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

DAVID ALLISON DBA CHEAT CODE CENTRAL,

Case No. 2:08-cv-00157

Magistrate Judge Abel

Plaintiff,

Judge Watson

v.

JEREMY N. WISE, and WISE BUY NOW, LLC

Defendants.

AFFIDAVIT OF CHARLES LEE MUDD, JR.

I, Charles Lee Mudd Jr., being duly sworn, do hereby declare, testify and state as follows:

1. I am a resident and citizen of the State of Illinois.

2. I am licensed to practice law in the States of Illinois, Indiana, Connecticut, and Utah.

3. In this action, I represent the Defendants Jeremy Wise and Wise Buy Now, LLC.

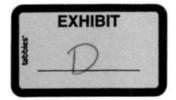
4. I submit this affidavit in support of Defendants' Motion for Summary Judgment.

5. I provide the following statements based upon my present knowledge of the facts related to the above-captioned action and my knowledge obtained through experience with similar cases.

6. On December 2, 2008, Defendant Jeremy Wise served discovery on Plaintiff's counsel.

Among the Requests for Production, Defendant Jeremy Wise requested copies of all webpages Plaintiff David Allison alleged to be infringing. On March 5, 2009, Plaintiff served written discovery responses on Defendant's counsel that included only twelve webpages containing examples of allegedly infringing cheats.

7. On more than one occasion, I continued to request a disclosure from Plaintiff of all allegedly infringing content so that Defendants and their counsel would be better able to focus their discovery and defense efforts.



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8. During the telephonic status conference of June 22, 2009, I requested of Plaintiff's counsel all webpages alleged to contain infringing content. Plaintiff's counsel responded that they had been produced at the outset. I disagreed. Plaintiff's counsel then indicated that the scope happened to be "substantial." I disagreed and requested specific examples. Plaintiff's counsel then directed me to the examples produced in Plaintiff's March discovery responses and confirmed for the first time that Plaintiff intended to rely on the twelve examples cited in response to written discovery. Up until that time, Plaintiff's accusations had always related to discreet sections of cheats such as these rather than wholesale mirror copying of Plaintiff's website.

9. Prior to the telephonic status conference of June 22, 2009, the Court held telephonic status conferences in February and April of 2009 in an effort to move the parties toward further settlement discussions. To facilitate this, the Defendants cooperated in producing additional documentation that had been requested by Plaintiff's counsel; cooperated in submitting a statement to Google, Inc. to produce documents requested by Plaintiff's counsel; and, cooperated in other efforts to enable the Plaintiff to discuss settlement.

10. Thus, prior to the telephonic status conference of June 22, 2009, the Defendants and their counsel had been diligently working to produce documents and information to Plaintiff's counsel in the hopes that the Plaintiff would be in a position to discuss settlement.

11. With limited resources, the Defendants could not employ a large-scale investigation contemporaneously with the expectation – as discussed with opposing counsel and Magistrate Judge Abel – that settlement discussions would continue. Nonetheless, Defendants' counsel did engage in discovery efforts which included, but was not limited to, investigation and review of cheat code content from Plaintiff's website and other third-party sites.

Subsequent to Plaintiff's revelations at the telephonic status conference of June 22,
 2009, the Defendants narrowed their investigation to concentrate on the twelve examples of
 infringement produced in Plaintiff's discovery responses. Specifically, the Defendants sought to find

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other sites that contained the same cheat codes in an effort to demonstrate Plaintiff's inability to isolate damages specifically to the Defendants.

13. When it became clear that settlement discussions would not be imminent, I assessed the Defendants' financial position and the status of discovery in light of an impending fact discovery deadline of July 31, 2009.

14. Although the Defendants had hoped to avoid expensive discovery efforts by and through productive settlement discussions, I realized that settlement discussions would not occur in time to avoid expensive discovery efforts required to competently represent the Defendants. Indeed, as of June 22, 2009, there existed only slightly more than a month of fact discovery remaining. Although the Defendants were in a good position at this juncture with respect to discovery (and did not foresee the need for any extension of fact discovery), additional work would be needed prior to the end of fact discovery. For this reason, I enlisted the help of our legal team to complete our investigation and gather as much information as possible in the remaining period of fact discovery.

15. A major part of the investigation sought to document other websites containing the same cheat codes as those the Plaintiff alleged the Defendants had infringed. Due to the Plaintiff's history of litigation against third-parties for similar conduct and for the exact same claim of damages, the cheat codes at issue most likely appeared on numerous third-party websites.

16. Between June 24 and June 26, 2009, Mr. Jeremy Wise determined that cheat codes contained on the twelve webpages from <u>www.cheatcc.com</u> produced by the Plaintiff appeared in a nearly identical form on the third-party website <u>www.gamewinners.com</u>.

17. For many of the cheat codes on <u>www.gamewinners.com</u>, <u>www.gamewinners.com</u> attributes authorship to the individual who originally submitted the cheat code to <u>www.gamewinners.com</u>. This attribution uses the author's screen name associated with his or her profile on <u>www.gamewinners.com</u>. This also provides an email address associated with the author.

18. With respect to the cheat codes contained on the twelve webpages from

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<u>www.cheatcc.com</u> produced by the Plaintiff, the same cheat codes appeared on <u>www.gamewinners.com</u> with authorship attributed to specific individuals.

19. Mr. Jeremy Wise began emailing these individuals - the putative authors – through their profile information listed on the website. He inquired whether they had authored the cheat code associated with their screen name.

20. For some, Mr. Jeremy Wise never received a response. Many of the cheat codes had been posted nearly three years ago or longer. Other individuals responded, but thought that Mr. Wise's emails may be a hoax.

21. However, several responded promptly stating that they were the authors of the cheat codes.

22. Upon receiving these responses, Defendants' counsel began communicating with these individuals to confirm their original authorship and that the content had not come from <u>www.cheatcc.com</u>.

23. In stark contrast to merely finding the same cheat codes elsewhere on the Internet, we had suddenly – and surprisingly – found original authors of the cheat codes appearing on <u>www.cheatcc.com</u> that the Plaintiff claimed he had authored.

24. Through the end of discovery on July 31, 2009, we continued our communications with the authors of the cheat codes, confirming their authorship and knowledge about the cheat codes. We also sought statements via affidavit or declaration. In some instances, individuals did not respond further when prompted to sign an affidavit. Others agreed to do so. Given that some of the individuals lived in foreign countries, it was a difficult process. Nonetheless, we continued to investigate the matter further.

25. Our communications with these individuals continued through November 2009, and we obtained the statements of twenty-two (22) additional authors.

26. It is clear from the statements obtained from the individual putative authors identified on

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www.gamewinners.com that the Plaintiff is not the author of the allegedly copyrighted content at issue in this matter. There was no indication prior to June 24, 2009, that these potential witnesses and the information they possess existed.

27. My staff and I reviewed web pages of both <u>www.cheatcc.com</u> and <u>www.gamewinners.com</u>.

My staff and I saved these web pages as PDF documents on the server of Mudd Law
 Offices.

29. I have attached some of these PDF documents as Exhibit 1 hereto.

30. Each of the documents attached as Exhibit 1 hereto identify a uniform resource locator
(url) to a web page from <u>www.cheatcc.com</u> or <u>www.gamewinners.com</u>, as the case may be.
Additionally, each of the documents contains a date which represents the date the PDF was created.

31. The documents attached hereto as Exhibit 1 represent true, accurate and authentic representations of the cheat code content observed on each of the web pages identified by the applicable url (found on each document) as of the date indicated on each document.

32. On December 28, 2009, Plaintiff filed his Motion for Partial Summary Judgment and for the first time alleged infringement based on the selection and arrangement of alpha-numeric codes for the Game Shark device.

33. Up until that time, Plaintiff's case had been limited to the twelve examples disclosed in discovery and was based upon the alleged verbatim copying of narrative style cheats.

34. The documents attached hereto as Exhibit 2 represent true, accurate and authentic copies of emails between myself and Plaintiff's former counsel discussing, negotiating, and sometimes agreeing upon the specific wording of narrative style cheats which, at the time, Plaintiff alleged to have authored in their entirety. We were discussing the language of the cheats in an effort to arrive at wording that Defendant Wise could use on his site in order to avoid, in Plaintiff's opinion, a cause of action for infringement.

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35. It is now clear that the Plaintiff did not author many of the cheats which were previously discussed by the parties in this way.

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

Dated this $\frac{\mu}{2}$ day of March 2010.

Charles Lee Mudd, Jr.

STATE OF <u>Illinois</u>)

)SS:

COUNTY OF <u>Cook</u>)

The foregoing AFFIDAVIT OF CHARLES LEE MUDD JR. has been subscribed and sworn to me before this 4^{++} day of March 2010, by Charles Lee Mudd Jr.



<u>hyudmila Janusonis</u> Notary Public

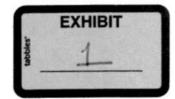
My Commission Expires: 7-31-2012

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BLAZBLUE: CALAMITY TRIGGER

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BlazBlue: Calamity Trigger (Xbox 360)

From GameWinners

Unlockables

Astral Heat

Successfully complete Arcade mode with a character to unlock their Astral Heat. Note: Ragna already starts with his Astral Heat.

Unlimited characters

Complete the indicated task to unlock the corresponding character.

Unlimited Hakumen: Complete Hakumen's Arcade mode. Unlimited Rachel: Complete Rachel's Arcade mode. Unlimited Ragna: Complete Ragna's Arcade mode. Unlimited v-13: Complete v-13's Arcade mode.

Nu and Hakumen

Get a 100% completion with all ten starting characters.

Fight Unlimited Ragna in Arcade mode

Get a "Distortion Finish" more than ten times and do not lose any rounds. You will be challenged by Unlimited Ragna after your last opponent has been defeated. tpernao csrfrmy sfnb ftaaeed

Japanese audio interview

Get 100% completion on a character's Story mode to unlock the bonus audio track in Gallery mode for that character.

True ending

Successfully complete Story mode with all characters.

Contents

- 1 Unlockables
 - 1.1 Astral Heat
 - 1.2 Unlimited characters
 - 1.3 Nu and Hakumen
 - 1.4 Fight Unlimited Ragna in Arcade mode
 - 1.5 Japanese audio interview
 - 1.6 True ending
 - 2 Achievements
- 3 More...



Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

Dante (30 points): (Arcade mode) Beat Arcade mode on the highest difficulty. Leonidas (40 points): (Score Attack mode) Beat Score Attack mode. I Am the Just Sword (20 points): (Arcade or Score Attack mode) Defeat Hakumen in Arcade / Score Attack mode. Murakumo Activated... (20 points): (Arcade or Score Attack mode) Defeat v-13 in Arcade / Score Attack mode. Wanderer (10 points): (Player Match mode) Experience a Player Match. Warrior (30 points): (Player Match mode) Experience is power. Voyeur (10 points): (Player Match mode) Learn from the mistakes of others. Ruler of Kagutsuchi (10 points): [Ranked Match / Player Match] Fight against different opponents. Be Gentle... It's My First Time. (10 points): [Ranked Match] Experience a Ranked Match. That Was Incredible! (10 points): [Ranked Match] Conquer a Ranked Match. You Brute! (20 points): [Ranked Match] Win several Ranked Matches in a row. 100 Trials (20 points): [Ranked Match] Strive higher in Ranked Matches. 200 Trials (40 points): [Ranked Match] Strive even higher in Ranked Matches. Hands Where I Can See Them (30 points): (Gallery mode) Collect more art! I Like to Watch (10 points): (Replay Theater mode) Collect replay data. Hello World ! (10 points): (Story mode) Understand the truth of the story. You're the Best! Around! (20 points): (Training mode) You still have much to learn. Legionnaire (20 points): Increase your level. Praetorian Guardsman (30 points): Increase your level even more.

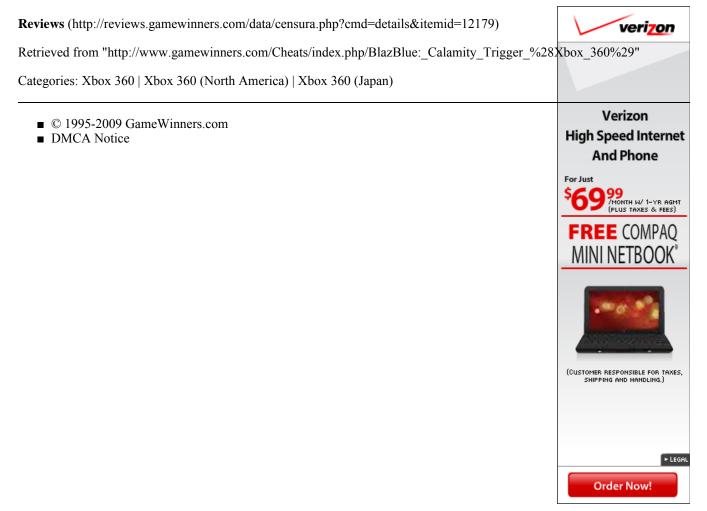
Additionally there are thirty one secret achievements.

Words Hurt Too (30 points): Let an opponent get a 5,000 hit-point lead on you, then taunt you. Designated Driver (30 points): Used Distortion Drive over 100 times. Their Numbers Count for Nothing (20 points): Performed an instant block 300 times. Greased Pig (10 points): Successfully escaped 50 throws. Restraining Order (20 points): Used Barrier Burst over 30 times. I'm Faster Than Anybody (20 points): (Ranked / Player Match) Get "First Strike" five times in a row. Hat-Trick (10 points): In one match, successfully pulled off "Thirteen Orphans", "The Great Wheel", and "All Green". In Living Color (10 points): Used all the color palettes of a single character. It's Go Time (10 points): Performed your first Astral Heat. Devil's Advocate (20 points): Used Ragna's "Gauntlet Hades" over 100 times. This Is Important... (20 points): Heard Noel say, "Hands off the panda!" over 100 times. I Can Rebuild Her... (10 points): As Carl, decommissioned Nirvana three times in one round. Activate Termination Protocol (30 points): Completed a 60+ hit combo using Nu. Nothing's Gonna Keep You Down (30 points): Earned a Perfect victory 30 times. It's over 10,000! (30 points): Dealt over 10,000 damage using Hakumen, without the use of an Astral Heat. Bangarang! (20 points): Fought against Bang as Bang, and both activated the "Fu-Rin-Ka-Zan". Cat-a-pult (10 points): Threw a Kaka kitten using Taokaka's "Kitty Litter Special!". It's The Only Way To Be Sure (10 points): Performed a 20 hit combo after the round is over. Dun Dun DUNNN! (30 points): (Story) Saw the True Ending. Animation Conservation (20 points): Used Rapid Cancel over 100 times. Victory Is an Illusion (30 points): (Arcade / Score Attack) Defeated "Unlimited" Rachel. Beautiful Arakune (20 points): Had a perfect match using Arakune. Spoonfull of Sugar (20 points): Stayed afloat for over 25 seconds with Rachel. Carpal Tunnel (20 points): Exceed a total playtime of 25 hours. Welcome to the Azure Nightmare (30 points): (Arcade / Score Attack) Defeated "Unlimited" Ragna, and obtained the power of darkness. Stop Hitting Yourself (20 points): Used Counter Assault 30 times. Ride The Icening (10 points): Used Musou Senshouzan or Tosshougeki over 20 times in one round, and finished the opponent off. This Just Got Real (20 points): Caused a Double Down to occur. You Never Forget Your First (10 points): Performed your first Barrier Crush. Discouraging Finish! (30 points): Use an Astral Finish with every character.

Irresistible (10 points): Hit the opponent with Tager's "Spark Bolt" more than six times in one round.

BlazBlue: Calamity Trigger (Xbox 360) cheat codes, hints, and help Case 2:08-cv-00157-MHW-MRA Document 64-3 Filed 03/05/10 Page 11 of 67

More...



BlazBlue: Calamity Trigger Cheats, Codes, Cheat Codes, Unlockables, Achievements for ... Page 1 of 2 Case 2:08-cv-00157-MHW-MRA Document 64-3 Filed 03/05/10 Page 12 of 67



BlazBlue: Calamity Trigger Cheats, Codes, Cheat Codes, Unlockables, Achievements for ... Page 2 of 2 Case 2:08-cv-00157-MHW-MRA Document 64-3 Filed 03/05/10 Page 13 of 67

You Brute! (20 points): Win several Ranked Matches in a row 100 Trials (20 points): Strive higher in Ranked Matches.

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200 Trials (40 points): Strive even higher in Ranked Matches Hands Where I Can See Them (30 points): Collect more art in Gallery mode I Like to Watch (10 points): Collect replay data in Replay Theater mode. Hello World ! (10 points): Understand the truth of the story in Story mode You're the Best! Around! (20 points): [Training mode] You still have much to learn Legionnaire (20 points): Increase your level. Praetorian Guardsman (30 points): Increase your level even more Additionally, there are 31 secret achievements: Words Hurt Too (30 points): Let an opponent get a 5,000 hit-point lead on you, then taunt you. Designated <u>Driver</u> (30 points): Used Distortion Drive over 100 times. Their Numbers Count for Nothing (20 points): Performed an instant block 300 times Greased Pig (10 points): Successfully escaped 50 throws. Restraining Order (20 points): Used Barrier Burst over 30 times I'm Faster Than Anybody (20 points): (Ranked/Player Match) Get "First Strike" five times in a row. Hat-Trick (10 points): In one match, successfully pulled off "Thirteen Orphans", "The Great Wheel", and "All Green". In Living Color (10 points): Used all the color palettes of a single character. It's Go Time (10 points): Performed your first Astral Heat Devil's Advocate (20 points): Used Ragna's "Gauntlet Hades" over 100 times This Is Important... (20 points): Heard Noel say, "Hands off the panda!" over 100 times I Can Rebuild Her... (10 points): As Carl, decommissioned Nirvana three times in one round. Activate Termination Protocol (30 points): Completed a 60+ hit combo using Nu. Nothing's Gonna Keep You Down (30 points): Earned a Perfect victory 30 times It's over 10,000! (30 points): Dealt over 10,000 damage using Hakumen, without the use of an Astral Heat. Bangarang! (20 points): Fought against Bang as Bang, and both activated the "Fu-Rin-Ka-Zan". Cat-a-pult (10 points): Threw a Kaka kitten using Taokaka's "Kitty Litter Special!" It's The Only Way To Be Sure (10 points): Performed a 20 hit combo Animation Conservation (20 points): (Story) Saw the True Ending. Animation Conservation (20 points): Used Rapid Cancel over 100 times. Victory Is an Illusion (30 points): (Arcade/Score Attack) Defeated "Unlimited" Rachel. Beautiful Arakune (20 points): Had a perfect match using Arakune. Spoonfull of Sugar (20 points): Stayed afloat for over 25 seconds with Rachel Carpal Tunnel (20 points): Exceed a total playtime of 25 hours Welcome to the Azure Nightmare (30 points): (Arcade/Score Attack) Defeated "Unlimited" Ragna, and obtained the power of darkness. Stop Hitting Yourself (20 points): Used <u>Counter</u> Assault 30 times. Ride The Icening (10 points): Used Musou Senshouzan or Tosshougeki over 20 times in one round, and finished the opponent off. This Just Got Real (20 points): Caused a Double Down to occur. You Never Forget Your First (10 points): Performed your first Barrier Crush. Discouraging Finish! (30 points): Use an Astral Finish with every

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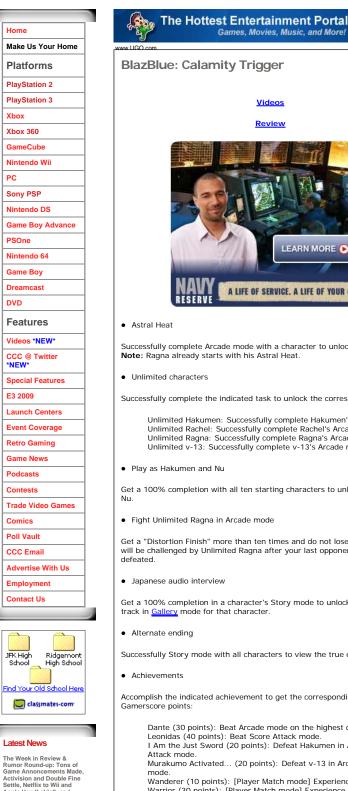
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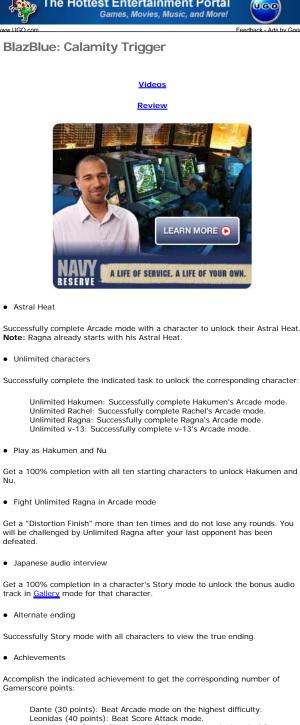
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I Am the Just Sword (20 points): Defeat Hakumen in Arcade / Score Murakumo Activated... (20 points): Defeat v-13 in Arcade / Score Attack mode. Wanderer (10 points): [Player Match mode] Experience a Player Match.



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What do you prefer to do?

Play sports

Watch sports

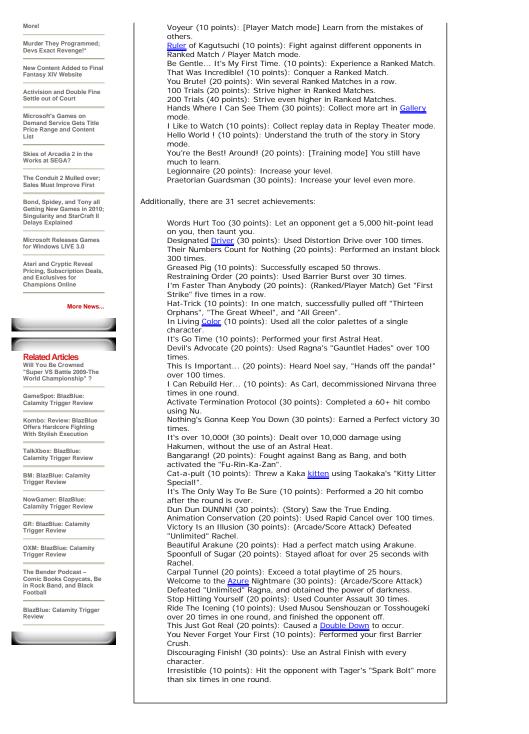
Play sports video games

None of the above. I'll stick to just plain ol' video games



Results

BlazBlue: Calamity Trigger Cheats, Codes, Cheat Codes, Unlockables, Achievements for ... Page 2 of 2 Case 2:08-cv-00157-MHW-MRA Document 64-3 Filed 03/05/10 Page 15 of 67



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From GameWinners

This game is titled **Dynasty Warriors 6 Empires** in North America, Europe, and Australia, and Shin Sangoku Musou 5 Empires in Japan.

Unlockables

Edit mode costumes

Successfully complete the indicated Mercenary missions in Empire mode to unlock the corresponding male and female costumes. Note: Complete the stages multiple times unlock all the pieces.

> Hawk or Owl: "Shao Hua Bandits", "Ju Zhang Bandits", and "Hei Shan Bandits"

> **Imperial or Princess**: "Guard Lady Cai Wenji", "Accompany Lady Cai Wenji" and "Defend Lady Cai Wenji"

Kung Fu or Summer: "Wu Tai Monk's Training", "Wu Tai Monk's Challenge" and "Wu Tai Final Trial" Occult or Sage: "Stop Insurrection",

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- 2 Hints
 - 2.1 Easy costume pieces
 - 2.2 Diao Chan's Plan secret cy
 - 2.3 Lu Meng's Training special event
 - 2.4 Bladestorm: Hundred Years War reference

DOWNLOAD

- 3 Achievements
- 4 More...



"Suppress Insurrection" and "Crush Insurrection" **Tribal or Wildcat**: "Tribal Encounter", "Tribal Invasion" and "Tribal War" **Water Dragon or Pirate**: "Jin Fan Pirates", "Qian Tang Pirates" and "Bai Bo Pirates"

Hints

Easy costume pieces

Use the following trick to unlock all the costumes pieces without having to replay a level repeatedly. Play a level that unlocks the desired costume. Just before the level ends, select "Option" and save the game on file A. Complete the level to get a random costume piece. Then, save the game on file B. Load save file A and you will be back on that level. End the level to get another random costume piece. Save the game on file B, load file A, and repeat until all costume pieces are obtained.

Diao Chan's Plan secret event

When you become a ruler in Empire mode, be wary of the officer Diao Chan. Staying true to her namesake and Story mode, she has only one reason to enter your employ. When obtained, and a message stating, "Hearing of your deeds...." or something to that effect, "...Diao Chan decided to join you", dismiss her. She will steal some of your officers in this random event you cannot control or stop once in motion, saying "I can finally put my father's plan into action" or something similar, Note: If it instead states "Diao Chan entered your employ", the event most likely should not happen. Michael Gutowksi

Lu Meng's Training special event

When in Ruler mode and you obtain Lu Meng, he asks you to leave on a journey to train and learn. You have no say in the matter, but for a few months, his troop count falls to 1 (as in just himself). You are free to use him, but this is not wise, considering the effects of troop numbers in battles, which is very important compared to Officer mode. When he returns, he obtains a second ability, "Flames" (though it may be random), and his troop count returns to normal. Michael Gutowksi

Bladestorm: Hundred Years War reference

After completing Officer mode or possibly Empire mode in general you will unlock a Knight armor set. The armor set when examined, is from Bladestorm. It is the paladin set. AzureBlaise

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points. hitm iui stpin

A Challenger Appears (15 points): Complete a battle as a custom character.
A Man of Vision (15 points): Complete a battle as Cao Cao.
Benevolent Ruler (15 points): Complete a battle as Liu Bei.
Brains and Beauty (15 points): Complete a battle as Yue Ying.
Bringer of Peace (15 points): Complete a battle as Cao Ren.
Cold as Ice (15 points): Complete a battle as Ling Tong.
Elegant Dancer (15 points): Complete a battle as Diao Chan.

Enchanting Beauty (15 points): Complete a battle as Zhen Ji. Exquisite Flower (15 points): Complete a battle as Xiao Qiao. Feared Throughout the Land (15 points): Complete a battle as Zhang Liao. Fierce Barbarian (15 points): Complete a battle as Wei Yan. God of War (15 points): Complete a battle as Guan Yu. Gourmand (15 points): Complete a battle as Xu Zhu. Grand Master (15 points): Complete a battle as Zhang Jiao. Hot Blooded (15 points): Complete a battle as Sun Ce. Jovial Warrior (15 points): Complete a battle as Zhang Fei. Little Dragon (15 points): Complete a battle as Zhao Yun. Loyal Companion (15 points): Complete a battle as Zhou Yu. Master of Intrigue (15 points): Complete a battle as Sima Yi. Master of Strategy (15 points): Complete a battle as Zhuge Liang. Menace on the Battlefield (15 points): Complete a battle as Dian Wei. Mightiest in the Land (15 points): Complete a battle as Lu Bu. Mysterious Traveler (15 points): Complete a battle as Pang Ting. Nanman King (15 points): Complete a battle as Meng Huo. **One-Eved Wolf (15 points):** Complete a battle as Xiahou Dun. Paradise of Tyranny (15 points): Complete a battle as Dong Zhuo. Pillar of Wu (15 points): Complete a battle as Huang Gai. Proud Nobleman (15 points): Complete a battle as Yuan Shao. Quick as Lightning (15 points): Complete a battle as Xiahou Yuan. Refined Warrior (15 points): Complete a battle as Zhang He. Righteous Crusader (15 points): Complete a battle as Ma Chao. Rising Star of Wu (15 points): Complete a battle as Lu Xun. Rough-and-tumble (15 points): Complete a battle as Gan Ning. Seasoned Veteran (15 points): Complete a battle as Huang Zhong. Silent Warrior (15 points): Complete a battle as Zhou Tai. Son of the God of War (15 points): Complete a battle as Guan Ping. The Warrior's Act (15 points): Complete a battle as Xu Huang. **Tiger of Jiang Dong (15 points)**: Complete a battle as Sun Jian. **Tomboy of Sun (15 points)**: Complete a battle as Sun Shang Xiang. Triumph of Knowledge (15 points): Complete a battle as Lu Meng. Unrivaled Ambition (15 points): Complete a battle as Cao Pi. Unwavering Honor (15 points): Complete a battle as Taishi Ci. Young Tiger (15 points): Complete a battle as Sun Quan.

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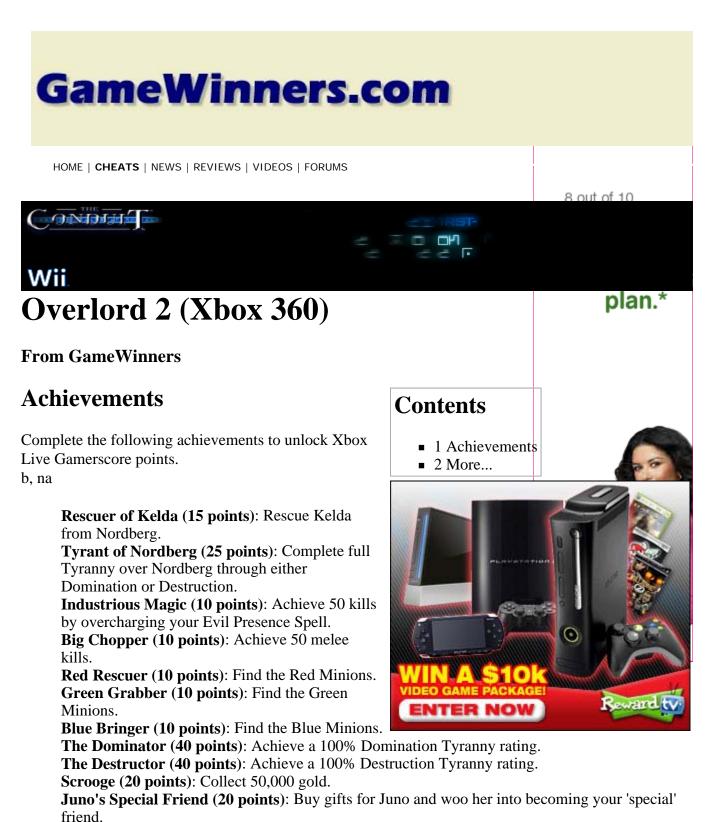
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OVERLOAD 2



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

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

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

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

Conqueror (10 points): Win one Dominate map. The Big D (20 points): Win ten Dominate maps. Adversary (20 points): Kill an opposing Overlord 20 times in ranked versus matches. Armed and Dangerous (10 points): Forge one weapon. Blue Steel Look (10 points): Forged the Elemental helmet and armor. Minion Captain (10 points): Rescue all the Minion crew from the spider webs. Weapons Nut (20 points): Forge three weapons. Kitted Out (20 points): Forge the Infernal helmet and armor. Mayhem Maker (10 points): Cause mayhem during the Prelude. Minion Harvester (10 points): Gather 10 Lifeforce orbs. Minion Gatherer (20 points): Gather 250 Lifeforce orbs. Minion Hoarder (25 points): Gather 1000 Lifeforce orbs. Minion Lover (30 points): Gather 5000 Lifeforce orbs. Town Razer (15 points): Destroy one Town. Walking Apocalypse (30 points): Destroy both Nordberg and Everlight. Slaver (15 points): Enslave one Town. New World Order (30 points): Enslave both Nordberg and Everlight.

Additionally there are seventeen secret achievements.

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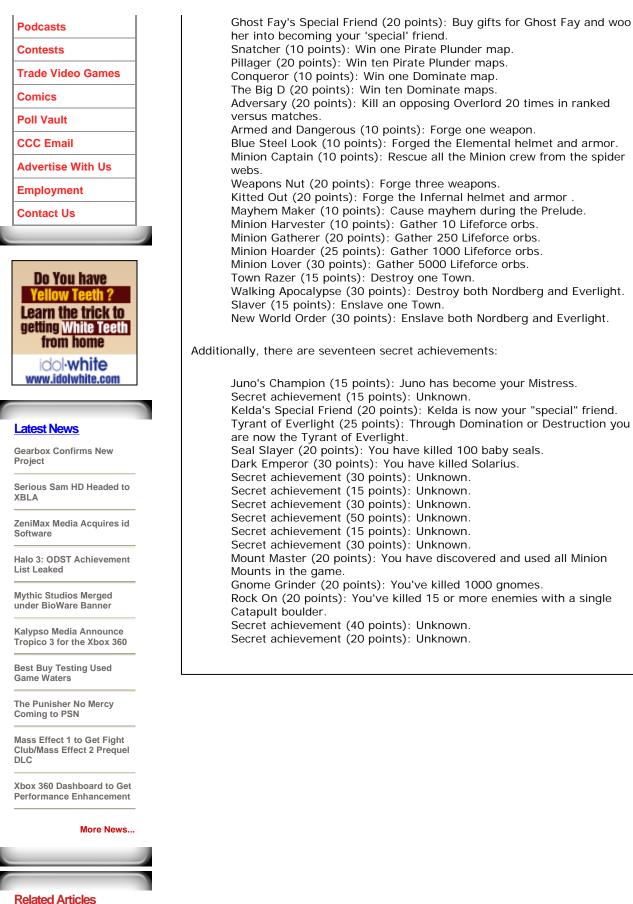
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Videos *NEW*	Gamerscore points:
Special Features	Rescuer of Kelda (15 points): Rescue Kelda from Nordberg.
E3 2009 *NEW*	Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction.
Fight Night Round 4 Special *NEW*	Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell. Big Chopper (10 points): Achieve 50 melee kills.
CCC @ Twitter *NEW*	Red Rescuer (10 points): Find the Red Minions. Green Grabber (10 points): Find the Green Minions.
Launch Centers	Blue Bringer (10 points): Find the Blue Minions. The Dominator (40 points): Achieve a 100% <u>Domination</u> Tyranny rating.
Event Coverage	The Destructor (40 points): Achieve a 100% Destruction Tyranny rating. Scrooge (20 points): Collect 50,000 gold.
Retro Gaming	Juno's Special Friend (20 points): Buy gifts for Juno and woo her into
	becoming your 'special' friend. Dark Fay's Special Friend (20 points): Buy gifts for Dark Fay and woo



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Overlord 2 (Xbox 360)

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Walkthrough

Hints

Easy "Gnome Grinder" achievement or trophy

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

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the gnome hole, because the gnomes will run past your minions and attach themselves to you. Nick Webb

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

Rescuer of Kelda (15 points): Rescue Kelda from Nordberg.
Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction.
Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell.
Big Chopper (10 points): Achieve 50 melee kills.
Red Rescuer (10 points): Find the Red Minions.

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Green Grabber (10 points): Find the Green Minions. Blue Bringer (10 points): Find the Blue Minions. The Dominator (40 points): Achieve a 100% Domination Tyranny rating. The Destructor (40 points): Achieve a 100% Destruction Tyranny rating. Scrooge (20 points): Collect 50,000 gold. Juno's Special Friend (20 points): Buy gifts for Juno and woo her into becoming your 'special' friend. Dark Fay's Special Friend (20 points): Buy gifts for Dark Fay and woo her into becoming your 'special' friend. Ghost Fay's Special Friend (20 points): Buy gifts for Ghost Fay and woo her into becoming your 'special' friend. Snatcher (10 points): Win one Pirate Plunder map. Pillager (20 points): Win ten Pirate Plunder maps. Conqueror (10 points): Win one Dominate map. The Big D (20 points): Win ten Dominate maps. Adversary (20 points): Kill an opposing Overlord 20 times in ranked versus matches. Armed and Dangerous (10 points): Forge one weapon. Blue Steel Look (10 points): Forged the Elemental helmet and armor. Minion Captain (10 points): Rescue all the Minion crew from the spider webs. Weapons Nut (20 points): Forge three weapons. Kitted Out (20 points): Forge the Infernal helmet and armor. Mayhem Maker (10 points): Cause mayhem during the Prelude. Minion Harvester (10 points): Gather 10 Lifeforce orbs. Minion Gatherer (20 points): Gather 250 Lifeforce orbs. Minion Hoarder (25 points): Gather 1000 Lifeforce orbs. Minion Lover (30 points): Gather 5000 Lifeforce orbs. Town Razer (15 points): Destroy one Town. Walking Apocalypse (30 points): Destroy both Nordberg and Everlight. Slaver (15 points): Enslave one Town. New World Order (30 points): Enslave both Nordberg and Everlight.

Additionally there are seventeen secret achievements.

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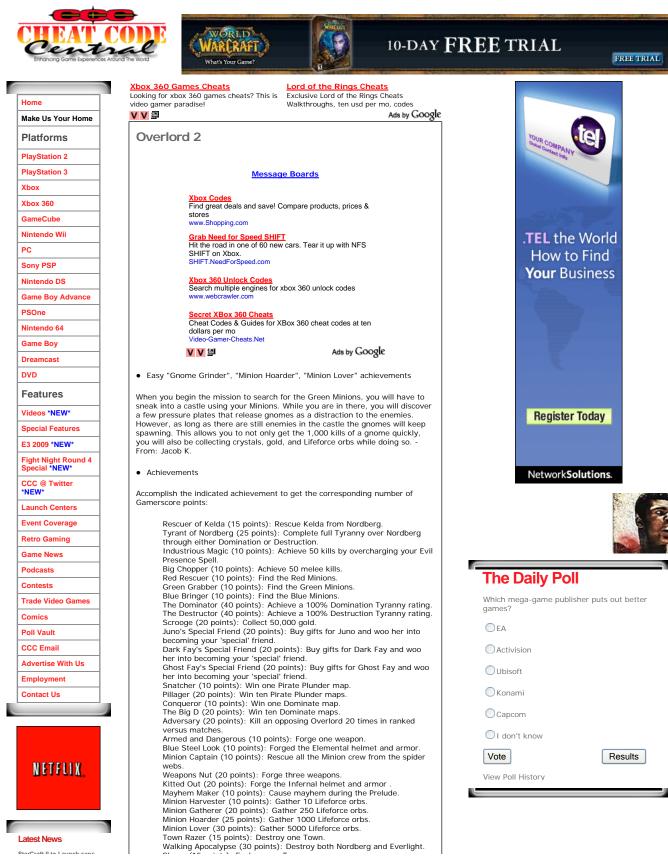
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New World Order (30 points): Enslave both Nordberg and Everlight.

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The Week in Review & Rumor Round-up: Best Buy and Used Games, Mythic and BioWare Merge, id Software to ZeniMax, and More!	Secret achievement (30 points): Unknown. Mount Master (20 points): You have discovered and used all Minion Mounts in the game. Gnome Grinder (20 points): You've killed 1000 gnomes. Rock On (20 points): You've killed 15 or more enemies with a single	
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Overlord 2 (Xbox 360)

From GameWinners

Video

Walkthrough

Hints

Easy gold

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

Finding more people

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

Easy "Gnome Grinder" achievement or trophy

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and attach themselves to you. Nick Webb

Easy "Perfect Horde" achievement or trophy

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

Achievements

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Perfect Horde (30 points): Your Minion Horde is fully upgraded.
Master Builder (15 points): You have built 50% of the Tower buildables.
Tyrant of the Tower (30 points): You have built 100% of the Tower buildables.
Treasure Hunter (50 points): You've obtained all the Tower Objects in the game.
Crystal Collector (15 points): You've collected 50% of all Dark Crystals.

Page 3 of 3 Overlord 2 (Xbox 360) cheat codes, hints, and help Case 2:08-cv-00157-MHW-MRA Document 64-3 Filed 03/05/10 Page 40 of 67 Ultimate Collector (30 points): You've collected 100% of all Dark Crystals. Mount Master (20 points): You have discovered and used all Minion Mounts in the game. Gnome Grinder (20 points): You've killed 1000 gnomes. Rock On (20 points): You've killed 15 or more enemies with a single Catapult boulder. Ladies' Man (40 points): You and your Mistresses have found a way to get along splendidly. Ghost Bringer (20 points): Ghost Fay has become your Mistress. More... Strategy guides (http://www.gamefaqs.com/console/xbox360/game/952370.html) from GameFAQs **Reviews** (http://reviews.gamewinners.com/data/censura.php?cmd=details&itemid=12081) Retrieved from "http://www.gamewinners.com/Cheats/index.php/Overlord 2 %28Xbox 360%29" Categories: Xbox 360 | Xbox 360 (North America) | Xbox 360 (Europe) | Xbox 360 (Australia) ■ © 1995-2009 GameWinners.com DMCA Notice AVAILABLE

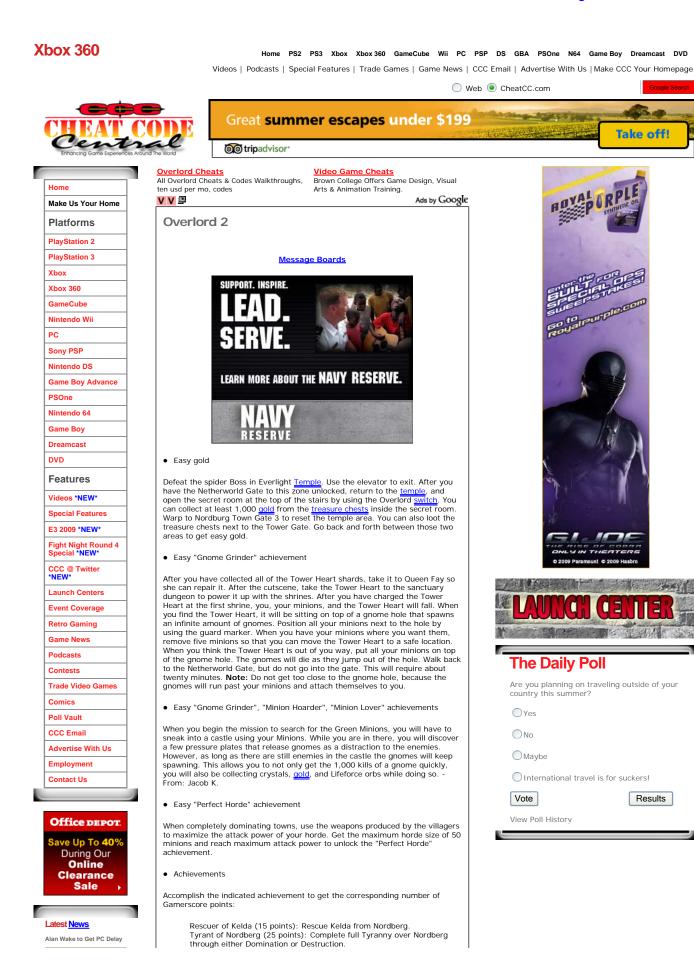
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Overlord 2 (Xbox 360)

From GameWinners

Video

Walkthrough

Hints

Easy gold

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

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

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

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

After gaining the green hive, return to Everlight fortress. Get at least ten reds and whatever minions of the other colors desired. Go to the center of the courtyard where you hear the gnomes. Place the reds at the bottom of the stairs facing the gnome's prison, then activate the switch to let them out. The gnomes will run out but will be scared of the reds and move back. About five or six gnomes will run out at a time. Allow the reds to scare them into the corner. After some time when you think there are a reasonable amount of gnomes, send the rest of the horde up there to finish them off quickly. Some might get past you. Either let them go or track them down and end them. You will only receive reds, browns, and green life forces. If done correctly, you should have no problem with dispatching the 1,000 gnomes and will never have to worry about running low on your favorite color minions. White shadow 7

First Devourer section

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

Second Devourer section

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

Last Devourer section

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

Finding more people

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

Easy "Gnome Grinder" achievement or trophy

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

Nick Webb

Easy "Perfect Horde" achievement or trophy

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

Achievements

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

Rescuer of Kelda (15 points): Rescue Kelda from Nordberg. Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction. Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell. Big Chopper (10 points): Achieve 50 melee kills. **Red Rescuer** (10 points): Find the Red Minions. Green Grabber (10 points): Find the Green Minions. Blue Bringer (10 points): Find the Blue Minions. The Dominator (40 points): Achieve a 100% Domination Tyranny rating. The Destructor (40 points): Achieve a 100% Destruction Tyranny rating. Scrooge (20 points): Collect 50,000 gold. Juno's Special Friend (20 points): Buy gifts for Juno and woo her into becoming your 'special' friend. Dark Fay's Special Friend (20 points): Buy gifts for Dark Fay and woo her into becoming your 'special' friend. Ghost Fay's Special Friend (20 points): Buy gifts for Ghost Fay and woo her into becoming your 'special' friend. Snatcher (10 points): Win one Pirate Plunder map. Pillager (20 points): Win ten Pirate Plunder maps. Conqueror (10 points): Win one Dominate map. The Big D (20 points): Win ten Dominate maps. Adversary (20 points): Kill an opposing Overlord 20 times in ranked versus matches. Armed and Dangerous (10 points): Forge one weapon. Blue Steel Look (10 points): Forged the Elemental helmet and armor. Minion Captain (10 points): Rescue all the Minion crew from the spider webs. Weapons Nut (20 points): Forge three weapons. Kitted Out (20 points): Forge the Infernal helmet and armor. Mayhem Maker (10 points): Cause mayhem during the Prelude. Minion Harvester (10 points): Gather 10 Lifeforce orbs. Minion Gatherer (20 points): Gather 250 Lifeforce orbs. Minion Hoarder (25 points): Gather 1000 Lifeforce orbs. Minion Lover (30 points): Gather 5000 Lifeforce orbs. Town Razer (15 points): Destroy one Town. Walking Apocalypse (30 points): Destroy both Nordberg and Everlight. Slaver (15 points): Enslave one Town. New World Order (30 points): Enslave both Nordberg and Everlight.

Additionally there are seventeen secret achievements.

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Overlord 2 (Xbox 360) cheat codes, hints, and help Case 2:08-cv-00157-MHW-MRA Document 64-3 Filed 03/05/10 Page 46 of 67

Rock On (20 points): You've killed 15 or more enemies with a single Catapult boulder. Ladies' Man (40 points): You and your Mistresses have found a way to get along splendidly. Ghost Bringer (20 points): Ghost Fay has become your Mistress.

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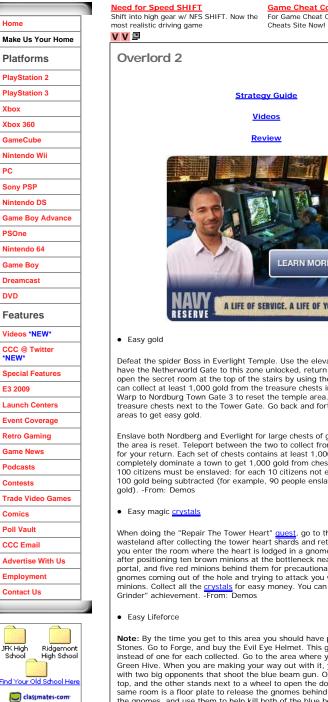


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Defeat the spider Boss in Everlight Temple. Use the elevator to exit. After you have the Netherworld Gate to this zone unlocked, return to the temple, and open the secret room at the top of the stairs by using the Overlord switch. You can collect at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

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

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

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

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





The Daily Poll

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

It's about time!

It'd be a great way to break up the testosterone

Are you serious?

That's a bunch of hooey!

OIf it's true, it'll be detrimental to the game

Who cares?

I hate Gears of War. Adding women won't save it



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

Easy dominance

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

Ultimate horde

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

• Finding more people

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

• Easy "Gnome Grinder" achievement

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

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

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

Easy "Perfect Horde" achievement

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

Achievements

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

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- Note: By the time you get to this area
- you should have picked up two Forge Stones. Go to Forge and buy the Evil Eye Helmet. This gives you two Lifeforce instead of one for each collected. Go to the area where you need to recover the Green Hive. As you are making your way out with it, you will reach an area with two big opponents that shoot the blue beam gun. One will be roaming up top, and the other stands next to a wheel to open the door next to him. In the same room is a floor plate to release the gnomes behind a cage door. Release the gnomes and use them to help you kill the both of the blue beam gun opponents. After they are dead, return to the gnome cage and open it again. They will keep respawning indefinitely. Try setting yourself near the top of the stairs going down while facing toward the cage. Then, send out your minions. While they are out hunting, set your controller to keep sending out minions. When not killing, they are collecting Lifeforce at double the rate due to the helmet.
- After gaining the green hive, return to Everlight fortress. Get at least ten reds and whatever minions of the other colors desired. Go to the center of the courtyard where you hear the gnomes. Place the reds at the bottom of the stairs facing the gnome's prison, then activate the switch to let them out. The gnomes will run out but will be scared of the reds and move back. About five or six gnomes will run out at a time. Allow the reds to scare them into the corner. After some time when you think there are a reasonable amount of gnomes, send the rest of the horde up there to finish them off quickly. Some might get past you. Either let them go or track them down and end them. You will only receive reds, browns, and green life forces. If done correctly, you should have no problem with dispatching the 1,000 gnomes and will never have to worry about running low on your favorite color minions. White_shadow_7

Getting more minions

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

First Devourer section

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

Second Devourer section

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

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

Last Devourer section

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

Finding more people

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

Easy "Gnome Grinder" achievement or trophy

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

Easy "Perfect Horde" achievement or trophy

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

Achievements

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

Rescuer of Kelda (15 points): Rescue Kelda from Nordberg.
Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction.
Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell.
Big Chopper (10 points): Achieve 50 melee kills.
Red Rescuer (10 points): Find the Red Minions.
Green Grabber (10 points): Find the Green Minions.
Blue Bringer (10 points): Find the Blue Minions.
The Dominator (40 points): Achieve a 100% Domination Tyranny rating.

The Destructor (40 points): Achieve a 100% Destruction Tyranny rating. Scrooge (20 points): Collect 50,000 gold. Juno's Special Friend (20 points): Buy gifts for Juno and woo her into becoming your 'special' friend. Dark Fay's Special Friend (20 points): Buy gifts for Dark Fay and woo her into becoming your 'special' friend. Ghost Fay's Special Friend (20 points): Buy gifts for Ghost Fay and woo her into becoming your 'special' friend. Snatcher (10 points): Win one Pirate Plunder map. Pillager (20 points): Win ten Pirate Plunder maps. Conqueror (10 points): Win one Dominate map. The Big D (20 points): Win ten Dominate maps. Adversary (20 points): Kill an opposing Overlord 20 times in ranked versus matches. Armed and Dangerous (10 points): Forge one weapon. Blue Steel Look (10 points): Forged the Elemental helmet and armor. **Minion Captain (10 points)**: Rescue all the Minion crew from the spider webs. Weapons Nut (20 points): Forge three weapons. Kitted Out (20 points): Forge the Infernal helmet and armor. Mayhem Maker (10 points): Cause mayhem during the Prelude. Minion Harvester (10 points): Gather 10 Lifeforce orbs. Minion Gatherer (20 points): Gather 250 Lifeforce orbs. Minion Hoarder (25 points): Gather 1000 Lifeforce orbs. Minion Lover (30 points): Gather 5000 Lifeforce orbs. Town Razer (15 points): Destroy one Town. Walking Apocalypse (30 points): Destroy both Nordberg and Everlight. Slaver (15 points): Enslave one Town. New World Order (30 points): Enslave both Nordberg and Everlight.

Additionally there are seventeen secret achievements.

Juno's Champion (15 points): Juno has become your Mistress. Corruptor of the Queen (15 points): Dark Fay has become your Mistress. Kelda's Special Friend (20 points): Kelda is now your 'special' friend. Tyrant of Everlight (25 points): Through Domination or Destruction you are now the Tyrant of Everlight. Seal Slayer (20 points): You have killed 100 baby seals. Dark Emperor (30 points): You have killed Solarius. Perfect Horde (30 points): Your Minion Horde is fully upgraded. Master Builder (15 points): You have built 50% of the Tower buildables. Tyrant of the Tower (30 points): You have built 100% of the Tower buildables. Treasure Hunter (50 points): You've obtained all the Tower Objects in the game. Crystal Collector (15 points): You've collected 50% of all Dark Crystals. Ultimate Collector (30 points): You've collected 100% of all Dark Crystals. Mount Master (20 points): You have discovered and used all Minion Mounts in the game. Gnome Grinder (20 points): You've killed 1000 gnomes. Rock On (20 points): You've killed 15 or more enemies with a single Catapult boulder. Ladies' Man (40 points): You and your Mistresses have found a way to get along splendidly. Ghost Bringer (20 points): Ghost Fay has become your Mistress.

More...

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

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

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

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Features	• Easy gold	
/ideos *NEW*	Defeat the spider Boss in Everlight Temple. U	
CCC @ Twitter	have the Netherworld Gate to this zone unloc open the secret room at the top of the stairs can collect at least 1,000 gold from the treas	by using the Overlord switch. You
'NEW*	Warp to Nordburg Town Gate 3 to reset the te	
Special Features	treasure chests next to the Tower Gate. Go b	•
E3 2000	areas to get easy gold.	

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Ghostbusters Coming to the PSP in November

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100 gold being subtracted (for example, 90 people enslaved results in 900 gold). -From: Demos

• Easy magic crystals

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

• Easy Lifeforce

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

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

• Easy dominance

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

Ultimate horde

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

• Finding more people

The



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First Devourer section

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

Second Devourer section

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

Last Devourer section

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

• Easy "Gnome Grinder" achievement

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

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

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

• Easy "Perfect Horde" achievement

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

Tyrant of Nordberg (25 points): Complete full Tyranny over Nordberg through either Domination or Destruction. Industrious Magic (10 points): Achieve 50 kills by overcharging your Evil Presence Spell. Big Chopper (10 points): Achieve 50 melee kills. Red Rescuer (10 points): Find the Red Minions. Green Grabber (10 points): Find the Green Minions. Blue Bringer (10 points): Find the Blue Minions. The Dominator (40 points): Achieve a 100% Domination Tyranny rating. The Destructor (40 points): Achieve a 100% Destruction Tyranny rating. Scrooge (20 points): Collect 50,000 gold. Juno's Special Friend (20 points): Buy gifts for Juno and woo her into becoming your 'special' friend. Dark Fay's Special Friend (20 points): Buy gifts for Dark Fay and woo her into becoming your 'special' friend. Ghost Fay's Special Friend (20 points): Buy gifts for Ghost Fay and woo her into becoming your 'special' friend. Snatcher (10 points): Win one Pirate Plunder map. Pillager (20 points): Win ten Pirate Plunder maps. Conqueror (10 points): Win one Dominate map. The Big D (20 points): Win ten Dominate maps. Adversary (20 points): Kill an opposing Overlord 20 times in ranked versus matches. Armed and Dangerous (10 points): Forge one weapon. Blue Steel Look (10 points): Forged the Elemental helmet and armor. Minion Captain (10 points): Rescue all the Minion crew from the spider webs. Weapons Nut (20 points): Forge three weapons. Kitted Out (20 points): Forge the Infernal helmet and armor . Mayhem Maker (10 points): Cause mayhem during the Prelude. Minion Harvester (10 points): Gather 10 Lifeforce orbs. Minion Gatherer (20 points): Gather 250 Lifeforce orbs. Minion Hoarder (25 points): Gather 1000 Lifeforce orbs. Minion Lover (30 points): Gather 5000 Lifeforce orbs. Town Razer (15 points): Destroy one Town. Walking Apocalypse (30 points): Destroy both Nordberg and Everlight. Slaver (15 points): Enslave one Town. New World Order (30 points): Enslave both Nordberg and Everlight. Additionally, there are seventeen secret achievements: Juno's Champion (15 points): Juno has become your Mistress. Corruptor of the Queen (15 points): Dark Fay has become your Mistress. Kelda's Special Friend (20 points): Kelda is now your "special" friend. Tyrant of Everlight (25 points): Through Domination or Destruction you are now the Tyrant of Everlight. Seal Slaver (20 points): You have killed 100 baby seals. Dark Emperor (30 points): You have killed Solarius. Perfect Horde (30 points): Your Minion Horde is fully upgraded. Master Builder (15 points): You have built 50% of the Tower buildables. Tyrant of the Tower (30 points): You have built 100% of the Tower buildables. Treasure Hunter (50 points): You've obtained all the Tower Objects in the game.

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

Catapult boulder. Ladies' Man (40 points): You and your Mistresses have found a way to get along splendidly. Ghost Bringer (20 points): Ghost Fay has become your Mistress.

10/4/09 8:39 PM

From: "Briant, Jared" < JBriant@faegre.com> Date: September 25, 2007 7:12:41 PM CDT To: "Charles Lee Mudd Jr." <cmudd@muddlawoffices.com> Cc: "Daley, Darrell M." <DDaley@faegre.com> Subject: RE: Allison/Wise Return-Path: <JBriant@faegre.com> Delivered-To: cmudd@738414.763001 Received: (qmail 18677 invoked by uid 78); 26 Sep 2007 00:13:34 -0000 Received: from unknown (HELO ns-mr32.netsolmail.com) (10.49.16.190) by 0 with SMTP; 26 Sep 2007 00:13:34 -0000 Received: from mail.faegre.com (mail.faegre.com [63.161.12.133]) by nsmr32.netsolmail.com (8.13.6/8.13.6) with ESMTP id I8Q0DVGo011729 for <cmudd@muddlawoffices.com>; Tue, 25 Sep 2007 20:13:31 -0400 Received: from 10.219.72.122 by mail.faegre.com with ESMTP (Faegre Benson SMTP Server); Tue, 25 Sep 2007 19:12:42 -0500 Received: from exchbldr2.faegre.com ([10.6.1.109]) by exchmpls2.faegre.com with Microsoft SMTPSVC(6.0.3790.1830); Tue, 25 Sep 2007 19:12:42 -0500 X-Server-Uuid: 69116279-1025-4355-82FD-F904882A3C1D X-Mimeole: Produced By Microsoft Exchange V6.5 Content-Class: urn:content-classes:message Mime-Version: 1.0 Message-Id: <82D41F41225B724D811E67037BF59BF80340CDF8@exchbldr2.faegre.com> In-Reply-To: <8DD689B4-29D1-456B-B0BD-2925EFF6240D@muddlawoffices.com> Thread-Topic: Allison/Wise Thread-Index: Acf/JjPTSLvVOAOxRnuCMSgqjDUSmwAqyijg **References:** <82D41F41225B724D811E67037BF59BF80340CDB7@exchbldr2.faegre.com> <8DD689B4-29D1-456B-B0BD-2925EFF6240D@muddlawoffices.com> X-Originalarrivaltime: 26 Sep 2007 00:12:42.0480 (UTC) FILETIME=[F4DE3700:01C7FFD1] X-Wss-Id: 6AE77C702GC25554472-01-01 Content-Type: multipart/alternative; boundary="----= NextPart 001 01C7FFD1.F4668076"

Thanks Charles. For purposes of our discussion, I have included links to 10 examples of original content on our client's cheatcc.com site with corresponding examples of that content, in most cases word-forword on the cheatmasters.com site. I am still trying to come up with a workable way to annotate these examples for our discussion.

I am checking with our client to see if he is available on Friday afternoon. I will let you know once I hear.

http://www.cheatmasters.com/cheats/24057/The Legend Of Zel da_Twilight_Princess_cheats.html

http://www.cheatcc.com/wii/legendofzeldatwilightprincesscheatsc

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http://www.cheatcc.com/xb/halo2mmp.html

http://www.cheatmasters.com/cheats/17758/XMen_Legends_2_R ise_Of_Apocalypse_cheats.html

http://www.cheatcc.com/psp/xmenlegends2riseofapocalypsecheat scodes.html

From: Charles Lee Mudd Jr. [mailto:cmudd@muddlawoffices.com]
Sent: Monday, September 24, 2007 9:43 PM
To: Briant, Jared
Cc: Daley, Darrell M.
Subject: Re: Allison/Wise

Jared:

Thursday and Friday look best for me, preferably Friday.

Charles

On Sep 24, 2007, at 6:42 PM, Briant, Jared wrote: Charles -

Thanks for taking the time to talk with me on Friday. I have gathered several examples of content for our discussion to send to you, but I have been tied up on other matters today. I will get you these examples tomorrow, and after you have had a chance to review we would like to propose a conference call to discuss with you. We would also like to have our client on the phone, and it could be helpful if you could have your client on the phone as well, and I anticipate that we can have a meaningful, productive discussion.

Let me know what your (and your client's) schedule look like. If I am able to get you examples, would you be available for a call on either Wednesday or Thursday afternoon?

Thanks, Jared

> Jared B. Briant Attorney Faegre & Benson LLP

1900 Fifteenth Street Boulder, CO 80302-5414 +1 303-447-7759 / FAX 303-447-7800 JBriant@faegre.com Biography | Download My Contact Info as V-Card | www.faegre.com

Charles Lee Mudd Jr. Mudd Law Offices 3114 West Irving Park Road Chicago, Illinois 60618 773.588.5410 773.588.5440 facsimile <u>cmudd@muddlawoffices.com</u> www.muddlawoffices.com Adjunct Faculty John Marshall Law School

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From: "Briant, Jared" < JBriant@faegre.com> Date: April 23, 2008 1:56:26 PM CDT To: "Charles Lee Mudd Jr." <cmudd@muddlawoffices.com> Cc: "Daley, Darrell M." <DDaley@faegre.com> Subject: RE: Allison v. Wise Return-Path: <JBriant@faegre.com> Delivered-To: cmudd@738414.763001 Received: (qmail 25204 invoked by uid 78); 23 Apr 2008 18:56:40 -0000 Received: from unknown (HELO ns-mr36.netsolmail.com) (10.49.16.223) by 0 with SMTP; 23 Apr 2008 18:56:40 -0000 Received: from mail143.messagelabs.com (mail143.messagelabs.com [216.82.254.35]) by ns-mr36.netsolmail.com (8.13.6/8.13.6) with SMTP id m3Nludig006070 for <cmudd@muddlawoffices.com>; Wed, 23 Apr 2008 14:56:39 -0400 Received: (gmail 19259 invoked from network); 23 Apr 2008 18:56:38 -0000 Received: from unknown (HELO fbemf1.faegre.com) (63.161.12.180) by server-3.tower-143.messagelabs.com with SMTP; 23 Apr 2008 18:56:38 -0000 Received: from [10.219.72.125] by fbemf1.faegre.com with ESMTP (Faegre Benson SMTP Server); Wed, 23 Apr 2008 13:56:25 -0500 X-Viruschecked: Checked X-Env-Sender: JBriant@faegre.com X-Msg-Ref: server-3.tower-143.messagelabs.com!1208976998!34274617!1 X-Starscan-Version: 5.5.12.14.2; banners=-,-,-X-Originating-Ip: [63.161.12.180] X-Server-Uuid: F8A327E5-959F-459C-B7FC-126C8C108DF3 X-Mimeole: Produced By Microsoft Exchange V6.5 Content-Class: urn:content-classes:message Mime-Version: 1.0 Message-Id: <3285C5C32DC62E46B022741201ABB78A0429973D@EXCHDNVR3.faegre.com> In-Reply-To: <C26D28CA-0787-4463-A572-9C1627860094@muddlawoffices.com> Thread-Topic: Allison v. Wise Thread-Index: Acilb11IDceOayCcQMCDb+HCKz86hQAA3D/A References: <C26D28CA-0787-4463-A572-9C1627860094@muddlawoffices.com> X-Wss-Id: 641159D32C0526310-01-01 Content-Type: text/plain; charset=us-ascii Content-Transfer-Encoding: quoted-printable Charles -

In going back through my records, I can confirm that each of these links worked at the time we reviewed them. I also retained printouts of each of the cheatmasters pages, and can scan them to you if you would like.

Jared

-----Original Message-----From: Charles Lee Mudd Jr. [mailto:cmudd@muddlawoffices.com] Sent: Wednesday, April 23, 2008 12:25 PM To: Briant, Jared Cc: Daley, Darrell M. Subject: Allison v. Wise

Jared:

In our continuing efforts to diligently address your client's claims, my client made an interesting discovery. He reviewed the remaining eight (8) "cheats" of which your client specifically complained. Previously, you indicated that these eight (8) cheats remained problematic. You may remember my inquiry as to whether you and your client had reviewed my client's prior changes. You indicated that this had been done. My client has discovered this could not have occurred. Specifically, two of the "cheats" had bad links:

http://www.cheatmasters.com/cheats/20336/ Need_For_Speed_Most_Wanted_cheats.html http://www.cheatmasters.com/cheats/17020/ Halo_2_Multiplayer_Map_Pack_cheats.html

Three of the "cheats" were empty:

http://www.cheatmasters.com/cheats/24040/ Marvel_Ultimate_Alliance_cheats.html http://www.cheatmasters.com/cheats/24114/ Superman_Returns_The_Videogame_cheats.html http://www.cheatmasters.com/cheats/17758/ XMen_Legends_2_Rise_Of_Apocalypse_cheats.html

It seems that you and your client have not fully accessed the changes my client had previously made to the "cheats."

In any case, my client has further modified the remaining three cheats and requests Allison's comments:

http://www.cheatmasters.com/cheats/24051/ Resistance_Fall_Of_Man_cheats.html http://www.cheatmasters.com/cheats/23977/Gears_Of_War_cheats.html http://www.cheatmasters.com/cheats/23962/ Ultimate_Mortal_Kombat_3_cheats.html

I would like to receive your client's comments as soon as possible. Additionally, we reiterate our request for the sites that have been described as having taken Allison's cheats but have been "changed enough."

Thank you. I look forward to your comments.

Charles Mudd

Charles Lee Mudd Jr. Principal and Attorney MUDD LAW OFFICES www.muddlawoffices.com

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