defeating Red Deku Baba

Do the back spin in a certain time (this is very difficult); the first slash will decapitate them and the second slash will kill it.

Dmitri Googoo

Defeating Redeads

They will screech at you and you will stop. They will get a big shot at you. You can either run away or fight them. When you fight them, make sure they do not see you and start to use a jump attack. This causes it to flinch slightly. This is your chance to slash it with insanity until it is defeated. You can also do it the easy way by hitting them with the ball and chain. The first hit hurts them pretty hard, and when

the ball comes back it will kill it.

Dmitri Googoo

Defeating Stalchildren

They travel in dozens. These will die in one shot with your sword. Spin attack them or use the chargeable jump attack to take out three to seven on the first hit. The second hit might take out ten to twenty.

Dmitri Googoo

Defeating Stallord

Use the following trick for an easy win in the second stage. After you break Stallord's spine off with your spinner, the intermission sequence will begin and Stallord will come back to life as the floating head. When you knock him down, you can kill him the first time around without having to knock him down again if you spin attack the Twilight Sword in his head non-stop. Do not charge the spin attack. Do about one or two regular sword strikes then start spin attacking him. If done correctly, you can kill Stallord without having to knock him down again. [mename3isme](#).

Defeating Twili Beasts

In order to unlock the Canoe mini-game, you must defeat them as Ordonian Link. Kill the one furthest away. The biggest threat is trying to kill the others with Ordonian Link. Make sure they both come after you and use Spin Attack twice. It should kill them both. If you have "Great Spin" it will be very easy.

Dmitri Googoo

As Wolf Link, kill the one that is the furthest away, then use the "Dark Aura" to defeat the other ones

Dmitri Googoo

Defeating Zant

Zant will go through almost every Boss battle you have done so far. You must defeat him essentially the same way. The trick is remembering how you defeated the Boss in the first place. The final battle against Zant is fairly easy, but he moves erratically. Block his spin attack and do the rolling attack from behind to land more hits.

PrometheusX

When you are in the Palace Of Twilight and are trying to defeat Zant, remember all the battlegrounds that you were in and how you defeated that enemy. For example, in the Forest Temple while battling the monkey, roll into the poles that Zant is on while he tries to shoot you. The last battle ends with a sword fight. Use your hidden skills.

cowgirl1995rh

Defeating Twilight monsters

The easiest way to defeat them is to kill the one that is not near you, then use the force field to kill the rest.

Steven Farrell

Defeating the Twilight Dragon

First, use the Double Clawshots and latch onto its tail when it is not attacking you. Immediately after latching onto its tail, use the Iron Boots to bring it down so its armor breaks. After doing this a few more times, he will rip off the rest of the armor and it starts to rain. The rain brings floating plants from the ground that circle the battleground. Use the Clawshot on the plants and circle around the dragon while dodging his flame attacks. When you are behind him, use the Clawshot onto his back and attack the jewel with your sword. After one or two more times, he will be defeated and you will get the last shard of the Twilight Mirror.

A-JFORBES

Defeating heavily armored opponents

At first you will meet this behemoth as a mini-Boss in the Temple Of Time. You will see him several times later as regular monsters. The strategy is the same each time. First, if you are having trouble timing the dodge to attack him multiple times, you can just wait and use the Mortal Draw ability when he gets close enough. Note: This does not work on the mini-Boss version, but works on every other one. He will lose one piece of armor every time you hit him with the Mortal Draw. When he throws his sword away he will begin wielding a smaller sword. Get close to him, roll behind him, and use the Rising attack (where you roll around him and rise up from the ground spinning). He will block the Rising Attack but will become vulnerable to regular attacks immediately afterwards. Do this three times and he will be defeated.

Tim Kramp

Easy wins

When you have the Ball And Chain, throw it behind your enemies. If it hits them on the way back it is very powerful and should kill them in one hit

Jered

When you have the Shield Bash and Helm Splitter, do a Shield Bash and press **A** afterwards to do a Helm Splitter. Then, do a spin move. This is very helpful when you are facing one enemy and your health is low.

Jered

Survive energy balls

You can use an empty bottle against the energy balls that the possessed Princess Zelda shoots at you. It will work the same as the sword. It looks as if Link is punching the energy ball but it will not hurt him.

John Mac

Walk while in aiming mode

Take out your bow and arrow, boomerang, slingshot, or any item or weapon that can be thrown or aimed. You will enter a mode where the fairy turns into a targeting pointer. In this mode, you usually cannot move. However, you can overcome this by simply entering lock-on mode. To do this, hold **Z**. While doing this, you can walk while aiming. Note: While doing this trick you can only move forwards

and backwards. Also, the ability to shoot cannot be performed. This trick useful only to move out of the way of an incoming attack without leaving aim mode.

Resident Idiot

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More:The Legend Of Zelda: Twilight Princess: Items

From GameWinners

Adult Wallet

The Adult Wallet can be obtained after defeating the giant Twilight Bug at Lake Hylia. Go to Hyrule Castle Town as a human and go to the southeast alleyway. Look for a door. Give the girl inside any Golden Bug you have caught and she will give you an Adult Wallet, capable of holding 600 Rupees. One golden bug is outside the south entrance of Castle Town, on the top of a large vine covered column. Blow up the rocks with a bomb and a Golden Ladybug will come out. It will resemble a point of light. Hit it with the boomerang and grab it with **A**. There are also two Golden Ants in Kakariko and Kakariko graveyard.

David Nishball

Giant Wallet

To get a Giant Wallet that is capable of holding 1,000 rupees, collect all twenty four Golden Bugs and bring them to Aghita in Castle Town South Road.

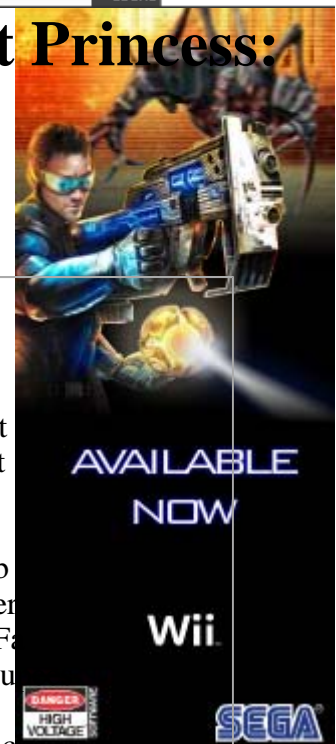
greg ladd

Big Key

Use the following trick to get the Big Key early. In the Temple Of Time, when you first enter the room with the

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- 2 Giant Wallet
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- 24 Golden Bug rewards
- 25 Finding Poe Souls



spiders and the giant scale, get both little statues on one end of the scale to cross to the other side as you are supposed to do to advance. Before going in the door, turn left and there will be a gap in the railing, through which you can see a Clawshot anchor on the wall with a platform beneath it. Clawshot to the anchor and drop to the platform. Pick up the small statue that is there, jump off of the platform, and climb back up the stairs to the scale. Once back at the scale, throw the statue onto the end of the scale where the other two statues are; this should raise the platform you are on. Equip the Clawshot once more and look up -- there should be another anchor on the ceiling. Clawshot up to that and lower yourself down. Cross the walkway and ride the spinner along the railing to get to another platform. Here there will be a Poe, a small chest, and a door. Go through the door to enter a small room with one of the attacking statues and two little lizard-pig creatures with helmets from the Lakebed Temple guarding a wall with a gated alcove. Defeat all three and move the helmets reasonably close to the wall. Clawshot up to the ceiling and lower yourself down, then use the Clawshot to get the two helmets onto the platform you are on. Place those, and the two small statues you find, onto the switches to open the gate below. Drop down and open the chest to get the Big Key before you even bring the matching statue back down to the first room.

Niv

- 26 Poe Soul locations
- 27 Howling Stones
- 28 Triforce on Golden Ladybug



Bomb Bags

- Use the following trick to get another Bomb Bag. You will need The Zora Armor and Iron Boots. Go to Zora's Domain after having obtained the Water Bombs and you have teleported the Volcanic Boulder. Equip the Zora's Armor and the iron Boots. Go all the way down. Talk to the Zoras. Once in front of the boulder, you will see some sort of eyes peeking at everyone. Place a bomb near or over the boulder. You may want to hold it while you stand in front of it, although it will make you lose some health. After it explodes, a Goron will appear. Talk to him to receive another Bomb Bag.

JuliusGarnet

- You can get three Bomb Bags, one from Iza's boat ride (played for the first time), one from the Bomb Shop in Kakiriko, and the last one at Zora's Domain. To get it, you must find the rock you used to break the ice when you were a wolf. Go to the throne room and swim down until you see the rock you used. Blow it up with a Water Bomb. A Goron will appear and give you a Bomb Bag.

cowgirl1995rh

Bigger bomb bags

Score 25 points playing Iza's boat game by shooting jars on the way down to Lake Hylia. Yellow jars are worth 1 point and red jars are worth 2 points. After you score 25 points Iza's helper will allow you to carry double the bombs in all of your bomb bags. The amount of bombs in each bag depends on what

type of bombs you are currently holding in each bag.

James Spicer

Bigger quivers

Enter the large tent in Southeast Hyrule Castle Town and play the "STAR" mini-game. If you have the Clawshot, win level 1 of the mini-game to unblock the Big Quiver, with a 60 arrow capacity. If you have the Double Clawshot, win level 2 of the mini-game to unlock the Giant Quiver, with a 100 arrow capacity.

vrepfbl f, mpttwprs

Bottle with Fairy Tears

Bring 20 Poe Souls to Jiovani.

Unlimited Rupees

Bring 60 Poe Souls to Jiovani.

Arrows

To get free arrows. find an enemy that shoots arrows at you (usually fire arrows). Keep dodging them. After the arrows that were fired at you hit the ground you can retrieve them. You may only have a few seconds to do this. Repeat this until you have the desired amount of arrows.

Colt Leblanc

Hylvian Loach

- You must first get the Frog Lure or Sinking Lure. To get the Frog Lure, you must complete the Roalgoal mini-game. To get the Sinking Lure, go to the northwest cove and cast a few times. To catch the Loach, go to the northern-most cove during the summer. Cast the Frog or Sinking Lure in the lily pads. As soon as he bites the fight is on. Landing it is the most difficult part.
tanner
- It is possible to catch and find the Hylvian Loach. It is more difficult with the Sinking Lure because it sinks, gets stuck in the mud, and you will lose it. Also some times people will use it in front of Hena and get it taken away. First, make sure you have the Frog Lure (obtained from the Rollgoal mini-game next to the door). Then, go to the fishing hole and go inside Hena's. Do not roll in here. You might scare the fish or cause problems with Hena. Once you catch the Loach, you get your picture taken and it will get put up on the wall. Go to Hena and ask her if you can go fishing by yourself. Always fish by yourself when catching the Hylvian Loach. Make sure it is summer by looking at the trees. They are green in the summer. There will be a little indent in the map where there is a little cove on the northern part of the fishing hole. Go there and find the lilies. Next, use your Frog lure and cast away. The loach looks like an Ordon Catfish but has blue eyes and red fins.
Bvest57
- In the Zora Temple, find the room where you get the Boss key. There will be Skull Fish and two Hylvian Loaches. Be careful not to catch a Skull Fish as they just take up bait.

Jakstermon

- Places to catch Hylian Loaches are as follows.
Cale Gubitz
 - Fishing Pond by the Lilypads.
 - Kakariko Graveyard by the Zoran Grave.
 - Lake Hylia were the Poe was found. Use your senses and dig at any black spots.
 - Up by the northeastern part of Hyrule Field. Use your senses and dig at any black spots.

Hylian Shield

When you complete the Goron Temple and free Hyrule from the Twilight, go to Hyrule Town. Go to the southwest side of the town square. Enter the building there. Immediately when you enter, you should see a Goron standing there. Talk to him. He will thank you for saving their mines. He will then ask if you would like to buy the Hylian Shield for about 120 rupees.

hilaryb

When your in the Goron mines go to the village beneath it. Then go to Huryle Field. The postman will soon run up to you, giving you a letter that describes the Hylian Shield. The general store in the village beneath Death Mountain (Goron mines) has the shield for 200 rupees.

Dracoon

Mirror

After obtaining the lantern, go back to Link's house. Climb down into the basement. Take out your lantern and look around the area of the chest with the purple rupee to find a mirror. Switch to first person mode to see Link's reflection.

ClownCerberus

Sinking Lure

Go to the fishing hole. Catch and keep the following fish: Hylian Pike, Hylian Bass, and an Ordonian Catfish. Once you acquire these three fish, leave the fishing hole and re-enter it to save the stats of the fish. Do not warp out or you will not keep the fish in the tank. Next, get the Coral Earring. This can be found by meeting Ashei and retrieving the Drawing Of The Beast. Take this drawing to the Zora Child who is standing next to his father's grave behind the cemetery in Kakariko Village. He then will give you the Coral Earring. After you acquire the earring, go the fishing hole and follow the path to the right. Cross the bridge where you retrieved the Empty Bottle and go as far north as possible. Once you get to the fishing bank, take out your fishing pole and face north. Cast your line and in a few attempts you should have the long awaited Sinking Lure. Note: Do not use this lure while fishing with Hena. She will take it away from you. If you dare to use it, just go over to where you acquired it before and you will be able to attain this lure again.

Jason Watene

Skeleton Fish

In the Zora Temple, once you have dived into the pool with the fish inside, take out the fishing pole (bait

works faster). Cast into the water and you will soon catch a fish that will not be recorded because it is forbidden.

Joshua Simmons

Blue Chu Jelly

In the first actual room of Lakebed Temple, there will be blue Chu Jelly. You can collect this as many times as desired, as long as you leave the temple each time before you get it again.

Billy R

Orange Chu Jelly

If you kill a orange slug thing, scoop it. If you drink, it will replenish eight hearts. Do not waste it; it is as valuable as a fairy.

Taylor

Rare Chu Jelly

- The Rare Chu Jelly (golden and sparkling) can be found in various places (for example, in the Snowpeak area). This is very valuable Chu jelly because it restores all of your hearts and also temporarily increases your attack strength.
Keeley Brown
- As the name implies, it is rare and only shows up in a few locations, such as the overhang of rocks near the bridge on the Lanayru province. However, it also only appears once in a long while. If you see it but miss your chance to get some of the valuable jelly because it combined with another Chu, simply leaving and coming back will not make the rare jelly reappear. Either continue with a game, complete a temple or two, or try resetting the game.
BBallDan003

Easy Lantern Oil

- Get an empty bottle and go to the shop close to the Forest Temple run by the bird. Go inside and take some. Walk out he will ask to be paid. Do not pay. The next time you come back and go inside, he will call you a thief. Quickly take more items before he can peck you. Note: The peck only does one quarter of a heart of damage.
SaverinoFam
- After obtaining an Empty Bottle you can get as much Red Potion and Lantern Oil for as cheap as 0 rupees (the unsafe way) or 1 rupee (the easy and safe way). Go to the small shop near the Forest Temple run by the talking bird. You can scoop up whichever item desired. If you do not wish to pay, run. If you are not fast enough he attacks you repeatedly, then when you return he calls you a thief and may attack you again. However, if you want to use the safer method, grab as much as you desire, then walk over to the box besides the bird. Only pay 1 rupee no matter what the price was. He will make a comment about how cheap you are getting it for, but will not attack.
MissCranky021
- Kill a Yellow Chu then immediately afterwards pull out your lantern and scoop up the jelly to fill it to the brim.

Kartika

- Go to the shop that the bird runs in North Faron Woods. Get what you want from the shop and put 1 rupee in the box. If you do not, he will call you a thief and you will not be able to go in there without paying. He will call you a cheapskate, but you will have gotten a Lantern Oil and/or Red Potion for 1 rupee.
michael streeter

Easy rupees

- In Kakariko Village, after you can change into a wolf whenever desired, and after you can make bomb arrows, turn into a wolf and jump on top of the big building with the giant bell on top. Shoot the bell with a Bomb Arrow to get a silver rupee (worth 200 rupees).
Eric Solomon
- To find a silver rupee worth 200 rupees, you need the bow combined with bombs. Warp or go to Kakariko Village. At the top of the Shaman's house is a giant bell. Aim the bow to the inside of the it and shoot. You can see it clearly with the Hawk Mask that you can buy at Malo's Mart. A kind of light will fall from the inside and stays on the roof of the house. To get it you must go where no one can see you and transform into a wolf. At the side of the house there is a hand-cart. Get over it and Midna will help you to jump to the top of the house to take the rupee.
Alfie M.
- After you have filled your third Vessel Of Light and are again in human form, proceed to the Howling Stone high up on the cliff by Lake Hylia (the one you could not reach as a wolf). Behind it is a bombable wall leading into a cave. Bomb the wall and go in. Make sure to have plenty of bombs and lantern oil. Bomb the walls all around the cave to find enough rupees to fill your wallet.
ClownCerberus
- When using the Flight By Fowl you will use a Cucco to fly around Lake Hylia and get rupees. However the main focus is on the Isle Of Riches which is only accessible by the Flight By Fowl. Each floor has a special prize and each can be accessed by a floor higher than it. Note: If you are in Lake Hylia, this game is only accessible by Fyers big cannon launch thing. The following is a list of the floors and their prizes:
Joey meier

Largest Floor: Nothing

Second Floor: 10 Rupees

Third Floor: 20 Rupees

Fourth Floor: 50 Rupees

Fifth Floor: Heart container

Grand Prize (rotating floor): 100 Rupees

- Exit Castle Town through the south gate. Climb the pillar to the left. At the top is a circle of rocks. Turn into a wolf and dig in the middle. You will drop into a cave filled with water with two small islands on each side. Kill the enemies for a chest, then knock down the bee hive for bait. You can catch record breaking Pike and Greengills here and nearly every other cast can yield a bag of rupees. It is possible to fill your wallet here.
Cruentas

- Go to Lake Hylia to play the little bird's mini-game where you pop the fruit balloons. Get a perfect score by getting everything at the beginning (you should have 24 points) then just hit all twenty strawberries to get a silver rupee.
MasterOfHyrule
- In Kakariko Village, shoot the bell on top of the sanctuary with bomb arrows. Turn into a wolf and climb up it. You will see a silver rupee there.
MasterOfHyrule
- There is also a dog and bone near the Castle Town west gate. If you throw the bone into the patch of grass to the right of the doctor's house, and the dog tries to get it, but will instead come back with a rupee. You can do this as many times as desired.
Ardent
- After you have completed Lakebed Temple, go to Kakariko Village. Transform into a wolf and go to the top of the sanctuary. Turn back into a human, get a Bomb Arrow, and shoot it into the center of the bell. A silver rupee will drop to the ground.
crazy_ginger
- Go to any place that has a lot of birds flying around (for example, the bridge over Lake Hylia). Kill all the birds with your bow and arrow. When all of them are killed, a number of rupees of different values will fall to the ground.
Keeley Brown
- Once you have the Zora Armor and can dive into deep water, jump into the water in the center of Zora's throne room. Lift up the small rocks on the bottom and around the area to find high value rupees. Four or five rocks have yellow rupees (worth ten green rupees), a couple have blue rupees (worth five green rupees), and one has a red rupee (worth twenty green rupees). Rise to the surface and exit the throne room. Then, go back into the throne room and dive back in to find the now respawned rupees. This is a fast way to fill your wallet.
Adam Gravitt
- Go to Death Mountain and a Goron will ask if you want to climb on. Say "Yes", and continue following the path. A second Goron will ask you the same thing. Say "Yes" and look to the right. When you arrive, grab the rock. a red rupee (worth 20 rupees) will appear. Continue following the path and grab the other rocks. Each one will have a red rupee. You can do this many times as desired.
ssj13killer
- In the Fishing Hole, you can chop all of the grass to get rupees. You can get anywhere from 50 to 80 rupees. You can repeat this as many times as desired.
Dustin Eastwood
- Use the following trick to get easy rupees that will always come back. When you are outside of Snowpeak Ruins, turn into a wolf. As soon as you reach the snow, you will see a ledge to the right that you can walk onto. Follow the elevated path around the bend ahead. Then, go up the hill to a plateau. Use your senses and you will see many locations to dig. Doing so will accumulate about 50 rupees and a heart. Jump off an edge and repeat as many times as desired. The heart will keep you alive, so jumping off the edge will not matter.
miles00

- In the Water Temple, go to the area where you obtained the Boss key. In the uppermost section of where you get the Boss key there should be several pots. Three of the pots have yellow rupees in them, and another one should have a blue rupee. The rupees in that particular area respawn. Continue entering and exiting the area until you have the desired amount of rupees.
Chaos
- Go to the Bridge Of Elden. On the other side from the owl you will see a ladder. Kill the goblins, then move the owl to a place where you can jump across. You can climb up and get an orange rupee (worth 100 rupees).
Jimmy

Heart Piece locations

- In Castle Town, the fortune teller to the south will provide you with all of the Heart Piece locations for 10 rupees each.
justindur1
- When you are a wolf, go to Lake Hylia and play the song that gets Plumm near you. Talk to him and he will tell you the game will start when you take flight. Play the song again and a giant Twilight bird will come pick you up. Get 10,000 points by hitting only the red ones and get a big combo (shown in the lower right screen). When you finish, he will give you a Heart Piece. If you do it again and surpass your high score, Plumm will give you 100 rupees.
greg ladd

Easy hearts

- When you defeat the Boss of the Yeti's place, the two yetis will hug. About 300 hearts will appear. Each time you talk to them another one comes out.
Jakstermon
- When you are low on hearts, go to any spring whose spirit you have returned (for example, Ordon's spring in Ordon). Walk around in the spring for awhile and your hearts will slowly fill up. Alternately, you can go to the Hot Springs at Death Mountain to regain lost hearts.
Keeley Brown
- Go to Hyrule Town after you get rid of the Twilight. Go to the west side of town. There will be a bone. Go south and you will find a dog. It will follow you. Throw the bone in the alley way and the dog will come out with ether a heart or rupee.
Jonnie Reeves
- In Hyrule Castle Town, after you defeat the Star mini-game for the first time, talk with the three girls outside of the tent. They will fall in love with Link, and one heart will drop from each one.
Luiz Gustavo

Bottles

Use the following information to get bottles.
Darren Chan

Bottle 1: The woman gives this bottle to you at the start of the game.

Bottle 2: Purchased from Coro South of Faron Forest for 100 rupees (includes lantern oil with purchase).

Bottle 3: Go to the Fishing Hole that Hena owns at the place called Upper Zora River. Go to the Fishing Hole and bobber fish at the bridge where there is a sign. The water is murkier than normal. This may require multiple attempts.

Bottle 4: Defeat and collect 20 Poe Souls and bring them to Jovani in Castle Town (where all the cats are must be able to dig).

Golden Bug locations

The locations of all 24 bugs are as follows.

psasak

Ant: Kakariko Village. The male ant is located on a tree to the right of the hole in the back of the Kakariko graveyard and the female ant is in the house just prior to the bomb shop on the west side of the village.

Beetle: Faron Province, Hyrule Field. The male beetle is located on a tree in the southern portion of Hyrule Field. The tree is positioned between two raised land masses. As for the female, she is on a tree on the western side of the field. It is just south of the giant dirt patch.

Butterfly: Hyrule Field east of Castle Town. Just south of the east entrance of Castle Town is a small flower patch containing the male. To find the female, she is on a vine-covered ledge just northeast of the east castle town exit.

Dayfly: Gerudo Desert. To find the male you must search the southern part of the desert, almost dead center, north of the barricades. For the female, search the trenches at the southeast end of the desert (near the chunk of bridge). It is recommended that you do this at nightfall.

Dragonfly: Zora's Domain. The male is on top of the hill at the southwest end of the domain. The female is right in front of the boating game shack.

Grasshopper: Eldin Province, Hyrule Field. The male is at the entrance to Kakariko Village. The female is at the northeastern part of the map. This is best done at night.

Ladybug: South of Castle Town. The male is on the vine covered pillar southwest of the gate. The female is near the three trees of the left side of the balcony.

Mantis: Great Hylian Bridge. The male is on the wall of the northern half of the bridge. The female is on a rock just south of the bridge. It is easier to find her by looking at the bridge.

Phasmid: Eldin Bridge. The male is on the arch on the south end of the bridge. The female is on a cliff to the north of the bridge. You will need the Clawshot.

Pill Bug: Kakariko Gorge. The male is on the southern end of the bridge. The female is found by some flowers on the southwest corner, north of the bridge.

Snail: Sacred Grove. The male is on the inside of the southwestern alcove. The female is inside the Temple Of Time, on west side of the staircase.

Stag Beetle: Hyrule Field north of Castle Town. The male is near a tree on the east side of the bridge. The female is on the northern side of the field, above a bombable entrance to an icy cave.

Golden Bug rewards

Once you have collected your first Golden Bug you can take it back to Castle Town to the girl's castle. She will give you an Adult Wallet. For a male Golden Bug she will give you 50 Rupees, and a female 100 Rupees.

Robzombie162

Finding Poe Souls

When trying to find the Poe Souls, look at night. Most of them can only be found at night or in dark places such as caves. There is a Poe on the second floor of The Isle of Riches.

Bethany Penson

Poe Soul locations

All Poes should be searched for at night, with the exception of the dungeons, Cave of Ordeals, and hidden grottos. In Link's human form, each Poe can be seen by the blue lantern it holds. However it can only be destroyed in Link's beast form. After collecting twenty or more Poes, Jovani will reward you with a bottle of the Great Fairy's Tears. Collecting 60 Poes will get you a reward of 200 rupees. From then on, Jovani's cat will then grant you 200 rupees any time you talk to him. After all Poes are destroyed, Jovani can be found at Telma's bar. To get back to Jovani's house, go to the central square of Castle Town, then go down the south road. Take the first road on the right. In this "back ally" and on the left, will be his house. In the front of the house there will be a group of cats that gather. Use Wolf Link and his senses to find a spot to dig into on the left side of the house.

annies4august

- 1. Your first Poe is on the way on your journey to Hyrule Castle again. He is found in Jovani's house.
- 2, 3, 4, 5. Four poes are found in Arbiter's Grounds. They are part of one of the tasks for the dungeon.

Faron Province

- 6. Faron Woods. This Poe is lurking in the Poisonous Swamp. Using Midna and Wolf Link, jump across the platforms to encounter him.
- 7. Sacred Grove. This Poe can be found up on a stump. Look for an area with a small pool of water, and a waterfall. To get him, go behind this waterfall.
- 8. Sacred Grove. Go to the area where you first had to defeat the Skull Kid (for access to the Master Sword). Blow up the boulder in the middle of this area and a Poe should be exposed.
- 9. Sacred Grove. In the area that you obtained the Master Sword, you will find this Poe.
- 10. Hyrule Field. As soon as you leave Faron woods, go to the small bridge above a small stream of water straight ahead. A Poe can be found lurking in this area.

Eldin Province

- 11. Kakariko Village. A Poe can be found floating around, up above Barnes' bomb shop, near the wreckage of the house that you had to blow up earlier as Wolf Link.
- 12. Kakariko Village. This next Poe can be found going up a bit more from the ruins of the house, up near the watchtower (where Talo now keeps watch). He will be directly in front of the door to the watchtower.
- 13. Kakariko Village. Go to the graveyard behind the village sanctuary. This Poe will be floating around here.
- 14. Kakariko Village. There is another Poe in the graveyard. Open up a gravestone to reveal him.
- 15. Death Mountain. Start moving up Death Mountain and go over to the second Goron you see. Use him to toss you up to the cliff left of where he stands. Up on this cliff will be a Poe.
- 16. Kakariko Gorge. Coming out of Kakariko Village, after crossing the bridge, go to your right up a hill. Here you should find a Poe wandering around a tree up on this hill.
- 17. Kakariko Gorge. After collecting the above Poe, go to the opposite side of where you are. Look for a boulder along the wall. Blow it up to reveal a hidden lantern cavern. Make sure that your lantern is full. Searching this hidden lantern cavern completely, you should encounter the Poe.

- 18. Hidden Village. Entering the hidden village, look to the right to see this Poe on the upper front balcony. Use a net that is hanging from the same platform he is on. Use your Clawshot to bring yourself up to him.
- 19. Hyrule Field. Take the Great Bridge of Hylia from Lanayru to Faron Province. Looking at your map now, after you have crossed the bridge, and made that stretch of the land, this Poe will be up on a high ledge on the southeast wall, to your right. This ledge will be before you take some twists and turns to get into Faron. Use your bomb arrows to blow up a few boulders and then use the Clawshot pads that are revealed to get up to him.

Lanayru Province

- 20, 21, 22. Lake Hylia. These three Poes are found in another lantern cavern. On your map, a Howling Stone can be located in the southwest part of the lake. Climb up to the howling stone. Note: As soon as you come up from the ladder, the Howling Stone should be on your right. Look in the opposite direction of the stone; you should see a boulder in the wall, just as in Kakariko Gorge. Blow up this boulder to reveal this cavern. Search the cavern completely to find them all. Also, before entering, make sure to have enough oil in your lantern and some, if not all, empty bottles because this one is much longer. There will be some Yellow Chu Chus inside that you can use as refills if needed.
- 23. Lake Hylia. While playing the Flight-by-Fowl game atop Lake Hylia, float down to the floating platform in the middle of the lake. A Poe is waiting on one of the lower platforms.
- 24. Lake Hylia. Coming out of the Spirits cave, go to the right until you find a patch of land. A Poe wanders around here. On your map, he is in the east area of Lake Hylia.
- 25. Lake Hylia. Use the warp portal to warp to the lake, then turn around to see several platforms. Jump across them to get to a Poe that is on the land to the back.
- 26. Lake Hylia. If you go to the lookout tower, where Auru was located (the one that helped you get to the desert). There is a Poe floating around at the base of this tower.
- 27. Lake Hylia. To find your last Poe here, go back up to the Flight-by-Fowl game challenge. After getting about half way down, make a U-turn to find a small platform sticking out of the wall under the game house. Your Poe will be here.
- 28. Zora's Domain. Warp to the Zora Domain throne room. Upon leaving the throne room, jump down the waterfall. Swim to your left to the area where you had to catch a Reekfish. A Poe can be found up on the little hill here. A Golden Bug should also be near.
- 29. Zora's Domain. Go over to where the entrance to Snowpeak is located. Using Wolf Link and Midna, jump up a short distance until you are behind the main waterfall to find your Poe.
- 30. Zora's River. Coming out of Zora's Domain and into Zora's River, to your right is a small grassy hill. On it, you will see a Poe.
- 31. Hyrule Field. In the land north of Hyrule Castle, there is a stone bridge. On this bridge will be a Poe.
- 32, 33. Hyrule Field. In the same area as the Poe above, go to the eastern part of the land until you find two trees. In between those two trees should be a patch of dirt. Use Wolf Link and his senses to dig in and capture the two Poes inside.
- 34. Hyrule Field. Going through Castle Town, use the eastern exit to find a Poe out on the bridge.
- 35. Hyrule Field. Go through Castle Town again and exit through the south. Near the pool of water will be another Poe to capture.
- 36. Hyrule Field. Going through Castle Town once more, exit through the west. Coming out to this field, go to the path farthest to your left. This path will lead you to the ruined stone lookout. Here, in the same area that you found a statue for Shad, will be a Poe.

Desert

- 37. Gerudo Mesa. Use Fyer's cannon blast to send you flying to the Gerudo Mesa. After landing, start moving to your left. You should catch sight of a Poe in the distance on a small

platform.

- 38. Gerudo Mesa. In the enemy encampment, go over to where you had to battle King Bulblin (and afterwards where he temporarily trapped you in by fire). You can find a Poe around the place where you fought him.
- 39. Gerudo Mesa. Before you enter the temple of Arbiter's Grounds, to your left is a Poe floating about.
- 40. Gerudo Mesa. In the northeastern most part of the desert, there is platform with a tree on top. Use your Clawshot and hook the tree to get up onto the platform and up to your Poe.
- 41, 42. Gerudo Mesa. In the same location as the Poe above, use Wolf Link's senses to dig into an underground grotto to find these two Poes.
- 43. Gerudo Mesa. Go to the southwestern part of the desert, to the location where the missing piece of the Bridge of Eldin was found. If you have not yet brought back the missing piece to the bridge, do so, then afterwards warp back to the Gerudo Mesa. Around where the missing piece was should be a Poe wandering about.
- 44, 45, 46. Cave of Ordeals. These three can be found in the Cave of Ordeals. In the same location as above, and after collecting the Poe, go down the stairs that lead to this cave. The first Poe in here will be on the 17th floor. The second is found on the 33rd floor. The last Poe is on the 41st floor. You will have need all of your quest items in order to get through the cave completely. When you obtain the Double Clawshot you will be good to go.
- 47. Gerudo Mesa. Back at the Gerudo Mesa, go to the beginning of the path that leads to the enemy encampment. Note: You should not be in the enemy encampment itself. Go down the path to your left. Do not take any other turns. Just continue following this path until it leads to a dead end, which is where the Poe lurks.

Snowpeak Mountain

- 48. Snowpeak. Upon going up the mountain, you should encounter some large rocks. This Poe is hiding about these rocks.
- 49. Snowpeak. This Poe will be on the first cliff up the mountain. Entering Snowpeak Mountain, and after jumping the pieces of ice in the water, look up and to the left to see a lone tree in the distance. Go up towards it, watching the tree as you go up the steep slope. After going up the steep cliff, take a left to get to this tree and to the Poe.
- 50. Snowpeak. After climbing up a bit more, take a right at the next "Y". In open an area with a few trees is the Poe, along with some Bat Keese.
- 51. Snowpeak Cave. Once you dig into the cave, a Poe is hiding in the left boulder of ice that you will see. You will need the Ball and Chain to get him out and capture him.
- 52. Snowpeak. After snowboarding down the hill against the Yeto, turn around and you should see a hill to the left. Go over there as Wolf Link and start going up the winding pathway that will lead up to a Poe on top. Be careful not to fall off while battling him.

Snowpeak Ruins

- 53. In this temple you will find your first Poe in the middle of the foyer.
- 54. Your next Poe will be found in a room that is all ice. On the second floor, go to the southeast room. Against one of the walls should be some chunks of ice to break with the Ball and Chain, after which a Poe (along with some Keese), will reveal itself.
- 55. The last Poe is back at the entrance. You will need the Ball and Chain to get to him. As soon as you enter, to your left and right will be suits of armor. Smash open a middle one to reveal a Poe.

Temple Of Time

- 56. You will find your first Poe here after you pass through the doors from the Sacred Grove to the entrance to the Temple Of Time. In this room, coming down the stairs, take a U-turn to your left. Using the Dominion Rod, move the owl statue that you see to let this Poe out, then take him down.
- 57. Go to the third floor, with the room with the huge rotating platform in the middle. Go to

the west side of the room. You should find a yellow gate that a Poe is behind. Bring one of the small statues atop the walls on either side of the gates. Hit the switch behind the gate to let the Poe out.

- 58. On the sixth floor is your next Poe. It is the room with the large scale against a wall. Use the scale, and with the small statues, make one side bring you up as high as it can go. Use your Clawshot to hook onto a Clawshot pad in the middle of the ceiling, then walk the path to some spinner tracks on the wall. With these tracks, go to the right and it will bring you around to a platform that a Poe waits at.

City in the Sky

- 59. In an outer area on the third floor is your first Poe. Use the flying plants above and hook on with your Clawshot to get you over two walls. Look to the south to an open area where you should see another flying plant above near you. Hook onto this plant that will bring you to another small lone area. Drop down to the area where your Poe lurks.
- 60. Go to the fourth floor. In the outer area of where you obtained the Boss Key, a Poe is waiting atop a platform. Use some wall vines and the tightropes to get over to him. Be careful not to fall off the edge when trying to capture him. Finish him off and you will have completed your Poe hunt.

Howling Stones

Howling Stones may be found at the following locations.

Dmitri Googoo and psasak

Howling Stone #1

Location: n/a

Golden Wolf Location: Forest Temple Entrance

Song: n/a

Skill: Finishing Blow

Howling Stone #2

Location: Death Mountain Geizer Area

Golden Wolf Location: Ordon Spring

Song: Song of Healing -- Majora's Mask

Skill: Shield Bash

Howling Stone #3

Location: Upper Zora River

Golden Wolf Location: Eastern Entrance to Hyrule

Song: Oath To Order -- Majora's Mask

Skill: Back Slice

Additional Information: The Stone is at a small cliff overlooking the river , accessible once water has returned to the lake.

Howling Stone #4

Location: Lake Hylia

Golden Wolf Location: Gerudo Desert

Song: Nocturne Of Shadow -- Ocarina Of Time

Additional Information: The location of this stone is found near the tower where you first meet Auru. It is in the southernmost part of Lake Hylia nearest to the Gerudo Desert. You must be able to transform in your wolf form at will because it requires both forms to access it.

Howling Stone #5

Location: Sacred Grove Entrance

Gold Wolf Location: Southern entrance to Hyrule

Song: Prelude of Light -- Ocarina of Time

Howling Stone #6

Location: Snowpeak Trail

Golden Wolf Location: Kakariko Village Graveyard

Howling Stone #7

Location: Hidden Village

Golden Wolf Location: Entrance to Hyrule Castle

Triforce on Golden Ladybug

When in Princess Agitha's house, if you have already caught a Golden Ladybug ,look on its back. When the glow goes away you should see the Triforce in the center of its back.

Robin

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X-MEN LEGENDS 2: RISE OF APOCALYPSE

All characters:

Press **Right, Left(2), Right, Up(3), Start** at the character selection screen at an Xtraction point where you usually save the game or switch characters.

All skins:

Press **Down, Up, Left, Right, Up(2), Start** at the team management screen.

God mode:

Press **Down, Up, Down, Up, Right, Down, Right, Left, Start** at the character selection screen at an Xtraction point where you usually save the game or switch characters.

Level 99 characters:

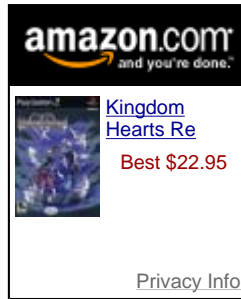
Press **Up, Down, Up, Down, Left, Up, Left, Right, Start** at the character selection screen at an Xtraction point where you usually save the game or switch characters.

Add one point to all skills:

Press **Left, Right, Left, Right, Down, Up, Start** at the character selection screen at an Xtraction point where you usually save the game or switch characters.

Fast characters:

Press **Up(3), Down, Up, Down, Start** during



game play.

Extra melee damage:

Press **Left(2), Right, Left, Right, Up, Start** during game play.

Unlimited Xtreme tokens:

Press **Left, Down, Right, Down, Up(2), Down, Up, Start** during game play.

100,000 tech-bits:

Press **Up(3), Down, Right(2), Start** at the store run by Forge or Beast. The sound of tech-bits will confirm correct code entry.

Game cinematics:

Press **Left, Right(2), Left, Down(2), Left, Start** at the review menu.

All comics:

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All concept art:

Press **Left, Right, Left, Right, Up(2), Down, Start** at the review menu.

All Danger Room courses:

Press **Right(2), Left(2), Up, Down, Up, Down, Start** at the Danger Room course menu.

All loading screens:

Press **Right, Left, Right, Left, Up(2), Down, Start** at the review menu.

Completion bonuses:

Successfully complete the game to unlock the hard difficulty setting (enemies at level 50). You can also start a new game with your previous characters at their current experience level.

Play as Dark Phoenix:

Successfully complete the game.

Play as Deadpool:

Successfully complete the game.

Play as Iron Man:

Find the four homing beacons in Act 1 through 4 and collect the piece of his armor

that each set unlocks. Then, save Iron Man after finding the four homing beacons in Act 5.

Play as Professor Xavier:

Successfully complete all Danger Room missions.

Age Of Apocalypse costumes:

Complete Acts 1 and 2. The Age Of Apocalypse costumes will become unlocked at an X-Traction Point in Act 3. Press **L2** at the character change screen to access them.

Team bonuses:

Use a team with the indicated characters to get the indicated bonus.

gmnlb fpo pyi, mthob vebteh.

Age of Apocalypse (Any four heroes with Age of Apocalypse skins): +100% attack rating
 Agile Warriors (Nightcrawler, Sunfire, Toad, Deadpool): +5% experience points
 Brotherhood of Evil (Juggernaut, Magneto, Scarlet Witch, Toad): +5% experience points
 Bruiser Brigade (Juggernaut, Colossus, Wolverine, Rogue): 20 energy gained per knockout
 Dark Past (Rogue, Deadpool, Gambit, Wolverine): 5% damage inflicted goes to health
 Double Date (Rogue, Gambit, Jean Grey Cyclops): 20 health gained per knockout
 Energy Corps (Gambit, Bishop, Cyclops, Iron Man): +5% damage
 Family Affair (Magneto, Professor X, Scarlet Witch, Juggernaut): +5 health regeneration
 Femme Fatale (Storm, Scarlet Witch, Rogue, Jean Grey): 5% damage inflicted goes to health
 Forces of Nature (Storm, Iceman, Sunfire, Magneto): +10 to all resistances
 Heavy Metal (Colossus, Juggernaut, Iron Man, Magneto): +10 to all stats
 New Avengers (Iron Man, Scarlet Witch, Wolverine, Bishop): +15%

maximum health
 New X-Men (Nightcrawler, Storm, Colossus, Wolverine, Sunfire, Bishop): +15% maximum health
 Old School (Cyclops, Jean Grey, Iceman, Magneto, Toad, Professor X): +15% max energy
 Raven Knights (Iceman, Professor X, Iron Man, Deadpool): +60% techbit drops
 Special Ops (Bishop, Deadpool, Nightcrawler, Gambit): +5% damage

Alternate costumes:

Some characters begin the game with some alternate costumes available:

[Lord Sephiroth.](#)

Bishop: 70's Costume
 Colossus: Xtreme Costume 2
 Cyclops: Xtreme Costume 2
 Jean Grey: Dark Phoenix Costume
 Juggernaut: Original Costume
 Magneto: Ultimate Non-Helmet Costume (starting costume without helmet)
 Nightcrawler: Xtreme Costume 2
 Rogue: Coat Costume
 Scarlet Witch: 70's Costume
 Storm: 70's Costume
 Sunfire: 70's Costume
 Toad: Brown Costume
 Wolverine: Ultimate Costume

Complete Act 1 to unlock the following costumes:

[Lord Sephiroth.](#)

Colossus: 70's Costume
 Cyclops: Original Costume, 70's Costume
 Iceman: Snowman Costume
 Jean Grey: Phoenix Costume, 70's Costume
 Nightcrawler: 70's Costume
 Storm: 70's Costume (another one)
 Wolverine: Original Costume (Brown and Gold)

Complete Act 2 to unlock the "Age of Apocalypse Costume" for all characters that

have them.

[Lord Sephiroth](#).

Complete Act 4 to unlock the following costumes:

[Lord Sephiroth](#).

Colossus: Xtreme Costume,
Gladiator Costume, Ultimate Non-Steel Skin Costume (starting costume with normal skin)
Cyclops: Xtreme Costume,
Snowfields Costume
Iceman: Non-Ice Skin (the same as in X-Men Legends)
Juggernaut: Original Non-Helmet Costume
Nightcrawler: Xtreme Costume
Storm: Xtreme Costume,
Snowfields Costume
Wolverine: Weapon X Experiment Costume, Xtreme Costume,
Snowfields Costume

The Secret Characters already have the following costumes available:

[Lord Sephiroth](#).

Deadpool: Unmasked Costume
Iron Man: 2099's Costume, Age of Apocalypse Costume
Professor X: Shadow World Costume (the same from X-Men Legends)

Hint: Final area:

First, step into the power chamber in the middle of the vault of ages. Because there is only a limited amount of time you have to use the harmonic powers, choose a faster character to do this. There is a yellow meter that will show you how much harmonic power time you have remaining. Go straight up or straight down to reach the generators. The downward path has a small maze in it. Go right instead of left. At the generator, Apocalypse is waiting. You must beat him up before you can destroy the generator. Destroy the generator and repeat the same process with the other one. It does not have a maze, and it will be a straight shot directly to it. Just like before, Apocalypse is waiting for you at the generator. After destroying the

power of the harmonic machine, he will bring statues of the horsemen to life. You must focus your attacks on the horsemen and get them out of the way before tackling Apocalypse. When you kill the horsemen, they will return to statue form. Then, kill Apocalypse twice to complete the game. Note: Make sure you have a full load of health and energy packs before attempting this.

[kdranzeramy](#).

Hint: Act 2: Easy items:

In Act 2 after you rescue Beast on Mikhails Warship, Blink will open a portal back to Avalon. Go through the portal to Avalon then immediately return to the warship. The scene of rescuing Beast will play again, and the ship is undamaged. You can go back and get all the items again. Repeat this as many times as desired.

[CMFrost78](#).

Hint: Act 4: Homing beacon:

In Act 4, in the sewers, you can find the first homing beacon inside a moving fan. To get it, use Rogue. Walk further the map until you reach the back side of that fan. Use Power Theft to drain the energy of that machine. Then come back and you will see the fan stopped moving. You can now get that first homing beacon.

[NEAKHIZ](#).

Hint: Act 4: Easy Holodiscs:

Use the following trick to get Holodiscs easily. In Act 4 after you talk to Sebastian Shaw, he will ask you to bring him his Master Key, Holodiscs and pay him 10,000 Techbits. Paying 10,000 Techbits and getting the Master Key is easy. The Holodiscs are located in one corner of the Westside of the city, but there is a green laser blocking your way. The best way is to use Nightcrawler's Teleport skill to pass the laser. Just keep on moving and your teammates will follow you. Kill the enemies and get the Holodiscs. Use the skill Teleport to go back on the other side.

[NEAKHIZ](#).

Hint: Easy items:

To get easy Techbits, health packs, energy packs, and items, return to the top of Apocalypse's tower where you fight

Archangel. Smash all of the containers to get random free items. Repeat this as many times as desired.

[res8rku6](#).

Have Gambit and Toad on your team. Have Gambit use Prince of Thieves, and Toad use Plunder (this requires at least two extreme points). Do this when near a weapons cache and you can get about five times the amount of what you would normally get. This includes health/energy packs, and Techbits, but you still only get one special item.

[Harrypotterfanpk](#).

Hint: Easy experience:

For easy leveling up, go to the Holding pen level. There is a location where enemies keep teleporting onto the screen. It is just before the last area entrance. Note: If you stay too long without saving, your game will freeze.

[res8rku6](#).

Note: You need Magneto with Magnetic Grasp, a lot of energy potions, and the "Death Touch" cheat. In Act 4, go to the holding cells. If you came in from the sewer, go up from the sewer entrance and take a right into the first room. If you came from the stockade, go up from the stockade entrance, take a left, and go through the next few rooms. Both ways should lead you into a room with two spawners and a scanner-like platform. Run through the scanner and it will "scan you". After this, enemies should start spawning. Have the player controlling Magneto run onto a spawner and constantly use Magnetic Grasp. Enemies that spawn on your spawner will be instantly killed and they will fly from the other spawner and die as well. If you have the "God Mode" cheat enabled, this will level you up indefinitely until the level cap. If you use potions, you will only be able to level up while Magneto has energy.

[Shinryuku_ku](#).

Hint: Recommended team:

Having two blasters (for example, Magneto) and two brawlers (for example, Wolverine) works well. The following team is highly useful, because there are times where you will need a mutant with super strength to

move an object out of the way. If you need a bridge formed, use Magneto. If you need a flyer, both Magneto and Ironman can fill that role. The heavy metal group is Colossus, Juggernaut, Ironman and Magneto.

[kdranzeramy](#).

Iceman is the most powerful character in the game; keep him in your team. The other three characters that you should be from the following:

[Lord Sephiroth](#).

Nightcrawler: He has very fast melee attacks and can do great damage if you expend lots of Skill Points in the Mutant Power Attack Teleport Frenzy and all his Passive Skills, Sword Mastery (you do not need to improve this very much), Teleport Mastery, Uncanny Reflexes, and Critical Strike. Also, his Xtreme Attack, Master of Chaos, is the best against Bosses (you can do nine hits when at maximum level) and PVP (Player VS Player).

Professor X: . He cannot do more damage than Iceman, but is faster (thanks to the Passive Skill Clairvoyance) and all his skills are very useful.

Iron Man: He is a combination of all types of characters (good at melee and ranged attacks, can fly, can smash easily and push or lift massive objects). Expend Skills Points in his Mutant Attack Power Gamma Bolts (if the Projectile hits a wall, it comes back), and all his Passive Skills.

If you have not unlocked Professor X and Iron Man, try these characters:

Bishop: A good choice if you do not have Professor X. He can even become more powerful than Professor X. He can inflict even more damage and have Passive

Skills that make him fast (Power Trip) and gives energy damage (Energy Combat). Develop this Mutant Power Attacks: Full Auto, Bio Beam and Bio Blast. However, Professor X is better because of his low cost of EP for Mutant Attacks and walks and melee attacks faster.

Cyclops: If you do not have Iron Man, use Cyclops. He can inflict much more damage with ranged attack than Iron Man (but can only hit one or two, while Iron Man can hit five or six) with the Mutant Power Attacks Fusion Beam and Polarized Beam. Also improve his Visor Upgrade and Mutant Master as much as possible. However, Iron Man is better because he can do more damage with melee attacks, can fly, and lift massive objects.

The perfect team for story mode is Colossus, Sunfire, Gambit, and Iceman. Colossus is strong and has a powerful attack. This allows you to avoid using a special attack. Sunfire has fire power, and you can hit people from far away. Also, he can fly. Gambit can hit you from far away. He is fast and has strong attacks. Iceman has ice power. He can hit you from far away, build bridges, and can fly with his ice slide.

[nick r caravna.](#)

The best team is Iron Man, Deadpool, Juggernaut, and Professor X. Professor X can hit enemies hard and fast. Iron Man can fly and has a good ranged attack. Deadpool is a good melee brawler. Juggernaut has the best Xtreme power in the game, Path Of Destruction.

[RANDY AUTUMN HAYES.](#)

Use the following characters on your team. Ice Man has strong attacks, can make bridges, take out fires, and flies. Sunfire can also fly (but uses less Mutant power), and Fiery Geyser can blow up any obstacle around you besides a Boss in one or two hits. It is good to have a mutant with mainly melee

attacks, and Wolverine is a great choice to fill that role. He has great attacks, is strong enough to pick up objects that others cannot, and can push obstacles such as poles, columns, and rocks when necessary. The fourth Mutant is up to you.

[arman brown](#).

Have Professor X, Toad, Iceman, and Juggernaut in your team. Enable the "Unlimited Xtreme tokens" code or have at least three Xtreme tokens. If you are mobbed by non-boss enemies, boost Juggernaut with Toad's Secretion, Iceman's Ice Gloves, Professor X's Telepathic Link and Juggernaut's Path of Destruction (one token), then use his Crimson Devastation (one token) to kill all the enemies. This will do over 300,000 points of damage if at a high enough level. Then quickly switch to Professor X and use his Psychic Shock (one token) to resurrect all enemies within range to become allies temporarily.

[NEAKHIZ](#).

You can use Jean Grey, Toad, Iceman, and Juggernaut. You can use this team for the whole story without changing characters. The idea is to have Juggernaut as your main character and use other character's ability to pump him up. Simply concentrate on the following skills: Jean Grey - Psychic Fury, Iceman - Ice Gloves, Toad - Secretion, and Juggernaut - Crimson Rage. Assign these boost skills to your help button (AI Skill). Whenever you engage in a battle press the button to pump up Juggernaut. This will give Juggernaut additional damage and makes him move fast. By using Crimson Rage, Juggernaut will become big in size and can deal a large amount of damage. Use him as a front man (brawler) with the three as back-ups. This team is well balanced because in some stages you must have a flying character (Jean), build bridges (Jean or Iceman), push heavy objects (Jean or Juggernaut), have a melee character (Juggernaut or Toad), and a long range character (Jean or Iceman). You can have Juggernaut do all the killing because he has a strong defense and high HP. Put skill points or max out Balance Form for the best fighting speed. Iceman can slow down enemies and gives addition damage, Use

Jean's X-Treme skill "From The Ashes" if somebody is KOed. Toad's Secretion can make Juggernaut move faster. Juggernaut can deal about 300,000 or more points of damage by using Crimson Devastation if all their boost skills are activated with Path of Destruction. You can experiment with other characters, for example replacing Juggernaut with Wolverine. Wolverine has a Regeneration ability and Rude Awakening to keep your characters alive. Use Bishop for Iceman. Both of them can Boost +47% of damage (maxed out) Sunfire for Jean. Both have the Flying skill and can boost +47% of damage. Use Professor X for Jean Grey. Professor X can do more damage than Jean. he has Psychic Shock that can revive nearby allies and enemies. Use Gambit for Juggernaut. Gambit can be very fast if you use Secretion with Energy Form as well as Iron Man (Motion Amplifier). You can try other characters to fit your fighting style.

[NEAKHIZ.](#)

The following is a team that is balanced, strong and accurate. Magneto can fight long-ranged. Also, he is like Jean Gray and Iceman but does not have any kind of element. If you are not satisfied to him, try using Rouge. She also does not use any kind of element, but she is an offensive character. Juggernaut is the most powerful brawler of the game. As expected he is a slow walker, but when it comes to battle all of his enemies (including the Bosses) are easy. He can use his normal attacks and brawl skills to knock down opponents. Wolverine can finish opponents without spending energy just to use skills. Focus his support skills like Rude Awakening and Berserker Fury. For an Environmental Supporter, do not choose Jean Grey. Nightcrawler, Iceman or one of the unlockable characters are recommended. Iceman is more than a environmentalist. He is also an offensive type. Do not spend skill points for his support skills. It will not help.

[chino.](#)

The best team that can easily help a beginner finish the game quickly is Night Crawler, Wolverine, Colossus, and Sun Fire. For those advanced in the hard difficulty setting, the best team would be Iron Man, Dead Pool,

Charles Xavier, and Magneto.

[Edward Garcia](#).

Hint: Combos:

This combo works when you have Wolverine and Juggernaut on your team. With Juggernaut, walk over to Wolverine and pick him up, just as you would do to a chair or other item. When you throw Wolverine, he will do a diving attack to nearby enemies. This also works if you need to send Wolverine over large holes.

[Jesse Cano](#).

Hint: Strong Gambit:

Once your characters get to about level 30, use Sunfire, Bishop, Toad, and Gambit as your team. The idea is to pump up Gambit as much as possible. Put as much of the stats you can into each ability as follows: Sunfire = Flaming Fury, Bishop = Energy Fury, Toad = Secretion, Gambit = Energy Form. Also, throw an extra 6 or 7 stats into each characters Mutant Mastery so that they will recover EP faster. During game play, activate all the abilities listed above and switch to Gambit. He will be able to run very fast and be super strong. Eventually he will have +200% movement, +400% or more attack and many of damage and defense bonuses. Also, because they regain their EP fast, you can reuse the abilities as soon as the affects wear off.

[Christian Henderson](#).

Hint: Strong Iceman:

Iceman is the strongest character in the game. If you boost him wisely, he can kill most of his opponents with a merely single hit on melee attack. Distribute his Status Points wisely, developing more his Focus and Speed. At his Projectiles Mutant Powers, concentrate on his Cold Crush, and a little in Freeze Beam and Ice Slide. Do not spend Skills Points in Boost Mutant Powers, as they are useless. Also, if the rest of this is done correctly, Iceman will grow strong enough to easily fight alone. Spend the maximum you can in his Passive Skills, particularly in Ice Combat and Cold Mastery. Get the Danger Room Disk: Challenge - Iceman, and get and equip his Signature Unique Item, Cryogenic Booster. That brings a very good trait, Double

Cold Damage. As for other equipment, put some that give bonus to Damage (not Energy Damage, Electric Damage or Radiation Damage). If done correctly, Iceman can hit easily his enemies (because of the high Speed), hit lots of enemies with the Cold Crush Projectile Mutant Power, and, finally, will give lots of damage. For example, you can do 500 and even more damage with melee attack, depending on your level, thanks to the Passive Skills, Ice Combat and Cold Mastery, and the Cryogenic Booster Signature Unique Item.

[Lord Sephiroth.](#)

Hint: Strong Juggernaut:

Juggernaut is the best character in the game, period. When it comes down to the amount of damage a character can cause, Juggernaut is far above and beyond everyone else. Juggernaut simply has the best skills and attributes of any character for the following reasons:

He has the most powerful "XTreme Boost" move. "Path Of Destruction". This skill surrounds the Juggernaut with a glowing aura that not only destroys every single object in the environment that he touches (for example, when running through walls to make new doors), it turns his attacks into the most powerful ones in the game. While this power lasts, his weak basic melee attack (X) does over 32,000 points of damage to any non-Boss enemy. Couple "Path Of Destruction" with Juggernaut's "Bull Rush" ability to get a controlled, continuous charge that instantly kills anything you touch while plowing straight through parts of the environment that would otherwise slow you down. This effect lasts between 20 and 50 seconds, depending on how much you level it up. Note: The 32,000 points of damage is at skill level one, character level 30, and no critical hit.

He has the best passive skill in the game, "Balanced Form". Contrary to common sense and popular belief, the Juggernaut is not slow. He starts out as slightly faster than average, attack-speed-wise, but this passive skill raises his attack speed and his defense rating. Maxed out, this skill makes him the fastest in the game, even exceeding Nightcrawler.

He has the best character design. The only weakness the Juggernaut has is the obvious one, no ranged attacks. However, this really does not make a difference. The Juggernaut has an absolutely obscene amount of hitpoints, and with the aforementioned "Balanced Form" he also enjoys one of the highest defense ratings in the game when equipped similarly. To summarize, the Juggernaut is all but invincible, more than counteracting the disadvantage he gains by being a melee fighter. But the character design benefits do not end there. Size matters; when packed into a large mob of enemies, the game takes the extra length of the Juggernaut's arms into account, enabling him to hit several enemies at once even with basic attacks. Thus, all of his mutant skills become radial or area-affect attacks.

He has the best skill in the game, "Crimson Fury". This skill pumps up the Juggernaut with a massive damage increase to a regular attack for a relatively large EP cost. Although it seems worthless, this effect is cumulative. Even at level one, this skill allows the Juggernaut to land a series of blows on the enemy, each more than six times stronger than the one before it, as long as the Juggernaut has EP remaining. This

allows for huge amounts of damage to be done quickly, but then uses up all of the Juggernaut's energy and a great deal of your energy potions, which is not good, and so not the best in the game. However, with each blow, the Juggernaut gets bigger in physical size, allowing his gargantuan arms to hit up to half of the screen at once. Another reason this is useful is "Superconductor". This is one of Bishop's "XTreme Boosts" that, at the cost of 4 X-shards, powers up the entire party so that for a short duration (about 30 seconds), all characters can use skills without spending EP. Pair this with Crimson Rage. The Juggernaut will exponentially increase his damage with each of his eight or nine attacks a second, for thirty seconds. With combo, even low to mid level Juggernauts can do a literally infinite amount of damage (when clobbering through entire rooms of enemies at the rate of a few seconds each, it is possible to receive the four shards that were spent before Superconductor wears off, allowing continuous use of it. For example, with a level 30 Bishop, level 40 Juggernaut, level 39 Storm, and level 37 Nightcrawler, it is possible to easily do the entirety of the Apocalypse Boss fight (generators, horsemen, both Apocalypses, and movement time) in less than thirty seconds. There is only one downside to this ability -- it is too good, and makes the game no longer fun. Use it only for difficult Boss fights. Try this in enemy-clogged locations (for example, the aerial platforms level in Act 4, with the infinite Sentinel hordes) and watch as the Juggernaut gets bigger until he fills the entire screen or even overflows it.

These are only a few of the highlights of playing the Juggernaut. He also has other awesome skills that are worth investigating, but are not needed to justify the Juggernaut's role as most powerful character in the game.

[Xyghaar](#).

Hint: Saving anywhere:

You can save the game almost anywhere by using a Blink Portal. You do not need to wait half an hour for an X-Traction point. Just open up a Blink Portal at the end of your session or whenever you feel the need to save then use the X-Traction point in the Sanctuary.

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