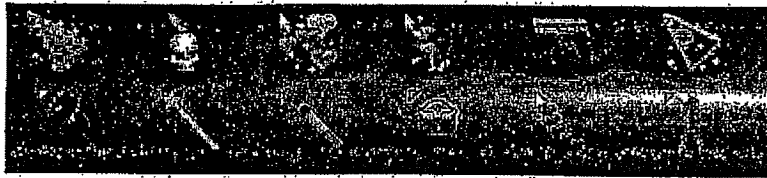


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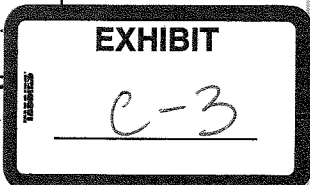
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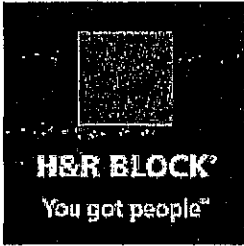
- [Cheat mode](#)

Pause the game to display the "Fortress Of Solitude" menu. Then, enter one of the following codes at this menu to activate the corresponding cheat function. If you entered the code correctly, you will hear a sound. **Note:** Some codes cannot be enabled until the Warworld level (level 3) has been completed.

Play as Bizarro in Free Roam mode

Pause the game and press Up, Right, Down, Right, Up, Left, Down, Right, Up. Then, fly to the marker at the top of the GNN building to change to Bizarro. To change back to Superman, go to the marker at the other end of Metropolis.





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Infinite city health

Pause the game and press Y, Right, Y, Right, Up, Left, Right, Y.

Infinite stamina

Pause the game and press Up(2), Down(2), Left, Right, Left, Right, Y, X.

All power-ups

Pause the game and press Left, Y, Right, X, Down, Y, Up, Down, X, Y, X.

All bonuses

Pause the game and press Left, Up, Right, Down, Y, X, Y, Up, Right, X to unlock all bonuses.

- Alternate costumes

Successfully complete the indicated task to unlock the corresponding costume:

Golden Age suit: Save Metropolis from the tornadoes
Pod suit: Defeat Bizarro

- Trophies

Successfully complete the indicated task to unlock the corresponding trophy:

Bizarro Unchampion: Successfully complete all Bizarro mini-games
Globe Bowling: Pick up the Daily Planet globe
Kitten Finder Extraordinaire: Rescue all 100 kittens
Meteor Mayhem: Successfully complete Level 1
Outstanding Valet: Pick up 500 cars
Photo Finish: Defeat 500 opponents.

- Breaking the sound barrier

(A)

While flying as Superman at hyper speed, he goes through stages where after an amount of time of continuous flying he gains a burst in speed. He accelerates and becomes faster and faster. If you fly for long enough (flying a lap or two around the entire city above the sea is recommended), he eventually breaks the sound barrier. It is about the fourth jump in speed. You will know this has happened when the sound of him ripping through the air is suddenly silent. This is because Superman is traveling faster than his own sound.

- Developer memorial

(B)

In Research Park, by the Superman statue, there is a memorial to Derek Allman, one of the developers. The game is dedicated to the memory of him as said in the credits.

- Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

Hero of Metropolis (200 points): Complete all Metro Events and mini-games.
Armageddon Averted (30 points): Complete Level 01: Meteor Storm.

Mr. What's-his-name (50 points): Complete all mini-games.
 You Am Bizarro! (20 points): Complete the Bizarro mini-game.
 Super Sonic (20 points): Finished all Fast Flyer mini-games.
 Mr. Whiskers (50 points): Find all kittens.
 Souped-Up Superman (30 points): Obtain all 15 power-ups.
 Frequent Flyer (30 points): Travel for 10,000 Miles.
 Roadside Assistance (30 points): Pick up 100 cars throughout the game.
 The Greatest Day (30 points): Play a total of 12 hours.
 Heavy Lifting (30 points): Lift 10,000 tons throughout the game.

Additionally, there are seven secret achievements:

Warworld (50 points): Visited and dominated Warworld.
 Metallo Mastered (100 points): Stopped Metallo in the name of justice.
 Me aM save yOU 100 points): By you is Bizarro not undefeated.
 The Mongul Hordes (100 points): Vanquished Mongul once again.
 Twisted (100 points): Saved Metropolis from the rampaging tornado.
 Versatile Fighter (30 points): Perform 99 fighting combos.
 Not That Super (0 points): Entered a cheat code.

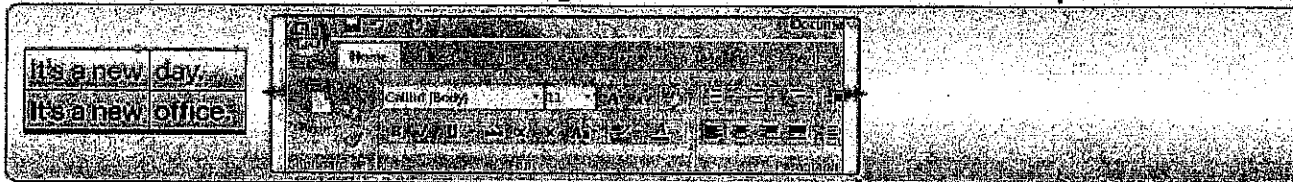
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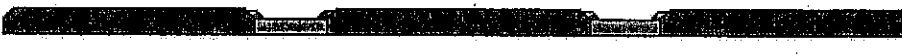
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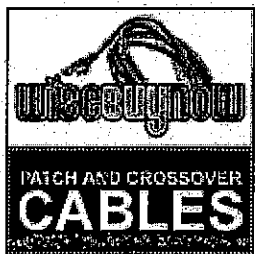
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Achievements Superman Returns: The Videogame

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All bonuses -Superman Returns: The Videogame

Pause the game and press Left, Up, Right, Down, Y, X, Y, Up, Right, X to unlock all bonuses.

All power-ups (Superman Returns: The Videogame)

Pause the game and press Left, Y, Right, X, Down, Y, Up, Down, X, Y, X.

Alternate costumes

[Successful]

Complete the listed task to unlock the specified costume: Golden Age suit: Save Metropolis from the tornadoesPod suit: Defeat Bizarro

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It is easy, just create an account [Register] and submit answers to visitors questions. You can also submit hints and tips that you know or find elsewhere on the Internet. Each vote you get earns you points. The member with the highest points for the game is the **Cheat Master** of the game.

Members will also be emailed when their question is answered and have less banners.

You can also find out more help for Superman Returns: The Videogame in our **Forum**

(A)

Breaking the sound barrier

While flying as Superman at hyper speed, he goes through stages where after an amount of time of continuous flying he gains a burst in speed. He accelerates and becomes faster and faster. If you fly for long enough (flying a lap or two around the entire city above the sea is recommended), he eventually breaks the sound barrier. It is about the fourth jump in speed. You will know this has happened when the sound of him ripping through the air is suddenly silent. This is because Superman is traveling faster than his own sound.

Cheat mode (Superman Returns: The Videogame)

Pause the game to display the menu. Enter the codes here to

reap their benefits. Sounds will confirm positive entry.

B

Developer memorial (Superman Returns: The Videogame)
In Research Park, by the Superman statue, there is a memorial to Derék Allman, one of the developers. The game is dedicated to the memory of him as said in the credits.

Infinite city health

Pause the game and press Y, Right, Y, Right, Up, Left, Right, Y.

Infinite stamina *Superman Returns: The Videogame*

Pause the game and press Up(2), Down(2), Left, Right, Left, Right, Y, X.

Play as Bizarro in Free Roam mode

Pause the game and press Up, Right, Down, Right, Up, Left, Down, Right, Up. Now, fly to the marker at the top of the GNN building to change to Bizarro. To change back to Superman, go to the marker at the other end of Metropolis.

Trophies -Superman Returns: The Videogame

Complete the listed task to unlock the specified trophy:
Bizzaro Unchampion: Complete all Bizzaro mini-games
Globe Bowling: Pick up the Daily Planet globe
Kitten Finder Extraordinaire: Rescue all 100 kittens
Meteor Mayhem: Complete Level 1
Outstanding Valet: Pick up 500 cars
Photo Finish: Defeat 500 opponents

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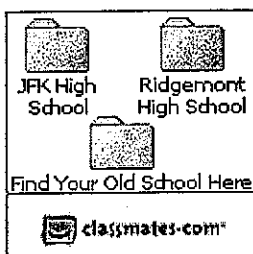
- Super character

This trick requires access to Arcane University, a Chameleon spell, two rings, a necklace/amulet, any two pieces of armor (preferably a helmet and shield; you could use any armor for this, but you may want to enchant them with defensive magic later), five Grand Soul Gems with Grand Souls in them, and 8,000 gold. Go to the Chironasium (enchanting section) in Arcane University. Go to an enchanting stand and enchant the necklace, rings, and armor with a Chameleon spell using the Grand Soul Gems. Each enchantment gives you 20% Chameleon effect, so all five enchantments will make you 100% Chameleon, which is not only invisible but also allows you to attack, steal, open, and pick-up without being revealed. You can now steal from a shop



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without the shopkeepers doing anything. Your enemies will also just stand still unable to attack, allowing you to go into Sneak mode and attack for 4x to 6x damage, and pickpocket without consequence (except on guards who can catch you if you fail, but still cannot attack you if you resist arrest).

- Duplicate items

Have two magic Scrolls of the same type; they cannot be stolen. Select the Scroll twice, then drop the item to be duplicated from your inventory. The item must not have any damage. If it is a magical item, it must be fully charged. Exit the inventory screen and collect the duplicated items. **Note:** Some armor and weapons cannot be duplicated. Additionally, when using this trick, instead of using just two Scrolls you can use any number of the same scroll to get that many more of the desired item. You still only have to select the spell twice. For example, 230 Scrolls results in 230 duplicates. The items can then be sold to make lots of money.

- Permanent enchantment

Use the following trick for duplication or a permanent enchantment. You can duplicate a drop-able item, and if that item is equipable with constant effect enchantments you can make them permanent. However, the item once made permanent cannot be re-equipped, but each enchanted item is different. You can use the "Duplicate items" trick to make as many as desired, then sell them. Use the "Duplicate items" trick with a bow or arrows to duplicate the items to make permanent. Equip one of the items you want to make permanent. There must be an unequipped version still in your inventory for this to work. Use the "Duplicate items" trick again; however, drop the unequipped version of the item you have equipped and want to make permanent. The equipped one and the others will drop and you will never be able to equip that item again, but if you check your stats the items bonuses will be permanent. You can duplicate anything that can be dropped, including Grand Soul Gems with Grand Souls captured.

This trick only works with wearable items. Take any wearable item with a magical enchantment that you wish to make permanent and use the "Duplicate items" trick to duplicate it twice so that you have two of that item. Pick up the item and equip one. While you are wearing that item, duplicate the one you are not wearing by at least four. **Note:** The number of arrows used determines how many copies are made. Both items will drop on the ground in stacks of two. You will now no longer be wearing that item, but will still have its effects. **Note:** These effects are permanent. Do not attempt this with any item with an effect you may want to remove later, such as Water Walking, Night Eye, etc.

- Infinite health

Use the "Duplicate items" trick on a potion of strong health. Repeat the duplication to get the desired amount of potions. Open the inventory screen and go to the strong potion of health, then assign a hotkey to that potion. When you are low on health, just press the hotkey to use a potion. When running low on health potions, repeat the duplication process.

- Infinite recharge

Use the "Duplicate items" trick 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 having to bother with soul trapping.

- Infinite gold

Go to the Talos Plaza District of Imperial City and find a house owned by a man 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. Do not press X to loot him and take all. Instead, take each item individually, finishing with the gold, which will not run out once it hits 8 pieces. Just keep selecting the gold he

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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.

Note: To get infinite 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 press X to yield to him. Because he is your friend, he will stop fighting. Then, talk to him again. His relationship will have dropped 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. His health will still be 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.

9
Go to the Talos Plaza District of Imperial City and find Dorian in his house. Talk to him and select the Speechcraft icon to learn that he likes Boast and Coerce and dislikes Admire and Joke. Instead of making him like you, make him hate you. Bribe him until around 60, then make him hate you. Keep repeating this as long as desired. **Note:** The more you do this, the quicker it will be to increase your money. Kill him but do not let him run, etc. or he will contact the guards. Search him and take all his possessions except for his money. Exit the search screen and re-enter it. Then, keep pressing X on his money to retake it without it disappearing.

This trick requires a horse and an expensive weapon, the more expensive the better. Get on your horse and fast travel to Kvatch. Once there, equip your most expensive weapon and travel until you find a little camp with citizens around on the road to Kvatch. Talk to the female Orc merchant while on your horse and sell her your equipped sword. The message "You cannot unequip this item" will appear, but it will still give you the money. You can do this as many times as desired for 200 GP each time. This only works with your equipped sword; any other items will be sold as usual.

Become a vampire, then seek the Mages Guild help in Arcane University. You will be sent to Skingard to talk to the count. The count will tell you who to seek out in order to get the cure. Complete this quest, and after giving the Counts' wife the potion, he will want to wait a day before he will talk to you again. After that day, when you talk to him he will reward you with 500 gold. However, you can keep talking to him and selecting "Reward" each time. You will be given 500 gold each time you talk to him, even if you leave and come back. Repeat this as many times as desired to get an unlimited amount of gold. **Note:** When you do go back make sure you select his room lock and bribe him fully so that the guards do not get called. Also, complete this task before the mage's second or third task because after that the Count of Skingard will not talk to you.

When a woman approaches you in the Imperial City and asks you to see a man, go to this house. He will tell you that he and his group are vampire hunters. Follow the Virtuous Order quest line and you will find out the man you are hunting is not a vampire. Do not kill him. Talk to him and he will say that the man that sent you is actually the vampire. Go to the bookstore. The man will tell you about a cave. Travel there and kill all the vampires and take their vampire dust. Once you have killed the main vampire, return to the Imperial City. You will be rewarded with a ring, but he will also tell you that the order will compensate you for every vampire that you kill. All you need for proof is vampire dust. Use the "Duplicate items" trick on the vampire dust to get as many as desired. Keep talking to the man about vampires and he will keep rewarding you as long as you have enough vampire dust. This results in 250 gold for each vampire dust you have.

Use the "Duplicate items" trick inside a store. Make sure the item you duplicate is worth a lot of gold. 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.

⑥

have been successfully completed by talking to the male in the castle of Leyawijn. After completing the quest, you can sell your Black Bow to the male in the castle of Leyawijn. He is one of the court. Every bow will give you 100 gold. Save your game because if you hit the male by accident the guards will attack you. Stand next to the male so that you can speak with him. Use the "Duplicate items" trick to duplicate your bow next to the male (when he is sitting in his throne). Pick up all the duplicated bows. When he says that you are over numbered you can continue picking up more bows. After picking up every bow, throw one on the ground (to make sure you do not sell all of your bows). Speak with the male and sell your bows. When you choose one time for yes, you can continue by pressing X. It is possible to sell 125 bows for 12,500 gold in five minutes.

- Infinite arrows

Go to the Bloodworks in the arena and find the gladiator that is practicing with his bow on a target. Stand close by him and when there are five to ten arrows in the target, take them before he does. He will just continue shooting when you move out of the way. This is an unlimited source of iron arrows, which can be sold to almost any merchant and therefore also makes an unlimited source of gold.

Go outside of the Inn Of Ill Omen where the man is practicing his archery. He is using steel arrows. Go in front of him and pick up the arrows. He will not hit you and just wait until you move out of his way. You will not get into trouble with the guards. Repeat this as many times as desired.

- Easy gold

A quick way to get gold without stealing or fighting for it is to join a guild. When you join a guild you will have access to a number of guild halls all over Tamriel. You can pick up nearly any item in the various guilds without making it a crime, and without labeling your items as stolen. By doing this you can just loot the guild halls and sell them to the closest merchant for an easy profit.

Defeat Caminalda on the Anvil Recommendation quest for the mages guild, then search her body for gold and her room key for the inn. Use her room key on the upper door in the inn. You will find a treasure chest in the back of the room. Open the unlocked chest to get all the gold inside.

- Easy experience

This trick requires that your character has a major skill of Sneak and either Destruction or Alteration. If your skills are Sneak and Destruction, gain access to Arcane University. Go to the area to make spells. Make a Drain Health spell that is set to "Self" and only uses 1 Magicka. Then, go upstairs. Go into Sneak mode and just run into the wall without stopping. Activate the magic spell repeatedly to gain levels quickly. **Note:** When you activate the magic spell 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.

Use the following trick for easy experience in Leyawiin (Blade, Blunt, Destruction, Hand-To-Hand, Marksman, and Sneak). Go to Leyawiin and 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. If you finish the quest you cannot do this anymore.

Go to Cloud Ruler Temple northwest of Bruma. Walk up the big stairs and 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.

- Easy magic skills

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access to Arcane University. Then, buy the cheapest spell you can find for each of the magic based skills (Illusion, Conjuration, 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.

- Easy skill bonuses

Successfully complete all the Mage Guild Recommendation Quests to gain access to Arcane University. Then, 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.

- Easy Acrobatics skill

While moving around on foot, just keep jumping instead of walking to your desired location to easily increase your Acrobatics skill.

- Easy Alchemy skill

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

Use the "Duplicate items" trick to duplicate two different types of food (such as apples and lettuce or other fruits). Try to get over 100 of each food. Then, use a mortar and pestle to create potions from the food. Repeatedly make potions as quick as possible with the duplicated food. When you run out of food to make the potions, just duplicate some more and repeat the process. It is possible to get your Alchemy skill to Master in ten minutes or less.

- Easy Alteration skill

To get quickly increase your 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 normally need a key or have to lockpick. 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 your Magicka supply. In a short period of time you will have leveled your Alteration skill dramatically.

- Easy Armor skill

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 occasionally casting a heal spell. This is also useful for raising your Block skill, and is much easier than repeatedly causing summoned monsters to attack you.

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, then hold [Up] to keep swimming into the floor. Your Athletics skill will greatly increase in just five minutes.

- Easy Conjuration skill

Near the town of Bruna, go east, then 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 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.

- Easy Hand-To-Hand skill

This trick requires that your character has 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 items" trick to instantly enchant your items without having to find Soul Gems and Souls. Once 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.

Go to the Arena district in the Imperial City. Look for two NPCs fighting. Stand close to them for a minute and your Hand-To-Hand skill will increase by 5.
Note: This can only be done once.

- Easy Sneak skill

An 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 increase until the person wakes. If this happens, wait until night and allow them go back to sleep. *grammar*

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, but 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.

After the assassination of Emperor Uriel Septim (during the opening mission), leave the Emperor's body with one of his guards, Baurus. Walk down the newly revealed "secret" passage, then 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), go into Sneak mode, then walk forward to quickly increase your Sneak level.

Join the Dark Brotherhood. When you receive 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.

Successfully 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 says that he is your biggest fan and ask if he can follow you around. Select "Yes you may follow me around" and he will go wherever you go. Go to any place that is away from *grammar*

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anything. Repeat this by selecting pick pocket and exiting. You will gain Sneak experience very quickly. He does not care if you pickpocket him because he is your "biggest fan".

While in jail, go into Sneak mode. Move around for awhile to increase your sneak level.

- Easy Ebony and Umbra Sword

Go to the Arena and get a few claymores. Then, go directly south of the Imperial Waterfront to a place called the Old Bridge. Move west and follow the road until you reach a ruin that starts with a "V". Go inside and get past the minor creatures. You will find a girl named Umbra. There is one broken pillar in the room. Use the bench next to it to jump on top of it, then stand at the edge. Use a ranged attack to have her start attacking you. Then, take out the claymore and just start hitting her. She has a lot of health and does a lot of damage -- do not fall off the pillar. If done correctly, you will have full Ebony and a great sword without getting touched.

- Easy Imperial Arena

Get a bow or some decent spells. Make sure you have at least 30 in Acrobatics. Immediately after the gate drops, run to your right, to where the right gate meets the fence. Jump onto the stone piece that juts out, then jump again to get on top of the little piece sticking out above it. Once on top, turn and fire on your helpless victims. When you have to fight mages or archers, stay on the ground and strafe behind the four central pillars for easy kills.

Once you are a Champion in the Arena, talk to the Grand Champion about his nobility and how he needs proof of his nobility. He will send you on a quest to Crowhaven and give you a key. Use the fast travel system to get to Anvil. You will then need to travel northwest to get to the Crowhaven ruin. Beware of the skeleton archer and skeleton guardian. The archer is easy, but the guardian is not. Just block and strike and you will eventually kill the guardian. Once you get inside the ruin, watch out for wolves. There will be one to the right as you enter. Just follow the path through the ruin, killing the wolves and skeleton archers: When you get to the gate that needs a key, use the key the Grand Champ gave you to unlock it. Walk through the gate and the only monster will be a half naked man with an Elven dagger. Take your time and block and strike twice. Do not underestimate the little dagger. Once he is dead, find the journal and your quest will be updated. When you go out of the gate that you unlocked with the key, there is a door down to your left. Beware, as there are three vampires and one wolf. The vampires will give you a disease. There is not anything special down here, and is an optional area. Exit the ruin and fast travel back to the Arena. Talk to the Grand Champion and he will become extremely depressed and not want to live. Challenge him in the arena. Talk to Ysabela about the challenge. Go up to the Arena. Once the gates drop he will charge at you. However, he will not attack you. He will tell you to kill him to put him out of his misery. Hack away at him. Once he dies you will get an Elven longsword and Dwarven shield (heavy). Bring back his Raiment Of Valor to get your own.

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- Easy lockpick use

While unlocking a door, press Up on a key, then immediately pause the game afterwards. Look at the tab you raised up. If it is mostly up and about to reach the top, resume the game and do it again. If it is mostly half-way or mostly down, resume the game and immediately press X. You should have that tab done. Continue on with the next tab. This might require a few attempts, but after you have done it once it should be easy.

- Easy stealing

Get the Gray Fox's mask and put it on. Steal something and wait for the guards to tell you, "Oh, you are the Gray Fox. I'm going to kill you" (or something

bounty, and you will still have the stolen item.

- Easy kills with Nord race

Select the Nord as your race and choose The Lover as your star pattern. Get an enemy down a little 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.

- Easy items

Enter any store, but do not break in. Find a location where it is dark enough so that when you crouch down, the eye becomes transparent. Then, find items laying around the store (weapons and armor shop) and punch them into the dark corner. Crouch down and pick it up undetected. This is useful for advancing in the Thieves Guild.

If you try and kill important people (for example, counts and leaders of guilds), instead of dying they will become unconscious. There is a way to use this to your advantage. Find someone important in the game and try to kill that person in one shot (a power attack with a sword is recommended). When they fall unconscious, immediately go into Sneak mode and keep trying to steal from them. Eventually it will work. **Note:** Try to steal from them as fast as possible because if you do it while they are getting up you can get caught. You will have no bounty on your head and no one disliking you any more than they did before.

- Easy lockpicks and Sneak level

When you are at Imperial Water Front Garden to join the Thieves Guild, you can steal lockpicks from Armand Christophe. After you steal all his lockpicks, if you go to dialogue and buy lockpicks that he does not have they will still appear in your inventory. Then, go into Sneak mode and steal back your money. Repeat as many times as desired for free lockpicks and to increase your Sneak level.

- Saving lockpicks

When you go on a mission for the Thieves Guild, it is much easier to steal keys for all the doors from immobile guards or the owner(s) of the place you are robbing after you have leveled up your Sneak skill with the "Easy Sneak level" trick. After you steal the keys you can open nearly every door for the building you are in.

- Stat boost

Successfully complete all fifteen of the Daedric quests to get a large stat boost. You can choose any of the three major skill sets; Combat, Guild, or Magic. Each gives you a ten point permanent boost to the related stats and some of the related skills. It is extremely worth it to do the Daedric quests considering all the other good items you will get while doing the quests. You can activate up to fourteen 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.

Take any desired Sigil Stone and either an already enchanted item or regular item and enchant the item with a Sigil Stone. Then, use the "Duplicate items" trick on it to get a permanent stat boost for 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.

- Making stolen items authentic

When you steal items, most of the merchants will not buy them. Use the

authenticated again.

- Making Black Soul Gems

Take an empty Grand Soul Gem and a Soultrap spell to any of the four Necromancer lairs. There will be an altar which will only be active one day of the week. You may need to wait up to six game days. Place your Gem on the altar when it is active and cast Soultrap on it to make a Black Soul Gem. These are used for capturing the souls of NPCs. One is also required for one of the Daedric Quests as a tribute to the shrine.

- Katana

Use the following trick to get a Katana and also easily join the Brotherhood Of Evil. When you get out of the sewers after the emperor's assassination, go west to reach his heir. When you get there, talk to him. Give him the necklace, then talk to him again and select "Assistance". He will then unlock his chest so you can take what you want. Make sure you get the new iron armor instead of the old things, Steel Claymore, Steel Bow, and some potions. Also, make sure you are healed and your Magika is full. Then, start to beat up the monk climbing up and down the stairs with your Claymore. Run outside immediately after that. Take out your bow and wait until he comes out. Repeatedly shoot and slash him while healing and he will fall to his death. A message will appear stating that an unknown force has spotted your kill (or something similar to that effect). Pick up the monk's weapon, which happens to be a strong Katana. Then, go back into the building, and go to sleep. You should awake to a man in a black hood. He is part of the Brotherhood Of Evil. Talk to him, and he will eventually give you an initiation mission to become part of the Brotherhood. He will also give you a nice dagger.

- Nocturnal's Cown

Successfully complete all quests in the Thieves Guild and the Gray Fox will give you the promotion of Guild Master, and the Nocturnal's Cown. Nocturnal's Cown will let you see living things as energy even through walls. **Note:** When you equip Nocturnal's Cown, you are the Gray Fox -- when guards see you they will try to arrest you. Nocturnal's Cown also lets you carry more items and increases your Sneaking skill.

- Skeleton Key

Once you reach level 10, you can do the Weird Shrines. This shrine gives you a lockpick key that never breaks and sets your Security to "Expert". To get it, you must go to Leyawiin south of Imperial City. Then, travel north using the right road (that does not lead to Bravil). Find the shrine called Nocturne, where there will be some people praying. Go up and activate the shrine. The statue will talk about some thieves who stole her eye. Go back to Leyawiin and talk to the guard. He will tell you about Webaa-Na. You may have have encountered him before if you did the quest to become a knight-errant. Talk to both Webaa-Na and his friend. They will admit nothing. Walk away and in a little while they will start talking about trolls or something. They will stop because you are in the room. Hide and listen to them talk about it. Once you have heard them talking, they will tell you the location of the eye. It is in a cave. Go to the cave, retrieve the eye, and go back to the Nocturne Shrine. You will get the Skeleton Key, which greatly helps lockpicking because it does not break.

- Secret treasure

Buy the house in Skingrad, then go to the top floor and look for the room with the deer mantle. Jump on top of the mantle, then jump again onto the loft design in the back corner. You will find an old note that has a riddle on it which leads to a treasure.

- Good cheap house

5,000 gold, which is very cheap considering that most houses are 15,000 gold and are not as good. The house (at first) is ugly and haunted. However, after completing the quick quest the house will be fixed up without any additional payment.

- Good weapon

Fill a Black Soul Gem with a Human Soul. Take a weapon that is not already enchanted and give it fire, frost, or shock damage. Then, give a weakness to whatever damage you just gave it. When you swing it the first time, it will do the fire, frost, or shock damage, then give a weakness to it. The second swing will do a lot more damage.

- Good armor

At the beginning of the game after the King's convoy is attacked, quickly take the dead guard's katana and armor. This will make defeating the rats and trolls much easier.

- Getting desired Sigil Stones

While in Sigillum Sanguis (the Sigil Keep at the top of an Oblivion Citadel), save the game while standing in front of the Sigil Stone, before grabbing it. If you do not get the desired effects from the stone, load from the point before you grabbed it and try again. The Sigil Stone you get is chosen at random upon removing it.

- Glass and enchanted weapons and armor in Border Watch

There is a city called Border Watch, northwest of Leyawiin. Everyone there has nice Glass weapons, some of which are enchanted. You cannot steal them while they are sleeping, but can steal their armor (mithril). Go to the Sheregoth Shrine to do a quest. The Daedric will ask you to fulfill a prophesy. Do the quest, which includes three tasks. After this, go to one of the people's houses. You should be about level 15. Have a good sword ready, then go into Sneak mode and hit the person with a Sneak Attack x6. Do not stop and they will appear dazed. Once they are dead you can get their items, which are worth a lot of gold. Do this repeatedly to any house desired. Do not do it to the Shaman unless you are at a higher level. Some houses have two people inside. You can sometimes kill one person without the other waking up, then kill the other person.

- Glass weapons and armor in Rockmilk Cave

It is recommended that you are at level 15 or higher before attempting this, as there will be better armor and weapons inside. Travel on the west road from Leyawiin and keep walking on the trail until you get to Waters Edge (a small town). From Waters Edge, walk northwest until you reach Rockmilk Cave. This cave is very close to Waters Edge. Go inside and follow the trails. You will encounter some thieves inside the cave. If they do not notice you they will fight each other. You can let them fight or join in. They are not difficult to defeat if you are leveled up. Go through the cave and you will find at least fifteen people inside. Each of them has their own set of Glass, Orcish, Daedric, or Elven armor and weapons. You can fill up with items and sell them for a good profit.

- Shadowmere

You can buy various types of horses. You can also get a free Paint Horse just after the beginning of the game at Weynon Priory. This is the weakest and slowest type of horse. Do not buy any other horse because they can be expensive when you are starting out. You can get Shadowmere, the best horse in the game, for free. You can get him after completing the Dark Brotherhood quest "The Purification", which is the first quest you get when you start working for Lachance. Just kill an innocent person (preferably a beggar if you are not

forehead, has a bloody handprint on the sides of his saddle, and red eyes that glow occasionally at night. He also helps you in battle if you fight near him. Best of all, he cannot die or run away. He is considered an important character and will just fall unconscious if defeated then will rise again in a few seconds to join the fray. If you happen to lose him, you can go to Fort Farragut and he will be there waiting for you.

- Unicorn

The Unicorn can be found northeast of Inn Of Ill Omen and east of Mingo Cave at a place called Harcane's Grove. It is protected by four Minotaurs. The easiest way to reach this area is to move west/southwest from Fort Variela, which is on the coast of the upper Niben River. By doing this, you will see the Unicorn before the Minotaurs see you. **Note:** If you do encounter the Minotaurs, do not start fighting them close to the Unicorn or the Unicorn will join with them against you, and you will not be able to mount it. Just run up to the Unicorn, mount it, and run away. The Unicorn is both fast and immune to regular weapons. **Note:** The Unicorn cannot be tamed or captured. Once you find it in the Harcane Grove, you can ride it. However, once you ride a distance from the grove and you get off the horse, it will start walking away and return to the Harcane Grove. It does not matter if you approach it without a weapon or kill the minotaurs guarding it.

- 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.

- Becoming a vampire

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

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.

- Benefits and weaknesses of being a vampire

Vampires get a boost in many of their stats and abilities. 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 each day a vampire goes without feeding, he will get a 5 point increase to his vampire stats and skills. To receive these increases the vampire must 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 lose this weakness to fire. By looking under the magic tab, then the last of the five tabs in the magic section, one can

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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. However, 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 he 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; 50% vampire = 10 points; 75% vampire = 15 points; 100% vampire = 20 points). 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%.

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 an additional 5, as will your resistance to normal weapons. You also get a spell for each of the four days; 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 Invisibility, 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.

- Feeding as a vampire

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

- Cure for vampiricy

You must first have access to Arcane University. Go in and talk to the mage and 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.

- Enemy and item levels

All enemies outside the cities and some inside will level as you level. For example, if you are at level 10 and are fighting Boars outside the city, when you reach level 15 you will be fighting a Troll. The same goes for missions such

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trying to level up just to beat one opponent in a quest because they could be set to always be three levels above you. This same style of progression also works with armor and weapons:

Armor

Fur/Iron: Level 1
 Leather/Steel: Level 13
 Chain/Dwarven: Level 16
 Mithril/Orchish: Level 110
 Elven/Ebony: Level 115
 Glass/Daedric: Level 120

Weapons

Iron: Level 11
 Steel: Level 12
 Silver: Level 14
 Dwarven: Level 16
 Elven: Level 19
 Glass: Level 112
 Ebony: Level 116
 Daedric: Level 120

Note: The armor and weapons usually do not appear at traders until you are two levels above them, sometimes longer. Also, any "secret" weapons such as the Umbra and the NPCs with them or wearing the "secret" armor are level locked. They will not get any more difficult because usually their levels are already about 22 to 30. However, as you become better with a blade (in the Umbra's case), the better the attack will be.

- Keeping quest items after theft

If you steal a quest item, for example the Ahdarji's Heirloom (a ring of a countess), and get caught, you will lose all the stolen items except for the quest item because quest items cannot be taken out of your inventory except to further the quest.

- Bonuses from quest items retained

There is a quest in the Mage Guild that requires you to enter a Mage's dream name "Through A Nightmare, Darkly" for Henantier. As soon as you enter, the text states that you lost all your items but will keep your skill levels. However, if you have a quest item such as the Ring Of The Vipereye or Boots Of Springheel Jack, you will keep the bonuses, even after you get out of the dream and get your items back. The items will not be equipped but the skill bonus will still be there. You cannot re-equip the items, but you can equip other rings or boots and get their bonuses as well.

- Easily completion of Independent Thievery requirements

Use the following trick to easily complete the "Independent Thievery" requirements and get easy gold. Take a very valuable item such as the Skeleton Key (from the Nocturnal Daedric Shrine quest) and use the "Duplicate items" trick. Go to any merchant and sell the duplicates. If you sell the items to a Thieves Guild fence, you should have the required amount for most of the remaining quests in no time.



- Completing the Brother Good Betrayed quest

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

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husband was murdered by a vampire hunter (though she does not think he was a vampire). She will tell 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 Charm spell in the basement of the house of the widow. 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. Once 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 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.

- Different weapons in Taking Care Of Lex quest

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 come in the door directly behind the chest, you will get an Elven longsword, Glass longsword, Orcish helmet, and a Myrthil sheild. If you come in from the door upstairs, you will get an Elven longsword and Dwarven greaves. If you come in the exact entrance, you will not be able to open the chest.

- Easy kills in The Purification quest

While doing 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 yeild. You can attack and yeild repetedly until they are killed.

- 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.

- Unnamed sword

Use the "Duplicate items" trick on a paintbrush. After getting at least twenty paint brushes, go outside of "A Fighting Chance" in the Imperial City Market District at midnight. Drop a paintbrush. Notice that it will float. Get on top of the brush and repeat the process to form a set of stairs. Once you get high enough to reach the top of the A Fighting Chance store, get on top of the building and look for a chest that is locked. The lockpick level is very difficult. Lockpick it and look inside to find an odd sword without a name. The sword has no attack, breaks easily, and cannot be sold.

The Elder Scrolls 4: Oblivion PS3 Cheats Hints Codes Tips

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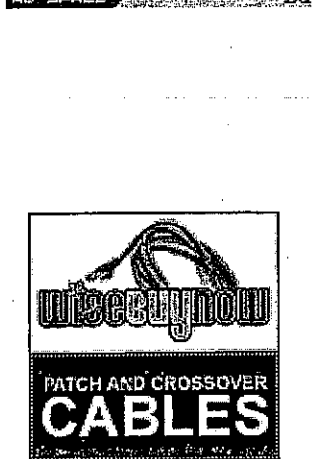
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Becoming a vampire -The Elder Scrolls 4: Oblivion

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

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.

Benefits and weaknesses of being a vampire

Vampires get a boost in many of their stats and abilities. 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 each day a vampire goes without feeding, he will get a 5 point increase to his vampire stats and skills. To receive these increases the vampire must 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 lose this weakness to fire. By looking under the magic tab, then the last of the five tabs in the magic section, one can 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% going 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. However, 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 he has). The stats that being a vampire increases are: Vampire Stats, Strength, Speed, Willpower, Sneak, Mysticism, Illusion, Hand to Hand, Destruction, Athletics, Acrobatics, and

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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%.

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
*** 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 an additional 5, as will your resistance to normal weapons. You also get a spell for each of the four days; 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 Invisibility, 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.

Bonuses from quest items retained

There is a quest in the Mage Guild that requires you to enter a Mage's dream name "Through A Nightmare, Darkly" for

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Henantier. As soon as you enter, the text states that you lost all your items but will keep your skill levels. However, if you have a quest item such as the Ring Of The Vipereye or Boots Of Springheel Jack, you will keep the bonuses, even after you get out of the dream and get your items back. The items will not be equipped but the skill bonus will still be there. You cannot re-equip the items, but you can equip other rings or boots and get their bonuses as well.

Completing the Brother Good Betrayed quest

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When you are in Bruma, the house on the right behind the temple (coming from the east gate) will have 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 will tell you that her husband was murdered by a vampire hunter (though she does not think he was a vampire). She will tell 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 Charm spell in the basement of the house of the widow. 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. Once 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 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.

Cure for vampiricy The Elder Scrolls 4: Oblivion

You must first have access to Arcane University. Go in and talk to the mage and 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.

Different weapons in Taking Care Of Lex quest

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 come in the door directly behind the chest, you will get an Elven longsword, Glass longsword, Orcish helmet, and a Mythril sheild. If you come in from the door upstairs, you will get an Elven longsword and Dwarven greaves. If you come in the exact entrance, you will not be able to open the chest.

Duplicate items

Equip a bow and any set of arrows, then draw your bow back. While it is drawn back, go to the inventory screen. Select the arrows that you are using, then go to the item to be duplicated. Drop the item, then leave the equipment screen and resume the game. The item that you dropped will be duplicated. You can pick up all the duplicates and use or sell them. The amount of copies of an item you make depends on how many arrows you have equipped. For example, 10 arrows allows 10 copies. This works with most, but not all, items and weapons. *** Do not try to duplicate more than 250 copies of an item or the game may freeze.

Easily completion of Independent Thievery requirements

Use the following trick to easily complete the "Independent Thievery" requirements and get easy gold. Take a very valuable item such as the Skeleton Key (from the Nocturnal Daedric Shrine quest) and use the "Duplicate items" trick. Go to any merchant and sell the duplicates. If you sell the items to a Thieves Guild fence, you should have the required amount for most of the remaining quests in no time.

Easy Acrobatics skill

While moving around on foot, just keep jumping instead of walking to your desired location to easily increase your Acrobatics skill.

Easy Alchemy skill

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

Use the "Duplicate items" trick to duplicate two different types of food (such as apples and lettuce or other fruits). Try to get over 100 of each food. Then, use a mortar and pestle to create potions from the food. Repeatedly make potions as quick as possible with the duplicated food. When you run out of food to make the potions, just duplicate some more and repeat the process. It is possible to get your Alchemy skill to Master in ten minutes or less.

Easy Alteration skill

To quickly increase your 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 normally need a key or have to lockpick. 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 your Magicka supply. In

a short period of time you will have leveled your Alteration skill dramatically.

Easy Armor skill (The Elder Scrolls 4: Oblivion)

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 occasionally casting a heal spell. This is also useful for raising your Block skill, and is much easier than repeatedly causing summoned monsters to attack you.

Easy Athletics skill *The Elder Scrolls 4: Oblivion*

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, then hold [Up] to keep swimming into the floor. Your Athletics skill will greatly increase in just five minutes.

Easy Conjunction skill

Near the town of Bruna, go east, then 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 once activated, will give you Conjunction 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.

Easy Ebony and Umbra Sword

Go to the Arena and get a few claymores. Then, go directly south of the Imperial Waterfront to a place called the Old Bridge. Move west and follow the road until you reach a ruin that starts with a "V". Go inside and get past the minor creatures. You will find a girl named Umbra. There is one broken pillar in the room. Use the bench next to it to jump on top of it, then stand at the edge. Use a ranged attack to have her start attacking you. Then, take out the claymore and just start hitting her. She has a lot of health and does a lot of damage -- do not fall off the pillar. If done correctly, you will have full Ebony and a great sword without getting touched.

Easy experience -[The Elder Scrolls 4: Oblivion]

This trick requires that your character has a major skill of Sneak and either Destruction or Alteration. If your skills are Sneak and Destruction, gain access to Arcane University. Go to the area to make spells. Make a Drain Health spell that is set to "Self" and only uses 1 Magicka. Then, go upstairs. Go into Sneak mode and just run into the wall without stopping. Activate the magic spell repeatedly to gain levels quickly. *** When you activate the magic spell 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



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container.

Use the following **trick** for easy experience in Leyawiin (Blade, Blunt, Destruction, Hand-To-Hand, Marksman, and Sneak). Go to Leyawiin and 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. *** If you use your bow, the arrows are hard to get back. If you finish the quest you cannot do this anymore.

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

Easy gold (The Elder Scrolls 4: Oblivion)

A quick way to get gold without stealing or fighting for it is to join a guild. When you join a guild you will have access to a number of guild halls all over Tamriel. You can pick up nearly any item in the various guilds without making it a crime, and without labeling your items as stolen. By doing this you can just loot the guild halls and sell them to the closest merchant for an easy profit.

Defeat Caminalda on the Anvil Recommendation quest for the mages guild, then search her body for gold and her room key for the inn. Use her room key on the upper door in the inn. You will find a treasure chest in the back of the room. Open the unlocked chest to get all the gold inside.

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Easy Hand-To-Hand skill

This trick requires that your character has 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 items" trick to instantly enchant your items without having to find Soul Gems and Souls. Once 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.

Go to the Arena district in the Imperial City. Look for two NPCs fighting. Stand close to them for a minute and your Hand-To-Hand skill will increase by 5. *** This can only be done once.

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Easy Imperial Arena -The Elder Scrolls 4: Oblivion

Get a bow or some decent spells. Make sure you have at least 30 in Acrobatics. Immediately after the gate drops, run to your right, to where the right gate meets the fence. Jump onto the stone

↑ piece that juts out, then jump again to get on top of the little piece sticking out above it. Once on top, turn and fire on your helpless victims. When you have to fight mages or archers, stay on the ground and strafe behind the four central pillars for easy kills.

Once you are a Champion in the Arena, talk to the Grand Champion about his nobility and how he needs proof of his nobility. He will send you on a quest to Crowhaven and give you a key. Use the fast travel system to get to Anvil. You will then need to travel northwest to get to the Crowhaven ruin. Beware of the skeleton archer and skeleton guardian. The archer is easy, but the guardian is not. Just block and strike and you will eventually kill the guardian. Once you get inside the ruin, watch out for wolves. There will be one to the right as you enter. Just follow the path through the ruin, killing the wolves and skeleton archers. When you get to the gate that needs a key, use the key the Grand Champ gave you to unlock it. Walk through the gate and the only monster will be a half naked man with an Elven dagger. Take your time and block and strike twice. Do not underestimate the little dagger. Once he is dead, find the journal and your quest will be updated. When you go out of the gate that you unlocked with the key, there is a door down to your left. Beware, as there are three vampires and one wolf. The vampires will give you a disease. There is not anything special down here, and is an optional area . Exit the ruin and fast travel back to the Arena. Talk to the Grand Champion and he will become extremely depressed and not want to live. Challenge him in the arena. Talk to Ysabela about the challenge. Go up to the Arena. Once the gates drop he will charge at you. However, he will not attack you. He will tell you to kill him to put him out of his misery. Hack away at him. Once he dies you will get an Elven longsword and Dwarven shield (heavy). Bring back his Raiment Of Valor to get your own.

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Easy items *The Elder Scrolls 4: Oblivion*

Enter any store, but do not break in. Find a location where it is dark enough so that when you crouch down, the eye becomes transparent. Then, find items laying around the store (weapons and armor shop) and punch them into the dark corner. Crouch down and pick it up undetected. This is usefull for advancing in the Thieves Guild.

If you try and kill important people (for example, counts and leaders of guilds), instead of dying they will become unconscious. There is a way to use this to your advantage. Find someone important in the game and try to kill that person in one shot (a power attack with a sword is recommended). When they fall unconscious, immediately go into Sneak mode and keep trying to steal from them. Eventually it will work. *** Try to steal from them as fast as possible because if you do it while they are getting up you can get caught. You will have no bounty on your head and no one disliking you any more than they did before.

Easy kills in The Purification quest

While doing 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 yeild. You can attack and yeild repetedly until they are killed.

Easy kills with Nord race

Select the Nord as your race and choose The Lover as you star pattern. Get an enemy down a little 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.

Easy lockpicks and Sneak level

When you are at Imperial Water Front Garden to join the Thieves Guild, you can steal lockpicks from Armand Christophe. After you steal all his lockpicks, if you go to diologue and buy lockpicks that he does not have they will still appear in your inventory. Then, go into Sneak mode and steal back your money. Repeat as many times as desired for free lockpicks and to increase your Sneak level.

Easy lockpick use (The Elder Scrolls 4: Oblivion)

While unlocking a door, press Up on a key, then immediately pause the game afterwards. Look at the tab you raised up. If it is mostly up and about to reach the top, resume the game and do it again. If it is mostly half-way or mostly down, resume the game and immediately press [Space]. You should have that tab done. Continue on with the next tab. This might require a few attempts, but after you have done it once it should be easy.

Easy magic skills The Elder Scrolls 4: Oblivion

Complete all the Mage Guild Recommendation Quests to gain access to Arcane University. Then, buy the cheapest spell you can find for each of the magic based skills (Illusion, Conjuration, 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. *** 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.

Easy skill bonuses *The Elder Scrolls 4: Oblivion*

Complete all the Mage Guild Recommendation Quests to gain access to Arcane University. Then, 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.

Easy Sneak skill The Elder Scrolls 4: Oblivion

An 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 increase until the person wakes. If this happens, wait until night and allow them to go back to sleep.

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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, but 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.

After the assassination of Emperor Uriel Septim (during the opening mission), leave the Emperor's body with one of his guards, Baurus. Walk down the newly revealed "secret" passage, then 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), go into Sneak mode, then walk forward to quickly increase your Sneak level.

Join the Dark Brotherhood. When you receive 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.

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 says that he is your biggest fan and ask if he can follow you around. Select "Yes you may follow me around" and he will go wherever you go. Go to any place that is away from guards and people. Go into Sneak mode and select "Pickpocket" on the kid. You will be brought into his inventory. Exit out of his inventory and do not steal anything. Repeat this by selecting pickpocket and exiting. You will gain Sneak experience very quickly. He does not care if you pickpocket him because he is your "biggest fan".

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While you are in jail, go into Sneak mode. Move around for awhile to increase your sneak level.

Easy stealing -The Elder Scrolls 4: Oblivion

Get the Gray Fox's mask and put it on. 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 [Space] 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.

Enemy and item levels

All enemies outside the cities and some inside will level as you level. For example, if you are at level 10 and are fighting Boars outside the city, when you reach level 15 you will be fighting a Troll. The same goes for missions such as the Forlorn Watchman. If you do the quest at level 10, you will fight Ghosts on the ship. If you do it at level 20, you will fight Wraiths. Do not waste time trying to level up just to beat one opponent in a quest because they could be set to always be three levels above you. This same style of progression also works with armor and weapons:

Armor

Fur/Iron: Level 1
Leather/Steel: Level 13
Chain/Dwarven: Level 16
Mithril/Orchish: Level 110
Elven/Ebony: Level 115
Glass/Daedric: Level 120

Weapons

Iron: Level 11
Steel: Level 12
Silver: Level 14
Dwarven: Level 16
Elven: Level 19
Glass: Level 112
Ebony: Level 116
Daedric: Level 120

*** The armor and weapons usually do not appear at traders until you are two levels above them, sometimes longer. Also, any "secret" weapons such as the Umbra and the NPCs with them or wearing the "secret" armor are level locked. They will not get any more difficult because usually their levels are already about 22 to 30. However, as you become better with a blade (in the Umbra's case), the better the attack will be.

Feeding as a vampire *The Elder Scrolls 4: Oblivion*

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

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.

Getting desired Sigil Stones

While you are in Sigillum Sanguis (the Sigil Keep at the top of an Oblivion Citadel), save the game while standing in front of the Sigil Stone, before grabbing it. If you do not get the desired effects from the stone, load from the point before you grabbed it and try again. The Sigil Stone you get is chosen at random upon removing it.

Glass and enchanted weapons and armor in Border Watch

There is a city called Border Watch, northwest of Leyawiin. Everyone there has nice Glass weapons, some of which are enchanted. You cannot steal them while they are sleeping, but can steal their armor (mithril). Go to the Sheregoth Shrine to do a quest. The Daedric will ask you to fulfill a prophesy. Do the quest, which includes three tasks. After this, go to one of the people's houses. You should be about level 15. Have a good sword ready, then go into Sneak mode and hit the person with a Sneak Attack x6. Do not stop and they will appear dazed. Once they are dead you can get their items, which are worth a lot of gold. Do this repeatedly to any house desired. Do not do it to the Shaman unless you are at a higher level. Some houses have two people inside. You can sometimes kill one person without the other waking up, then kill the other person.

Glass weapons and armor in Rockmilk Cave

It is recommended that you are at level 15 or higher before attempting this, as there will be better armor and weapons inside. Travel on the west road from Leyawiin and keep walking on the trail until you get to Waters Edge (a small town). From Waters Edge, walk northwest until you reach Rockmilk Cave. This cave is very close to Waters Edge. Go inside and follow the trails. You will encounter some thieves inside the cave. If they do not notice you they will fight each other. You can let them fight or join in. They are not difficult to defeat if you are leveled up. Go through the cave and you will find at least fifteen people inside. Each of them has their own set of Glass, Orcish, Daedric, or Elven armor and weapons. You can fill up with items and sell them for a good profit.

Good armor (The Elder Scrolls 4: Oblivion)

At the beginning of the game after the King's convoy is attacked, quickly take the dead guard's katana and armor. This will make defeating the rats and trolls much easier.

Good cheap house -The Elder Scrolls 4: Oblivion

Go to the city of Anvil, then go to the inn. Inside is a man whose

name starts with a "B". He is selling his grandfather's old manor. You can purchase it for 5,000 gold, which is very cheap considering that most houses are 15,000 gold and are not as good. The house (at first) is ugly and haunted. However, after completing the quick quest the house will be fixed up without any additional payment.

Good weapon -The Elder Scrolls 4: Oblivion

Take a Human Soul and fill a Black Soul Gem. Take a weapon that is not already enchanted and give it fire, frost, or shock damage. Then, give a weakness to whatever damage you just gave it. When you swing it the first time, it will do the fire, frost, or shock damage, then give a weakness to it. The second swing will do a lot more damage.

Infinite recharge (The Elder Scrolls 4: Oblivion)

Use the "Duplicate items" trick 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 having to bother with soul trapping.

Infinite arrows -The Elder Scrolls 4: Oblivion

Go to the Bloodworks in the arena and find the gladiator that is practicing with his bow on a target. Stand close by him and when there are five to ten arrows in the target, take them before he does. He will just continue shooting when you move out of the way. This is an unlimited source of iron arrows, which can be sold to almost any merchant and therefore also makes an unlimited source of gold.

Go outside of the Inn Of Ill Omen where the man is practicing his archery. He is using steel arrows. Go in front of him and pick up the arrows. He will not hit you and just wait until you move out of his way. You will not get into trouble with the guards. Repeat this as many times as desired.

Infinite gold (The Elder Scrolls 4: Oblivion)

Go to the Talos Plaza District of Imperial City and find a house owned by a man 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. Do not press X to loot him and take all. Instead, 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 and 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. *** 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.

*** To get infinite 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 press [Space] to yield to him. Because he

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is your friend, he will stop fighting. Then, talk to him again. His relationship will have dropped 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. His health will still be 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.

Go to Imperial City, the Talos Plaza District and find Dorian in his house. Talk to him and select the Speechcraft icon to learn that he likes Boast and Coerce and dislikes Admire and Joke. Instead of making him like you, make him hate you. Bribe him until around 60, then make him hate you. Keep repeating this as long as desired. *** The more you do this, the quicker it will be to increase your money. Kill him but do not let him run, etc. or he will contact the guards. Search him and take all his possessions except for his money. Exit the search screen and re-enter it. Then, keep pressing [Space] on his money to retake it without it disappearing.

This trick requires an expensive weapon and a horse, the more expensive weapon the better. Get on your horse and travel fast to Kvatch. Once there, equip your most expensive weapon and travel until you find a little camp with citizens around on the road to Kvatch. Talk to the female Orc merchant while on your horse and sell her your equipped sword. The message "You cannot unequip this item" will appear, but it will still give you the money. You can do this as many times as desired for 200 GP each time. This only works with your equipped sword; any other items will be sold as usual.

Become a vampire, then seek the Mages Guild help in Arcane University. You will be sent to Skingard to talk to the count. The count will tell you who to seek out in order to get the cure. Complete this quest, and after giving the Counts' wife the potion, he will want to wait a day before he will talk to you again. After that day, when you talk to him he will reward you with 500 gold. However, you can keep talking to him and selecting "Reward" each time. You will be given 500 gold each time you talk to him, even if you leave and come back. Repeat this as many times as desired to get an unlimited amount of gold. *** When you do go back make sure you select his room lock and bribe him fully so that the guards do not get called. Also, complete this task before the mage's second or third task because after that the Count of Skingard will not talk to you.

When a woman approaches you in the Imperial City and asks you to see a man, go to this house. He will tell you that he and his group are vampire hunters. Follow the Virtuous Order quest line and you will find out the man you are hunting is not a vampire. Do not kill him. Talk to him and he will say that the man that sent you is actually the vampire. Go to the bookstore. The man will

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tell you about a cave. Travel there and kill all the vampires and take their vampire dust. Once you have killed the main vampire, return to the Imperial City. You will be rewarded with a ring, but he will also tell you that the order will compensate you for every vampire that you kill. All you need for proof is vampire dust. Use the "Duplicate items" trick on the vampire dust to get as many as desired. Keep talking to the man about vampires and he will keep rewarding you as long as you have enough vampire dust. This results in 250 gold for each vampire dust you have.

Use the "Duplicate items" trick inside a store. Make sure the item you duplicate is worth a lot of gold. 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.

This trick requires a Black Bow, a Bow, and two different kinds of Bows (for example Steel and Iron). Also, the "Knight Of The White Stallion" quest must have been successfully completed by talking to the male in the castle of Leyawijn. After completing the quest, you can sell your Black Bow to the male in the castle of Leyawijn. He is one of the court. Every bow will give you 100 gold. Save your game because if you hit the male by accident the guards will attack you. Stand next to the male so that you can speak with him. Use the "Duplicate items" trick to duplicate your bow next to the male (when he is sitting in his throne). Pick up all the duplicated bows. When he says that you are over numbered you can continue picking up more bows. After picking up every bow, throw one on the ground (to make sure you do not sell all of your bows). Speak with the male and sell your bows. When you choose one time for yes, you can continue by pressing [Space]. It is possible to sell 125 bows for 12,500 gold in five minutes.

Infinite health *The Elder Scrolls 4: Oblivion*

Use the "Duplicate items" trick on a potion of strong health. Repeat the duplication to get the desired amount of potions. Open the inventory screen and go to the strong potion of health, then assign a hotkey to that potion. When you are low on health, just press the hotkey to use a potion. When running low on health potions, repeat the duplication process.

Keeping quest items after theft

If you steal a quest item, for example the Ahdarji's Heirloom (a ring of a countess), and get caught, you will lose all the stolen items except for the quest item because quest items cannot be taken out of your inventory except to further the quest.

Making Black Soul Gems

Take an empty Grand Soul Gem and a Soultrap spell to any of the four Necromancer lairs. There will be an altar which will only be active one day of the week. You may need to wait up to six game days. Place your Gem on the altar when it is active and cast Soultrap on it to make a Black Soul Gem. These are used for capturing the souls of NPCs. One is also required for one of the Daedric Quests as a tribute to the shrine.

Making stolen items authentic

When you steal items, most of the merchants will not buy them. Use the following trick to authenticate them. Get in the jail and escape. Take your items authenticated, or pay for your days in jail and you will have the items authenticated again.

Nocturnal's Cowl

Complete all quests in the Thieves Guild and the Gray Fox will give you the promotion of Guild Master, and the Nocturnal's Cowl. Nocturnal's Cowl will let you see living things as energy even through walls. *** When you equip Nocturnal's Cowl, you are the Gray Fox -- when guards see you they will try to arrest you. Nocturnal's Cowl also lets you carry more items and increases your Sneaking skill.

Permanent enchantment

Use the following trick for duplication or a permanent enchantment. You can duplicate a drop-able item, and if that item is equipable with constant effect enchantments you can make them permanent. However, the item once made permanent cannot be re-equipped, but each enchanted item is different. You can use the "Duplicate items" trick to make as many as desired; then sell them. Use the "Duplicate items" trick with a bow and arrows to duplicate the items to make permanent. Equip one of the items you want to make permanent. There must be an unequipped version still in your inventory for this to work. Use the "Duplicate items" trick again; however, drop the unequipped version of the item you have equipped and want to make permanent. The equipped one and the others will drop and you will never be able to equip that item again, but if you check your stats the items bonuses will be permanent. You can duplicate anything that can be dropped, including Grand Soul Gems with Grand Souls captured.

This trick only works with wearable items. Take any wearable item with a magical enchantment that you wish to make permanent and use the "Duplicate items" trick to duplicate it twice so that you have two of that item. Pick up the item and equip one. While you are wearing that item, duplicate the one you are not wearing by at least four. *** The number of arrows used determines how many copies are made. Both items will drop on the ground in stacks of two. You will now no longer be wearing that item, but will still have its effects. *** These effects are permanent. Do not attempt this with any item with an effect you may want to remove later, such as Water Walking, Night Eye, etc.

Saving lockpicks -The Elder Scrolls 4: Oblivion

When you go on a mission for the Thieves Guild, it is much easier to steal keys for all the doors from immobile guards or the owner (s) of the place you are robbing after you have leveled up your Sneak skill with the "Easy Sneak level" trick. After you steal the keys you can open nearly every door for the building you are in.

Secret treasure

Buy the house in Skingrad, then go to the top floor and look for the room with the deer mantle. Jump on top of the mantle, then jump again onto the loft design in the back corner. You will find an old note that has a riddle on it which leads to a treasure.

Shadowmere (The Elder Scrolls 4: Oblivion)

You can buy various types of horses. You can also get a free Paint Horse just after the beginning of the game at Weynon Priory. This is the weakest and slowest type of horse. Do not buy any other horse because they can be expensive when you are starting out. You can get Shadowmere, the best horse in the game, for free. You can get him after completing the Dark Brotherhood quest "The Purification", which is the first quest you get when you start working for Lachance. Just kill an innocent person (preferably a beggar if you are not part of the Thieves Guild) and sleep so that you may begin the Dark Brotherhood quests. After a few you will get Shadowmere. He is very fast and has a good amount of HP. Shadowmere is black/purple, wears a skull on his forehead, has a bloody handprint on the sides of his saddle, and red eyes that glow occasionally at night. He also helps you in battle if you fight near him. Best of all, he cannot die or run away. He is considered an important character and will just fall unconscious if defeated then will rise again in a few seconds to join the fray. If you happen to lose him, you can go to Fort Farragut and he will be there waiting for you.

Skeleton Key -[The Elder Scrolls 4: Oblivion]

Once you reach level 10, you can do the Weird Shrines. This shrine gives you a lockpick key that never breaks and sets your Security to "Expert". To get it, you must go to Leyawiin south of Imperial City. Then, travel north using the right road (that does not lead to Bravil). Find the shrine called Nocturne, where there will be some people praying. Go up and activate the shrine. The statue will talk about some thieves who stole her eye. Go back to Leyawiin and talk to the guard. He will tell you about Webaa-Na. You may have encountered him before if you did the quest to become a knight-errant. Talk to both Webaa-Na and his friend. They will admit nothing. Walk away and in a little while they will start talking about trolls or something. They will stop because you are in the room. Hide and listen to them talk about it. Once you have heard them talking, they will tell you the location of the eye. It is in a cave. Go to the cave, retrieve the eye, and go back to the Nocturne Shrine. You will get the Skeleton Key, which greatly helps lockpicking because it does not break.

Stat boost -The Elder Scrolls 4: Oblivion

Complete all fifteen of the Daedric quests to get a large stat boost. You can choose any of the three major skill sets; Combat, Guile, or Magic. Each gives you a ten point permanent boost to the related stats and some of the related skills. It is extremely worth it to do the Daedric quests considering all the other good items you will get while doing the quests. You can activate up to fourteen 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.

Take any desired Sigil Stone and either an already enchanted item or regular item and enchant the item with a Sigil Stone. Then, use the "Duplicate items" trick on it to get a permanent stat boost for 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.

Super character

This trick requires access to Arcane University, a Chameleon spell, two rings, a necklace/amulet, any two pieces of armor (preferably a helmet and shield; you could use any armor for this, but you may want to enchant them with defensive magic later), five Grand Soul Gems with Grand Souls in them, and 8,000 gold. Go to the Chironasium (enchanting section) in Arcane University. Go to an enchanting stand and enchant the necklace, rings, and armor with a Chameleon spell using the Grand Soul Gems. Each enchantment gives you 20% Chameleon effect, so all five enchantments will make you 100% Chameleon, which is not only invisible but also allows you to attack, steal, open, and pick-up without being revealed. You can now steal from a shop without the shopkeepers doing anything. Your enemies will also just stand still unable to attack, allowing you to go into Sneak mode and attack for 4x to 6x damage, and pickpocket without consequence (except on guards who can catch you if you fail, but still cannot attack you if you resist arrest).

Unicorn (The Elder Scrolls 4: Oblivion)

You can find the Unicorn northeast of Inn Of III Omen and east of Mingo Cave at a place called Harcane's Grove. It is protected by four Minotaurs. The easiest way to reach this area is to move west/southwest from Fort Variela, which is on the coast of the upper Niben River. By doing this, you will see the Unicorn before the Minotaurs see you. *** If you do encounter the Minotaurs, do not start fighting them close to the Unicorn or the Unicorn will join with them against you, and you will not be able to mount it. Just run up to the Unicorn, mount it, and run away. The Unicorn is both fast and immune to regular weapons. *** The Unicorn cannot be tamed or captured. Once you find it in the Harcane Grove, you can ride it. However, once you ride a distance from the grove and you get off the horse, it will start walking away and return to the Harcane Grove. It does not matter if you approach it without a weapon or kill the minotaurs guarding it.

Unnamed sword *The Elder Scrolls 4: Oblivion*

Use the "Duplicate items" trick on a paintbrush. After getting at least twenty paint brushes, go outside of "A Fighting Chance" in the Imperial City Market District at midnight. Drop a paintbrush. Notice that it will float. Get on top of the brush and repeat the process to form a set of stairs. Once you get high enough to reach the top of the A Fighting Chance store, get on top of the building and look for a chest that is locked. The lockpick level is very difficult. Lockpick it and look inside to find an odd sword

without a name. The sword has no attack, breaks easily, and cannot be sold.

Vampires The Elder Scrolls 4: Oblivion

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.

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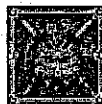
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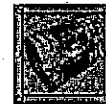
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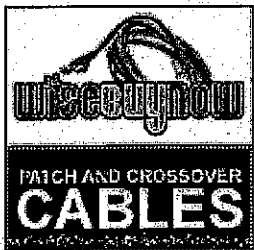
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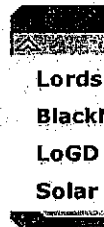
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Alternate sword sheathing

Immediately 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.

Always daytime

Gain access to the City in the Sky. Whenever you go there and leave it will be daytime.


Become a Cheat Master of The Legend Of Zelda: Twilight

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Princess

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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.

Big Wallet - 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, then go to the southeast alleyway and look for a door. Go inside and give Agatha any Golden Bug you have caught and she will give you an Adult Wallet (Big 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.

To get the Giant Wallet, give Agatha all 24 Golden Bugs.

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.

Bottle in Fishing Hole

Go to the Fishing Hole and find the sign that says "No Littering!" You can get a bottle if you fish on the left side of the bridge that is near that sign; it is darker water than normal.

Bottle with Fairy Tears

Bring 20 Poe Souls to Jiovani to get a Bottle with Fairy Tears.

Catching fish

At the beginning of the game, you must catch two fish. Go to the area where you see the cat, then begin fishing from the dock. Throw the line into the water and wait until the colored bobber sinks below the screen. This means a fish has bitten. Quickly lift

the Wii-mote up hold it there. If done correctly, a "Fish on" message will appear. Continue holding the Wii-mote up until Link reels the fish in. Throw the second fish away, so the cat takes it.

Catching the Hylian Loach

To catch the Hylian Loach, go to the northern-most cove during the summer. Cast the Frog or Sinking Lure in the lily pads. Once he bites he is hard to reel-in.

Control Cucco

Hit a Cucco about 8 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 8 times.

Defeating the Twilight Dragon [LATCH]

Use the Double Clawshots first and grab 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 will start to rain. The rain will bring 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 on 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.

Donation discount

Progress past the third dungeon, then donate 1,000 Rupees to Goron inside the Malo Mart in Kakariko Village. Talk to the old Goron outside the shop and complete the quest he offers. Once completed, the second donation amount will be reduced from 2,000 to 200 Rupees.

Easy Hearts -The Legend Of Zelda: Twilight Princess

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 will come out.

Easy Kills with Ball and Chain

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.

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 helpful when you are facing one enemy and your health is low.

Easy Lantern Oil and Red Potion

After getting an Empty Bottle you can get as much Lantern Oil and Red Potion 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 take whichever item desired. If you do not wish to pay, run. If you are not fast

Bonus Headings

[FIRST]

(A)

enough the bird will attack you repeatedly, then when you return he will call 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 is. He will make a comment about how cheap you are getting it for, but will not attack.

Easy Lantern Oil

Kill a Yellow Chu and then immediately afterwards take out your lantern and scoop up the jelly to fill it to the brim.

Easy Rupees The Legend Of Zelda: Twilight Princess

In Kakariko Village, after you have the ability to 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).

After you have filled your third Vessel Of Light and are again in human form, go 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 you have plenty of Bombs and Lantern Oil. Bomb the walls all around the cave to find enough Rupees to fill your wallet.

Fairies

Locate the Gerudo Mesa and Cave Of Ordeals in the Gerudo desert to be able to unlock Fairies, and later Great Fairies, at each spring around Hyrule. Complete the listed number of rooms in the Cave Of Ordeals to unlock the listed Fairies. Smaller fairies can be bottled and used to restore up to eight hearts. Great Fairies give you a bottle full of Great Fairy Tears, which fully heal Link and temporarily boost his attack as long as you have an empty bottle and no Tears in your inventory already. Both kinds of Fairies have an unlimited supply once unlocked.

Fairies in the Eldin Spring: Complete 30 rooms in the Cave Of Ordeals. [Successful]

Fairies in the Faron Spring: Complete 20 rooms in the Cave Of Ordeals. [Successful]

Fairies in the Lanayru Spring: Complete 40 rooms in the Cave Of Ordeals. [Successful]

Fairies in the Ordon Spring: Complete 10 rooms in the Cave Of Ordeals. [Successful]

Great Fairies in all Springs: Complete 50 rooms in the Cave Of Ordeals. [Successful]

Finding Worms

Go to the Fishing Hole behind the sign at the entrance to find three little mounds of dirt. Turn into a Wolf and dig these up to find Worms. Put them in an empty bottle and use them as bait to make fishing easier.

Flight-By-Fowl mini-game wins

Once you unlock Falbi's Flight-By-Fowl mini-game on Lake Hylia, save after you enter his hut. Then pay for the mini-game and try to land on the top tier platform. If you fail just reload to start again inside his hut. Repeat as many time as desired to avoid having to pay 10 Rupees to get launched from Fryers attraction each time.

Frog Lure ~~[-The Legend Of Zelda: Twilight Princess]~~

To get the Frog Lure, which is a great lure for catching Bass, you must complete all eight levels of the RoalGoal mini-game found in the owner's establishment. To play it, just look at it in first person using C. The game requires 5 Rupees per play and you win 10 Rupees for each round completed, and the Frog Lure for the eighth. ~~***~~ If you run out of Rupees before getting the lure, you can mow the tall grass just outside (in the Fishing Hole area) for around 60 Rupees.

Fyrus

Shoot the crystal on his head. When he is stunned, go around and pull on either of the chains that are attached to his feet to trip him. Go up to his head and start slashing until he gets back up. Repeat this until he is defeated. If you are running low on arrows or health there are pots around the room.

Ganondorf

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 he is defeated.

Getting Bomb Bags

To get Bomb Bag 1, purchase it from Barnes Bomb Shop in Kakariko after the second temple. To get Bomb Bag 2, free the Goron from the giant lava rock located underwater in Zora's Domain. To get Bomb Bag 3, destroy the rock barriers for the River Canoe mini-game owner.

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 to collect your reward.

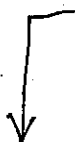
Giant puzzle solution in Sacred Grove

At the entrance to the Sacred Grove, you will howl from a symbol on the ground (resembling the Triforce) to make two stone giants come to life on a group of blocks. They will ask you to lead them to their sentry post by hopping on the blocks. Jump in the following pattern: left, down, right, right, up, left, up, up, left, down, down, right, up. They will congratulate you and allow you to pass on to the Master Sword.

Golden Bug locations

The locations of all 24 Golden Bugs are as follows:

(C)



Ant - Kakariko Village: The male is located on a tree to the right of the hole in the back of the Kakariko graveyard. 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 is located on a tree in the southern portion of Hyrule Field. The tree is positioned between two raised land masses. The female 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: The male is just south of the east entrance of Castle Town is a small flower patch containing the male. The female is on a vine-covered ledge just northeast of the east castle town exit.) Grasshopper

Dayfly - Gerudo Desert: The male is found in the southern part of the desert, almost dead center, north of the barricades. The female is found in 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.) Typo

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.

Heart Pieces

To find the locations of all Heart Pieces, go to Fanadi's Palace in Hyrule Castle Town and pay her 10 Rupees for a Love fortune. She will show you an area in the game that contains a Heart Piece around it, which is obtainable in some manner. Repeat this and she will show you other locations, but she will sometimes repeat the same location a few times.

heavily armored opponents

(D)

You first fight this heavily armored enemy as a mini-Boss in the Temple Of Time. You will then 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. *** 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.

Howling Stone locations

Just before you enter the Forest Temple you automatically learn one move.

Death Mt.: In the place with a lot of geysers.

North Zora's River: Northeast of boat shop.

North Faron Woods: At the beginning of the Sacred Grove maze.

Lake Hylia: On a cliff at the south end. Climb up the ladder to get there.

Snowpeak: Climb up the mountain; near the secret underground cave entrance.

Forgotten Village: Jump through a window in the western building.

Hylia Shield

Once 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 and he will thank you for saving their mines. He will then ask if you would like to buy the Hylia Shield for approximately 210 Rupees.

Infinite Rupees

Bring 60 Poe Souls to Jovani to get unlimited Rupees.

(E)

Invincibility

[60]

Collect all sixty **[Poe Souls]** and take 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 Poe Souls he will give you unlimited Rupees. Then, go to Malo Mart in the Kakariko village. Donate enough money to lower the prices at the Town Castle's Malo Mart. You will now be able to 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.

[A SILVER RUPEE WORTH 200 RUPEES]

[CAN GET]

[CAN]

Larger 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 unlock the Big Quiver, with a capacity of 60 arrow. If you have the Double Clawshot, win level 2 of the mini-game to unlock the Giant Quiver, with a 100 arrow capacity.

Move small statues in Temple Of Time before getting Fishing Rod

Use the following trick to move small statues before you have the Fishing Rod. Take out your mace and chain and throw it behind the statue. It will eventually slowly drag it. You can use this to get past the force field at the beginning to get the heart piece.

New Malo Mart with Magic Armor

Donate 1,000 Rupees and complete the Hot Springwater side quest, then donate another 2,000 Rupees to Malo Mart. A new Malo Mart will now open in Castle Town with Magic Armor available for purchase.

Playing Fetch in Castle Town

After entering Castle Town from 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.

(F)

Restoring Health

[E]

[YOU ARE]

When low on health and you are not in the middle of something, go to Southeast Hyrule Castle Town. If you have not already done so, complete the **[STAR mini-game]**. This is the game inside the large purple circus tent. Afterwards, talk to the three girls directly outside. After they "freak out" about you, three hearts should appear. You can repeat this as many times as desired.

When your health is low and you see a fairy, take out a bottle and run into the fairy. While the fairy is circling, use your bottle. The fairy will heal you and be captured in the bottle.

[AROUND]

When your health is low you can also catch some fish. You can do this as many times as needed.

Resume game in dungeons

When in a dungeon, 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 to resume in the room where you left off.

RollGoal mini-game

After receiving a letter about new events near Zora's Domain, go to the Fishing Hole in Upper Zora's River. It is through a door in a cliff just east of the canoe rentals. After reaching the fishing area, go inside the nearest building and talk to the guide (Hena). 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 Wii-mote. The mini-game costs 5 Rupees per play and you win 10 Rupees for each round completed. Complete the 1-8 round to unlock the Frog Lure. Complete the 8-8 round for Hena to completely fill your wallet and to unlock the Special Edition of the RollGoal mini-game. This version of the mini-game is free and allows you to choose any level with a time limit of 4:00:00, but you cannot win any Rupees.

Safe fall -The Legend Of Zelda: Twilight Princess

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.

Sinking Lure

To get the Sinking Lure, you must catch a Hylain Pike, Hyrule Bass, and a Ordon Catfish in the Fishing Hole area with the Lure Rod. Once you have caught one of each, go to the south east corner of the water closest to the house. Use the Fishing Rod (bobber) to catch the Sinking Lure. *** Make sure Hena does not see you use it or she will take it away.

Sword moves

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 is rather difficult to perform. 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 mid-air, 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 perform a powerful

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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.

Talking 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 listed 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.

the Gerudo Temple Boss

An easy 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, but 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 will play. 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 puts in its head. Repeat this two more times to kill him and get a heart container.

(H)

The Legend Of Zelda: Majora's Mask reference

The Skull Kid leading you to the Sacred Grove is a reference to the Skull Kid in The Legend Of Zelda: Majora's Mask.

The Legend Of Zelda: Ocarina Of Time reference

The three spirits that watch over Hyrule are a reference to the goddesses in The Legend Of Zelda: Ocarina Of Time. Their names are similar.

In the house in the Fishing Hole, there are pictures on the wall. The one on the far left is that of the fisherman from The Legend Of Zelda: Ocarina Of Time.

Twilight Monsters

An easy way to defeat Twilight Monsters is to kill the one that is not near you, then use the force field to kill the rest.

Walk upside down without Iron Boots trick

This trick can be done anywhere there is a magnetic ceiling, such

as the first one encountered in Death Mountain Mines. First, equip the Iron Boots to the D-pad but do not put them on. Then, go under the magnetic field and equip the Iron Boots. In mid flight up to the ceiling, press Minus and put an item where the iron boots were on the D-pad; make sure the Iron Boots are not anywhere on the D-pad. When you unpause the game and finish flying onto the ceiling, you should be on the ceiling without the Iron Boots on and will stay there and be able to walk faster. To get down, walk off the magnetic part of the ceiling or equip and unequip the Iron Boots.

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Questions / Answers

The Legend Of Zelda: Twilight Princess



Q:How do I open the double wooden gates with the chest behind it the gates have 2 wooden wheels?



Question from: Unregistered

Rating: 69%

Was this QA: **Bogus** or **Helpful**

Q:How do you melt the ice in Zang's Domain?

To melt the ice u have to be a wolf and then get the warp spot. Then the big rock form death mount. is the rock that
+ will melt the ice. (So get the rock form death mountain and thats all.) -Answer by: **Unregistered**

Go back to the mountain, and get Medina to transport the hot
+ rock that crashed down back into the ice temple. -Answer by: **Unregistered**


If u remember there will be a huge hot rock in the center of death mountain.its tall and midna will say stuff and if u
+ agreee u she will teleport it to the zoras by the ice. and u have ur problem solved. -Answer by: **Unregistered**


You teleport to death mtn and theres a big rock made of
+ really hot stuff and then you take it and teleport back to the zora's domain. -Answer by: **Unregistered**


Go to goron mountain.warp there or just walk there.then you
+ go to the giant rock that shot out of the mountain go near it and warp to zora's domain and the big rock will warp with you and break the ice -Answer by: **Unregistered**


Warp back to death mountain.remember that meteor that
+ landed in the hot springs?head to the hot springs,and midna will want to inspect it.let her.she'll say"its still hot.do you want to warp it?".warp it to zang's domain.itll melt the ice. -


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| | |
|---|--------------------|
| Answer by: Unregistered | |
|  | |
| Question from: Unregistered | Rating: 61% |
| Was this QA: Bogus OR Helpful | |

| | |
|--|--------------------|
| Q:I have collected the 3rd monkey in Dungan 1, but I am lost what is the purpose of the 3rd monkey? | |
|  | |
| Question from: Unregistered | Rating: 58% |
| Was this QA: Bogus OR Helpful | |

| | |
|---|--------------------|
| Q:I'm stuck in the 4th temple. I have killed the 1st ghost and I've uncovered the hidden room, but I don't know where to go after this.? | |
|  | |
| Question from: Unregistered | Rating: 58% |
| Was this QA: Bogus OR Helpful | |

| | |
|---|--------------------|
| Q:I dont know why but i cant return the cat to shara sandries house how do i return the cat? | |
|  | |
| Question from: Unregistered | Rating: 57% |
| Was this QA: Bogus OR Helpful | |

| | |
|---|--------------------|
| Q:When you are at the abominable snow man's house with his wife and then you bring him the goat chesse you like find a key well then you go in a room with 3 boxes on ice, and you have to get them so one box is in the center. how do you do it??? | |
|  | |
| Question from: Unregistered | Rating: 56% |
| Was this QA: Bogus OR Helpful | |


| | |
|--|--------------------|
| Q:How do i beat zant? | |
| Fist,in the fist area,use the boomerang a few tines, he will + bounce till he gets to the ground then attack, and use the weopons you get in that dungan -Answer by: Unregistered | |
|  | |
| Question from: Unregistered | Rating: 55% |
| Was this QA: Bogus OR Helpful | |

| | |
|---|--------------------|
| Q:What is the price for the magic armor? | |
|  | |
| Question from: Unregistered | Rating: 54% |

ALLI 000223

Was this QA: [Bogus](#) OR [Helpful](#)

Q:How do you melt the ice in Zang's Domain?if im turned into a wolf.



Question from: Unregistered Rating: 52%


Was this QA: [Bogus](#) OR [Helpful](#)

Q:I am stuck trying to find the last lot of tears of light. i need to find two more but i am stuck at the bottom of lake hylia. how do i get to the top and find the rest? ive got the ones on the back of tyhe flying creature and around the lake but im at a dead end. please help.

+ You have to go to the bar in town. It shows a white dot on your screen.then after you get that one madina (the person with you or watever) tells you where the last one is. -Answer by: **Unregistered**

+ Have u gotten the tear at Hyrule Castle and if do, then the last one apears at the lake as midna tellls u I wont tell u wat she says so ull have to see for ur self -Answer by: **Unregistered**

+ Go to Hyrule Castle Town by using Midna to warp there (or to Hyrule Field if you havent beat the monsters to open the portal then go into Hyrule Castle Town.) That is where the last bugs are and if youve already done that one of them appears at Lake Hylia after you found the other one it is big and to beat it attack it when it comes close and is not lightning or it will shock you then when it falls in the water jump on it and hold down the B button to use the force field thing to kill its legs and you get the last tear! (And yes this was submitted by a girl!) -Answer by: **Unregistered**



Question from: Unregistered Rating: 53%

Was this QA: [Bogus](#) OR [Helpful](#)

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- Bottle with Fairy Tears

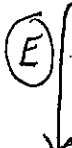
Bring 20 Poe Souls to Jiovani to get a Bottle with Fairy Tears.

- Infinite Rupees

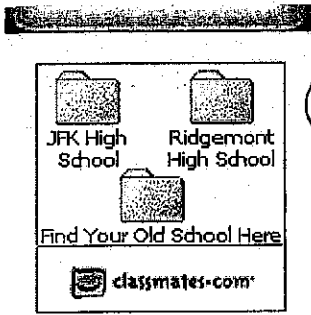
Bring 60 Poe Souls to Jiovani to get a Silver Rupee worth 200 Rupees. Talk to him again to get another Silver Rupee worth 200 Rupees. Repeat this as much as desired.

- Invincibility

Collect all 60 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



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(E)

your senses to find out where to dig. After you give him 60 Poe Souls he will give you a Silver Rupee worth 200 Rupees. Talk to him again to get another Silver Rupee worth 200 Rupees. Repeat this as much as desired. Then, go to Malo Mart in the Kakariko village. Donate enough money to lower the prices at the Town Castle's Malo Mart. You will now be able to 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 can get unlimited Rupees, you can stay immortal.



(G)

- RollGoal mini-game

After receiving a letter about new events near Zora's Domain, go to the Fishing Hole in Upper Zora's River. It is through a door in a cliff just east of the canoe rentals. After reaching the fishing area, go inside the nearest building and talk to the guide (Hena). 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 Wii-mote. The mini-game costs 5 Rupees per play and you win 10 Rupees for each round completed. Successfully complete the 1-8 round to unlock the Frog Lure. Successfully complete the 8-8 round for Hena to completely fill your wallet and to unlock the Special Edition of the RollGoal mini-game. This version of the mini-game is free and allows you to choose any level with a time limit of 4:00:00, but you cannot win any Rupees.



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More News...

- Getting Bomb Bags

To get Bomb Bag 1, purchase it from Barnes Bomb Shop in Kakariko after the second temple. To get Bomb Bag 2, free the Goron from the giant lava rock located underwater in Zora's Domain. To get Bomb Bag 3, destroy the rock barriers for the River Canoe mini-game owner.

- 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.

- 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 unlock 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.

- Bigger Wallet

The Adult Wallet can be obtained after defeating the giant Twilight Bug at Lake Hylia. Go to Hyrule Castle Town as a human, then go to the southeast alleyway and look for a door. Go inside and give Agitha any Golden Bug you have collected and she will give you an Adult Wallet (Big 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.

To get the Giant Wallet that is capable of holding 1,000 Rupees, collect all 24 Golden Bugs and then bring them to Agitha in Castle Town South Road.

(B)

- Fairies

(B)

Locate the Gerudo Mesa and Cave Of Ordeals in the Gerudo desert to be able to unlock Fairies, and later Great Fairies, at each spring around Hyrule. Successfully complete the indicated number of rooms in the Cave Of Ordeals to unlock the corresponding Fairies. Smaller fairies can be bottled and used to restore up to eight hearts. Great Fairies give you a bottle full of Great Fairy Tears, which fully heal Link and temporarily boost his attack as long as you have an empty bottle and no Tears in your inventory already. Both kinds of Fairies have an unlimited supply once unlocked.

Fairies in the Eldin Spring: Successfully complete 30 rooms in the Cave Of Ordeals.

Fairies in the Faron Spring: Successfully complete 20 rooms in the Cave Of Ordeals.

Fairies in the Lanayru Spring: Successfully complete 40 rooms in the Cave Of Ordeals.

Fairies in the Ordon Spring: Successfully complete 10 rooms in the Cave Of Ordeals.

Great Fairies in all Springs: Successfully complete 50 rooms in the Cave Of Ordeals.

- Donation discount

Progress past the third dungeon, then donate 1,000 Rupees to Goron inside the Malo Mart in Kakariko Village. Talk to the old Goron outside the shop and complete the quest he offers. Once completed, the second donation amount will be reduced from 2,000 to 200 Rupees.

- New Malo Mart with Magic Armor

Donate 1,000 Rupees and complete the Hot Springwater side quest, then donate another 2,000 Rupees to Malo Mart. A new Malo Mart will now open in Castle Town with Magic Armor available for purchase.

- 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 will come out.

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 Hearts.

- Easy Heart Pieces

To easily find the locations of all Heart Pieces, go to Fanadi's Palace in Hyrule Castle Town and pay her 10 Rupees for a Love fortune. She will show you an area in the game that contains a Heart Piece around it, which is obtainable in some manner. Repeat this and she will show you other locations, but she will sometimes repeat the same location a few times.

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.

- Easy 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

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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.

After you have filled your third Vessel Of Light and are again in human form, go 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 you have plenty of Bombs and Lantern Oil. Bomb the walls all around the cave to find enough Rupees to fill your wallet.

In Kakariko Village, after you have the ability to 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.

This trick requires 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 jump to the top of the house. There will be a Silver Rupee worth 200 Rupees.

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 worth 200 Rupees.

There is 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, the dog will try to get it, but will instead come back with a Rupee. You can do this as many times as desired.

Go to any place that has a lot of birds flying around (for example, the bridge over Lake Hylia) and kill all the birds with your bow and arrow. Once all of them have been killed, a number of Rupees of different values will fall to the ground.

- Easy 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.

- Easy Lantern Oil

Kill a Yellow Chu and then immediately afterwards take out your lantern and scoop up the jelly to fill it to the brim.

- Easy Lantern Oil and Red Potion

After getting an Empty Bottle you can get as much Lantern Oil and Red Potion 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 take whichever item desired. If you do not wish to pay, run. If you are not fast enough the bird will attack you repeatedly, then when you return he will call 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 is. He will make a comment about how cheap you are getting it for, but will not attack.

- Easy kills

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.

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 helpful when you are facing one enemy and your health is low.

- Easy Flight-By-Fowl mini-game wins

Once you unlock Falbi's Flight-By-Fowl mini-game on Lake Hylia, save immediately after you enter his hut. Then, pay for the mini-game and try to land on the top tier platform. If you fail, reload to start again inside his hut. Repeat this as many time as desired to avoid having to pay 10 Rupees to get launched from Fryers attraction each time.

- Free 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 as many times as desired.

- Sparkling gold 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.

- Always daytime

Gain access to the City in the Sky. Whenever you go there and leave it will be daytime.

- Restore health

When you are low on health and are not in the middle of something, go to Southeast Hyrule Castle Town. If you have not already done so, complete the STAR mini-game. This is the game inside the large purple circus tent. Afterwards, talk to the three girls directly outside. After they "freak out" about you, three hearts should appear. You can repeat this as many times as desired.

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 heal you and be captured in your bottle.

When your health is low, catch some fish. You can do this as many times as needed.

- 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.

- Resume game easily in dungeons

While 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

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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 to resume in the room where you left off.

- Frog Lure

To get the Frog Lure, which is a great lure for catching Bass, you must complete all eight levels of the RoalGoal mini-game found in the owner's establishment. To play it, just look at it in first person using C. The game requires 5 Rupees per play and you win 10 Rupees for each round completed, and the Frog Lure for the eighth. **Note:** If you run out of Rupees before getting the lure, you can mow the tall grass just outside (in the Fishing Hole area) for around 60 Rupees.

- Sinking Lure

To get the Sinking Lure, you must catch a Hylian Pike, Hyrule Bass, and a Ordon Catfish in the Fishing Hole area with the Lure Rod. Once you have caught one of each, go to the south east corner of the water closest to the house. Use the Fishing Rod (bobber) to catch the Sinking Lure. **Note:** Make sure Hena does not see you use it or she will take it away.

- Hylian Loach

To catch the Hylian Loach, go to the northern-most cove during the summer. Cast the Frog or Sinking Lure in the lily pads. Once he bites, he is hard to reel-in.

In the Zora Temple, find the room where you get the Boss key. There will be Skull Fish and two Hylian Loaches. Be careful not to catch a Skull Fish as they just take up bait.

- Bottle in Fishing Hole

Go to the Fishing Hole and find the sign that says "No Littering!" You can get a bottle if you fish on the left side of the bridge that is near that sign; it is darker water than normal.

- Catching a fish

At the beginning of the game, you must catch two fish. Go to the area where you see the cat, then begin fishing from the dock. Throw the line into the water and wait until the colored bobber sinks below the screen. This means a fish has bitten. Quickly lift the Wii-mote up hold it there. If done correctly, a "Fish on" message will appear. Continue holding the Wii-mote up until Link reels the fish in. Throw the second fish away, so the cat takes it.

- Finding Worms

Go to the Fishing Hole behind the sign at the entrance to find three little mounds of dirt. Turn into a Wolf and dig these up to find Worms. Put them in an empty bottle and use them as bait to make fishing easier.

- Hylian Shield

Once 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 and he will thank you for saving their mines. He will then ask if you would like to buy the Hylian Shield for approximately 210 Rupees.

When you are 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.

- Control Cucco

Hit a Cucco approximately 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.

- Talking 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.

- 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 to collect your reward.

- 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.

- Mirror

After getting the lantern, go to Link's house and 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.

- Move small statues in Temple Of Time before getting Fishing Rod

Use the following trick to move small statues before you have the Fishing Rod. Take out your mace and chain and throw it behind the statue. It will eventually slowly drag it. You can use this to get past the force field at the beginning to get the heart piece.

- Walk upside down without Iron Boots

This trick can be done anywhere there is a magnetic ceiling, such as the first one encountered in Death Mountain Mines. First, equip the Iron Boots to the D-pad but do not put them on. Then, go under the magnetic field and equip the Iron Boots. In mid flight up to the ceiling, press Minus and put an item where the iron boots were on the D-pad; make sure the Iron Boots are not anywhere on the D-pad. When you unpause the game and finish flying onto the ceiling, you should be on the ceiling without the Iron Boots on and will stay there and be able to walk faster. To get down, walk off the magnetic part of the ceiling or equip and unequip the Iron Boots.

- Alternate sword sheathing

Immediately after killing a monster, press A to put away your sword. This will do

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the same sheathing move as when you kill a Boss or when you learn a new Hidden Skill.

- Giant puzzle solution in Sacred Grove

At the entrance to the Sacred Grove, you will howl from a symbol on the ground (resembling the Triforce) to make two stone giants come to life on a group of blocks. They will ask you to lead them to their sentry post by hopping on the blocks. Jump in the following pattern: left, down, right, right, up, left, up, up, left, down, down, right, up. They will congratulate you and allow you to pass on to the Master Sword.

- Killing rats in Gerudo Desert temple

When you are in certain rooms of the temple and begin to walk funny (almost as if you have the Iron Boots on), transform into a wolf and turn on your senses. You will find that little rats have attached themselves to you. Use the wolf's spin attack to kill them. Turn back into a human and you will be able to walk and run normally again.

- Fighting skeletons in Gerudo Desert temple

When you are in the temple and you come into contact with the large skeletons that paralyze you when they shriek, continually press A to roll out of the way just before they hit your paralyzed body with their sword.

- Better quality sound

During the game, sounds like your sword being swung, menu selections, item switching, etc. are played through the Wii-mote speaker, which is shallow and sounds cheap. Although it makes the experience have more depth, the sound quality of that depth is low. Press Home and turn the Wii-mote speaker volume all the way down to shut it off. All sounds will now play through your television or sound system, and will be of much better quality.

- Triforce on Golden Ladybug

While 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.

- Golden Bug locations

The locations of all 24 Golden Bugs are as follows:

Ant - Kakariko Village: The male is located on a tree to the right of the hole in the back of the Kakariko graveyard. 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 is located on a tree in the southern portion of Hyrule Field. The tree is positioned between two raised land masses. The female 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: The male is just south of the east entrance of Castle Town in a small flower patch containing the male. The female is on a vine-covered ledge just northeast of the east castle town exit.) *Granny*

Dayfly - Gerudo Desert: The male is found in the southern part of the desert, almost dead center, south of the bridge. The female is found

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In 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. typo

Mantis - Great Hyllan 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.

- Howling Stone locations

Just before you enter the Forest Temple you automatically learn one move.

Death Mt.: In the place with a lot of geysers.

North Zora's River: Northeast of boat shop.

North Faron Woods: At the beginning of the Sacred Grove maze.

Lake Hylia: On a cliff at the south end. Climb up the ladder to get there.

Snowpeak: Climb up the mountain; near the secret underground cave entrance.

Forgotten Village: Jump through a window in the western building.

- Sword moves

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 is rather difficult to perform. 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 mid-air, 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 perform 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.

- Surviving 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 will look as if Link is punching the energy ball but it will not hurt him.

- Defeating Darkhammers

When battling Darkhammers (for example, the three in the last room of the Cave of Ordeals), throw bombs. This takes their armor off quickly. Once 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 it with your sword.

- Defeating the Dynalyfos Duo

When fighting the Dynalyfos Duo in the City in the Sky, 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 should 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 the battle and losing a lot of HP.

- Defeating Fyrus

Shoot the crystal on his head. When he is stunned, go around and pull on either of the chains that are attached to his feet to trip him. Go up to his head and start slashing until he gets back up. Repeat this until he is defeated. If you are running low on arrows or health there are pots around the room.

- Defeating Ganondorf

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 he is defeated.

Ganon will start 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

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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 will explode from all the magic yet Ganon will remain. You will start the third stage of fighting Ganon with him on horseback and Zelda 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, you will face him in a sword fight. He will teleport 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.

• Defeating the Gerudo Temple Boss

(H)

An easy 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, but 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 will play. 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 puts in its head. Repeat this two more times to kill him and get a heart container.

• Defeating heavily armored opponents

(D)

You first fight this heavily armored enemy as a mini-Boss in the Temple Of Time. You will then 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.

• Defeating the Twilight Dragon

(A)

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 will start to rain. The rain will bring 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 on 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.

• Defeating Twilight Monsters

An easy way to defeat Twilight Monsters is to kill the one that is not near you, then use the force field to kill the rest.

- 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.

- Malo comments

Malo is the little child who resembles an infant or toddler, but is in fact probably one of the smartest children in Hyrule. He tends to make fun of everyone he encounters. Here is how to get him to make some of his comments:

When you are showing everyone how to use the sword and the slingshot listen to Malo's response.

When you find him in Kakariko Village, enter his shop and 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.

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, or the bridge north of East Hyrule, go to the Item. Then, warp somewhere besides where the location should be. Midna will get frustrated and yell at you.

- Invisible sprinkler system

Once 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.

- Mario series reference

There is a Bullet Bill on Fyer's left arm.

- The Legend Of Zelda: Majora's Mask reference

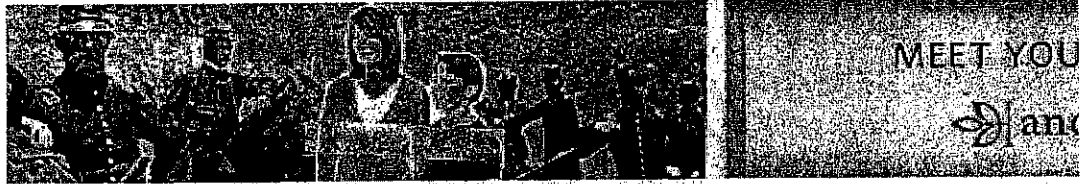
The Skull Kid leading you to the Sacred Grove is a reference to the Skull Kid in *The Legend Of Zelda: Majora's Mask*.

- The Legend Of Zelda: Ocarina Of Time references

The three spirits that watch over Hyrule are a reference to the goddesses in *The Legend Of Zelda: Ocarina Of Time*. Their names are similar

In the house in the Fishing Hole, there are pictures on the wall. The one on the far left is that of the fisherman from *The Legend Of Zelda: Ocarina Of Time*.

The songs that are played during the game (for example, the hidden skills and when you call for your horse or summon a bird) are the songs that you play in *The Legend Of Zelda: Ocarina Of Time*.



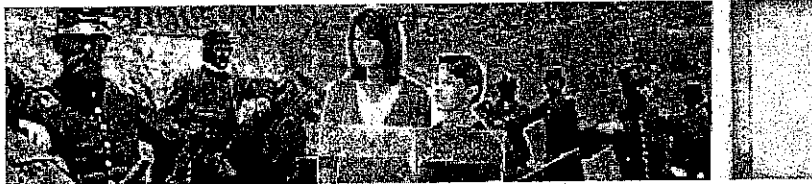
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- All characters

At the character selection screen when at an Xtraction point where you usually save the game or switch characters, press Right, Left(2), Right, Up(3), Start to unlock all characters.

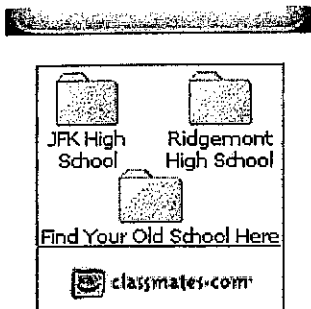
- Invincibility

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

- Level 99 characters

At the character selection screen when at an Xtraction point where you usually save the game or switch characters, press Up, Down, Up, Down, Left, Up, Left,

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- Add one point to all skills

At the character selection screen when at an Xtraction point where you usually save the game or switch characters, press Left, Right, Left, Right, Down, Up, Start to add one point to all skills.

- Extra melee damage

While playing the game, press Left(2), Right, Left, Right, Up, Start.

- Fast characters

While playing the game, press Up(3), Down, Up, Down, Start.

- Infinite Xtreme tokens

While playing the game, press Left, Down, Right, Down, Up(2), Down, Up, Start.

- 100,000 Tech-Bits

At the store run by Forge or Beast, press Up(3), Down, Right(2), Start. If you entered the code correctly, you will hear the sound of Tech-Bits.

- All Danger Room courses

At the Danger Room course menu, press Right(2), Left(2), Up, Down, Up, Down, Start to unlock all Danger Room courses.

- All skins

At the team management screen, press Down, Up, Left, Right, Up(2), Start to unlock all skins.

- All comics

At the review menu, press Right, Left(2), Right, Up(2), Right, Start to unlock all comics.

- All concept art

At the review menu, press Left, Right, Left, Right, Up(2), Down, Start to unlock all concept art.

- All game cinematics

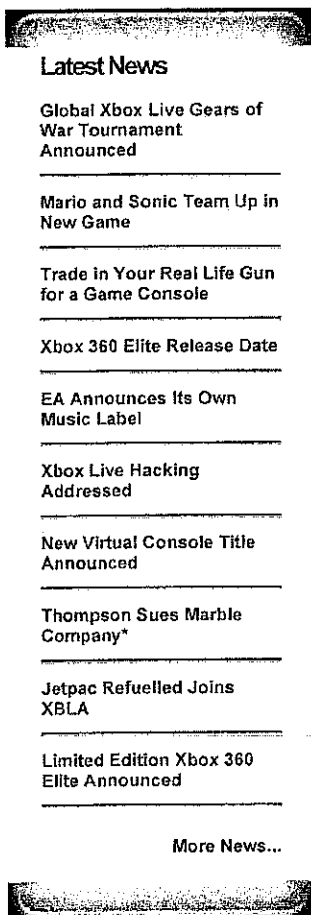
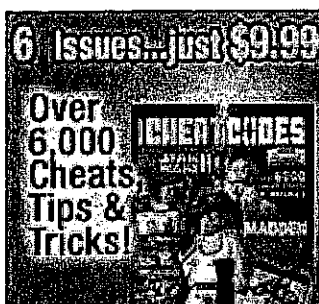
At the review menu, press Left, Right(2), Left, Down(2), Left, Start to unlock all game cinematics.

- All loading screens

At the review menu, press Right, Left, Right, Left, Up(2), Down, Start to unlock all loading screens.

- 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 to unlock Dark Phoenix.

- Play as Deadpool

Successfully complete the game to unlock Deadpool.

- 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 to unlock him.

- Play as Professor Xavier

Successfully complete all Danger Room missions to unlock Professor Xavier.

- Alternate costumes

Some characters begin the game with some alternate costumes available:

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

Successfully complete Act 1 to unlock the following costumes:

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)

Successfully complete Act 2 to unlock the "Age of Apocalypse" costume for all characters that have them.

Successfully complete Act 4 to unlock the following costumes:

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 bonus characters already have the following costumes available:

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

- Team bonuses

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

Age of Apocalypse (Any four heroes with Age of Apocalypse costume): +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

- Saving anywhere

Use the Blink Portal to save the game almost anywhere. You do not need to wait for an Xtraction point. Just open up a Blink Portal when you want to save then use the Xtraction point in the Sanctuary.

- 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.

- Easy items

In Act 2 after you rescue Beast on Mikhail's 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 will be undamaged. You can go back and get all the items again. Repeat this as many times as desired. Additionally, to get easy Techbits, health packs, energy

(A)



A

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.

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.

- Good combo

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.

D

- 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 as possible into each ability as follows: Sunfire = Flaming Fury, Bishop = Energy Fury, Toad = Secretion, Gambit = Energy Form. Also, put an extra 6 or 7 stats into each characters Mutant Mastery so that they will recover EP faster. During the game, 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.

- Strong Iceman

Iceman is the strongest character in the game. If you boost him correctly, he can kill most of his opponents with just a single hit on melee attack. Distribute his Status Points wisely, developing more on 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 will inflict lots of damage. For example, you can do 500 and even more damage with melee attack, depending on your level, because of the Passive Skills, Ice Combat, Cold Mastery, and the Cryogenic Booster Signature Unique Item.

- 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 will work. The heavy metal group is Colossus, Juggernaut, Ironman, and Magneto.

Iceman is the most powerful character in the game; keep him on your team. The other three characters are recommended for a great team:

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.

Nightcrawler: He has very fast melee attacks and can do a lot of 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 (because of the Passive Skill Clairvoyance) and all his skills are very useful.

If Iron Man and Professor X are not unlocked, 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 has 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.

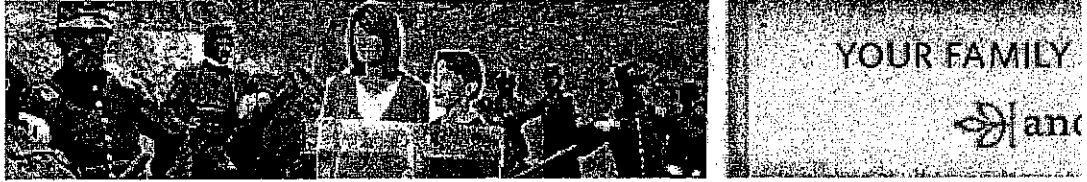
Cyclops: If you do not have Iron Man, use Cyclops. He can inflict much more damage with ranged attack than Iron Man (but can only hit one or two, while Iron Man can hit five or six) with the Mutant Power Attacks Fusion Beam and Polarized Beam. Also, improve his Visor Upgrade and Mutant Master as much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

A great 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, can hit people from far away, and can fly. Gambit can hit from far away, is fast, and has strong attacks. Iceman has ice power, can hit from far away, build bridges, and fly with his ice slide.

Another great 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.

- Final area

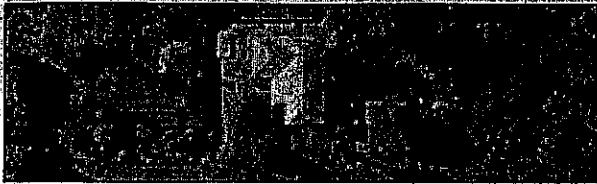
First, step into the power chamber in the middle of the vault of ages. Since there is only a limited amount of time you have to use the harmonic powers, choose a faster character to do this. There is a yellow meter that will show you how much harmonic power time you have remaining. Go straight up or straight down to reach the generators. The downward path has a small maze in it. Go right instead of left. At the generator, Apocalypse will be 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 will be 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.



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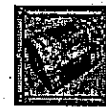
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100,000 Tech-Bits

At the store run by Forge or Beast, press Up(3), Down, Right(2), Start. If you entered the code correctly, you will hear the sound of Tech-Bits.

Add one point to all skills

At the character selection screen when at an Xtraction point where you usually save the game or switch characters, press Left, Right, Left, Right, Down, Up, Start to add one point to all skills.

All characters -[X-Men Legends 2: Rise Of Apocalypse]

At the character selection screen when at an Xtraction point where you usually save the game or switch characters, press Right, Left(2), Right, Up(3), Start to unlock all characters.

See a
detail

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All comics (X-Men Legends 2: Rise Of Apocalypse)

At the review menu, press Right, Left(2), Right, Up(2), Right, Start to unlock all comics.

All concept art

At the review menu, press Left, Right, Left, Right, Up(2), Down, Start to unlock all concept art.

All Danger Room courses

At the Danger Room course menu, press Right(2), Left(2), Up, Down, Up, Down, Start to unlock all Danger Room courses.

All game cinematics

At the review menu, press Left, Right(2), Left, Down(2), Left, Start to unlock all game cinematics.

All loading screens

At the review menu, press Right, Left, Right, Left, Up(2), Down, Start to unlock all loading screens.

All skins X-Men Legends 2: Rise Of Apocalypse

At the team management screen, press Down, Up, Left, Right, Up (2), Start to unlock all skins.

Alternate costumes

Some characters begin the game with some alternate costumes available:

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 (begining 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:

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.

Complete Act 4 to unlock the following costumes:

Colossus: Xtreme costume, Gladiator costume, Ultimate Non-Steel Skin costume (begining 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, Snofields costume

Wolverine: Weapon X Experiment costume, Xtreme costume, Snowfields costume

The bonus characters already have the following costumes available:

Deadpool: Unmasked costume


Iron Man: 2099's costume, Age of Apocalypse costume

Professor X: Shadow World costume (the same from X-Men Legends)

Become a Cheat Master of X-Men Legends 2: Rise Of Apocalypse

It is easy, just create an account [**Register**] and submit answers to visitors questions. You can also submit hints and tips that you know or find elsewhere on the Internet. Each vote you get earns you points. The member with the highest points for the game is the **Cheat Master** of the game.

Members will also be emailed when their question is answered and have less banners.

You can also find out more help for X-Men Legends 2: Rise Of Apocalypse in our **Forum** 

Completion bonuses

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.

Dark Phoenix X-Men Legends 2: Rise Of Apocalypse

Complete the game to unlock Dark Phoenix.

Deadpool X-Men Legends 2: Rise Of Apocalypse

Finish the game to unlock Deadpool.

Easy experience

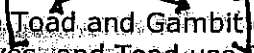
Go to the Holding Pen level for easy leveling up. There is a location where enemies keep teleporting onto the screen; it is just before the last area entrance. *** If you stay too long without saving, your game will freeze.

[IN ACT 2]

A

Easy items (X-Men Legends 2: Rise Of Apocalypse)

After you rescue Beast on Mikhail's Warship in Act 2, 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 will be undamaged. You can go back and get all the items again. Repeat this as many times as desired. Additionally, 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.

Have  Toad and Gambit 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.

Extra melee damage

When playing, press Left(2), Right, Left, Right, Up, Start.

Fast characters

When playing, press Up(3), Down, Up, Down, Start.

B

Final area X-Men Legends 2: Rise Of Apocalypse

First, step into the power chamber in the middle of the vault of ages. Since 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 will be 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 will be 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. Now, kill Apocalypse twice to complete the game. *** Make sure you have a full load of health and energy packs before attempting this.

Good combo *X-Men Legends 2: Rise Of Apocalypse*

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.

Infinite Xtreme tokens

When playing, press Left, Down, Right, Down, Up(2), Down, Up, Start.

Invincibility (X-Men Legends 2: Rise Of Apocalypse)

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

[Play As]

Iron Man (X-Men Legends 2: Rise Of Apocalypse)

Find the four homing beacons in Act 1 through 4 and collect the piece of his armor that each set unlocks. ~~Now~~ save Iron Man after finding the four homing beacons in Act 5 to unlock him.

[THEN]

Level 99 characters

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

Professor Xavier

Finish all Danger Room missions to unlock Professor Xavier.

[Successfully Complete]

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 will work. The heavy metal group is Colossus, Juggernaut, Ironman, and Magneto.

[Ironman is]

The most powerful character in the game is Ironman; keep him on your team. The other three characters are recommended for a great team:

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.

Nightcrawler: He has very fast melee attacks and can do a lot of 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 (because of the Passive Skill Clairvoyance) and all his skills are very useful.

If Iron Man and Professor X are not unlocked, 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 has 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.

A great 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, can hit people from far away, and can fly. Gambit can hit from far away, is fast, and has strong attacks. Iceman has ice power, can hit from far away, build bridges, and fly with his ice slide.

Another great 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.

Saving anywhere

To save the game almost anywhere, use the Blink Portal. You do not need to wait for an Xtraction point. Just open up a Blink Portal when you want to save then use the Xtraction point in the Sanctuary.

Strong Gambit X-Men Legends 2: Rise Of Apocalypse

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 as possible into each ability as follows: Sunfire = Flaming Fury, Bishop = Energy Fury, Toad = Secretion, Gambit = Energy Form. Also, put an extra 6 or 7 stats into each characters Mutant Mastery so that they will recover EP faster. During the game, 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.

Strong Iceman X-Men Legends 2: Rise Of Apocalypse

Iceman is the strongest character in the game. If you boost him correctly, he can kill most of his opponents with just a single hit on melee attack. Distribute his Status Points wisely, developing more on 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 will inflict lots of damage. For example, you can do 500 and even more damage with melee attack, depending on your level, because of the Passive Skills, Ice Combat, Cold Mastery, and the Cryogenic Booster Signature Unique Item.

Team bonuses (X-Men Legends 2: Rise Of Apocalypse)

Use a team with the listed characters to get the listed bonus:

Age of Apocalypse (Any four heroes with Age of Apocalypse costume): +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% maximim 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

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