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- Achievements

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- The Dominator (40 points): Achieve a 100% [Domination](#) Tyranny rating.
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- Juno's Special Friend (20 points): Buy gifts for Juno and woo her into becoming your 'special' friend.
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Secret achievement (40 points): Unknown.

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Podcast: DF #63: Overlord II and Ghostbusting

Gamespot: Overlord II Review

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Nick Webb

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Reviews (<http://reviews.gamewinners.com/data/censura.php?cmd=details&itemid=12081>)

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- Easy "Gnome Grinder", "Minion Hoarder", "Minion Lover" achievements

When you begin the mission to search for the Green Minions, you will have to sneak into a castle using your Minions. While you are in there, you will discover a few pressure plates that release gnomes as a distraction to the enemies. However, as long as there are still enemies in the castle the gnomes will keep spawning. This allows you to not only get the 1,000 kills of a gnome quickly, you will also be collecting crystals, gold, and Lifeforce orbs while doing so. - From: Jacob K.

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Overlord 2 (Xbox 360)

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Hints

Easy gold

Defeat the spider Boss in Everlight Temple. Use the elevator to exit. After you have the Netherworld Gate to this zone unlocked, return to the temple and open the secret room at the top of the stairs by using the Overlord switch. You can collect at least 1,000 gold from the treasure chests inside the secret room. Warp to Nordburg Town gate 3 to reset the temple area. You can also loot the treasure chests next to the Tower Gate. Go back and forth between those two areas to get easy gold.

Finding more people

There are 100 people in Nordberg and Everlight. In addition to the approximately 50 people wandering through the towns, you can find others by breaking down the doors of the houses.

Easy "Gnome Grinder" achievement or trophy

PlayStation3 Xbox 360 After you have collected all of the Tower Heart shards, take it to Queen Fay so she can repair it. After the cinematic, take the Tower Heart to the sanctuary dungeon to power it up with the shrines. After you have charged the Tower Heart at the first shrine, you, your minions, and the Tower Heart will fall. When you find the Tower Heart it will be sitting on top of a gnome hole that spawns an infinite amount of gnomes. Position all your minions next to the hole by using the guard marker. When you have your minions where you want them, remove five minions so that you can move the Tower Heart to a safe location. When you think the Tower Heart is out of you way, put all your minions on top of the gnome hole. The gnomes will die as they jump out of the hole. Walk back to the Netherworld Gate, but do not go into the gate. This will require about twenty minutes. Note: Do not get too close to the gnome hole, because the gnomes will run past your minions

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and attach themselves to you.

Nick Webb

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PlayStation3 Xbox 360 When dominating towns completely, use the weapons produced by the villagers to maximize the attack power of your horde. Get the maximum horde size of 50 minions and reach maximum attack power to unlock the "Perfect Horde" achievement or trophy .

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Strategy guides (<http://www.gamefaqs.com/console/xbox360/game/952370.html>) from GameFAQs

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- Easy gold

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Additionally, there are seventeen secret achievements:

Juno's Champion (15 points): Juno has become your Mistress.

Corruptor of the Queen (15 points): Dark Fay has become your Mistress.

Kelda's Special Friend (20 points): Kelda is now your "special" friend.

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Overlord 2 (Xbox 360)

From GameWinners

Video

Walkthrough

Hints

Easy gold

- Defeat the spider Boss in Everlight Temple. Use the elevator to exit. After you have the Netherworld Gate to this zone unlocked, return to the temple and open the secret room at the top of the stairs by using the Overlord switch. You can collect at least 1,000 gold from the treasure chests inside the secret room. Warp to Nordburg Town gate 3 to reset the temple area. You can also loot the treasure chests next to the Tower Gate. Go back and forth between those two areas to get easy gold.
- Enslave both Nordberg and Everlight for large chests of gold that spawn when the area is reset. Teleport between the two locations to collect from both of them and reset the other area for your return. Each set of chests contains at least 1,000 gold. Note: You must completely dominate a town to get 1,000 gold from the chest spawning sites. All 100 citizens must be enslaved. For each 10 citizens not enslaved, 100 gold will be subtracted.
- After finishing the assault on Empire City, return there to find no troops, several boxes with the highest grade armor and weapons, and over 2,000 gold per visit.

Easy Lifeforce

- Note: By the time you get to this area you should have picked up two Forge Stones. Go to Forge and buy the Evil Eye Helmet. This gives you two Lifeforce instead of one for each collected. Go to the area where you need to recover the

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 - 2.6 Finding more people
 - 2.7 Easy "Gnome Grinder" achievement or trophy
 - 2.8 Easy "Perfect Horde" achievement or trophy
- 3 Achievements
- 4 More...

Green Hive. As you are making your way out with it, you will reach an area with two big opponents that shoot the blue beam gun. One will be roaming up top, and the other stands next to a wheel to open the door next to him. In the same room is a floor plate to release the gnomes behind a cage door. Release the gnomes and use them to help you kill the both of the blue beam gun opponents. After they are dead, return to the gnome cage and open it again. They will keep respawning indefinitely. Try setting yourself near the top of the stairs going down while facing toward the cage. Then, send out your minions. While they are out hunting, set your controller to keep sending out minions. When not killing, they are collecting Lifeforce at double the rate due to the helmet.

- After gaining the green hive, return to Everlight fortress. Get at least ten reds and whatever minions of the other colors desired. Go to the center of the courtyard where you hear the gnomes. Place the reds at the bottom of the stairs facing the gnome's prison, then activate the switch to let them out. The gnomes will run out but will be scared of the reds and move back. About five or six gnomes will run out at a time. Allow the reds to scare them into the corner. After some time when you think there are a reasonable amount of gnomes, send the rest of the horde up there to finish them off quickly. Some might get past you. Either let them go or track them down and end them. You will only receive reds, browns, and green life forces. If done correctly, you should have no problem with dispatching the 1,000 gnomes and will never have to worry about running low on your favorite color minions.

White_shadow_7

First Devourer section

Get about 40 reds and 10 blues. Let the blues clean up the place of all the slime and let your reds attack the Devourer. When he leaves, clean up the slime with the blues by dragging them over it.

Second Devourer section

Get 15 browns and attack the soldiers on the right until they are dead. Then let the browns kill the archers. Go to the far left corner from the entrance and kill the remaining archers with your browns. Return to exchange your browns for 40 reds and 10 blues. Put 20 reds (on a banner) on each of the two plateaus and wait until the Devourer leaves for the third part. Then, clean up the slime with the blues.

Last Devourer section

Get 40 reds and 10 blues. Put four groups of ten reds on the following strategic locations (on the balcony in front of the beast; down the stairs on the left side of the beast; behind the beast; on the right side of the beast). Drag around your blues to prevent the spread of the slime. Do this while standing to the right of the stairs. By doing this you can get to Solarius quickly when he is regurgitated by the beast to drain him with your evil presence spell.

Finding more people

There are 100 people in Nordberg and Everlight. In addition to the approximately 50 people wandering through the towns, you can find others by breaking down the doors of the houses.

Easy "Gnome Grinder" achievement or trophy

PlayStation3 Xbox 360 After you have collected all of the Tower Heart shards, take it to Queen Fay so she can repair it. After the cinematic, take the Tower Heart to the sanctuary dungeon to power it up with the shrines. After you have charged the Tower Heart at the first shrine, you, your minions, and the Tower Heart will fall. When you find the Tower Heart it will be sitting on top of a gnome hole that spawns an infinite amount of gnomes. Position all your minions next to the hole by using the guard marker. When you have your minions where you want them, remove five minions so that you can move the Tower Heart to a safe location. When you think the Tower Heart is out of your way, put all your minions on top of the gnome hole. The gnomes will die as they jump out of the hole. Walk back to the Netherworld Gate, but do not go into the gate. This will require about twenty minutes. Note: Do not get too close to the gnome hole, because the gnomes will run past your minions and attach themselves to you.

Nick Webb

Easy "Perfect Horde" achievement or trophy

PlayStation3 Xbox 360 When dominating towns completely, use the weapons produced by the villagers to maximize the attack power of your horde. Get the maximum horde size of 50 minions and reach maximum attack power to unlock the "Perfect Horde" achievement or trophy .

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.
eitw, mnv anpdiu

- Rescuer of Kelda (15 points):** Rescue Kelda from Nordberg.
- Tyrant of Nordberg (25 points):** Complete full Tyranny over Nordberg through either Domination or Destruction.
- Industrious Magic (10 points):** Achieve 50 kills by overcharging your Evil Presence Spell.
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- Easy gold

Defeat the spider Boss in Everlight Temple. Use the elevator to exit. After you have the Netherworld Gate to this zone unlocked, return to the temple, and open the secret room at the top of the stairs by using the Overlord switch. You can collect at least 1,000 gold from the treasure chests inside the secret room. Warp to Nordburg Town Gate 3 to reset the temple area. You can also loot the treasure chests next to the Tower Gate. Go back and forth between those two areas to get easy gold.

Enslave both Nordberg and Everlight for large chests of gold that spawn when the area is reset. Teleport between the two to collect from both and reset each for your return. Each set of chests contains at least 1,000 gold. **Note:** You must completely dominate a town to get 1,000 gold from chest spawning sites. All 100 citizens must be enslaved; for each 10 citizens not enslaved will result in 100 gold being subtracted (for example, 90 people enslaved results in 900 gold). -From: Demos

- Easy magic [crystals](#)

When doing the "Repair The Tower Heart" [quest](#), go to the last sanctuary in the wasteland after collecting the tower heart shards and returning to Faye. When you enter the room where the heart is lodged in a gnome hole, move the heart after positioning ten brown minions at the bottleneck near the netherworld portal, and five red minions behind them for precautionary measures. The gnomes coming out of the hole and trying to attack you will run into your minions. Collect all the [crystals](#) for easy money. You can also get the "Gnome Grinder" achievement. -From: Demos

- Easy Lifeforce

Note: By the time you get to this area you should have picked up two Forge Stones. Go to Forge, and buy the Evil Eye Helmet. This gives you two Lifeforces instead of one for each collected. Go to the area where you need to recover the Green Hive. When you are making your way out with it, you will reach an area with two big opponents that shoot the blue beam gun. One will be roaming up top, and the other stands next to a wheel to open the door next to him. In the same room is a floor plate to release the gnomes behind a cage door. Release the gnomes, and use them to help kill both of the blue beam gun opponents. After they are dead, return to the gnome cage and open it again. They will keep respawning. Try setting yourself near the top of the stairs going down while facing toward the cage. Then, send out your minions. While they are out hunting, set your controller to keep sending out minions. When not killing, they are collecting Lifeforce at double the rate due to the helmet.

After gaining the green hive, return to Everlight fortress. Get at least ten reds and whatever minions of the other colors desired. Go to the center of the



The Daily Poll

Recently, it has been rumored that the next Gears of War will get female COGs. What do you think?

- It's about time!
- It'd be a great way to break up the testosterone
- Are you serious?
- That's a bunch of hooley!
- If it's true, it'll be detrimental to the game
- Who cares?
- I hate Gears of War. Adding women won't save it

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stairs facing the gnome's prison, then activate the switch to let them out. The gnomes will run out but will be scared of the reds and move back. About five or six gnomes will run out at a time. Allow the reds to scare them into the corner. After some time when you think there are a reasonable amount of gnomes, send the rest of the horde up there to kill them off quickly. Some might get past you. Either let them go or track them down and kill them. You will only receive red, brown, and green Lifeforces. If done correctly, you should have no problem killing 1,000 gnomes and will never have to worry about running low on your favorite color minions.

- Easy dominance

To dominate a town, over 50% of the town must be enslaved. Thus, only enslave 60 villagers in each town, and exterminate the rest. This will make it dominated, and you will not have to run all over the town looking for the rest of the villagers. -From: Demos

- Ultimate horde

After finishing the assault on Empire City, return to find no troops, several boxes with the highest grade armor and weapons, and over 2,000 gold per visit. -From: Demos

- Finding more people

There are 100 people in Nordberg and Everlight. In addition to the approximately 50 people wandering through the towns, you can find others by breaking down the doors of the houses.

- Easy "Gnome Grinder" achievement

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- Easy "Gnome Grinder", "Minion Hoarder", "Minion Lover" achievements

When you begin the mission to search for the Green Minions, you will have to sneak into a castle using your Minions. While you are in there, you will discover a few pressure plates that release gnomes as a distraction to the enemies. However, as long as there are still enemies in the castle the gnomes will keep spawning. This allows you to not only get the 1,000 kills of a gnome quickly, you will also be collecting crystals, gold, and Lifeforce orbs while doing so. -From: Jacob K.

- Easy "Perfect Horde" achievement

When completely dominating towns, use the weapons produced by the villagers to maximize the attack power of your horde. Get the maximum horde size of 50 minions and reach maximum attack power to unlock the "Perfect Horde" achievement.

- Achievements

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

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- After finishing the assault on Empire City, return there to find no troops, several boxes with the highest grade armor and weapons, and over 2,000 gold per visit.

Easy Lifeforce

- Note: By the time you get to this area you should have picked up two Forge Stones. Go to Forge and buy the Evil Eye Helmet. This gives you two Lifeforce instead of one for each collected. Go to the area where you need to recover the Green Hive. As you are making your way out with it, you will reach an area with two big opponents that shoot the blue beam gun. One will be roaming up top, and the other stands next to a wheel to open the door next to him. In the same room is a floor plate to release the gnomes behind a cage door. Release the gnomes and use them to help you kill the both of the blue beam gun opponents. After they are dead, return to the gnome cage and open it again. They will keep respawning indefinitely. Try setting yourself near the top of the stairs going down while facing toward the cage. Then, send out your minions. While they are out hunting, set your controller to keep sending out minions. When not killing, they are collecting Lifeforce at double the rate due to the helmet.
- After gaining the green hive, return to Everlight fortress. Get at least ten reds and whatever minions of the other colors desired. Go to the center of the courtyard where you hear the gnomes. Place the reds at the bottom of the stairs facing the gnome's prison, then activate the switch to let them out. The gnomes will run out but will be scared of the reds and move back. About five or six gnomes will run out at a time. Allow the reds to scare them into the corner. After some time when you think there are a reasonable amount of gnomes, send the rest of the horde up there to finish them off quickly. Some might get past you. Either let them go or track them down and end them. You will only receive reds, browns, and green life forces. If done correctly, you should have no problem with dispatching the 1,000 gnomes and will never have to worry about running low on your favorite color minions.

White_shadow_7

Getting more minions

When you domain minions, left one or more minions in the Minion Tower. By doing this, your minions will automatically spawn into their spawning pit. If you domain all of your minions, the automatic spawning will be disabled.

First Devourer section

Get about 40 reds and 10 blues. Let the blues clean up the place of all the slime and let your reds attack the Devourer. When he leaves, clean up the slime with the blues by dragging them over it.

Second Devourer section

Get 15 browns and attack the soldiers on the right until they are dead. Then let the browns kill the archers. Go to the far left corner from the entrance and kill the remaining archers with your browns. Return to exchange your

browns for 40 reds and 10 blues. Put 20 reds (on a banner) on each of the two plateaus and wait until the Devourer leaves for the third part. Then, clean up the slime with the blues.

Last Devourer section

Get 40 reds and 10 blues. Put four groups of ten reds on the following strategic locations (on the balcony in front of the beast; down the stairs on the left side of the beast; behind the beast; on the right side of the beast). Drag around your blues to prevent the spread of the slime. Do this while standing to the right of the stairs. By doing this you can get to Solarius quickly when he is regurgitated by the beast to drain him with your evil presence spell.

Finding more people

There are 100 people in Nordberg and Everlight. In addition to the approximately 50 people wandering through the towns, you can find others by breaking down the doors of the houses.

Easy "Gnome Grinder" achievement or trophy

PlayStation3 Xbox 360 After you have collected all of the Tower Heart shards, take it to Queen Fay so she can repair it. After the cinematic, take the Tower Heart to the sanctuary dungeon to power it up with the shrines. After you have charged the Tower Heart at the first shrine, you, your minions, and the Tower Heart will fall. When you find the Tower Heart it will be sitting on top of a gnome hole that spawns an infinite amount of gnomes. Position all your minions next to the hole by using the guard marker. When you have your minions where you want them, remove five minions so that you can move the Tower Heart to a safe location. When you think the Tower Heart is out of your way, put all your minions on top of the gnome hole. The gnomes will die as they jump out of the hole. Walk back to the Netherworld Gate, but do not go into the gate. This will require about twenty minutes. Note: Do not get too close to the gnome hole, because the gnomes will run past your minions and attach themselves to you.
Nick Webb

Easy "Perfect Horde" achievement or trophy

PlayStation3 Xbox 360 When dominating towns completely, use the weapons produced by the villagers to maximize the attack power of your horde. Get the maximum horde size of 50 minions and reach maximum attack power to unlock the "Perfect Horde" achievement or trophy .

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.
aligtreb finsw

Rescuer of Kelda (15 points): Rescue Kelda from Nordberg.

Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction.

Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell.

Big Chopper (10 points): Achieve 50 melee kills.

Red Rescuer (10 points): Find the Red Minions.

Green Grabber (10 points): Find the Green Minions.

Blue Bringer (10 points): Find the Blue Minions.

The Dominator (40 points): Achieve a 100% Domination Tyranny rating.

The Destructor (40 points): Achieve a 100% Destruction Tyranny rating.

Scrooge (20 points): Collect 50,000 gold.

Juno's Special Friend (20 points): Buy gifts for Juno and woo her into becoming your 'special' friend.

Dark Fay's Special Friend (20 points): Buy gifts for Dark Fay and woo her into becoming your 'special' friend.

Ghost Fay's Special Friend (20 points): Buy gifts for Ghost Fay and woo her into becoming your 'special' friend.

Snatcher (10 points): Win one Pirate Plunder map.

Pillager (20 points): Win ten Pirate Plunder maps.

Conqueror (10 points): Win one Dominate map.

The Big D (20 points): Win ten Dominate maps.

Adversary (20 points): Kill an opposing Overlord 20 times in ranked versus matches.

Armed and Dangerous (10 points): Forge one weapon.

Blue Steel Look (10 points): Forged the Elemental helmet and armor.

Minion Captain (10 points): Rescue all the Minion crew from the spider webs.

Weapons Nut (20 points): Forge three weapons.

Kitted Out (20 points): Forge the Infernal helmet and armor.

Mayhem Maker (10 points): Cause mayhem during the Prelude.

Minion Harvester (10 points): Gather 10 Lifeforce orbs.

Minion Gatherer (20 points): Gather 250 Lifeforce orbs.

Minion Hoarder (25 points): Gather 1000 Lifeforce orbs.

Minion Lover (30 points): Gather 5000 Lifeforce orbs.

Town Razer (15 points): Destroy one Town.

Walking Apocalypse (30 points): Destroy both Nordberg and Everlight.

Slaver (15 points): Enslave one Town.

New World Order (30 points): Enslave both Nordberg and Everlight.

Additionally there are seventeen secret achievements.

Juno's Champion (15 points): Juno has become your Mistress.

Corruptor of the Queen (15 points): Dark Fay has become your Mistress.

Kelda's Special Friend (20 points): Kelda is now your 'special' friend.

Tyrant of Everlight (25 points): Through Domination or Destruction you are now the Tyrant of Everlight.

Seal Slayer (20 points): You have killed 100 baby seals.

Dark Emperor (30 points): You have killed Solarius.

Perfect Horde (30 points): Your Minion Horde is fully upgraded.

Master Builder (15 points): You have built 50% of the Tower buildables.

Tyrant of the Tower (30 points): You have built 100% of the Tower buildables.

Treasure Hunter (50 points): You've obtained all the Tower Objects in the game.

Crystal Collector (15 points): You've collected 50% of all Dark Crystals.

Ultimate Collector (30 points): You've collected 100% of all Dark Crystals.

Mount Master (20 points): You have discovered and used all Minion Mounts in the game.

Gnome Grinder (20 points): You've killed 1000 gnomes.

Rock On (20 points): You've killed 15 or more enemies with a single Catapult boulder.

Ladies' Man (40 points): You and your Mistresses have found a way to get along splendidly.

Ghost Bringer (20 points): Ghost Fay has become your Mistress.

More...

Strategy guides (<http://www.gamefaqs.com/console/xbox360/game/952370.html>) from GameFAQs

Reviews (<http://reviews.gamewinners.com/data/censura.php?cmd=details&itemid=12081>)

Retrieved from "http://www.gamewinners.com/Cheats/index.php/Overlord_2_%28Xbox_360%29"

Categories: Xbox 360 | Xbox 360 (North America) | Xbox 360 (Europe) | Xbox 360 (Australia)

-
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[PlayDevil: Overlord II X360 Review](#)

[Gaming Bits: Overlord II Review](#)

[RM: Overlord 2 Review](#)

[Xbox LifeStyle Review - Overlord 2](#)

[Bright Hub: Overlord 2 Review](#)

[Team Teabag: Overlord II Review](#)

[GV: Overlord II Review](#)

[Crispy Gamer: Games for Lunch: Overlord II](#)

[About: Overlord II Review](#)

[Dose: Overlord II Review](#)

First Devourer section

Get about 40 reds and 10 blues. Let the blues clean up the place of all the slime, and let your reds attack the Devourer. When he leaves, clean up the slime with the blues by dragging them over it.

Second Devourer section

Get 15 browns, and attack the soldiers on the right until they are dead. Then, let the browns kill the archers. Go to the far left corner from the entrance, and kill the remaining archers with your browns. Return to exchange your browns for 40 reds and 10 blues. Put 20 reds (on a banner) on each of the two plateaus, and wait until the Devourer leaves for the third part. Then, clean up the slime with the blues.

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- Easy "Gnome Grinder" achievement

After you have collected all of the Tower Heart shards, take it to Queen Fay so she can repair it. After the cutscene, take the Tower Heart to the sanctuary dungeon to power it up with the shrines. After you have charged the Tower Heart at the first shrine, you, your minions, and the Tower Heart will fall. When you find the Tower Heart, it will be sitting on top of a gnome hole that spawns an infinite amount of gnomes. Position all your minions next to the hole by using the guard marker. When you have your minions where you want them, remove five minions so that you can move the Tower Heart to a safe location. When you think the Tower Heart is out of your way, put all your minions on top of the gnome hole. The gnomes will die as they jump out of the hole. Walk back to the Netherworld Gate, but do not go into the gate. This will require about twenty minutes. **Note:** Do not get too close to the gnome hole, because the gnomes will run past your minions and attach themselves to you.

- Easy "Gnome Grinder", "Minion Hoarder", "Minion Lover" achievements

When you begin the mission to search for the Green Minions, you will have to sneak into a castle using your Minions. While you are in there, you will discover a few pressure plates that release gnomes as a distraction to the enemies. However, as long as there are still enemies in the castle the gnomes will keep spawning. This allows you to not only get the 1,000 kills of a gnome quickly, you will also be collecting crystals, gold, and Lifeforce orbs while doing so. -From: Jacob K.

- Easy "Perfect Horde" achievement

When completely dominating towns, use the weapons produced by the villagers to maximize the attack power of your horde. Get the maximum horde size of 50 minions and reach maximum attack power to unlock the "Perfect Horde" achievement.

Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction.

Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell.

Big Chopper (10 points): Achieve 50 melee kills.

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Minion Gatherer (20 points): Gather 250 Lifeforce orbs.

Minion Hoarder (25 points): Gather 1000 Lifeforce orbs.

Minion Lover (30 points): Gather 5000 Lifeforce orbs.

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Walking Apocalypse (30 points): Destroy both Nordberg and Everlight.

Slaver (15 points): Enslave one Town.

New World Order (30 points): Enslave both Nordberg and Everlight.

Additionally, there are seventeen secret achievements:

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Corruptor of the Queen (15 points): Dark Fay has become your Mistress.

Kelda's Special Friend (20 points): Kelda is now your "special" friend.

Tyrant of Everlight (25 points): Through Domination or Destruction you are now the Tyrant of Everlight.

Seal Slayer (20 points): You have killed 100 baby seals.

Dark Emperor (30 points): You have killed Solarius.

Perfect Horde (30 points): Your Minion Horde is fully upgraded.

Master Builder (15 points): You have built 50% of the Tower buildables.

Tyrant of the Tower (30 points): You have built 100% of the Tower buildables.

Treasure Hunter (50 points): You've obtained all the Tower Objects in the game.

Crystal Collector (15 points): You've collected 50% of all Dark Crystals.

Catapult boulder.

Ladies' Man (40 points): You and your Mistresses have found a way to get along splendidly.

Ghost Bringer (20 points): Ghost Fay has become your Mistress.

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)
CHEAT CODE CENTRAL, a sole)
proprietorship,)

Plaintiff,)

vs.)

Case No. 2008-cv-157-MHW-MRA

JEREMY N. WISE, an individual, and)
WISE BUY NOW LLC, an Ohio)
Corporation,)

Defendant.)

AFFIDAVIT OF MATTHEW CLARK

I, Matthew Clark, being duly sworn, do hereby declare, testify and state as follows

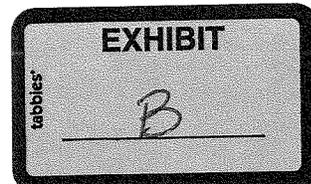
- 1. I am a resident and citizen of the State of Arizona.
- 2. My address is 16450 W. Van Buren St Apt 1024 Goodyear AZ 85338
- 3. In the year of 2009, I posted one or more game hints onto the website

www.gamewinners.com.

- 4. In particular, I posted a game hint that read:

After gaining the green hive, return to Everlight fortress. Get at least ten reds and whatever minions of the other colors desired. Go to the center of the courtyard where you hear the gnomes. Place the reds at the bottom of the stairs facing the gnome's prison, then activate the switch to let them out. The gnomes will run out but will be scared of the reds and move back. About five or six gnomes will run out at a time. Allow the reds to scare them into the corner. After some time when you think there are a reasonable amount of gnomes, send the rest of the horde up there to finish them off quickly. Some might get past you. Either let them go or track them down and end them. You will only receive reds, browns, and green life forces. If done correctly, you should have no problem with dispatching the 1,000 gnomes and will never have to worry about running low on your favorite color minions.

- 5. In posting the foregoing game hint, I used the username "White_shadow_7".



6. I wrote the foregoing game hint. It is original to me.

7. I did not obtain the foregoing game hint from www.cheatcc.com,
www.cheatmasters.com, or any other website.

8. The foregoing game hint may still be accessed at www.gamewinners.com at
http://www.gamewinners.com/Cheats/index.php/Overlord_2_(Xbox_360)

9. Although I did not post this game hint to www.cheatcc.com, it appears on
www.cheatcc.com nearly word for word.

10. I make the foregoing statements voluntarily.

I declare under the penalty of perjury that the foregoing are true and correct statements.

Dated this 10 day of August 2009.

Matthew Clark
Matthew Clark

STATE OF ARIZONA)
)
COUNTY OF Maricopa) SS:

The foregoing AFFIDAVIT OF Matthew Clark has been subscribed and sworn to me before this 10 day of August 2009, by Matthew Clark.

Laura A. Peck
Notary Public **Laura A. Peck**

My Commission Expires: 4 APRIL 2010



UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)
CHEAT CODE CENTRAL, a sole)
proprietorship,)

Plaintiff,)

vs.)

Case No. 2008-cv-157-MHW-MRA

JEREMY N. WISE, an individual, and)
WISE BUY NOW LLC, an Ohio)
Corporation,)

Defendant.)

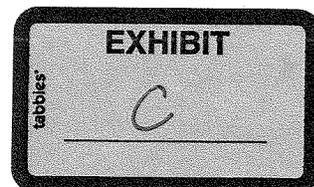
DECLARATION OF CAMERON BENOIT

I, Cameron Benoit, do hereby declare, testify and state as follows

1. I am a resident and citizen of Ontario, Canada.
2. In 2006, I posted one or more cheat codes onto the website www.gamewinners.com.

3. In particular, I posted a cheat code that read:

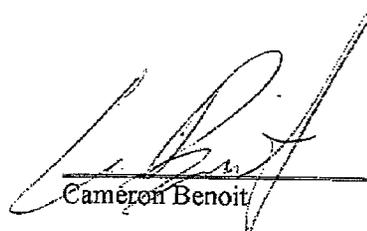
To defeat RAAM at the end of the game, simply duck behind the first blockade (the one you start at). Use the sniper rifle to shoot RAAM from a distance and remain ducked until he gets to the other side of the block. Stay ducked on the light and when he sends the Krill guarding him to attack you, blind shoot and him. At this spot he is unable to shoot you. Just continue until he is dead. Also, do not worry about saving your teammate or shooting the Reavers as they are only distractions.



4. In posting the foregoing cheat code, I used the username "Cam".
5. I wrote the foregoing cheat code. It is original to me.
6. I did not obtain the foregoing cheat code from www.cheatcc.com, www.cheatmasters.com, or any other cheat code website.
7. The foregoing cheat code may still be accessed at www.gamewinners.com at http://www.gamewinners.com/Cheats/index.php/More:Gears_Of_War:_Combat
8. I make the foregoing statements voluntarily.

I declare under the penalty of perjury that the foregoing are true and correct statements.

Dated this 5th day of August, 2009.



Cameron Benoit

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)
CHEAT CODE CENTRAL, a sole)
proprietorship,)

Plaintiff,)

vs.)

JEREMY N. WISE, an individual, and)
WISE BUY NOW LLC, an Ohio)
Corporation,)

Defendant.)

Case No. 2008-cv-157-MHW-MRA

AFFIDAVIT OF SHAYNE COLTON

I, Shayne Colton, being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of [British Columbia].

2. Prior to November 2006, I posted one or more cheat codes onto the website

www.gamewinners.com.

3. In particular, I posted a cheat code that read:

Get General RAAM off the Gatlin gun.

When he starts walking towards you, let

Dominic get his attention. Then, run

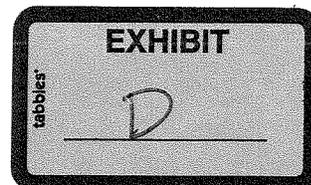
towards the Gatlin gun and shoot him with

it. This should kill him in seconds. This

is easier in co-op mode.

4. In posting the foregoing cheat code, I used the username "Shayne Colton".

5. I wrote the foregoing cheat code. It is original to me.



6. I did not obtain the foregoing cheat code from www.cheatcc.com, www.cheatmasters.com, or any other cheat code website.

7. The foregoing cheat code may still be accessed at www.gamewinners.com at http://www.gamewinners.com/Cheats/index.php/More:Gears_Of_War_Combat.

8. As an individual who avidly plays video games, I am familiar with both www.cheatcc.com and www.gamewinners.com. I used to visit both of these sites. I ceased using www.cheatcc.com because its publication of cheat codes would be delayed and occur subsequent to the publication of the same cheat codes on other sites.

9. In fact, I posted a cheat code to www.gamewinners.com. I later found my cheat code on www.cheatcc.com. I did not post it to www.cheatcc.com or provide www.cheatcc.com with permission to publish my cheat code.

10. I make the foregoing statements voluntarily.

I declare under the penalty of perjury that the foregoing are true and correct statements.

Dated this 09 day of July 2009.



Shayne Colton

STATE OF British Columbia

JSS:

COUNTY OF Canada)

The foregoing AFFIDAVIT OF Shayne Colton has been subscribed and sworn to me before this 09 day of July 2009, by Shayne Colton.

Notary Public

My Commission Expires:

IN THE UNITED STATES DISTRICT COURT FOR THE
SOUTHERN DISTRICT OF OHIO, EASTERN DISTRICT

DAVID ALLISON dba CHEAT CODE
CENTRAL,

Plaintiff,

v.

JEREMY N. WISE,

Defendant.

Case No. 2:08-cv-00157

Judge Watson

Magistrate Judge Abel

DEFENDANT JEREMY WISE'S AMENDED RESPONSE TO PLAINTIFF'S FIRST SET OF
INTERROGATORIES

Pursuant to Rules 33 and 26 of the Federal Rules of Civil Procedure, Defendant Jeremy Wise ("Defendant Wise"), by and through his counsel, submits these amended responses to Plaintiff's First Set of Interrogatories.

In providing such answers, Defendant Wise specifically objects to all questions that either directly or indirectly call for the disclosure or production of privileged material and material subject to work product protection. None of the answers or information contained herein or provided to Plaintiff shall be deemed to be a waiver to such objection.

PLEASE TAKE NOTICE that the inadvertent production or disclosure of any material that may be privileged or subject to work product protection shall not constitute a waiver of any applicable privilege. Nor shall production or disclosure be deemed a waiver of the right to interpose any applicable objections at any time, including but not limited to objections such as competency, relevancy or materiality.

GENERAL OBJECTIONS

1. Defendant Wise objects to Plaintiff's "INSTRUCTIONS AND DEFINITIONS" to the extent they purport to impose discovery obligations that differ from or exceed the discovery



obligations imposed by the Federal Rules of Civil Procedure.

2. Defendant Wise objects to Plaintiff's definition of the phrase "cheat code content" on the grounds that it far exceeds the subject matter of this lawsuit which relates only to content alleged to be infringing. Plaintiff has failed to identify content that it alleges to be infringing. The definition of "cheat code content" causes the Requests to be over-broad, unduly burdensome, vague, and ambiguous.

3. Defendant Wise objects to the definition of "Defendant," "Wise," "you," and "your" to the extent that it covers Defendant Wise's legal counsel and therefore would cause the requests to cover documents and things protected from discovery by the work-product doctrine and/or the attorney-client privilege.

4. Defendant Wise objects to the definition of "Defendant," "Wise," "you," and "your" to the extent that it covers persons outside his control and thereby causes the Requests to be over-broad and unduly burdensome.

5. Defendant Wise objects to the Requests to the extent that they seek information protected by the attorney-client privilege, the work-product privilege, or any other privilege, protection, or immunity applicable under the governing law.

6. Defendant Wise objects to the Requests to the extent that they are overly broad, unduly burdensome, oppressive, and/or seek information that is not relevant to the issues in this lawsuit or reasonably calculated to lead to the discovery of admissible evidence.

7. Defendant Wise objects to the Requests to the extent that they call for information already within the custody or control of Plaintiff.

8. Defendant Wise objects to the Requests to the extent they require the Responding

Party to violate any state or federal law.

9. Defendant Wise responds to each of the Requests based upon information and documentation available as of the date hereof and reserves the right to supplement and amend their responses.

10. The production of documents which may be responsive to a Request shall not be construed as an admission to any averments made in such request.

11. By responding to the Requests, Defendant Wise does not waive (and expressly states he does not intend to waive) any reservations, statements, and/or objections, and expressly reserves any and all such reservations, statements, and/or objections.

ANSWERS AND OBJECTIONS TO INTERROGATORIES

INTERROGATORY NO. 1: Identify all websites owned, operated and/or controlled by

Defendant, and for each site, identify the date of registration of such domain, date of first use of such website, and state whether each such use is presently continuing.

ANSWER:

Defendant Wise objects to Interrogatory No. 1 on the grounds that the request coupled with the definitions is vague and ambiguous.

Additionally, Defendant Wise objects to Interrogatory No. 1 as it calls for information that is irrelevant to the litigation and outside the statute of limitations.

Further, Defendant Wise objects to Interrogatory No. 1 on the grounds that it is overly broad with language requiring a search for information that far exceeds the scope of relevant information, is not likely to lead to the discovery of admissible evidence, and is not limited to the relevant time frame and subject matter of this law suit.

Subject to and without waiving the foregoing objections, Defendant Wise responds as

follows:

REDACTED