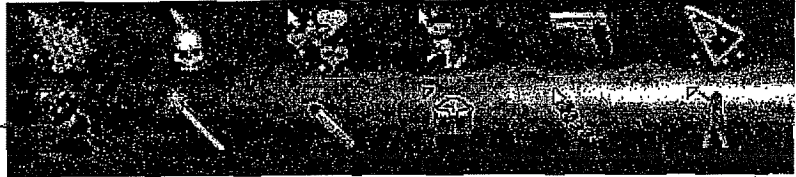


# Xbox 360

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- Insane mode

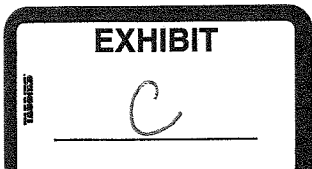
Successfully complete Campaign mode on the Casual or Hardcore difficulty setting to unlock Insane difficulty setting.

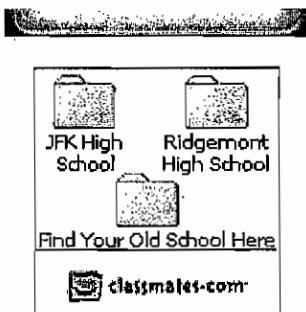
- Secret Gamerpics

Successfully complete Campaign mode on the Insane difficulty setting to unlock a secret Gamerpic, which has the Red Gear's Symbol behind Marcus.

Accomplish the "Seriously..." achievement by getting 10,000 total kills in versus ranked matches to unlock a secret Gamerpic.

Successfully complete any ranked versus match to unlock a secret Gamerpic





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featuring Marcus running in the rain.

- Hidden video

Turn on the game and wait for the "Gears Of War: Press Start" screen to appear. Do not press Start. Allow the screen to idle for a few of minutes, and a video will begin to play about Emergence Day.

- Faster reload times

When you press RB to reload, there will be a clear bar with a small white segment somewhere along it. It will appear where your bullets used to be. There will also be a smaller white bar moving across the clear bar. As soon as the white bare gets inside the white segment, press RB again. This will reload your weapon much faster, and if timed just perfectly, will give your gun an extra boost in fire power. However, if you do not time it correctly, the clear bar will become red and it will take even longer to reload than if you had not attempted it.

- About Face maneuver

This type of move is done when your character whips around 180 degrees quickly. To perform the move, hold Analog-stick Away to start walking backwards + A for a short time. Release A when your character turns around to perform it. To avoid frag grenades or retreat somewhere-fast, keep holding A and Marcus will "roadie run" in the opposite direction.

- Closing Emergence Holes

When an Emergence Hole opens up, toss a grenade into it. This will automatically close the hole, and therefore keep the locusts from coming out.

The Hammer Of Dawn can easily destroy Emergence Holes. You must activate it by targeting an enemy first, and then aim it toward the Emergence Hole.

Fire a Torque Bow arrow into an Emergence Hole. This is somewhat challenging to do, due to the straight line of fire given by the bow. However, if you are close enough to fire while the line of fire is arced, it is possible to make it into the hole. A Torque Arrow stuck in the top of the hole will close it as well.

- Finding C.O.G. tags

In Campaign mode, look for the dead soldier symbol (red gear with skull inside) painted on a wall, floor, or other location. This indicates that the Locust have killed some Gear soldiers in the area. Because Gear soldiers wear C.O.G. tags, you should be able to find one nearby.

- C.O.G. tag locations

The following is a list of the C.O.G. tag locations:

#### Act 1

##### *Prison Area*

1. After you choose paths go straight ahead. The tag is under the logo.
2. In the room where the Locust cut through the door. If you are facing away from the door it is to the back of the right side.

3. When you enter the outside courtyard, go up the small staircase on your left. It is in the corner on your left.

#### *Trial By Fire*

4. It is in the small courtyard after you exit the building. It is to the right of the Gears logo. Your team will point it out to you.

5. After you cross a bridge you enter a building with a lot of broken pillars. There are two Emergence Holes in this room. The tag is behind the second one in the grass.

6. This one is in the large battle area with the fountain in the middle. The tag is in the back left corner if you face the logo.

#### *Knock Knock*

7. When you enter the outside area (in front of the House Of Sovereigns) with lots of stairs, there is a van with a logo on it and a big hole to the left. If you follow the edge of the hole up, the tag is in that corner.

8. In the hallway where you fight all the wretches, the tag is in the left corner if you face the door Jack is ripping. It is easier to get it after killing everything.

9. You will enter a small room where you find the body of Rojas (a dead Alpha soldier). The tag is in the direct right corner after coming down the stairs. Its behind the column.

#### *China Shop*

10. Immediately after the Berserker intermission sequence, the tag is in the flaming area to one of your sides. There is a logo in there.

11. You must get the Berserker to smash down doors. In the third room before the final door, the tag is in the last alcove to your left if you are facing the door.

12. Once you get outside after tag #11, you will enter a courtyard. Go to the left and follow the wall. The tag is behind one of the broken blocks along the wall. You must get this one before you kill the Berserker.

#### Act 2

#### *Tick Tick Boom*

13. After you split up but later meet again, you reach a room with stairs in the middle. They lead to a couch. The tag is under the couch.

14. There is a room that you enter in which you walk on catwalks. After you leave this room, you go down some stairs that lead to the street. The tag is down under and behind the stairs.

15. When you come up on the stranded gateway (not in it but prior), there is a tag back behind the newspaper dispensers. There is a logo above it.

#### *Outpost*

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16. After the first checkpoint there is an outside area where an Emergence Hole appears. After that there is a shed to the left. There is a propane tank in it. Shoot the tank before going to get the tag in the shed.

#### *Lethal Dusk-Dark Labyrinth*

17. This one is in the area that you must use the spotlight and guide Dom. It is in far left corner of the street, next to a pile of rubble. Shine the light on the tag after Dom has pulled the switch.

#### *Dark Labyrinth*

18. After you exit a destroyed building, there is a tag to the right just around the corner. This is before you reach the gas station.

#### Act 3

#### *Downpour*

19. After you split up to find an entrance to the factory, you will reach an area outside. There are little shelters along the way. There is a shelter with an elevator in it. Behind it is a dock that leads out to sea. The tag is on the end of the dock.

20. It is in the room in which you must walk on the broken floorboards. It is in the far right corner. Make sure to stay on the metal beams to reach the tag.

#### *Evolution - Coalition Cargo*

21. When you enter the room with the mine carts that you ride, go down the stairs and turn to the right. The tag is next to the stairs. Make sure to get it before activating the carts.

#### *Darkest Before Dawn*

22. After you enter the caves on the drilling platforms, follow the path and stay to the right. Go down the right path and you will reach a steel door. The tag is in front of it.

23. A little bit after tag #22, you will enter an area where you will fight some Locust, and there is a small building to the right. The tag is to the right of the stairs leading to it.

24. After you and Dom split and meet, you will go down a narrow passage with Locust in it. After this you will see a Corpser moving to your left. There is a small ledge to your right. There is a tag on it. There is also some ammo at this location.

#### Act 4

#### *Campus Grinder*

25. When you enter the first area with a big fountain, look to the right. There are two small staircases. The tag is behind the second, or farther, one.

#### *Bad To Worse*

26. After you leave Delta 2 behind, you will reach a street with a car to one side and a walkway with a ton of columns on the other side. The tag is behind the left side of the car (if you are facing the car and not the columns).

#### *Imaginary Place*

27. In the second section of the house you will enter an office-like room. It has lots of books and a desk. Destroy the desk. The tag is under it.

#### Act 5

#### *Train Wreck*

28. This tag is just inside the door that Jack rips open. It is on the left side of the room.

29. This tag is on the floor just before you climb the ladder to the roof of the train.

30. Get to the second train car that you must drop the big tanks in order to cross. You should be on the right side of the car. There is a storage corridor to your left on the same car. You must go around to the left and into the storage room. The final tag is at the end of the corridor. Make sure to get the tag before you enter the next door.

- Two player path block

Use the following trick while playing in two player mode and you reach a difficult part with a doorway. Have one player die in the doorway. This will create a block that the Locust cannot get past. They will usually line up behind your dead partner, allowing you a safe zone to easily pick them off. Once it is clear, just revive your partner and move on.

- Chainsaw cuts through objects

The chainsaw on your Lancer has the ability to cut through many things if you get close to it and start it up. This includes doors, walls, and boxes.

- Rapid fire Longshot, Boomshot, or Torque Bow

Shoot the Longshot, Boomshot, or Torque Bow. When the active reload bar gets to the broad area, press RB + B and immediately fire the weapon. If done correctly, you can keep shooting without reloading. This glitch does not do damage but can be a distraction.

- Clearing landing zone with Hammer Of Dawn in Act 1: Ashes - Wrath

In Act 1: Ashes - Wrath, you will have to go up a set of stairs to get to the roof of the building. On the roof there will be Troikas and you must pick off the Locusts down on the landing zone. Near the Troika directly in front of the steps, where there is a Locust already running it, is a Hammer Of Dawn hidden in the grass. You can use the Hammer Of Dawn to kill all of the Locust on the ground.

- Easily complete Act 2: Nightfall - Last Stand

In Act 2: Nightfall - Last Stand, you must fight off a group of Locusts. At the end, an Emergence Hole will appear with a few Boomers inside. To kill them all in one shot, take cover and wait for a small metal sheet to fall into the hole. Behind the sheet is a gas tank. Shooting this will trigger a reaction in which a

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giant fuel tank rolls down over the gas tank, then falls and kills all of the Boomers in one shot. After doing this, Cole will say "Yeah, burn biatches!".

**Note:** This will not earn you the Clusterluck achievement if repeated ten times.

- Defeating Berserkers

In the final level, you first need to get the Berserker's attention; Berserkers are blind. They only go off smell and sound. Lead her all the way back to the very first train car. While she is still on it, quickly run off and press the button to release the car. The train car will collapse and the Berserker will go with it.

Killing Berserkers usually takes two hits with the Hammer Of Dawn. However, if you stick a grenade to them while they are still glowing red, it saves the trouble of aiming again with the Hammer Of Dawn. This is easier with two players, but not too difficult to do solo.

Use the following trick for an alternate method to defeat the final Berserker in Act 5. Instead of pushing the button on the train car, lead the Berserker to the very back of the train. Walk to the very end of the train where there is an opening. Do not worry; its impossible to fall off. Stand in the opening, have the Berserker run at you, then roll out of the way. The Berserker will run off the train. If you look back, you will see the Berserker laying on the tracks. Also, once you have done that, look at the boxes all over the ground near you. They all say "Gears Crunch" (cereal boxes). If you hold LT to look closer, some of them advertise that "you can win a tiny pillow."

Another alternate method to defeat the final Berserker in Act 5 is to use the Torque Bow to shoot the fuel tank from far away. After a couple of shots the tank should explode, taking the whole car down and the Berserker with it. -  
From: Matthew Hillger

*Paragraph omitted*

- Defeating Boomers

Boomers have rocket launchers that can usually kill you with one hit. In order to kill them safely, take cover and wait until they shoot at you before you start shooting back. Just as they start reloading is the best time to shoot them, because their gun has a very slow reload. After they reload, hide again and let them fire. Repeat this a few times to kill them.

Equip a grenade. After the Boomer fires their weapon, run next to them and press B, then run away. If done correctly, you will hear a sound that indicates that the grenade has attached to the Boomer. You can kill a Boomer instantly and save ammunition by doing this. Another method that can be done later in the game is when you receive the Torque Bow. If you have the Torque Bow, wait until they fire, then launch an arrow at them. This also kills them very quickly.

Take cover and wait for the Boomer to reload. Then, use a sniper to shoot him in the head. It will explode after about three shots. When you are reloading let him shoot so that he can reload.

Equip a Toque Bow and hold the trigger until you see the arc straighten. This indicates that the bolt will stick. Then, fire it onto the Boomer. It should kill them in one hit, even on the high difficulties.

- Defeating Corpser

In Act 3, you are in the Locust tunnels and must plant the Resonater in the building behind a lava filled lake. There are rocks on top of the lava, allowing you to walk across; however, it is not that easy. About one third of the way across an intermission sequence starts, with a giant spider creature, the Corpser. All you need for this battle is a shotgun and machine gun. This will be

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a fairly long range fight. It is an easy fight but the Wretches that come from everywhere complicate it. When the Corpser raises all his legs and slams them down, your teammate will probably yell "Wretches!". This is your cue to take out a shotgun or use your machine gun. At the beginning you should have a point of interest on the stomach, which is your cue to shoot it. You can always get a shot on it, even when the Corpser shields itself; or you can wait until it tries an attack then shoot its stomach. After that there will be another point of interest, which is in its mouth. When you shoot the stomach it will cringe and its mouth will open as it screams. Then, shoot it in the mouth. While you are doing this, watch out for the Corpser's Ground Pound. It not only brings Wretches (watch the ceiling), but also takes away part of the arena in the back. If your character dies in the back he might be lost. Your ammo cases may also be lost. Keep repeating the process of shooting the stomach and the mouth until the Corpser backs up as far as it. It can no longer be hurt. There will now be a point of interest around the smashable latches. There are two of them. Shoot both of the latches so that they pop, and the platform that the Corpser is on will be sent into the lava.

- Defeating General RAAM

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Once you reach General RAAM at the end of the last Act, he will have a Gatlin type gun and will be surrounded by the bird locust. There will also be flying locusts attacking from the side of the train (ignore them). You can only damage General RAAM when the bird locusts leave him and go after you. Stay in the light or the birds can kill you. When you start fighting him, hide behind the first rectangular block that is directly in front of the doors you came from. He will start walking towards you and shoot. When the birds leave him, start shooting. After a while he will get directly in front of where you are hiding. When he does, run around him and hide on the other side of the platform. Stay in the light as you run. Hide, then continue shooting him until he dies.

Get General Ramm off the Gatlin gun. When he starts walking towards you, let Dominic get his attention. Then, run towards the Gatlin gun and shoot him with it. This should kill him in seconds. This is easier in Co-op mode.

(Paragraph omitted)

When you are on the train on the final chapter as you go to face General RAAM, you will need the Torque Bow and the Longshot. Once the intermission sequence finishes, stay at the part of the train where you are currently at. Take out the Torque Bow and shoot General RAAM. Make sure you hold it in long enough to make it stick. If you held it long enough, it should blow up and the Kryll should leave him for approximately ten seconds. Take out the Longshot and shoot him. Get a perfect reload and shoot him again. Repeat this until the Kryll return to him. When he gets close to you, run to the other end but make sure you stay in the light. If you can revive Don, do so because it will make RAAM focus on him and you can continue to shoot him with the Torque Bow and the Lancer.

If you are having trouble accessing the second Troika-gun, try the following specific gun-combo. At the beginning of the level, ensure that the Lancer Rifle and the Torque Bow are in your inventory. Collect the extra ammunition from the train car and enter the next area. When the intermission scene ends, proceed to the vault over the cement slab. Enter cover behind any of the cement blocks. You must hit RAAM with the Torque Bow to drive off the Kryll. When they fly away, immediately switch to the Lancer Rifle to execute as many headshots as possible. This may require at least a clip of ammunition each time. When the Kryll regroup, reload the Lancer Rifle immediately, and switch to the Torque Bow. Depending on various timing-issues, RAAM will advance to your location, requiring that you use the "switch cover" action to force RAAM to adapt his path-finding. Whenever RAAM's AI pauses to change direction, repeat the use of the Torque Bow/Lancer Rifle combination. This method may require at least five combos to defeat RAAM. If you run out of Torque Bow arrows, the grenades may be used as a means of "scaring off" the Kryll.

Before you start fighting General RAAM, make sure you have the Longshot ( sniper rifle) and Torque Bow with full ammunition. You can get the Longshot

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along with its ammunition in the car before fighting RAAM. When you fight RAAM, first tell Dom to cease fire. By doing this, Dom is not firing and is safe. This should also stop RAAM from coming towards you. The only way you can hurt RAAM is when the Kryll (the bats around him) are not shielding him. Use the Torque Bow to get rid of the shielding Kryll, then take out the Longshot and shoot RAAM in the head. Try to reload quickly. If you are lucky and can get a couple of active reloads, you can headshot RAAM twice before the Kryll shield him. Continue this process until RAAM is dead.

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

Before exiting the room to fight General RAAM, you should still have the bow. Do not trade it with the sniper. Cover behind the first spot that you can and wait for him to get close to you. When he gets close enough, run up to the turret so that the bat Locusts cannot hurt you. When you get to the turret, shoot RAAM with the bow and the bat Locusts will leave him. When this happens, get into the turret as quickly as possible and blast him away.

Play in Co-op mode. Player one must have a Lancer (chainsaw) and a Longshot (sniper). Player two must have a Lancer and a Torque Bow. Make sure both players have full ammunition. Once the battle begins, have player one switch to the Longshot and player two switch to the Torque Bow. Have player two shoot the general with the Torque Bow. This should take the Kryll off of him. Then, have player one try to get as many headshots as possible before the Kryll come back to guard RAAM. Keep doing this until the Torque Bow is out of ammunition. When this happens, have player two take out his Lancer and then have both players wait for the Kryll to hit the light. Both players should continue doing this until the Longshot has run out of ammunition. At this point, player one will do the same thing as player two and take out his Lancer and shoot RAAM when he is in the light. Keep doing this until he is dead.

Use the following trick to kill General RAAM on the Insane difficulty setting. Collect any Boom Shots guns or Grenade Launchers from all the Boomers found on the previous chapters. The guns must be full with twelve bombs each, you must be playing in Co-op mode, and both players must have the guns. Stay in the first block and start shooting at him until he dies. This is a lot easier than using the Torque Bow and Longshot.

- Easy achievements

Start a new campaign on the Casual difficulty setting. Right before you fight a Berserker, Corpser, and General RAAM, exit out to the main menu. Select "Continue Campaign" and switch the difficulty to Hardcore to still get the My Love for You Is Like a Truck, Broken Fingers, and A Dish Best Served Cold achievements. -From: JarJar Binks

Instead of completing the game three times, just play it on the Insane difficulty to get all three achievements for each act, completing the game, the My Love for You Is Like a Truck, Broken Fingers, and A Dish Best Served Cold.

- Easy Clusterluck achievement

Play Act 1 on the Casual difficulty setting. Play the first chapter "14 Days after E-day" until reaching the part where you are about to go outside for the second time. This is when the Locusts are about to break open the door. Run to the door that is not in front of them or you will die. Make sure you have frag grenades equipped. When they break open the door, stick the very first Locust that comes through the door then stand in front of him so he cannot run away.

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survive. If you survived make sure that you killed all three of them then pause the game. Load the last checkpoint and do this ten times. You do not have to survive while trying to get this achievement.

Play the "Evolution" section of Chapter 3. After you rescue the stranded, you will reach a point where you must cross wooden floor boards that may fall away. Cross all the way to the other side where the respawning grenades are located. Stand just at the edge of the planks and wait until a few wretches gather underneath. Then, toss a grenade in the middle of the group, and refill your grenades as needed. To make it even easier, do this in Co-op mode and have your partner stand on the planks looking down into the pit.

- Easy achievement points in Co-op mode

When starting a Co-op campaign, instead of logging into your main Gamertag as player one, log in as player two. Doing this from the beginning or while replaying chapters will let you play as Dominic Santiago. There are several achievements that you will unlock playing as him. Additionally, if you start as Dominic from the beginning, you will not gain any less points than you would as Marcus and it will save you a lot of time.

- No gun

To drop your gun, walk up to a weapon that you can swap with (cannot be grenades or a pistol) and hold X. The moment after you press X, hold B. This will cause you to drop your gun. While you have no gun in your hands, you cannot shoot or punch but you can still switch weapons.

- Super jump

**Note:** This glitch only works online when you are not the host. Take out your Lancer and find a cover object that you can jump over. Stand a few feet away from the object and press Forward while tapping A + B. If done correctly, you will super jump over the object. Sometimes the glitch will cause you to jump over nothing at all.

- Get under level in Fuel Depot

Walk into the large warehouse in the middle of the level. If you walked in from the front, you will see a large shelf with a few racks on the left side in the middle of the warehouse. Shoot all of the loose objects off the shelf until you see a small yellow object. Behind the shelf, there is a small indentation that leads to the left that you can climb on top of to lead you to a higher platform. Kick the yellow object into the top left corner of that indentation. Then, take cover against the object. It will appear as if you are taking cover against a wall. Climb over the wall and you will be under the level. **Note:** Once under the level you cannot get out.

- Dead man on toilet in Rooftops

On the Rooftops multiplayer map, to the right near of one of the spawn points will be some broken windows in a building. Throw a smoke grenade or make an explosion in them to see a dead man sitting on a toilet. The window you should aim at is the one with the frames that are still unbroken. If there is a fence blocking your way, you are in the wrong spawn point.

- Leave level boundary in Clocktower

Host or join a game online at the Clocktower. Go to the middle area of this map (not upstairs). Go to the east or west area of the middle area, depending on your spawn point. Go to the larger area that is a bridge. You will see a pickup truck with a weapon in the back. Take cover on the back of the truck in front

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of the bed. Wield your lancer and blindfire it into the bed of the pickup truck. Then, do a bad active reload. As you are bad active reloading, you must jump into the bed of the pickup. If done correctly, you will fall off the bridge and can run around under the map in the river. **Note:** This may require a few attempts.

- Leave level boundary in Tyro Station

Go to where the Torque Bow is found and take cover on the wall away from the train tracks. Run back and forth on the little "C"-shaped wall part until you "pop" up. Press A to get off the wall. Walk along the "invisible" wall away from the level. Do not worry -- you cannot fall off. When you go back slightly, you can see to your left or right (which ever side you went on) behind the rocks. Go to one of the giant pillar objects and tap A in a diagonal direction to dive and get through. If desired, you can get through to where it is all black. You will fall for about a minute and end up on top of the grenades and die.

- Achievements

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

Prison Breakout (10 points): Completed tutorial level on any skill level.  
 Completed Act 1 on Casual (10 points): Complete Act 1 on Casual Difficulty.  
 Completed Act 2 on Casual (10 points): Complete Act 2 on Casual Difficulty  
 Completed Act 3 on Casual (10 points): Complete Act 3 on Casual Difficulty.  
 Completed Act 4 on Casual (10 points): Complete Act 4 on Casual Difficulty.  
 Completed Act 5 on Casual (10 points): Complete Act 5 on Casual Difficulty.  
 Mercenary (10 points): Complete all acts on Casual Difficulty.  
 Completed Act 1 on Hardcore (20 points): Complete Act 1 on Hardcore Difficulty.  
 Completed Act 2 on Hardcore (20 points): Complete Act 2 on Hardcore Difficulty.  
 Completed Act 3 on Hardcore (20 points): Complete Act 3 on Hardcore Difficulty.  
 Completed Act 4 on Hardcore (20 points): Complete Act 4 on Hardcore Difficulty.  
 Completed Act 5 on Hardcore (20 points): Complete Act 5 on Hardcore Difficulty.  
 Soldier (20 points): Complete all acts on Hardcore Difficulty.  
 Completed Act 1 on Insane (20 points): Complete Act 1 on Insane Difficulty.  
 Completed Act 2 on Insane (30 points): Complete Act 2 on Insane Difficulty.  
 Completed Act 3 on Insane (30 points): Complete Act 3 on Insane Difficulty.  
 Completed Act 4 on Insane (30 points): Complete Act 4 on Insane Difficulty.  
 Completed Act 5 on Insane (30 points): Complete Act 5 on Insane Difficulty.  
 Commando (30 points): Complete all acts on Insane Difficulty.  
 Time to Remember (10 points): Recover one-third of the COG tags (on any difficulty).  
 Honor-Bound (20 points): Recover two-thirds of the COG tags (on any difficulty).  
 For the Fallen (30 points): Recover all of the COG tags (on any difficulty).  
 My Love for You Is Like a Truck (30 points): Defeat a Berserker on Hardcore Difficulty.  
 Broken Fingers (30 points): Defeat a Corpser on Hardcore Difficulty.  
 A Dish Best Served Cold (30 points): Defeat General RAAM on Hardcore

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## Difficulty.

Zen and the Art of Reloading (10 points): Perform 25 perfect active reloads (on any difficulty).

Zen and the Art Part 2 (20 points): Perform 5 perfect active reloads in a row (on any difficulty).

Clusterluck (20 points): Kill 3 enemies at once 10 different times (on any difficulty).

A Series of Tubes (20 points): Host and complete 50 ranked matches.

Dom-curious (10 points): Complete 1 Co-op chapter as Dominic Santiago on any difficulty.

Domination (20 points): Complete 10 different Co-op chapters as Dominic Santiago on any difficulty.

I Can't Quit You Dom (30 points): Complete all acts in Co-op as Dominic Santiago on any difficulty.

Don't You Die On Me (10 points): Revive 100 teammates in ranked matches.

Fall Down Go Boom (20 points): Kill 100 enemies in ranked matches with the Boomshot.

Pistolero (20 points): Kill 100 enemies in ranked matches with a pistol.

The Nuge (20 points): Kill 100 enemies in ranked matches with the Torque Bow.

I Spy with My Little Eye (20 points): Kill 100 enemies in ranked matches with the Longshot.

Don't Hurt 'Em (20 points): Kill 100 enemies in ranked matches with the Hammer of Dawn.

It's a Massacre (10 points): Kill 100 enemies in ranked matches with the Chainsaw.

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#### Restart reload meter

This cheat only works for the coalition weapon, when the reload meter appears rev up the chain saw by pressing b button, then the reload meter should start all over again

By: Unregistered Rating: 41%

Was this cheat: **Bogus** or **Helpful**

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**About Face Maneuver**

This type of move is done when your character whips around 180 degrees quickly. To perform the move, hold Analog-stick Away to start walking backwards + A for a short time. Release A when your character turns around to perform it. To avoid frag grenades or retreat somewhere fast, keep holding A and Marcus will "roadie run" in the opposite direction.

**Achievements** \*Gears Of War\*

Accomplish the listed achievement to get the listed number of Gamerscore points:

Prison Breakout (10 points): Completed tutorial level on any skill level.

Completed Act 1 on Casual (10 points): Complete Act 1 on Casual Difficulty.

Completed Act 2 on Casual (10 points): Complete Act 2 on Casual Difficulty

Completed Act 3 on Casual (10 points): Complete Act 3 on Casual Difficulty.

Completed Act 4 on Casual (10 points): Complete Act 4 on Casual Difficulty.

Completed Act 5 on Casual (10 points): Complete Act 5 on Casual Difficulty.

Mercenary (10 points): Complete all acts on Casual Difficulty.

Completed Act 1 on Hardcore (20 points): Complete Act 1 on Hardcore Difficulty.

Completed Act 2 on Hardcore (20 points): Complete Act 2 on Hardcore Difficulty.

Completed Act 3 on Hardcore (20 points): Complete Act 3 on Hardcore Difficulty.

Completed Act 4 on Hardcore (20 points): Complete Act 4 on Hardcore Difficulty.

Completed Act 5 on Hardcore (20 points): Complete Act 5 on Hardcore Difficulty.

Soldier (20 points): Complete all acts on Hardcore Difficulty.

Completed Act 1 on Insane (20 points): Complete Act 1 on Insane Difficulty.

Completed Act 2 on Insane (30 points): Complete Act 2 on Insane Difficulty.

Completed Act 3 on Insane (30 points): Complete Act 3 on Insane Difficulty.

Completed Act 4 on Insane (30 points): Complete Act 4 on Insane Difficulty.

Completed Act 5 on Insane (30 points): Complete Act 5 on Insane Difficulty.

Commando (30 points): Complete all acts on Insane Difficulty.

Time to Remember (10 points): Recover one-third of the COG tags (on any difficulty).

Honor-Bound (20 points): Recover two-thirds of the COG tags (on any difficulty).

For the Fallen (30 points): Recover all of the COG tags (on any difficulty).

My Love for You Is Like a Truck (30 points): Defeat a Berserker on Hardcore Difficulty.

Broken Fingers (30 points): Defeat a Corpser on Hardcore Difficulty.

A Dish Best Served Cold (30 points): Defeat General RAAM on Hardcore Difficulty.

Zen and the Art of Reloading (10 points): Perform 25 perfect active reloads (on any difficulty).

Zen and the Art Part 2 (20 points): Perform 5 perfect active reloads in a row (on any difficulty).

Clusterluck (20 points): Kill 3 enemies at once 10 different times (on any difficulty).

A Series of Tubes (20 points): Host and complete 50 ranked matches.

Dom-curious (10 points): Complete 1 co-op chapter as Dominic Santiago on any difficulty.

Domination (20 points): Complete 10 different co-op chapters as Dominic Santiago on any difficulty.

I Can't Quit You Dom (30 points): Complete all acts in co-op as Dominic Santiago on any difficulty.

Don't You Die On Me (10 points): Revive 100 teammates in ranked matches.

Fall Down Go Boom (20 points): Kill 100 enemies in ranked matches with the Boomshot.

Pistolero (20 points): Kill 100 enemies in ranked matches with a pistol.

The Nuge (20 points): Kill 100 enemies in ranked matches with the Torque Bow.

I Spy with My Little Eye (20 points): Kill 100 enemies in ranked matches with the Longshot.

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Can't Touch Me (20 points): Win 10 ranked matches without losing a round.


Seriously... (50 points): Kill 10,000 people in versus ranked match total.

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You can also find out more help for Gears Of War in our **Forum** 

#### **Berserkers** Gears Of War

In the final level, you first need to get the Berserker's attention; Berserkers are blind. They only go off smell and sound. Lead her all the way back to the very first train car. While she is still on it, quickly run off and press the button to release the car. The train car will collapse and the Berserker will go with it.

Killing Berserkers usually takes two hits with the Hammer Of Dawn. However, if you stick a grenade to them while they are still glowing red, it saves the trouble of aiming again with the Hammer Of Dawn. This is easier with two players, but not too difficult to do solo.

Use the following trick for an alternate method to defeat the final Berserker in Act 5. Instead of pushing the button on the train car, lead the Berserker to the very back of the train. Walk to the very end of the train where there is an opening. Do not worry; its impossible to fall off. Stand in the opening, have the Berserker run at you, then roll out of the way. The Berserker will run off the train. If you look back, you will see the Berserker laying on the tracks. Also, once you have done that, look at the boxes all over the ground near you. They all say "Gears Crunch" (cereal boxes). If you hold LT to look closer, some of them advertise that "you can win a tiny pillow."

#### **Boomers** (Gears Of War)

Boomers have rocket launchers that can usually kill you with one hit. To kill them, take cover and wait until they shoot at you before you start shooting back. Just as they start reloading is the best time to shoot them, because their gun has a very slow reload. After they reload, hide again and let them fire. Repeat this a few times to kill them.

Equip a grenade and after the Boomer fires their weapon, run next to them and press B, then run away. If done correctly, you will hear a sound that indicates that the grenade has attached to the Boomer. You can kill a Boomer instantly and save ammunition by doing this. Another method that can be done later in the game is when you receive the Torque Bow. If you have the Torque Bow, wait until they fire, then launch an arrow at them. This also kills them very quickly.

Take cover and wait for the Boomer to reload. Then, use a sniper to shoot him in the head. It will explode after about three shots.

A



A

When you are reloading let him shoot so that he can reload.

Equip a Toque Bow and hold the trigger until you see the arc straighten. This indicates that the bolt will stick. Then, fire it onto the Boomer. It should kill them in one hit, even on the high difficulties.

### **C.O.G. tag locations -Gears Of War**

#### **Act 1**

##### **Prison Area**

1. After you choose paths go straight ahead. The tag is under the logo.
2. In the room where the Locust cut through the door. If you are facing away from the door it is to the back of the right side.
3. When you enter the outside courtyard, go up the small staircase on your left. It is in the corner on your left.

##### **Trial By Fire**

4. It is in the small courtyard after you exit the building. It is to the right of the Gears logo. Your team will point it out to you.
5. After you cross a bridge you enter a building with a lot of broken pillars. There are two Emergence Holes in this room. The tag is behind the second one in the grass.
6. This one is in the large battle area with the fountain in the middle. The tag is in the back left corner if you face the logo.

##### **Knock Knock**

7. When you enter the outside area (in front of the House Of Sovereigns) with lots of stairs, there is a van with a logo on it and a big hole to the left. If you follow the edge of the hole up, the tag is in that corner.
8. In the hallway where you fight all the wretches, the tag is in the left corner if you face the door Jack is ripping. It is easier to get it after killing everything.
9. You will enter a small room where you find the body of Rojas (a dead Alpha soldier). The tag is in the direct right corner after coming down the stairs. Its behind the column.

##### **China Shop**

10. Immediately after the Berserker intermission sequence, the tag is in the flaming area to one of your sides. There is a logo in there.
11. You must get the Berserker to smash down doors. In the third room before the final door, the tag is in the last alcove to your left if you are facing the door.
12. Once you get outside after tag #11, you will enter a courtyard. Go to the left and follow the wall. The tag is behind one of the broken blocks along the wall. You must get this one before you kill the Berserker.

#### **Act 2**

##### **Tick Tick Boom**

13. After you split up but later meet again, you reach a room with stairs in the middle. They lead to a couch. The tag is under the couch.

14. There is a room that you enter in which you walk on catwalks. After you leave this room, you go down some stairs that lead to the street. The tag is down under and behind the stairs.

15. When you come up on the stranded gateway (not in it but prior), there is a tag back behind the newspaper dispensers. There is a logo above it.

### **Outpost**

16. After the first checkpoint there is an outside area where an Emergence Hole appears. After that there is a shed to the left. There is a propane tank in it. Shoot the tank before going to get the tag in the shed.

### **Lethal Dusk-Dark Labyrinth**

17. This one is in the area that you must use the spotlight and guide Dom. It is in far left corner of the street, next to a pile of rubble. Shine the light on the tag after Dom has pulled the switch.

### **Dark Labyrinth**

18. After you exit a destroyed building, there is a tag to the right just around the corner. This is before you reach the gas station.

### **Act 3**

### **Downpour**

19. After you split up to find an entrance to the factory, you will reach an area outside. There are little shelters along the way. There is a shelter with an elevator in it. Behind it is a dock that leads out to sea. The tag is on the end of the dock.

20. It is in the room in which you must walk on the broken floorboards. It is in the far right corner. Make sure to stay on the metal beams to reach the tag.

### **Evolution - Coalition Cargo**

21. When you enter the room with the mine carts that you ride, go down the stairs and turn to the right. The tag is next to the stairs. Make sure to get it before activating the carts.

### **Darkest Before Dawn**

22. After you enter the caves on the drilling platforms, follow the path and stay to the right. Go down the right path and you will reach a steel door. The tag is in front of it.

23. A little bit after tag #22, you will enter an area where you will fight some Locust, and there is a small building to the right. The tag is to the right of the stairs leading to it.

24. After you and Dom split and meet, you will go down a narrow passage with Locust in it. After this you will see a Corpser moving to your left. There is a small ledge to your right. There is a tag on it. There is also some ammo at this location.

## Act 4

**Campus Grinder**

25. When you enter the first area with a big fountain, look to the right. There are two small staircases. The tag is behind the second, or farther, one.

**Bad To Worse**

26. After you leave Delta 2 behind, you will reach a street with a car to one side and a walkway with a ton of columns on the other side. The tag is behind the left side of the car (if you are facing the car and not the columns).

**Imaginary Place**

27. In the second section of the house you will enter an office-like room. It has lots of books and a desk. Destroy the desk. The tag is under it.

## Act 5

**Train Wreck**

28. This tag is just inside the door that Jack rips open. It is on the left side of the room.

29. This tag is on the floor just before you climb the ladder to the roof of the train.

30. Get to the second train car that you must drop the big tanks in order to cross. You should be on the right side of the car. There is a storage corridor to your left on the same car. You must go around to the left and into the storage room. The final tag is at the end of the corridor. Make sure to get the tag before you enter the next door.

**Clusterluck achievement (Gears Of War)**

Play Act 1 on the Casual difficulty setting. Play the first chapter "14 Days after E-day" until reaching the part where you are about to go outside for the second time. This is when the Locusts are about to break open the door. Run to the door that is not in front of them or you will die. Make sure you have frag grenades equipped. When they break open the door, stick the very first Locust that comes through the door then stand in front of him so he cannot run away. When the grenade explodes it should kill all three of the Locusts and you might survive. If you survived make sure that you killed all three of them then pause the game. Load the last checkpoint and do this ten times. You do not have to survive while trying to get this achievement.

Play the **Evolution** section of Chapter 3. After you rescue the stranded, you will reach a point where you must cross wooden floor boards that may fall away. Cross all the way to the other side where the respawning grenades are located. Stand just at the edge of the planks and wait until a few wretches gather underneath. Then, toss a grenade in the middle of the group, and refill your grenades as needed. To make it even easier, do this in Co-Op mode and have your partner stand on the planks looking

(B)

down into the pit.

### Corpser

In Act 3, you are in the Locust tunnels and must plant the Resonator in the building behind a lava filled lake. There are rocks on top of the lava, allowing you to walk across; however, it is not that easy. About one third of the way across an intermission sequence starts, with a giant spider creature, the Corpser. All you need for this battle is a shotgun and machine gun. This will be a fairly long range fight. It is an easy fight but the Wretches that come from everywhere complicate it. When the Corpser raises all his legs and slams them down, your teammate will probably yell "Wretches!". This is your cue to take out a shotgun or use your machine gun. At the beginning you should have a point of interest on the stomach, which is your cue to shoot it. You can always get a shot on it, even when the Corpser shields itself; or you can wait until it tries an attack then shoot its stomach. After that there will be another point of interest, which is in its mouth. When you shoot the stomach it will cringe and its mouth will open as it screams. Then, shoot it in the mouth. While you are doing this, watch out for the Corpser's Ground Pound. It not only brings Wretches (watch the ceiling), but also takes away part of the arena in the back. If your character dies in the back he might be lost. Your ammo cases may also be lost. Keep repeating the process of shooting the stomach and the mouth until the Corpser backs up as far as it. It can no longer be hurt. There will now be a point of interest around the smashable latches. There are two of them. Shoot both of the latches so that they pop, and the platform that the Corpser is on will be sent into the lava.

### Easy achievement points in Co-Op mode -[Gears Of War ]

When starting a Co-Op campaign, instead of logging into your main Gamertag as player one, log in as player two. Doing this from the beginning or while replaying chapters will let you play as Dominic Santiago. There are several achievements that you will unlock playing as him. Additionally, if you start as Dominic from the beginning, you will not gain any less points then you would as Marcus and it will save you a lot of time.

### Emergence holes \*Gears Of War\*

When an emergence hole opens up, toss a grenade into it. This will automatically close the hole, and therefore keep the locusts from coming out.

The Hammer Of Dawn can easily destroy emergence holes. You must activate it by targeting an enemy first, and then aim it toward the emergence hole.

### Faster reload times

When you press RB to reload, there will be a clear bar with a small white segment somewhere along it. It will appear where your bullets used to be. There will also be a smaller white bar moving across the clear bar. As soon as the white bare gets inside the white segment, press RB again. This will reload your

weapon much faster, and if timed just perfectly, will give your gun an extra boost in fire power. However, if you do not time it correctly, the clear bar will become red and it will take even longer to reload than if you had not attempted it.

### Finding C.O.G. tags -Gears Of War

In Campaign mode, look for the dead soldier symbol (red gear with skull inside) painted on a wall, floor, or other location. This indicates that the Locust have killed some Gear soldiers in the area. Because Gear soldiers wear C.O.G. tags, you should be able to find one nearby.

### General RAAM (Gears Of War)

Once you reach General RAAM at the end, he will have a **Gatlin** type gun and will be surrounded by bird locust. There will also be flying locusts attacking from the side of the train (ignore them). You can only damage General RAAM when the bird locusts leave him and go after you. Stay in the light or the birds can kill you. When you start fighting him, hide behind the first rectangular block that is directly in front of the doors you came from. He will start walking towards you and shoot. When the birds leave him, start shooting. After a while he will get directly in front of where you are hiding. When he does, run around him and hide on the other side of the platform. Stay in the light as you run. Hide, then continue shooting him until he dies.

Get General Ramm off the Gatlin gun. When he starts walking towards you, let Dominic get his attention. Then, run towards the Gatlin gun and shoot him with it. This should kill him in seconds. This is easier in Co-Op mode.

If you are having trouble accessing the second Troika-gun, try the following specific gun-combo. At the beginning of the level, ensure that the Lancer Rifle and the Torque Bow are in your inventory. Collect the extra ammunition from the train car and enter the next area. When the intermission scene ends, proceed to the vault over the cement slab. Enter cover behind any of the cement blocks. You must hit RAAM with the Torque Bow to drive off the Kryll. When they fly away, immediately switch to the Lancer Rifle to execute as many headshots as possible. This may require at least a clip of ammunition each time. When the Kryll regroup, reload the Lancer Rifle immediately, and switch to the Torque Bow. Depending on various timing-issues, RAAM will advance to your location, requiring that you use the "switch cover" action to force RAAM to adapt his path-finding. Whenever RAAM's AI pauses to change direction, repeat the use of the Torque Bow/Lancer Rifle combination. This method may require at least five combos to defeat RAAM. If you run out of Torque Bow arrows, the grenades may be used as a means of "scaring off" the Kryll.

Before you start fighting General RAAM, make sure you have the Longshot (sniper rifle) and Torque Bow with full ammunition. You can get the Longshot along with its ammunition in the car before fighting RAAM. When you fight RAAM, first tell Dom to cease fire.

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By doing this, Dom is not firing and is safe. This should also stop RAAM from coming towards you. The only way you can hurt RAAM is when the Kryll (the bats around him) are not shielding him. Use the Torque Bow to get rid of the shielding Kryll, then take out the Longshot and shoot RAAM in the head. Try to reload quickly. If you are lucky and can get a couple of active reloads, you can headshot RAAM twice before the Kryll shield him. Continue this process until RAAM is dead.

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

Before exiting the room to fight General RAAM, you should still have the bow. Do not trade it with the sniper. Cover behind the first spot that you can and wait for him to get close to you. When he gets close enough, run up to the turret so that the bat Locusts cannot hurt you. When you get to the turret, shoot RAAM with the bow and the bat Locusts will leave him. When this happens, get into the turret as quickly as possible and blast him away.

Play in Co-Op mode. Player one must have a Lancer (chainsaw) and a Longshot (sniper). Player two must have a Lancer and a Torque Bow. Make sure both players have full ammunition. Once the battle begins, have player one switch to the Longshot and player two switch to the Torque Bow. Have player two shoot the general with the Torque Bow. This should take the Kryll off of him. Then, have player one try to get as many headshots as possible before the Kryll come back to guard RAAM. Keep doing this until the Torque Bow is out of ammunition. When this happens, have player two take out his Lancer and then have both players wait for the Kryll to hit the light. Both players should continue doing this until the Longshot has run out of ammunition. At this point, player one will do the same thing as player two and take out his Lancer and shoot RAAM when he is in the light. Keep doing this until he is dead.

#### **Get under level in Fuel Depot** \*Gears Of War\*

Walk into the large warehouse in the middle of the level. If you walked in from the front, you will see a large shelf with a few racks on the left side in the middle of the warehouse. Shoot all of the loose objects off the shelf until you see a small yellow object. Behind the shelf, there is a small indentation that leads to the left that you can climb on top of to lead you to a higher platform. Kick the yellow object into the top left corner of that indentation. Then, take cover against the object. It will appear as if you are taking cover against a wall. Climb over the wall and you will be under the level. \*\*\* Once under the level you cannot get out.

#### **Hidden video -Gears Of War**

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grammar

Turn on the game and wait for the "**Gears Of War: Press Start**" screen to appear. Do not press Start. Allow the screen to idle for a few of minutes, and a video will begin to play about Emergence Day.

#### **Insane difficulty Mode** \*Gears Of War\*

Complete Campaign mode on the Casual or Hardcore difficulty setting to unlock Insane difficulty setting.

#### **My Love for You Is Like a Truck and Broken Fingers achievements**

Start a new campaign on the Easy difficulty setting. Right before you fight the Berserker and Corpser, exit out to the main menu. Select "Continue Campaign" and switch the difficulty to Hardcore to still get the achievements.

#### **Secret Gamer images** \*Gears Of War\*

Complete Campaign mode on the **Insane difficulty** setting to unlock a secret Gamer image, which has the Red Gear's Symbol behind Marcus.

Accomplish the "**Seriously...**" achievement by getting 10,000 total kills in versus ranked matches to unlock a secret Gamer image.

Complete any ranked versus mach to unlock a secret Gamer image featuring Marcus running in the rain.

#### **Two player path block** Gears Of War

Use the following trick while playing in two player mode and you reach a difficult part with a doorway. Have one player die in the doorway. This will create a block that the Locust cannot get past. They will usually line up behind your dead partner, allowing you a safe zone to easily pick them off. Once it is clear, just revive your partner and move on.

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### Questions / Answers

#### Gears Of War



**Q:How do you kill RAAM?**



Question from: Unregistered

Rating: 62%

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

**Q:What are the 4 hidden achievements because if each**

ALLI 000062

**game has 4 almost impossible achievements what is this games 4 hidden achievements.?**



Question from: Unregistered

Rating: 57%

Was this QA: **Bogus** or Helpful

**Q:Hey does anyone know what all those gears of war symbols mean in the game all over the maps or are they just something the producers put in for fun cause I have found two COG tags under them one in insane and one in hardcore?**



Question from: Unregistered

Rating: 52%

Was this QA: **Bogus** or Helpful

**Q:I need help with act for bad to worse.I need to know what to do to get the beast out side?**

+ I needed help with that also, i spent an hour trying that level but couldnt figure it out -Answer by: **Unregistered**

+ To get the monster out side...well you can you have to make him hit the polls like the first one he knocked down keep this going till there all knocked down. Then use the hammer of god will he is in the middle...(NOTE:remember you have to knock down all the polls first.) While he is in the sunlight blast him with the hammer of god! -Answer by: **Unregistered**

+ You have to stand in front of three diffrent doors and when he is running at you jump ot run out of the way so he can brake the door down.. -Answer by: **Unregistered**

+ Its Easy when in last room in the large conservatory make the beserker destroy on of the smash-able pillars. This causes the glass panels on the ceiling to shatter then lure the beserker under the now open roof and fire at her with the Hammer of Dawn. -Answer by: **Unregistered**

+ Okay that is an easy one have the beserker follow u to the door when it charges barrel roll out the way and do it until u get out side after a bout 3 doors also so dom doesnot get in the way tell him to cease fire - Answer by: **Unregistered**

+ Let him come out of the door and dodge him. then go through the door and get into the hallway. after half way hell run through the wall on the right so just roadie run past him into the next room. Try to make him crash through the tree and then into the pillars.This should let light come in after he knocks 1 pillar over and u can use the "HAMMER" on his ass. -Answer by: **Unregistered**



Question from: Unregistered

Rating: 52%

Was this QA: **Bogus** or Helpful



**Q:When the objective is to check the bodies by the emergence hole, what does this mean,do I go into the hole?**



Question from: Unregistered

Rating: 52%

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

**Q:Is there an asier way to get the Don't You Die On Me Achivement? Can some one give me a strategie or something**



Question from: Unregistered

Rating: 51%

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

**Q:How to defeat the corpser?**

Shoot it in the belly each time it opens it's legs to attack. It will scream and back up. Do this about 4 or 5 times and he + will eventually back up onto a platform. Shoot the control on the ground. Then shoot him in the belly a few more times. Eventually he will fall into the lava. -Answer by: **Unregistered**

Shoot it in the belly where it shows you when you press Y (Should say soft belly), when the corpser (could be a she) + lifts its head and opens its mouth shout at the yellow part of the mouth opening, it will scream and back up 4 to 5 times and then fall off the platform -Answer by: **Unregistered**

Shoot above the metal belt then when it opens it's mouth + shoot the lower jaw and then it will back up on a clamp and then you shoot the clamp and he/she(the corpser)will fall into the lava. -Answer by: **Unregistered**

+ Shoot the corpser in the bottom part and then in the mouth. Reapeat until dead -Answer by: **Unregistered**

30 sec to 1.5 min is all it takes. when his legs open up shoot his "softbelly" then his neck should pop up and shoot him there he sould retreat back. if you repat this method you will + drive him to a platform where u can shoot the platforms two suspenders. this should kill him fast and easy. Also if you do this he gets so distracted that he never calls the wrtches. - Answer by: **Unregistered**



Question from: Unregistered

Rating: 51%

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

**Q:How do I roll over (not jump over) obstacles? I ve seen some people doing it online.....**

You can only roll over obstacles if you are a certain character, +I believe carmine is the only one that does it but I might be wrong on that -Answer by: **Unregistered**

Thats the animation that only your teammates and opponets  
+ can see in multiplayer when someone jumps over something.

-Answer by: **Unregistered**

+ Press A to take cover then push forward on the right Analog  
stick and press A again!! -Answer by: **Unregistered**

+ Yet again interactive error. -TYran(again.. ive responded so  
much and ive forgotten my name so many times... except  
once) -Answer by: **Unregistered**



Question from: **Unregistered**

Rating: **49%**

Was this QA: **Bogus or Helpful**

### Q:How do you kill the berseker?

The beserker is blind and so only reacts to sound and smell.  
If you look around thelevel you will find that it's basically a  
long corridor that ends with a "breakable door". Stand in  
front of it and fire a weapon to attract the beserker. when it  
gets close to you it will charge - use "A" to dive sideways at  
the last minute and the beserker will smash the door. While  
it's disoriented quickly run past it into the next room.

+ Rinse. Repeat.  
+ Rinse. Repeat.

Now you should be outside. Take cover behind a block and  
use the Hammer of god to call in a satellite kill on the  
beserker. it may take 2 or 3 hits - but it will go down. just  
keep holding the button to make the satellite beam last  
longer.

Piece of cake. -Answer by: **Unregistered**

+ Berserker can only be killed by the Hammer of Dawn. -Answer  
by: **Unregistered**

+ You can kill the beserker with the hammer of dawn after you  
+ lure it outside. -Answer by: **Unregistered**

+ Theres a room on the right take that go straight theres a  
+ door stand there bersker with come after you shel run the  
door down. coutine you this perseger -Answer by: **Unregistered**

+ Just throw grenades in front of you as you run through the  
doors, they fall down and you don't have to risk the  
+ berzerker charging you. Then once outside I just found a  
good safe position and waited for him to exit into the light. -  
Answer by: **Unregistered**

+ Its soooo easy!! jus lure it outside and jus kill it with the  
+ hammer of dawn!! amazin game init! -Answer by: **Unregistered**

+ Okay heres an easier way to kill the berseker (You must play  
co-op to do this).while hitting cvthe beserker with the  
+ hammer of Dawn (not God people) have your buddy get as  
close as he can (with out dieying) to the beserker. You see  
when the Beserker is hit with the "HAMMER" he'll become red

which makes his skin soft and tender enough for bullet to hurt him. use a shot gun to the head. repeat if on insane. -

Answer by: **Unregistered**



Question from: **Unregistered**

Rating: **49%**

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

### **Q:How to defeat General RAAM?**

I'm stuck too. I've seen that if you crouch over the lights at the end of the stack of pipes that will help protect you from the "night bat whatever". Wait for them to leave RAAM and fire away, just be careful as sometimes they will hit you too. +  
When he gets too close run to the nearest "once wall now platform" and evade him to get to the Jersey barrier and get behind it. Repeat between there and the pipes. (I think.)  
Either way it's a bitch. -Answer by: **Unregistered**


Stick behind well lit cover at first, and when RAAM is right +  
beside you, jump the rock and rush to the turret/Troika on the next car. Remember to stay in the light to avoid kryll. -  
Answer by: **Unregistered**

He is only vulnerable when his kryll sheild are not around +  
him. lure him into the light so the kryll leave and blast him. do this several times and he's dead. -Answer by: **Unregistered**

I just kept unloading my assault rifle on him, doing the perfect +  
reload, where you get a bonus with your gun. It took quit a bit but he'll go down. Don't save Dom once he falls, just keep shooting RAAM. -Answer by: **Unregistered**

You will need either long range weapons; the long range rifle or tourqe bow, and preferably shotgun but lancer will do it will just take longer.  
When you enter the car with General RAAM get and stay crouched behind the barrier you start at. When the kryll surrounding General RAAM leave to come attack you squeeze off a couple of head shots with your long range weapon, this is where all that practice with active reload will come in handy. You may sustain minor damage but not enough to kill +  
you as long as you dont keep your body above barrier for to long. Reavers will come from the backsides of the train but also minimal damage taken. Do this until RAAM is on the opposite side of the barrier you are crouched behind. Note do not leave barrier unless you want to revive DOM and do it quick, I did not need him. Once RAAM is on opposite side of barrier switch to shotgun. Once again when the Kryll leave to come attack you get body shots on RAAM with shotgun using the blind shot option from the crouched position. If RAAM comes around to your side just switch sides with him, repeat if necessary. -Answer by: **Unregistered**

I did it in Co-Op. You have to stay in the light to survive, All i +  
did was keep him on me while my friend kept hamming him. i t doesnt look like he's taking damage but he does. Also to increase your chance make sure you take out the flying

baddies on the sides of train. -Answer by: <b>Unregistered</b>	
I did it on co-op, just unload on him with the torque bow, the explosion causes the kryll to leave him and become vulnerable, he goes down before he can get to your side on any difficulty. -Answer by: <b>Unregistered</b>	
The first thing I did, was to get cover. I let Dom just do his kamikaze thing, this made RAAM get his attention (for a while). When RAAM had his "kryll shield" on, I threw grenades or used the Torque Bow to make the krylls fly off him, then I just simply blasted him to pieces. (I did this a couple of times) -Answer by: <b>Unregistered</b>	
I just beat Raam after trying for 4 days at about 2 hours per session. Go to <a href="http://www.youtube.com">www.youtube.com</a> and search for Raam insane etc. This will show you how someone beat him in under 3 minutes. All you do is run and shoot him in the head when the Kryll are off him. Use the sniper rifle on long distances so you can sight him in better and use the lancer when he is close.  Good luck. -Answer by: <b>Unregistered</b>	
After a few tries I beat RAAM in literally 2 minutes. All I did was run to the machine gun in the back of the train and unloaded on him. It was almost too easy -Answer by: <b>Unregistered</b>	
Me and a buddy were just goofing off one day and we went against this RAAM, it was pretty simple, he had the Lancer (chainsaw gun) and a shotgun, I had a shotgun and the Torque Bow. when the light hit RAAM the Kryll (bats) left and I unloaded 3 arrows into his head. when he got real close my friend went behind him and shot 2 shells. then I went right in front of him and planted 5 shotgun shells in him. pretty simple. cant wait for GOW2 -Answer by: <b>Unregistered</b>	
	
Question from: <b>Unregistered</b>	Rating: <b>48%</b>
Was this QA: <b>Bogus</b> or <b>Helpful</b>	

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# PlayStation 2

## Grand Theft Auto: Liberty City Stories

### Strategy Guide

### Message Boards

### Review

- Cheat code warning

It is recommended that you do not save the game while codes have been enabled. It may affect your game statistics, and may cause glitches. Additionally, some codes cannot be disabled.

- All pedestrians, cars, Portland, Staunton Island, and Shoreside Vale unlocked in Multiplayer mode

While playing the game, press Up(3), Triangle(2), Circle, L1, R1. If you entered the code correctly, a message will appear.

- Fourteen pedestrians, Portland, two gangs unlocked in Multiplayer mode

While playing the game, press Up(3), Square(2), Triangle, R1, L1. If you entered the code correctly, a message will appear.

- Twenty eight pedestrians, Portland, Staunton Island, four gangs unlocked in Multiplayer mode

While playing the game, press Up(3), Circle(2), X, L1, R1. If you entered the code correctly, a message will appear.

- Forty three pedestrians, two locations, seven gangs unlocked in Multiplayer mode

While playing the game, press Up(3), X(2), Square, R1, L1. If you entered the code correctly, a message will appear.

- Weapons (tier 1)

While playing the game, press Up, Square(2), Down, Left, Square(2), Right. If you entered the code correctly, a message will appear. The brass knuckles, knife, Molotov cocktails, 9mm handgun, shotgun, Tec-9, AK-47, flamethrower, and sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

- Weapons (tier 2)

While playing the game, press Up, Circle(2), Down, Left, Circle(2), Right. If you entered the code correctly, a message will appear. The katana sword, grenades, revolver, sawn-off shotgun, Uzi, M16,

**ALLI 000069**

rocket launcher, and laser scoped sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

- Weapons (tier 3)

While playing the game, press Up, X(2), Down, Left, X(2), Right. If you entered the code correctly, a message will appear. The chainsaw, grenades, revolver, SMG, combat shotgun, mini-gun, and sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

- Full health

While playing the game, press L1, R1, X, L1, R1, Square, L1, R1. If you entered the code correctly, a message will appear. If this code is enabled when your car is smoking or damaged it will get repaired.

- Extra armor

While playing the game, press L1, R1, Circle, L1, R1, X, L1, R1. If you entered the code correctly, a message will appear.

- \$250,000

While playing the game, press L1, R1, Triangle, L1, R1, Circle, L1, R1. If you entered the code correctly, a message will appear.

- Wanted level disabled

While playing the game, press L1(2), Triangle, R1(2), X, Square, Circle. If you entered the code correctly, a message will appear. If this code is enabled, you can never have a wanted level.

- Wanted level increased

While playing the game, press L1, R1, Square, L1, R1, Triangle, L1, R1. If you entered the code correctly, a message will appear.

- View media attention level

While playing the game, press L1, Up, Right, R1, Triangle, Square, Down, X. If you entered the code correctly, a message will appear. Keep breaking the law until the media attention level is displayed.

- Drive on water

While playing the game, press Circle, X, Down, Circle, X, Up, L1(2). If you entered the code correctly, a message will appear.

- Better handling vehicles

While playing the game, press L1, Up, Left, R1, Triangle, Circle, Down, X. If you entered the code correctly, a message will appear. Press Down after this code is enabled to make your car jump.

- Spawn Rhino

While playing the game, press L1(2), Left, L1(2), Right, Triangle, Circle. If you entered the code correctly, a message will appear.

- Spawn Trashmaster

While playing the game, press Triangle, Circle, Down, Triangle, Circle, Up, L1(2). If you entered the code correctly, a message will appear.

- Ride with passenger

While in a vehicle with nearby pedestrians, press X, Square, Down, X, Square, Up, R1(2). If you entered the code correctly, a message will appear. The nearest person will enter your car or get on your bike.

- Change motorcycle tire size

While playing the game, press Circle, Right, X, Up, Right, X, L1, Square. If you entered the code correctly, a message will appear. Repeat the code to cycle the tire sizes between large, small, and normal.

- Destroy all cars

While playing the game, press L1(2), Left, L1(2), Right, X, Square. If you entered the code correctly, a message will appear.

- Aggressive drivers

While playing the game, press Square(2), R1, X(2), L1, Circle(2). If you entered the code correctly, a message will appear.

- Black traffic

While playing the game, press Circle(2), R1, Triangle, L1, Square(2). If you entered the code correctly, a message will appear.

- White traffic

While playing the game, press X(2), R1, Circle(2), L1, Triangle(2). If you entered the code correctly, a message will appear.

- Chrome traffic

While playing the game, press Triangle, R1, L1, Down(2), R1(2), Triangle. If you entered the code correctly, a message will appear.

- Traffic lights always green



While playing the game, press Triangle, Triangle, R1, Square, Square, L1, X(2). If you entered the code correctly, a message will appear.

- Sunny weather

While playing the game, press L1(2), Circle, R1(2), Square, Triangle, X. If you entered the code correctly, a message will appear.

- Clear weather

While playing the game, press Up, Down, Circle, Up, Down, Square, L1, R1. If you entered the code correctly, a message will appear.

- Overcast weather

While playing the game, press Up, Down, X, Up, Down, Triangle, L1, R1. If you entered the code correctly, a message will appear.

- Rainy weather

While playing the game, press Up, Down, Square, Up, Down, Circle, L1, R1. If you entered the code correctly, a message will appear.

- Foggy weather

While playing the game, press Up, Down, Triangle, Up, Down, X, L1, R1. If you entered the code correctly, a message will appear.

- Pedestrians riot

While playing the game, press L1(2), R1, L1(2), R1, Left, Square. If you entered the code correctly, a message will appear.

- Pedestrians attack you

While playing the game, press L1(2), R1, L1(2), R1, Up, Triangle. If you entered the code correctly, a message will appear.

- Pedestrians have weapons

While playing the game, press R1(2), L1, R1(2), L1, Right, Circle. If you entered the code correctly, a message will appear.

- Pedestrians follow you

While playing the game, press Down(3), Triangle(2), Circle, L1, R1. If you entered the code correctly, a message will appear.

- Random pedestrian costumes

While playing the game, press L1(2), Left, L1(2), Right, Square, Triangle. If you entered the code correctly, a message will appear. **Note:** After this code is enabled four times, it locks your movement unless done under one of the following conditions. If your movement becomes locked, either reload your saved game file or enable the "Commit suicide" code to return to normal at the hospital with your new costume. When inside a car or on a bike, enter the car or get on the bike, enable the code, then press Triangle to exit the car or bike. Your controls will not be locked. You can also reenter the same car and repeat it as many times as desired.

- Faster gameplay

While playing the game, press R1(2), L1, R1(2), L1, Down, X. If you entered the code correctly, a message will appear.

- Slower gameplay

While playing the game, press R1, Triangle, X, R1, Square, Circle, Left, Right. If you entered the code correctly, a message will appear.

- Faster game time

While playing the game, press L1(2), Left, L1(2), Right, Circle, X. If you entered the code correctly, a message will appear.

- Big head mode

While playing the game, press Down(3), Circle(2), X, L1, R1. If you entered the code correctly, a message will appear.

- Upside down

While playing the game, press Down(3), X(2), Square, R1, L1. If you entered the code correctly, a message will appear.

- Upside up

While playing the game, press X(3), Down(2), Right, L1, R1. If you entered the code correctly, a message will appear.

- Return to normal from upside down

While playing the game, press Triangle(3), Up(2), Right, L1, R1. If you entered the code correctly, a message will appear.

- Return to normal from upside up

While playing the game, press Up(3), Triangle(2), Square, R1, L1. If you entered the code correctly, a message will appear.

- Commit suicide

While playing the game, press L1, Down, Left, R1, X, Circle, Up, Triangle. If you entered the code correctly, a message will appear.

- View game credits

While playing the game, press L1, R1, L1, R1, Up, Down, L1, R1. If you entered the code correctly, a message will appear.

- Completion bonuses

Get a 100% completion by finishing all story line missions, all side jobs, all races in first place, complete all 24 unique jumps, complete the car list for Love Media, find all 100 hidden packages, and survive all 20 rampages. A tank will now appear in Fort Staunton, and speedboats can be taken in Portland. All Multiplayer costumes will also be available in Single Player mode. Additionally, successfully complete all Rampages for the M60 to spawn at your safehouses. **Note:** You do not get the M60 with any of the weapon cheats.

- Ambulance mission bonus

Steal an ambulance and press R3 to start the Ambulance missions. Reach level 12 to get infinite sprinting.

- Firefighter mission bonus

Steal a fire truck and press R3 to start the Firefighter missions. Reach level 12 to be fireproof.

- Food delivery mission bonus

Go to the Well Stacked Pizza shop in Staunton Island or the Noodle Punk shop in Portland. Start the delivery missions and reach level 9 to increase your maximum health by 25 points.

- Taxi missions bonus

Steal a taxi and press R3 to start the Taxi Driver missions. Drop off 100 passengers to unlock the Bickle '76 cab.

- Vigilante mission bonus

Steal a police car and press R3 to start the Vigilante missions. Reach level 12 to get a maximum of 150 points of body armor. To easily complete the Vigilante missions, enable the "Spawn Rhino" code, then get in the tank and press R3 to start the Vigilante missions. Crash into the cars and bikes you are chasing and they will explode.

- Good citizen bonus

When you see a cop chasing someone down the sidewalk, if you run up to the person being chased and punch him, you will get a \$50 Good Citizen Bonus. Make sure to only punch him once; if you continue and kill the person, the cop will want to fight you.

- No money loss when busted

Successfully complete the Avenging Angels missions on Staunton Island.

- Spirit E and PJC at Staunton Island safe house

Deliver all sixteen vehicles on the list to the Love Media garage in Bedford.

- Super Angel Bike (bulletproof) at Portland safe-house

Successfully complete Avenging Angels missions in Portland.

- Super Land Stalker (bulletproof) at Shoreside Vale safe-house

Successfully complete the Avenging Angels missions in Shoreside Vale.

- Upgraded Sanchez

Successfully complete all ten courses in the "Bump & Grinds" at the dirt bike course in Portland.

- Antonio costume

Successfully complete the "Making Toni" mission to unlock the Antonio costume.

- Avenging Angel costume

Successfully complete the "Frighteners" mission to unlock the Avenging Angel costume.

- Chauffeur costume

Successfully complete the "Rollercoaster Ride" mission to unlock the Chauffeur costume.

- Cox Mascot costume.

Win SlashTV two times to unlock the Cox Mascot costume.

- Dragon Jumpsuit costume

Successfully complete the "Crazy 69" mission to unlock the Dragon Jumpsuit costume.

- Goodfella costume

Successfully complete the "Overdose Of Trouble" mission to unlock the Goodfella costume.

- King' Jumpsuit costume

Successfully complete all missions to unlock the King' Jumpsuit costume.

- Overalls costume

Successfully complete "The Portland Chainsaw Masquerade" mission to unlock the Overalls costume.

- Sweats costume

Successfully complete the "A Walk In The Park" mission to unlock the Sweats costume.

- Tuxedo costume

Successfully complete the "A Date with Death" mission to unlock the Tuxedo costume.

- Underwear costume

Successfully complete one unique jump to get the Underwear costume.

- Wise Guy costume

Successfully complete the "Shoot The Messenger" mission to unlock the Wise Guy costume.

- Hidden package rewards

There are a total of 100 hidden packages in the game, 40 in Portland, 30 in Staunton Island, and 30 in Shoreside Vale. Besides getting \$250 when each package is collected, the following reward will appear in your safe houses when you collect the required number of packages:

Handgun: 10 hidden packages  
Shotgun: 20 hidden packages  
Body armor: 30 hidden packages  
MP5 gun: 40 hidden packages  
Python gun: 50 hidden packages  
M4 gun: 60 hidden packages  
Laser aimed sniper rifle: 70 hidden packages  
Flamethrower: 80 hidden packages  
Rocket launcher: 90 hidden packages  
\$50,000: 100 hidden packages

- Avenging Angels missions

Successfully complete Leon McAffrey's "Crazy 69" mission to unlock the "Avenging Angels" side missions. Go to the same park where the mission took place dressed in the Avenging Angels fatigues at night. Look for another Avenging Angel (they are dressed the same). Press R3 near him to start the vigilante-style killing spree. In these missions you will fight various groups of hoodlums around Staunton Island. The best strategy is to run them down in a car, or use a bladed melee weapon to cut them down. Using Molotov cocktails, grenades, and other weapons capable of taking out multiple opponents at once. If your Avenging Angel friend dies, you must find another one within the time limit or the mission ends.

*sentence fragment*

- Infinite shotgun ammunition

Stand outside the Ammu-Nation store and target the man behind the counter. Kill him, then take his shotgun and drive away a few blocks. Return to the store, and he will have respawned with another shotgun, which you can once again take from him.

- Infinite sprint

Instead of holding X to run, repeatedly tap X.

- Get to other areas early

To reach Staunton Island early, go to the Calahan bridge and enable the "Drive on water" code. Drive off the bridge and into the water, then go to the docks. Drive your car onto the docks. Make sure it is not a nice car, as you cannot take it with you. You are now on Stanton Island. This also works for Liberty City.

- Exceed garage limit

Get a motorcycle and park it against the garage door. Jump off, and after the garage door opens, quickly press Triangle to get back on and press X to drive it in before the door closes again. With a car, keep pushing it towards the garage door until it opens, then keep pushing it until it is inside.

Park a vehicle already in your garage halfway out to keep the door up. Then, drive in as many other vehicles as you can fit. Make sure you can reach the doors on them or you may not be able to get them out.

- Easy fist fights

When targeting an enemy during a fist fight (or using brass knuckles), run towards them and tap Circle repeatedly. Even though you will just be running into them and may remain stationary, you will keep executing the "running" punch attack. If you keep tapping Circle, Toni will keep doing this attack rapidly and your enemy will not have a chance to strike back.

- Barracks OL (army truck)

Find the junkyard and go into it. Next to a wall will be a Barrack OL (army truck).

- FBI car

Get a five star wanted level and FBI cars will appear. As soon as you see one, enable the "Wanted level disabled" code and quickly get in an FBI before it leaves. When you are driving the FBI car, turn on the siren and all of the other cars will move out of the way. It also has good speed and handling.

- Hellenbach GT

If your are looking for a Hellenbach GT for LoveMedia crazy car give-away, there are two ways to get one. The first is to complete level 4 in the car salesman missions. It will appear in the showroom. The second place it can be found is at Shoreside Vale. Go to the first house on the bottom row of houses in the Cedar Grove area. Look in the driveway to the garage. If one is not there, drive left or right, then turn back. There should be one sitting in front of the garage.

You can also get the Hellenbach GT during the mission where you must kill the Sindacco gang member. JP will call and tell you to take his car as a down payment on the money that he owes you. That car is a Hellenbach GT. Save the car in your garage until you need it for the Love Fist car giveaway.

- Thunder-Rod

(F) When you do the third or fourth mission for Ma Cipriani called "Grease Sucho", you must win a race. Once you win, you must kill Sucho. He will be in a car with flames down the side, called a Thunder-Rod. You must ram the car to get him out so that you can kill him. However, do not let the car explode. If you do, it will be very hard to complete the game later. In the "Love Media" mission, you must deliver sixteen different cars, and the Thunder-Rod is one of them. After you ram Sucho's car just enough that he gets out, kill him then take the car and put it in your garage. *typo*

- Katana

After completing Leon McAffrey's "Crazy 69" mission, you will keep the samauri sword used during the mission. This is a very good weapon for your melee slot, as it will usually kill enemies with one hit. Use it for the "Avenging Angels" missions when fighting gangs to conserve ammunition for later levels. You can cut down many swarming opponents at once if you keep moving around and tapping Circle.

- M60 in Shoreside Vale

There is an M60 at the airport parking lot. There should be a small opening to your left. When you go through it, there is a ramp going on top of the fire station. To your left when you are up there is a ledge going around the airport. There is a secret package and magnum. Keep going around the airport until reaching a dead end. There is a small gap between the edge and an airplane hanger. Drive of the edge onto the airplane hanger to find an M60 with 100 ammunition.

- Change size of the moon

Use a sniper rifle to look at the moon. Shoot the moon with the sniper rifle to make it increase in size. Repeat this to make it grow larger until it returns to its original size.

- Free shotgun and ammunition

Find a cop car to get a free shotgun or bullets for it.

- Free items

In the beginning of the game, you can buy anything desired. During one of the first missions you must go to Ammu-Nation. Choose the pistol and you will not be charged. You can also go to the Pay 'N Spray for free the first few times.

- Better weapon aiming

While holding R1, press Down. Holding L1 also allows for more controlled aiming (slows the movement of the sights). This works for the pistol, shotgun, assault rifle, and minigun. Use this way of aiming to take out gang members in their cars, pop tires, or shoot down helicopters.

- Kill anyone without getting stars

(D) Get a car (recommended) or bike, then drive fast enough so that you can jump out of it and kill someone at the same time. Drive directly toward the target and jump out. This will not work if you jump out too late. You can also hit police cars by doing this and not get into trouble. You can hit gang members and

**D** they will not chase you. However, if you do this to someone the police are chasing, the officer in pursuit will aimlessly run.

- Assassins

After you complete the "No Son Of Mine" mission, Ma will put a "hit" on you. When an assassin tries to attack, kill him, as he will not be hard to kill. He should be carrying money, body armor, and a nice gun.

- E**
- Motorcycle passenger

Use a vehicle to ram a motorcycle with two people sitting on it. Make sure you hit them hard enough so that they both fly off the bike. Then, get on the bike and shoot the driver, but not the back passenger. If done correctly, the remaining passenger will hop back on the bike and sit behind you as you drive around. **Note:** You will not be able to bail from the bike while moving, as the back passenger will block you from being able to jump off. To get rid of the passenger, just get off the bike and shoot him or her.

- Snow

To change the weather to snow, find the auto shop in Portland. Begin the car dealership missions where you must sell cars to people by doing what they want. If you get to level 9, it will start snowing to make it more difficult to drive in.

- Chrome plated bat

Enable the "Chrome traffic" code, then pick up a bat at your Portland safe house.

- Easier mission completion

Once you get to the point where you can do missions for Ma Cipriani ("C" on the map), do not continue doing them until they are your only option. After Ma's "No Son Of Mine" mission, she will send hit men after you. They will continue to appear until they are all killed, making future missions more difficult to complete.

- Easy completion of Taking The Peace mission

In this mission, you must take control of Paulie Siddaco's car and kill the gang members. Enable the "Pedestrians follow you" code. After taking control of his car, he will exit. Drive to the area where you kill the gang and they will not attack you, making it easier for you to kill them. After you complete the mission, Paulie Siddaco will be in your van.

- Big air

To get big air off any car, enable the "Change motorcycle tire size" code, then use any bike to fly over cars. Additionally, go at maximum speed on a PCJ-600 on the wrong side of the road. When you see a Banshee, drive directly into it. This works even better with a Sanchez.

- Drive destroyed vehicle

Find a vehicle with a driver in it. Press Triangle to get in the car and immediately enable the "Destroy all cars" code. If done correctly, you should be in the vehicle, but it will be on fire. Enable the "Full health"



code to put out the fire. You can now do things like in a normal vehicle. If you take it to a Pay N Spray, the vehicle will be fixed but still look burned.

- Smiley face sign in Staunton Island

Look for the place where you have to chase the "priest" into the Church missions. It is a garage-type place. Find the white stairs and climb up them. Jump over to the roof to your right, then run straight ahead. Jump off to the right of the wall. Follow this wall until you find the ramp. Once you reach the ramp, do not go up it. Keep following the wall and run to the back. Turn to the left to find the hidden location. In *Grand Theft Auto 3*, the sign read "You are not suppose to be here". Instead, the sign has a smiley face with the message ""You just can't get enough of this alley, can you?".

- Fly helicopter in Calm Before The Storm mission

During this mission for JD, when the helicopter makes its second stop on the top of the building in the Red Light District, get a bike. Drive it up the stars. Make sure not to kill anyone or the mission will end. Then, press Triangle while standing next to the helicopter to board it and fly around.

- Chinese food after Wong Side Of The Tracks mission

After completing the Wong Side Of The Tracks side mission, go directly to your Portland safehouse. You should see Chinese food on the table inside the safehouse.

- Game Of Death reference

(B) After completing Leon McAffrey's "Crazy 69" mission where you run around in the park and kill gang members with a samauri sword, you will receive the "Dragon jumpsuit" clothing option at your safehouse. This article of clothing is exactly the same as the one Bruce Lee wore in his 1973 film *Game Of Death*.

- Grand Theft Auto: Vice City reference

During the introduction sequence for the Biker Heat mission, the poster above Maria's bed depicts members of the imaginary rock band Love Fist, which was the band Tommy Vercetti befriended and completed missions for in *Grand Theft Auto: Vice City*.

- Real vehicle equivalents

Banshee: Dodge Viper RT/10 / Shelby Series One  
Bobcat: Ford Ranger  
Blista: Dodge Caravan  
BF Injection: Modified Volkswagen sand buggy  
Cheetah: Ferrari Testarossa  
Deimos SP: Nissan 300ZX  
Hellenbach GT: Dodge Challenger / AMC AMX  
Infernus: Jaguar XJR-15 / XJ 220  
V8 Ghost: Lotus Espirit V8  
Phobos VT: Chevrolet Camaro / Pontiac Firebird TransAm  
Stinger / Yakuza Stinger: Porsche Boxter  
Thunder Rodd: 1939 Dodge Sedan Delivery

Police: Chevrolet Caprice pursuit  
Taxi: Chevrolet Caprice  
FBI Cruiser: Chevrolet Caprice pursuit  
Forelli Exsess: Pontiac Grand Am  
Stallion: Ford Mustang?  
Sentinel / Leone Sentinel: BMW 3 Series  
Yardie Lobo: Chevrolet Impala / El Camino  
Patriot: Hummer H1  
Stretch: Lincoln Continental Limousine  
Ambulance: Ford E350 Ambulance  
Rumpo: Ford E250 Econoline Van  
Firetruck: American LaFrance pumper truck  
Esparanto: Cadillac Coupe DeVille  
Kuruma: Dodge Stratus  
Cabbie: Chevrolet Bel Air  
Landstalker: Mitsubishi Montero Sport  
Idaho: 70's Dodge 440 two-door  
Manana: Geo Storm  
Bus: International Blue Bird  
Moonbeam: Chevy Van  
Yankee / Triad Fish Van: Ford Econoline 350  
Linerunner: Freightliner / Peterbuilt Cab  
Freeway / Angel: Harley Davidson  
Faggio: Vespa Scooter

# Grand Theft Auto: Liberty City Stories PS2 Cheats Hints Codes Tips

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## Grand Theft Auto: Liberty City Stories cheats ( PS2 )



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## Cheats, Cheat Codes, Hints, Tips, and more

by **CheatMasters**



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**\$250,000**(Grand Theft Auto: Liberty City Stories)

While playing the game, press L1, R1, Triangle, L1, R1, Circle, L1, R1. If you entered the code correctly, a message will appear.

**Aggressive drivers**

While playing the game, press Square(2), R1, X(2), L1, Circle(2). If you entered the code correctly, a message will appear.

**All pedestrians, cars, Portland, Staunton Island, and Shoreside Vale unlocked in Multiplayer mode**

While playing the game, press Up(3), Triangle(2), Circle, L1, R1. If you entered the code correctly, a message will appear.

**Ambulance mission bonus**

Steal an ambulance and press R3 to start the Ambulance missions. Reach level 12 to get infinite sprinting.

**Antonio costume**

Successfully complete the "Making Toni" mission to unlock the Antonio costume.

**Assassins** \*Grand Theft Auto: Liberty City Stories\*

After you complete the "No Son Of Mine" mission, Ma will put a "hit" on you. When an assassin tries to attack, kill him, as he will not be hard to kill. He should be carrying money, body armor, and a nice gun.

**Avenging Angel costume**

Successfully complete the "Frighteners" mission to unlock the Avenging Angel costume.

**Avenging Angels missions**

Successfully complete Leon McAffrey's "Crazy 69" mission to unlock the "Avenging Angels" side missions. Go to the same park where the mission took place dressed in the Avenging Angels fatigues at night. Look for another Avenging Angel (they are dressed the same). Press R3 near him to start the vigilante-style killing spree. In these missions you will fight various groups of hoodlums around Staunton Island. The best strategy is to run them down in a car, or use a bladed melee weapon to cut them down. Using Molotov cocktails, grenades, and other weapons capable of taking out multiple opponents at once. If your Avenging Angel friend dies, you must find another one within the time limit or the mission ends.

← Sentence fragment

**Barracks OL (army truck)**

Find the junkyard and go into it. Next to a wall will be a Barrack OL (army truck).

**Become a Cheat Master of Grand Theft Auto: Liberty City Stories**

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

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

You can also find out more help for Grand Theft Auto: Liberty City Stories in our [Forum](#)

**Better handling vehicles**

While playing the game, press L1, Up, Left, R1, Triangle, Circle, Down, X. If you entered the code correctly, a message will

A

appear. Press Down after this code is enabled to make your car jump.

**Better weapon aiming**

While holding R1, press Down. Holding L1 also allows for more controlled aiming (slows the movement of the sights). This works for the pistol, shotgun, assault rifle, and minigun. Use this way of aiming to take out gang members in their cars, pop tires, or shoot down helicopters.

**Big air**(Grand Theft Auto: Liberty City Stories)

To get big air off any car, enable the "Change motorcycle tire size" code, then use any bike to fly over cars. Additionally, go at maximum speed on a PCJ-600 on the wrong side of the road. When you see a Banshee, drive directly into it. This works even better with a Sanchez.

**Big head mode**

While playing the game, press Down(3), Circle(2), X, L1, R1. If you entered the code correctly, a message will appear.

**Black traffic**

While playing the game, press Circle(2), R1, Triangle, L1, Square (2). If you entered the code correctly, a message will appear.

**Change motorcycle tire size**

While playing the game, press Circle, Right, X, Up, Right, X, L1, Square. If you entered the code correctly, a message will appear. Repeat the code to cycle the tire sizes between large, small, and normal.

**Change size of the moon**

Use a sniper rifle to look at the moon. Shoot the moon with the sniper rifle to make it increase in size. Repeat this to make it grow larger until it returns to its original size.

**Chauffeur costume**

Successfully complete the "Rollercoaster Ride" mission to unlock the Chauffeur costume.

**Cheat code warning**

It is recommended that you do not save the game while codes have been enabled. It may affect your game statistics, and may cause glitches. Additionally, some codes cannot be disabled.

**Chinese food after Wong Side Of The Tracks mission**

After completing the Wong Side Of The Tracks side mission, go directly to your Portland safehouse. You should see Chinese food on the table inside the safehouse.

**Chrome plated bat**

Enable the "Chrome traffic" code, then pick up a bat at your Portland safe house.

**Chrome traffic**

While playing the game, press Triangle, R1, L1, Down(2), R1(2), Triangle. If you entered the code correctly, a message will appear.

**Clear weather**

While playing the game, press Up, Down, Circle, Up, Down, Square, L1, R1. If you entered the code correctly, a message will appear.

**Commit suicide**

While playing the game, press L1, Down, Left, R1, X, Circle, Up, Triangle. If you entered the code correctly, a message will appear.

**Completion bonuses**

Get a 100% completion by finishing all story line missions, all side jobs, all races in first place, complete all 24 unique jumps, complete the car list for Love Media, find all 100 hidden packages, and survive all 20 rampages. A tank will now appear in Fort Staunton, and speedboats can be taken in Portaland. All Multiplayer costumes will also be available in Single Player mode. Additionally, successfully complete all Rampages for the M60 to spawn at your safehouses. **Note:** You do not get the M60 with any of the weapon cheats.

**Cox Mascot costume**

Win SlashTV two times to unlock the Cox Mascot costume.

**Destroy all cars**

While playing the game, press L1(2), Left, L1(2), Right, X, Square. If you entered the code correctly, a message will appear.

**Dragon Jumpsuit costume**

Successfully complete the "Crazy 69" mission to unlock the Dragon Jumpsuit costume.

**Drive destroyed vehicle**

Find a vehicle with a driver in it. Press Triangle to get in the car and immediately enable the "Destroy all cars" code. If done correctly, you should be in the vehicle, but it will be on fire. Enable the "Full health" code to put out the fire. You can now do things like in a normal vehicle. If you take it to a Pay N Spray, the vehicle will be fixed but still look burned.

**Drive on water**

While playing the game, press Circle, X, Down, Circle, X, Up, L1 (2). If you entered the code correctly, a message will appear.

**Easier mission completion**

Once you get to the point where you can do missions for Ma Cipriani ("C" on the map), do not continue doing them until they are your only option. After Ma's "No Son Of Mine" mission, she will send hit men after you. They will continue to appear until they are all killed, making future missions more difficult to complete.

**Easy completion of Taking The Peace mission**

In this mission, you must take control of Paulie Siddaco's car and kill the gang members. Enable the "Pedestrians follow you" code. After taking control of his car, he will exit. Drive to the area where you kill the gang and they will not attack you, making it easier for you to kill them. After you complete the mission, Paulie Siddaco will be in your van.

**Easy fist fights**

When targeting an enemy during a fist fight (or using brass knuckles), run towards them and tap Circle repeatedly. Even though you will just be running into them and may remain stationary, you will keep executing the "running" punch attack. If you keep tapping Circle, Toni will keep doing this attack rapidly and your enemy will not have a chance to strike back.

**Exceed garage limit**

Get a motorcycle and park it against the garage door. Jump off, and after the garage door opens, quickly press Triangle to get back on and press X to drive it in before the door closes again. With a car, keep pushing it towards the garage door until it opens, then keep pushing it until it is inside.

Park a vehicle already in your garage halfway out to keep the door up. Then, drive in as many other vehicles as you can fit. Make sure you can reach the doors on them or you may not be able to get them out.

**Extra armor**(Grand Theft Auto: Liberty City Stories)

While playing the game, press L1, R1, Circle, L1, R1, X, L1, R1. If you entered the code correctly, a message will appear.

**Faster gameplay**

While playing the game, press R1(2), L1, R1(2), L1, Down, X. If you entered the code correctly, a message will appear.

**Faster game time**

While playing the game, press L1(2), Left, L1(2), Right, Circle, X. If you entered the code correctly, a message will appear.

**FBI car**-[Grand Theft Auto: Liberty City Stories ]

Get a five star wanted level and FBI cars will appear. As soon as you see one, enable the "Wanted level disabled" code and quickly get in an FBI before it leaves. When you are driving the FBI car, turn on the siren and all of the other cars will move out of the way. It also has good speed and handling.

**Firefighter mission bonus**

Steal a fire truck and press R3 to start the Firefighter missions. Reach level 12 to be fireproof.

**Fly helicopter in Calm Before The Storm mission**

During this mission for JD, when the helicopter makes its second stop on the top of the building in the Red Light District, get a bike. Drive it up the stars. Make sure not to kill anyone or the mission will end. Then, press Triangle while standing next to the helicopter to board it and fly around.

**Foggy weather**

While playing the game, press Up, Down, Triangle, Up, Down, X, L1, R1. If you entered the code correctly, a message will appear.

**Food delivery mission bonus**

Go to the Well Stacked Pizza shop in Staunton Island or the Noodle Punk shop in Portland. Start the delivery missions and reach level 9 to increase your maximum health by 25 points.

**Forty three pedestrians, two locations, seven gangs unlocked in Multiplayer mode**

While playing the game, press Up(3), X(2), Square, R1, L1. If you entered the code correctly, a message will appear.

**Fourteen pedestrians, Portland, two gangs unlocked in Multiplayer mode**

While playing the game, press Up(3), Square(2), Triangle, R1, L1. If you entered the code correctly, a message will appear.

**Free items**-[Grand Theft Auto: Liberty City Stories ]

In the beginning of the game, you can buy anything desired. During one of the first missions you must go to Ammu-Nation. Choose the pistol and you will not be charged. You can also go to



the Pay 'N Spray for free the first few times.

#### Free shotgun and ammunition

Find a cop car to get a free shotgun or bullets for it.

#### Full health(Grand Theft Auto: Liberty City Stories)

While playing the game, press L1, R1, X, L1, R1, Square, L1, R1. If you entered the code correctly, a message will appear. If this code is enabled when your car is smoking or damaged it will get repaired.

(B)

#### Game Of Death reference

After completing Leon McAffrey's "Crazy 69" mission where you run around in the park and kill gang members with a samurai sword, you will receive the "Dragon jumpsuit" clothing option at your safehouse. This article of clothing is exactly the same as the one Bruce Lee wore in his 1973 film Game Of Death.

#### Get to other areas early

To reach Staunton Island early, go to the Calahan bridge and enable the "Drive on water" code. Drive off the bridge and into the water, then go to the docks. Drive your car onto the docks. Make sure it is not a nice car, as you cannot take it with you. You are now on Stanton Island. This also works for Liberty City.

#### Good citizen bonus

When you see a cop chasing someone down the sidewalk, if you run up to the person being chased and punch him, you will get a \$50 Good Citizen Bonus. Make sure to only punch him once; if you continue and kill the person, the cop will want to fight you.

#### Goodfella costume

Successfully complete the "Overdose Of Trouble" mission to unlock the Goodfella costume.

#### Grand Theft Auto: Vice City reference

During the introduction sequence for the Biker Heat mission, the poster above Maria's bed depicts members of the imaginary rock band Love Fist, which was the band Tommy Vercetti befriended and completed missions for in Grand Theft Auto: Vice City.

(C)

#### Hellanbach GT

If you are looking for a Hellenbach GT for LoveMedia crazy car give-away, there are two ways to get one. The first is to complete level 4 in the car salesman missions. It will appear in the showroom. The second place it can be found is at Shoreside Vale. Go to the first house on the bottom row of houses in the Cedar Grove area. Look in the driveway to the garage. If one is not there, drive left or right, then turn back. There should be one sitting in front of the garage.

You can also get the Hellenbach GT during the mission where you must kill the Sindacco gang member. JP will call and tell you to take his car as a down payment on the money that he owes you. That car is a Hellenbach GT. Save the car in your garage until you need it for the Love Fist car giveaway.

#### Hidden package rewards

There are a total of 100 hidden packages in the game, 40 in Portland, 30 in Staunton Island, and 30 in Shoreside Vale. Besides getting \$250 when each package is collected, the following reward will appear in your safe houses when you collect the required number of packages:

Handgun: 10 hidden packages  
 Shotgun: 20 hidden packages  
 Body armor: 30 hidden packages  
 MP5 gun: 40 hidden packages  
 Python gun: 50 hidden packages  
 M4 gun: 60 hidden packages  
 Laser aimed sniper rifle: 70 hidden packages  
 Flamethrower: 80 hidden packages  
 Rocket launcher: 90 hidden packages  
 \$50,000: 100 hidden packages

### Infinite shotgun ammunition

Stand outside the Ammu-Nation store and target the man behind the counter. Kill him, then take his shotgun and drive away a few blocks. Return to the store, and he will have respawned with another shotgun, which you can once again take from him.

### Infinite sprint

Instead of holding X to run, repeatedly tap X.

### Katana

After completing Leon McAffrey's "Crazy 69" mission, you will keep the samurai sword used during the mission. This is a very good weapon for your melee slot, as it will usually kill enemies with one hit. Use it for the "Avenging Angels" missions when fighting gangs to conserve ammunition for later levels. You can cut down many swarming opponents at once if you keep moving around and tapping Circle.

D

### Kill anyone without getting stars

Get a car (recommended) or bike, then drive fast enough so that you can jump out of it and kill someone at the same time. Drive directly toward the target and jump out. This will not work if you jump out too late. You can also hit police cars by doing this and not get into trouble. You can hit gang members and they will not chase you. However, if you do this to someone the police are chasing, the officer in pursuit will aimlessly run.

### King' Jumpsuit costume

Successfully complete all missions to unlock the King' Jumpsuit costume.

### M60 in Shoreside Vale

There is an M60 at the airport parking lot. There should be a small opening to your left. When you go through it, there is a ramp going on top of the fire station. To your left when you are up there is a ledge going around the airport. There is a secret package and magnum. Keep going around the airport until reaching a dead end. There is a small gap between the edge and an airplane hanger. Drive off the edge onto the airplane hanger to find an M60 with 100 ammunition.

E

### Motorcycle passenger

Use a vehicle to ram a motorcycle with two people sitting on it. Make sure you hit them hard enough so that they both fly off the bike. Then, get on the bike and shoot the driver, but not the back passenger. If done correctly, the remaining passenger will hop back on the bike and sit behind you as you drive around. **Note:** You will not be able to bail from the bike while moving, as the back passenger will block you from being able to jump off. To get rid of the passenger, just get off the bike and shoot him or her.

**No money loss when busted**

Successfully complete the Avenging Angels missions on Staunton Island.

**Overalls costume**

Successfully complete "The Portland Chainsaw Masquerade" mission to unlock the Overalls costume.

**Overcast weather**

While playing the game, press Up, Down, X, Up, Down, Triangle, L1, R1. If you entered the code correctly, a message will appear.

**Pedestrians attack you**

While playing the game, press L1(2), R1, L1(2), R1, Up, Triangle. If you entered the code correctly, a message will appear.

**Pedestrians follow you**

While playing the game, press Down(3), Triangle(2), Circle, L1, R1. If you entered the code correctly, a message will appear.

**Pedestrians have weapons**

While playing the game, press R1(2), L1, R1(2), L1, Right, Circle. If you entered the code correctly, a message will appear.

**Pedestrians riot**

While playing the game, press L1(2), R1, L1(2), R1, Left, Square. If you entered the code correctly, a message will appear.

**Rainy weather**

While playing the game, press Up, Down, Square, Up, Down, Circle, L1, R1. If you entered the code correctly, a message will appear.

**Random pedestrian costumes**

While playing the game, press L1(2), Left, L1(2), Right, Square, Triangle. If you entered the code correctly, a message will appear. **Note:** After this code is enabled four times, it locks your movement unless done under one of the following conditions. If your movement becomes locked, either reload your saved game file or enable the "Commit suicide" code to return to normal at the hospital with your new costume. When inside a car or on a bike, enter the car or get on the bike, enable the code, then press Triangle to exit the car or bike. Your controls will not be locked. You can also reenter the same car and repeat it as many times as desired.

**Real vehicle equivalents**

Banshee: Dodge Viper RT/10 / Shelby Series One

Bobcat: Ford Ranger

Blista: Dodge Caravan

BF Injection: Modified Volkswagen sand buggy

Cheetah: Ferrari Testarossa

Deimos SP: Nissan 300ZX

Hellenbach GT: Dodge Challenger / AMC AMX

Infernus: Jaguar XJR-15 / XJ 220

V8 Ghost: Lotus Espirit V8

Phobos VT: Chevrolet Camaro / Pontiac Firebird TransAm

Stinger / Yakuza Stinger: Porsche Boxter

Thunder Rodd: 1939 Dodge Sedan Delivery

Police: Chevrolet Caprice pursuit

Taxi: Chevrolet Caprice  
 FBI Cruiser: Chevrolet Caprice pursuit  
 Forelli Exsess: Pontiac Grand Am  
 Stallion: Ford Mustang?  
 Sentinel / Leone Sentinel: BMW 3 Series  
 Yardie Lobo: Chevrolet Impala / El Camino  
 Patriot: Hummer H1  
 Stretch: Lincoln Continental Limousine  
 Ambulance: Ford E350 Ambulance  
 Rumpo: Ford E250 Econoline Van  
 Firetruck: American LaFrance pumper truck  
 Esparanto: Cadillac Coupe DeVille  
 Kuruma: Dodge Stratus  
 Cabbie: Chevrolet Bel Air  
 Landstalker: Mitsubishi Montero Sport  
 Idaho: 70's Dodge 440 two-door  
 Manana: Geo Storm  
 Bus: International Blue Bird  
 Moonbeam: Chevy Van  
 Yankee / Triad Fish Van: Ford Econoline 350  
 Linerunner: Freightliner / Peterbuilt Cab  
 Freeway / Angel: Harley Davidson  
 Faggio: Vespa Scooter

#### **Return to normal from upside down**

While playing the game, press Triangle(3), Up(2), Right, L1, R1. If you entered the code correctly, a message will appear.

#### **Return to normal from upside up**

While playing the game, press Up(3), Triangle(2), Square, R1, L1. If you entered the code correctly, a message will appear.

#### **Ride with passenger**

While in a vehicle with nearby pedestrians, press X, Square, Down, X, Square, Up, R1(2). If you entered the code correctly, a message will appear. The nearest person will enter your car or get on your bike.

#### **Slower gameplay**

While playing the game, press R1, Triangle, X, R1, Square, Circle, Left, Right. If you entered the code correctly, a message will appear.

#### **Smiley face sign in Staunton Island**

Look for the place where you have to chase the "priest" into the Church missions. It is a garage-type place. Find the white stairs and climb up them. Jump over to the roof to your right, then run straight ahead. Jump off to the right of the wall. Follow this wall until you find the ramp. Once you reach the ramp, do not go up it. Keep following the wall and run to the back. Turn to the left to find the hidden location. In Grand Theft Auto 3, the sign read "You are not suppose to be here". Instead, the sign has a smiley face with the message ""You just can't get enough of this alley, can you?".

#### **Snow(Grand Theft Auto: Liberty City Stories)**

To change the weather to snow, find the auto shop in Portland. Begin the car dealership missions where you must sell cars to people by doing what they want. If you get to level 9, it will start snowing to make it more difficult to drive in.

#### **Spawn Rhino**

While playing the game, press L1(2), Left, L1(2), Right, Triangle, Circle. If you entered the code correctly, a message will appear.

**Spawn Trashmaster**

While playing the game, press Triangle, Circle, Down, Triangle, Circle, Up, L1(2). If you entered the code correctly, a message will appear.

**Spirit E and PJC at Staunton Island safe house**

Deliver all sixteen vehicles on the list to the Love Media garage in Bedford.

**Sunny weather**

While playing the game, press L1(2), Circle, R1(2), Square, Triangle, X. If you entered the code correctly, a message will appear.

**Super Angel Bike (bulletproof) at Portland safe-house**

Successfully complete Avenging Angels missions in Portland.

**Super Land Stalker (bulletproof) at Shoreside Vale safe-house**

Successfully complete the Avenging Angels missions in Shoreside Vale.

**Sweats costume**

Successfully complete the "A Walk In The Park" mission to unlock the Sweats costume.

**Taxi missions bonus**

Steal a taxi and press R3 to start the Taxi Driver missions. Drop off 100 passengers to unlock the Bickle '76 cab.

(F)

**Thunder-Rod(Grand Theft Auto: Liberty City Stories)**

When you do the third or fourth mission for Ma Cipriani called "Grease Sucho", you must win a race. Once you win, you must kill Sucho. He will be in a car with flames down the side, called a Thunder-Rod. You must ram the car to get him out so that you can kill him. However, do not let the car explode. If you do, it will be very hard to complete the game later. In the "Love Media" mission, you must deliver sixteen different cars and the Thunder-Rod is one of them. After you ram Sucho's car just enough that he gets out, kill him then take the car and put it in your garage.

typo

**Traffic lights always green**

While playing the game, press Triangle, Triangle, R1, Square, Square, L1, X(2). If you entered the code correctly, a message will appear.

**Tuxedo costume**

Successfully complete the "A Date with Death" mission to unlock the Tuxedo costume.

**Twenty eight pedestrians, Portland, Staunton Island, four gangs unlocked in Multiplayer mode**

While playing the game, press Up(3), Circle(2), X, L1, R1. If you entered the code correctly, a message will appear.

**Underwear costume**

Successfully complete one unique jump to get the Underwear costume.

**Upgraded Sanchez**

Successfully complete all ten courses in the "Bump & Grinds" at the dirt bike course in Portland.

**Upside down**(Grand Theft Auto: Liberty City Stories)

While playing the game, press Down(3), X(2), Square, R1, L1. If you entered the code correctly, a message will appear.

**Upside up**

While playing the game, press X(3), Down(2), Right, L1, R1. If you entered the code correctly, a message will appear.

**View game credits**

While playing the game, press L1, R1, L1, R1, Up, Down, L1, R1. If you entered the code correctly, a message will appear.

**View media attention level**

While playing the game, press L1, Up, Right, R1, Triangle, Square, Down, X. If you entered the code correctly, a message will appear. Keep breaking the law until the media attention level is displayed.

**Vigilante mission bonus**

Steal a police car and press R3 to start the Vigilante missions. Reach level 12 to get a maximum of 150 points of body armor. To easily complete the Vigilante missions, enable the "Spawn Rhino" code, then get in the tank and press R3 to start the Vigilante missions. Crash into the cars and bikes you are chasing and they will explode.

**Wanted level disabled**

While playing the game, press L1(2), Triangle, R1(2), X, Square, Circle. If you entered the code correctly, a message will appear. If this code is enabled, you can never have a wanted level.

**Wanted level increased**

While playing the game, press L1, R1, Square, L1, R1, Triangle, L1, R1. If you entered the code correctly, a message will appear.

**Weapons (tier 1)**

While playing the game, press Up, Square(2), Down, Left, Square(2), Right. If you entered the code correctly, a message will appear. The brass knuckles, knife, Molotov cocktails, 9mm handgun, shotgun, Tec-9, AK-47, flamethrower, and sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

**Weapons (tier 2)**

While playing the game, press Up, Circle(2), Down, Left, Circle(2), Right. If you entered the code correctly, a message will appear. The katana sword, grenades, revolver, sawn-off shotgun, Uzi, M16, rocket launcher, and laser scoped sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

**Weapons (tier 3)**

While playing the game, press Up, X(2), Down, Left, X(2), Right. If you entered the code correctly, a message will appear. The chainsaw, grenades, revolver, SMG, combat shotgun, mini-gun, and sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until

no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

#### White traffic

While playing the game, press X(2), R1, Circle(2), L1, Triangle (2). If you entered the code correctly, a message will appear.

#### Wise Guy costume

Successfully complete the "Shoot The Messenger" mission to unlock the Wise Guy costume.

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+ NO -Answer by:Unregistered

+Yes if you get to an airport. -Answer by:Unregistered

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Question from: Unregistered

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**Q:Can I steel a helicopter or plane & is there a code to get one of these.?**

Answer

Question from: **Unregistered** Rating: **38%**

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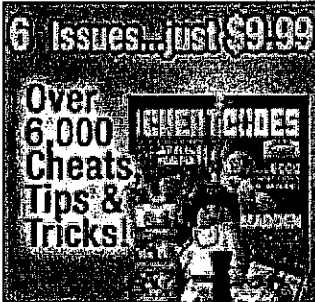
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- Sniping location in Backwash

Get a sniper rifle and a shotgun. Then, go to the Blue base and face the big structure in the middle of the level. Go forward up the hill until you see two groups of trees with the structure in the middle. Walk between the two groups and look at the group to the right. You will notice that there are two trees with big glowing green things on them; they look like two big green warts. Look at the tree with the big green wart to the left. You will see that it is arched. Step back slightly, run, then jump onto the tree; this may require a few attempts. Be careful when climbing the tree as you may fall. Once you reach the top, turn around and you will see that you are even with the huge bar object that connects the Red and Blue base to the big structure. Turn back to the right slightly until you see a little platform that you can jump on. Step back as far as you can on the tree, then run full speed until you fall off slightly, jump, and land on that little platform. You can now walk/jump around up there. This is also a good sniping location when playing Capture The Flag, Slayer, Team Slayer, or Phantoms.

(B)



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- Gargoyle in Backwash

Go to the big building in the middle of the map. Look above the doorway. If it is not there, keep going around the building until you see it.

- Sniping location in Gemini

Get the beam rifle, then go to the Prophet statue. Get in his crown for a nice sniping location.

- Leave level boundary in Gemini

Go to the beam rifle in the back with a partner and swords. Go through the Blue teleporter and you will be outside. Turn to your left and walk on the small pole that is sticking out of the edge. Jump to the small slanted box and crouch. You will slide for a moment, then land on a flat surface. Have your partner do the same thing. Walk up it and sword cancel up to the roof (press R + X at the same time). Go to the edge and have your partner jump toward you and sword cancel. Go to the next wall and sword cancel over it. You are now past the map's boundaries. Walk straight to the end and hit the invisible wall. Then, walk left and fall. Lean against the invisible floor while doing so. If done correctly, you and your partner will be at the very bottom of the level.

- Launch sniper nest in Relic

Get the rocket launcher, then fire two shots very quickly at the Covenant sniper nest (the blue object on the gravity lift). If both shots hit at the correct moment, it will fall off the lift and you will be able to blast it around the level. **Note:** If you shoot it from the wrong side, it will fall into the water. This may require multiple attempts.

- Teleport to other point in Relic

Locate either of the telporters in the Relic, but do not activate them. Once you have found one of the teleporters, stand on top of it and aim down so that your reticule is pointed at the very center. Jump up and as you begin to fall and you will be teleported to the other point. This may require a few attempts. This is very useful in CTF games.

- Get to top of tower in Relic

This trick requires an overshield, a rocket launcher, and preferably a Warthog. Use the Warthog to push the small barrier by the shoreline up the left ramp next to the tower. Align the small barrier parallel with the tower at the top of the ramp. Then, stand on the bar sticking out from the small barrier and shoot the top of the small barrier. It will shoot you up to the top of the tower. Make sure to move closer to the tower as you are flying up. **Note:** This may require several attempts.

This trick requires an overshield, a rocket launcher, and sword. Go to where the Warthog respawns (near the Pelican), then go to one of the shield-type things and get behind it. Start hitting it with your sword to the Relic point (straight ahead). This may take awhile, but it is worth it. When you get there and have the shield facing it, make sure it is slightly back up away from it. Stand on the support to the shield and use your rocket launcher on the top of it. You will begin to launch very high. When you start to launch, press Forward. This may require a few attempts. When you make it up there, you will be able to see all your opponents and you will be in lock-on range for any vehicle.

- Get to top of level in Relic

left as you are facing the crashed ship will be a ledge. Go to the ledge and jump on your friend's head to get on the sloped part. Then, have the person who is not on the slope sword cancel up. Do this by aiming at the opposite player and pressing X + R with the sword. After doing this, walk to the top of the slope. Walk on the flat part until you reach the end. Upon reaching the end, have one player jump on the others then perform a sword climb. Do this by having the player on the bottom press B + X rapidly and have the player on top jump repeatedly until you reach the top. As you climb up, move slowly to the left. When you reach the top, press Forward.

- Shoot through sniper nest in Relic

Have two people on Xbox Live fire rockets at the sniping nest at the same time and it should fall. Make it tumble into the water so that it disappears. Have someone in your party leave so you get to the "blue" screen, where it says "Setting up game" and reloads it. Once the game resumes, go back to the sniper nest, as it should be back. If you shoot at it now, all bullets will go through it, as if it was not there. However, players will still be able to stand inside of it without falling though.

- Get stuck in ceiling in Relic

Push a barricade into the rock near the teleporter, next to the large broken tree. Position it so that the part that you stand on is half way into the rock. Stand on the barricade, in between the rock and the barricade. Have three other players shoot the barricade to launch you into the air, just like on turf; sometimes you will get stuck in the ceiling. **Note:** It may help to be the Connection Host.

- Super bounce in Sanctuary

Go to the Blue base, then face the middle and look to your right to see the ramp going up in to middle base. Just before the ramp there is a big rock to crouch under. Turn out and go up the first and second part of the ramp, then stop. Turn to the left and from up above look at ground to find a little plant; jump on it to go flying. You can land in certain parts of the tree.

- Invisible turret in Sanctuary

Find a turret in the Sanctuary and once you get to it, move away from it and throw a fragmentation grenade and it will disappear. Go up to the turret and "Click X to use the turret" will appear. You can now use an invisible turret.

- Sniping location in Terminal

On the second floor of the parking garage near the two doorways, there is a open vent if you look straight up. You cannot jump into this opening; you must take a Scorpion Tank and maneuver it into position under the vent. Then, jump on the main gun, then into the opening. You will now be on a balcony that gives you a wide view of the map. Make sure to destroy the tank upon entering to avoid sneak attacks. Also be careful, because this is a spawn point. Keep the sword or shotgun with your sniper rifle.

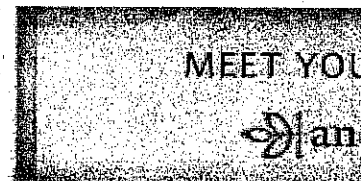
- Super jump in Warlock

Go to the Blue base and go over to the corner where the "vine" is going down. Turn so that you are facing the vine or root. Make sure that the wall is to the right of you. Then, crouch walk into the root. Get up, run, and jump off the edge closest to the air vent. Once you land you should jump very high. Additionally, go to the Blue base. There will be a large tree with a root hanging down. Crouch down and walk under the root. Release your crouch once you are under the root, but do not stop pressing Forward. Walk forward into the root for

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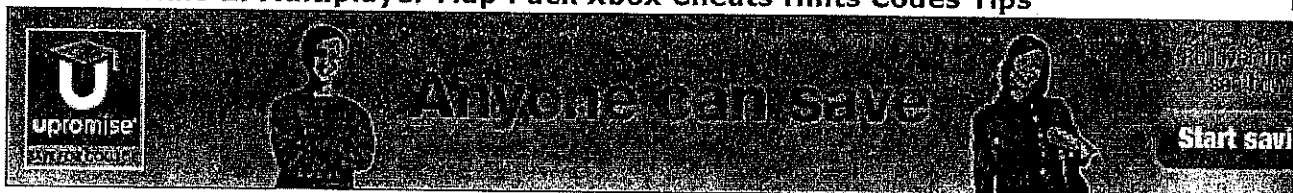
about five seconds. Then, walk away from the root without releasing Forward. Walk towards the ledge which drops straight down to an alley near the shotgun and the airlift. Jump down while pressing Forward to the area near the ramp, teleporter, and shotgun. This may require a few attempts, but eventually it will launch you upward into the upper areas of the level. Sometimes it will only launch you up slightly, but usually it will launch you up quite high.



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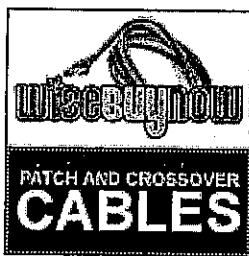
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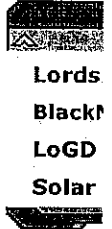
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**Gargoyle in Backwash** -Halo 2: Multiplayer Map Pack

Go to the big building in the middle of the map. Look above the doorway. If it is not there, keep going around the building until you see it.

**Get stuck in ceiling in Relic**

Push a barricade into the rock near the teleporter, next to the large broken tree. Position it so that the part that you stand on is half way into the rock. Stand on the barricade, in between the rock and the barricade. Have three other players shoot the barricade to launch you into the air, just like on turf; sometimes you will get stuck in the ceiling. \*\*\* It may help to be the Connection Host.

**Get to top of level in Relic**

A sword and a friend are required for this trick. Go to the tower in the middle. To the left as you are facing the crashed ship will be a ledge. Go to the ledge and jump on your friend's head to get on the sloped part. Now, have the person who is not on the slope sword cancel up. Do this by aiming at the opposite player and pressing X + R with the sword. After doing this, walk to the top of the slope. Walk on the flat part until you reach the end. Upon reaching the end, have one player jump on the others then perform a sword climb. Do this by having the player on the

bottom press B + X rapidly and have the player on top jump repeatedly until you reach the top. As you climb up, move slowly to the left. When you reach the top, press Forward.

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Find a turret in the Sanctuary and once you get to it, move away from it and throw a fragmentation grenade and it will disappear. Go up to the turret and "Click X to use the turret" will appear. You can now use an invisible turret.

#### **Launch sniper nest in Relic**

Get the rocket launcher, then fire two shots very quickly at the Covenant sniper nest (the blue object on the gravity lift). If both shots hit at the correct moment, it will fall off the lift and you will be able to blast it around the level. \*\*\* If you shoot it from the wrong side, it will fall into the water. This may require multiple attempts.

#### **Leave level boundary in Gemini**

Go to the beam rifle in the back with a partner and swords. Go through the Blue teleporter and you will be outside. Turn to your left and walk on the small pole that is sticking out of the edge. Jump to the small slanted box and crouch. You will slide for a moment, then land on a flat surface. Have your partner do the same thing. Walk up it and sword cancel up to the roof (press R + X at the same time). Go to the edge and have your partner jump toward you and sword cancel. Go to the next wall and sword cancel over it. You are now past the map's boundaries. Walk straight to the end and hit the invisible wall. Now, walk left and fall. Lean against the invisible floor while doing so. If done correctly, you and your partner will be at the very bottom of the level.



**Shoot through sniper nest in Relic**

Have two people on Xbox Live fire rockets at the sniping nest at the same time and it should fall. Make it tumble into the water so that it disappears. Have someone in your party leave so you get to the "blue" screen, where it says "Setting up game" and reloads it. Once the game resumes, go back to the sniper nest, as it should be back. If you shoot at it now, all bullets will go through it, as if it was not there. However, players will still be able to stand inside of it without falling though.

Ⓑ

**Sniping location in Backwash**

Get a sniper rifle and a shotgun. Now, go to the Blue base and face the big structure in the middle of the level. Go forward up the hill until you see two groups of trees with the structure in the middle. Walk between the two groups and look at the group to the right. You will notice that there are two trees with big glowing green things on them; they look like two big green warts. Look at the tree with the big green wart to the left. You will see that it is arched. Step back slightly, run, then jump onto the tree; this may require a few attempts. Be careful when climbing the tree as you may fall. Once you reach the top, turn around and you will see that you are even with the huge bar object that connects the Red and Blue base to the big structure. Turn back to the right slightly until you see a little platform that you can jump on. Step back as far as you can on the tree, then run full speed until you fall off slightly, jump, and land on that little platform. You can now walk/jump around up there. This is also a good sniping location when playing Capture The Flag, Slayer, Team Slayer, or Phantoms.

**Sniping location in Gemini**

Get the beam rifle, then go to the Prophet statue. Get in his crown for a nice sniping location.

**Sniping location in Terminal**

On the second floor of the parking garage near the two doorways, there is a open vent if you look straight up. You cannot jump into this opening; you must take a Scorpion Tank and maneuver it into position under the vent. Now, jump on the main gun, then into the opening. You will now be on a balcony that gives you a wide view of the map. Make sure to destroy the tank upon entering to avoid sneak attacks. Also be careful, because this is a spawn point. Keep the sword or shotgun with your sniper rifle.

**Super bounce in Sanctuary**

Go to the Blue base, then face the middle and look to your right to see the ramp going up in to middle base. Just before the ramp there is a big rock to crouch under. Turn out and go up the first and second part of the ramp, then stop. Turn to the left and from up above look at ground to find a little plant; jump on it to go flying. You can land in certain parts of the tree.

Ⓒ

**Super jump in Warlock** Halo 2: Multiplayer Map Pack

Go to the Blue base and go over to the corner where the "vine" is going down. Turn so that you are facing the vine or root. Make

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sure that the wall is to the right of you. Now, crouch walk into the root. Get up, run, and jump off the edge closest to the air vent. Once you land you should jump very high. Additionally, go to the Blue base. There will be a large tree with a root hanging down. Crouch down and walk under the root. Release your crouch once you are under the root, but do not stop pressing Forward. Walk forward into the root for about five seconds. Now, walk away from the root without releasing Forward. Walk towards the ledge which drops straight down to an alley near the shotgun and the airlift. Jump down while pressing Forward to the area near the ramp, teleporter, and shotgun. This may require a few attempts, but eventually it will launch you upward into the upper areas of the level. Sometimes it will only launch you up slightly, but usually it will launch you up quite high.

### Teleport to other point in Relic

Locate either of the telporters in the Relic, but do not activate them. Once you have found one of the teleporters, stand on top of it and aim down so that your reticule is pointed at the very center. Jump up and as you begin to fall and you will be teleported to the other point. This may require a few attempts. This is very useful in CTF games.

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### Halo 2: Multiplayer Map Pack




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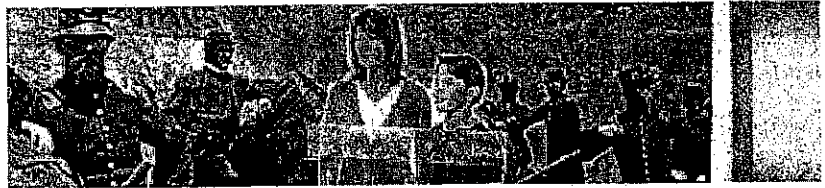
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- Cheat mode

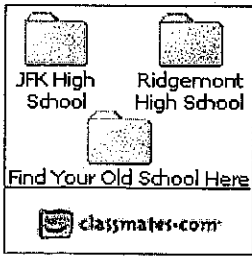
Enter one of the following codes at the indicated screen to activate the corresponding cheat function:

#### All characters

At the main menu or a S.H.I.E.L.D. save zone menu, quickly press Up (2), Down(2), Left(3), Start to unlock all characters. If you entered the code correctly, you will hear a sound.

#### All powers

At the main menu or a S.H.I.E.L.D. save zone menu, quickly press Left.



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Right, Left, Right, Up, Down, Up, Down, Left, Right, Start to unlock all powers. If you entered the code correctly, you will hear a sound.

**All costumes**

At the main menu or a S.H.I.E.L.D. save zone menu, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Down, Start to unlock all costumes. If you entered the code correctly, you will hear a sound.

**All cinematics**

At the Review menu, quickly press Up, Left(2), Up, Right(2), Up, Start to unlock all cinematics.

**All comic book covers**

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

**All concept art**

At the Review menu, quickly press Down(3), Right(2), Left, Down, Start to unlock all concept art.

**All wallpapers**

At the Review menu, quickly press Up, Down, Right, Left, Up(2), Down, Start to unlock all wallpapers.

**The Courses**

At the simulator terminal screen where you choose a Comic Book mission, quickly press Up, Right, Left, Down, Up, Right, Left, Down, Start to unlock The Courses.

**Play as Daredevil**

Go to a S.H.I.E.L.D. save zone and select "Change Team". Delete all selected characters by pressing Square. Once all of your team slots are empty, quickly press Left(2), Right(2), Up, Down, Up, Down, Start to unlock Daredevil. If you entered the code correctly, you will hear a sound. **Note:** This code may also be enabled at the main menu. Alternately, collect the five Daredevil action figures (one is found in each Act).

**Play as Silver Surfer**

Go to a S.H.I.E.L.D. save zone and select "Change Team". Delete all selected characters by pressing Square. Once all of your team slots are empty, quickly press Down, Left(2), Up, Right, Up, Down, Left, Start to unlock Silver Surfer. If you entered the code correctly, you will hear a sound. **Note:** This code may also be enabled at the main menu. Alternately, complete all Comic missions.

**Invincibility**

While playing the game, quickly press Up, Down, Up, Down, Up, Left, Down, Right, Start.

### **Level 99 team**

At the team menu, quickly press Up, Left, Up, Left, Down, Right, Down, Right, Start.

### **100,000 Gold Coins**

At the team menu, quickly press Up(3), Left, Right, Left, Start.

### **Touch of Death**

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

### **Super Speed**

While playing the game, quickly press Up, Left, Up, Right, Down, Right, Start.

### **Filler**

While playing the game, quickly press Left, Right(2), Left, Up, Down(2), Up, Start. Your extreme attack will always be available with no energy cost.

- Play as Black Panther

Collect the five Black Panther action figures (one is found in each Act) to unlock him.

- Play as Blade

Win the toy grab mini-game at the Carnival in Murderworld to unlock Blade.

- Play as Dr. Strange

Save Dr. Strange in Mandarin's Palace to unlock him.

- Play as Ghost Rider

Trade places with Ghost Rider in Hell in order to save his soul to unlock him.

- Play as Nick Fury

Successfully complete the game to unlock Nick Fury.

- Second and third alternate costumes

Gain between two and four levels with a character. Alternately, defeat 30 enemies with a character to unlock his or her second costume. Defeat 175 enemies with a character to unlock his or her third costume.

- Fourth alternate costume

Successfully complete the Combat Training challenge for a character to unlock his or her fourth costume. Alternately, get a "Bronze" rank in a character's Comic mission.

- Hard mode

Successfully complete the game on the Normal difficulty setting to unlock the Hard difficulty setting. Do not be afraid of the Hard difficulty setting. When you start a game under Hard mode, you can load your characters from a previously saved game. For example, if you have a level 50 Wolverine from Normal mode, you can start the game with him and all his powers, gear, and costumes that you have gained. It also adds five more dots to level up your powers with. If you have a character maxed out in Normal mode, there is even more room for improvement.

- Easy Comic missions

To complete all the Comic missions easily and unlock Silver Surfer and get gold at the same time, wait and play all the missions at the end of the game when your characters have leveled up and have decent powers. If some are still to difficult to complete, play some Versus mode missions with those characters to level them up and/or pick up some Shield Tokens to add to their costume.

- Easy Iron Man Comic mission

When you get to the end of the mission to battle Ultimo, run back to the door you came in. Ultimo is so big he cannot pass the edge of the room he is in. You can just keep hitting him with your ranged attacks, then when needed, fly in and collect the health and energy vials he drops.

- Character specific items

Character specific gear is very valuable. When picking up character specific items, such as "Iron Man's Coil", it is described as doing +3 Damage and +3 Rocket Uppercut. This is not +3 to damage for the hit; it means that it adds three dots in the Powers area. With this single item you can go from 129 Damage to 289 Damage.

- Recommended team

Use the following trick to make a hard to kill team. Create a team consisting of Wolverine, Blade, Luke Cage, and Ghost Rider (Bad To The Bone team). The team bonus will be that 5% of all damage will be regained as health. Also, all these characters have a way to regenerate health. Equip the following outfits. For Wolverine, Astonishing, max out Health Regen and Defense. For Blade, Ultimate, max out Health Regen and Defense. For Luke Cage, New Avengers, max out Health Regen and Defense. For Ghost Rider, Original, max out Resurrect Ally and Defense. It is also recommended that Ghost Rider be equipped with The Heart Of Mephisto (10% of attack damage turned into health) or a similar item because he is the only character without a Health Regen. Equip other characters with gear that increases defense or dodging capabilities. Not only will your team be difficult to hurt, but they will be absorbing and regenerating most of the damage they take. If a teammate dies, Ghost Rider will have about a 50% chance of resurrecting them. **Note:** Ghost Rider is the weak character. He does not regenerate, and if he dies resurrection is lost. Also, Wolverine will regenerate the fastest because he has an inherit ability to regenerate in addition to the suit's bonus.

For easy health, experience, energy, money, and Extreme Momentum Orbs for leveling, create a team consisting of Luke Cage, Elektra, and Dr.Strange. When they each have a full Momentum bar, get a group of enemies around you. Then, use the power. Elektra will stun all enemies with her Curse of the Hand. Then, Dr. Strange will use his Mystic Maelstrom to kill all stunned enemies, causing them to drop Extreme Momentum Orbs for each enemy killed. Luke Cage will use his Sweet Christmas to kill any of the remaining enemies, giving you +472% more money for each enemy killed in the attack sequence. This trick is especially useful for leveling characters, unlocking costumes, and

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maxing out stats. The best place to do this is in the Shield training simulator on the Thunderball mission. Even if you run out of time you will still get the levels and money; do not worry about killing the Boss. Just get your momentum on Luke Cage, Dr. Strange, and Elektra.

- Team bonuses

Create a team with the indicated characters to receive the corresponding bonus:

Agents Of Shield (+5% to all resistances): Captain America, Nick Fury, Spider-Woman, Wolverine

Agile Warriors (+10% reduced energy cost): Spider-Man, Spider-Woman, Elektra, Deadpool

Air Force (+15% maximum health): Human Torch, Ms. Marvel, Storm, Thor

Alternate Identities (+5% criticals): Ironman - War Machine, Ghost Rider - Western, Spider-Woman - Secret Wars, Ms. Marvel - Ventura, Thor - Beta Ray Bill

Assassins (+60% for S.H.I.E.L.D.. credit drops): Blade, Deadpool, Elektra, Wolverine

Avengers (+5% damage): Captain America, Thor, Iron Man, Spider-Woman, Ms. Marvel

Bad To The Bone (+5% damage inflicted goes to health): Blade, Ghost Rider, Luke Cage, Wolverine

Bruisers (+15% striking): Thing, Captain America, Luke Cage, Ms. Marvel

Classic Avengers (+15% maximum energy): Black Panther, Captain America, Iron Man, Thor

Dark Past (+5% XP): Blade, Elektra, Ghost Rider, Spider-Woman

Defenders (+5% damage inflicted goes to health): Dr. Strange, Iceman, Luke Cage, Silver Surfer

Double Date (+5% health regeneration): Black Panther, Invisible Woman, Mr. Fantastic, Storm

Fantastic Four (+20% health per KO): Mr. Fantastic, Invisible Woman, Human Torch, Thing

Femme Fatale (+5% damage): Ms. Marvel, Storm, Invisible Woman, Elektra, Spider-Woman

Flashback (+15% max health): Iceman in Snowy Form, Captain America in WW2, Daredevil in Original, Ghost Rider in Original, Iron Man in Classic, Ms. Marvel in Original, Wolverine in Classic

Martial Artists (+15% striking): Black Panther, Captain America, Daredevil, Moon Knight, Nick Fury



Marvel Knights (+6% to all stats): Black Panther, Daredevil, Dr. Strange, Luke Cage, Spider-Man, Moon Knight

Marvel Royalty (+60% credit drop): Black Panther, Dr. Strange, Thor, Storm

Natural Forces (+5% damage inflicted as health gain): Thor, Storm, Human Torch, Ice Man

Natural Leaders (+5% XP): Captain America, Dr. Strange, Mr. Fantastic, Nick Fury, Storm

New Avengers (+5% to all resistances): Captain America, Luke Cage, Wolverine, Spider-Man, Spider-Woman

New Fantastic Four (+15% maximum energy): Ghost Rider, Luke Cage, Spider-Man, Wolverine

Power Platoon (+20% energy per KO): Silver Surfer, Iron Man, Ms. Marvel, Thor

Raven Ultimates (+6% to all stats): Deadpool, Colossus, Moon Knight, Thing

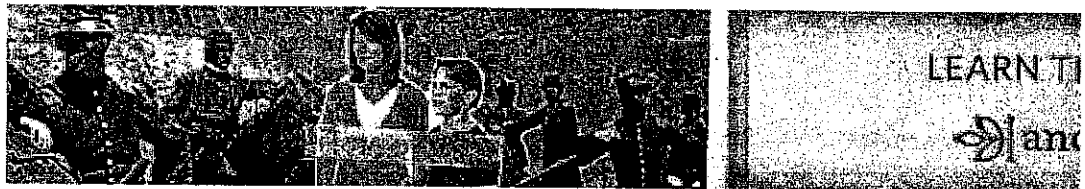
Scorchers (+10% reduced power cost): Ghost Rider, Human Torch, Storm, Thor

Supernaturals (+5% health regeneration): Blade, Dr. Strange, Ghost Rider, Thor

Think Tanks (+15% max health): Dr. Strange, Mr. Fantastic, Spider-Man, Iron Man

Weapons Specialists: Blade, Captain America, Deadpool, Elektra, Nick Fury

X-Men (+15% maximum energy): Colossus, Iceman, Storm, Wolverine



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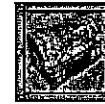
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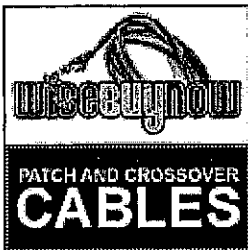
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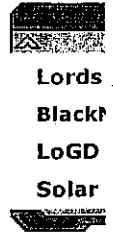
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### **Black Panther** (Marvel: Ultimate Alliance)

Collect the five Black Panther action figures (one is found in each Act) to unlock him.

### **Blade** (Marvel: Ultimate Alliance)

Win the toy grab mini-game at the Carnival in Murderworld to unlock Blade.

### **Cheat mode**

Enter one of the following codes at the listed screen to activate the listed cheat function:

#### **All characters**

From main menu or a S.H.I.E.L.D. save zone menu, quickly press Up(2), Down(2), Left(3), Start to unlock all characters. You will hear a sound when you enter the code correctly.

#### **All powers**

From main menu or a S.H.I.E.L.D. save zone menu, quickly press Left, Right, Left, Right, Up, Down, Up, Down, Left, Right, Start to unlock all powers. You will hear a sound when you enter the code correctly.

#### **All costumes**

From main menu or a S.H.I.E.L.D. save zone menu, quickly press Up, Down, Up, Down, Left, Right, Left, Right, Up, Down, Start to unlock all costumes. You will hear a sound when you enter the code correctly.

#### **All cinematics**

At the Review menu, quickly press Up, Left(2), Up, Right(2), Up, Start to unlock all cinematics.

#### **All comic book covers**

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

#### **All concept art**

At the Review menu, quickly press Down(3), Right(2), Left, Down, Start to unlock all concept art.

#### **All wallpapers**

At the Review menu, quickly press Up, Down, Right, Left, Up(2), Down, Start to unlock all wallpapers.

#### **The Courses**

At the simulator terminal screen where you choose a Comic Book mission, quickly press Up, Right, Left, Down, Up, Right, Left, Down, Start to unlock The Courses.

#### **Play as Daredevil**

Go to a S.H.I.E.L.D. save zone and select "Change Team". Delete

all selected characters by pressing Square. Once all of your team slots are empty, quickly press Left(2), Right(2), Up, Down, Up, Down, Start to unlock Daredevil. You will hear a sound when you enter the code correctly. \*\*\* This code may also be enabled at the main menu. Alternately, collect the five Daredevil action figures (one is found in each Act).

#### **Play as Silver Surfer**

Go to a S.H.I.E.L.D. save zone and select "Change Team". Delete all selected characters by pressing Square. Once all of your team slots are empty, quickly press Down, Left(2), Up, Right, Up, Down, Left, Start to unlock Silver Surfer. You will hear a sound when you enter the code correctly. \*\*\* This code may also be enabled at the main menu. Alternately, complete all Comic missions.

#### **Invincibility**

When playing, quickly press Up, Down, Up, Down, Up, Left, Down, Right, Start.

#### **Level 99 team**

At the team menu, quickly press Up, Left, Up, Left, Down, Right, Down, Right, Start.

#### **100,000 Gold Coins**

At the team menu, quickly press Up(3), Left, Right, Left, Start.

#### **Touch of Death**

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

#### **Super Speed**

When playing, quickly press Up, Left, Up, Right, Down, Right, Start.

#### **Filler**

When playing, quickly press Left, Right(2), Left, Up, Down(2), Up, Start. Your extreme attack will always be available with no energy cost.

#### **Dr. Strange (Marvel: Ultimate Alliance)**

Save Dr. Strange in Mandarin's Palace to unlock him.

#### **Fourth alternate costume Unlock**

Complete the Combat Training challenge for a character to unlock his or her fourth costume. Also, get a "Bronze" rank in a character's Comic mission.

#### **Ghost Rider -Marvel: Ultimate Alliance**

Trade places with Ghost Rider in Hell in order to save his soul to unlock.

#### **Hard mode (Marvel: Ultimate Alliance)**

Complete the game on the Normal difficulty setting to unlock the

Hard difficulty setting.

### Nick Fury (Marvel: Ultimate Alliance)

Complete the game to unlock Nick Fury.

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#### Recommended team (Marvel: Ultimate Alliance)

Use the following trick to make a hard to kill team. Create a team consisting of Wolverine, Blade, Luke Cage, and Ghost Rider (Bad To The Bone team). The team bonus will be that 5% of all damage will be regained as health. Also, all these characters have a way to regenerate health. Equip the following outfits. For Wolverine, Astonishing, max out Health Regen and Defense. For Blade, Ultimate, max out Health Regen and Defense. For Luke Cage, New Avengers, max out Health Regen and Defense. For Ghost Rider, Original, max out Resurrect Ally and Defense. It is also recommended that Ghost Rider be equipped with The Heart Of Mephisto (10% of attack damage turned into health) or a similar item because he is the only character without a Health Regen. Equip other characters with gear that increases defense or dodging capabilities. Not only will your team be difficult to hurt, but they will be absorbing and regenerating most of the damage they take. If a teammate dies, Ghost Rider will have about a 50% chance of resurrecting them. \*\*\* Ghost Rider is the weak character. He does not regenerate, and if he dies resurrection is lost. Also, Wolverine will regenerate the fastest because he has an inherit ability to regenerate in addition to the suit's bonus.

For easy health, experience, energy, money, and Extreme Momentum Orbs for leveling, create a team consisting of Luke Cage, Elektra, and Dr.Strange. When they each have a full Momentum bar, get a group of enemies around you. Then, use the power. Elektra will stun all enemies with her Curse of the Hand. Then, Dr. Strange will use his Mystic Maelstrom to kill all stunned enemies, causing them to drop Extreme Momentum Orbs for each enemy killed. Luke Cage will use his Sweet Christmas to kill any of the remaining enemies, giving you +472% more money for each enemy killed in the attack sequence. This trick is especially useful for leveling characters, unlocking costumes, and maxing out stats. The best place to do this is in the Shield training simulator on the Thunderball mission. Even if you run out of time you will still get the levels and money; do not worry about killing the Boss. Just get your momentum on Luke Cage, Dr. Strange, and Elektra.

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#### Second and third alternate costumes

Gain between two and four levels with a character. Alternately, defeat 30 enemies with a character to unlock his or her second costume. Defeat 175 enemies with a character to unlock his or her third costume.

#### Team bonuses Marvel: Ultimate Alliance

Create a team with the listed characters to receive the listed bonus:

Agents Of Shield (+5% to all resistances): Captain America, Nick

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Fury, Spider-Woman, Wolverine

Agile Warriors (+10% reduced energy cost): Spider-Man, Spider-Woman, Elektra, Deadpool

Air Force (+15% maximum health): Human Torch, Ms. Marvel, Storm, Thor

Alternate Identities (+5% criticals): Ironman - War Machine, Ghost Rider - Western, Spider-Woman - Secret Wars, Ms. Marvel - Ventura, Thor - Beta Ray Bill

Assassins (+60% for S.H.I.E.L.D.. credit drops): Blade, Deadpool, Elektra, Wolverine

Avengers (+5% damage): Captain America, Thor, Iron Man, Spider-Woman, Ms. Marvel

Bad To The Bone (+5% damage inflicted goes to health): Blade, Ghost Rider, Luke Cage, Wolverine

Bruisers (+15% striking): Thing, Captain America, Luke Cage, Ms. Marvel

Classic Avengers (+15% maximum energy): Black Panther, Captain America, Iron Man, Thor

Dark Past (+5% XP): Blade, Elektra, Ghost Rider, Spider-Woman

Defenders (+5% damage inflicted goes to health): Dr. Strange, Iceman, Luke Cage, Silver Surfer

Double Date (+5% health regeneration): Black Panther, Invisible Woman, Mr. Fantastic, Storm

Fantastic Four (+20% health per KO): Mr. Fantastic, Invisible Woman, Human Torch, Thing

Femme Fatale (+5% damage): Ms. Marvel, Storm, Invisible Woman, Elektra, Spider-Woman

Flashback (+15% max health): Iceman in Snowy Form, Captain America in WW2, Daredevil in Original, Ghost Rider in Original, Iron Man in Classic, Ms. Marvel in Original, Wolverine in Classic

Martial Artists (+15% striking): Black Panther, Captain America, Daredevil, Moon Knight, Nick Fury

Marvel Knights (+6% to all stats): Black Panther, Daredevil, Dr. Strange, Luke Cage, Spider-Man, Moon Knight

Marvel Royalty (+60% credit drop): Black Panther, Dr. Strange, Thor, Storm

Natural Forces (+5% damage inflicted as health gain): Thor,

Storm, Human Torch, Ice Man

Natural Leaders (+5% XP): Captain America, Dr. Strange, Mr. Fantastic, Nick Fury, Storm

New Avengers (+5% to all resistances): Captain America, Luke Cage, Wolverine, Spider-Man, Spider-Woman

New Fantastic Four (+15% maximum energy): Ghost Rider, Luke Cage, Spider-Man, Wolverine

Power Platoon (+20% energy per KO): Silver Surfer, Iron Man, Ms. Marvel, Thor

Raven Ultimates (+6% to all stats): Deadpool, Colossus, Moon Knight, Thing

Scorchers (+10% reduced power cost): Ghost Rider, Human Torch, Storm, Thor

Supernaturals (+5% health regeneration): Blade, Dr. Strange, Ghost Rider, Thor

Think Tanks (+15% max health): Dr. Strange, Mr. Fantastic, Spider-Man, Iron Man

Weapons Specialists: Blade, Captain America, Deadpool, Elektra, Nick Fury

X-Men (+15% maximum energy): Colossus, Iceman, Storm, Wolverine

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### Marvel: Ultimate Alliance



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