

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,)
)
Defendants.)

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

AFFIDAVIT OF AARON M. HOLMES

I, Aaron M. Homes, do hereby declare, testify and state as follows:

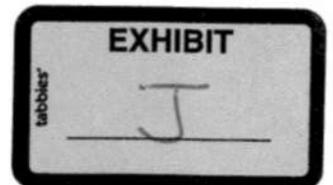
1. I am a resident and citizen of the state of Washington.
2. My postal address is 15305 NE 18th Street, Apartment G259, Bellevue,

Washington 98007.

3. In 2006-09, I posted one or more game hints onto the website www.gamewinners.com.

4. In posting the game hints to www.gamewinners.com, I used the usernames "Player_72985 Kota_sniper" and "Player_72985".

5. Exhibit A to this Affidavit contains documents reproducing certain webpages from www.gamewinners.com. I have reviewed the www.gamewinners.com webpages reproduced in Exhibit A and affirm that they represent accurate reproductions of the game hints published on the corresponding webpages on www.gamewinners.com.



6. I posted to www.gamewinners.com the game hints contained within the reproduced webpages attached as Exhibit A that have been attributed to “Player_72985 Kota_sniper” and “Player_72985”.

7. I wrote the game hints attributed to “Player_72985 Kota_sniper” and “Player_72985” contained in the reproduced webpages attached as Exhibit A. They are original to me.

8. I did not obtain such game hints from www.cheatcc.com, www.cheatmasters.com, or any other website.

9. Such game hints may still be accessed at www.gamewinners.com at the uniform resource locators (“urls”) found on the bottom of the pages produced in Exhibit A.

10. Exhibit B to this Affidavit contains certain webpages from www.cheatcc.com. I have reviewed the www.cheatcc.com webpages reproduced in Exhibit B and affirm that they represent accurate reproductions of the game hints published on the corresponding webpages on www.cheatcc.com.

11. Although I did not post the game hints attributed to “Player_72985 Kota_sniper” and “Player_72985” in the reproduced webpages attached as Exhibit A to www.cheatcc.com, game hints appear on www.cheatcc.com in a form nearly identical to mine at the urls found on the bottom of the pages produced in Exhibit B.

12. I make the foregoing statements voluntarily.

EXHIBIT A

GameWinners.com

HOME | CHEATS | NEWS | REVIEWS | VIDEOS | FORUMS

BORDERLANDS
AVAILABLE NOW

0 02

TEAM XBOX, EDITORS CHOICE AWARD

4.5 OUT OF 5
GAMEPRO, EDITORS CHOICE AWARD



More:Fable 2: Items

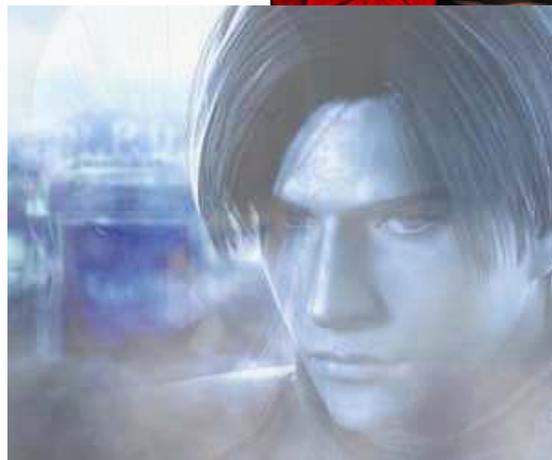
From GameWinners

Easy gold

- Once you have acquired enough gold in Bowerstone Market from the Blacksmith job, go to the Bowerstone Slums and buy the most expensive weapons from the weapon trader. Next, go to Fairfax Gardens and sell them to one of the wandering merchants (must be a weapon trader). You will gain over 30% in profit. Continue this process until you are very rich.
Player_72985
- In Westcliff when Barnum wants you to invest in his project for 5,000 gold, do so. In about ten years Westcliff will not be poverty stricken or slummy. It will be wealthy. He will give you 15,000 gold.
Darlenecrumpton
- Setting up what you need begins in Sparrow's Childhood. Give all five warrants to the guard. When Sparrow reaches adolescence (early adulthood), get a job as a blacksmith. Earn at least 10,000 gold on top of however much gold you need to get the new clothes, books, and other items desired. Because you turned in the warrants to the guard, you will be given a 50% discount from all merchants in Old Town Bowerstone. Go to Oakfield and finish the "Hero Of Strength" quest. When done, return to Old Town Bowerstone and go up to the weapons merchant. Make him love you and, if you can, make him fear you as well (if he hates you then you will get higher prices). Love and Fear have 15% discount effect for each of them. Both to the maximum plus the 50% means you will be getting an 80% discount. Buy all of his steel weaponry and go to Fairfax Gardens, where all merchants have between a 35% and 40% markup in prices. Sell them to the weapons merchant there. Do not make them Hate, Fear, or Love you because this will decrease the amount they buy the weapons). This will turn 5,000 gold into 20,000 gold. Sleep for 24 hours at a pub and repeat the process. If he has not restocked with steel weaponry, sleep for 24 hours again. Check in with him after every time you wake up. He will definitely be restocked after two days sleep. Basically, you are becoming a trader. You can own everything in a matter of a few hours, because you can get well over 100,000 gold in under 10 minutes. Also, if you

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find steel weapons with two augment slots, make sure you keep one ranged weapon and one melee weapon for yourself. Weapons with two augment slots are difficult to find in stores.

Sam McDowell

- Almost at the beginning of the game you must wait for Theresa on the Bowerstone Square. Earn some money by smithing. You will probably earn 3,000 to 5,000 gold before Theresa arrives. Then, play the game without spending any money, until you find "Hammer" (the Hero of Strength). Theresa will then say that you may want to upgrade your equipment, and that there is a big sale (50% off) at the blacksmith in Bowerstone. Buy weapons for as much money as possible, then go to the Fairfaxgarden and sell your bought weapons for +35%. When the shop is out of weapons, sleep for 24 hours and they will have new ones. Sometimes it will take two days to restock. Every time you walk, you can almost double your amount of money if there are enough weapons. When you are rich enough, buy the blacksmith which gives you an additional discount. You can buy weapons for 15% of the price. If done correctly, you will have a million gold in an hour.

Sculpture plinth locations

Find and activate the following sculpture plinths, then go to the Oakvale sculptor to have them created to gain Renown.

Oakfield: Near the Sandgoose Inn.

Fairfax Castle: On the grounds in the circular water feature.

Brightwood: North part of map next to the gate and ruined castle.

Westcliff: Next to the middle of the map near the shooting range.

Bloodstone: On the waterfront/docks.

Silver Key locations

Silver Keys can be found at the following locations.

Detoria

Guild Cave

- In first big room after you enter from Bower Lake, after the big dive, in the left corner on the way to the door.

Bower Lake

- On the island by the entrance to the Bower Lake tomb.
- Directly north of the Bower Lake region exit (Brightwood east), just above the center on the map, on the far right.
- In the Tomb of Heroes. In the next room where you see Charlie, the key is on the right behind a pillar. The dog should react to it. Note: Access to caves requires the "Rescuing Charlie" quest.
- In the gypsy camp. Instead of leaving under the gate, go to the back and follow the dirt path. Then, climb the structure's stairs ahead of you. The key is at the top.

Rookridge

- On Bowerstone Road on the small, high, isolated island where you meet the ghost for an early quest. A statue of someone looking out to sea there.
- In the Gemstone Grotto. When the bridge is down and you must dive down, keep swimming as far as you can go then follow the track. Follow the grotto around and you will find it.
- Buried on the left, just before you enter the Hobbe Cave's monster central room with an "S"-shaped pathway.
- By the old shack building where the exit of the Hobbe Cave comes out. Run around the edge and overlooking the canyon is a Silver Key.
- Upon the broken rail tracks, at the very end of the tracks going north.
- Inside the Temple Of Shadows, in the room to the left with all the fancy chairs.

Oakfield

- On the south of the lake on the way to the Temple Of Light.
- In the north corner of the field of the house with the windmill.
- Wellspring cave, behind the first water fill up point. Take the left tunnel from central.
- In the first large room of the Echo Cave (located between the Rookridge road exit and windmill house).
- In the Manure Manor, the first on the right coming from Rookridge.
- Upstairs in the Porridge Cottage, next to the sculptor.

Bandit Coast

- The key is about halfway down the path on the left. Your dog should react, but if not it is on the path before it turns 180 degrees and above the circle path shape according to the map.

Westcliff

- In the first camp in a building on the left, after crossing the first bridge.
- In an alcove by the water's edge. Before you go in to the ruins, jump down and go back to get out. You will see it on the left.
- In the spiral staircase (at the top of Howling Halls).
- Down by the docks on the right.

Brightwood

- Available at the end of the first left track, coming from Bower Lake.
- Located at the southern-most part of the Bandit Camp, to the right of an iron wrought gate. Bandit Camp is slightly south of the big black structure on the map, on the west side of the river.
- At the end of the broken bridge above the previous gargoyles.
- In the final area of the Farm Cellar area, where you get The Enforcer. To gain access, you must have done "The Blind Date" quest and bought the farm.
- In the final puzzle room of Archon's Knot.

Bowerstone Market

- In the furniture shop's cellar. Shoot the symbol to open the Cullis Gate.
- In the secret passage. To get there, go to the carriage place and follow the path down to the water and jump in. The entrance is under the steps of the southeast dock. Look for the ripple.
- Buried behind the pub. Take the dog down to find it. Collect it before completing the game.

Bowerstone Old Town

- In a cellar just to the right of central in the furthest alley according to the map.
- On the upstairs balcony of the "The Invisible Hand" house. This is the first house on the right coming from Bowerstone Cemetery.
- Under the staircase in the Old Town Warehouse. Buy or smash the door.

Bowerstone Cemetery

- In the little camp after you go under the bridge and go to the right. On the map, it is the road slightly below the mansion.
- Directly behind where you just stood at the top of the hill.
- In the Shelley Crypt, just after you open the first chest and go back in to the crypt room with all the open concrete coffin, notice the wall on the far side of the room. Break it down to find the key.
- On the top floor in the Cemetery Mansion, in the fireplace.

Fairfax Castle

- In Lady Grey's Tomb, second floor on the way to the exit. The key is just to the right of the door as you come out from the stairs.
- Underneath the steps to the big castle/mansion.

Wraithmarsh

- Before you enter the first swamped town area. The key is up the stairs in the building on your left.
- On the left as you enter the wide open cemetery with fog covering the floor.
- In the final room of Twinblade's Tomb. To get access, do the "Love Hurts" quest.
- In the sarcophagus, in the final room of Twinblade's Tomb.
- On the grass ledge as you come out of Twinblade's Tomb on to Wraithmarsh.
- In the next room. The far left wall is destructible in the Shadow Court. To gain entrance, do the "Hero Of Skill" quest.

Bloodstone

- In the sarcophagus of a small crypt on the right, as soon as you enter Bloodstone. To get in, go to the

expression statue room on the right as soon as you enter Bloodstone.

- Just up from the last gargoyle. Do not go in the cave entrance. Instead, bear to the right of it and vault down for it. To get there, do the "Treasure Island Of Doom" quest.
- Back in the entrance of the Sink Hole Cavern, after completing the "Treasure Island Of Doom" quest.
- In the cellar next to the furniture shop. Open the locked door inside with the hit switch.
- In a dive spot at the end of the dock, underneath the crane on the way to the Sinkhole Cavern.

Silver key chests

Use the indicated number of silver keys to open the corresponding chest.

One silver key

- In the southern area of the Bowerstone lake, directly opposite where the path splits in three directions. It contains the book "Dog Tricks - The Bunny Hop".
- In the Bowerstone graveyard to the left of the statue when facing it.
- Travel on the path from Bowerstone Lake towards Brightwood. You will find some ruined arches. Note the debris on the side of the path which has three arched windows. Opposite the debris is a path leading to a single archway. Go through that archway to find the trap on the right (east on map).

Five silver keys

- Travel on Fairfax road in Bowerstone. Look for it on the left side in an fenced-in area next to a small pond.
- Travel from the Old Bowerstone Market and enter Rookridge. The chest is on the left past the tree and dig location. It contains 500 gold.
- Travel from Old Bowerstone to Cemetery road to reach Rookridge Road. When you enter this area from Cemetery road, follow the right side when the path splits. Follow it to a kneeling statue, with the chest next to it. It contains a ruby.
- Travel on Bowerstone Road in Rookridge. Go to the southern-most part of the map and follow the turn to a chest next to a kneeling statue.
- Inside the ruined tower in the middle of the Brightwood map.
- Search the shooting range in Westcliff near the middle of the map.

Ten silver keys

- Go through Oakfield cemetery and follow the path up. You will find the chest the end at the northeast of the map. It contains a Slash and Burn Augment.
- Search a tomb at the bottom of the map.
- At the westcliff path there is an "O" on the map. Search the area where the path reaches the "O".
- Go to the right side of the Gypsy Camp. Go through the opening in the fence (after it appears later in the game) and follow the dirt track to a ruined tower. The chest is at the base of the tower. It contains the Storm Star Augment.

Fifteen silver keys

- Follow the path past the Inn in Rookridge. Move along the rail track. Search the area around a wooden water tower to your left.
- Search under the stone stairs in the Cullis Gate area in the southeast of the map.
- Travel in Wraithmarsh towards Bloodstone to find a chest on the right.

Twenty silver keys

- Travel on the road to Westcliff and search the ruined slave camp at the southern part of the map.
- Travel from Bloodstone into Wraithmarsh. Follow the path left and to the end.

Fifty silver keys

- Purchase Fairfax Castle and look in the throne room.

Gargoyle locations

The gargoyles can be found at the following locations. They can sometimes be heard before they are seen. Use the Fine Aim skill to shoot and destroy them. The first Gargoyle you destroy gives you a map and starts the side quest to destroy all fifty of them.

Detoria

Guild Cave

- In the big open cavern with water and lots of bridges. Oh the highest part of the island with the stalagmites and the stalactites.

Bower Lake

- Slightly north of the Brightwood exit, near a silver chest.
- On the same structure to the one mentioned above.
- South of the Bower Lake Tomb on the nearest ruin.
- In the Tomb of Heroes. After you go through the first big room, the gargoyle is behind you while in the corridor Note: Access to caves requires the "Rescuing Charlie" quest.
- By the gypsy camp. When inside, go as far as you can west to the cliff edge and look down across the water. Note: This area is blocked off early on; try after you have been to Bloodstone.

Rookridge

- On the right before you go in the Hobbe Cave after making the big dive down from the broken bridge.
- In the Hobbe Cave, in the cylindrical room with the spiral map round the outside. Look up and you will see it.
- In the mountains, directly at the top of the wheel device at the top.
- In the Temple of Shadows, in far right corner as you go in. The Temple of Shadows is the big church on the hill. To gain entrance, you must eat five Crunchy Chicks at its gates.
- Above the entrance to the room you just entered inside the Temple of Shadows with the key there.

Oakfield

- Behind the sculptures house in Oakfield; Central north of the map.
- On the bridge opposite the tavern.
- On the ruins on the north east lake; top left corner of the map.

Bandit Coast

- Down the left path through the double doors. On the left in a cubby hole.
- At the furthest left camp on the map. Stand in between the cart and the barrels at the far end and look left, very high.

Westcliff

- On the left of the path just after the first Balverine attack. At the first left off the main path, turn around.
- Go to the top of the big structure before you cross the first bridge. Vault down and it is straight ahead.
- Before you go in to Howling Halls, stand at the top of the stairs in the ruins. Look behind you and up and left.
- In the far right corner of the main hall in Howling Halls. Note: It is a very large room.
- To the right of the gravel path down to the docks. Stop on the first wooden part and look up at the cliff.

Brightwood

- On the back of the black structure on the southeastern island on the map.
- Above an arch on the way to Westcliff (behind you when going there). It is near the southwestern-most water on the map.
- Opposite of the left ramp in the Forsaken Fortress.
- Behind you as you drop down in Archon's Knot. To get there, vault from the broken wall next to the Cullis Gate you open to get to Wrathmarsh.
- After buying the Brightwood Tower for 250,000 gold, stand by Garth's bed and look out the window to see another gargoyle.

Bowerstone Market

- In the eastern outer wall, up the stairs, as far as the walkway takes you.
- Down by the riverfront on the east side of the river, through the small tunnel.
- On the second floor of the furniture shop in the town square. Found in the furthest room upstairs.
- In the carriage compartment (east side of the bridge). Take the carriage somewhere to get in then fast travel back.

Bowerstone Old Town

- On the side of the watertower-style building on the side of the big warehouse. It is on the way to the exits to both Rockridge and the cemetery.
- On the stairs of The Felling Residence. Purchase or kick the door in. It can be found almost in the middle of the map, just slightly lower.

Bowerstone Cemetery

- After going through the main cemetery, go up the steps and bear right to the tomb at the end. Stand back and the gargoyle is up and slightly to the right.
- Found up the next set of stairs from the one previous gargoyle. Go up the next set of stairs above them and look behind you. You will see it above the tomb.
- Go right to the bottom of the map. Go to the bottom right, by the square. On the steps, turn around and shoot it on the left.
- Found on the big wall behind the closed gate to the path directly south of the Cemetery Mansion. Stand by the closed gate and you will hear him.
- In the Shelley Crypt in the mini activation stone room, next to the far right torch.

Fairfax Castle

- In Lady Grey's Tomb – Fairfax Gardens, as you go in and down the steps. Before you jump down, go straight ahead.
- Above the entrance to the big castle/mansion.
- In the Fairfax Castle, in the library.

Wraithmarsh

- In the building opposite the cage you were stashed in.
- Behind the building as you cross the first swamp in to Oakvale. It looks like an old carriage building.
- Just after you cross through the wooden tunnel bridge, at the next set of ruins. It is on one of the pillars on the right side before you go up the steps.
- After the fog ground filled graveyard, just before you go under the next bridge, turn around. It is on one of the tombs on the right.
- Above the door in the final room of Twinblade's Tomb. To get access, do the "Love Hurts" quest.
- Above the moving spiked floor entrance in the Shadow Court. To gain entrance, do the "Hero Of Skill" quest.

Bloodstone

- On the first crane you find on the docks.
- On Lion Head's Isle, by the big waterfall as you come out of the island area (after you dive in). You must do the "Treasure Island Of Doom" quest to get here.
- On the first tier, as far south as you can go, up a level in front of you.
- On the rocks, out to sea. Jump in the sea as far as you can to the north. Swim out a distance to find them.

Gargoyle treasure

The following treasures will appear in chests for every ten Gargoyles you destroy (in order).

nrst ihnaa ivi yne, yehp Detoria

1. "Dog Tricks! The Growl"
2. Potion Of Life
3. Three Emeralds
4. 10,000 gold
5. Ghoul Augment
6. Joke
7. The Rammer (legendary crossbow)

Demon Doors

Demon Doors can be found at the following locations.

Detoria, Danny Percival, and gizzmo25xl

Winter Lodge

Location: The path leading from Wraithmarsh to Bloodstone.

How to open: Play a lute perfectly. This takes a while as you must hold the expression.

Reward: Master Longsword

The Arid Sea

Location: Bower Lake

How to open: Respond to his script using expressions. To perform all the required acts you must progress in the game and spend some time in the bookstore buying and learning expressions. Many of those can be learned in books from the Bowerstone Book Store, but several (for example, Laugh and Worship), can only be acquired based on your actions and renown. The order is Laugh, Fart, Point and Laugh, Middle Finger, Vulgar Thrust, Growl, Bloodlust Roar, Worship, Dance, and Blow A Kiss.

Reward: Lucky Charm Augment

Forgotten Keep

Location: Bowerstone Cemetery

How to open: This Demon Door is hungry and wants to eat some meat. You can buy him anything or you can kick a chicken towards him. He will open his mouth wide and you will get some experience points for going through the trouble of having to kick the chicken.

Reward: Balverine Strength potion, Practiced Skill potion, and Infused Will potion.

The Sepulchre

Location: Brightwood

How to open: You must have cheese to open the door. After that he will tell you to get Muttonchops (otherwise known as The Chops) from the Bowerstone barber and a Posh Gentlemen's Shirt or Noble Blouse from the Bowerstone tailor. When you have those, go to Oakfield and buy the Farmer's Hat from the clothing stall. Next, go to Bloodstone and buy the Dreadlocks from the barber. Finally, buy the Strumpet Skirt from some of the wandering traders (can be found around Rookridge). The main objective is to get your Ugliness as high as possible.

Homestead

Location: Oakfield

How to open: The Demon Door always wants to see true love. Have a person fall in love with you and make them follow you. Propose to her in front of the door and he will open. If you are already married, have your spouse follow you to the door. After the door speaks to you, blow him or her a kiss and the door will open.

Reward: Serenity Farm marital home, "Come Hither Dear" book (teaches the expression "Come Back To My Place", and the legendary mace Hammerthyst.

Memory Lane

Location: Rookridge

How to open: The Demon Door wants to see a dog show. Have your dog perform four different tricks. Perform an expression, and depending on what your dog knows, he will react to it. For example, Point and Laugh and the dog will urinate on the door; Fart and the dog will cower, play fetch and do the Chicken expression and he will roll over.

Reward: Potion Of Life

The Vault

Location: Westcliff

How to open: This Demon Door wants to see someone really bad. You must have a Corruption level that is higher than the Purity level. The easiest way is to buy real estate and drive up rents and prices on your properties. You can check your Corruption level by pausing game play, selecting "Logbook" and viewing your Personality.

Reward: The legendary mace, Calavera.

Terry Cotter's Army

Location: Wraithmarsh

How to open: Bring a large audience to him. You need at least ten followers. Note: Have people follow you, then fast travel to The Drowned Farm. Also, sometimes a Banshee will be here. If so, use Time Magic to slow down their minions and kill them quickly before you lose your people.

The Sanctum

Location: Fairfax Gardens under the castle.

How to open: Will not open until he is the last Demon Door remaining.

Reward: Marcus' Poems and 50,000 gold.

Wraithmarsh Demon Door

To open this Demon Door you must bring a large audience to see him. A group of about ten people should do. Once you have your followers, fast travel to Brightwood Tower and use the Cullis Gate on top of the tower to warp to Wraithmarsh. Then, just walk up to The Demon door a short distance down the path and wait about two minutes for him to finish his speech. He will then open up and you may enter. The prize that awaits you is in an area called "Terry Cotter's Army" (a reference to the Terra Cotta Army). Go through the house and into the cave out back to discover a cave filled with statues (Terry Cotter's Army). Make your way through the statues to find a chest containing The Perferator, a legendary turret rifle.

PyscoStewie

The Box Of Secrets shop items

The following is the list of items needed for the Box of Secrets trades in the Knothole Island bonus downloadable content.

DiscipleN2k

"A lovely hairdo" (Cascading Hair): Trade for two Table Wine.

"A rare ranged weapon" (Hal's Rifle): Trade for Pure Experience Extract.

"A rebellious costume" (Black Wheel Gang outfit): Trade for Pretty Necklace.

"A saintly weapon" (Judges Steel sword): Trade for Monk Robes.

"A sexy garment" (Knothole Skirt): Trade for "Marriage And How To Survive It".

"A strong willed weapon" (Staff of Wrath): Trade for diamond.

"A stylish accessory" (Greaser wig): Trade for Eternal Love Ring.

"A weapon of note" (Axe of Disharmony): Two Lutes (can be obtained from the Bowerstone general store).

"An evil weapon" (Wretcher's Blade): Trade for three Crunchy Chicks (can be obtained from general stores or the gypsy camp general goods seller).

"Barbaric garments" (Brodican Warrior Queen Outfit): Trade for two "Murgo's Big Book Of Trading" (can be obtained from Bowerstone bookstore or furniture).

"Barbaric weapon" (Brodican Mace): Trade for Regal Purple Dye (can be obtained from clothing or beauty vendors that stock dyes).

"Murderous attire" (Assassins Outfit): Trade for two Puny Carrots (can be obtained from food sellers in Bowerstone Market or Bloodstone).

"Vile attire" (Chasm Outfit): Trade for two Crucible Peanuts.

Retrieved from "http://www.gamewinners.com/Cheats/index.php/More:Fable_2:_Items"

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PARADISE ISLAND, BAHAMAS PRESENTS THE
MICHAEL JORDAN CELEBRITY INVITATIONAL

Play **MJ Mini Golf**
and you could win a trip to the 2010
Michael Jordan Celebrity Invitational
at *Atlantis, Paradise Island.*

MJ Mini GOLF

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Fable 2

From GameWinners

Unlockables

Go to www.fable2.com. There is a puppet show. Complete the puppet show to get various items in the game. You collect the items in the Guild Hall, in the chest by the Cullis gate. To get all the items, use the following directions.

Farreg

Doll and Tattoo : Down + Good + third option + Good + first option

Book and Dye: Left + Evil + first option + Evil + third option

Three Piece Chicken Suit: Left + Evil + first option + Good + second option

Hints

Items

Weapons

Easy achievements

"Rescuing Charlie" quest

During the quest, wait until Charles asks you to help him open the tomb/coffin. After the Hollowmen start appearing, you can kill Charles, take his hat, and still finish the quest and get the reward. Alternately, you can just kill all the

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YOUR SCORE SHOULD CLIMB
YOUR BOXER BRIEFS

NO RIDE UP BRIEFS

BUY NOW

ROLLOVER TO GET STARTED

Hanes GAME IN COMFORT

Hollowmen and make it to the exit with Charles and get a different dialog from his gran.

Player_72985

Crucible revisited

When you return to the Crucible ten years later (after the Tattered Spire), it is best to have some five star skills. Included in these skills should be Slow Time and Chaos. You should also have a five star Fireball attack so that you can wipe out most enemies around you through most of the rounds and get Perfect Rounds. When you get to the eighth and final round against the Rock Troll, wait for the Spores to appear then dodge the rocks and cast five star Slow Time. Run up to the troll, cast five star Chaos, then take out your

fastest and most powerful ranged gun. Shoot the Spores until they are all gone before Chaos wears off. Alternately, cast a five star Lightning or Fire attack (non-enemy targeting) and hope that it will destroy all the Spores instantly. Otherwise, repeat the process until the Troll is dead in under one minute fifty seconds.

Player_72985

- 7.8 Permanent Shadow Creature villagers
- 7.9 Dead floating Banshee
- 7.10 Missing spouse
- 7.11 Broken storyline
- 7.12 Fix character frozen in place
- 8 More...



Easy experience points

Purchase an Experience Potion from a vendor at either Browerstone or Westcliff. Find some enemies to battle. Normally when you dispatch the enemies and absorb their orbs, you will get a message at the top stating "Excellent Fight! 150% XP", or something similar. After you defeat the enemies, and before you absorb the orbs, use the Experience Potion. The experience point bonus percentage will also apply to the potion, meaning you could turn 62,500 experience points and earn up to three times that amount. You can also buy lots of potions at the Crucible and use them in several of the fights (for example, the first bandit fight).

ChaosXE

Getting cheap houses

Find a house that you want. Learn who the owner is. To maintain a good personality, get people to follow you and let bandits or other enemies kill the house's owner. For a bad personality, turn safety off and kill the owner. The price will go down by about 250 gold.

aiden spence

Easy love

An easy and fast way to get people in love with you, male and or female, is to buy the "Noble" clothes from the tailors. Put on all the clothing and almost everyone will be in love with you. The clothes will increase their attraction to you by a large amount. This is useful for the "Till Death Do Us Part" quest because the "lover" should be instantly in love with you. You should not have to worry about making them love you. It does not look the best on your character, but everyone will love you.

Threesome

Note: You must have the "Come Back To My Place" expression. Get two villagers to really like you. Use the "Come Back To My Place" expression. After that, they should follow you. Go to any bed and use it. This can also work with prostitutes.

Connor Haskell

Head start for second character

Use the following trick to get a second character a good start in the game.

David Swiftblade

1. Have a character that is far in the game, is able to purchase, and have a large income of approximately 10,000 or more gold every five minutes. Also have him or her to the point of being able to purchase the ultimate level potions from the potion vendor in Bowerstone (for example, Thunder Strength, etc.).
2. Purchase multiple numbers of the different potions (about five of each recommended), then save the game. Allow at least six hours of real time to elapse.
3. Resume the game and load your advanced character. Immediately after he or she has finished loading but before they get all the gold that has been building up while the game was off, press **Start** controller two to bring in a playable henchman. Set it up so that it is connected to the file of the character you want to boost.
4. Adjust the output so that the henchmen gets all the gold and all the experience, then play as usual. All the money that you have collected since the last time you played goes directly to your henchmen (the character you want to build up).
5. Go into your potions. Use all of the potions that you have for experience and all the experience will go to the second character.
6. After you have finished taking care of that, have the second player quit so that the game saves all the experience points and gold to the character to be boosted. If desired you can also purchase abilities. Then, quit that second character.
7. This is the most important step. For the first player, quit without saving the game.
8. When the title screen appears, go back to the advanced character again. He or she will still have all the gold and potions. Repeat steps 3 through 7 as many times as desired.

Restored beauty

After successfully completing the game your scars will disappear and your eyes will return. In doing so you may now donate a large sum of gold to the Temple Of Light to gain youth. The larger the sum of gold, the younger you will become (with the exception of childhood). You may now also buy Castle Fairfax in the Fairfax Garden outside of Bowerstone. By doing the Fairfax castle quest after purchasing the castle itself you will find a bed. Resting in it will make your character healthier and increase his or her attractiveness, ultimately leading to the full restoration of your character's youth and beauty.

Illsondowlll

Confused dog

Go to Rookridge after purchasing or finding the rubber ball item and after defeating Dash. Stand in the center of the bridge facing the waterfall and throw the rubber ball as far as possible. If it lands in the waterfall slightly to the right, it will appear under the bridge out of view. Your dog will then become confused and will begin running in circles trying to get to it. To make your dog stop, punish or praise him. Note: Throwing another rubber ball will not work, as he will not see it.

Brandon Durst

Bring dead dog back to life

Note: This requires the Knothole Island downloadable content. Go to Knothole Island and have any villager to follow you. Note: They will be more likely to follow you if they are in love with you. Just above the Chieftain's house is a tomb. When you try to open it without a follower it will say that it is locked. Go into the tomb with your follower then dismiss them. Quickly exit the tomb and pull the lever just outside. This will sacrifice the villager, which in turn brings your faithful dog back to life.

Karsten

"Air guitar" statue

Go to Oakfield and visit the sculptor. Choose any town you would like to have the statue put up. When she tells you to do a pose, go to your list of Actions. Choose "Social", then select the lute. After finishing the pose, go to the town that will have that statue. If you chose Oakfield, simply walk out to Rookridge, then walk back out.

When you get to the statue, it will as if you are playing and air guitar.

Johnba Juice

The Lion, The Witch, And The Wardrobe reference

Go to the furniture store in the Barrow Stone marketplace. Go up the stairs to where you see three cabinets. Search them and one will be described as "No, no wintry wonder place. Just an empty closet."

Jakstermon

Lionhead Studios references

- Play the "Treasure Island Of Doom" quest. Get to the treasure island and notice the shape of the island in the middle of the lake. It shaped like that of the lion in the Lionhead Studios logo.
- When playing the Knothole Island bonus downloadable content, the names on the gravestones in the cemetery refer to Lionhead Studios employees.

HP Lovecraft reference

In the side quest "The Summoners", two brothers read from the Necronomicon and summon the dead. The Necronomicon originally appears in the works of HP Lovecraft, a master of horror fiction.

kent shakespeare

Transformers reference

Go a barman or a drink trader. They sometimes have a drink called "Hoptimus Prime", which is a reference to Transformers lead Autobot Optimus Prime.

Shawn Boley

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

The Pooch Pamperer (5 points): Play fetch with your dog, or see another Hero's dog play.

The Archaeologist (5 points): Dig up something the dog has discovered, or see another Hero do so.

The Dog Trainer (5 points): Teach your dog a trick, or see another Hero's dog learn one.

The Persuader (5 points): Convince a villager to give you a present, or see another Hero do so.

The Show-off (5 points): Impress a villager with a perfect expression, or see another Hero do so.

The Romantic (10 points): Take a villager on a perfect date, or tag along to one. Location and expressions are all-important.

- The Spouse (10 points):** Marry a villager, or attend the wedding of another Hero.
- The Parent (10 points):** Have a child, or be there for the birth of another Hero's child.
- The Hunter (5 points):** Kill a sweet, innocent, fluffy bunny rabbit (remember, safety's off!)
- The Gargoyle (25 points):** Find the gargoyles' legendary treasure.
- The Chicken Kicker (5 points):** Kick a chicken a good distance, or see one getting kicked.
- The Cliff Diver (5 points):** Cliff dive 500 feet, or see another Hero do so.
- The Workhorse (10 points):** A Hero must achieve a high-enough chain while performing a job.
- The Hero of Many Names (5 points):** Change your Hero's title, or see another Hero change theirs.
- The Teaser (5 points):** Make bandits respond to expressions with fear, anger, mirth, and confusion... during combat!
- The Property Magnate (10 points):** A property must be sold for twice the price it was bought for.
- The Rogue (5 points):** Steal something undetected from a building while there are people nearby, or see another Hero do so.
- The Illustrated Hero (5 points):** Tattoo every part of your Hero's body, or see another Hero do so.
- The Executioner (10 points):** Sacrifice ten people in the Temple of Shadows, or see another Hero do so.
- The Gambler (10 points):** A Hero must win 500 gold at a pub game in one sitting, having tried each game type at least once.
- The Bigamist (10 points):** Get married a second time, whilst already married, or attend the second wedding of another Hero.
- The Swinger (5 points):** Take part in a debauched bedroom party with several participants.
- The Pied Piper (10 points):** Start a party where at least five villagers are dancing, or see another Hero do so.
- The Party Animal (10 points):** Get five villagers drunk in under three minutes, or see another Hero do so.
- The Menace To Society (5 points):** Commit an act of public indecency, or see another Hero commit one.
- The Black Knight (10 points):** Shoot the weapons from a hollow man's hands, blow off his head and then kill him for good!
- The Duellist (10 points):** String together a full-speed chain attack, or see another Hero do so.
- The Sharpshooter (10 points):** Hit three enemies with one shot, or see another Hero do so.
- The Archmage (10 points):** A Hero must kill five human enemies with one spell.
- The Ruler of Albion (100 points):** Amass a 2.5 million gold real estate empire, or be there when another Hero does.
- The Hoarder (25 points):** Collect every silver key, or see another Hero do so.
- The Goth (5 points):** A Hero must dye their hair black, and wear a black outfit and black makeup.
- The Completionist (50 points):** Get all expressions, pet tricks and abilities, or see another Hero do so.
- The Paragon (15 points):** Reach 100% good or evil, or see another Hero do so.
- The Extremist (15 points):** Reach 100% purity or corruption, or see another Hero do so.
- The Celebrity (50 points):** Reach 50,000 renown, or see another Hero do so.
- The Artisan (10 points):** Succeed at one job to Level 5, or see another Hero do so.
- The Dollcatcher (10 points):** Collect all the Hero dolls, or see another Hero collect them.
- The Muse (5 points):** Inspire the Bard to compose songs celebrating your great deeds.
- The Companions (10 points):** Perform a perfect co-op expression.
- The Double Threat (10 points):** Get a co-op combat bonus.
- The Philanthropist (10 points):** Send a gift to an Xbox LIVE friend, or watch another Hero send one.
- The Whippersnapper (25 points):** A child Hero must collect five gold pieces.
- The New Hero (50 points):** The terror of Bower Lake must be defeated.
- The Hero of Strength (100 points):** Complete The Hero of Strength.
- The Hero of Will (100 points):** Complete The Hero of Will.
- The Hero of Skill (100 points):** Complete The Hero of Skill.
- The Sacrifice (25 points):** A Hero must choose 'The Needs of the Many'.
- The Family (25 points):** A Hero must choose 'The Needs of The Few'.
- The Egomaniac (25 points):** A Hero must choose 'The Needs of the One'.

Video

Walkthrough

Knothole Island

See The Future

Glitches

Easy "Cliff Diver" achievement

When you first arrive in Rookridge and reach the broken bridge, jump when prompted to and immediately hold **LT** to look at the three bandits. When you think you are just about to hit the water, release **LT**. If timed correctly, you will unlock the "Cliff Diver" achievement.

Player_72985

Easy end game achievements

At the end of the game when you are back in the Spire to get your revenge against Lucien, make sure that you save and continue the game. Once done, face and kill Lucien. Select one of the three choices Theresea presents you with. After you unlock the achievement, immediately reset and restart the Xbox 360. Choose to continue the game to get the next achievement until all three have been selected and unlocked. You can reset the Xbox 360 a fourth time to select the choice you really wanted to begin with afterwards.

Player_72985

Unlimited gold

- When playing the game for the first time you may be prompted to update it with an online download. Do not accept this download and continue to play the game. This trick must be done with an unpatched game. When you reach Bowerstone Market, do not walk to the clock tower. Instead, do the Blacksmith job until you have a decent amount of gold (15,000 to 20,000 gold recommended). Quit the job and buy only the cheap houses in Bowerstone market or Bowerstone slums. Rent out those houses with 0% added to rent. Once done, save and quit the game. Go back to your Xbox 360 Dashboard when offline. Go to your system settings and set the date to thirty days or one month later. Start the game again. Select the appropriate saved game file and continue. After the game resumes, you should receive a very large sum of gold from rent. Continue to buy and rent out more houses and set the system time one month ahead until you have about 4 million gold. You can now buy all properties in Albion and eventually unlock the "Ruler Of Albion" achievement.
Player_72985
- Buy some real estate in game, such as a food vendor stall or a house. Once the real estate is purchased, adjust the rent/profits price to 100% of their default by clicking on the property paper on the side of the property. Save the game once the price has been raised. If you are connected to Xbox Live, disconnect as that will automatically update the clock and date. Exit out to the Xbox 360 dashboard and access the clock. Adjust the date and time. For best results, adjust the clock as far ahead in time as possible. For example, if the saved game date is June 1, 2005 and 12:15 a.m., adjust the clock to December 31, 2025, and 11:59 p.m. Then, reload the game and select "Continue". Once the game loads, wait a few seconds. You will see a large lump sum suddenly appear over your character's head. This is the money that you have accumulated in your "absence" from playing the game. Save the game. If you have Xbox Live, the easiest way to repeat this is to sign onto the service. Once the clock automatically resets to the correct time, save the game, quit, and repeat the trick. This works because the game gives you gold every five minutes in real time whether or not you are playing the game or have it turned off.
Karsick
- Note: This trick requires the full download of *Fable 2 Pub Games*. Play that game until you have an

extremely high debt (any amount, but you can only do this trick once so a very high number is recommended). Then, start *Fable 2*. This trick must be done with an unpatched game; do not accept any online updates. Go to the Bowerstone town square and make enough gold to buy the cow and Corset Inn (for example, by blacksmithing). After you buy the inn, go into *Fable 2 Pub Games* and merge your *Fable 2* character with the character that has the extremely high debt. Save the game, then return to *Fable 2*. You should gain all the money you owe in debt as gold because you now own the inn that one of the game masters is in.

Phil Castracucco

Unlimited experience

- When playing the game for the first time you may be prompted to update it with an online download. Do not accept this download and continue to play the game. This trick must be done with an unpatched game. When you reach Oakfield and have at least 5,000 gold, buy the very first house you see once you enter the zone. It should have a Wood chopping job nearby. Once you buy and own this house, sleep in the bed. Notice that you now have a speed bonus. Press **Start** and go into your "Skills" menu. Go to "Skill" and notice "Speed" has one Star. Press **Y**, **A(2)** and notice that you have removed experience from Speed into General experience, but the star remains. Keep doing this until you have enough for Rank 2, then Rank 3, and finally Rank 4. Finally, proceed to do this until you have enough General experience to buy out all the skills, strength, and will skills. You will now be maxed out on everything.

Player_72985

- Go to the Temple of Light. Perform the "Unlimited Gold" glitch that requires the system date and time being set ahead. Get a few million gold. Then, donate all your gold. Afterwards you will notice some green General Experience around the donation pedestal. Use **RT** to gather it up. You should get a few thousand experience points, depending on if you donated a few thousand gold or a few million.

Karsick

- After your character has leveled up a few times, insert a second controller and begin a Co-op mode game without using a second profile. Go to your henchman's abilities on controller two. Remove all of the abilities to return the experience to the pool. Quit the Co-op mode game. The extra experience from the pool will be transferred to your character. Repeat this as many times as desired.
- Buy any type of experience potion. Use the potion then immediately pause game play. Go back to the same potion and use it again. You can get two or more uses out of one potion, making it very simple to level up talents if you have the best experience potions.

Bryan Bragg

Unlimited Rising Sun Cleaver legendary weapon

After you complete the "Donate to the Temple of Light" quest and receive the Rising Sun Legendary Cleaver, leave the temple and go back towards Oakfield. When you get to the split in the path where you can go over the small bridge to the right to travel to Oakfield, stay left and follow the path up the small hill towards the ruins at the top of the hill. When you get to the ruins, to the left is the entrance to the Wellspring Cave. Enter the cave then turn around and leave. When you get done loading the outside, you will receive another Rising Sun. Do this as many times as desired for money or to be used as gifts.

xxxTANK

Space heads

Have either level 4 or 5 Time Stop. Note: Lower levels might work, but not give the same result. Also have the ability to do head shots. Use Time Stop then headshot a villager. Their head will be float in mid-air for a short time. Quickly go over and run into it. The head fly off in a single direction without falling until Time Stop ends. When Time Stop ends, the head will fall back to the ground.

silverneo188

Useless door

In Bowerstone Old Town, to left of the stall "Old Town Gift Stall" is a door. You can knock on it but not open it without violence. When you do, you will see nothing but a wall behind it.

damian spaulding

Permanent Shadow Creature villagers

Note: This may require a few attempts. Take some villagers to the Temple Of Shadows to sacrifice them. After you have pulled the lever, quickly turn off Safety mode. If you are lucky, you will get Shadow Creature as a sacrifice. Quickly kill the villagers before they disappear. They will remain there as Shadow Creatures and not disappear. Their body will continue to smoke as a Shadow Creature.

Silverneo188

Dead floating Banshee

When battling a Banshee at Wraithmarsh or when facing Chesty, kill it. Pause game play just when it is dying. Save and quit. At the title screen, continue the game. The banshee will still be there, but dead and floating.

jsaintpierre

Missing spouse

When returning from the Tattered Spire, if you go to see your husband or wife before going to Hammer your spouse will no longer appear in your marital home, but still take his or her daily allowance. To fix this, invest all or as much of your gold as possible into real estate (so you can get it back), leaving you with as little as possible. Keep sleeping (works best at seven days) until you are broke, and your spouse is unhappy is going to leave you. Return to your marital home and your spouse should have reappeared.

James Dezelich

Broken storyline

Note: The following glitch has been fixed with an online patch. However, it is still possible to encounter this problem during game play with an unpatched game. Go to Oakfield to speak to the Abbot. He will tell you he wants someone who is more famous. Do not leave the Temple or skip the conversation until the Abbot finishes talking. If you do, the Abbot will not give you the information to start the quest "A Bridge Too Far", and the person you need to meet to start the quest will not appear. The Abbot will no longer give you any information. If this happens in an unpatched game, you must restart your game. There is no more story progression from this point on if you encountered this glitch.

James Dezelich

Fix character frozen in place

To fix this glitch, have another player join in Co-op mode. Have the other player turn safety off and start attacking either villagers or guards next to player one's frozen character. The guard will then hit player one, which unfreezes the character and allows player one to move freely again.

Karsten

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BATEN KAITOS ORIGINS

Completion bonus:

Successfully complete the when prompted after the c title screen, select the "Loz the cleared saved game fil with your gathering from y eomam iaetr wyepoevr.

Hint: EX Combos:

Player_72985.

No.41 Character: Mil
Name: Reverse Knight
Description: EX comb by a combination of ; unleashes her emotio enemy, beating them driving them to sleep Cards required for cc and Medium Attack.

No.44 Character: Mil
Name: Horse Prance
Description: Ex comb by a combination of ; kicks upward from ar crouch, preempting & attacking from a blin Cards required for cc Pegasus Jump and M

No.57 Character: Milly
Name: Swallow Flight
Description: Ex combo triggered by a combination of physical-based special attack Swallowtail and other attack magnus. Offers the quickened turnover

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9 OUT OF 10
TEAM XBOX, EDITORS CHOICE AWARD

4.5 OUT OF 5
GAMEPRO, EDITORS CHOICE AWARD



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speed common in Milly's combos.
Cards required for combo: Weak Attack B, Medium Attack, Strong Attack B and Swallowtail.

No.98 Character: Guillo

Name: Two-Palmed Defense

Description: Ex combo pairing ice-based magic Twin Ice Auger with an ice weapon. Boasts an absolute wall of icy, two-fisted defense.

Cards required for combo: Weak Attack, Medium Attack B, Strong Attack and Twin Ice Auger.

Hint: Coliseum ranks:

Complete all the matches for your current rank and have enough RP to get a quest. Complete the indicated task or quest to reach the new rank.

Rank 1: Reach Alfard a second time and get the Dog Tags

Rank 2: Read the letter in the shop in Sheliak (Diadem)

Rank 3: Read the letter in the shop in Cebelrai (Sadal Suud)

Rank 4: Read the letter in the shop in Komo Mai (Anuenue)

Rank 5: Read the letter in the shop in Vega

Rank 5 -Qualifier: Complete Rank 5

Champion: Complete the champion battle

Champion (Advanced): Complete the quest in the champion's room, then complete all advanced battles

Hint: Defeating Bealheit:

Bealheit has 35,000 HP, an Attack Strength of 200 to 500, and uses Hell Fire as a favorite move. Have Sagi, Guillo, and Milly at level 45. Get attack auras for the aura person. You can defeat him in about ten minutes.

[mumiji1234](#).

Hint: Finding an enemy's weakness without the field guide:

Use the Dragons Claw while in battle. It reveals all enemies' health for a limited amount of time. On the left side below each enemy's health bar is their

weakness, if they have one. It will appear as "Weak: <enemy's weakness>". You can find the Dragon Claw in Rodolfo's mansion. This is very useful when you find yourself losing boss battles constantly.

James Conrad.

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METROID PRIME 2: ECHOES

In-game reset:

Hold **Start** + **B** + **X** for three seconds.

[Mariofreak290.](#)

Hard difficulty:

Successfully complete the game under the normal difficulty setting.

Promo gallery:

Complete 40% of the logbook scans.

Character gallery:

Complete 60% of the logbook scans.

Creature gallery:

Complete 80% of the logbook scans.

Boss gallery:

Complete 100% of the logbook scans.

Rough Sketch gallery:

Successfully complete game under the normal difficulty setting.

Storyboard gallery:

Successfully complete game under the hard difficulty setting.

Samus Body Suit FMV sequence:

Collect 75% of the items.

Dark Samus ending sequence:

Collect 100% of the items.

Dark Echoes multi-player soundtrack:

Successfully complete the game.

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Darkness multi-player soundtrack:

Successfully complete the game.

Luminoth multi-player soundtrack:

Talk to U-Mos.

Pirate Fear multi-player soundtrack:

Restore energy to Agon Temple then talk to U-Mos.

Sanctuary multi-player soundtrack:

Restore energy to Sanctuary Temple then talk to U-Mos.

Torvus Bog multi-player soundtrack:

Restore energy to Torvus Temple then talk to U-Mos.

Pipeline multi-player arena:

Restore energy to Torvus Temple then talk to U-Mos.

Spires multi-player arena:

Restore energy to Sanctuary Temple then talk to U-Mos.

Christmas suit:

Set the system date to December 25th. Samus can be seen wearing a Christmas-themed suit when in third person view.

Hint: Defeating the Alpha Blogg:

To defeat the Alpha Blogg, you must first scan him if you want a good ending. However, this is optional. Once you are fighting him, make sure you always have him locked on. Sometimes he will shoot air bubbles at you, then charge at you. When he is charging, charge the Power Beam. Just before he hits you, fire the Super Missile. Do not do this too soon or late or you will hit his side. You will still get hit, but it will not do much damage if you have the energy tanks. Keep doing this until he is defeated.

[Ethan kirkness.](#)

The Alpha Blogg can be eliminated the same way you would take care of the normal Bloggs. The only differences are that you can move freely with the Gravity Boost and that the Alpha Blogg shoots sonic waves which will stun you and your gun for a few seconds. To kill it, charge your Power Beam and wait until it rams you. When it gets close to you, it will open its mouth. At that point, shoot like mad. The Super Missile will damage it the most. After you shoot, strafe and dash using **Left** or **Right** and **B**. Repeat this about four to five times to win.

[LPST SoCal.](#)

After obtaining the Gravity Booster, you will have to face Alpha Blogg. While fighting this giant Boss, keep an extremely far distance from it. When attacking,

Alpha Blogg can do one of two things. It can shoot blobs of goo which causes you to lose sight and lower your gun, or it can charge at you like regular Bloggs. If it starts shooting you, side-dash to dodge it. It will most likely charge at you afterwards. While charging, it will open its mouth just before it hits you. You can shoot a charged Power Beam shot or a Super Missile into its mouth. After shooting it, immediately side dash to dodge it because it does not stop charging after it gets hit. This Boss is not difficult if you keep a safe distance away from it.

[MusicMan510e.](#)

Hint: Defeating Amorbis:

There are two stages where you will encounter Amorbis. In one stage, Amorbis will leap into the air and back into the ground, where its impact will damage you if you are close to it. Use your radar more often to see where Amorbis is located. Stay inside the Light Crystals to avoid being damaged by the atmosphere. As it leaps up into the air, shoot it with the Power Beam, Light Beam, or missiles. After several hits, it will be time for stage two. On stage two, it will stay at the center of the arena and will use its physical attacks. Be careful, as Amorbis will also disable the Light Crystals. Move on to the next one if that happens. It will also shoot multiple blue energy beams on the ground. The best way to dodge these is to morph into a ball inside the Light Crystals and hover around the energy beams. Blast Amorbis down with the Power Beam, Light Beam, or missiles. Its head will explode and it will try to suck you in. Quickly form into a ball and let it suck you in, then drop some bombs inside it. The battle repeats both stages again, but with two, then three worms and it gets tougher. Once Amorbis is defeated, the Dark Suit is yours.

[Han is cool.](#)

In his first form, Amorbis will be jumping out of the ground then going back in. He is vulnerable when he is in the air. Shoot him with Charge Beam so you can conserve your missiles for the second form. When you break off its shell, it will attach to the sphere in the center of the arena and go into its second form. It will then have an outer plate on its head, which you can break with a couple of missiles. When it loses its plate, it will try to suck you up. At that time, go into morphball and lay a bomb in its mouth. Repeat this for two worms, then three. Also, when Amorbis has two or three heads, it is able to use a laser attack. Finally, Amorbis has the ability to disable the Light Crystals in the arena. You will have to move to the next crystal every so often.

[Mark Carvallo.](#)

Hint: Defeating the Bomb Guardian:

The fight will begin with you fighting an Alpha Sanddigger for a brief moment. First, when the Alpha

Sanddigger is not infected by the Dark energy, shoot it in the face with a few Power Beam shots (like a regular Sanddigger). In a few seconds, the Alpha Sanddigger will get infected by Dark energy, transforming it into the Bomb Guardian. The Bomb Guardian is fast -- never stand in one place. It also has a variety of attacks. As you might expect, the Bomb Guardian uses your morph ball bombs against you. It will throw bombs at you, leave some behind as it slithers across the arena, and hurl some out of its mouth. The easiest way to evade the bombs it throws is to keep your reticule locked on to it and strafe. Its other attacks include charging at you, and biting you if you get too close. You should also lock on and strafe to avoid these attacks Note: When you avoid the Bomb Guardian's charge attack, it will get behind you, making you lose your lock-on. When this happens, quickly turn around and lock back on to it. During the battle, you will notice a purple glowing thing on its tail. Lock on to it and shoot it when you get the chance while avoiding its attacks, until it is red and not glowing. Two Charge Beam shots should be sufficient. When you shoot it, the Bomb Guardian will prepare its attack. While it is doing this, shoot it in the head to whittle down its health. Be careful, as it will soon hurl some morph ball bombs from its mouth. It is practically possible to avoid this attack -- do not get hit more than one time. Repeat this process until it is dead. When you kill it, you will obtain your morph ball bombs again. Note: When the Bomb Guardian throws bombs at you or charges at you, its weak spot on its tail will stop glowing. Ignore this, as you still cannot damage it until you make it stop glowing.

[Rapforeva65](#).

When you encounter the Alpha Sanddigger, quickly scan it or you will never get another chance. Do not shoot it. You will need the ammunition when it transforms. Then, scan the Bomb Guardian. Lock onto the tail (pink end of the Boss) and fire with the Power Beam. When it lifts its head up in the air, lock on and rapidly fire missiles. Avoid the bombs while you are doing this. It will randomly throw bombs at you. Dodge these and keep shooting. When it tries to ram you, sidestep and fire at its tail.

[BLACKRAVEN297](#).

If you have tried fighting the Bomb Guardian previously, you should probably know that you must shoot it in the rear to make it raise its head so that you can shoot it. He flashes yellow if you hit him in the rear. If you have tried and failed numerous times, use this trick to not get hurt. Stand as close to a wall as possible. When he is coming at you slowly, just before he hits you, jump (without moving at all). This will make you miss the head and land next to the lower part of the body, which cannot hurt you. He will turn and move off in the other direction. This is your

chance to shoot. Fire as fast as possible. He will raise his head faster this way, than if you just try to avoid him and shoot randomly. When he raises his head, shoot a missile with **Y** then shoot with your primary gun. Note: You should find at least one of the missile packs so that you can carry at least ten missiles, Then, load up on missiles.

[pincusion396](#).

Hint: Defeating the Boost Guardian:

In this battle, your energy will slowly decrease because of the Dark atmosphere. There are no Light Crystals to help you. There are four pillars in the room, and each contains the Ultra Energy Unit when broken down. They are essential to your survival. The Boss will take two forms, normal and liquid. When in its normal form, blast it down with a Super Missile, as it will damage him the most. The Boss will then form into a morph ball and start spiking through the room randomly. Jump over it, or form into a ball to get out of its way. Also watch out for its minions. After three to four spikes, it will follow you on the ground in maroon liquid form. Quickly form into a ball, roll around, and drop bombs behind you. It will repeat spiking and forming into liquid again. Repeat this and it will finally revert back to normal form. Blast it with the Super Missile and repeat the entire process until it is dead. Once it is defeated, the Boost Ball upgrade is yours.

[Han is cool](#).

Before you enter the hole to the Boss' chamber, switch to the Light Beam. By doing this, you will start with it when you are out of morph ball mode. When the battle begins, you will automatically change out of morph ball mode. Either scan him or begin charging your Light Beam (which will be your default) and try to get two or three shots on him before he starts glowing. When he glows red, he is temporarily invincible. When he is in ball form, switch to morph ball mode. This will make avoiding his minion Ing easier. If you can, drop a morph ball bomb in front of him before he charges off -- look for the line down the middle of his ball form. He will charge in one of those two directions. If the blast hits him while he is in ball form, he will instantly turn into his liquid form, in which case he will follow you around. Drop M.B.B.s to damage him. If he starts boosting around before you hit him, roll around, dropping morph ball bombs and try to avoid him. If he hits the bomb blasts while he is moving, he will stop and turn into his liquid form. After about three bombs in his liquid form, he will change back to his solid form. Change back to your gun mode and repeat those steps. He should die after about three repetitions.

[steven lewis](#).

Hint: Defeating Chykka Larvae:

This first part is actually very simple. Basically, just stay in the center and fire. The larvae just swims around in a circle, then dives down. Get ready, because it will jump out of the water, allowing you to cause some damage to it. However, when it crashes into the water, make sure you jump over the shockwave or it will knock you into the poisonous water. Occasionally, it will send some Dark Shredders against you. Just shoot them with charged shots or missiles. They are mainly there for refills. Eventually, the larvae will emerge from the water, exposing its front. Use Light Beam charged shots as many times as possible. You should leave this battle with almost all of your health intact. You will also be constantly healing due to the Light Crystal field. Eventually, it will "die".

[Player_72985 Kota_sniper.](#)

Hint: Defeating Chykka Adult:

The field is divided into three platforms, each separated by nothing but a grappling point and poisonous water. The Chykka Adult has a projectile attack that easily blasts you off the platform and into the deadly water. The Chykka Adult must first be stunned by shooting it up front. Then, you must grapple onto a platform behind the Chykka Adult and shoot its wings (preferably with Super Missiles to just hit each point one by one). This can prove to be very difficult if you have not mastered the Grappling Beam. The Chykka Adult will not stay stunned for long -- be quick about it. After destroying all four weak points on the back of its wings, the creature will fall into the water and mutate into the Dark Chykka Adult. The only thing you can do to this creature is shoot its pouch. Take out the Light Beam and blast away. Charged Light Beam shots work the best. It may sometimes launch a group of small creatures at you (mainly to kill and get some refills). After defeating the Dark Chykka Adult, it will revert back to the normal Chykka Adult again. You must repeat the same process again; stun the creature, grapple behind it, and blast the back of its wings with missiles. It may sometimes try to run into you, but usually fails. Then when it turns into the Dark Chykka Adult, use the same strategy and hit its pouch with charged Light Beam shots. This battle could take a while, so be prepared. For all your efforts, you are awarded the Dark Visor.

[Player_72985 Kota_sniper.](#)

Hint: Defeating Dark Samus:

This fight is especially frustrating because it is timed, and learning how to damage Dark Samus can be difficult. Dark Samus will first fly around and stay far away from you. This is perfect time to scan her. If you get too close to her, she will set off an explosion to blow you away. Shoot her with charged Power Beam

shots until she starts glowing light blue. She is then invulnerable. When she renders herself invisible, switch to the Echo Visor to see her. Shoot her until she either disappears or becomes invisible. When she takes enough damage, she will move to the middle of the arena and form a shield around herself, causing her to become invulnerable once more. You can scan her again at this time because she is now in a new form. Dark Samus will shoot you with powerful Phazon shots. These can be easily avoided by side-dashing. Occasionally she will expel small amounts of Light Phazon. With your Charge Beam charged, you must collect these small amounts of Phazon until your Arm Cannon glows blue. Then, shoot Dark Samus and she will take heavy damage. The frustrating part about collecting the Phazon is that you must manually collect it as it falls to you -- simply standing there will not do it. Note: While collecting the Phazon, you must try not to get hit by any stray pieces of Phazon, as it will cause you to lower your weapon and lose the charge. After Dark Samus is defeated, a short intermission sequence will begin and the credits will roll. Note: If you die while fighting Dark Samus, the game will ask if you wish to continue from last save. If you choose "Yes", you will not have to fight Emperor Ing again. Instead, it will cut to the scene where Emperor Ing dies.

[MusicMan510e.](#)

First, defeat the Emperor Ing then escape out of the arena up the "stairs". Use your Screw Attack to get to the other side. Quickly jump down to the bottom and go through the door. Next, run toward the exit and a wall of Phazon will block your way. Dark Samus will appear. She will look like Metroid Prime in a Samus body. She will begin fighting. Dodge a lot during the first stage. Start shooting her with your regular beam. Then when she is invisible, use your Echo Visor to find her. Then, change to the Annihilator Beam and shoot her repeatedly.

[Gundam20.](#)

There are a few simple things that will make winning the final Dark Samus battle a lot easier. In the first phase, when she rises up into the air to fire the continuous Phazon blast at you, walk directly up to her so that you are practically looking straight up at her (assuming you stay locked on). The Phazon blast will go directly over you. However, you need to hold the **Analog-stick** slightly **Up** while she is firing the blasts. Otherwise, you will automatically back up and get hit by the third or fourth blast. In the second phase, you can tell whether she is going to fire a blast or bits of Phazon depending on her actions. If her shield expands a bit, she will fire a blast. However, if it expands a lot she will fire bits of Phazon. Also, if you stay still when she is about to fire bits of Phazon she will fire them directly at you. Next, if you charge

the Dark Beam instead of any other beam to collect them, they will home in on your gun slightly if you are in the line of fire. This makes collecting Phazon easier. Also, you can fire the Phazon blast through her shield; you do not have to wait until she drops to the ground again. Just wait until your targeting reticule is done moving back to focusing on her before you fire. Otherwise you will waste the shot by firing over her. You will know when you have hit her when she groans and slouches. Finally, when she drops to the ground in the second phase, fire a Super Missile (recommended) or Charged Light Beam shot at her. The Super Missile seeks targets better, and Dark Samus is a fast enemy. Hitting her with one of those weapons will cause some damage and she will immediately go the center of the arena and rise up again.

When fighting Dark Samus the second time on the elevator, use five Dark Bursts. That should kill Dark Samus quickly without you losing health.

[Danny Gallardo](#).

Hint: Defeating Dark soldiers:

To defeat Dark soldiers (the dead men), use the missiles or the Charge Beam.

[Yoshimitsu1231](#).

Hint: Defeating Emperor Ing:

This fight is extremely difficult and requires a lot of energy and ammunition. Before entering this battle, make sure you have full health and ammunition. This fight is very long and there are only a few opportunities to gain power-ups. The first part of the fight begins with the Emperor Ing head and body. Do not forget to scan these, especially if you are trying to fill your log book. The head has some tentacles that perform a variety of nasty attacks. You must kill the tentacles to make the head expose the energy core. The easiest way to kill the tentacles is to use the Seeker Missiles to get rid of them all at once. Note: Although the Annihilator Beam homes in on the tentacles, you will need the ammunition for later in the fight. After the defeat of tentacles, they will occasionally drop ammunition or energy. Once the tentacles are defeated, the head will diminish, exposing the energy core. Do not forget to scan it. You must find the opening and shoot it with a charged shot from the Power Beam or the Annihilator Beam. For ammunition conservation, the Power Beam is recommended. This may take longer, but it will pay in the end. While the Emperor Ing is in this state, it will shoot a beam of energy at you that does a hefty amount of damage and cause you to lower your weapon. Side-dashing is the easiest way to dodge this beam. As the Emperor Ing's energy diminishes, the attacks brought by the tentacles become more intense. Once the energy core is defeated, the head will cover the body and form a sphere. This begins

part two of the battle. You must immediately scan this and turn into the Morph Ball. Use the Spiderball to attach yourself to it. There are numerous amounts of bright spots on the sphere. In order to damage the spots, hover over it until you see black bubble forming over it. Then, immediately drop some bombs and get away from it as fast as possible. A tentacle will appear and start flailing. If you kill it, there should be a hole left behind with purple smoth spewing out. You must do this on all of the holes. Note: Getting hit by a tentacle will knock you in a random direction and cause damage. There are also puddles of Dark Matter moving around the sphere. If you are hit by one of these, you will be knocked off the sphere onto the ground, causing you to take damage from the poisonous fog. To defeat the puddles, wait until it follows you, then lay a bomb and it should move over it when it explodes. These puddles are one of your few opportunities to gain ammunition and energy. They usually drop Blue Energy and Missile Ammunition, but will also drop other things such as Light and Dark ammunition, and Red (and rarely) Yellow Energies. If you are low on energy, take the time to kill a few of these dark puddles to gain back as much as you can. After destroying all the holes of the sphere, part three of the battle begins. Again, do not forget to scan this new form of the Emperor Ing. In order to damage this form, you must shoot its heart, which is located in its mouth. Use the Annihilator Beam to shoot the heart. However, be wary of how it opens and closes its mouth because ammunition is extremely limited. After a few shots, its heart will either turn white or dark purple. If it turns white, it must be shot with the Dark Beam. If it turns purple, it must be shot with the Light Beam. Your best bet is to keep using the Annihilator Beam because it damages the heart no matter what color it is, but watch your ammunition. Do not charge the Annihilator Beam because the chances of it missing are high since Emperor Ing's large legs get in the way - this would be a waste of five Light and Dark ammunition. After defeating The Emperor Ing, Samus will have to get out of Dark Aether within seven minutes.

[MusicMan510e.](#)

In the first stage, the Emperor Ing uses tentacles to whip you into the Phazon pools. Blast the arms with the Annihilator Beam (or missiles). The shots will home in on the tentacles; use only a few shots for each one and save your ammunition. When the Ing swings the tentacles around, double jump to avoid them. It can also warp them through portals -- watch for that to happen. In the next stage, once all of the tentacles react, the Emperor Ing will transform into a large eye. The only weak point is a narrow slit between two half-spheres, and you must target it manually. The Sonic Boom will take a large amount of the Ing's energy in a single hit; use it if you can.

Otherwise, launch Super Missiles. Dash to the side to avoid the red laser that the eye shoots out. In the second phase, the emperor will form a hard shell. Spider-Ball along the surface and drop bombs on the tentacles that emerge from holes. Wait next to a hole until you see purple bubbles, then drop three bombs and scoot away. Hit the lower holes first, as poison gas will rise from the floor in the battle. Also note that Inglets are roaming the surface. They appear in unlimited numbers. Bomb them for all the energy and ammunition pickups desired. The last form of the Emperor Ing appears in the next stage. The third form is a massive creature. Keep moving at all times to minimize the effectiveness of its attacks. The beast's attacks include a charge that you can avoid with a quick dash or the Morph Ball, an earthquake that must be double-jumped, and a multitude of laser and beam attacks (dashing works well for those). Next, pay attention to the color of the Ing's mouth, and counter it with the appropriate weapon. The Annihilator Beam is effective against all colors, but using it for everything will burn up your ammunition. As an alternative, use Super Missiles/Power Beam for orange, the Light Beam for purple, and the Dark Beam for white. If you run low on ammunition, shoot the Nightbarbs and clouds of white squiggling things that occasionally appear around the Boss. They often appear when you are low on ammunition. Finally, look for a small hole on the back of the emperor's head. If the beast charges at you and misses, you can unload your weapon into the hole and cause damage. After you defeat the Emperor Ing, a countdown will start. Jump on the top on the middle platform and Screw Attack to the door. Then, drop down to the room where you saved and teleported. Note: You can save during the countdown.

[MetroidPrime2Ech.](#)

When you first enter the battle, switch to your Light Beam. The tentacles the Emperor releases can be one hit with the Light Beam, but it may take a bit of ammunition because of the way that the tentacles move. Once you defeat the tentacles, the core will appear. Keep shooting the opening of the core with a Charged Light Beam shot. During the next phase, the Ing will transform into a giant cocoon and the room begins to fill with poison gas. Morph Ball and Spider Ball onto the cocoon. On it, there are some yellow spots which occasionally release a tentacle. When this happens, try to bomb it. Power Bombs can work very well, as they can hit one or more of the tentacles if they appear at a time. It can also destroy the Ing that follow you around the cocoon. Keep destroying the tentacles until black smoke appears from each hole. In the final phase of the fight, the core, or his heart, is inside his mouth. Shoot his heart with the Annihilator Beam. The Annihilator Beam can shoot faster than it seems (almost the same rate as the

Power Beam). Keeping this in mind, rapidly shoot the mouth when it is open with the Annihilator Beam. If you get low on ammunition, the Emperor sometimes releases Nightbarbs when his heart is of the Dark Element, or Light things when he is Light Elemental. Shoot either one of those to get more ammunition or health. Keep doing this and you will eventually win the fight.

[DarkRain6446](#).

Hint: Defeating Ingstorm:

This has no practical use, but can be fun for revenge. Simply change to Morphball mode and roll into them. Note: You need the Light Suit to do this.

[TheFiendRuler](#).

Hint: Get to the Grapple Guardian:

You must go to the Hydrodynamo Station and find a room called the Underwater Transit 2 (in the Dark World) from the Dungeon. Then, go to a room called Underwater Transit 1. Find the Crypt, then find a room called the Undertemple Shaft. When you are there, go up and you will find a cage. Find a bomb hole. It will lead you to the Sacrificial Chamber. You must then battle the Grapple Guardian.

[MetroidPrime2Ech](#).

Hint: Defeating the Grapple Guardian:

After you get to the Grapple Guardian, scan him if you want a good ending (optional). Keep shooting him in the eye to aggravate him. When he gets aggravated, he will try to latch onto you. Hide behind one of the light producing poles to escape. When he tries to use his grappling attack, if you are behind the pole he will latch onto it. Quickly get behind him and shoot him with a Super Missile. It will damage him the most. After doing this about five times, his shell will come off. Then, aggravate him. Just before he tries to latch on, shoot him with a Charge Shot. Do this two or three times and he will die.

[delbertpam](#).

Hint: Defeating The Jump Guardian:

To defeat the Jump Guardian, you must treat him as a Warrior Ing with the power to jump higher and to generate shockwaves that may knock you out of the Light Field when it lands. It will make a Dark Aurora when it is about to jump, so you can be ready for the shockwaves it makes. Shoot the Jump Guardian with Charge Beam or missiles after it releases its shockwave, and make sure to jump at the correct moment so you are not hit. It is acceptable if you are hit by the shockwave a couple of times, as long as you get back to the Light Field as fast as possible. When the guardian dies, the Space Jump boots are yours.

[MetroidFan 2.0](#).

The Jump Guardian can take a bit of damage. Use your Charge Beam or missiles to do more damage. The Jump Guardian is much like a Warrior Ing, but can jump and produce shockwaves when it lands. When the Jump Guardian shoots at you, hide behind the Light Crystal; he cannot hurt you there. When the Jump Guardian produces shockwaves, just jump over him. Follow this and you should have no problems defeating him.

[MasuhMesa.](#)

Hint: Defeating The Power Bomb Guardian:

Scan it first if you want a good ending. Look around the area for a Spider Ball Rail. Latch on to it and detonate bombs in the bomb slots. This will trigger a machine to electrify the creature and do damage. Be careful, as it will launch Power Bombs during the battle. Do this a total of four times and it will be defeated. Your prize is the Power Bomb.

[PimPinPnoy99.](#)

Hint: Defeating Quadraxis:

Take out the Light Beam and use two Charged Shots on each knee when they are flashing. Do not bother about the feet. For the second stage, destroy the central antenna with a Super Missile or two. Note: You can only see the antennas with the Echo Visor. When you destroy the main body antenna, use a Charged Light Beam shot and two regular shots on each antenna. On the third stage, use a fully charged Light Beam to stun the head, then spider on the destroyed main body's legs. Boost onto the head when it comes by. Do this once more to defeat Quadraxis.

[Dalen Budd.](#)

Hint: Defeating Dark Pirate Commandos:

The easiest way to defeat Dark Pirate Commandos (especially if you do not have the Dark Visor yet) is to shoot them with a Charged Dark Beam Shot then fire a missile. This will take only two hits instead of nearly twenty as it does with the Light Beam.

[Vgamedude05.](#)

Hint: Defeating Space Pirates:

To quickly destroy a flying Space Pirate, fire a Super Missile while locked on.

[Mark Carvallo.](#)

For Pirate Troopers, kill them by using a Charged Dark Beam; use two missiles; the Annihilator Beam; or the Power Bomb. For Darktroopers, use the Charged Light Beam; three missiles; hit a beacon or crystal with the Light Beam when they are in range; the Annihilator Beam; or the Power Bomb.

[BlackRaven297.](#)

Hint: Defeating Ings:

After getting the Annihilator Beam, any Ing you encounter will be easy to defeat. Shoot an inactive Luminoth Light Crystal with the Annihilator Beam. This will cause any Ing to seek the light given off. The Ing will walk into the light and die. This is an easy way to conserve ammunition and energy.

[MusicMan510e.](#)

You need the Annihilator Beam/ When in the Dark Aether, shoot the beacon and get the Ing. If the Ing touches the beacon, they will die.

[Brett LaBorde.](#)

Hint: Defeating The Spider Guardian:

In each "room", you will have to understand the path of the Boss in order to change and head into the electrical barrier. The path will change when you use the bomb-slot. However, this will only be available while the Boss' aura is green. You need to drop bombs in front of him until he is green, and get to the bomb slot as fast as possible. Continue this in each room until the Boss is dead. You will need to be fast in the third room because of the fact that there are three bomb-slots.

[Mark Carvalho.](#)

Hint: Defeating Metroids:

Anywhere in the game where there is a Metroid, shoot it with the power beam to get its attention then stand in front of a door. Wait for it to charge at you. Before it hits you, lock on to it and jump left or right. As it hits the door, it will explode.

[Jack Stokes.](#)

Hint: Defeating Tallon Metroids:

To defeat Tallon Metroids (red ones) quickly without using any Beam ammo or missiles, just stand in front of a closed door. Shoot the Metroid with a Power Beam shot. When it charges you to latch on, it will explode when it hits the door.

[Oni.](#)

Hint: Sky Temple key locations:

The nine keys can only be found in Dark Aether. Also, these keys are protected by invisible creatures only visible with the Dark Visor. These creatures are not difficult to kill (finding them is the only hard part). Just hit them once while in Dark Visor mode, then switch back to combat mode, kill them, and get the key. You must have the Light Suit to get some of these, as they require going into areas that your Dark Suit cannot handle. There are three Sky Temple Keys in the Dark Temple Grounds, two in Dark Agon Wastes, two in Dark Torvus Bog, and two in Dark Sky Temple.

Dark Agon Wastes

Dark Oasis: You can get here via the

portal from the Space Pirate's base (or any portal in Agon). Once you are in this room, Power Bomb the Denzium wall in the center. Do not go into the area without the Light Suit --the Ingstorm will rip you apart. Go underwater and switch to your Dark Visor. Kill it and take the key.

Battleground: This is where you got the second Agon key. Look in the air and there should be some platforms to jump on, only visible with the Dark Visor. The Ing creature with the key at the top. Kill it and get the key.

Dark Torvus Bog

Poisoned Bog: This room is in the upper area of Torvus, two rooms away from the Venomous Pond. Go underwater and kill the creature.

Dungeon: This room is in the lower area of Torvus. You can reach it by going through the portal in the Catacombs. There will be two Dark Grenchlers here. Take care of them if desired, then dive underwater. Get past the robots by shooting the Light Portal above their heads. The Ing and key should be at the end.

Dark Sanctuary Fortress

Hive Dynamo Works: Go back to where you defeated the Spider Guardian in the Light World (Dynamo Works). Blast open the yellow hatch door with a Power Bomb. That should lead you to a portal into the Dark World. You must traverse the chasm (either through Spiderball Boosting or Screw Attack). The Ing is on the other side of the chasm.

Hive Entrance: Go to the Dark World portal in the Hall Of Combat Mastery. You will emerge into the Culling Chamber. Proceed through the door leading to the Unseen Way. Cross the chasm of the room. You will be in another room called the Hive Reactor. Go through the yellow hatch door at the bottom to reach Hive Reactor Access and Entrance Defense Hall. Go through the door again and you will be at the Hive Entrance, a Dark version of the Sanctuary Fortress' entrance. Screw Attack all the way over to the other side and ride the Light Portal up. Then, Screw Attack again over to the other side, the top level above the entrance where you

came from. The Ing and the key are there.

Dark Temple Grounds

Ing Reliquary: Go to the Sacred Path in the Light World and take the portal there into the Dark World. You will emerge at the Profane Path. Note: There is a beam ammo expansion here that you can get by solving a sonic puzzle with the Annihilator. The rooms along the way only have one way to go. Follow the one-way path and keep going until you reach your destination (the path is very linear). Check your map to see where the next door is located. The room is on the second floor of a large complex looking structure. Again, do not go through these areas without the Light Suit.

Accursed Lake: In the Light World, go to the Temple Assembly Site. There is a door with a purple crystal on it. Search around and shoot it with the Light Beam and activate the portal behind it. You will emerge at the Plain Of Dark Worship. Go through the Seeker Missile purple door and continue along the one-way path. You will now be at the Accursed Lake. The Ing is floating in the air. Kill it and get the key.

Defiled Shrine: This final key is actually very close to the Sky Temple Gateway (your destination after you get the nine keys). In the Light World, start at The Hall Of Eyes. Go through the portal here. You will emerge in Base Access in the Dark World. Go through the green hatch door. At the War Ritual Grounds, go through the only door there. You will be at the Shrine Access. Go through the Morphball tunnel and when you emerge, go through the green hatch door. The Ing and the key are in here.

After getting all nine keys, do whatever desired to prepare for the final fight. When you are ready, go to the Sky Temple Gateway in the Dark Temple Grounds. Get all the Energy Tanks, Power Bombs, Missiles, and Missile Combos if desired.

[janricar](#).

Hint: Finding the Sky Temple keys:

Note: This trick can only be done after you obtain the Dark Visor. When searching for the Sky Temple keys, you can confirm their location from the Light World. Go to the room where you think the key is in the Dark World's counterpart. Turn on your Dark Visor. If there

would be a Sky Temple key bearer in the Dark World at the location. A white outline of the key bearer will show up in the Light World. This can be used to confirm a key's location before you can actually go there in the Dark World, such as before you have the Light Suit.

[Bluehog.](#)

Hint: Multi-player: Side Hopper Station: Grinding rail:

In the multi-player level Side Hopper Station, go to the back of the stage where you must use the Morph Ball Cannons to get up. The area where a super missile will spawn (not inside). Go to the front. You will see three rails. Land just right on the middle one and you can grind it until you fall off.

[universe ppl.](#)

Hint: Beam Effects on Luminoth Light Beacons:

Different beams have different effects when shot at a Luminoth Light Beacon.

[MusicMan510e.](#)

Power Beam: Charges beacon and offers protection from Dark Aether Atmosphere for a short amount of time.

Light Beam: Charges beacon for an extended amount of time.

Dark Beam: Temporarily extinguishes beacon. Note: Only the Light Beam can change it back, or you can wait for it to change back by itself.

Annihilator Beam: Supercharges beacon for an extended amount of time and causes any surrounding Ing to walk into the light causing it to die. This is very helpful if you are low on energy or ammunition.

Hint: Beam combos:

To use Beam combos you must know what they all do and are best for.

[LTCLAWS.](#)

Dark Beam Combo (Darkburst): Fires a large circular sphere that once it hits a solid surface, sucks in all small enemies such as War Wasps or Nightbarbs. Note: The actual shot moves very slow compared to other weapons. Shoot in the center of the enemy's presence.

Light Beam Combo (Sunburst): Fires a blob of light energy that enflames any or

all enemies in the vicinity. It is best used against stationary or slow-moving enemies, such as certain defense platforms or even Ings mashers. Note: The actual shot moves somewhat slow compared to other weapons. Use it against stationary or slow-moving enemies.

Annihilator Beam Combo (Sonic Boom):
Creates a disturbance in the exact direction an enemy is facing in an instant, usually either destroying or seriously damaging enemies in the vicinity. Note: The sonic boom is by far the best optional Beam combo for fast moving enemies. Use sparingly however, as it uses 30 Light and Dark ammo.

Hint: Light Suit:

After restoring all the power to the Agon Wastes, Torvus Bog, and Sanctuary Fortress Temples, talk to U-Mos and he will give you the Light Suit. The Light Suit enables you to teleport from temple to temple. The Light Suit also takes away the damage taken from walking in the Dark Aether atmosphere.

[MusicMan510e.](#)

Hint: Morphball warning:

If you are in a room with the beam-eye shooter enemies, do not go into Morphball mode. If you do, the beams will home in on you and diminish your health.

[toasterlad13.](#)

Hint: See Samus' face:

Walk to a wall and face it. Charge up your beam and shoot it to reveal Samus' face reflecting off her helmet.

[Han is cool.](#)

Hint: Remnant Light Beam Missiles:

When your meter reads "0" for Light Beam Missiles, you are still able to use it. Note: You can only use Charged Beams by holding **A**.

Hint: Remnant Light or Dark Beam ammunition:

When the ammo reaches "0", charge the Arm Cannon. It will launch a weaker version of the beam. This is very useful when you are out of ammunition and are trapped in a room with only Dark or Light Beam doors.

[Rommel TUazon.](#)

Hint: Saving missiles:

This trick is useful if you are low on missiles and need to use the Seeker Missiles. To eliminate the firing of the first missile so that you can charge the Seeker

Missiles, change to another Beam. While the Arm Cannon is transparent orange in-between the beams, start holding **Y**. You will not fire the unnecessary missile, but will instead begin to charge the Seeker Missile. Then, unload on whatever you needed to target.

[Tony](#).

Hint: Restore life during battle:

Hold **A** + **B** during a battle.

[RyukLight01](#).

Glitch: Damage in intermission sequence:

There is a room where when you come in through the front door, a portal opens, and the Ing possesses Blogglings. If you come in through the side doors, kill the Blogglings, and exit through the front door, the intermission sequence will show only stooping half way. Nothing will happen and you will take damage.

[Danny Assuncao](#).

Glitch: Hold the Arm Cannon while walking:

To keep your hand on the Arm Cannon while walking, first hold **R** then switch beams to either the Light, Dark or Annihilator. Once you see Samus place her hand on the cannon, release **R**. If done correctly, she will be holding the Arm Cannon and you can walk around. Note: This will stop if you press **R** again, lock-on an enemy, or switch beams. Also, this does not work for the Power Beam. [\[Screenshot\]](#)

[adam leclair](#).

Glitch: Hall Of Combat Mastery: Leave level boundary:

This trick requires the Screw Attack. In the Sanctuary Fortress and in the Hall Of Combat Mastery, search for the part with the spider ball track that goes through the mini Phazon tunnel with lasers and obstacles.

When you arrive there, stand in front of the spider track, then jump with the Screw Attack two times to get through the hole. If done correctly, you will be in the tunnel, but without being in Morph Ball form. Jump two times again normally and turn into Morph Ball. Put bombs in the floor to jump out of the level.

[Eduardo Arroyo Villaseñor](#).

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Viva Pinata: Trouble In Paradise

From GameWinners

*This game is titled **Viva Pinata: Trouble In Paradise** in North America, Europe, and Australia, and **Atsumare! Viva Pinata 2: Garden wa Dai-Punch** in Japan.*

Cheat Codes

Cheat mode

Select the "Play Garden" option at the main menu. Create a new garden, then enter **Piñata People** as a garden name (case-sensitive with a tilde over the "n"). After that garden loads, you can now access a sign at the far left on the main menu that allows you to view the credits. Note: Before breaking the pinatas to view the credits, destroy the debris and trees to find hidden accessories. They will no longer be available after all the credit pinatas are broken. You can unlock a new Gamerpic by breaking all sours. The Wishing Well will become unlocked after all the credit pinatas have been broken.

Unlockables

Gamerpic

Complete all seven of the Langston's Region challenges.

Hints

Fertilizer

When it is possible to use the fertilizer bag, use the following fertilizer colors for indicated plant.
Player_72985

Turnip: Purple

Contents

- 1 Cheat Codes
 - 1.1 Cheat mode
- 2 Unlockables
 - 2.1 Gamerpic
- 3 Hints
 - 3.1 Fertilizer
 - 3.2 Food effects
- 4 Achievements
- 5 More...



shujinco2 and scottmaryjosh

- When you are in a normal game of bowling, put your hand with the **Wiimote** up, hold **B**, and swing your hand down. When your hand is behind you, release **B**. The ball should go behind you and if it reaches the Miis they will jump up, spin around a few times, and land while saying "Ow!"
Connor McCarroll

Training Power Throws

When on the "final lane" of Power Throws, move all the way to the right (or left, depending on which hand you use). Turn toward the wall two to four notches then release the ball on top of the wall. If done correctly, the bowling ball will travel down the top of the wall past the pins, and all 92 pins will fall down at once.

Player_72985

Scare spectators

When beginning your throw, release the ball while you are on the backswing. You will toss the ball backwards and scare the spectators.

Throw your ball into other people's lanes

Move all the way to one side then press **A** to switch to angle changing mode. Changing your angle so that your ball will be aimed in the direction of someone else's lane. Then, release the ball near the top of your delivery to get it to "jump" over the gutter. The ball should end up in another lane.

Scott

Perfectly straight shot

As you bowl, hold **B**. Do not release **B** and it will leave the Mii's hand in the air. Do not roll it immediately. Once that happens, you will have your hand in the air with the ball. Then, bowl it as usual after your hand is in the air. You will drop the ball and it will roll perfectly straight very quickly.

Dmitri Googoo and Shayne Augustine.

Easy strikes

- While holding the Wiimote up and behind (as if you are getting ready to release the ball), hold **B** for about three seconds. Release the ball when it reaches slightly past your leg. and your Mii character is at the line. He will probably take about three steps. Chances are good that you will knock down most or all of the pins, getting strikes most of the time.
shonks4christ
- Go to the third dot to your right (or left depending on which way you bowl). Throw it hard to get a strike every time.
Spencer Jackson
- Line up your character pointing at the space between the #1 and #2 pins (press **D-pad Up**). While swinging through, do not release **B**. Instead, hold it through the top of your swing then pull it back again and swing through again. Do this as fast as possible. Upon completion of your second swing, make sure to release the ball with little to no spin. You should get a strike every time.
ACE1031
- Go to the left of the lane (gutter). Switch to the mode where you can turn from left and right. Point to around the middle of the lane. Roll the ball. You should get a strike. This may require several attempts.

Batty699

- Move your character over until you are pointing at the fourth pin (if you are right-handed). Press **A** to change to the swivel option and point at the space between the first and second pins. When you roll, make sure you put just a little bit of spin on it and you should get a strike.
mlcoop
- To knock most of the pins down, when you are aiming your ball, go slightly to the right (or left depending on which hand you bowl with). You should either get a strike or knock about eight or nine pins down.
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andyjmac1
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Videogamecritic
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vandiver
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dfp1947

Training mode: 91 pin stage

When at the 91 pin stage in Training mode, press **A**, then press the **D-pad Right** two times. Press **A** again and move all the way to the right until you reach the barrier. Swing the ball up onto the barrier. Make sure it does not fall off. If the ball goes off the barrier it will not work. If done correctly, you will hear a sound of a rock that is falling. All the pins will fall down. Note: This may require a few attempts.

FRochito

Training mode: Picking up spares gold medal

Knock down the pins with a single throw. Twist your wrist to curve the ball. If you knock down all the pins on seventeen lanes you will earn a gold medal.

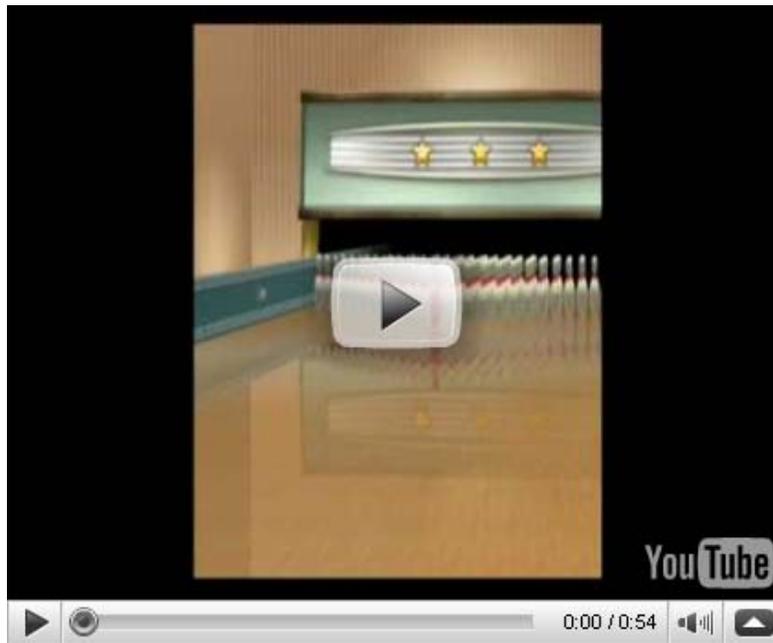
Z1234

Training mode: Picking up spares platinum medal

Knock down the pins with a single throw. Twist your wrist to curve the ball. If you knock down all the pins on all twenty lanes you will earn a platinum medal. Note: Lane 20's pin is only a single pin and will be easy to pick up.

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Training mode: Easy 91 pin strike



- In the "Power Bowling" training level, when you get to the 91 pin level, make the ball ride the top of the blue boundary wall all the way to the end. After that, you should hear a click, then the sound of an explosion. Shortly after that you will see all 91 pins drop, giving you a strike.
shujinco2
- There is a secret button that destroys all standing pins in Training mode called "Power Throws". If you ride the rail you can get this button, making an explosion and knocking down all the pins. Note: This only works on the 91 pin part. The button is red and visible when you press **Up**.
whatupben67 and AJ64

Second training level

Use the following trick to score over 700 with ease. Switch to the pivot option with **A**. In other words, do not move you character left or right, just move you aim to the right or left. This works for both left and right handed bowlers. Swing all the way until you are pointing at the first WiiSport symbol on the rail (the closest to you). Move there until the tip of the dotted line disappears right at the far edge (the area closest to the pins) of said WiiSport symbol. Pivot back down toward the pins until the dot reappears and then count five clicks, spaces back to the center. Make sure you listen to the clicks and do not worry about what it looks like. If done correctly, and with enough power, you should get a strike on every set-up. This works better when you throw the ball and it does not skip down the lane, meaning it comes out of your bowler's hand cleanly.

mlcoop

Power Bowling perfect score

The perfect score for the Power Bowling practice simulation is 890.

shujinco2

Animal Crossing reference

When you zoom in the sound is the same as when the menu in *Animal Crossing* is displayed.

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More:Wii Sports: Bowling

From GameWinners

Hints

Extra pins

When aiming for the pins in the first aiming thing, move all the way to the far right or left. Then depending on which direction you aimed the first one, aim the second one as far as you can go in the same direction. Your target will be in another lane.
Mandmhelman

Alternate ball color

When starting a game of Bowling, hold the **D-pad** in one of the following directions to change the color of your bowling ball. Press **Up** for blue (default color), **Left** for pink/red, **Down** for green, or **Right** for gold.

Player_72985

Alternate ball design

Earn the Pro level to unlock a bowling ball with diamond designs.
mygaoyd

Throwing behind you

- Note: This only works in a regular game. When you are about to throw your ball, release **B** when the **Wiimote** is all the way behind you. You should throw the ball backwards, and all the Miis will cheer.

Contents

- 1 Hints
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 - 1.4 Throwing behind you
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 - 1.6 Scare spectators
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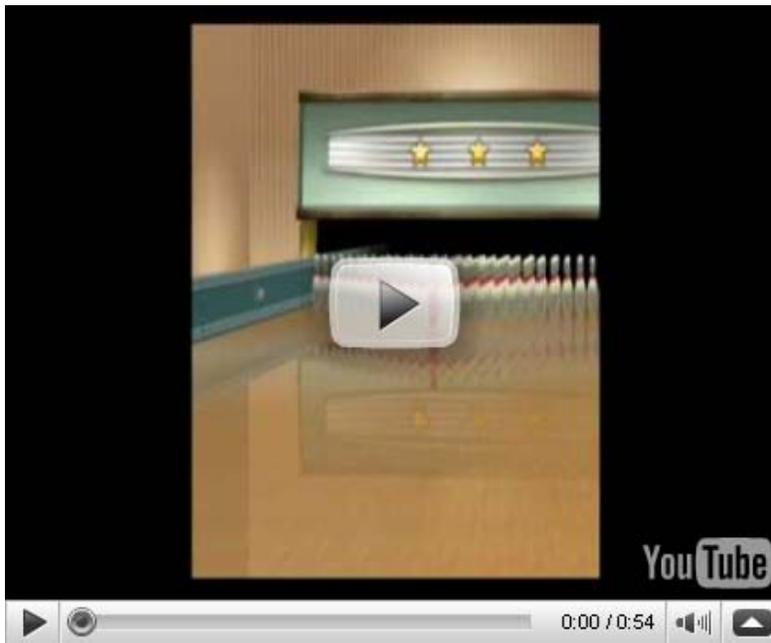
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• Unlockables

Go to www.fable2.com, and start the [puppet show](#). Complete the puppet show to get various items in the game. You collect the items in the Guild Hall, in the [chest](#) by the Cullis gate. To get all the items, use the following directions:

- Book and Dye: Left + Evil + first option + Evil + third option
- Doll and [Tattoo](#) : Down + Good + third option + Good + first option
- Three Piece Chicken Suit: Left + Evil + first option + Good + second option

• Infinite XP

When playing the game for the first time, you may be prompted to update it with an online download. Do not accept this download, and continue to play the game. This trick must be done with an unpatched game. When you reach Oakfield and have at least 5,000 gold, buy the very [first house](#) you see once you enter the zone. It should have a wood chopping job nearby. Once you buy and own this [house](#), sleep in the bed. You should now have a speed bonus. Press Start, and go into the "Skills" [menu](#). Go to "Skill", and notice "Speed" has one star. Press Y, A(2) to remove experience from Speed into General experience, but the star will still remain. Keep doing this until you have enough for Rank 2, then Rank 3, and finally Rank 4. Then, do this until you have enough General experience to buy out all skills, strength, and will skills. You will now be maxed out on everything.

Go to the Temple of Light, and perform the "Easy gold" trick that requires the system date and time being set ahead. Get a few million gold. Then, donate all your gold. Afterwards, you will notice some green General Experience around the donation pedestal. Use RT to gather it up. You should get a few thousand experience points, depending on if you donated a few thousand gold or a few million.

After your character has leveled up a few times, insert a second controller, and begin a Co-op mode game without using a second profile. Go to your henchman's abilities on controller two. Remove all of the abilities to return the experience to the [pool](#). Quit the Co-op mode game. The extra experience from the [pool](#) will be transferred to your character. Repeat this as many times as desired.

• Infinite Legendary Rising Sun weapon

After you complete the "Donate To The Temple Of Light" quest and get the Legendary Rising Sun cleaver, leave the temple, and go back towards Oakfield. When you get to the split in the path where you can go over the small bridge to the right to travel to Oakfield, stay left, and follow the path up the small hill

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the entrance to the Wellspring Cave. Enter the cave, then turn around, and leave. When you get done loading the outside, you will receive another Rising Sun. Repeat this as many times as desired.

- Easy XP

Purchase an Experience Potion from a vendor at either Browerstone or Westcliff, then find some enemies to battle. Normally when you dispatch the enemies and absorb their Orbs, you will get a message at the top stating "Excellent Fight! 150% XP", or something similar. After you defeat the enemies, and before you absorb the Orbs, use the Experience Potion. The experience point bonus percentage will also apply to the potion, meaning you could earn 62,500 XP and get up to three times that amount. You can also buy lots of potions at the Crucible and use them in several of the fights (for example, the first bandit fight).

- Easy gold

Buy some real estate, such as a food vendor stall or house. Once the real estate is purchased, adjust the rent/profits price to 100% of their default by clicking on the property paper on the side of the property. Save the game once the price has been raised. If you are connected to Xbox Live, disconnect as that will automatically update the clock and date. Exit to the Xbox 360 Dashboard, and access the clock. Adjust the date and time. For best results, adjust the clock as far ahead in time as possible. For example, if the saved game date is June 1, 2008 at 12:00 a.m., adjust the clock to December 31, 2028 at 11:59 p.m. Then, reload the game, and select "Continue". Once the game loads, wait a few seconds. You will see a large lump sum suddenly appear over your character's head. This is the money that you have accumulated in your "absence" from playing the game. Save the game. If you have Xbox Live, the easiest way to repeat this is to sign onto the service. Once the clock automatically resets to the correct time, save the game, quit, and repeat the trick. This works because the game gives you gold every five minutes in real time whether or not you are playing the game or have it turned off.

Once you have acquired enough gold in Bowerstone Market from the Blacksmith job, go to the Bowerstone Slums, and buy the most expensive weapons from the weapon trader. Next, go to Fairfax Gardens, and sell them to one of the wandering merchants (must be a weapons trader). You will gain over 30% in profit. Repeat this process as many times as desired.

In Sparrow's childhood, give all five warrants to the guard. When Sparrow reaches adolescence (early adulthood), get a job as a blacksmith. Earn at least 10,000 gold in addition to how much gold you need to get the new clothes, books, and other items desired. Because you turned in the warrants to the guard, you will be given a 50% discount from all merchants in Old Town Bowerstone. Go to Oakfield, and finish the "Hero Of Strength" quest. When done, return to Old Town Bowerstone, and go up to the weapons merchant. Make him love you, and if you can, make him fear you as well (if he hates you, you will get higher prices). Love and Fear give a 15% discount each. With both to the maximum plus the 50% means you will get an 80% discount. Buy all of his steel weaponry, and go to Fairfax Gardens, where all merchants have between a 35% and 40% markup in prices. Sell those items to the weapons merchant there. Do not make them Hate, Fear, or Love you because this will decrease the amount they buy the weapons. This will turn 5,000 gold into 20,000 gold. Sleep for 24 hours at a pub, and repeat the process. If he has not restocked with steel weaponry, sleep for 24 hours again. Check in with him each time you wake up. He will definitely be restocked after two days sleep. Basically, you are becoming a trader. You can own everything in a matter of a few hours, because you can get well over 100,000 gold in under 10 minutes. Also, if you find steel weapons with two augment slots, make sure you keep one ranged weapon and one melee weapon for yourself. Weapons with two augment slots are difficult to find in stores.

When playing the game for the first time, you may be prompted to update it with an online download. Do not accept this download, and continue to play the game. This trick must be done with an unpatched game. When you reach Bowerstone Market, do not walk to the clock tower. Instead, do the Blacksmith job until you have a decent amount of gold (15,000 to 20,000 gold recommended). Quit the job, and buy only the cheap houses in Bowerstone Market or Bowerstone Slums. Rent out those houses with 0% added to rent. Once done, save, and quit the game. Go to the Xbox 360 Dashboard when offline. Go to your system settings, and set the date to thirty days or one month later. Start the game again. Select the appropriate saved game file, and continue. After the game resumes, you should receive a large sum of gold from rent. Continue to buy and rent out more houses, and set the system time one month ahead until you have about 4 million gold. You can now buy all properties in Albion and eventually get the "Ruler Of Albion" achievement.

Note: This trick requires the full download of *Fable 2 Pub Games*. Play that game until you have an extremely high debt (any amount, but you can only do this trick once -- so a very high number is recommended). Then, start *Fable 2*. This trick must be done with an unpatched game; do not accept any online updates. Go to the Bowerstone town square, and make enough gold to buy the cow and Corset Inn (for example, by blacksmithing). After you buy the inn, go into *Fable 2 Pub Games*, and merge your *Fable 2* character with the character that has the extremely high debt. Save the game, then return to *Fable 2*. You should gain all the money you owe in debt as gold because you now own the inn that one of the game masters is in.

In Westcliff, when Barnum wants you to invest in his project for 5,000 gold, do so. In approximately ten years Westcliff will not be poverty stricken or slummy; it will be wealthy, and he will give you 15,000 gold.

- Easy love

Location: Temple of Shadows. Gain 2,000 points, then sacrifice your husband or wife and three monks between 12 a.m. and 1 a.m.

The Rising Sun

Damage: 61; Type: Cleaver; Attack Speed: Normal; Augment: Righteous Violence
 Location: Temple of Light. Donate 5,000 gold. After the monk tells you about the harvest benefactor, donate 10,000 gold between 12 p.m. and 1 p.m.

The Wreckager

Damage: 78; Type: Cutlass; Attack Speed: Normal; Augments: Fear Itself, Golden Touch, Stoneskin.
 Location: Halls Of The Dead (downloadable content in Limited Edition only)

Ranged weapons

The Enforcer

Damage: 177; Type: Blunderbuss; Attack Speed: Slow; Augments: Barkskin, Luck Charm
 Location: Successfully complete the "Cold Comfort Farmer" and "The Blind Date" quests. This will let you buy Farmer Giles farm, which contains a key that will let you down into the farm cellar in the barn. It is at a dig spot at the end.

The Perforator

Damage: 81; Type: Turret Rifle; Attack Speed: Normal Augments: Fear Itself, Discipline, Barkskin; Augments: Fear Itself, Discipline, Barkskin
 Location: Wraithmarsh Demon Door. In a cave in the back.

The Rammer

Damage: 119; Type: Crossbow; Attack Speed: Normal; Augments: Ghoul, Flame, Bewitching
 Location: Gargoyles Treasure. This unlocks the "Gargoyles Treasure" achievement. You must also shoot all 50 Gargoyles.

The Red Dragon

Damage: 41; Type: Pistol; Attack Speed: Normal; Augments: Devastation, Lucky Charm
 Location: Westcliff shooting range. Score 175 or higher in one game.

● Demon Door locations

The Demon Doors can be found at the following locations:

Forgotten Keep

Location: Bowerstone Cemetery
 How to open: This Demon Door is hungry and wants to eat some meat. You can buy him anything or you can kick a chicken towards him. He will open his mouth wide, and you will get some experience points.
 Reward: Balverine Strength potion, Practiced Skill potion, and Infused Will potion

Homestead

Location: Oakfield
 How to open: This Demon Door wants to see true love. Have a person fall in love with you, then make them follow you. Propose to him or her in front of the door, and he will open. If you are already married, have your spouse follow you to the door. After the door speaks to you, blow him or her a kiss, and the door will open.
 Reward: Serenity Farm marital home, "Come Hither Dear" book (teaches the expression "Come Back To My Place"), and the legendary mace Hammerthyst

Memory Lane

Location: Rookridge
 How to open: This Demon Door wants to see a dog show. Have your dog perform four different tricks. Perform an expression, and depending on what your dog knows, he will react to it. For example, Point and Laugh, and the dog will urinate on the door; Fart, and the dog will cower; play fetch and do the Chicken expression, and he will roll over.
 Reward: Potion Of Life

Terry Cotter's Army

Location: Wraithmarsh
 How to open: Bring a large audience to him. You need at least ten followers. **Note:** Have people follow you, then fast travel to "The Drowned Farm". Sometimes a Banshee will be here. If so, use Time Magic to slow down their minions, and kill them quickly before you lose your people.

The Arid Sea

Location: Bower Lake

How to open: Respond to his script using expressions. To perform all the required acts, you must progress through the game, and spend some time in the bookstore buying and learning expressions. Many of those can be learned in books from the Bowerstone Book Store, but several (for example, Laugh and Worship) can only be acquired based on your actions and renown. The order is Laugh, Fart, Point and Laugh, Middle Finger, Vulgar Thrust, Growl, Bloodlust Roar, Worship, Dance, and Blow A Kiss.

Reward: Lucky Charm Augment

The Sanctum

Location: Fairfax Gardens under the castle

How to open: Will not open until he is the last Demon Door remaining.

Reward: Marcus' Poems and 50,000 gold

The Sepulchre

Location: Brightwood

How to open: You must have cheese to open the door. After that, he will tell you to get Muttonchops (also known as The Chops) from the Bowerstone barber and a Posh Gentlemen's Shirt or Noble Blouse from the Bowerstone tailor. When you have those, go to Oakfield, and buy the Farmer's Hat from the clothing stall. Next, go to Bloodstone, and buy the Dreadlocks from the barber. Finally, buy the Strumpet Skirt from some of the wandering traders (can be found around Rookridge). The main objective is to get your Ugliness as high as possible.

Reward: Merchant's Cap, Knotted Shirt, and Harlequin Trousers

The Vault

Location: Westcliff

How to open: This Demon Door wants to see someone very bad. You must have a Corruption level that is higher than the Purity level. The easiest way to do this is buy real estate, and drive up rents and prices on your properties. You can check your Corruption level by pausing the game, selecting "Logbook", and viewing your Personality.

Reward: The legendary mace, Calavera

Winter Lodge

Location: The path leading from Wraithmarsh to Bloodstone.

How to open: Play a lute perfectly. This takes a while as you must hold the expression.

Reward: Master Longsword

- Sculpture Plinth locations

Find and activate the following Sculpture Plinth, then go to the Oakvale sculptor to have them created to gain Renown:

Bloodstone: On the waterfront/docks

Brightwood: North part of map next to the gate and ruined castle

Fairfax Castle: On the grounds in the circular water feature

Oakfield: Near the Sandgoose Inn

Westcliff: Next to the middle of the map near the shooting range

- Silver Key locations

The 50 Silver Keys can be found at the following locations:

Bandit Coast

1. The key is about halfway down the path on the left. Your dog should react, but if not, it is on the path before it turns 180 degrees and above the circle path shape according to the map.

Bloodstone

2. In the sarcophagus of a small crypt on the right, as soon as you enter Bloodstone. To get in, go to the expression statue room on the right as soon as you enter Bloodstone.

3. Just up from the last Gargoyle. Do not go in the cave entrance. Instead, bear to the right of it, and vault down for it. To get there, do the "Treasure Island Of Doom" quest.

4. Back in the entrance of the Sink Hole Cavern, after completing the "Treasure Island Of Doom" quest.

5. In the cellar next to the furniture shop. Open the locked door inside with the hit switch.

6. In a dive spot at the end of the dock, underneath the crane on the way to the Sinkhole Cavern.

Bower Lake

7. On the island by the entrance to the Bower Lake tomb.
8. Directly north of the Bower Lake region exit (Brightwood east), just above the center on the map, on the far right.
9. In the Tomb Of Heroes, in the next room where you see Charlie, the key is on the right behind a pillar. Your dog should react to it. **Note:** Access to the caves requires the "Rescuing Charlie" quest.
10. In the gypsy camp, instead of leaving under the gate, go to the back, and follow the dirt path. Then, climb the structure's stairs ahead of you. The key is at the top.

Bowerstone Cemetery

11. In the little camp, after you go under the bridge, go to the right. On the map, it is the road slightly below the mansion.
12. Directly behind where you just stood at the top of the hill.
13. In the Shelley Crypt, just after you open the first chest and go back into the crypt room with all the open concrete coffin, notice the wall on the far side of the room. Break it down to find the key.
14. On the top floor in the Cemetery Mansion, in the fireplace.

Bowerstone Market

15. In the furniture shop's cellar, shoot the symbol to open the Cullis Gate.
16. In the secret passage. To get there, go to the carriage place, and follow the path down to the water, and jump in. The entrance is under the steps of the southeast dock; look for the ripple.
17. Buried behind the pub. Take your dog down to find it. Collect it before completing the game.

Bowerstone Old Town

18. In a cellar just to the right of central in the furthest alley according to the map.
19. On the upstairs balcony of the "The Invisible Hand" house. This is the first house on the right coming from Bowerstone Cemetery.
20. Under the staircase in the Old Town Warehouse; buy or smash the door.

Brightwood

21. Available at the end of the first left track, coming from Bower Lake.
22. Located at the southern-most part of the Bandit Camp, to the right of an iron wrought gate. Bandit Camp is slightly south of the big black structure on the map, on the west side of the river.
23. At the end of the broken bridge, above the previous Gargoyle.
24. In the final area of the Farm Cellar area, where you get The Enforcer. To gain access, you must have completed "The Blind Date" quest and bought the farm.
25. In the final puzzle room of Archon's Knot.

Fairfax Castle

26. In Lady Grey's Tomb, second floor on the way to the exit. The key is just to the right of the door as you come out from the stairs.
27. Underneath the steps to the big castle/mansion.

Guild Cave

28. In first big room after you enter from Bower Lake, after the big dive, in the left corner on the way to the door.

Oakfield

29. On the south of the lake on the way to the Temple Of Light.
30. In the north corner of the field of the house with the windmill.
31. In Wellspring Cave, behind the first water fill up point. Take the left tunnel from central.
32. In the first large room of the Echo Cave (located between the

Rookridge road exit and windmill house).

33. In the Manure Manor, the first on the right coming from Rookridge.

34. Upstairs in the Porridge Cottage, next to the sculptor.

Rookridge

35. On Bowerstone Road on the small, high, isolated island where you meet the ghost for an early quest. A statue of someone looking out to sea is there.

36. In the Gemstone Grotto, when the bridge is down and you must dive down, keep swimming as far as you can go, then follow the track. Follow the grotto around to find it.

37. Buried on the left, just before you enter the Hobbe Cave's monster central room with an "S"-shaped pathway.

38. By the old shack building where the exit of the Hobbe Cave comes out. Run around the edge; overlooking the canyon is a Silver Key.

39. Upon the broken rail tracks, at the very end of the tracks going north.

40. Inside the Temple Of Shadows, in the room to the left with all the fancy chairs.

Westcliff

41. In the first camp in a building on the left, after crossing the first bridge.

42. In an alcove by the water's edge. Before you go into the ruins, jump down, and go back to get out. You will see it on the left.

43. In the spiral staircase (at the top of Howling Halls).

44. Down by the docks on the right.

Wraithmarsh

45. Before you enter the first swamped town area. The key is up the stairs in the building on your left.

46. On the left as you enter the wide open cemetery with fog covering the floor.

47. In the final room of Twinblade's Tomb. To get access, complete the "Love Hurts" quest.

48. In the sarcophagus, in the final room of Twinblade's Tomb.

49. On the grass ledge as you come out of Twinblade's Tomb onto Wraithmarsh.

50. In the next room, the far left wall is destructible in the Shadow Court. To gain access, complete the "Hero Of Skill" quest.

• Silver Key chest locations

The Silver Key chests can be found at the following locations. Use the indicated number of Silver Keys to open the corresponding chest:

One Silver Key

1. In the southern area of the Bowerstone lake, directly opposite where the path splits in three directions. It contains the "Dog Tricks - The Bunny Hop" book.

2. In the Bowerstone graveyard to the left of the statue when facing it.

3. Travel on the path from Bowerstone Lake towards Brightwood. You will find some ruined arches. Look at the debris on the side of the path which has three arched windows. Opposite the debris is a path leading to a single archway. Go through that archway to find the trap on the right (east on map).

Five Silver Keys

4. Travel on Fairfax road in Bowerstone. Look for the chest on the left side in a fenced-in area next to a small pond.

5. Travel from the Old Bowerstone Market, and enter Rookridge. The chest is on the left past the tree and dig location. It contains 500 gold.

6. Travel from Old Bowerstone to Cemetery Road to reach Rookridge Road. When you enter this area from Cemetery Road, follow the right

side when the path splits. Follow it to a kneeling statue, with the chest next to it. It contains a ruby.

7. Travel on Bowerstone Road in Rookridge. Go to the southern-most part of the map, and follow the turn to find a chest next to a kneeling statue.

8. Inside the ruined tower in the middle of the Brightwood map.

9. Search the shooting range in Westcliff near the middle of the map.

Ten Silver Keys

10. Go through Oakfield cemetery, and follow the path up. You will find the chest at the end, northeast of the map. It contains a Slash and Burn Augment.

11. Search a tomb at the bottom of the map.

12. At the Westcliff path, there is an "O" on the map. Search the area where the path reaches the "O".

13. Go to the right side of the Gypsy Camp. Go through the opening in the fence (after it appears later in the game), and follow the dirt track to a ruined tower. The chest is at the base of the tower. It contains the Storm Star Augment.

Fifteen Silver Keys

14. Follow the path past the Inn in Rookridge. Move along the rail track. Search the area around a wooden water tower to your left.

15. Search under the stone stairs in the Cullis Gate area in the southeast of the map.

16. Travel in Wraithmarsh towards Bloodstone to find a chest on the right.

Twenty Silver Keys

17. Travel on the road to Westcliff, and search the ruined slave camp at the southern part of the map.

18. Travel from Bloodstone into Wraithmarsh. Follow the path left and to the end.

Fifty Silver Keys

19. Purchase Fairfax Castle, and look in the throne room.

● Gargoyle locations

The 50 Gargoyles can be found at the following locations. They can sometimes be heard before they are seen. Use the Fine Aim skill to shoot and destroy them. The first Gargoyle you destroy gives you a map and starts the side quest to destroy all 50 of them.

Bandit Coast

1. Go down the left path through the double doors. It is on the left in a cubby hole.

2. Go to the furthest left camp on the map. Stand in between the cart and the barrels at the far end and look left, very high.

Bloodstone

3. On the first crane you find on the docks.

4. On Lion Head's Isle, by the big waterfall as you come out of the island area (after you dive in). You must do the "Treasure Island Of Doom" quest to get here.

5. On the first tier, as far south as you can go, up a level in front of you.

6. On the rocks, out to sea. Jump in the sea as far as you can to the north. Swim out a distance to find it.

Bower Lake

7. Slightly north of the Brightwood exit, near a silver chest.

8. On the same structure as the one mentioned above.

9. South of the Bower Lake Tomb, on the nearest ruin.

10. In the Tomb Of Heroes, after you go through the first big room, the

Gargoyle is behind you while in the corridor. **Note:** You must do the "Rescuing Charlie" quest to gain access to caves.

11. The Gargoyle is by the gypsy camp. When inside, go as far as you can west to the cliff edge, and look down across the water. **Note:** This area is blocked off early in the game; try after you have been to Bloodstone.

Bowerstone Cemetery

12. After going through the main cemetery, go up the steps, and bear right to the tomb at the end. Stand back to see the Gargoyle, which is up and slightly to the right.

13. Found up the next set of stairs from the Gargoyle mentioned above. Go up the next set of stairs above it, and look behind you. You will see it above the tomb.

14. Go right to the bottom of the map. Go to the bottom right, by the square. On the steps, turn around, and shoot it on the left.

15. Found on the big wall behind the closed gate to the path directly south of the Cemetery Mansion. Stand by the closed gate, and you will hear him.

16. In the Shelley Crypt mini activation stone room, next to the far right torch.

Bowerstone Market

17. In the eastern outer wall, up the stairs, as far as the walkway takes you.

18. Down by the riverfront on the east side of the river, through the small tunnel.

19. On the second floor of the furniture shop in the town square. Found in the furthest room upstairs.

20. In the carriage compartment (east side of the bridge). Take the carriage somewhere to get in, then fast travel back.

Bowerstone Old Town

21. On the side of the watertower-style building on the side of the big warehouse. It is on the way to the exits to both Rockridge and the cemetery.

22. On the stairs of The Felling Residence. Purchase or kick the door in. It can be found almost in the middle of the map, just slightly lower.

Brightwood

23. On the back of the black structure on the southeastern island on the map.

24. Above an arch on the way to Westcliff (behind you when going there). It is near the southwestern-most water on the map.

25. Opposite of the left ramp in the Forsaken Fortress.

26. Behind you as you drop down in Archon's Knot. To get there, vault from the broken wall next to the Cullis Gate you open to get to Wrathmarsh.

27. After buying the Brightwood Tower for 250,000 gold, stand by Garth's bed, and look out the window to see the Gargoyle.

Fairfax Castle

28. In Lady Grey's Tomb in Fairfax Gardens, as you go in and down the steps. Before you jump down, go straight ahead.

29. Above the entrance to the big castle/mansion.

30. In the Fairfax Castle, in the library.

Guild Cave

31. In the big open cavern with water and lots of bridges. On the highest part of the island with the stalagmites and the stalactites.

Oakfield

32. Behind the sculptures house in Oakfield; central north of the map.

33. On the bridge opposite the tavern.

34. On the ruins on the north east lake; top left corner of the map.

Rookridge

35. On the right before you go in the Hobbe Cave after making the big dive down from the broken bridge.
36. In the Hobbe Cave, in the cylindrical room with the spiral map round the outside. Look up to see it.
37. In the mountains, directly at the top of the wheel device at the top.
38. In the Temple Of Shadows, in far right corner as you go in. The Temple Of Shadows is the big church on the hill. To gain entrance, you must eat five Crunchy Chicks at its gates.
39. Above the entrance to the room you just entered inside the Temple Of Shadows with the key there.

Westcliff

40. On the left of the path just after the first Balverine attack. At the first left off the main path, turn around.
41. Go to the top of the big structure before you cross the first bridge. Vault down, and it is straight ahead.
42. Before you go in to Howling Halls, stand at the top of the stairs in the ruins. Look behind you and up and left.
43. In the far right corner of the main hall in Howling Halls. **Note:** It is a very large room.
44. To the right of the gravel path down to the docks. Stop on the first wooden part, and look up at the cliff.

Wraithmarsh

45. In the building opposite the cage you were stashed in.
46. Behind the building as you cross the first swamp into Oakvale. It looks like an old carriage building.
47. Just after you cross through the wooden tunnel bridge, at the next set of ruins. It is on one of the pillars on the right side before you go up the steps.
48. After the fog ground filled graveyard, just before you go under the next bridge, turn around. It is on one of the tombs on the right.
49. Above the door in the final room of Twinblade's Tomb. To get access, do the "Love Hurts" quest.
50. Above the moving spiked floor entrance in the Shadow Court. To gain entrance, do the "Hero Of Skill" quest.

● Gargoyle treasure

The following treasures will appear in chests for every ten Gargoyles you destroy (in order):

- "Dog Tricks! The Growl"
- Potion Of Life
- Three Emeralds
- 10,000 gold
- Ghoul Augment
- Joke
- The Rammer (legendary crossbow)

● The Box Of Secrets shop items

The following is the list of items needed for The Box Of Secrets trades in the Knothole Island bonus downloadable content:

- "A lovely hairdo" (Cascading Hair): Trade for two Table Wine.
- "A rare ranged weapon" (Hal's Rifle): Trade for Pure Experience Extract.
- "A rebellious costume" (Black Wheel Gang outfit): Trade for Pretty Necklace.
- "A saintly weapon" (Judges Steel Sword): Trade for Monk Robes.
- "A sexy garment" (Knothole Skirt): Trade for "Marriage And How To Survive It".
- "A strong willed weapon" (Staff Of Wrath): Trade for diamond.
- "A stylish accessory" (Greaser Wig): Trade for Eternal Love Ring.
- "A weapon of note" (Axe Of Disharmony): Trade for two Lutes (can be obtained from the Bowerstone general store).
- "An evil weapon" (Wrecker's Blade): Trade for three Crunchy Chicks

(can be obtained from general stores or the gypsy camp general goods seller).
 "Barbaric garments" (Brodican Warrior Queen Outfit): Trade for two "Murgo's Big Book Of Trading" (can be obtained from Bowerstone bookstore or furniture).
 "Barbaric weapon" (Brodican Mace): Trade for Regal Purple Dye (can be obtained from clothing or beauty vendors that stock dyes).
 "Murderous attire" (Assassins Outfit): Trade for two Puny Carrots (can be obtained from food sellers in Bowerstone Market or Bloodstone).
 "Vile attire" (Chasm Outfit): Trade for two Crucible Peanuts.

- Knothole Island book locations

The books hidden in the Knothole Island bonus downloadable content can be found at the following locations:

Volume I: Obtained from Gordon.

Volume II: At the Ice Shrine, enter the room with the slope and electric fields. Break the ice, then drop down to a switch to the right of the slope. Use it to lower a ladder. Climb the ladder to find a ledge with the book.

Volume III: At the Sun Shrine, go to the room with the circular pool of blood in the center and meat hanging from the ceiling. Break the wall next to the pressure plate to find the book.

Volume IV: At the Storm Shrine, as soon as you enter, look to the right behind the rocks to find the book.

Volume V: Move toward the Sun Key digging location from Knothole. Get on the path that leads upwards and is next to the gravestones out of the town. Follow the path through the canyon and into the forest until you reach two large boulders on either side of it. Move behind the boulder on the right side (a dig spot is also here) to find the book behind the trees.

Volume VI: Search under the Warrior's Rest House after leaving the Sun Totem Shrine to find the book.

Volume VII: The book is located behind the Sun Shrine entrance. Follow the path out of town that runs under the houses. Follow it past the broken boat on the right side; the Sun Shrine entrance is in front of you.

Volume VIII: Go behind the gravestones in the town. Search the bottom left corner, to the left of the crypt, to find the book.

Volume IX: The book is located behind ruins on the path just after you exit the Sun Shrine. From the teleporter, follow the path under the arch. When you get to the top of the "S"-shaped winding path, the ruin will be to your left, next to the small pond.

Volume X: The book is located behind a rock to your right, just as you exit the Storm Shrine.

- Restoring youth and beauty

After successfully completing the game, your scars will disappear and your eyes will return. You may now donate a large sum of gold to the Temple Of Light to gain youth. The larger the sum of gold, the younger you will become (with the exception of childhood). You may now also buy Castle Fairfax in the Fairfax Garden outside of Bowerstone. By doing the Fairfax castle quest after purchasing the castle itself, you will find a bed. Resting in it will make your character healthier and increase his or her attractiveness, ultimately leading to the full restoration of your character's youth and beauty.

- Bringing dead dog back to life

Note: This requires the Knothole Island downloadable content. Go to Knothole Island, and have any villager follow you. They will be more likely to follow you if they are in love with you. Just above the Chieftain's house is a tomb. When you try to open it without a follower, it will say it is locked. Go into the tomb with your follower, then dismiss them. Quickly exit the tomb, and pull the lever just outside. This will sacrifice the villager, which in turn brings your faithful dog back to life.

- Good start for second character

Use the following trick to get a second character a good start in the game:

1. Have a character that is far in the game, able to purchase, and has a large income of approximately 10,000 or more gold every five minutes. Also, have him or her to the point of being able to purchase the ultimate level potions from the potion vendor in Bowerstone (for example, Thunder Strength, etc.).
2. Purchase multiple numbers of the different potions (about five of each recommended), then save the game, and quit. Allow at least six hours of real time to elapse.
3. Resume the game, and load your advanced character. Immediately after he or she has finished loading but before they get all the gold that has been building up while the game was off. Press Start on controller

two to bring in a playable henchman. Set it up so that it is connected to the file of the character you want to boost.

4. Adjust the output so the henchman gets all the gold and experience, then play as usual. All the money that you have collected since the last time you played should go directly to your henchman (the character you want to build up).

5. Go into your potions. Use all of the potions you have for experience, and all the experience will go to the second character.

6. Next, have the second player quit so the game saves all the experience points and gold to the character to be boosted. If desired, you can also purchase abilities before you have the second player quit.

7. This is the most important step. Have the first player quit without saving the game.

8. When the title screen appears, go back to the advanced character again. He or she will still have all the gold and potions. Repeat steps 3 through 7 as many times as desired.

- "Rescuing Charlie" quest

During the quest, wait until Charles asks you to help him open the tomb/coffin. After the Hollowmen start appearing, you can kill Charles, take his hat, and still finish the quest and get the reward. Alternately, you can just kill all the Hollowmen and make it to the exit with Charles and get a different dialog from his gran.

- Crucible revisited

When you return to the Crucible ten years later (after the Tattered Spire), it is best to have some five star skills. Included in these skills should be Slow Time and Chaos. You should also have a five star Fireball attack so that you can kill most enemies around you through most of the rounds and get Perfect Rounds. When you get to the eighth and final round against the Rock Troll, wait for the Spores to appear, then dodge the rocks, and cast five star Slow Time. Run up to the troll, cast five star Chaos, then take out your fastest and most powerful ranged gun. Shoot the Spores until they are all gone before Chaos wears off. Alternately, cast a five star Lightning or Fire attack (non-enemy targeting) and hope that it will destroy all the Spores instantly. Otherwise, repeat the process until the Troll is dead in under one minute fifty seconds.

- Confused dog

Go to Rookridge after purchasing or finding the rubber ball item and after defeating Dash. Stand in the center of the bridge facing the waterfall, and throw the rubber ball as far as possible. If it lands in the waterfall slightly to the right, it will appear under the bridge out of view. Your dog will then become confused and will begin running in circles trying to get to it. To make your dog stop, punish or praise him. **Note:** Throwing another rubber ball will not work, as he will not see it.

- Permanent Shadow Creature villagers

Note: This glitch may require a few attempts. Take some villagers to the Temple Of Shadows to sacrifice them. After you have pulled the lever, quickly turn off Safety mode. If you are lucky, you will get Shadow Creature as a sacrifice. Quickly kill the villagers before they disappear. They will remain there as Shadow Creatures and not disappear. Their body will continue to smoke as a Shadow Creature.

- Lionhead Studios logo

Find the prostitute on the east side of Bloodstone. Press A when near her to buy the Lionhead Studios logo. You can show it off by using the "Trophy" command.

- "Air guitar" statue

Go to Oakfield, and visit the sculptor. Choose any town where you would like the statue erected. When she tells you to do a pose, go to your list of Actions. Choose "Social", and select the Lute. After finishing the pose, go to the town that has the statue. If you chose Oakfield, simply walk out to Rookridge, then walk back out. When you reach the statue, it should appear as if you are playing air guitar.

- HP Lovecraft reference

In the "The Summoners" side quest, two brothers read from the Necronomicon and summon the dead. The Necronomicon originally appears in the works of *HP Lovecraft*, a master of horror fiction.

- Lionhead Studios references

Play the "Treasure Island Of Doom" quest. When you get to Treasure Island, look at the shape of the island in the middle of the lake. It is shaped like that of the lion in the Lionhead Studio logo.

When playing the Knothole Island bonus downloadable content, the names on

- Easy "The Hero Of Many Names" achievement

Buy or obtain a new title from the Town Crier.

- Easy "The Hunter" achievement

Turn the safety off, and kill an innocent rabbit.

- Easy "The Gargoyle" achievement

Shoot all 50 Gargoyles, and get The Rammer (legendary crossbow).

- Easy "The Goth" achievement

Dye all of your clothing and hair black using Moonless Midnight Dye.

- Easy "The Menace To Society" achievement

Gain the Vulgar Thrust expression. Strip your hero of all his clothing, and go up to any villager and use a perfect Vulgar Thrust on him or her. **Note:** The person you do this to will report you to the guards; be prepared to pay a fine or do service.

- Easy "The Muse" achievement

Have a bard sing songs of you with a few people around.

- Easy "The Nutcracker" achievement (See The Future DLC)

Find someone that does not die no matter how many times they are shot. Make sure you have the ability to aim at different parts of their body. Aim at their groin, and shoot it 25 times to get "The Nutcracker" achievement.

- Easy "The Paragon" achievement

Donate lots of money to the Temple Of Light or sacrifice many innocents to the Temple Of Shadows.

- Easy "The Parent" achievement

Have a child by having unprotected sex with your husband or wife.

- Easy "The Party Animal" achievement

Stock up on beer or rum. Go to any place with people. Focus on one person at a time, and quickly give them beer as gifts. The higher the rank of the beer or rum, the faster they will get drunk.

- Easy "The Persuader" achievement

Have a friend send you a gift or get a villager to love you. Eventually a greenish-yellow symbol will appear above their head. Hold LT to target them, and press A to receive their gift.

- Easy "The Philanthropist" achievement

Send any gift to another player in the game. This is easy to get if you set online Orbs to "Everyone" instead of "Friends Only".

- Easy "The Pied Piper" achievement

Have a bard sing a tune with at least five villagers around you. Begin flashing your trophy to lure them near, then continue to use the Dance expression until gained. **Note:** If you attract too many people, the game will lag noticeably.

- Easy "The Pooch Pamperer" achievement

Play fetch with your dog. You need the rubber ball to do this. It is obtained from the first dig location after leaving the Gypsy Camp.

- Easy "The Property Magnate" achievement

Put all five star furniture in one house, and sell it. Make sure to search for bedside tables, as they are easy to overlook.

- Easy "The Rogue" achievement

Go to the bookstore in Bowerstone. Go upstairs, and steal from one of the bookcases.

- Easy "The Romantic" achievement

Take any person who likes a certain area to the area, and use the expressions he or she likes there.

- Easy "The Sharpshooter" achievement

Use a blunderbuss on any group of enemies.

- Easy "The Show-Off" achievement

Perform a "Perfect" expression in front of a villager. This is done by holding A when selecting an expression.

- Easy "The Swinger" achievement

Get the "Come Back To My Place" expression. Go to Bloodstone, and use it on two prostitutes. Take them to an inn or your home, and select the bed. **Note:** You will have a high chance of getting a sexually transmitted disease; make sure to use protection.

- Easy "The Teaser" achievement

You must use expressions on a target that is attacking you. Find any bandits, and kill all but one of them. Stand away from him, and use the Fun, Flirt, Rude, and Scary expressions in that order on him, while he is targeted. This is difficult to do and may take some time. Alternately, if you have completed the game and have enough money to buy Fairfax Catle, do so. Start the quest, and when you get to the throne room with the bandits, stand behind the throne, as they will not be able to attack you. Target them, and use the expressions.

- Easy "The Workhorse" achievement

Start Level 1 of the Blacksmith job, and do not quit after getting all 100 gold. Keep going until your multiplier is 10 because this is the slowest job level.

- Easy end game achievements

At the end of the game when you are back in the Spire to get your revenge against Lucien, make sure you save, then continue the game. Once done, face and kill Lucien. Select one of the three choices Theresea presents you with. After you unlock the achievement, immediately reset the Xbox 360. Choose to continue the game to get the next achievement until all three have been selected and unlocked. You can reset the Xbox 360 a fourth time to select the choice you really wanted.

- Achievements

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

The Pooch Pamperer (5 points): Play fetch with your dog, or see another Hero's dog play.
The Archaeologist (5 points): Dig up something the dog has discovered, or see another Hero do so.
The Dog Trainer (5 points): Teach your dog a trick, or see another Hero's dog learn one.
The Persuader (5 points): Convince a villager to give you a present, or see another Hero do so.
The Show-Off (5 points): Impress a villager with a perfect expression, or see another Hero do so.
The Romantic (10 points): Take a villager on a perfect date, or tag along to one. Location and expressions are all-important.
The Spouse (10 points): Marry a villager, or attend the wedding of another Hero.
The Parent (10 points): Have a child, or be there for the birth of another Hero's child.
The Hunter (5 points): Kill a sweet, innocent, fluffy bunny rabbit (remember, safety's off!)
The Gargoyle (25 points): Find the gargoyles' legendary treasure.
The Chicken Kicker (5 points): Kick a chicken a good distance, or see one getting kicked.
The Cliff Diver (5 points): Cliff dive 500 feet, or see another Hero do so.
The Workhorse (10 points): A Hero must achieve a high-enough chain while performing a job.
The Hero Of Many Names (5 points): Change your Hero's title, or see another Hero change theirs.
The Teaser (5 points): Make bandits respond to expressions with fear, anger, mirth, and confusion... during combat!
The Property Magnate (10 points): A property must be sold for twice the price it was bought for.
The Rogue (5 points): Steal something undetected from a building while there are people nearby, or see another Hero do so.
The Illustrated Hero (5 points): Tattoo every part of your Hero's body, or see another Hero do so.
The Executioner (10 points): Sacrifice ten people in the Temple of Shadows, or see another Hero do so.
The Gambler (10 points): A Hero must win 500 gold at a pub game in one sitting, having tried each game type at least once.
The Bigamist (10 points): Get married a second time, whilst already married, or attend the second wedding of another Hero.
The Swinger (5 points): Take part in a debauched bedroom party with several participants.
The Pied Piper (10 points): Start a party where at least five villagers are dancing, or see another Hero do so.
The Party Animal (10 points): Get five villagers drunk in under three minutes, or see another Hero do so.
The Menace To Society (5 points): Commit an act of public indecency, or see another Hero commit one.
The Black Knight (10 points): Shoot the weapons from a hollow man's hands, blow off his head and then kill him for good!
The Duellist (10 points): String together a full-speed chain attack, or see

another Hero do so.
 The Sharpshooter (10 points): Hit three enemies with one shot, or see another Hero do so.
 The Archmage (10 points): A Hero must kill five human enemies with one spell.
 The Ruler Of Albion (100 points): Amass a 2.5 million gold real estate empire, or be there when another Hero does.
 The Hoarder (25 points): Collect every silver key, or see another Hero do so.
 The Goth (5 points): A Hero must dye their hair black, and wear a black outfit and black makeup.
 The Completionist (50 points): Get all expressions, pet tricks and abilities, or see another Hero do so.
 The Paragon (15 points): Reach 100% good or evil, or see another Hero do so.
 The Extremist (15 points): Reach 100% purity or corruption, or see another Hero do so.
 The Celebrity (50 points): Reach 50,000 renown, or see another Hero do so.
 The Artisan (10 points): Succeed at one job to Level 5, or see another Hero do so.
 The Dollcatcher (10 points): Collect all the Hero dolls, or see another Hero collect them.
 The Muse (5 points): Inspire the Bard to compose songs celebrating your great deeds.
 The Companions (10 points): Perform a perfect co-op expression.
 The Double Threat (10 points): Get a co-op combat bonus.
 The Philanthropist (10 points): Send a gift to an Xbox LIVE friend, or watch another Hero send one.
 The Whippersnapper (25 points): A child Hero must collect five gold pieces.
 The New Hero (50 points): The terror of Bower Lake must be defeated.
 The Hero Of Strength (100 points): Complete The Hero of Strength.
 The Hero Of Will (100 points): Complete The Hero of Will.
 The Hero Of Skill (100 points): Complete The Hero of Skill.
 The Sacrifice (25 points): A Hero must choose 'The Needs of the Many'.
 The Family (25 points): A Hero must choose 'The Needs of The Few'.
 The Egomaniac (25 points): A Hero must choose 'The Needs of the One'.

The following achievements require the "Knothole Island" bonus downloadable content:

The Bibliophile (25 points): Find all the books detailing the history of Knothole Island, or help another Hero to do so.
 The Collector (25 points): Acquire all the mystery items in The Box of Secrets shop, or see another Hero do so.
 The Meteorologist (50 points): Bring all of Knothole Island's weather problems under control, or help another Hero to do so.

The following achievements require the "See The Future" bonus downloadable content:

The Nutcracker (10 points): Score 25 groin shots, or see another Hero do so.
 The Paramour (10 points): Make love 25 times, or see another Hero do so.
 The Concierge (30 points): Open all the Demon Doors in Albion, or see another Hero do so.
 The Visionary (50 points): Take a look into the future, or see another Hero do so.
 The Con Artist (25 points): Find all 10 of Murgo's statuettes, or see another Hero do so.
 The Howler (10 points): Scare five people while dressed as a balverine, or see another Hero do so.
 The Ghastly Jester (10 points): Make five people laugh while dressed as a hobbe, or see another Hero do so.
 The Repugnant (10 points): Disgust five people while dressed as a hollow man, or see another Hero do so.
 The Gladiator (30 points): Score a total high score of 20,000 points or more in the Colosseum, or see another Hero do so.
 The Multiplier (20 points): Achieve a multiplier of 10 or more in the Colosseum, or see another Hero do so.
 The Combatant (20 points): Defeat the necromancer in the Colosseum, or see another Hero do so.
 The Fowl Player (10 points): Dress as a chicken and kick five chickens during the Colosseum battles, or see another Hero do so.
 The Colourist (15 points): Collect the dyes hidden in Murgo's magical items, or see another Hero do so.

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- Finding an enemy's weakness without the field guide

While in battle, use the Dragons Claw, as it will reveal all enemies' health for a limited amount of time. On the left side below each enemy's health bar is their weakness, if they have one. It will appear as "Weak: [enemy's weakness]". You can find the Dragon Claw in Rodolfo's mansion. This is very useful when you continue to lose Boss battles.

- EX Combos

No.41 Character: Milly
 Name: Reverse Knight
 Description: EX combo for Milly, triggered by a combination of attack magnus. Milly unleashes her emotions directly at the enemy, beating them unrecognizable and driving them to sleep.
 Cards required for combo: Weak Attack B, and Medium Attack

No.44 Character: Milly
 Name: Horse Prance
 Description: Ex combo for Milly, triggered by a combination of attack magnus. Milly kicks upward from an extremely low crouch, preempting any defenses by attacking from a blind spot.
 Cards required for combo: Weak Attack, Pegasus Jump, and Medium Attack B

No.57 Character: Milly
 Name: Swallos Flight
 Description: Ex combo triggered by a combination of physical-based special attack Swallowtail and other attack magnus. Offers the quickended turnover speed common in Milly's combos.
 Cards required for combo: Weak Attack B, Medium Attack, Strong Attack B, and Swallowtail

No.98 Character: Guillo
 Name: Two-Palmed Defense
 Description: Ex combo pairing ice-based magic Twin Ice Auger with an ice weapon. Boasts an absolute wall of icy, two-fisted defense.
 Cards required for combo: Weak Attack, Medium Attack B, Strong Attack, and Twin Ice Auger

- Coliseum ranks

Successfully complete all the matches for your current rank and have enough RP to get a quest. Complete the indicated task or quest to achieve the new rank:

Rank 1: Reach Alfard a second time and get the Dog Tags.

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The Daily Poll

How do you listen to music on the go?

- iPod
- Zune
- Other MP3 player
- Cassette player
- CD player
- Mobile phone
- PSP
- DS
- I don't listen to mu on the go

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Epic Games Announces Unreal Development Kit

Halo Waypoint Launches; Avatar Awardables Available; Halo Legends Scheduled

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Rank 2: Read the letter in the shop in Sheliak (Diadem).

Rank 3: Read the letter in the shop in Cebelrai (Sadai Suud).

Rank 4: Read the letter in the shop in Komo Mai (Anuenue).

Rank 5: Read the letter in the shop in Vega.

Rank 5 -Qualifier: Successfully complete Rank 5.

Champion: Successfully complete the Champion Battle.

Champion (Advanced): Successfully complete the quest in the champion's room, then complete all advanced battles.



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Metroid Prime 2: Echoes

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- Hard difficulty
Successfully complete the game on the normal difficulty setting to unlock the hard difficulty.
- Promo gallery
Successfully complete 40% of the logbook scans to unlock the Promo gallery.
- Character gallery
Successfully complete 60% of the logbook scans to unlock the Character gallery.
- Creature gallery
Successfully complete 80% of the logbook scans to unlock the Creature gallery.
- Boss gallery
Successfully complete 100% of the logbook scans to unlock the Boss gallery.
- Rough Sketch gallery
Successfully complete game on the normal difficulty setting to unlock the Rough Sketch gallery.
- Storyboard gallery
Successfully complete game on the hard difficulty setting to unlock the Storyboard gallery.
- Samus Body Suit FMV sequence
Collect 75% of the items to unlock the Samus Body Suit FMV sequence.
- Dark Samus ending sequence
Collect 100% of the items to unlock the Dark Samus ending sequence.
- Dark Echoes multi-player soundtrack



The Daily Poll

How do you listen to music on the go?

- iPod
- Zune
- Other MP3 player
- Cassette player
- CD player
- Mobile phone
- PSP
- DS
- I don't listen to mu on the go

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Halo Waypoint Launches; Avatar Awardables Available; Halo Legends Scheduled

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Successfully complete the game to unlock the Dark Echoes multi-player soundtrack.

- Darkness multi-player soundtrack

Successfully complete the game to unlock the Darkness multi-player soundtrack.

- Luminoth multi-player soundtrack

Talk to U-Mos to unlock the Luminoth multi-player soundtrack.

- Pipeline multi-player arena

Restore energy to Torvus Temple, then talk to U-Mos to unlock the Pipeline multi-player arena.

- Pirate Fear multi-player soundtrack

Restore energy to Agon Temple, then talk to U-Mos to unlock the Pirate Fear multi-player soundtrack.

- Sanctuary multi-player soundtrack

Restore energy to Sanctuary Temple, then talk to U-Mos to unlock the Sanctuary multi-player soundtrack.

- Spires multi-player arena

Restore energy to Sanctuary Temple, then talk to U-Mos to unlock the Spires multi-player arena.

- Torvus Bog multi-player soundtrack

Restore energy to Torvus Temple, then talk to U-Mos to unlock the Torvus Bog multi-player soundtrack.

- Light Suit

After restoring all the power to the Agon Wastes, Torvus Bog, and Sanctuary Fortress Temples, talk to U-Mos and he will give you the Light Suit. The Light Suit enables you to teleport from temple to temple. The Light Suit also takes away the damage taken from walking in the Dark Aether atmosphere.

- In-game reset

While playing the game, hold Start + B + X for three seconds.

- See Samus' face

Walk to a wall and face it. Charge up your beam and shoot it to reveal Samus' face reflecting off her helmet.

- Defeating Ings

After getting the Annihilator Beam, any Ing you encounter will be easy to defeat. Shoot an inactive Luminoth Light Crystal with the Annihilator Beam. This will cause any Ing to seek the light given off. The Ing will walk into the light and die. This is an easy way to conserve ammunition and energy.

- Defeating the Alpha Blogg

To defeat the Alpha Blogg, you must first scan him if you want a good ending. However, this is optional. Once you are fighting him, make sure you always have him locked on. Sometimes he will shoot air bubbles at you, then charge at you. When he is charging, charge the Power Beam. Just before he hits you, fire the Super Missile. Do not do this too soon or late or you will hit his side. You will still get hit, but it will not do much damage if you have the energy tanks. Keep doing this until he is defeated. Additionally, the Alpha Blogg can be eliminated the same way you would take care of the normal Bloggs. The only differences are that you can move freely with the Gravity Boost and that the Alpha Blogg shoots sonic waves which will stun you and your gun for a few seconds. To kill it, charge your Power Beam and wait until it rams you. When it gets close to you, it will open its mouth. At that point, shoot like mad. The Super Missile will damage it the most. After you shoot, strafe and dash using Left or Right and B. Repeat this about four to five times to win.

After obtaining the Gravity Booster, you will have to face Alpha Blogg. While fighting this giant Boss, keep an extremely far distance from it. When attacking, Alpha Blogg can do one of two things. It can shoot blobs of goo which causes you to lose sight and lower your gun, or it can charge at you like regular Bloggs. If it starts shooting you, side-dash to dodge it. It will most likely charge at you afterwards. While charging, it will open its mouth just before it hits you. You can shoot a charged Power Beam shot or a Super Missile into its mouth. After shooting it, immediately side dash to dodge it because it does not stop charging after it gets hit. This Boss is not difficult if you keep a safe distance away from it.

- Defeating Amorbis

There are two stages where you will encounter Amorbis. In one stage, Amorbis will leap into the air and back into the ground, where its impact will damage you if you are close to it. Use your radar more often to see where Amorbis is located. Stay inside the Light Crystals to avoid being damaged by the atmosphere. As it leaps up into the air, shoot it with the Power Beam, Light Beam, or missiles. After several hits, it will be time for stage two. On stage two, it will stay at the center of the arena and will use its physical attacks. Be careful, as Amorbis will also disable the Light Crystals. Move on to the next one if that happens. It will also shoot multiple blue energy beams on the ground. The best way to dodge these is to morph into a ball inside the Light Crystals and hover around the energy beams. Blast Amorbis down with the Power Beam, Light Beam, or missiles. Its head will explode and it will try to suck you in. Quickly form into a ball and let it suck you in, then drop some bombs inside it. The battle repeats both stages again, but with two, then three worms and it gets tougher. Once Amorbis is defeated, the Dark Suit is yours.

In his first form, Amorbis will be jumping out of the ground then going back in. He is vulnerable when he is in the air. Shoot him with Charge Beam so you can conserve your missiles for the second form. When you break off its shell, it will attach to the sphere in the center of the arena and go into its second form. It will then have an outer plate on its head, which you can break with a couple of missiles. When it loses its plate, it will try to suck you up. At that time, go into morphball and lay a bomb in its mouth. Repeat this for two worms, then three. Also, when Amorbis has two or three heads, it is able to use a laser attack. Finally, Amorbis has the ability to disable the Light Crystals in the arena. You will have to move to the next crystal every so often.

- Defeating the Bomb Guardian

The fight will begin with you fighting an Alpha Sanddigger for a brief moment. First, when the Alpha Sanddigger is not infected by the Dark energy, shoot it in the face with a few Power Beam shots (like a regular Sanddigger). In a few seconds, the Alpha Sanddigger will get infected by Dark energy, transforming it into the Bomb Guardian. The Bomb Guardian is fast -- never stand in one place. It also has a variety of attacks. As you might expect, the Bomb Guardian uses your morph ball bombs against you. It will throw bombs at you, leave some behind as it slithers across the arena, and hurl some out of its mouth. The easiest way to evade the bombs it throws is to keep your reticule locked on to it and strafe. Its other attacks include charging at you, and biting you if you get too close. You should also lock on and strafe to avoid these attacks. Note: When you avoid the Bomb Guardian's charge attack, it will get behind you, making you lose your lock-on. When this happens, quickly turn around and lock back on to it. During the battle, you will notice a purple glowing thing on its tail. Lock on to it and shoot it when you get the chance while avoiding its attacks, until it is red and not glowing. Two Charge Beam shots should be sufficient. When you shoot it, the Bomb Guardian will prepare its attack. While it is doing this, shoot it in the head to whittle down its health. Be careful, as it will soon hurl some morph ball bombs from its mouth. It is practically possible to avoid this attack -- do not get hit more than one time. Repeat this process until it is dead. When you kill it, you will obtain your morph ball bombs again. **Note:** When the Bomb Guardian throws bombs at you or charges at you, its weak spot on its tail will stop glowing. Ignore this, as you still cannot damage it until you make it stop glowing.

- Defeating the Boost Guardian

In this battle, your energy will slowly decrease because of the Dark atmosphere. There are no Light Crystals to help you. There are four pillars in the room, and each contains the Ultra Energy Unit when broken down. They are essential to your survival. The Boss will take two forms, normal and liquid. When in its normal form, blast it down with a Super Missile, as it will damage him the most. The Boss will then form into a morph ball and start spiking through the room randomly. Jump over it, or form into a ball to get out of its way. Also watch out for its minions. After three to four spikes, it will follow you on the ground in maroon liquid form. Quickly form into a ball, roll around, and drop bombs behind you. It will repeat spiking and forming into liquid again. Repeat this and it will finally revert back to normal form. Blast it with the Super Missile and repeat the entire process until it is dead. Once it is defeated, the Boost Ball upgrade is yours.

Before you enter the hole to the Boss' chamber, switch to the Light Beam. By doing this, you will start with it when you are out of morph ball mode. When the battle begins, you will automatically change out of morph ball mode. Either scan him or begin charging your Light Beam (which will be your default) and try to get two or three shots on him before he starts glowing. When he glows red, he is temporarily invincible. When he is in ball form, switch to morph ball mode. This will make avoiding his minion Ing easier. If you can, drop a morph ball bomb in front of him before he charges off -- look for the line down the middle of his ball form. He will charge in one of those two directions. If the blast hits him while he is in ball form, he will instantly turn into his liquid form, in which case he will follow you around. Drop M.B.B.s to damage him. If he starts boosting around before you hit him, roll around, dropping morph ball bombs and try to avoid him. If he hits the bomb blasts while he is moving, he will stop and turn into his liquid form. After about three bombs in his liquid form, he will change back to his solid form. Change back to your gun mode and repeat those steps. He should die after about three repetitions.

- Defeating Chykka Larvae

This first part is actually very simple. Basically, just stay in the center and fire. The larvae just swims around in a circle, then dives down. Get ready, because it will jump out of the water, allowing you to cause some damage to it. However, when it crashes into the water, make sure you jump over the shockwave or it will knock you into the poisonous water. Occasionally, it will send some Dark Shredders against you. Just shoot them with charged shots or missiles. They are mainly there for refills. Eventually, the larvae will emerge from the water, exposing its front. Use Light Beam charged shots as many

times as possible. You should leave this battle with almost all of your health intact. You will also be constantly healing due to the Light Crystal field. Eventually, it will "die".

- Defeating Chykka Adult

The field is divided into three platforms, each separated by nothing but a grappling point and poisonous water. The Chykka Adult has a projectile attack that easily blasts you off the platform and into the deadly water. The Chykka Adult must first be stunned by shooting it up front. Then, you must grapple onto a platform behind the Chykka Adult and shoot its wings (preferably with Super Missiles to just hit each point one by one). This can prove to be very difficult if you have not mastered the Grappling Beam. The Chykka Adult will not stay stunned for long -- be quick about it. After destroying all four weak points on the back of its wings, the creature will fall into the water and mutate into the Dark Chykka Adult. The only thing you can do to this creature is shoot its pouch. Take out the Light Beam and blast away. Charged Light Beam shots work the best. It may sometimes launch a group of small creatures at you (mainly to kill and get some refills). After defeating the Dark Chykka Adult, it will revert back to the normal Chykka Adult again. You must repeat the same process again; stun the creature, grapple behind it, and blast the back of its wings with missiles. It may sometimes try to run into you, but usually fails. Then when it turns into the Dark Chykka Adult, use the same strategy and hit its pouch with charged Light Beam shots. This battle could take a while, so be prepared. For all your efforts, you are awarded the Dark Visor.

- Defeating Dark Samus

This fight is especially frustrating because it is timed, and learning how to damage Dark Samus can be difficult. Dark Samus will first fly around and stay far away from you. This is perfect time to scan her. If you get too close to her, she will set off an explosion to blow you away. Shoot her with charged Power Beam shots until she starts glowing light blue. She is then invulnerable. When she renders herself invisible, switch to the Echo Visor to see her. Shoot her until she either disappears or becomes invisible. When she takes enough damage, she will move to the middle of the arena and form a shield around herself, causing her to become invulnerable once more. You can scan her again at this time because she is now in a new form. Dark Samus will shoot you with powerful Phazon shots. These can be easily avoided by side-dashing. Occasionally she will expel small amounts of Light Phazon. With your Charge Beam charged, you must collect these small amounts of Phazon until your Arm Cannon glows blue. Then, shoot Dark Samus and she will take heavy damage. The frustrating part about collecting the Phazon is that you must manually collect it as it falls to you -- simply standing there will not do it. **Note:** While collecting the Phazon, you must try not to get hit by any stray pieces of Phazon, as it will cause you to lower your weapon and lose the charge. After Dark Samus is defeated, a short intermission sequence will begin and the credits will roll. **Note:** If you die while fighting Dark Samus, the game will ask if you wish to continue from last save. If you choose "Yes", you will not have to fight Emperor Ing again. Instead, it will cut to the scene where Emperor Ing dies.

- Defeating Dark soldiers

To defeat Dark soldiers (the dead men), use the missiles or the Charge Beam.

- Defeating Emperor Ing

This fight is extremely difficult and requires a lot of energy and ammunition. Before entering this battle, make sure you have full health and ammunition. This fight is very long and there are only a few opportunities to gain power-ups. The first part of the fight begins with the Emperor Ing head and body. Do not forget to scan these, especially if you are trying to fill your log book. The head has some tentacles that perform a variety of nasty attacks. You must kill the tentacles to make the head expose the energy core. The easiest way to kill the tentacles is to use the Seeker Missiles to get rid of them all at once. **Note:** Although the Annihilator Beam homes in on the tentacles, you will need the ammunition for later in the fight. After the defeat of tentacles, they will occasionally drop ammunition or energy. Once the tentacles are defeated, the head will diminish, exposing the energy core. Do not forget to scan it. You must find the opening and shoot it with a charged shot from the Power Beam or the Annihilator Beam. For ammunition conservation, the Power Beam is recommended. This may take longer, but it will pay in the end. While the Emperor Ing is in this state, it will shoot a beam of energy at you that does a hefty amount of damage and cause you to lower your weapon. Side-dashing is the easiest way to dodge this beam. As the Emperor Ing's energy diminishes, the attacks brought by the tentacles become more intense. Once the energy core is defeated, the head will cover the body and form a sphere. This begins part two of the battle. You must immediately scan this and turn into the Morph Ball. Use the Spiderball to attach yourself to it. There are numerous amounts of bright spots on the sphere. In order to damage the spots, hover over it until you see black bubble forming over it. Then, immediately drop some bombs and get away from it as fast as possible. A tentacle will appear and start flailing. If you kill it, there should be a hole left behind with purple smoth spewing out. You must do this on all of the holes. **Note:** Getting hit by a tentacle will knock you in a random direction and cause damage. There are also puddles of Dark Matter moving around the sphere. If you are hit by one of these, you will be knocked off the sphere onto the ground, causing you to take damage from the poisonous fog. To defeat the puddles, wait until it follows you, then lay a bomb and it should move over it when it explodes. These puddles are one of your few opportunities to gain ammunition and energy. They usually drop Blue Energy and Missile Ammunition, but will also drop other things such as Light and Dark ammunition, and Red (and rarely) Yellow Energies. If you are low on energy, take the time to kill a few of these dark puddles to gain back as much as you can. After destroying all the holes of the sphere, part three of the battle begins. Again, do not forget to scan this new form of the Emperor Ing. In order to damage this form, you must shoot its heart, which is located in its mouth. Use

the Annihilator Beam to shoot the heart. However, be wary of how it opens and closes its mouth because ammunition is extremely limited. After a few shots, its heart will either turn white or dark purple. If it turns white, it must be shot with the Dark Beam. If it turns purple, it must be shot with the Light Beam. Your best bet is to keep using the Annihilator Beam because it damages the heart no matter what color it is, but watch your ammunition. Do not charge the Annihilator Beam because the chances of it missing are high since Emperor Ing's large legs get in the way - this would be a waste of five Light and Dark ammunition. After defeating The Emperor Ing, Samus will have to get out of Dark Aether within seven minutes.

- Defeating The Jump Guardian

To defeat the Jump Guardian, you must treat him as a Warrior Ing with the power to jump higher and to generate shockwaves that may knock you out of the Light Field when it lands. It will make a Dark Aurora when it is about to jump, so you can be ready for the shockwaves it makes. Shoot the Jump Guardian with Charge Beam or missiles after it releases its shockwave, and make sure to jump at the correct moment so you are not hit. It is acceptable if you are hit by the shockwave a couple of times, as long as you get back to the Light Field as fast as possible. When the guardian dies, the Space Jump boots are yours. Additionally, the Jump Guardian can take a bit of damage. Use your Charge Beam or missiles to do more damage. The Jump Guardian is much like a Warrior Ing, but can jump and produce shockwaves when it lands. When the Jump Guardian shoots at you, hide behind the Light Crystal; he cannot hurt you there. When the Jump Guardian produces shockwaves, just jump over him. Follow this and you should have no problems defeating him.

- Defeating Quadraxis

Take out the Light Beam and use two Charged Shots on each knee when they are flashing. Do not bother about the feet. For the second stage, destroy the central antenna with a Super Missile or two. Note: You can only see the antennas with the Echo Visor. When you destroy the main body antenna, use a Charged Light Beam shot and two regular shots on each antenna. On the third stage, use a fully charged Light Beam to stun the head, then spider on the destroyed main body's legs. Boost onto the head when it comes by. Do this once more to defeat Quadraxis.

- Defeating Space Pirates

To quickly destroy a flying Space Pirate, fire a Super Missile while locked on.

- Defeating The Spider Guardian

In each "room", you will have to understand the path of the Boss in order to change and head into the electrical barrier. The path will change when you use the bomb-slot. However, this will only be available while the Boss' aura is green. You need to drop bombs in front of him until he is green, and get to the bomb slot as fast as possible. Continue this in each room until the Boss is dead. You will need to be fast in the third room because of the fact that there are three bomb-slots.

- Defeating Tallon Metroids

To defeat Tallon Metroids (red ones) quickly without using any Beam ammo or missiles, just stand in front of a closed door. Shoot the Metroid with a Power Beam shot. When it charges you to latch on, it will explode when it hits the door.

- Sky Temple Key locations

The nine keys can only be found in Dark Aether. Also, these keys are protected by invisible creatures only visible with the Dark Visor. These creatures are not difficult to kill (finding them is the only hard part). Just hit them once while in Dark Visor mode, then switch back to combat mode, kill them, and get the key. You must have the Light Suit to get some of these, as they require going into areas that your Dark Suit cannot handle. There are three Sky Temple Keys in the Dark Temple Grounds, two in Dark Agon Wastes, two in Dark Torvus Bog, and two in Dark Sky Temple:

Dark Agon Wastes

Dark Oasis: You can get here via the portal from the Space Pirate's base (or any portal in Agon). Once you are in this room, Power Bomb the Denzium wall in the center. Do not go into the area without the Light Suit --the Ingstorm will rip you apart. Go underwater and switch to your Dark Visor. Kill it and take the key.

Battleground: This is where you got the second Agon key. Look in the air and there should be some platforms to jump on, only visible with the Dark Visor. The Ing creature with the key at the top. Kill it and get the key.

Dark Torvus Bog

Poisoned Bog: This room is in the upper area of Torvus, two rooms away from the Venomous Pond. Go underwater and kill the creature.

Dungeon: This room is in the lower area of Torvus. You can reach it by going through the portal in the Catacombs. There will be two Dark Grenchlers here. Take care of them if desired, then dive underwater. Get past the robots by shooting the Light Portal above their heads. The Ing

and key should be at the end.

Dark Sanctuary Fortress

Hive Dynamo Works: Go back to where you defeated the Spider Guardian in the Light World (Dynamo Works). Blast open the yellow hatch door with a Power Bomb. That should lead you to a portal into the Dark World. You must traverse the chasm (either through Spiderball Boosting or Screw Attack). The Ing is on the other side of the chasm.

Hive Entrance: Go to the Dark World portal in the Hall Of Combat Mastery. You will emerge into the Culling Chamber. Proceed through the door leading to the Unseen Way. Cross the chasm of the room. You will be in another room called the Hive Reactor. Go through the yellow hatch door at the bottom to reach Hive Reactor Access and Entrance Defense Hall. Go through the door again and you will be at the Hive Entrance, a Dark version of the Sanctuary Fortress' entrance. Screw Attack all the way over to the other side and ride the Light Portal up. Then, Screw Attack again over to the other side, the top level above the entrance where you came from. The Ing and the key are there.

Dark Temple Grounds

Ing Reliquary: Go to the Sacred Path in the Light World and take the portal there into the Dark World. You will emerge at the Profane Path. **Note:** There is a beam ammo expansion here that you can get by solving a sonic puzzle with the Annihilator. The rooms along the way only have one way to go. Follow the one-way path and keep going until you reach your destination (the path is very linear). Check your map to see where the next door is located. The room is on the second floor of a large complex looking structure. Again, do not go through these areas without the Light Suit.

Accursed Lake: In the Light World, go to the Temple Assembly Site. There is a door with a purple crystal on it. Search around and shoot it with the Light Beam and activate the portal behind it. You will emerge at the Plain Of Dark Worship. Go through the Seeker Missile purple door and continue along the one-way path. You will now be at the Accursed Lake. The Ing is floating in the air. Kill it and get the key.

Defiled Shrine: This final key is actually very close to the Sky Temple Gateway (your destination after you get the nine keys). In the Light World, start at The Hall Of Eyes. Go through the portal here. You will emerge in Base Access in the Dark World. Go through the green hatch door. At the War Ritual Grounds, go through the only door there. You will be at the Shrine Access. Go through the Morphball tunnel and when you emerge, go through the green hatch door. The Ing and the key are in here.

After getting all nine keys, do whatever desired to prepare for the final fight. When you are ready, go to the Sky Temple Gateway in the Dark Temple Grounds. Get all the Energy Tanks, Power Bombs, Missiles, and Missile Combos if desired.

- Beam Effects on Luminoth Light Beacons

Different beams have different effects when shot at a Luminoth Light Beacon:

Annihilator Beam: Supercharges beacon for an extended amount of time and causes any surrounding Ing to walk into the light causing it to die. This is very helpful if you are low on energy or ammunition.

Dark Beam: Temporarily extinguishes beacon. **Note:** Only the Light Beam can change it back, or you can wait for it to change back by itself.

Light Beam: Charges beacon for an extended amount of time.

Power Beam: Charges beacon and offers protection from Dark Aether Atmosphere for a short amount of time.

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Viva Pinata: Trouble In Paradise

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• Cheat mode

At the main menu, select the "Play Garden" option. Create a new garden, and enter "**Pinata People**" as a garden name (case-sensitive with a tilde over the "n"). After that garden loads, you can now access a sign at the far left of the main menu that allows you to view the credits. **Note:** Before breaking the pinatas to view the credits, destroy the debris and trees to find hidden accessories. They will no longer be available after all the credit pinatas are broken. You can unlock a new Gamerpic by breaking all Sours. The Wishing Well will become unlocked after all the credit pinatas have been broken.

• Fertilizer

When it is possible to use the fertilizer bag, use one of the following fertilizer colors for the indicated plant:

- Apple Tree: Red
- Bird of Paradise: Orange
- Bluebell: Blue
- Buttercup: Yellow
- Daisy: Yellow
- Gooseberry Bush: Green
- Hollybush: Red
- Poppy: Red
- [Sunflower](#): Yellow
- Turnip: Purple
- Watercress: Green

• Food effects

Feeding a Pinata certain fruits or vegetables can change their color or evolve them into a new Pinata. Some examples are as follows:

- Flutterscotch (Blue): Feed a White Flutterscotch a Bluebell Flowerhead.
- Flutterscotch (Green): Feed a White Flutterscotch a Watercress Flowerhead.
- Flutterscotch (Orange): Feed a White Flutterscotch a Bird of Paradise Flowerhead.
- Flutterscotch (Red): Feed a White Flutterscotch a Poppy Flowerhead.
- Flutterscotch (Yellow): Feed a White Flutterscotch a Buttercup Flowerhead.
- Hoghurt: Feed a Raspberry a Cheesecake.
- Whirlm (Purple): Feed a Whirlm a Turnip.

• Achievements

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

Card Sharp (10 points): Use a Pinata Card.
Famous Pinata (20 points): Obtain a special Pinata from the website (or trade one with someone who has).
[Records Keeper](#) (30 points): Restore 10 of Pinata Central's [Computer Records](#).
Master Exhibitor (20 points): Win 10 Pinata shows.
Desert Collector (10 points): Make 3 Desert species resident.
Couch Socialite (10 points): Play One Box Co-op for 1 hour.
Master Couch Socialite (20 points): Play One Box Co-op for 3 Hours.
Region 7 Challenger (20 points): Complete all Challenges in Region 7.
Desert Green Fingers (20 points): Grow all Desert plants to maturity.
Arctic Green Fingers (20 points): Grow all Arctic plants to maturity.
Come And Have A Go (20 points): Earn a Gold Combat [Medal](#).
Master Arctic Collector (20 points): Make all Arctic species resident.
Region 2 Challenger (20 points): Complete all Challenges in Region 2.
Packet Bulger (20 points): Packet contains all surface types.
Region 1 Challenger (20 points): Complete all of Langston's Destination Challenges in Region 1.
Full House (10 points): Play 4 Player Online Co-op for 1 hour.
Master Card Sharp (20 points): Use 10 different Pinata Cards.
SpeedFreak (10 points): Win a Pinata race.
Expert Records Keeper (50 points): Restore all of Pinata Central's Computer Records.
Master Records Keeper (40 points): Restore 30 of Pinata Central's Computer Records.
Exhibitor (10 points): Win a Pinata show.
Region 3 Challenger (20 points): Complete all Challenges in Region 3.
Region 4 Challenger (20 points): Complete all Challenges in Region 4.
Region 5 Challenger (20 points): Complete all Challenges in Region 5.
Master Speedfreak (20 points): Win 10 Pinata races.
Region 6 Challenger (20 points): Complete all Challenges in Region 6.
Master Desert Collector (20 points): Make all Desert species resident.
Arctic Collector (10 points): Make 3 Arctic species resident.
Master Challenger (50 points): Complete all Challenges in all Regions.

Additionally, there are 21 secret achievements:

Moojoo Evolution (20 points): Evolve a Moojoo from a Doenut.
Twin Birth (10 points): Create One Set of Twin Pinatas.
Hoghurt Evolution (20 points): Evolve a Hoghurt from a Rashberry.
Yakity Yak (20 points): Collect milk from a Flapyak.
Dinokeeper (50 points): Obtain a Choclodocus.
Polollybear Evolution (20 points): Evolve a Polollybear from a Fizzlybear.
Fancy [Dress](#) (30 points): Wear a complete Pinata "[costume](#)" of accessories.
Wildcard Variant (10 points): Create a Wildcard Pinata.
Chocstrich Evolution (20 points): Evolve a Chocstrich from a Cluckles.
Candied Camera (10 points): Take 10 [Photographs](#) (Normal).
Master Candied Camera (20 points): Take a Special [Photograph](#).
Choo-Choo (10 points): Have a Woo Woo Train in the Garden.
Pieena Evolution (20 points): Evolve a Pieena from a Pretztail.
Parmadillo Evolution (20 points): Evolve a Parmadillo from a Fudgehog.
Wildcard Variant Master (20 points): Create 10 Wildcard Pinatas.
Twin Birth Master (20 points): Create 10 sets of twin Pinatas.
Master Instructor (20 points): Teach 10 Pinatas both of its tricks.
Long Shot (20 points): Knock 1 Sweet into a seed hole from a long distance.
Instructor (10 points): Teach a Pinata both of its tricks.
Choo-Choo Master (20 points): Have a Spectral Locomotive in the Garden.
Gone Clubbing (10 points): Knock 5 Sweets into seed holes using the Shovel.

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- Never lose skill points

When you lose a match in Tennis, Baseball, or Boxing, immediately press Home before the game displays "You lose". Then, exit to the Wii menu. If timed correctly, when you reenter the game your skill level in that sport will not have decreased.

- Quicker fitness tests

You have the option of taking a fitness test which includes stamina, power, and speed. Because of the default settings, you can only take the test once a day and must wait until the next day before retaking it. Use the following trick to take the test as many times as desired a day. Go into the Wii system settings and select the calendar option. Then, just move the date up by one day. The game will think a day has passed and allow you to retake the test.

- Pitch underhand in Baseball

While pitching, press 2 before throwing. To return to a normal delivery, press 1.

- Pitching combos in Baseball

While pitching, hold A for a screw ball, hold B for a curve ball, or hold A + B for a splitter.

- Throw hard fastball in Baseball

While pitching, flick your wrist as if you were throwing a curveball and you will throw a hard fastball.

- Better pitching in Baseball

If the person who is batting is on the right, hold A when you throw the ball and it will be harder for them to hit because it spins in the other direction. If the batter is on the left, hold B when you throw the ball. If you hold A + B it slows down just when it is about to get to them.

- Easy homeruns in Baseball

While batting, as you hit the ball go in an upwards motion (up a few degrees when the ball is hit). You will be more likely to hit a homerun.

- Homerun training session gold [medal](#) in Baseball

To get a gold [medal](#), hit a homerun with all ten balls pitched to you.



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- Perfect throw in Baseball

While pitching, flick your wrist to get a perfect throw.

- Extra pins in [Bowling](#)

When aiming for the pins in the first aiming thing, move all the way to the far right or left. Then, depending on which direction you aimed the first one, aim the second one as far as you can go in the same direction and your target will be in another lane.

- Alternate ball color in [Bowling](#)

When starting a game of Bowling, hold the D-pad in one of the following directions to change the color of your bowling ball. Press Up for blue (default color), Left for pink/red, Down for green, or Right for gold.

- Alternate ball design in Bowling

Achieve the Pro level to unlock a bowling ball with diamond designs.

- Training Power Throws in Bowling

When on the "final lane" of Power Throws, move all the way to the right (or left, depending on which hand you use). Turn toward the wall two to four notches then release the ball on top of the wall. If done correctly, the bowling ball will travel down the top of the wall past the pins, and all 92 pins will fall down at once.

- Straight shot in Bowling

As you bowl, hold B. Do not release B, and it will leave the Mii's hand in the air. Do not roll it immediately. Once that happens, you will have your hand in the air with the ball. Then, bowl it as usual after your hand is in the air. You will drop the ball and it will roll perfectly straight quickly.

- Easy strikes in Bowling

While holding the Wii-mote up and behind (as if you are getting ready to release the ball), hold B for about three seconds. Release the ball when it reaches slightly past your leg and your Mii character is at the line. He or she will probably take about three steps. You should usually knock down most or all of the pins.

Go to the third dot to your right (or left depending on which way you bowl). Throw it hard to get a strike most of the time.

Line up your character so they are pointing at the space between the #1 and #2 pins (press D-pad Up). While swinging through, do not release B. Instead, hold it through the top of your swing then pull it back again and swing through again. Do this as fast as possible. Upon completion of your second swing, make sure to release the ball with little to no spin. You should get a strike most of the time.

Go to the left of the lane (gutter). Switch to the mode where you can turn from left and right. Point to around the middle of the lane, then roll the ball. You should get a strike. This may require several attempts.

- Picking up spares gold medal in Training mode in Bowling

Knock down the pins with a single throw. Twist your wrist to curve the ball. If you knock down all the pins on seventeen lanes you will earn a gold medal.

- Picking up spares platinum medal in Training mode in Bowling

Knock down the pins with a single throw. Twist your wrist to curve the ball. If you knock down all the pins on all twenty lanes you will earn a platinum medal.

- 91 pin stage in Training mode in Bowling

At the 91 pin stage in Training mode, press A, then press the D-pad Right two times. Press A again and move all the way to the right until you reach the barrier. Swing the ball up onto the barrier. Make sure it does not fall off. If the ball goes off the barrier it will not work. If done correctly, you will hear a sound of a rock that is falling. All the pins will fall down. **Note:** This may require a few attempts.

- Throw your ball into other people's lanes in Bowling

Move all the way to one side and then press A to switch your angle. Change your angle so that your ball will be aimed in the direction of someone else's lane. Then, release the ball near the top of your delivery to get it to "jump" over the gutter. The ball should end up in another lane.

- Scare spectators in Bowling

When beginning your throw, release the ball while you are on the backswing to toss the ball backwards and scare the spectators.

- Silver gloves in Boxing

Defeat the Grand Champion, Matt, in a boxing match to unlock the silver gloves. To use them, hold 1 when the screen becomes black before a boxing match.

- Easy wins in Boxing

After your skill level gets into the 600's, your opponents will start to throw more punches at you. Keep dodging to the side. This will make you hard to hit. Whenever your opponent punches and it goes into slow motion, punch at their face one or two times. This will do more damage than normal hits and will help you defeat them faster.

- No [maps](#) or meters on screen in Golf

When making a choice at the course selection screen, hold 2. The power meter, [map](#), and wind speed indicator will no longer appear.

- [Reading](#) the green in Golf

While on the green, press 1. You can see a detailed view of the green from where the level of the green changes.

- Perfect shot on Beginner course hole 3 in Golf

At the third hole on the Beginner course, look on the [map](#) and you will notice a small island that is far off on the left side of the fairway. Hit the ball there and you will have a perfect shot at the green.

- Alternate court color in Tennis

When starting a game of Tennis (or immediately after choosing "Start Over" on the "Position Select" screen), hold 2 and the tennis court will become blue.

- Super serve in Tennis

When you are serving, just when the ball is at the highest point quickly flick your wrist. You will see white smoke from the ball and it will be difficult to hit. **Note:** This may require some practice.

When serving, hold your arm in the air above your head so that the Wii-mote is pointing upwards. Hold B and move your arm downwards. Do not move your arm too quickly or slowly. The ball should travel very fast and there will be a white glow coming from it. **Note:** This may require some practice.

- Play on both sides with one Wii-mote in Tennis

Before the screen where the game randomly selects the opponents ends, select the black silhouette of the characters to control both sides. **Note:** The game will have a split screen.

- Enter the crowd in Tennis

When your opponent hits the ball on either side that will be an out, flick your wrist. Your Mii will jump for it and end up where the fans are.

- Hole in wall in Tennis

In Target Practice, intentionally miss the target to hit the brick wall. The section of the wall you hit will darken slightly. Keep hitting it until the bricks begin to break. After breaking enough bricks, a large hole will form. When your ball goes through the hole, your training will end.

- Hit ball by themselves in Tennis

Instead of throwing the ball in the normal way by A or jiggling the Wii-mote, flip the Wii-mote in the air and catch it. This requires some practice. Your character will hit the ball all by his or herself. This does not always happen, but with practice you can do this every time you hit the ball. **Note:** This has no practical use in the game and is only for the purpose of showing off.



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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,)
)
Defendants.)

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

DECLARATION OF ANTHONY HUGH M. BARRETT

I, Anthony Hugh M. Barrett, do hereby declare, testify and state as follows:

1. I am a resident and citizen of Northern Ireland.
2. My postal address is Belfast BT12 4DF.
3. In ^{7th} OCTOBER '08, I posted one or more game hints onto the website

www.gamewinners.com.

4. In posting the game hints to www.gamewinners.com, I used the username "Anthony Barrett".

5. Exhibit A to this Affidavit contains documents reproducing certain webpages from www.gamewinners.com. I have reviewed the www.gamewinners.com webpages reproduced in Exhibit A and affirm that they represent accurate reproductions of the game hints published on the corresponding webpages on www.gamewinners.com.

6. I posted to www.gamewinners.com the game hints contained within the reproduced webpages attached as Exhibit A that have been attributed to "Anthony Barrett".

1. I wrote the game hints attributed to "Anthony Barrett" contained in the reproduced webpages attached as Exhibit A. They are original to me.

2. I did not obtain such game hints from www.cheatcc.com, www.cheatmasters.com, or any other website.

3. Such game hints may still be accessed at www.gamewinners.com at the uniform resource locators ("urls") found on the bottom of the pages produced in Exhibit A.

4. Exhibit B to this Affidavit contains certain webpages from www.cheatcc.com. I have reviewed the www.cheatcc.com webpages reproduced in Exhibit B and affirm that they represent accurate reproductions of the game hints published on the corresponding webpages on www.cheatcc.com.

5. Although I did not post the game hints attributed to "Anthony Barrett" in the reproduced webpages attached as Exhibit A to www.cheatcc.com, game hints appear on www.cheatcc.com in a form nearly identical to mine at the urls found on the bottom of the pages produced in Exhibit A.

6. I make the foregoing statements voluntarily.

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

Dated this 27th day of November 2009.

Anthony Barrett
Anthony Hugh M. Barrett

EXHIBIT A

GameWinners.com

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Pro Evolution Soccer 2010 (Xbox 360)

From GameWinners

*This game is titled **Pro Evolution Soccer 2010** in North America, Europe, and Australia, and **World Soccer Winning Eleven 2010** in Japan.*

Unlockables

Teams

Complete the indicated task to unlock the corresponding team.

Classic Argentina: Win the International Cup as Argentina.

Classic Brazil: Win the International Cup as Brazil.

Classic England: Win the International Cup as England.

Classic France: Win the International Cup as France.

Classic Germany: Win the International Cup as Germany.

Classic Italy: Win the International Cup as Italy.

Classic Netherlands: Win the International Cup as The Netherlands.

Contents

- 1 Unlockables
 - 1.1 Teams
- 2 Hints
 - 2.1 Renewing contracts
 - 2.2 Free agents
 - 2.3 Youth team
 - 2.4 Keeping your team happy
 - 2.5 Club transfers
 - 2.6 Real names
 - 2.7 Real team names
 - 2.8 Unlocking all players
- 3 Achievements
- 4 Glitches
 - 4.1 Two Luques
- 5 More...

Hints

Renewing contracts

Renew contracts in January. Go to "My Team" and scroll through the players. You will see the players whose contracts need renewing.

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Free agents

In February players who do not want to renew contracts are free. Go to advanced search and enter 1 to 1 for the number of years



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left on contract. The players on the search result are free agents.

Anthony Barrett

Youth team

Set your Youth Team level to 5. The next year in Master League you will have at least two stars in your youth team. For example, as Barcelona the youth team spotted Klasnic 16 and Amanatidis 18. Other teams also have stars. Go to advanced search. Put in 15 to 19 for the age. For example, Carson in Sampdoria, H.Larsson in Racing Club. Teach them lots of Ability Cards and Positions to make them better than they are and also loan them out.

Anthony Barrett

Keeping your team happy

You will have at least nine players who will want to play every game. Once you know who they are, when they complain about not being used after your first game, use them 90% of the time. Use the other players in cups and loan some of them, but check your team after every game. When selling players, sell them. Do not release them, because the team cracks up. If players need a break for just one game more than more game off, they will complain. Also, the next year the problems with the club will be clean and their love for the club will be even bigger.

Anthony Barrett

Club transfers

Make the following changes.

Anthony Barrett

- J.Simpson from Arsenal to unused team.
- R.Dunne from Man City to A.Villa.
- J.Collins from West Ham to A.Villa.
- Gallagher from Blackburn Rovers to unused team.
- Shevchenko from Chelsea to Dynamo Kiev.
- Pizarro from Chelsea to unused team.
- Sinclair from Chelsea to Wigan.
- Bilyaletdinov from Lokomotiv Moscow to Everton.
- Bouazza from Fulham to unused Team.
- B.H.Riise from Norway to Fulham.
- Benjani from Man City to unused team.
- Caicedo from Portsmouth to Sporting Lisbon.
- K.Schmeichel from Man City to unused team.
- Elano from Man City to Shaktar Donesk.
- Nugent from Portsmouth to Burnley.
- Campbell from Portsmouth to unused team.
- Distin from Portsmouth to Everton.
- Dindane from RC Lens to Portsmouth.
- Yebda from SL BENFICA to Portsmouth.
- McShane from Sunderland to Hull City.
- M.Brown from Wigan to Portsmouth.
- J.O'Hara from Tottenham to Portsmouth.
- C.Edwards from Sunderland to unused team.
- Leadbitter from Sunderland to unused team.
- Tainio from Sunderland to Birmingham City.
- K.P.Boateng from Tottenham to Portsmouth.
- G.Franco from Mexico to West Ham.

Gomis from AS Saint Etteine to Lyon.
M.Bia from Marseille to unused team.
Luque from Ajax to Malaga.
Arnautovic from FC Twente to Inter Milan.
Gudjohnsen from FC Barcelona to AS Monaco.
V.Sanchez from FC Barcelona to Xerez.
Henrique From FC Barcelona to Racing Club.
M.Caceres from FC Barcelona to Juventus.
Finnan from Espanyol to Portsmouth.
Robben From R Madrid to unused team.
Nedgreedo from R Madrid to Sevilla.
Manucho from Angola to Real Valladolid.
Altidore From Villarreal to Hull City.
Hutchinson from Celtic to unused team.
Ferry from Celtic to unused team.
Sheridan from Celtic to unused team.
O'Dea from Celtic to unused team.
M.Brown from Celtic to unused team.
A.Gow from Rangers to unused team.
B.Ferguson from Rangers to Birmingham City.
Chygrynskiy from Shaktar Donesk to FC Barcelona.
Sneijder from R Madrid to Inter Milan.
Neill from Australia to Everton.
Diamanti from Livorno to West Ham.
Harewood from A.Villa to unused team.
Folan from Hull City to unused team.
M.Turner from Hull City to Sunderland.
Kranjcar from Portsmouth to Tottenham.
Lee ChungYoung fom South Korea to Bolton W.

Real names

The following names have been changed.

Anthony Barrett

Gil Bronco is G.Franco

Maridio is Manucho

Real team names

For the Premier League teams, think alphabetically from A to W (for example, Arsenal to Wolves). For the Primera Division, go to the team players in the clubs. Look for five players that you know, and that will be the corresponding team. For example, W. Pandiani for Osasuna, or J.Pennant for Real Zaragona.

byeifptge rmhr Anthony Barrett

Unlocking all players

Go to "Track Record" and tap **RB** until you reach the screen with how to unlock the locked players. Win all those league titles and cups to unlock the players.

Anthony Barrett

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

First Glory (10 points): Awarded for your first win.

Winning Streak (25 points): Awarded for winning 10 consecutive matches.

Come From Behind (15 points): A title awarded when you come from behind and win.

Last-minute Win (10 points): A title awarded when you score the winning goal in extra time.

World Tour (20 points): Awarded for playing at all the stadiums.

Gentleman (20 points): Awarded for an average foul rate of less than 1 per match in your 10 most recent matches.

Possession Play (25 points): Awarded for achieving a possession rate of 60% or higher in your 10 most recent matches.

Hat-trick Hero (35 points): Awarded for scoring 5 hat-tricks.

Ace Striker (40 points): Awarded for playing 20 matches, scoring in recent 5, averaging 2 goals per match.

FK specialist (40 points): A title awarded when you score 5 direct free-kicks.

Long Ranger (50 points): A title awarded when you score from 35m or more.

League Title (15 points): A title awarded for winning one of the top leagues in [Master League]

European Elite 16 (20 points): A title awarded for making the Knockout Stage of the UEFA Champions League in [Master League].

Conquered Europe (30 points): A title awarded when you win the Master League UEFA Champions League.

World Champions (80 points): Awarded for winning the Konami Cup in Master League.

Perfect Season (90 points): Awarded for an undefeated season in Master League winning League, Cup and UEFA Champions League.

No.1 Club (50 points): Awarded for topping the Club Ranking in Master League.

European Footballer of the Year (70 points): Awarded if a member of your team wins the European Footballer of the Year in Master League.

10 years of Service (50 points): A title to honour 10 years of service in Master League.

Pro Debut (10 points): A title awarded when you make your Become a Legend pro debut.

International Cup Debut (15 points): A title awarded when you play in the Become a Legend International Cup.

International Cup MVP (30 points): A title awarded when you receive the Become a Legend International Cup Player of the Tournament.

Wanderer (40 points): A title awarded when you have played for 10 clubs in total in 4 countries in Become a Legend.

The Super Hero (50 points): Won both World Footballer of the Year and European Footballer of the Year titles in Become a Legend.

Winning Streak(Online) (20 points): Awarded when you have 5 successive Ranked match wins in the Online.

High Win Ratio(Online) (30 points): Awarded when you achieve a win ratio of above 75% in Last 20 results of Online.

Made the Knockout Stage (40 points): A title awarded for making the Knockout Stage of the UEFA Champions League.

European Champions (70 points): A title awarded when you win the UEFA Champions League.

Glitches

Two Luques

Luque joined Malaga from Ajax, but he is already in Malaga as a midfielder and also in Ajax as a striker.
Anthony Barrett

More...

Reviews (<http://reviews.gamewinners.com/data/censura.php?cmd=details&itemid=12636>)

Retrieved from "http://www.gamewinners.com/Cheats/index.php/Pro_Evolution_Soccer_2010_%28Xbox_360%29"

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FIFA 10 (Xbox 360)

From GameWinners

Unlockables

Virtual Pro Accomplishments

Complete the indicated task to unlock the corresponding accomplishment.

Ball Skills

1. Smash home a volley in the Arena (Ball Control +1).
2. Dribble past an opposition player (Dribbling +1).
3. Score a chipped penalty in the Arena (Ball Control +1).
4. Dribble past an opponent using a skill move (Dribbling +1).
5. Juggle the ball 5 times in the Arena (Unlocks 2 Star Moves).
6. Score a finesse shot in the Arena (Curve +4).
7. Claim 5 assists from chipped through balls in your career (Ball Control + 2).
8. Dribble past 5 opposition players in a match (Dribbling +2).
9. Chip the keeper & score from inside the box in a match (Ball Control +2).
10. Dribble past 3 opposition players with skill moves in a match (Dribbling +2).
11. Pull off all 2 star skill moves in the Arena (Unlocks 3 Star Skill Moves).
12. Score 5 curled free kicks in your career (Curve +5).
13. Backheel the ball to a team mate (Ball Control +3).
14. Beat 25 players with skill moves in your career (Dribbling +3).
15. Score with a backheel in a match (Ball Control +3).
16. Dribble past 50 players in your career (Dribbling +3).
17. Master all the 3 star skill moves in the Arena (Unlocks 4 Star Skill Moves).

Contents

- 1 Unlockables
 - 1.1 Virtual Pro Accomplishments
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18. Get credited for an assist from a corner (Curve +5).
19. Play 3 back-heeled passes in your career (Ball Control +4).
20. Beat 50 players with skill moves in your career (Dribbling +4).
21. Claim 15 career assists from chipped through balls (Ball Control +4).
22. Beat 100 players with skill moves (Dribbling +4).
23. Score 50 finesse shots in your career (Curve +6).
24. Pull off all 4 star skill moves in the Arena. (Unlocks 5 Star Skill Moves).

Defense

1. Win the ball 3 times with a standing tackle in a match (Standing Tackle +1).
2. Make 2 successful sliding tackles in a match (Sliding Tackle +1).
3. Block a shot on goal (Marking +1).
4. Complete 50% sliding tackles in 2 matches as a defender (Sliding Tackle +1).
5. Complete 60% standing tackles in 5 matches as a defender (Standing Tackle +1).
6. Keep a clean sheet playing as a defender (Marking +1).
7. Complete 50% sliding tackles in 5 games in defense (Sliding Tackle +2).
8. Win the ball 3 times with standing tackles 2 games in a row (Standing Tackle +2).
9. Win man of the match as a defender (Marking +2).
10. Complete 60% standing tackles in 10 matches in defense (Standing Tackle +2).
11. Play a match in defense without conceding a foul (Sliding Tackle +2).
12. Keep 2 consecutive clean sheets playing as a defender (Marking +2).
13. Play 5 consecutive matches in defense without being booked (Standing Tackle +3).
14. Make 2 successful sliding tackles in 2 consecutive matches (Sliding +3).
15. Keep a clean sheet in 3 consecutive matches in defense (Marking +3).
16. Win 75 career standing tackles as a defender (Standing Tackle +3).
17. Make 25 slide tackles in you defensive career (Sliding Tackle +3).
18. Win 5 man of the match awards playing as a defender (Marking +3).
19. Complete 60% standing tackles in 25 matches in defense (Standing Tackle +4).
20. Make 100 career sliding tackles as a defender (Sliding Tackle +4).
21. Win 10 man of the match awards playing as a defender (Marking +4).
22. Make 150 career standing tackles as a defender (Standing Tackle +4).
23. Complete 50% sliding tackles in 10 matches as a defender (Sliding Tackle +4).
24. Shut out the opposition in 25 matches playing as a defender (Marking +4).

Mental

1. Tackle an opponent that has fouled you (Aggression +2).
2. Make a goal line clearance (Positioning +2).
3. Header the ball back as you own keeper (Tactical Awareness +2).
4. Create an assist with a through ball along the ground (Vision +2).
5. Block 2 shots on goal in a match (Aggression +3).
6. Score from within 3 yards (Positioning +3).
7. Catch the opposition offside 3 times in a match playing as a defender (Tactical Awareness +3).
8. Create an assist with a chipped through ball (Vision +3).
9. Win 75 jumping headers in your career (Aggression +3).
10. Block 3 shots on goal in your career. (Positioning +3).
11. Play 5 consecutive matches without being called offside (Tactical Awareness +3).
12. Make 25 successful headed passes in your career (Vision +3).
13. Tackle an opponent that fouled you in the same match 3 times in your career (Aggression +4).
14. Score 3 goals from rebounds off the post in your career (Positioning +4).
15. Play 10 consecutive matches without being called offside (Tactical Awareness +4).
16. Chip the keeper and score from outside the box in a match (Vision +4).
17. Win 150 jumping headers in your career (Aggression +4).
18. Block 5 shots on goal in your career (Positioning +4).
19. Header the ball back to the keeper 5 times in your career (Tactical Awareness +4).

20. Make 50 successful headed passes in your career (Vision +4).
21. Block 10 shots on goal in your career (Aggression +4).
22. Make 2 goal line clearances in your career (possibly 2 in consecutive matches). (Positioning +4).
23. Play 300 matches as a pro (Tactical Awareness +4).
24. Score 5 chipped goals from outside the box in your career (Vision +4).

Passing

1. Play 5 consecutive ground passes without conceding possession (Short Passing +1).
2. Switch play with a lobbed pass across the pitch (Long Passing +1).
3. Find your team mates with 2 different crosses in a match (Crossing +1).
4. Complete 10 ground passes in a match (Short Passing +1).
5. Set up a goal with a lobbed pass (Long Passing +1).
6. Cross along the ground to a team mate that scores (Crossing +1).
7. Claim an assist with a ground pass (Short Passing +2).
8. Play 3 successful lobbed passes in a match (Long Passing +2).
9. Cross in the air and find a teammate that scores (Crossing +2).
10. Claim 2 assists with ground passes in a game (Short Passing +2).
11. Complete 75% lobbed passes in a match (Long Passing +2).
12. Set up a goal with a cross in 2 consecutive matches (Crossing +2).
13. Claim 25% career assist from ground passes (Short Passing +3).
14. Create 2 goals in a game with lobbed passes (Long Passing +3).
15. Set up 2 goals with crosses in a match (Crossing +3).
16. Finish 20 matches with 75% ground passes (Short Passing +3).
17. Set up a goal with a lobbed pass in 2 consecutive matches (Long Passing +3).
18. Create 10 goals form crosses in your career (Crossing +3).
19. Complete 200 ground passes in your career (Short Passing +4).
20. Play 100 accurate lobbed passes as a pro (Long Passing +4).
21. Find your team mates with 100 crosses in your career (Crossing +4).
22. Create 50 goals with ground passes in your career (Short Passing +4).
23. Claim 15 career assists from lobbed passes (Long Passing +4).
24. Set up 25 goals with crosses in your career (Crossing +4).

Physical

1. Play 10 matches as a pro (Acceleration +1).
2. Win 5 man of the match awards in your career (Sprint Speed +1).
3. Make your virtual pro debut (Stamina +1).
4. Score a diving header in a match (Agility +2).
5. Score 5 goals with your weak foot in the arena (Weak Foot Ability +1 Star).
6. React first to score a rebound off the post in a match (Reactions +5).
7. Win 10 man of the match awards in your career (Acceleration +1).
8. Make 20 appearances as a pro (Sprint Speed +1).
9. Trent 3500 yards in a match (Stamina +1).
10. Win a jumping header in a match (Jumping +1).
11. Perform a fake shot inside the box in a match (Agility +2).
12. Score a bicycle kick in any match (Balance +2).
13. Play 30 matches in your career (Acceleration +1).
14. Win 15 man of the match awards as a pro (Sprint Speed +1).
15. Get a match rating of 10 out of 10 (Strength +1).
16. Score 2 diving headers in your career (Agility +2).
17. Make 4 headed passes in a match (Balance +2).
18. Travel 3500 yards in 5 matches in your career (Stamina +2).
19. Win 20 man of the match awards in your career (Acceleration +1).
20. Make 40 appearances (Sprint Speed +1).
21. Win 10 jumping headers in a match (Strength +1).

22. Win 25 jumping headers in your career (Jumping +2).
23. Finish 5 matches with 50% stamina remaining (Stamina +2).
24. Tap in 5 career goals from within 3 yards (Reactions +5).
25. Play 50 matches in your career (Strength +1).
26. Perform 10 fake shots in the box in your career (Agility +2).
27. Score 10 career goals with your weak foot (Weak Foot Ability +1 Star).
28. Score 2 bicycle kicks in your career (Balance +3).
29. Travel 3500 yards in 10 matches in your career (Stamina +3).
30. Make 2 career goal line clearances (Reactions +5).
31. Play 60 matches in your career (Sprint Speed +1).
32. Win man of the match 25 times (Acceleration +2).
33. Score 5 diving headers in your career (Agility +2).
34. Make 8 headed passes in a match (Balance +3).
35. Finish 10 matches with 50% stamina remaining (Stamina +3).
36. Score from outside the box with your weaker foot in a match (Weak Foot Ability +1 Star).
37. Win 50 jumping headers in your career (Strength +1).
38. Play 70 matches in your career (Acceleration +2).
39. Win 100 jumping headers in your career (Jumping +2).
40. Get a match rating of 10 five times in your career (Sprint Speed +2).
41. Travel 3500 yards in 25 matches in your career (Stamina +4).
42. Tackle an opponent that has fouled you in a match 5 times in your career (Reactions +5).
43. Make 50 appearances in your pro career (Strength +1).
44. Play 150 matches in your career (Acceleration +2).
45. Make 200 career appearances (Sprint Speed +3).
46. Play 250 matches as a pro (Stamina +4).
47. Score 25 career goals with your weaker foot (Weak Foot Ability +1 Star).
48. Score 5 goals from rebounds from the post in your career (Reactions +5).

Shooting

1. Beat the keeper with a finesse shot inside the box in a match (Finishing +1).
2. Curl in a finesse shot from outside the box in a match (Long Shots +1).
3. Score a laces shot in the arena (Shot Power +1).
4. Hit the target with 3 headers in a match (Heading Accuracy +2).
5. Volley home with your stronger foot in a match (Volleys +2).
6. Tuck home a penalty in the arena (Penalties +2).
7. Score 2 finesse shots in a match (Finishing +1).
8. Bag in a laces shot from outside the box in a match (Long Shots +1).
9. Score a laces shot inside the box in a match (Shot Power +1).
10. Beat the keeper to score with a jumping header in a match (Heading Accuracy +2).
11. Curl in a free kick in the arena (Free Kick Accuracy +2).
12. Score a volley with your weaker foot in a match (Volleys+3).
13. Get on the scoreboard in 2 consecutive matches (Finishing +1).
14. Score 2 laces shot in a match (Shot Power +2).
15. Head a goal in 2 consecutive matches (Heading Accuracy +2).
16. Score 2 goals from outside the box in a match (Long Shots +2).
17. Curl in a free kick in a match (Free Kick Accuracy +3).
18. Tuck home a penalty during normal time in a match (Penalties +3).
19. Score a hat trick in a match (Finishing +2).
20. Bang one in from 30 yards or further in the arena (Long Shots +2).
21. Smash in a driven free kick in the arena (Shot Power +2).
22. Score 50 goals in your career (Finishing +3).
23. Beat the keeper with 2 headers in a match (Heading Accuracy +3).
24. Score 2 free kicks in a match (Free Kick Accuracy +4).
25. Curl in 20 finesse shots in your career (Finishing +2).
26. Score 10 headed goals in your career (Heading Accuracy +3).

27. Thump one in from 30 yards or further in a match (Long Shots +3).
28. Drill in a driven free kick in a match (Shot Power +3).
29. Score 2 volleys in one match (Volleys +3).
30. Keep your cool and score in a penalty shootout (Penalties +4).
31. Score a brace in 3 consecutive matches (Finishing +3).
32. Claim 10 career goals from outside the box (Long Shots +3).
33. Score 20 laces shots in your career (Shot Powers +3).
34. Get credited for 25 headed goals in your career (Heading Accuracy +4).
35. Thump home a volley from outside the box in a match (Volleys +4).
36. Score 15 free kicks in your career (Free Kick Accuracy +5).
37. Get on the scoresheet 5 matches running (Finishing +3).
38. Score 25 headed goals in your career (Heading Accuracy +4).
39. Smash in 25 goals from outside the box (Long Shots +4).
40. Score 10 volleys in your career (Volleys +4).
41. Bang in 50 laces shots in your career (Shot Power +4).
42. Score 6 consecutive penalties in the arena (Penalties +5).
43. Get credited for 100 career goals (Long Shots +4).
44. Score 150 goals in your career (Shot Power +4).
45. Claim 200 career goals (Finishing +4).
46. Bang in 20 volleys in your career (Volleys +4).
47. Tuck home 15 penalties in your career (Penalties +6).
48. Claim 25 career goals from free kicks (Free Kick Accuracy +6).

Traits And Celebrations

1. Perform all available running celebrations (Unlocks Celebrations 1 & 2).
2. Celebrate a goal with all finishing moves (Unlocks Celebrations 3 & 4).
3. Dribble past 150 players in your career (Unlocks Skilled Dribbling trait).
4. Beat 5 defenders in a match with skill moves (Unlocks Flair trait).
5. Score 50 headed goals in your career (Unlocks Power Header trait).
6. Take 25 throw ins over the course of your career (Unlocks Long Throw trait).
7. Make 3 goal line clearances in your career (Unlocks Acrobatic Clearance trait).
8. Get credited for 25 career assists from through balls (Unlocks Through Ball trait).
9. Score 20 laces shots from outside the box in your career (Unlocks Outside of Foot trait).
10. Win the league in manager mode or be a pro seasons (Unlocks Crowd Favorite trait).
11. Play 100 matches as a pro (Unlocks Second Wind trait).
12. Take 10 long throw ins over the course of your career (Unlocks Giant Throw trait).

Accessories

1. Celebrate a goal with any finishing move (Unlocks Shirt Untucked option).
2. Play a match in the rain (Unlocks Long Sleeves option).
3. Win 10 free kicks for your team during your career (Unlocks Ankle Tape option).
4. Make your online debut (Unlocks a selection of Black Boots).
5. Win a cup in manager mode (Unlocks a selection of White Boots).
6. Get a club promoted in be a pro seasons or manager mode (Unlocks a selection of White Boots).
7. Take 10 throw ins through your career (Unlocks Wrist Tape options).
8. Brave 10 matches in the snow (Unlocks Gloves option).
9. Play 25 Matches in the Rain (Unlocks Undershirt option).
10. Win consecutive leagues in BAP or Manager mode (Unlocks a selection of Blue Boots).
11. Play 25 matches online (Unlocks a selection of Red Boots).
12. Represent any club 50 times (Unlocks a selection of Colored Boots).

Hints

Renewing contracts

Do not renew contracts after a season. You will be asked whose contract you want to renew. Tick the box they will get. Offer the same wage they already have. Wait until the end of season to renew for the same wage instead of having to triple it at the start.

Anthony Barrett

Loaning players out

If you loan six players out, five will come back, etc. The club you loan the player to will have sold him to another club. For example, if you loan Caceres from Barcelona to Villarreal CF and they will sell him to Wigan Athletic. Do not loan players out to prevent this from happening.

Anthony Barrett

Insult the crowd

Do the bowing celebration once and they will say good comments. Do it a second or third time and they say you are going too far and insulting the crowd.

Anthony Barrett

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

FIFA Fever (5 points): Catch the Fever by beating someone on Xbox LIVE who already has it.

Shooting Boots (5 points): Score 5 goals in 1 Arena kick-about.

Off the Woodwork (15 points): Score off the post or cross bar in a match.

Camera Man (10 points): Upload a video to EA SPORTS Football World.

Hard Earned Win (10 points): Beat a 5 Star team with a Half Star team on Xbox LIVE or against Professional difficulty or higher.

Grind it Out (10 points): Win a match with 10 men on Xbox LIVE or when playing on Professional difficulty or higher.

Cup Upset (10 points): Win a 16 team Tournament with a 1 Star team when playing on Professional difficulty or higher.

Wheeler Dealer (15 points): Buy 50 players in your Manager Mode career.

Challenging Schedule (45 points): Complete a Manager Mode Season without simming a game.

Good Friend (25 points): Create a goal for a Friend with a cross.

Real Fan (50 points): Play for over fifty hours.

Well Travelled (25 points): Win a match in every stadium.

Total Control (5 points): Win a match with fully manual settings (no assistance can be switched on).

Top of the League? (10 points): Win a match in a Friends League.

Photographer (10 points): Upload a Screenshot to EA SPORTS Football World.

Lounging Around (10 points): Score 2500 points and win 5 Badges in a single Lounge Mode match.

A Star Is Born (10 points): Create a Virtual Pro.

Around The World (15 points): Play a match with a team from every league.

Always Available (35 points): Complete a season in Be A Pro: Seasons without simming a game.

Underdog (20 points): Win an Xbox LIVE Head to Head Ranked match using a weaker team than your opponent.

Experimental (20 points): Play 5 consecutive Xbox LIVE Head to Head Ranked matches using a different team.

Ton up (100 points): Win 100 Online Classic Ranked Matches.

Team Player (25 points): Play a Pro Club Championship match as a full team (10 players).

Skilled Pro (25 points): Unlock 100 EA SPORTS Football World Accomplishments with your Virtual Pro.

Looking Good (10 points): Download your Game Face from EA SPORTS Football World.

Recognise Anyone? (5 points): Download your Club member Game Faces from EA SPORTS Football World.

Double Champs (40 points): Win consecutive League titles in any top tier League in Manager Mode.

Climbing the Ladder (45 points): Win consecutive promotions with the same Club in Manager Mode.

The Treble (75 points): Win 3 trophies in 1 Manager Mode Season.

Established (50 points): Become a 5 Star Manager.

No Pressure (35 points): Achieve 100% Board Confidence at any Club in Manager Mode.

Window shopping (5 points): Visit the FIFA 10 Store.

Theatre of Dreams (10 points): Upgrade your Stadium Manager to Level 10.

Globetrotter (30 points): Win titles in all 5 major European Leagues (England, France, Italy, Germany & Spain).

Phoenix from the Ashes (25 points): Make a 5 Star team out of a 2 Star team or lower within 5 seasons in Manager Mode.

Good Form (20 points): Play 5 consecutive Xbox LIVE Head to Head Ranked matches without losing.

Practice Makes Perfect (10 points): Work on your skills in Practice Mode.

Limited Resources (50 points): Win a League or Cup in Manager Mode with a 1 Star team or lower.

Additionally there are six secret achievements.

Still Practicing? (10 points): Score 20 goals in 1 Arena kick-about.

Good Support (10 points): Play an Online Team Play match as your Favourite Team.

Bad Loser (0 points): Select to Quit & forfeit 5 Xbox LIVE matches when losing.

Gutsy Call (10 points): Take an Xbox LIVE Head to Head Ranked match to extra time when playing as a weaker team.

Glory Hunter (0 points): Play 10 consecutive Xbox LIVE Head to Head Ranked matches with the same Star team.

Time For A Testimonial (50 points): Play 500 matches with your Virtual Pro.

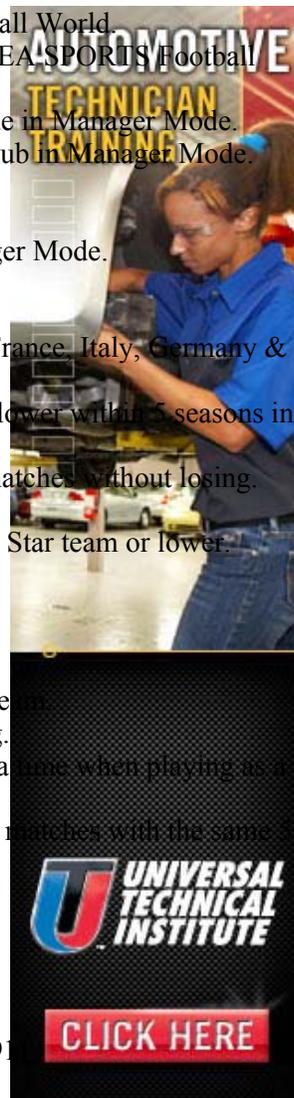
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WHAT WE'RE
FIGHTING...



Pro Evolution Soccer 2009 (Xbox 360)

From GameWinners

*This game is titled **Pro Evolution Soccer 2009** in North America, Europe, and Australia and **World Soccer Winning Eleven 2009** in Japan.*

Unlockables

Classic players

Complete the indicated tasks to unlock classic players.

Anthony Barrett

- Win the following cups in League/Cup mode: European Cup, Asia-Oceania Cup, American Cup, and African Cup Of Nations to unlock classic players (for example, Best, Schmeichel, Chilavert, etc.) but with fake names.
- Win the Premiership, La Liga, Eredivisie, Ligue 1, Serie A in League mode will unlock five to eleven players for each league.
- Win everything in Master League (D2 cup, D2 league, Champions League, UEFA Cup, D1 League, D1 Cu) to unlock over seventy classic players.

Classic teams

Complete the indicated task to unlock the corresponding team.

litflbrso trwrtii

Classic Argentina: Win the International Cup as Argentina.

Classic Brazil: Win the International Cup as Brazil.

Classic England: Win the International Cup as England.

Classic France: Win the International Cup as France.

Classic Germany: Win the International Cup as Germany.

Classic Italy: Win the International Cup as Italy.

Classic Netherlands: Win the International Cup as the Netherlands.

Contents

- 1 Unlockables
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 - 2.4 Real team names
- 3 Achievements
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Hints

Real team logos

Created by marthinyz.



- Download a team logo in .PNG format. Go to edit your team. Select "Edit Emblem" then choose the desired team logo.
 - Go to www.skysports.com using a PC. Click on "Football", then "Premier League", then select every team except for Manchester United and Liverpool. **Right Click** on the badges, select "Save Picture" and save the picture to an external storage device, such as a Memory Stick, as a .PNG type of file. Note: Enter "wigan a" as a filename for Wigan Athletic. Then, go to "Leagues and competitions" and select "Primera Division" for the for the Spain league badges. Do the same for the teams that are not licensed, bar sporting Gijon, Numancia and Malaga. Those badges will turn out blurry. Note: The Malaga badge is actually the Numancia badge. You can then import the images into the game.
- Anthony Barrett

Players on old clubs

The following players are listed in their old clubs, and should be moved as indicated.

Anthony Barrett

- Zaki (CF) from Egypt National Team to Wigan Athletic FC.

Real names

The following are the real player names on the indicated team.

Anthony Barrett.

Classic England team

Siyanen should be Seaman

Ferny should be Les Ferdinand

Adion should be Adams

Linden should be Lineker.
Sumerslade should be Sansom
Le Doe should be Lee Dixon
Saintpealer should be Stuart Pearce
Plyguts should be Platt
Imghe should be Ince
Malmoran should be McManaman
Galbone should be Gascoigne
Shilecon should be Sheringham
Shirare should be Shearer
Malquin should be Martyn
Kilcan should be Keown
Ward should be Duncan Edwards
Reylack should be Redknapp
Horner should be Hoddle
Roden should be Robson
Marcore should be Merson
Burdner should be Barnes
Warol should be Waddle
Il rance should be Ian Wright

German national team

GK: Schwarz should be Lehmann
CB: Merilrecker should be Metresacker
CB: Messenger should be Metzelder
CB: Fulldrishe should be Friedrich
SB: Rome should be Lahm
CMF: Frutes should be Frings
AMF: Kruger should be Ballack
AMF: Slinlizel should be Schweinsteiger
SS: Pomatski should be Podolski
CF: Kmala should be Klose
CF: Goltz should be Mario Gomez
GK: Hulegrase should be Hildebrand
GK: Elka should be Enke
SB: Castrol should be Castro
SB: Jargan should be Jansen
SB: Fnich should be Fritz
DMF: Hitmacher should be Hitzlsperger
CMF: Botananski should be Borowski
SMF: Sloeger should be Schneider
SMF: Hisneit should be Hilbert
AMF: Tmorautki should be Trochowski
SS: Noglau should be Neuville
CF: Kmolo should be Kuranyi

Real team names

The following are the real team names in order.
Anthony Barrett

F.A. Premiership

Arsenal FC
Aston Villa FC
Blackburn Rovers FC

Bolton Wanderers FC
Chelsea FC
Everton FC
Fulham FC
Hull City AFC
Liverpool FC
Manchester City FC
Manchester United FC
Middlesbrough FC
Newcastle United FC
Portsmouth FC
Stoke City FC
Sunderland AFC
Tottenham Hotspur FC
West Bromwich Albion FC
West Ham United FC
Wigan Athletic FC

La Liga

UD Almeria
Athletic Club
FC Barcelona
Real Betis
R.C.Deportivo la Coruna
R.C.D. Espanyol
Getafe CF
Sporting De Gijon
Recreativo de Huelva
Athletico de Madrid
Real Madrid CF
Malaga CF
R.C.D. Mallorca
CD Numancia
CA Osasuna
Racing Santander
Sevilla FC
Valencia C. de F
Real Valladolid
Villarreal CF

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

First Glory (10 points): Awarded for your first win.

Winning Streak (25 points): Awarded for winning 10 consecutive matches.

Come From Behind (10 points): A title awarded when you come from behind and win.

Last-minute Win (10 points): A title awarded when you score the winning goal in extra time.

World Tour (15 points): Awarded for playing at all the stadiums.

Gentleman (20 points): Awarded by giving away less fouls.

Possession Play (15 points): Awarded by increasing ball possession.

Hat-trick Hero (15 points): Awarded by scoring many hat-tricks.

Ace Striker (15 points): Awarded by scoring many goals.

FK specialist (15 points): Awarded by scoring many free-kicks.

Long Ranger (15 points): A title awarded when you score from 35m or more.

Goal Getter (15 points): Awarded for scoring 100 goals.

100 Matches (15 points): Awarded for playing 100 matches.

100 Wins (25 points): Awarded for winning 100 matches.

100 Clean Sheets (25 points): A title awarded when you keep 100 clean sheets.

English League (15 points): Awarded for beating all English League teams.

Ligue 1 (15 points): Awarded for beating all Ligue 1 teams.

Italian League (15 points): Awarded for beating all Italian League teams.

Eredivisie (15 points): Awarded for beating all Eredivisie teams.

Spanish League (15 points): Awarded for beating all Spanish League teams.

National Teams (15 points): Awarded for beating all the national teams.

Top League Promotion (10 points): A title awarded when you are promoted to D1 in the Master League.

League Title (15 points): A title awarded when you win the D1 League in the Master League.

Conquered Europe (20 points): A title awarded when you win the Master League European Championship.

Perfect Season (50 points): Awarded after the best "Master League" season.

Pro Debut (10 points): A title awarded when you make your Become a Legend pro debut.

1st Pro Goal (10 points): Awarded by scoring a goal in Become a Legend.

1st Pro Man of the Match (10 points): Awarded by receiving a Man of the Match award in Become a Legend.

Super Sub (10 points): Awarded by playing well as Super Sub in Become a Legend.

International Debut (10 points): A title awarded when you make your international debut in Become a Legend.

International Cup Debut (15 points): A title awarded when you play in the Become a Legend International Cup.

International Cup MVP (15 points): Awarded by playing well in Become a Legend's International Cup.

100 Goals(Become a Legend) (15 points): A title awarded when you score 100 goals in Become a Legend.

200 Goals(Become a Legend) (20 points): A title awarded when you score 200 goals in Become a Legend.

Wanderer (10 points): Awarded by playing for many teams in Become a Legend.

International Titles (20 points): Awarded by playing well for your national team in Become a Legend.

Club Titles (20 points): Awarded by playing well for club in Become a Legend.

All Titles (50 points): Awarded for acquiring all titles in Become a Legend.

Winning Streak (Network) (20 points): Awarded when you have 5 successive Ranked match wins in the Network.

High Win Ratio (Network) (30 points): Awarded by increasing your Network win ratio.

Hat-trick (Network) (15 points): Awarded when you score a hat-trick in a Network Ranked match.

Legends Debut (10 points): A title awarded when a player created in Become a Legend plays in a Legends match.

Best combination (10 points): Awarded when Legends Best combination reaches 3000 points.

Combination Goal (20 points): A title awarded when you score a goal involving 4 users in Legends.

Total Combination (25 points): Awarded when Legends Total Combination reaches 30000 points.

Legends Master (50 points): A title awarded when you play with 100 users in Legends.

UEFA Champions League Debut (10 points): A title awarded when you play for the first time in UEFA Champions League.

Through the Group League (15 points): A title awarded when you advance through the group league in UEFA Champions League.

European Champions (50 points): A title awarded when you win the UEFA Champions League.

Ultimate Player (100 points): The most prestigious PES 2009 title.

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PRO EVOLUTION SOCCER MANAGEMENT

Hint: Good free agents:

On February 1st, players' clubs let contracts slip leaving them free agents. It also happens on June 30th. Players like Sol Campbell, R. Kovac, Serginho will become available.

[Anthony Barrett.](#)

Hint: Have legends in your team in season:

On July 1st, legends can appear on the transfer market and can also get picked up by the scouts during season (e.g. Ravenelli by the transfer market and Campos by the scouts).

[Anthony Barrett.](#)

Hint: Injuries:

During a season, a player will get injured. This cannot be prevented. For example, if Ronaldinho gets injured for six month during a match and you restart, the same thing may happen to another player. Save the game after every match.

[Anthony Barrett.](#)

Hint: Getting money out of owner:

Finish expected at end of season or better and also win cups. If V.I.P. guests watch matches, if you win you will get £5 or 6 million on the spot.

[Anthony Barrett.](#)

Hint: Renewing contracts:

When this happens, offer the exact same terms. The players will most likely take it.

[Anthony Barrett.](#)

Hint: Retired players:

Retired players get reborn as youngsters of 16 to 18 in the young squad. When this happens, promote them. This happens about a year or two after they

WHAT WE'RE FIGHTING...



retire, with players such as Larsson, Del Pierro, Roy Keane, Thuram, Nedved, etc.

[Anthony Barrett.](#)

Hint: Fan of your club:

When players of your team retire, some will get reborn as free agents or spotted by other clubs. When you buy them back during one on one negotiations they will say "I am a fan of the club". For example, Frank Lampard will say I am a fan of Chelsea FC. They will only say this if it is the club they are originally from. For example, Lampard with Chelsea, Shevchenko with AC Milan, and Ronaldinho for FC Barcelona.

[Anthony Barrett.](#)

Hint: Form and half form players:

There are icons for the players (for example, Vieri power striker, Ronaldinho technical striker) that turn gold instead of white. Some people get into form (for example, Eto'o); some later lose it (for example, Ronaldinho at 33); or have it in a certain possession (for example, Ronald Koeman, F. De Boer both on the wing). The following is a list of people who are on form and get into form, reborn later into form and people who are on half form, which means when they are scoring all time they will get on form three or four times if you are lucky.

[Anthony Barrett.](#)

Maradona (CF)
Kempes (CF)
Tostao (CF)
Pele (CF)
Zico (AMF)
Greaves (CF)
Lineker (CF)
Cantona (CF)
Muller (CF)
Voller (CF)
Littbarski (WF)
Roberto Baggio (CF)
Conti (CF)
Zoff (GK)
Gullit (AMF)
Cruyff (CF)
Van Basten (CF)
Di Stefano (CF)
Butragueno (CF)
Stojkovic (CF)
Puskas (CF)
Eusebio (CF)
Weah (CF)
Stoichkov (CF)
HugoSanchez (CF)
Garrincha (WF)
Batistuta (CF)
Schmeichel (GK)

Boban (AMF)
Hagi (AMF)
Savicevic (WF)
Best (WF)
Romario (CF)
De Pedro (SMF)
Ronald Koeman (CBW)
F. De Boer (CBT)
Nesta (CBT)
Totti (CF)
Cassano (CF)
Samuel (CBT)
Mihajlovic (CBT)
Stam (CBT)
Pirlo (AMF)
Kaka' (AMF)
Shevchenko (CF)
Gilardino (CF)
Vieri (CF)
Veron (AMF)
Figo (SMF)
Adriano (CF)
Recoba (CF)
Buffon (GK)
Trezeguet (CF)
Mitea (WF)
Fernando Torres (CF)
Ronaldinho (CF)
Eto'o (CF)
R.Oliveira (CF)
Casillas (GK)
Beckham (SMF)
Zidane (AMF)
Robinho (WF)
Kovacevic (CF)
De La Pena (CMF)
Guardiola (DMF)
Saviola (CF)
Henry (CF)
Bergkamp (CF)
Cech (GK)
Crespo (CF)
Robben (WF)
VanNistelrooy (CF)
C.Ronaldo (WF)
Rooney (CF)
R.Ferdinand (CBT)
Owen (CF)
Shearer (CF)
Sheringham (CF)
Kahn (GK)
Scholl (AMF)
Ballack (AMF)
Rosicky (AMF)
Elber (CF)
D'Alessandro (AMF)
Dahoo (CF, from Iran)
Reyes (CF)

Ibrahimovic (CF)
 Raul (CF)
 Gerrard (CMF)
 A.Hleb (AMF)

Hint: Real club names:

grmsih.

Game name	Real name
West Midlands Village	Aston Villa
West Midlands City	Birmingham City
Lancashire	Blackburn
Middlebrook	Bolton
South East London Reds	Charlton
Merseyside Blue	Everton
West London White	Fulham
Merseyside Red	Liverpool
Man Blue	Manchester City
Man Red	Manchester United
Teesside	Middlesbrough
Tyneside	Newcastle United
Pompy	Portsmouth
Wearside	Sunderland
North East London	Tottenham Hotspur
West Midlands Stripes	West Bromwich Albion
East London	West Ham
Lancashire Athletic	Wigan

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Pro Evolution Soccer 2010

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Note: This game is also titled World Soccer: Winning Eleven 2010.

- Classic teams

Successfully complete the indicated task to unlock the corresponding team:

- Classic Argentina: Win the International Cup with Argentina.
- Classic Brazil: Win the International Cup with Brazil.
- Classic England: Win the International Cup with England.
- Classic France: Win the International Cup with France.
- Classic Germany: Win the International Cup with Germany.
- Classic Italy: Win the International Cup with Italy.
- Classic Netherlands: Win the International Cup with Netherlands.

- Renewing contracts

It is recommended you renew contracts in January. Go to "My Team", and scroll through the players to find the players whose contracts need renewing.

- Free agents

Players who do not want to renew their contract are free in February. Go to advanced search, and enter 1 to 1 for the number of years left on contract to find the players that are free agents.

- Youth team

Set your Youth Team level to 5. The next year in Master League you should have at least two stars in your youth team. For example, the youth team spotted Klasnic 16 and Amanatidis 18 when using Barcelona. Other teams have different stars. Go to advanced search, and put 15 to 19 for the age. For example, Carson in Sampdoria and H.Larsson in Racing Club. Teach them a lot of Ability Cards and Positions and loan them out to make them better.

- Keeping your team happy

You will have at least nine players who will want to play every game. Once you know who they are, use them approximately 90% of the time when they complain about not being used after your first game. Use the other players in cups and loan some of them, but check your team after every game. When selling players, just sell them and do not release them, otherwise it messes up the team. If players need a break for another game, they will complain. Each year you keep your team happy, the next year they will not have those problems any longer and be happier overall with the club.

- Real names

The following names have been changed:



The Daily Poll

Should the next Wii Zelda game change up the classic structure?

- Yes, the standard dungeon progression is getting dull
- Maybe, but it will be tough to make anything better
- No, if ain't broke...
- I don't know
- I've never played a Zelda game
- Who cares?

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Gil Bronco is G.Franco
Maridio is Manucho

• Real team names

The Premier League teams are arranged in alphabetical order from A to W and left to right at the team selection screen. For the Primera Division, go to the team players in the clubs. Look for five players you know, and that will be the corresponding team. For example, W. Pandiani for Osasuna, or J.Pennant for Real Zaragoza.

Barclays Premier League

North London is Arsenal FC
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• Achievements

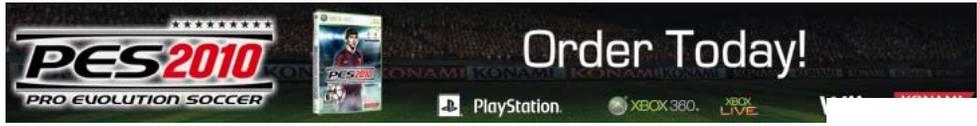
Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

First Glory (10 points): Awarded for your first win.
Winning Streak (25 points): Awarded for winning 10 consecutive matches.
Come From Behind (15 points): A title awarded when you come from behind and win.
Last-minute Win (10 points): A title awarded when you score the winning goal in extra time.
World [Tour](#) (20 points): Awarded for playing at all the stadiums.
Gentleman (20 points): Awarded for an average foul rate of less than 1 per match in your 10 most recent matches.
Possession Play (25 points): Awarded for achieving a possession rate of 60% or higher in your 10 most recent matches.
Hat-trick Hero (35 points): Awarded for scoring 5 hat-tricks.
Ace Striker (40 points): Awarded for playing 20 matches, scoring in recent 5, averaging 2 goals per match.
FK specialist (40 points): A title awarded when you score 5 direct free-kicks.
Long Ranger (50 points): A title awarded when you score from 35m or more.
League Title (15 points): A title awarded for winning one of the top leagues in [Master League]
European Elite 16 (20 points): A title awarded for making the Knockout Stage of the UEFA Champions League in [Master League] .
Conquered Europe (30 points): A title awarded when you win the Master League UEFA Champions League.
World Champions (80 points): Awarded for winning the Konami Cup in Master League.
Perfect Season (90 points): Awarded for an undefeated season in Master League winning League, Cup and UEFA Champions League.
No.1 Club (50 points): Awarded for topping the Club Ranking in Master League.
European [Footballer](#) of the Year (70 points): Awarded if a member of your [team wins](#) the European Footballer of the Year in Master League.
10 years of Service (50 points): A title to honour 10 years of service in Master League.
Pro Debut (10 points): A title awarded when you make your Become a Legend pro debut.
International Cup Debut (15 points): A title awarded when you play in the Become a Legend International Cup.
International Cup MVP (30 points): A title awarded when you receive the Become a Legend International Cup Player of the Tournament.
Wanderer (40 points): A title awarded when you have played for 10 clubs in total in 4 countries in Become a Legend.
The Super Hero (50 points): Won both World [Footballer](#) of the Year and European Footballer of the Year titles in Become a Legend.
Winning Streak(Online) (20 points): Awarded when you have 5 successive Ranked match wins in the Online.
High Win Ratio(Online) (30 points): Awarded when you achieve a win ratio of above 75% in Last 20 results of Online.
Made the Knockout Stage (40 points): A title awarded for making the Knockout Stage of the UEFA Champions League.
European Champions (70 points): A title awarded when you win the UEFA Champions League.

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Pro Evolution Soccer 2010



Note: This game is also titled World Soccer: Winning Eleven 2010.

- Classic teams

Successfully complete the indicated task to unlock the corresponding team:

- Classic Argentina: Win the International Cup with Argentina.
- Classic Brazil: Win the International Cup with Brazil.
- Classic England: Win the International Cup with England.
- Classic France: Win the International Cup with France.
- Classic Germany: Win the International Cup with Germany.
- Classic Italy: Win the International Cup with Italy.
- Classic Netherlands: Win the International Cup with Netherlands.

- Renewing contracts

It is recommended you renew contracts in January. Go to "My Team", and scroll through the players to find the players whose contracts need renewing.

- Free agents

Players who do not want to renew their contract are free in February. Go to advanced search, and enter 1 to 1 for the number of years left on contract to find the players that are free agents.

- Youth team

Set your Youth Team level to 5. The next year in Master League you should have at least two stars in your youth team. For example, the youth team spotted Klasnic 16 and Amanatidis 18 when using Barcelona. Other teams have different stars. Go to advanced search, and put 15 to 19 for the age. For example, Carson in Sampdoria and H.Larsson in Racing Club. Teach them a lot of Ability Cards and Positions and loan them out to make them better.

- Keeping your team happy

You will have at least nine players who will want to play every game. Once you know who they are, use them approximately 90% of the time when they complain about not being used after your first game. Use the other players in cups and loan some of them, but check your team after every game. When selling players, just sell them and do not release them, otherwise it messes up the team. If players need a break for another game, they will complain. Each year you keep your team happy, the next year they will not have those problems any longer and be happier overall with the club.

- Real names

The following names have been changed:

Old Name is C. Ferrer



The Daily Poll

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Wearside is Sunderland AFC
North East London is Tottenham Hotspur FC
East London is West Ham United
Lancashire Athletic is Wigan Athletic FC
Wolves is Wolverhampton Wanderers

- Trophies

Successfully complete one of the following tasks to get a trophy:

First Glory (Bronze): Awarded for your first win.
Winning Streak (Bronze): Awarded for winning 10 consecutive matches.
Come From Behind (Bronze): A title awarded when you come from behind and win.
Last-minute Win (Bronze): A title awarded when you score the winning goal in extra time.
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Gentleman (Bronze): Awarded for an average foul rate of less than 1 per match in your 10 most recent matches.
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Winning Streak(Online) (Bronze): Awarded when you have 5 successful Ranking Match wins in the Online.
Hat-trick Hero (Silver): Awarded for scoring 5 hat-tricks.
Ace Striker (Silver): Awarded for playing 20 matches, scoring in recent 5, averaging 2 goals per match.
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European Champions (Gold): A title awarded when you win the UEFA Champions League.
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• Unlockables

Successfully complete the indicated task to unlock the corresponding bonus:

Accessories

- Celebrate a goal with any finishing move (unlocks "Shirt Untucked" option).
- Play a match in the rain (unlocks "Long Sleeves" option).
- Win 10 free kicks for your team during your career (unlocks "Ankle Tape" option).
- Make your online debut (unlocks a selection of [Black Boots](#)).
- Win a cup in Manager mode (unlocks a selection of [White Boots](#)).
- Get a club promoted in Be A Pro or Manager mode (unlocks a selection of [White Boots](#)).
- Complete 10 throw ins during your career (unlocks "Wrist Tape" option).
- Brave 10 matches in the snow (unlocks "Gloves" option).
- Play 25 matches in the Rain (unlocks "Undershirt" option).
- Win consecutive leagues in BAP or Manager mode (unlocks a selection of Blue Boots).
- Play 25 matches online (unlocks a selection of [Red Boots](#)).
- Represent any club 50 times (unlocks a selection of Colored Boots).

Ball Skills

- Score a volley in the Arena (Ball Control +1).
- Dribble past an opposition player (Dribbling +1).
- Score a chipped penalty in the Arena (Ball Control +1).
- Dribble past an opponent using a skill move (Dribbling +1).
- Juggle the ball 5 times in the Arena (unlocks 2 Star Moves).
- Score a finesse shot in the Arena (Curve +4).
- Score 5 assists from chipped through balls during your career (Ball Control +2).
- Dribble past 5 opposition players in a match (Dribbling +2).
- Chip the keeper & score from inside the box in a match (Ball Control +2).
- Dribble past 3 opposition players with skill moves in a match (Dribbling +2).
- Perform all 2 star skill moves in the Arena (unlocks 3 Star Skill Moves).
- Score 5 curled free kicks during your career (Curve +5).
- Backheel the ball to a team mate (Ball Control +3).
- Defeat 25 players with skill moves during your career (Dribbling +3).
- Score with a backheel in a match (Ball Control +3).
- Dribble past 50 players during your career (Dribbling +3).
- Master all the 3 star skill moves in the Arena (unlocks 4 Star Skill Moves).
- Get credited for an assist from a corner (Curve +5).
- Perform 2 backheel passes during your career (Ball Control +1).



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percent above FIFA 09,
outsells PES 4 to 1*

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20. Defeat 50 players with skill moves during your career (Dribbling +4).
21. Score 15 career assists from chipped through balls (Ball Control +4).
22. Defeat 100 players with skill moves (Dribbling +4).
23. Score 50 finesse shots during your career (Curve +6).
24. Perform all 4 star skill moves in the Arena. (unlocks 5 Star Skill Moves).

Defense

1. Get the ball 3 times with a standing tackle in a match (Standing Tackle +1).
2. Make 2 successful sliding tackles in a match (Sliding Tackle +1).
3. Block a goal shot (Marking +1).
4. Complete 50% sliding tackles in 2 matches as a defender (Sliding Tackle +1).
5. Complete 60% standing tackles in 5 matches as a defender (Standing Tackle +1).
6. Keep a clean sheet playing as a defender (Marking +1).
7. Complete 50% sliding tackles in 5 games in defense (Sliding Tackle +2).
8. Win the ball 3 times with standing tackles 2 games in a row (Standing Tackle +2).
9. Win the "Man Of The Match" award as a defender (Marking +2).
10. Complete 60% standing tackles in 10 matches in defense (Standing Tackle +2).
11. Play a match in defense without getting a foul (Sliding Tackle +2).
12. Keep 2 consecutive clean sheets playing as a defender (Marking +2).
13. Play 5 consecutive matches in defense without being booked (Standing Tackle +3).
14. Make 2 successful sliding tackles in 2 consecutive matches (Sliding Tackle +3).
15. Keep a clean sheet in 3 consecutive matches in defense (Marking +3).
16. Win 75 career standing tackles as a defender (Standing Tackle +3).
17. Make 25 slide tackles during your defensive career (Sliding Tackle +3).
18. Win 5 "Man Of The Match" awards as a defender (Marking +3).
19. Complete 60% standing tackles in 25 matches in defense (Standing Tackle +4).
20. Make 100 career sliding tackles as a defender (Sliding Tackle +4).
21. Win 10 "Man Of The Match" awards as a defender (Marking +4).
22. Make 150 career standing tackles as a defender (Standing Tackle +4).
23. Complete 50% sliding tackles in 10 matches as a defender (Sliding Tackle +4).
24. Shutout opponents in 25 matches while playing as a defender (Marking +4).

Mental

1. Tackle an opponent that has fouled you (Aggression +2).
2. Make a goal line clearance (Positioning +2).
3. Header the ball back as you own keeper (Tactical Awareness +2).
4. Create an assist with a through ball along the ground (Vision +2).
5. Block 2 shots on goal in a match (Aggression +3).
6. Score from within 3 yards (Positioning +3).
7. Catch the opposition offside 3 times in a match playing as a defender (Tactical Awareness +3).
8. Create an assist with a chipped through ball (Vision +3).
9. Win 75 jumping headers during your career (Aggression +3).
10. Block 3 shots on goal during your career (Positioning +3).
11. Play 5 consecutive matches without being called offside (Tactical Awareness +3).
12. Make 25 successful headed passes during your career (Vision +3).
13. Tackle an opponent that fouled you in the same match 3 times during your career (Aggression +4).
14. Score 3 goals from rebounds off the post during your career (Positioning +4).
15. Play 10 consecutive matches without being called offside (Tactical Awareness +4).
16. Chip the keeper and score from outside the box in a match (Vision +4).
17. Win 150 jumping headers during your career (Aggression +4).
18. Block 5 shots on goal during your career (Positioning +4).
19. Header the ball back to the keeper 5 times during your career (Tactical Awareness +4).
20. Make 50 successful headed passes during your career (Vision +4).
21. Block 10 shots on goal during your career (Aggression +4).
22. Make 2 goal line clearances during your career (possibly 2 in consecutive matches). (Positioning +4).
23. Play 300 matches as a pro (Tactical Awareness +4).
24. Score 5 chipped goals from outside the box during your career (Vision +4).

Passing

1. Perform 5 consecutive ground passes without conceding possession (Short Passing +1).
2. Switch play with a lobbed pass across the pitch (Long Passing +1).
3. Find your team mates with 2 different crosses in a match (Crossing +1).
4. Complete 10 ground passes in a match (Short Passing +1).
5. Set up a goal with a lobbed pass (Long Passing +1).
6. Cross along the ground to a team mate that scores (Crossing +1).
7. Score an assist with a ground pass (Short Passing +2).
8. Perform 3 successful lobbed passes in a match (Long Passing +2).
9. Cross in the air and find a teammate that scores (Crossing +2).
10. Score 2 assists with ground passes in a game (Short Passing +2).
11. Complete 75% lobbed passes in a match (Long Passing +2).

12. Set up a goal with a cross in 2 consecutive matches (Crossing +2).
13. Score 25% career assist from ground passes (Short Passing +3).
14. Create 2 goals in a game with lobbed passes (Long Passing +3).
15. Set up 2 goals with crosses in a match (Crossing +3).
16. Complete 20 matches with 75% ground passes (Short Passing +3).
17. Set up a goal with a lobbed pass in 2 consecutive matches (Long Passing +3).
18. Create 10 goals from crosses during your career (Crossing +3).
19. Complete 200 ground passes during your career (Short Passing +4).
20. Perform 100 accurate lobbed passes as a pro (Long Passing +4).
21. Find your team mates with 100 crosses during your career (Crossing +4).
22. Create 50 goals with ground passes during your career (Short Passing +4).
23. Score 15 career assists from lobbed passes (Long Passing +4).
24. Set up 25 goals with crosses during your career (Crossing +4).

Physical

1. Play 10 matches as a pro (Acceleration +1).
2. Win 5 "Man Of The Match" awards during your career (Sprint Speed +1).
3. Make your virtual pro debut (Stamina +1).
4. Score a diving header in a match (Agility +2).
5. Score 5 goals with your weak foot in the Arena (Weak Foot Ability +1 Star).
6. React first to score a rebound off the post in a match (Reactions +5).
7. Win 10 "Man Of The Match" awards during your career (Acceleration +1).
8. Make 20 appearances as a pro (Sprint Speed +1).
9. Trent 3500 yards in a match (Stamina +1).
10. Win a jumping header in a match (Jumping +1).
11. Perform a fake shot inside the box in a match (Agility +2).
12. Score a bicycle kick in any match (Balance +2).
13. Play 30 matches during your career (Acceleration +1).
14. Win 15 "Man Of The Match" awards as a pro (Sprint Speed +1).
15. Get a match rating of 10 out of 10 (Strength +1).
16. Score 2 diving headers during your career (Agility +2).
17. Make 4 headed passes in a match (Balance +2).
18. Travel 3500 yards in 5 matches during your career (Stamina +2).
19. Win 20 "Man Of The Match" awards during your career (Acceleration +1).
20. Make 40 appearances (Sprint Speed +1).
21. Win 10 jumping headers in a match (Strength +1).
22. Win 25 jumping headers during your career (Jumping +2).
23. Complete 5 matches with 50% stamina remaining (Stamina +2).
24. Tap in 5 career goals from within 3 yards (Reactions +5).
25. Play 50 matches during your career (Strength +1).
26. Perform 10 fake shots in the box during your career (Agility +2).
27. Score 10 career goals with your weak foot (Weak Foot Ability +1 Star).
28. Score 2 bicycle kicks during your career (Balance +3).
29. Travel 3500 yards in 10 matches during your career (Stamina +3).
30. Make 2 career goal line clearances (Reactions +5).
31. Play 60 matches during your career (Sprint Speed +1).
32. Win 25 "Man Of The Match" awards during your career (Acceleration +2).
33. Score 5 diving headers during your career (Agility +2).
34. Make 8 headed passes in a match (Balance +3).
35. Complete 10 matches with 50% stamina remaining (Stamina +3).
36. Score from outside the box with your weaker foot in a match (Weak Foot Ability +1 Star).
37. Win 50 jumping headers during your career (Strength +1).
38. Play 70 matches during your career (Acceleration +2).
39. Win 100 jumping headers during your career (Jumping +2).
40. Get a match rating of 10 five times during your career (Sprint Speed +2).
41. Travel 3500 yards in 25 matches during your career (Stamina +4).
42. Tackle an opponent that has fouled you in a match 5 times during your career (Reactions +5).
43. Make 50 appearances during your career (Strength +1).
44. Play 150 matches during your career (Acceleration +2).
45. Make 200 career appearances (Sprint Speed +3).
46. Play 250 matches as a pro (Stamina +4).
47. Score 25 career goals with your weaker foot (Weak Foot Ability +1 Star).
48. Score 5 goals from rebounds from the post during your career (Reactions +5).

Shooting

1. Defeat the keeper with a finesse shot inside the box in a match (Finishing +1).
2. Curl in a finesse shot from outside the box in a match (Long Shots +1).
3. Score a laces shot in the Arena (Shot Power +1).
4. Hit the target with 3 headers in a match (Heading Accuracy +2).
5. Volley home with your stronger foot in a match (Volleys +2).
6. Tuck home a penalty in the Arena (Penalties +2).
7. Score 2 finesse shots in a match (Finishing +1).
8. Bag in a laces shot from outside the box in a match (Long Shots +1).
9. Score a laces shot inside the box in a match (Shot Power +1).
10. Defeat the keeper to score with a jumping header in a match (Heading Accuracy +2).
11. Curl in a free kick in the Arena (Free Kick Accuracy +2).
12. Score a volley with your weaker foot in a match (Volleys+3).
13. Get on the scoreboard in 2 consecutive matches (Finishing +1).
14. Score 2 laces shot in a match (Shot Power +2).
15. Head a goal in 2 consecutive matches (Heading Accuracy +2).
16. Score 2 goals from outside the box in a match (Long Shots +2).

17. Curl in a free kick in a match (Free Kick Accuracy +3).
18. Tuck home a penalty during normal time in a match (Penalties +3).
19. Score a hat trick in a match (Finishing +2).
20. Bang one in from 30 yards or further in the Arena (Long Shots +2).
21. Score a driven free kick in the Arena (Shot Power +2).
22. Score 50 goals during your career (Finishing +3).
23. Defeat the keeper with 2 headers in a match (Heading Accuracy +3).
24. Score 2 free kicks in a match (Free Kick Accuracy +4).
25. Curl in 20 finesse shots during your career (Finishing +2).
26. Score 10 headed goals during your career (Heading Accuracy +3).
27. Thump one in from 30 yards or further in a match (Long Shots +3).
28. Drill in a driven free kick in a match (Shot Power +3).
29. Score 2 volleys in one match (Volleys +3).
30. Keep your cool and score in a penalty shootout (Penalties +4).
31. Score a brace in 3 consecutive matches (Finishing +3).
32. Score 10 career goals from outside the box (Long Shots +3).
33. Score 20 laces shots during your career (Shot Powers +3).
34. Get credited for 25 headed goals during your career (Heading Accuracy +4).
35. Thump home a volley from outside the box in a match (Volleys +4).
36. Score 15 free kicks during your career (Free Kick Accuracy +5).
37. Get on the scoresheet 5 matches running (Finishing +3).
38. Score 25 headed goals during your career (Heading Accuracy +4).
39. Score 25 goals from outside the box (Long Shots +4).
40. Score 10 volleys during your career (Volleys +4).
41. Bang in 50 laces shots during your career (Shot Power +4).
42. Get 6 consecutive penalties in the Arena (Penalties +5).
43. Get credited for 100 career goals (Long Shots +4).
44. Score 150 goals during your career (Shot Power +4).
45. Score 200 career goals (Finishing +4).
46. Bang in 20 volleys during your career (Volleys +4).
47. Tuck home 15 penalties during your career (Penalties +6).
48. Score 25 career goals from free kicks (Free Kick Accuracy +6).

Traits and Celebrations

1. Perform all available running celebrations (unlocks Celebrations 1 and 2).
2. Celebrate a goal with all finishing moves (unlocks Celebrations 3 and 4).
3. Dribble past 150 players during your career (unlocks Skilled Dribbling trait).
4. Defeat 5 defenders in a match with skill moves (unlocks Flair trait).
5. Score 50 headed goals during your career (unlocks Power Header trait).
6. Complete 25 throw ins during your career (unlocks Long Throw trait).
7. Make 3 goal line clearances during your career (unlocks Acrobatic Clearance trait).
8. Get credited for 25 career assists from through balls (unlocks Through Ball trait).
9. Score 20 laces shots from outside the box during your career (unlocks Outside Of Foot trait).
10. Win the league in Be A Pro or Manager mode (unlocks Crowd Favorite trait).
11. Play 100 matches as a pro (unlocks Second Wind trait).
12. Take 10 long throw ins over the course of your career (unlocks Giant Throw trait).

- Cheaper contracts

Do not renew contracts after a season. You will be asked what contracts you want to renew. Check the box they will get. Offer the same wage they already have. Wait until the end of season to renew for the same wage instead of having to triple it at the start.

- Avoid losing loaned players

If you loan six players out, only five will come back, etc. because the club you loaned the player to will have sold him to another club. For example, if you loan Caceres from Barcelona to Villarreal CF, they will sell him to Wigan Athletic. Do not loan players out to prevent this from happening.

- Insulting the crowd

Perform the bowing celebration, and the commentators will make good comments. However, if you do it a second or third time, they will say you are going too far and insulting the crowd.

- Achievements

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

- FIFA Fever (5 points): Catch the Fever by beating someone on Xbox LIVE who already has it.
- Shooting Boots (5 points): Score 5 goals in 1 Arena kick-about.
- Off the Woodwork (15 points): Score off the post or cross bar in a match.
- Camera Man (10 points): Upload a video to EA SPORTS Football World.
- Hard Earned Win (10 points): Beat a 5 Star team with a Half Star team on Xbox LIVE or against Professional difficulty or higher.
- Grind it Out (10 points): Win a match with 10 men on Xbox LIVE or when playing on Professional difficulty or higher.
- Cup Upset (10 points): Win a 16 team Tournament with a 1 Star team when playing on Professional difficulty or higher.
- Wheeler Dealer (15 points): Buy 50 players in your Manager Mode career.

Challenging Schedule (45 points): Complete a Manager Mode Season without simming a game.
 Good Friend (25 points): Create a goal for a Friend with a cross.
 Real Fan (50 points): Play for over fifty hours.
 Well Travelled (25 points): Win a match in every stadium.
 Total Control (5 points): Win a match with fully manual settings (no assistance can be switched on).
 Top of the League? (10 points): Win a match in a Friends League.
 Photographer (10 points): Upload a Screenshot to EA SPORTS Football World.
 Lounging Around (10 points): Score 2500 points and win 5 Badges in a single Lounge Mode match.
 A Star Is Born (10 points): Create a Virtual Pro.
 Around The World (15 points): Play a match with a team from every league.
 Always Available (35 points): Complete a season in Be A Pro: Seasons without simming a game.
 Underdog (20 points): Win an Xbox LIVE Head to Head Ranked match using a weaker team than your opponent.
 Experimental (20 points): Play 5 consecutive Xbox LIVE Head to Head Ranked matches using a different team.
 Ton up (100 points): Win 100 Online Classic Ranked Matches.
 Team Player (25 points): Play a Pro Club Championship match as a full team (10 players).
 Skilled Pro (25 points): Unlock 100 EA SPORTS Football World Accomplishments with your Virtual Pro.
 Looking Good (10 points): Download your Game Face from EA SPORTS Football World.
 Recognise Anyone? (5 points): Download your Club member Game Faces from EA SPORTS Football World.
 Double Champs (40 points): Win consecutive League titles in any top tier League in Manager Mode.
 Climbing the Ladder (45 points): Win consecutive promotions with the same Club in Manager Mode.
 The Treble (75 points): Win 3 trophies in 1 Manager Mode Season.
 Established (50 points): Become a 5 Star Manager.
 No Pressure (35 points): Achieve 100% Board Confidence at any Club in Manager Mode.
 Window shopping (5 points): Visit the FIFA 10 Store.
 Theatre of Dreams (10 points): Upgrade your Stadium Manager to Level 10.
 Globetrotter (30 points): Win titles in all 5 major European Leagues (England, France, Italy, Germany & Spain).
 Phoenix from the Ashes (25 points): Make a 5 Star team out of a 2 Star team or lower within 5 seasons in Manager Mode.
 Good Form (20 points): Play 5 consecutive Xbox LIVE Head to Head Ranked matches without losing.
 Practice Makes Perfect (10 points): Work on your skills in Practice Mode.
 Limited Resources (50 points): Win a League or Cup in Manager Mode with a 1 Star team or lower.

Additionally, there are six secret achievements:

Still Practicing? (10 points): Score 20 goals in one Arena kick-about.
 Good Support (10 points): Play an Online Team Play match as your Favourite Team.
 Bad Loser (0 points): Select to Quit & Forfeit five Xbox LIVE matches when losing.
 Gutsy Call (10 points): Take an Xbox LIVE Head to Head Ranked match to extra time when playing as a weaker team.
 Glory Hunter (0 points): Play 10 consecutive Xbox LIVE Head to Head Ranked matches with the same 5 Star team.
 Time For A Testimonial (50 points): Play 500 matches with your Virtual Pro.

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FIFA 10

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• **Unlockables**

Successfully complete the indicated task to unlock the corresponding bonus:

[Accessories](#)

- Celebrate a goal with any finishing move (unlocks "Shirt Untucked" option).
- Play a match in the rain (unlocks "Long Sleeves" option).
- Win 10 free kicks for your team during your career (unlocks "Ankle Tape" option).
- Make your online debut (unlocks a selection of [Blue Boots](#)).
- Win a cup in Manager mode (unlocks a selection of White Boots).
- Get a club promoted in Be A Pro or Manager mode (unlocks a selection of White Boots).
- Complete 10 throw ins during your career (unlocks "Wrist Tape" option).
- Brave 10 matches in the snow (unlocks "Gloves" option).
- Play 25 matches in the Rain (unlocks "Undershirt" option).
- Win consecutive leagues in BAP or Manager mode (unlocks a selection of Blue Boots).
- Play 25 matches online (unlocks a selection of Red Boots).
- Represent any club 50 times (unlocks a selection of Colored Boots).

- Ball Skills**
- Score a volley in the Arena (Ball Control +1).
 - Dribble past an opposition player (Dribbling +1).
 - Score a chipped penalty in the Arena (Ball Control +1).
 - Dribble past an opponent using a skill move (Dribbling +1).
 - Juggle the ball 5 times in the Arena (unlocks 2 Star Moves).
 - Score a finesse shot in the Arena (Curve +4).
 - Score 5 assists from chipped through balls during your career (Ball Control +2).
 - Dribble past 5 opposition players in a match (Dribbling +2).
 - Chip the keeper & score from inside the box in a match (Ball Control +2).
 - Dribble past 3 opposition players with skill moves in a match (Dribbling +2).
 - Perform all 2 star skill moves in the Arena (unlocks 3 Star Skill Moves).
 - Score 5 curled free kicks during your career (Curve +5).
 - Backheel the ball to a team mate (Ball Control +3).
 - Defeat 25 players with skill moves during your career (Dribbling +3).
 - Score with a backheel in a match (Ball Control +3).
 - Dribble past 50 players during your career (Dribbling +3).
 - Master all the 3 star skill moves in the Arena (unlocks 4 Star Skill Moves).
 - Get credited for an assist from a corner (Curve +5).
 - Perform 3 back-heeled passes during your career (Ball Control +4).

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The Daily Poll

Should the next Wii Zelda game change up the classic structure?

- Yes, the standard dungeon progression is getting dull
- Maybe, but it will be tough to make anything better
- No, if it ain't broke...
- I don't know
- I've never played a Zelda game
- Who cares?

Vote

Results

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French software sales:
PES2010 on 1st, Tekken 6
on 2nd, Wii Fit Plus on 3rd

Schappert: FIFA 10 31
percent above FIFA 09,
outsells PES "4 to 1"

FIFA 10 Trophy Guide

20. Defeat 50 players with skill moves during your career (Dribbling +4).
21. Score 15 career assists from chipped through balls (Ball Control +4).
22. Defeat 100 players with skill moves (Dribbling +4).
23. Score 50 finesse shots during your career (Curve +6).
24. Perform all 4 star skill moves in the Arena. (unlocks 5 Star Skill Moves).

Defense

1. Get the ball 3 times with a standing tackle in a match (Standing Tackle +1).
2. Make 2 successful sliding tackles in a match (Sliding Tackle +1).
3. Block a goal shot (Marking +1).
4. Complete 50% sliding tackles in 2 matches as a defender (Sliding Tackle +1).
5. Complete 60% standing tackles in 5 matches as a defender (Standing Tackle +1).
6. Keep a clean sheet playing as a defender (Marking +1).
7. Complete 50% sliding tackles in 5 games in defense (Sliding Tackle +2).
8. Win the ball 3 times with standing tackles 2 games in a row (Standing Tackle +2).
9. Win the "Man Of The Match" award as a defender (Marking +2).
10. Complete 60% standing tackles in 10 matches in defense (Standing Tackle +2).
11. Play a match in defense without getting a foul (Sliding Tackle +2).
12. Keep 2 consecutive clean sheets playing as a defender (Marking +2).
13. Play 5 consecutive matches in defense without being booked (Standing Tackle +3).
14. Make 2 successful sliding tackles in 2 consecutive matches (Sliding +3).
15. Keep a clean sheet in 3 consecutive matches in defense (Marking +3).
16. Win 75 career standing tackles as a defender (Standing Tackle +3).
17. Make 25 slide tackles during your defensive career (Sliding Tackle +3).
18. Win 5 "Man Of The Match" awards as a defender (Marking +3).
19. Complete 60% standing tackles in 25 matches in defense (Standing Tackle +4).
20. Make 100 career sliding tackles as a defender (Sliding Tackle +4).
21. Win 10 "Man Of The Match" awards as a defender (Marking +4).
22. Make 150 career standing tackles as a defender (Standing Tackle +4).
23. Complete 50% sliding tackles in 10 matches as a defender (Sliding Tackle +4).
24. Shutout opponents in 25 matches while playing as a defender (Marking +4).

Mental

1. Tackle an opponent that has fouled you (Aggression +2).
2. Make a goal line [clearance](#) (Positioning +2).
3. Header the ball back as you own keeper (Tactical Awareness +2).
4. Create an assist with a through ball along the ground (Vision +2).
5. Block 2 shots on goal in a match (Aggression +3).
6. Score from within 3 yards (Positioning +3).
7. Catch the opposition offside 3 times in a match playing as a defender (Tactical Awareness +3).
8. Create an assist with a chipped through ball (Vision +3).
9. Win 75 jumping headers during your career (Aggression +3).
10. Block 3 shots on goal during your career (Positioning +3).
11. Play 5 consecutive matches without being called offside (Tactical Awareness +3).
12. Make 25 successful headed passes during your career (Vision +3).
13. Tackle an opponent that fouled you in the same match 3 times during your career (Aggression +4).
14. Score 3 goals from rebounds off the post during your career (Positioning +4).
15. Play 10 consecutive matches without being called offside (Tactical Awareness +4).
16. Chip the keeper and score from outside the box in a match (Vision +4).
17. Win 150 jumping headers during your career (Aggression +4).
18. Block 5 shots on goal during your career (Positioning +4).
19. Header the ball back to the keeper 5 times during your career (Tactical Awareness +4).
20. Make 50 successful headed passes during your career (Vision +4).
21. Block 10 shots on goal during your career (Aggression +4).
22. Make 2 goal line [clearances](#) during your career (possibly 2 in consecutive matches). (Positioning +4).
23. Play 300 matches as a pro (Tactical Awareness +4).
24. Score 5 chipped goals from outside the box during your career (Vision +4).

Passing

1. Perform 5 consecutive ground passes without conceding possession (Short Passing +1).
2. Switch play with a lobbed pass across the pitch (Long Passing +1).
3. Find your team mates with 2 different crosses in a match (Crossing +1).
4. Complete 10 ground passes in a match (Short Passing +1).
5. Set up a goal with a lobbed pass (Long Passing +1).
6. Cross along the ground to a team mate that scores (Crossing +1).
7. Score an assist with a ground pass (Short Passing +2).
8. Perform 3 successful lobbed passes in a match (Long Passing +2).
9. Cross in the air and find a teammate that scores (Crossing +2).
10. Score 2 assists with ground passes in a game (Short Passing +2).
11. Complete 75% lobbed passes in a match (Long Passing +2).

12. Set up a goal with a cross in 2 consecutive matches (Crossing +2).
13. Score 25% career assist from ground passes (Short Passing +3).
14. Create 2 goals in a game with lobbed passes (Long Passing +3).
15. Set up 2 goals with crosses in a match (Crossing +3).
16. Complete 20 matches with 75% ground passes (Short Passing +3).
17. Set up a goal with a lobbed pass in 2 consecutive matches (Long Passing +3).
18. Create 10 goals from crosses during your career (Crossing +3).
19. Complete 200 ground passes during your career (Short Passing +4).
20. Perform 100 accurate lobbed passes as a pro (Long Passing +4).
21. Find your team mates with 100 crosses during your career (Crossing +4).
22. Create 50 goals with ground passes during your career (Short Passing +4).
23. Score 15 career assists from lobbed passes (Long Passing +4).
24. Set up 25 goals with crosses during your career (Crossing +4).

Physical

1. Play 10 matches as a pro (Acceleration +1).
2. Win 5 "Man Of The Match" awards during your career (Sprint Speed +1).
3. Make your virtual pro debut (Stamina +1).
4. Score a diving header in a match (Agility +2).
5. Score 5 goals with your weak foot in the Arena (Weak Foot Ability +1 Star).
6. React first to score a rebound off the post in a match (Reactions +5).
7. Win 10 "Man Of The Match" awards during your career (Acceleration +1).
8. Make 20 appearances as a pro (Sprint Speed +1).
9. Trent 3500 yards in a match (Stamina +1).
10. Win a jumping header in a match (Jumping +1).
11. Perform a fake shot inside the box in a match (Agility +2).
12. Score a bicycle kick in any match (Balance +2).
13. Play 30 matches during your career (Acceleration +1).
14. Win 15 "Man Of The Match" awards as a pro (Sprint Speed +1).
15. Get a match rating of 10 out of 10 (Strength +1).
16. Score 2 diving headers during your career (Agility +2).
17. Make 4 headed passes in a match (Balance +2).
18. Travel 3500 yards in 5 matches during your career (Stamina +2).
19. Win 20 "Man Of The Match" awards during your career (Acceleration +1).
20. Make 40 appearances (Sprint Speed +1).
21. Win 10 jumping headers in a match (Strength +1).
22. Win 25 jumping headers during your career (Jumping +2).
23. Complete 5 matches with 50% stamina remaining (Stamina +2).
24. Tap in 5 career goals from within 3 yards (Reactions +5).
25. Play 50 matches during your career (Strength +1).
26. Perform 10 fake shots in the box during your career (Agility +2).
27. Score 10 career goals with your weak foot (Weak Foot Ability +1 Star).
28. Score 2 bicycle kicks during your career (Balance +3).
29. Travel 3500 yards in 10 matches during your career (Stamina +3).
30. Make 2 career goal line clearances (Reactions +5).
31. Play 60 matches during your career (Sprint Speed +1).
32. Win 25 "Man Of The Match" awards during your career (Acceleration +2).
33. Score 5 diving headers during your career (Agility +2).
34. Make 8 headed passes in a match (Balance +3).
35. Complete 10 matches with 50% stamina remaining (Stamina +3).
36. Score from outside the box with your weaker foot in a match (Weak Foot Ability +1 Star).
37. Win 50 jumping headers during your career (Strength +1).
38. Play 70 matches during your career (Acceleration +2).
39. Win 100 jumping headers during your career (Jumping +2).
40. Get a match rating of 10 five times during your career (Sprint Speed +2).
41. Travel 3500 yards in 25 matches during your career (Stamina +4).
42. Tackle an opponent that has fouled you in a match 5 times during your career (Reactions +5).
43. Make 50 appearances during your career (Strength +1).
44. Play 150 matches during your career (Acceleration +2).
45. Make 200 career appearances (Sprint Speed +3).
46. Play 250 matches as a pro (Stamina +4).
47. Score 25 career goals with your weaker foot (Weak Foot Ability +1 Star).
48. Score 5 goals from rebounds from the post during your career (Reactions +5).

Shooting

1. Defeat the keeper with a finesse shot inside the box in a match (Finishing +1).
2. Curl in a finesse shot from outside the box in a match (Long Shots +1).
3. Score a laces shot in the Arena (Shot Power +1).
4. Hit the target with 3 headers in a match (Heading Accuracy +2).
5. Volley home with your stronger foot in a match (Volleys +2).
6. Tuck home a penalty in the Arena (Penalties +2).
7. Score 2 finesse shots in a match (Finishing +1).
8. Bag in a laces shot from outside the box in a match (Long Shots +1).
9. Score a laces shot inside the box in a match (Shot Power +1).
10. Defeat the keeper to score with a jumping header in a match (Heading Accuracy +2).
11. Curl in a free kick in the Arena (Free Kick Accuracy +2).
12. Score a volley with your weaker foot in a match (Volleys+3).
13. Get on the scoreboard in 2 consecutive matches (Finishing +1).
14. Score 2 laces shot in a match (Shot Power +2).
15. Head a goal in 2 consecutive matches (Heading Accuracy +2).
16. Score 2 goals from outside the box in a match (Long Shots +2).

17. Curl in a free kick in a match (Free Kick Accuracy +3).
18. Tuck home a penalty during normal time in a match (Penalties +3).
19. Score a hat trick in a match (Finishing +2).
20. Bang one in from 30 yards or further in the Arena (Long Shots +2).
21. Score a driven free kick in the Arena (Shot Power +2).
22. Score 50 goals during your career (Finishing +3).
23. Defeat the keeper with 2 headers in a match (Heading Accuracy +3).
24. Score 2 free kicks in a match (Free Kick Accuracy +4).
25. Curl in 20 finesse shots during your career (Finishing +2).
26. Score 10 headed goals during your career (Heading Accuracy +3).
27. Thump one in from 30 yards or further in a match (Long Shots +3).
28. Drill in a driven free kick in a match (Shot Power +3).
29. Score 2 volleys in one match (Volleys +3).
30. Keep your cool and score in a penalty shootout (Penalties +4).
31. Score a brace in 3 consecutive matches (Finishing +3).
32. Score 10 career goals from outside the box (Long Shots +3).
33. Score 20 laces shots during your career (Shot Powers +3).
34. Get credited for 25 headed goals during your career (Heading Accuracy +4).
35. Thump home a volley from outside the box in a match (Volleys +4).
36. Score 15 free kicks during your career (Free Kick Accuracy +5).
37. Get on the scoresheet 5 matches running (Finishing +3).
38. Score 25 headed goals during your career (Heading Accuracy +4).
39. Score 25 goals from outside the box (Long Shots +4).
40. Score 10 volleys during your career (Volleys +4).
41. Bang in 50 laces shots during your career (Shot Power +4).
42. Get 6 consecutive penalties in the Arena (Penalties +5).
43. Get credited for 100 career goals (Long Shots +4).
44. Score 150 goals during your career (Shot Power +4).
45. Score 200 career goals (Finishing +4).
46. Bang in 20 volleys during your career (Volleys +4).
47. Tuck home 15 penalties during your career (Penalties +6).
48. Score 25 career goals from free kicks (Free Kick Accuracy +6).

Traits and Celebrations

1. Perform all available running celebrations (unlocks Celebrations 1 and 2).
2. Celebrate a goal with all finishing moves (unlocks Celebrations 3 and 4).
3. Dribble past 150 players during your career (unlocks Skilled Dribbling trait).
4. Defeat 5 defenders in a match with skill moves (unlocks Flair trait).
5. Score 50 headed goals during your career (unlocks Power Header trait).
6. Complete 25 throw ins during your career (unlocks Long Throw trait).
7. Make 3 goal line [clearances](#) during your career (unlocks Acrobatic Clearance trait).
8. Get credited for 25 career assists from through balls (unlocks Through Ball trait).
9. Score 20 laces shots from outside the box during your career (unlocks Outside Of Foot trait).
10. Win the league in Be A Pro or Manager mode (unlocks Crowd Favorite trait).
11. Play 100 matches as a pro (unlocks Second Wind trait).
12. Take 10 long throw ins over the course of your career (unlocks Giant Throw trait).

• Cheaper contracts

Do not renew contracts after a season. You will be asked what contracts you want to renew. Check the box they will get. Offer the same wage they already have. Wait until the end of season to renew for the same wage instead of having to triple it at the start.

• Avoid losing loaned players

If you loan six players out, only five will come back, etc. because the club you loaned the player to will have sold him to another club. For example, if you loan Caceres from Barcelona to Villarreal CF, they will sell him to Wigan Athletic. Do not loan players out to prevent this from happening.

• Insulting the crowd

Perform the bowing celebration, and the commentators will make good comments. However, if you do it a second or third time, they will say you are going too far and insulting the crowd.

• Trophies

Successfully complete one of the following tasks to get a trophy:

- Shooting Boots (Bronze): Score 5 goals in 1 Arena kick-about.
- Off the Woodwork (Bronze): Score off the post or cross bar in a match.
- Camera Man (Bronze): Upload a video to EA SPORTS Football World.
- Hard Earned Win (Bronze): Beat a 5 Star team with a 1/2 Star team Online or when playing Professional difficulty or higher.
- Grind it Out (Bronze): Win a match with 10 men Online or when playing on Professional difficulty or higher.
- Cup Upset (Bronze): Win a 16 team Tournament with a 1 Star team when playing on Professional difficulty or higher.
- Wheeler Dealer (Bronze): Buy 50 players in your Manager Mode career.
- Good Friend (Bronze): Create a goal for a Friend with a cross.
- Well Travelled (Bronze): Win a match in every stadium.
- Total Control (Bronze): Win a match with fully manual settings (no assistance can be switched on).
- Top of the League? (Bronze): Win a match in a Friends League

Photographer (Bronze): Upload a Screenshot to EA SPORTS Football World.
 Lounging Around (Bronze): Score 2500 points and win 5 Badges in a single Lounge Mode match.
 A Star is Born (Bronze): Create a Virtual Pro.
 Around the World (Bronze): Play a match with a team from every league.
 Underdog (Bronze): Win an Online Head to Head Ranked match using a weaker team than your opponent.
 Experimental (Bronze): Play 5 consecutive Online Head to Head Ranked Matches using a different team.
 Looking Good (Bronze): Download your Game Face from EA SPORTS Football World.
 Recognise Anyone? (Bronze): Download your Club member Game Faces from EA SPORTS Football World.
 Window shopping (Bronze): Visit the FIFA 10 [Store](#).
 Theatre of Dreams (Bronze): Upgrade your Stadium Manager to Level 10.
[Phoenix](#) from the Ashes (Bronze): Make a 5 Star team out of a 2 Star team or lower within 5 seasons in Manager Mode.
 Good Form (Bronze): Play 5 consecutive Online Head to Head Ranked matches without losing.
 Practice Makes Perfect (Bronze): Work on your skills in Practice Mode.
 Challenging Schedule (Silver): Complete a Manager Mode Season without simming a game.
 Real Fan (Silver): Play for over fifty hours.
 Always Available (Silver): Complete a season in Be A Pro: Seasons without simming a game.
 Team Player (Silver): Play a Pro Club Championship match as a full team (10 players).
 Skilled Pro (Silver): Unlock 100 EA SPORTS Football World Accomplishments with your Virtual Pro.
 Double Champs (Silver): Win consecutive League titles in any top tier League in Manager Mode.
 Climbing the Ladder (Silver): Win consecutive promotions with the same Club in Manager Mode.
 No Pressure (Silver): Achieve 100% Board Confidence at any Club in Manager Mode.
 Globetrotter (Silver): Win titles in all 5 major European Leagues (England, France, Italy, Germany and Spain).
 Limited Resources (Silver): Win a League or Cup in Manager Mode with a 1 Star team or lower.
 Ton Up (Gold): Win 100 Online Classic Ranked Matches.
 The Treble (Gold): Win 3 trophies in 1 Manager Mode Season.
 Established (Gold): Become a 5 Star Manager.
 Football Legend (Platinum): Unlock all other trophies (excluding additional content trophies).

Additionally, there are four secret trophies:

Still Practicing? (Bronze): Score 20 goals in one arena kick-about.
 Good Support (Bronze): Play an Online Team Play match as your favourite team.
 Gutsy Call (Bronze): Take an Online Head to Head Ranked match to extra time playing as a weaker team than your opponent.
 Time for a Testimonial (Silver): Play 500 matches with your Virtual Pro.

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Excellent	750 - 840	Fair	620 - 659	I Don't Know ????
Good	660 - 749	Poor	340 - 619	Find out INSTANTLY!

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Note: This game is also titled World Soccer: Winning Eleven 2009.

- Classic teams

Successfully complete the indicated task to unlock the corresponding team:

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- Classic Brazil: Win the International Cup with Brazil.
- Classic England: Win the International Cup with England.
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- Classic Germany: Win the International Cup with Germany.
- Classic Italy: Win the International Cup with Italy.
- Classic Netherlands: Win the International Cup with Netherlands.

- Classic players

Win the African Cup Of Nations, American Cup, Asia-Oceania Cup, and European Cup in League/Cup mode to unlock classic players (for example, Best, Schmeichel, Chilavert, etc.) but with fake names.

Win the Eredivisie, La Liga, Ligue 1, Premiership, and Serie A in League mode to unlock five to eleven players for each league.

Win everything in Master League (Champions League, D1 Cup, D1 League, D2 Cup, D2 League, UEFA Cup) to unlock over seventy classic players.

- Real team logos

Download a team logo in .PNG format. Go to edit your team. Select "Edit Emblem", then choose the desired team logo.



The Daily Poll

Should the next Wii Zelda game change up the classic structure?

- Yes, the standard dungeon progression is getting dull
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- I don't know
- I've never played a Zelda game
- Who cares?

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- Real team names

The following are the real team names in order:

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- Bolton Wanderers FC
- Chelsea FC
- Everton FC
- Fulham FC
- Hull City AFC
- Liverpool FC
- Manchester City FC
- Manchester United FC
- Middlesbrough FC
- Newcastle United FC
- Portsmouth FC
- Stoke City FC
- Sunderland AFC
- Tottenham Hotspur FC
- West Bromwich Albion FC
- West Ham United FC
- Wigan Athletic FC

La Liga

- UD Almeria
- Athletic Club
- FC Barcelona
- Real Betis
- R. C. Deportivo la Coruna
- R. C. D. Espanyol
- Getafe CF
- Sporting De Gijon
- Recreativo de Huelva
- Athletico de Madrid
- Real Madrid CF
- Malaga CF
- R. C. D. Mallorca
- CD Numancia
- CA Osasuna
- Racing Santander
- Sevilla FC
- Valencia C. de. F
- Real Valladolid
- Villarreal CF

- Real names

The following are the real player names on the indicated team:

German national team

- GK: Schwarz should be Lehmann
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- CB: Messenger should be Metzelder
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- CMF: Frutes should be Frings
- AMF: Kruger should be Ballack
- AMF: Slinlazel should be Schweinsteiger
- SS: Pomatski should be Podolski
- CF: Kmala should be Klose
- CF: Goltz should be Mario Gomez
- GK: Hulegrase should be Hildebrand
- GK: ELka should be Enke
- SR: Castrol should be Castro

SB: Jargan should be Jansen
SB: Fnich should be Fritz
DMF: Hitmacher should be Hitzlisperger
CMF: Botananski should be Borowski
SMF: Sloeger should be Schneider
SMF: Hisneit should be Hilbert
AMF: Tmorautki should be Trochowski
SS: Noglau should be Neuville
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- Players still on old teams

The following is a list of players with the team they should be on and the team they are on:

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Adu to As Monaco from Benfica
Aissati to Ajax from Psv
Almiron to Fiorentina from Juventus
Andrew Johnson to Fulham from Everton
Banega to Ath Madrid from Valencia
Baptista to As Roma from Real Madrid
Baros to Galatasaray from Lyon
Bentley to Tottenham from Blackburn Rovers
Berbatov to Man Utd from Tottenham
Campbell to Tottenham from Man.Utd
Cattermole to Wigan Ath. from Middlesbrough
Chimbonda to Sunderland from Tottenham
Colocchini to Newcastle from Deportivo
Cook to an unused team from Fulham
Corluka to Tottenham from Man City
Corradi to Reggina from Man City
Cousin to Hull City from Rangers
Crosas to Celtic from Fc Barca
Cuellar to Aston Villa from Rangers
D.Cisse to Sunderland from Tottenham
Di Michele to West Ham from Torino Fc
Diouf to Sunderland from Bolton W
Eagles to an unused team from Man Utd
Fellaini to Everton from Standard Liege
Finnan to Espanyol from Liverpool
Friedel to Aston Villa from Blackburn Rovers
Gravesen to an unused team from Celtic
Healy to Sunderland from Fulham
Hoyte to Middlesbrough from Arsenal
Kavanagh to an unused team from Sunderland
King to Hull City from Wigan Ath
Ljungberg to an unused team from West Ham
M.Brown to an unused team from Celtic
Malbranque to Sunderland from Tottenham
Maloney to Celtic from Aston Villa
Mccartney to Sunderland from West Ham
Mcshane to Hull City from Sunderland
Meite to Hull City from Bolton W
Mineiro to Chelsea from Brazil Team
Muntari to Inter from Portsmouth
Oleguer to Ajax Fro Fc Barca
Pavlychenko to Tottenham from Spartak Moscow
Pedro Mendes to Rangers from Portsmouth
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Tainio to Sunderland from Tottenham
Voronin to an unused team from Liverpool
Xisco to Newcastle Utd. from Deportivo
Zabaleta to Man City from Espanyol

- Achievements

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

First Glory (10 points): Awarded for your first win.
Winning Streak (25 points): Awarded for winning 10 consecutive matches.
Come From Behind (10 points): A title awarded when you come from behind and win.
Last-minute Win (10 points): A title awarded when you score the winning goal in extra time.
World Tour (15 points): Awarded for playing at all the stadiums.
Gentleman (20 points): Awarded by giving away less fouls.
Possession Play (15 points): Awarded by increasing ball possession.
Hat-trick Hero (15 points): Awarded by scoring many hat-tricks.
Ace Striker (15 points): Awarded by scoring many goals.
FK specialist (15 points): Awarded by scoring many free-kicks.

Long Ranger (15 points): A title awarded when you score from 35m or more.
Goal Getter (15 points): Awarded for scoring 100 goals.
100 Matches (15 points): Awarded for playing 100 matches.
100 Wins (25 points): Awarded for winning 100 matches.
100 Clean Sheets (25 points): A title awarded when you keep 100 clean sheets.
English League (15 points): Awarded for beating all English League teams.
Ligue 1 (15 points): Awarded for beating all Ligue 1 teams.
Italian League (15 points): Awarded for beating all Italian League teams.
Eredivisie (15 points): Awarded for beating all Eredivisie teams.
Spanish League (15 points): Awarded for beating all Spanish League teams.
National Teams (15 points): Awarded for beating all the national teams.
Top League Promotion (10 points): A title awarded when you are promoted to D1 in the Master League.
League Title (15 points): A title awarded when you win the D1 League in the Master League.
Conquered Europe (20 points): A title awarded when you win the Master League European Championship.
Perfect Season (50 points): Awarded after the best "Master League" season.
Pro Debut (10 points): A title awarded when you make your Become a Legend pro debut.
1st Pro Goal (10 points): Awarded by scoring a goal in Become a Legend.
1st Pro Man of the Match (10 points): Awarded by receiving a Man of the Match award in Become a Legend.
Super Sub (10 points): Awarded by playing well as Super Sub in Become a Legend.
International Debut (10 points): A title awarded when you make your international debut in Become a Legend.
International Cup Debut (15 points): A title awarded when you play in the Become a Legend International Cup.
International Cup MVP (15 points): Awarded by playing well in Become a Legend's International Cup.
100 Goals(Become a Legend) (15 points): A title awarded when you score 100 goals in Become a Legend.
200 Goals(Become a Legend) (20 points): A title awarded when you score 200 goals in Become a Legend.
Wanderer (10 points): Awarded by playing for many teams in Become a Legend.
International Titles (20 points): Awarded by playing well for your national team in Become a Legend.
Club Titles (20 points): Awarded by playing well for club in Become a Legend.
All Titles (50 points): Awarded for acquiring all titles in Become a Legend.
Winning Streak (Network) (20 points): Awarded when you have 5 successive Ranked match wins in the Network.
High Win Ratio (Network) (30 points): Awarded by increasing your Network win ratio.
Hat-trick (Network) (15 points): Awarded when you score a hat-trick in a Network Ranked match.
Legends Debut (10 points): A title awarded when a player created in Become a Legend plays in a Legends match.
Best combination (10 points): Awarded when Legends Best combination reaches 3000 points.
Combination Goal (20 points): A title awarded when you score a goal involving 4 users in Legends.
Total Combination (25 points): Awarded when Legends Total Combination reaches 30000 points.
Legends Master (50 points): A title awarded when you play with 100 users in Legends.
UEFA [Champions League](#) Debut (10 points): A title awarded when you play for the first time in UEFA Champions League.
Through the Group League (15 points): A title awarded when you advance through the group league in UEFA Champions League.
European Champions (50 points): A title awarded when you win the UEFA Champions League.
Ultimate Player (100 points): The most prestigious PES 2009 title.



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Note: This game is also titled *World Soccer: Winning Eleven 2009*.

- Classic teams

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The Daily Poll

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Manchester United FC
Middlesbrough FC
Newcastle United FC
[Portsmouth](#) FC
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Tottenham Hotspur FC
West Bromwich Albion FC
West Ham United FC
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R.C.D. Espanyol
Getafe CF
Sporting De Gijon
Recreativo de Huelva
Athletico de Madrid
Real Madrid CF
Malaga CF
R.C.D. Mallorca
CD Numancia
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Racing Santander
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- Good free agents
On February 1st and June 30th, [players' clubs](#) let contracts slip leaving them free agents. Players like [Sol Campbell](#), R. Kovac, Serginho will become available.
- Have legends on your team in season
On July 1st, legends can appear on the transfer [market](#) and can also get picked up by the scouts during season (for example, Ravenelli by the transfer market and Campos by the scouts).
- Injuries
During a season, a player will get injured. This cannot be prevented. For example, if Ronaldinho gets injured for six month during a match and you restart, the same thing may happen to another player. Save the game after every match.
- Getting [money](#) out of owner
Finish as expected at end of season or better and also win cups. If V.I.P. guests [watch](#) matches, you win get £5 or 6 million on the spot.
- Renewing contracts
When contracts are up for renewal, offer the exact same terms. The players will usually take it.
- [Retired](#) players
Retired players get reborn as young players from 16 to 18 in the young squad. When this happens, promote them. This happens about a year or two after they [retire](#), with players such as Larsson, Del Piero, Roy Keane, Thuram, Nedved, etc.

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The Daily Poll

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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

DECLARATION OF JOAKIM JERN

I, Joakim Jern, do hereby declare, testify and state as follows

1. I am a resident and citizen of Sweden.
2. My postal address is Ostra Staketgatan 22 B, 681 40 Kristinehamn, Sweden.
3. In March of 2005, I posted one or more game hints onto the website

www.gamewinners.com.

4. In posting the game hints to www.gamewinners.com, I used the username "The X Factor".

5. Exhibit A to this Declaration contains documents reproducing certain webpages from www.gamewinners.com. I have reviewed the www.gamewinners.com webpages reproduced in Exhibit A and affirm that they represent accurate reproductions of the game hints published on the corresponding webpages on www.gamewinners.com.

6. I posted to www.gamewinners.com the game hints contained within the reproduced webpages attached as Exhibit A that have been attributed to "The X Factor".

7. I wrote the game hints attributed to "The X Factor" contained in the reproduced webpages attached as Exhibit A. They are original to me.

8. I did not obtain such game hints from www.cheatecc.com, www.cheatmasters.com, or any other website.

9. Such game hints may still be accessed at www.gamewinners.com at the uniform resource locators ("urls") found on the bottom of the pages produced in Exhibit A.

10. Exhibit B to this Declaration contains certain webpages from www.cheatecc.com. I have reviewed the www.cheatecc.com webpages reproduced in Exhibit B and affirm that they represent accurate reproductions of the game hints published on the corresponding webpages on www.cheatecc.com.

11. Although I did not post the game hints attributed to "The X Factor" in the reproduced webpages attached as Exhibit A to www.cheatecc.com, game hints appear on www.cheatecc.com nearly identical to mine at the urls found on the bottom of the pages produced in Exhibit B.

12. I make the foregoing statements voluntarily.

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

Dated this th day 23 rd of October 2009.


Joakim Jern

HP LaserJet 4100 MFP



Mudd Law Offices
 7735885440
 10/23/2009 08:06 AM

Fax Call Report

Job	Date/Time	Type	Identification	Duration	Pages	Result
6746	10/23 08:05 AM	Receive	+46 19 588188	00'33	1	OK

1/1 : S : 23/10/09 13:29 Biblioteket i KUMLA Faxavskändare : +46 19 588188

2


 Joakim Jern

Dated this 23 day 23 rd of October 2009.

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

12. I make the foregoing statements voluntarily.

in Exhibit B.

www.chess4all.com nearly identical to mine at the urls found on the bottom of the pages produced reproduced webpages attached as Exhibit A to www.chess4all.com, game hints appear on

11. Although I did not post the game hints attributed to "The X Factor" in the www.chess4all.com.

represent accurate reproductions of the game hints published on the corresponding webpages on I have reviewed the www.chess4all.com webpages reproduced in Exhibit B and affirm that they

10. Exhibit B to this Declaration contains certain webpages from www.chess4all.com. resource locators ("urls") found on the bottom of the pages produced in Exhibit A.

9. Such game hints may still be accessed at www.gamewinners.com at the uniform or any other website.

8. I did not obtain such game hints from www.chess4all.com, www.chess4all.com, www.chess4all.com, webpages attached as Exhibit A. They are original to me.

7. I wrote the game hints attributed to "The X Factor" contained in the reproduced

Joakim Jern

2/2

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)	
CHEAT CODE CENTRAL, a sole)	
proprietorship,)	
)	
Plaintiff,)	
)	Case No. 2008-cv-157-MHW-MRA
vs.)	
)	
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 ERIC BIGRAS

I, Eric Bigras , being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of Ontario, Canada.
2. My postal address is 2275 Bayview Ave., Hilliard A101, Toronto, ON.
3. In the year of 2008, I posted game hints onto the website

www.gamewinners.com.

4. In particular, I posted the game hints that read:

Nuka Grenade

This is a schematic weapon. It is built from a Nuka-Cola Quantum, a tin can, turpentine and Abraxo Cleaner. One of the schematics can be found on the bottom floor of the Yao Guai Cave, in the northwestern-most area, under a pile of skeletons. Doc Hoff sells another and Sierra Petrovita in Girdershade has the third, which she gives you as a reward for the Nuka-Cola Challenge quest. Every schematic increases the number of grenades created per set of materials, up to a maximum of three. Its damage is 501 plus fire damage plus radiation.

Blackhawk

This is a special scoped .44 Magnum. Blackhawk is received from Agatha in the "Agatha's Song" quest in return for the Sheet Music book. You must ask for a reward. There is a higher chance of the weapon being in good condition if you speak politely to Agatha throughout the quest. It can be repaired with regular scoped .44 Magnums. It has a very high accuracy, with only 0.3 spread. Because it is scoped, you can use it outside V.A.T.S. for sniping. It has a base damage of 55 and a 45 point critical bonus and can decapitate many enemies with a headshot.

5. In posting the foregoing game hints, I used the username "Baron".

7. I did not obtain the foregoing game hints from www.cheatcc.com,

www.cheatmasters.com, or any other website.

8. The foregoing game hints may still be accessed at www.gamewinners.com at

http://www.gamewinners.com/Cheats/index.php/More:Fallout 3: Items#Nuka Grenade

http://www.gamewinners.com/Cheats/index.php/More:Fallout 3: Ranged Weapons

9. Although I did not post the game hints to www.cheatcc.com, the game hints

appears on www.cheatcc.com nearly identical to mine at

http://www.cheatcc.com/xbox360/fallout3cheatscodes.html .

10. I make the foregoing statements voluntarily.

I declare under the penalty of perjury that the foregoing are true and correct statements.
Case 2:08-cv-00157-MHW-MRA Document 64-9 Filed 03/05/10 Page 145 of 20

Dated this 27th day of October 2009.



Eric Bigras

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 DARRYL D. SMITH

I, Darryl D. Smith, being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of LA.
2. My address is 310C Forsythe Ave.; Monroe, LA 71201.
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:

All-Star squad

With the salary cap off, find a player you want (for example, Calvin Johnson).
Select him, go to "Edit Player", and change him to a QB. His rating will drop to
12. Press Start and choose to keep the player without saving. Trade your lowest
rated WR for him. The trade will be accepted. Go back in and edit him back to a
WR. You will now have Calvin Johnson without losing anyone important.

5. In posting the foregoing game hint, I used my name "Darryl D. Smith".

6. I wrote the foregoing game hint. It is original to me. I, by all means, am the absolute owner of the foregoing game hint, and I have not plagiarized or infringed the copyright of anyone with respect to the foregoing game hint.

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/Madden_NFL_10_\(Xbox_360\)#All-Star_squad](http://www.gamewinners.com/Cheats/index.php/Madden_NFL_10_(Xbox_360)#All-Star_squad)

9. Although I did not post this game hint to www.cheatcc.com, it appears in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/xbox360/maddennfl10cheatscodes.html> .

10. I never sent the foregoing game hint to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hint. Its possession and use of the game hint is fully unauthorized by me.

11. I make the foregoing statements voluntarily.

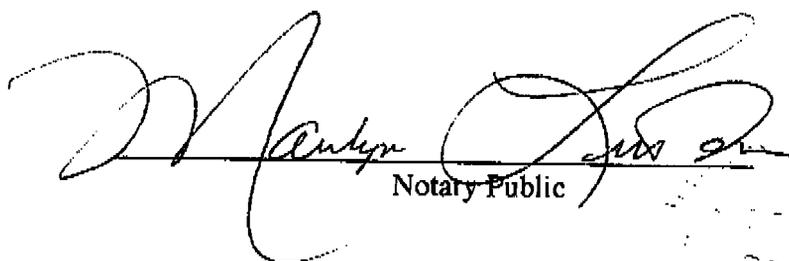
I declare under the penalty of perjury that the foregoing are true and correct statements.

Dated this 22 day of October 2009.


Darryl D. Smith

Louisiana
STATE OF ~~FLORIDA~~)
COUNTY OF Quachita) SS:

The foregoing AFFIDAVIT OF Darryl D. Smith has been subscribed and sworn to me before this 22nd day of October 2009, by Darryl D. Smith.


Notary Public

My Commission Expires:

MARVIN LITTLETON
NOTARY # 60492
STATE OF LOUISIANA
PARISH OF OUACHITA
COMMISSION EXPIRES AT DEATH

HP LaserJet 4100 MFP



Mudd Law Offices
7735885440
10/22/2009 12:12 PM

Fax Call Report

Job	Date/Time	Type	Identification	Duration	Pages	Result
6743	10/22 12:10 PM	Receive	3186517689	00'53	3	OK

10/22/2009 06:12 3186517689 LAGNIAPPE AUTO TITLE PAGE 01/03

**UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION**

DAVID ALLISON, doing business as)	
CHEAT CODE CENTRAL, a sole)	
proprietorship,)	
)	
Plaintiff,)	
)	Case No. 2008-cv-157-MHW-MRA
vs.)	
)	
JEREMY N. WISE, an individual, and)	
WISE BUY NOW LLC, an Ohio)	
Corporation,)	
)	
Defendant.)	

AFFIDAVIT OF DARRYL D. SMITH

I, Darryl D. Smith, being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of LA.
2. My address is 310 C Foyette Ave; Monroe, LA 71201.
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:
All-Star squad
With the salary cap off, find a player you want (for example, Calvin Johnson).
Select him, go to "Edit Player", and change him to a QB. His rating will drop to
12. Press Start and choose to keep the player without saving. Trade your lowest
rated WR for him. The trade will be accepted. Go back in and edit him back to a
WR. You will now have Calvin Johnson without losing anyone important.
5. In posting the foregoing game hint, I used my name "Darryl D. Smith".

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 ROBERT ANTHONY HOOTS

I, Robert Anthony Hoots, being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of Oklahoma.
2. My address is 217 W 5th St., Edmond, Oklahoma 73003.
3. In the year of 2007, I posted one or more game hints onto the website

www.gamewinners.com.

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

Here is the list of items needed for the Box of Secrets trades in the Fable II Knothole Island Expansion for the Xbox360 along with their rewards:

- Marriage and How to Survive It - Knothole Skirt
- Pretty Necklace - Black Wheel Gang Outfit
- Eternal Love Ring - Greaser Wig
- Puny Carrot (2) - Assassins Outfit
- Table Wine (2) - Cascading Hair
- Murgo's Big Book of Trading (2) - Brocadian Warrior Queen Outfit
- Crunchy chick (3) - The Wretcher
- Crucible Peanuts (2) - Chasm Outfit
- Monk Robes - Judge's Steel
- Lute (2) - Axe of Disharmony

Diamond - Staff of Wrath
Pure Experience Extract - Hal's Rifle
Regal Purple Dye - Brodican Mace

5. In posting the foregoing game hint, I used the username "DiscipleN2k".
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/More:Fable_2:_Items.

9. Although I did not post this game hint to www.cheatcc.com, a game hint appears on www.cheatcc.com nearly identical to mine at http://www.cheatcc.com/xbox360/fable2cheatscodes.html.

10. I make the foregoing statements voluntarily.

HP LaserJet 4100 MFP



Mudd Law Offices
7735885440
12/04/2009 10:11 AM

Fax Call Report

Job	Date/Time	Type	Identification	Duration	Pages	Result
6839	12/04 10:09 AM	Receive	443 2586	01'09	2	OK

FROM : MELVIN MURPHY FAX NO. : 443-2586 Dec. 04 2009 11:54AM P1

1

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

10,000 gold when sold on the back of its tail. When it dies you can collect the Soul Gem which is worth and attack with whatever you have when it is vulnerable, shooting the soft portion appear, but it is not necessary. Just continue to walk backwards around the pillar to dodge around the pillar as the Boss tries to attack you. The "Dodge" button will should go upstairs, if done correctly you can just walk backwards without having the cage hanging from it. When Sheva tells you that it is too hard to fight and you the middle, with what looks to be a log with spikes coming out of it as well as a Gem. In the southwest corner of the bottom floor, there is a small pillar of stone in 4-1, there is an easy way to defeat him which will allow you to still get the Soul

"Caves": Defeating the Boss

When you face the flying bat/insect-like creature for the second time in Chapter

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

www.gamewinners.com

3. In the year of 2009, I posted one or more game hints onto the website

2. My postal address is Parkers Cove, NL A0E 1H0.

1. I am a resident and citizen of Canada.

I, Cody Murphy, do hereby declare, testify and state as follows

DECLARATION OF CODY MURPHY

Defendant:

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

vs.

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

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

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

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

DECLARATION OF CODY MURPHY

I, Cody Murphy, do hereby declare, testify and state as follows

1. I am a resident and citizen of Canada.
2. My postal address is Parkers Cove, NL A0E 1H0.
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:

"Caves": Defeating the Boss

When you face the flying bat/insect-like creature for the second time in Chapter 4-1, there is an easy way to defeat him which will allow you to still get the Soul Gem. In the southwest corner of the bottom floor, there is a small pillar of stone in the middle, with what looks to be a log with spikes coming out of it as well as a rib cage hanging from it. When Sheva tells you that it is too hard to fight and you should go upstairs, if done correctly you can just walk backwards without having to dodge around the pillar as the Boss tries to attack you. The "Dodge" button will appear, but it is not necessary. Just continue to walk backwards around the pillar and attack with whatever you have when it is vulnerable, shooting the soft portion on the back of its tail. When it dies you can collect the Soul Gem which is worth 10,000 gold when sold.

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

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.

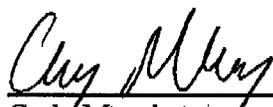
8. The foregoing game hint may still be accessed at www.gamewinners.com at
http://www.gamewinners.com/Cheats/index.php/More:Resident Evil 5: Locations#.22Caves.22
: Defeating the Boss.

9. Although I did not post this game hint to www.cheatcc.com, a game hint appears
on www.cheatcc.com nearly identical to mine at
http://www.cheatcc.com/ps3/residentevil5cheatscodes.html.

10. I make the foregoing statements voluntarily.

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

Dated this 30th day of November 2009.


Cody Murphy

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

DECLARATION OF MARK JOHNSON

I, Mark Johnson, do hereby declare, testify and state as follows

1. I am a resident and citizen of British Columbia, Canada.
2. My postal address is 373 Chemainus Rd.
3. In the year of 2007, I posted one or more game hints onto the website

www.gamewinners.com.

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

Easy Endurance race wins
Go to any Endurance race and enter it. Hire the cheapest driver, then go to the difficulty settings. Change each setting so that it will give you a bonus, except for the difficulty of the AI drivers. Change the AI to easy and begin the race. All you have to do now is wait.

5. In posting the foregoing game hint, I used the username "Mark".
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/Forza Motorsport 2#Easy Endurance race wins](http://www.gamewinners.com/Cheats/index.php/Forza_Motorsport_2#Easy_Endurance_race_wins).

9. Although I did not post this game hint to www.cheatcc.com, a game hint appears on www.cheatcc.com nearly identical to mine at <http://www.cheatcc.com/xbox360/forzamotorsport2cheatscodes.html>.

10. I make the foregoing statements voluntarily.

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

Dated this 21 day of October 2009.

Mark Johnson
Mark Johnson

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)	
CHEAT CODE CENTRAL, a sole)	
proprietorship,)	
)	
Plaintiff,)	
)	Case No. 2008-cv-157-MHW-MRA
vs.)	
)	
JEREMY N. WISE, an individual, and)	
WISE BUY NOW LLC, an Ohio)	
Corporation,)	
)	
Defendant.)	

DECLARATION OF GREG FARRELL

I, Greg Farrell, do hereby declare, testify and state as follows

1. I am a resident and citizen of Perth, Australia.
2. My postal address is P.O. Box 117, Mirrabooka, Western Australia, 6941.
3. In the year of 2007, I posted one or more game hints onto the website

www.gamewinners.com.

4. In particular, I posted game hints that read:

Easy "Timed Stunt Driver" achievement:
 Set up a co-op game with a partner. You must have the ability to pick up and throw cars. Take the Agency SUV (as you have greater aerial control) to an open area. Try the beach area north of the fairgrounds. Have one player stay in the SUV. Have the other player pick up the car and throw it (avoiding any rocks or structures). The car naturally tends to perform a right barrel roll. The player in the car need only ensure that the SUV lands on its wheels to earn the 1x Barrel Roll. Repeat this until you have done it six times in sixty seconds.

5. In posting the foregoing game hints, I used the username "Farreg".
6. I wrote the foregoing game hints. They are original to me.

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

8. The foregoing game hints may still be accessed at www.gamewinners.com at [http://www.gamewinners.com/Cheats/index.php/More:Crackdown: Easy achievements](http://www.gamewinners.com/Cheats/index.php/More:Crackdown:Easy_achievements).

9. Although I did not post these game hints to www.cheatcc.com, game hints appear on www.cheatcc.com nearly identical to mine at <http://www.cheatcc.com/xbox360/crackdowncheatscodes.html>.

10. I make the foregoing statements voluntarily.

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

Dated this 22nd day of October 2009.

A handwritten signature in black ink, appearing to read "Greg Farrell", written in a cursive style.

Greg Farrell

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

DECLARATION OF FILIP STELLING

I, Filip Stelling, do hereby declare, testify and state as follows

I am a resident and citizen of Germany.

My postal address is Von-Heß-Weg 13, Hamburg, Germany 20535.

In the year of 2008, I posted one or more game hints onto the website

HYPERLINK "<http://www.gamewinners.com>" www.gamewinners.com.

In particular, I posted a game hint that read:

Getting Mojo

You can get a lot of Mojo by traveling through the three teleporters at Mount Grimly. Take the mutant you want to upgrade to the three teleporters. Get the Grimly that is respawning in the east and enter the left teleporter to Wumpa Island. Jump carefully on the stone bridge to the left and walk the southern route to Crash's house until you meet the Slap-Es. Slow down time and attack the Slap-Es with the Grimly's boxing attack. Keep beating them up, even when they are on the floor, to build up your Mojo multiplier. When all of them are gone, teleport back to Mount Grimly. From there you can teleport to Wumpa Island again and repeat the process until you have a multiplier of 20. Back at Mount Grimly, take the teleporter in the middle that leads to the Wasteland. Once there you can destroy all the cactuses to get a large amount of Mojo. When there is no cacti remaining, teleport to Mount Grimly then go back to the Wasteland. All the cacti will be waiting for you

again.

In posting the foregoing game hint, I used the username "Filip".

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

I did not obtain the foregoing game hint from HYPERLINK "http://
www.cheatcc.com" www.cheatcc.com, HYPERLINK "http://www.cheatmasters.com"
www.cheatmasters.com, or any other website.

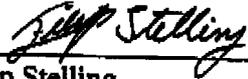
The foregoing game hint may still be accessed at HYPERLINK "http://
www.gamewinners.com" www.gamewinners.com at http://www.gamewinners.com/
Cheats/index.php/Crash_Bandicoot:_Mind_Over_Mutant_%28Xbox_360%
29#Getting_Mojo.

Although I did not post this game hint to HYPERLINK "http://www.cheatcc.com"
www.cheatcc.com, a game hint appears on HYPERLINK "http://www.cheatcc.com"
www.cheatcc.com nearly identical to mine at http://www.cheatcc.com/xbox360/
crashbandicootmindovermutantcheatscodes.html.

I make the foregoing statements voluntarily.

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

Dated this 19 day of October 2009.



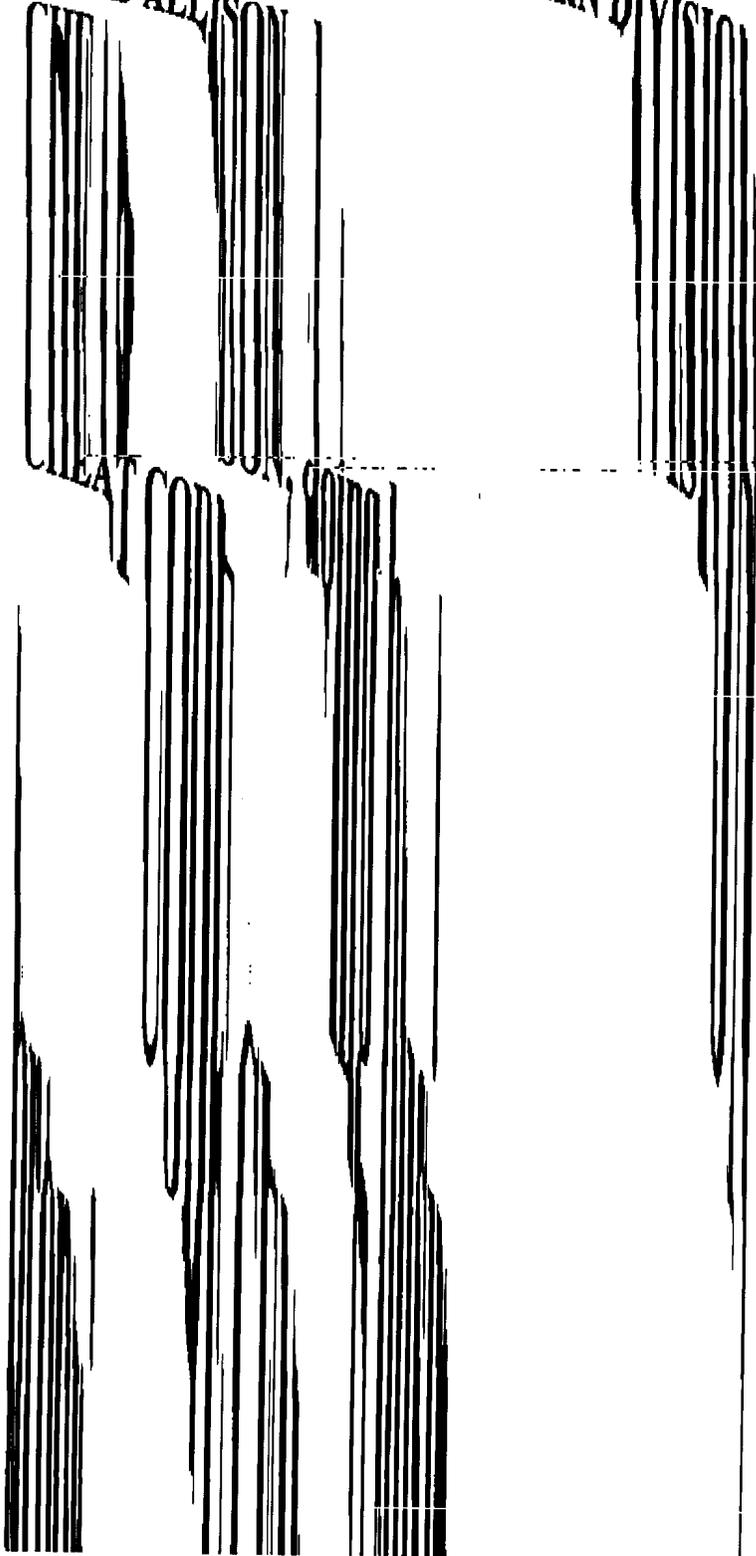
Filip Stelling

PAGE

PAGE 2

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON

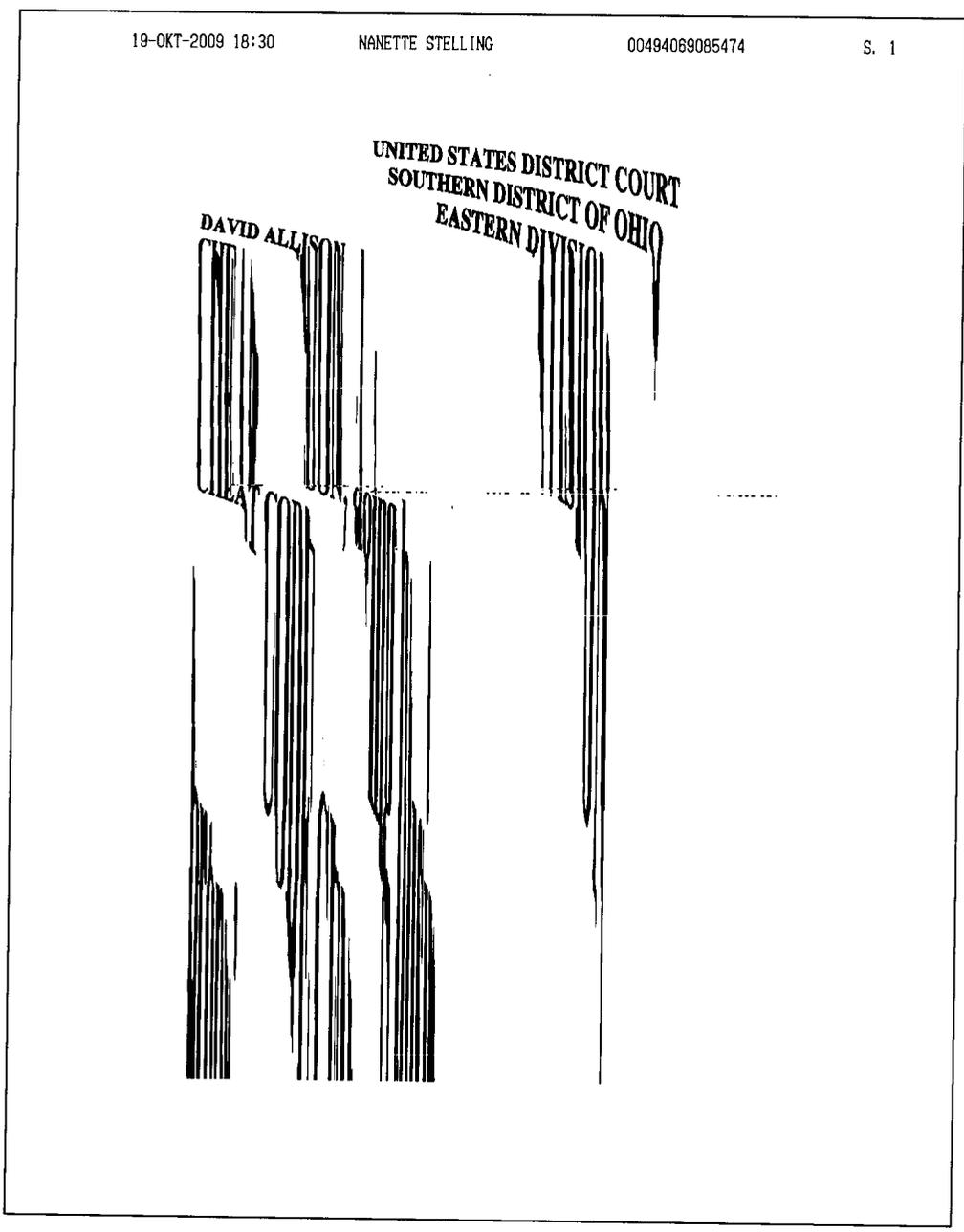




Mudd Law Offices
7735885440
10/19/2009 12:08 PM

Fax Call Report

Job	Date/Time	Type	Identification	Duration	Pages	Result
6735	10/19 12:06 PM	Receive	00494069085474	01'27	1	OK



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 DANIEL AXELROD TALARICO

I, Daniel Axelrod Talarico, being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of Washington.
2. My address is 140 Cherokee Beach Rd, Belfair, WA 98528
3. In the year of 2008, I posted one or more game hints onto the website

www.gamewinners.com.

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

Fishing

Walk onto a dock and remain idle for a short amount of time. Your character will walk up to the edge, take out a fishing rod, and begin to fish.

5. In posting the foregoing game hint, I used my name "Daniel Talarico".

6. I wrote the foregoing game hint. It is original to me. I, by all means, am the absolute owner of the foregoing game hint, and I have not plagiarized or infringed the copyright of anyone with respect to the foregoing game hint.

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/Saints_Row_2_%28PlayStation3%29#Fishing
9. Although I did not post this game hint to www.cheatcc.com, it appears in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/ps3/saintsrow2cheatscodes.html>.
10. I never sent the foregoing game hint to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hint. Its possession and use of the game hint is fully unauthorized by me.
11. I make the foregoing statements voluntarily.

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)	
CHEAT CODE CENTRAL, a sole)	
Proprietorship,)	
)	
Plaintiff,)	
)	Case No. 2008-cv-157-MHW-MRA
Vs.)	
)	
JEREMY N. WISE, an individual, and)	
WISE BUY NOW LLC, an Ohio)	
Corporation,)	
)	
Defendant.)	

AFFIDAVIT OF TOMAS BENADA

I, Tomas Benada, being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of New York.
2. My address is 325 Fox Run Lane, Carmel, NY.
3. In the year of 2008, I posted one or more game hints onto the website

www.gamewinners.com.

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

Capturing outposts quickly

When playing in Co-op mode with a friend, look in the same direction at the same time. Throw the signal smoke to call in for reinforcements to capture an outpost. If done correctly, both of the thrown signal smokes will start to smoke and two helicopters will appear. This will speed up the process when you are getting shot or are in a tight situation.

5. In posting the foregoing game hint, I used my name "Tomas Benada".
6. I wrote the foregoing game hint. It is original to me. I, by all means, am the absolute owner of the foregoing game hint, and I have not plagiarized or infringed the copyright of anyone with respect to the foregoing game hint.

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/Mercenaries_2:_World_In_Flames_%28Xbox_360%29#Capturing_outposts_quickly

9. Although I did not post this game hint to www.cheatcc.com, it appears in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/xbox360/mercenaries2worldinflamescheatscodes.html>.

10. I never sent the foregoing game hint to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hint. Its possession and use of the game hint is fully unauthorized by me.

11. I make the foregoing statements voluntarily.

*

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

Dated this 12 day of October 2009.

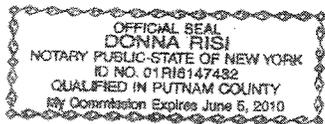
Tomas Benada
Tomas Benada

STATE OF NEW YORK)
) SS:
COUNTY OF Putnam)

The foregoing AFFIDAVIT OF Tomas Benada has been subscribed and sworn to me before this 12 day of October 2009, by Tomas Benada.

[Signature]
Notary Public

My Commission Expires:



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 MICHAEL C. LEMONTAGNE

I, Michael C. Lemontagne, being duly sworn, do hereby declare, testify and state as follows

- 1. I am a resident and citizen of the State of Florida.
- 2. My address is 6112 Sand Key Lane.
- 3. In the year of 2008, I posted game hints onto the website

www.gamewinners.com.

4. In particular, I posted the game hints that read:

The Replicated Man quest: Get both rewards

When you discover the identification of the android and are deciding to turn him in or warn him, go to the android first. Convince him to go to Zimmer on his own and he will reward you. After that, go to Zimmer in the science lab. Tell him about the android's identity. He will also reward you. Note: You will still get bad karma.

- 5. In posting the foregoing game hint, I used the username "michael lemontange".
- 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/More:Fallout_3:_Quests.
9. Although I did not post the game hint to www.cheatcc.com, a game hint appears on www.cheatcc.com nearly identical to mine at <http://www.cheatcc.com/xbox360/fallout3cheatscodes.html>.
10. I make the foregoing statements voluntarily.

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF NEW JERSEY
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 New Jersey)
Corporation,)

Defendant.)

AFFIDAVIT OF MIKE MARTINELL

I, Mike Martinell , being duly sworn, do hereby declare, testify and state as follows

1. I am a resident and citizen of the State of New Jersey.

2. My address is 8 avenue I, Monroe Twp. NJ (08831)

3. In the year of '08, I posted one or more game hints onto the website

www.gamewinners.com.

4. In particular, I posted the game hints that read:

Surviving falls

If you are falling and are expecting death, press Start before hitting the ground. You will survive with about a quarter health. Alternately, press X before landing.

Upgrading your Showdown Town trolley

To add better parts to your trolley you must do levels (acts) with one challenge. If there is only one you will be pitted against Grunty. If you win you will receive upgrades, such as high grip tires, floaters, etc.

5. In posting the foregoing game hints, I used the name "Bulldog12344321".

6. I wrote the foregoing game hints. They are original to me. I, by all means, am the absolute owner of the foregoing game hints, and I have not plagiarized or infringed the copyright of anyone with respect to the foregoing game hints.

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

8. The foregoing game hints may still be accessed at www.gamewinners.com at [http://www.gamewinners.com/Cheats/index.php/Banjo-Kazooie: Nuts And Bolts#Surviving falls](http://www.gamewinners.com/Cheats/index.php/Banjo-Kazooie:NutsAndBolts#Survivingfalls) .

9. Although I did not post these game hints to www.cheatcc.com, they appear in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/xbox360/banjokazooienutsandboltscheatscodes.html> .

10. I never sent the foregoing game hints to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hints. Its possession and use of the game hints is fully unauthorized by me.

11. I make the foregoing statements voluntarily.

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

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

Plaintiff,)

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

vs.)

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

Defendant.)

AFFIDAVIT OF ELLERY JOHANNESSEN

I, Ellery Johannessen, being duly sworn, do hereby declare, testify and state as follows

- 1. I am a resident and citizen of the State of **Maryland**.
- 2. My address is 454 Girard St. #304 Gaithersburg MD 20877
- 3. In the year of 2008, I posted one or more game hints onto the website

www.gamewinners.com.

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

Stealing fuel without upsetting a faction

This is most useful when used with factions who are already hostile (to keep them from shooting you down), but can also be used to keep friendly factions from becoming upset with you. Obtain one of the helicopters used by the faction you want to steal from (or one of its allies), and allow your disguise to finish. Fly to the location of the fuel you want to obtain and lower your winch. Grab the fuel tank and lift off before the enemy soldiers recognize you, then fly to a secure location (either the PMC or a remote, open location). Once out of sight, call Ewan in for the pick-up. Note: Using a heavier helicopter is recommended, as the Rogue and Gunney class choppers are extremely difficult to control when carrying a heavy fuel tank. Also, there are at least half a dozen fuel tanks relatively close to the PMC, most of which are controlled by Universal Petroleum. Spending the fuel for an Ambassador Gunship (an Allied helicopter, who are allies with UP) is well worth it if you are going to use your PMC as a fuel depot.

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

6. I wrote the foregoing game hint. It is original to me. I, by all means, am the absolute owner of the foregoing game hint, and I have not plagiarized or infringed the copyright of anyone with respect to the foregoing game hint.

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/Mercenaries_2:_World_In_Flames_%28Xbox_360%29#Stealing_fuel_without_upsetting_a_faction

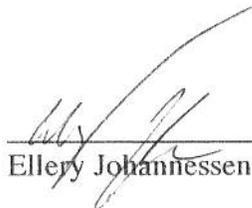
9. Although I did not post this game hint to www.cheatcc.com, it appears in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/xbox360/mercenaries2worldinflamescheatscodes.html>.

10. I never sent the foregoing game hint to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hint. Its possession and use of the game hint is fully unauthorized by me.

11. I make the foregoing statements voluntarily.

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

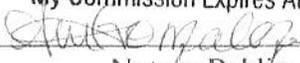
Dated this 3rd day of ~~October~~^{November} 2009.



Ellery Johannessen

STATE OF MARYLAND)
) SS:
COUNTY OF Montgomery)

The foregoing AFFIDAVIT OF Ellery Johannessen has been subscribed and sworn to me before this 3 day of ~~October~~^{November} 2009, by Ellery Johannessen.

AMANDA M. GONZALEZ
Notary Public
Montgomery County
Maryland
My Commission Expires August 20, 2013


Notary Public



My Commission Expires:
August 20, 2013

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 RODERICK BARKLEY

I, Roderick Barkley, being duly sworn, do hereby declare, testify and state as follows

- 1. I am a resident and citizen of the State of Georgia.
- 2. My address is _____.
- 3. In the year of 2008, I posted one or more game hints onto the website

www.gamewinners.com

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

Easier hand to hand combat

When fighting hand to hand combat, try to do simple three-button combos such as X (2), Y or Y, X, Y. This makes it easier to mix up combos over button mashing, giving the enemy less opportunities to block or counter. This is especially useful in Boss fights.

- 5. In posting the foregoing game hint, I used my name "Roderick Barkley".
- 6. I wrote the foregoing game hint. It is original to me. I, by all means, am the absolute owner of the foregoing game hint, and I have not plagiarized or infringed the

copyright of anyone with respect to the foregoing game hint.

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/The_Bourne_Conspiracy_%28Xbox_360%29#Easier_hand_to_hand_combat

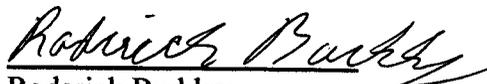
9. Although I did not post this game hint to www.cheatcc.com, it appears in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/xbox360/bourneconspiracycheatscodes.html> .

10. I never sent the foregoing game hint to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hint. Its possession and use of the game hint is fully unauthorized by me.

11. I make the foregoing statements voluntarily.

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

Dated this 26 day of October 2009.


Roderick Barkley

STATE OF GEORGIA
COUNTY OF Cherokee)
SS:)

The foregoing AFFIDAVIT OF Roderick Barkley has been subscribed and sworn to me before this 26th day of October 2009, by Roderick Barkley.


Notary Public

My Commission Expires:

Carol Edle
Notary Public
Cherokee County, Georgia
Comm. Exp. 2-12-2010

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,

Defendants.

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

AFFIDAVIT OF CHRISTOPHER LUKE JONAVIC

I, Christopher Luke Jonavic, being duly sworn, do hereby declare, testify and state as follows:

1. I am a resident and citizen of the State of California.
2. My address is 5724 Shire Court Rancho Cucamonga CA 91701
3. In the year of 2009, I posted one or more game hints onto the website

www.gamewinners.com.

4. In particular, I posted game hints that read:

Ras Al Ghul's resurrection

You can find Ras' corpse in Dr. Young's office. Later in the game if you re-visit the office, Ras Al Ghul's body bag has been unzipped and his body is missing, showing that he once again resurrected and escaped.

BatMan RIP reference

During the final confrontation with Scarecrow, it shows Batman's gravestone, which is the same design as the current comic book series BatMan RIP.

KnightFall reference

If you lose to Bane there is a cinematic of him snapping Batman's back over his knee. This is reference to KnightFall book 1, where Bane breaks Batman's spine.

5. In posting the foregoing game hints, I used the username "Kiger Wolf".
6. I wrote the foregoing game hints. They are original to me.
7. I did not obtain the foregoing game hints from www.cheatcc.com,

www.cheatmasters.com, or any other website.

8. The foregoing game hints may still be accessed at www.gamewinners.com at

[http://www.gamewinners.com/Cheats/index.php/Batman: Arkham Asylum %28Xbox 360%29](http://www.gamewinners.com/Cheats/index.php/Batman:_Arkham_Asyllum_%28Xbox_360%29)

9. Although I did not post these game hints to www.cheatcc.com, they appear on

www.cheatcc.com in a form nearly identical to mine at

<http://www.cheatcc.com/xbox360/batmanarkhamasylumcheatscodes.html> .

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 November 2009.


Christopher Luke Jonavic

STATE OF CALIFORNIA)
 San) SS:
COUNTY OF *Bernadeno*)

The foregoing AFFIDAVIT OF CHRISTOPHER LUKE JONAVIC has been subscribed and sworn to me before this _____ day of October 2009, by Christopher Luke Jonavic.

Notary Public

My Commission Expires:

see notary attachment

CALIFORNIA JURAT WITH AFFIANT STATEMENT

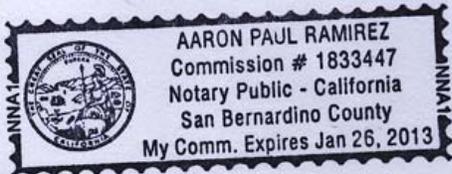
- See Attached Document (Notary to cross out lines 1-6 below)
- See Statement Below (Lines 1-5 to be completed only by document signer[s], *not* Notary)

1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____

Signature of Document Signer No. 1 _____ Signature of Document Signer No. 2 (if any) _____

State of California
 County of SAN BERNARDINO

Subscribed and sworn to (or affirmed) before me on this
10 day of November, 2009, by
Date Month Year
 (1) Christopher Luke Jonovic,
Name of Signer



proved to me on the basis of satisfactory evidence to be the person who appeared before me (.) (.)

(and)
 (2) _____
Name of Signer

proved to me on the basis of satisfactory evidence to be the person who appeared before me.)

Signature Aaron Paul Ramirez
Signature of Notary Public

Place Notary Seal Above

OPTIONAL

Though the information below is not required by law, it may prove valuable to persons relying on the document and could prevent fraudulent removal and reattachment of this form to another document.

Further Description of Any Attached Document

Title or Type of Document: Affiant of Christopher Luke Jonovic
 Document Date: _____ Number of Pages: _____
 Signer(s) Other Than Named Above: _____

RIGHT THUMBPRINT OF SIGNER #1
 Top of thumb here

RIGHT THUMBPRINT OF SIGNER #2
 Top of thumb here

UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF CALIFORNIA
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 California)
Corporation,)

Defendant.)

AFFIDAVIT OF DARRYL JOHNSON

I, Darryl Johnson, being duly sworn, do hereby declare, testify and state as follows

- 1. I am a resident and citizen of the State of California.
- 2. My address is _____ .
- 3. In the year of _____, I posted one or more game hints onto the website

www.gamewinners.com.

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

Easy "Bringing People Together" achievement

Go to the last level at Paulie's mansion. When you get to the point where you are inside the mansion, use your black holes repeatedly and hide in the darkness to regain your energy. You should get the achievement easily.

5. In posting the foregoing game hint, I used my name "StHaze".

6. I wrote the foregoing game hint. It is original to me. I, by all means, am the absolute owner of the foregoing game hint, and I have not plagiarized or infringed the copyright of anyone with respect to the foregoing game hint.

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/The_Darkness_%28Xbox_360%29#Easy_.22Bringing_People_Together.22_achievement.

9. Although I did not post this game hint to www.cheatcc.com, it appears in a nearly identical format on www.cheatcc.com at <http://www.cheatcc.com/xbox360/darknesscheatscodes.html>.

10. I never sent the foregoing game hint to anyone but the www.gamewinners.com site. The owner of www.cheatcc.com does not have any legal possession of or right to possess my game hint. Its possession and use of the game hint is fully unauthorized by me.

11. I make the foregoing statements voluntarily.

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/Blue_Dragon_%28Xbox_360%29.

9. Although I did not post this game hint to www.cheatcc.com, it appears on www.cheatcc.com in a form nearly identical to mine at <http://www.cheatcc.com/xbox360/bluedragoncheatscodes.html>.

10. I make the foregoing statements voluntarily.

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

Dated this 25th day of November 2009.



Carl de Jong

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

DECLARATION OF MATTHEW LITTLE

I, Matthew Little, do hereby declare, testify and state as follows

1. I am a resident and citizen of British Columbia, Canada.
2. My postal address is 7-4125 Smith Ave, Burnaby BC, V5G 2V3
3. In the year of 2008, I posted one or more game hints onto the website

www.gamewinners.com.

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

Super free agent

There is a fake free agent player, Sabrina Ladha, a goalie with a 98 OVR rating. To make sure she does not end up playing for another team in your Dynasty or Be A Pro mode, use the "Edit Player" feature in the creation zone. Get to the free agents and go down to "S. LADHA". Edit her ratings down to "50" on everything. This will ensure that nobody signs her. Alternately, choose to sign her to a team that you will not be using or playing against, such as like a European or National team.

5. In posting the foregoing game hint, I used the name "Matt Little".
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/NHL_09_\(Xbox_360\)#Super_free_agent](http://www.gamewinners.com/Cheats/index.php/NHL_09_(Xbox_360)#Super_free_agent)
9. Although I did not post this game hint to www.cheatcc.com, a game hint appears on www.cheatcc.com nearly identical to mine at <http://www.cheatcc.com/xbox360/nhl09cheatscodes.html>.
10. I make the foregoing statements voluntarily.

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

Dated this 23rd day of November 2009.

A handwritten signature in black ink, appearing to read 'Matthew Little', written over a horizontal line.

Matthew Little

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,)

Defendants.)

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

AFFIDAVIT OF THOMAS CARROLL

I, Thomas Carroll, being duly sworn, do hereby declare, testify and state as follows:

1. I am a resident and citizen of the State of Illinois.
2. My address is 620 Laurel Ave., Wilmette, IL 60091.
3. In the year of 2009, I posted one or more game hints onto the website

www.gamewinners.com.

4. In particular, I posted game hints that read:

Shop renovations

You will increase the Villa's value and receive special discounts by renovating any of the five shops located in the Villa. Each shop has three renovation levels. The blacksmith and doctor are available at the beginning of the game. The following is how much each of the three renovation levels cost for each shop.

Ant Merchant: 1,000, 5,000, 8,000 Florins.

Bank: 1,500, 5,000, 9,000 Florins.

Blacksmith: First renovation already available, 7,000, 12,000 Florins.

Doctor: First renovation already available.

Locating missing feathers

To find the last few feathers, pause game play and go to the DNA strand.

There is a section at the end of the strand that shows you where the feathers are located. Then, go to the feather section and it will show you in what districts the missing feathers are located.

5. In posting the foregoing game hints, I used the username "tmc1284".

6. I wrote the foregoing game hints. They are original to me.

7. I did not obtain the foregoing game hints from www.cheatcc.com,

www.cheatmasters.com, or any other website.

8. The foregoing game hints may still be accessed at www.gamewinners.com at

http://www.gamewinners.com/Cheats/index.php/Assassin%27s_Creed_2_%28Xbox_360%29.

9. Although I did not post these game hints to www.cheatcc.com, they appear on

www.cheatcc.com in a nearly identical form compared to mine at

<http://www.cheatcc.com/xbox360/assassinscreed2cheatscodes.html>.

10. I make the foregoing statements voluntarily.

