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## Gears Of War

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- Insane mode

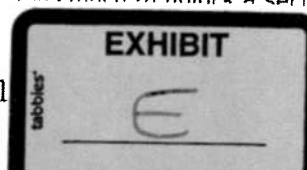
Successfully complete Campaign mode on the Casual or Hardcore difficulty setting to unlock Insane difficulty setting.

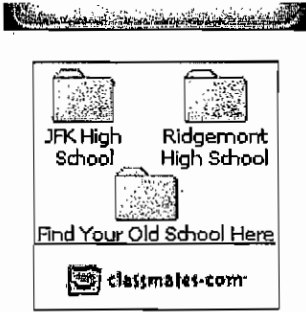
- Secret Gamerpics

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 mach 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

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. *grammar*

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.

Curb Appeal (20 points): Kill 100 enemies in ranked matches with the curb stomp.

Capital Punishment (20 points): Kill 100 enemies in ranked matches with an execution.

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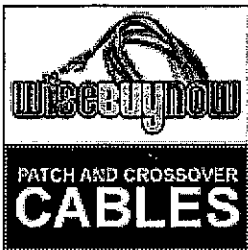
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**Restart reload meter**

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.

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.

Curb Appeal (20 points): Kill 100 enemies in ranked matches with the curb stomp.

Capital Punishment (20 points): Kill 100 enemies in ranked matches with an execution.

Is It A Spider (30 points): Kill 100 enemies in ranked matches with grenade tag.

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Around the World (30 points): Win a ranked match on every versus map.

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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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 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



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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

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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.

- Hellanbach GT

If your are looking for a Hellanbach 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.

- Motorcycle passenger

(E) 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 stairs. 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 Espirt 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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Looking for Grand Theft Auto: Liberty City Stories cheat codes? Then look no further! ( **Grand Theft Auto: Liberty City Stories cheat codes are here!**) Here you will find the latest and most popular cheat codes, hints and tips for your PS2 games. Whatever you're looking for, it can all be found here. Check back often to find more cheats for Grand Theft Auto: Liberty City Stories.



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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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# Grand Theft Auto: Liberty City Stories

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Answer

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

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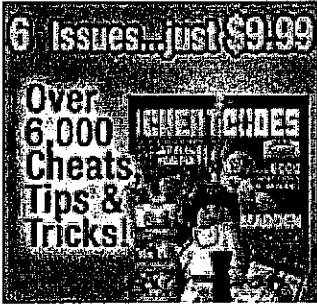
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- Sniping location in Backwash

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

(A)

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

①



c

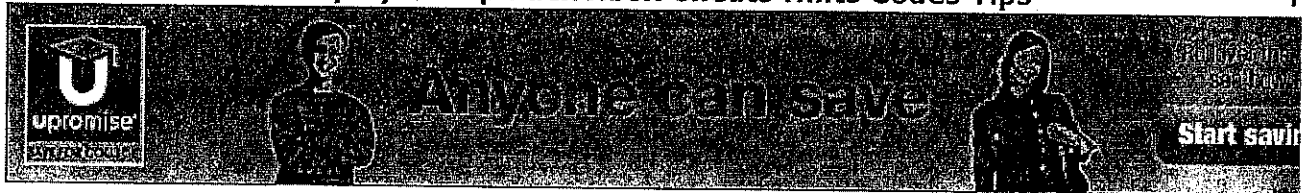
about five seconds. Then, walk away from the root without releasing Forward. Walk towards the ledge which drops straight down to an alley near the shotgun and the airlift. Jump down while pressing Forward to the area near the ramp, teleporter, and shotgun. This may require a few attempts, but eventually 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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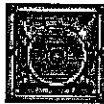
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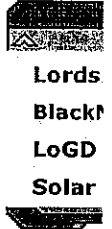
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**Gargoyle in Backwash** -Halo 2: Multiplayer Map Pack

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

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(A)

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#### **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.

#### **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.

B

**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.

C

**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

C

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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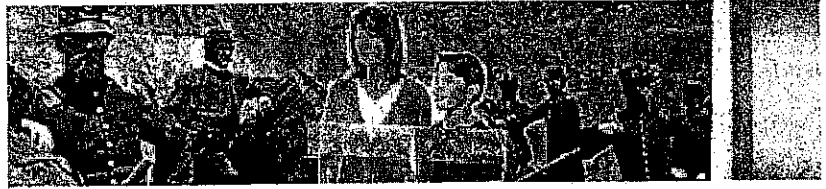
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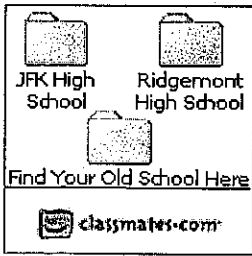
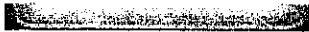
#### All characters

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**

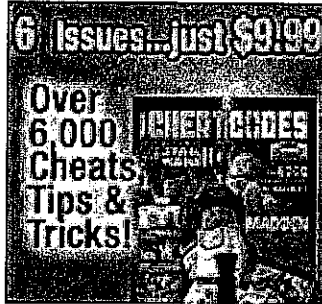
Go to a S.H.I.E.L.D. save zone and select "Change Team". Delete all selected characters by pressing Square. Once all of your team slots are empty, quickly press Left(2), Right(2), Up, Down, Up, Down, Start to unlock Daredevil. If you entered the code correctly, you will hear a sound. **Note:** This code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



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**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 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 inherent 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

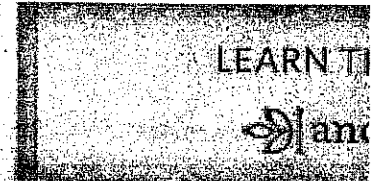
Scorchers (+10% reduced power cost): Ghost Rider, Human Torch, Storm, Thor

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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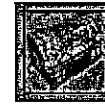
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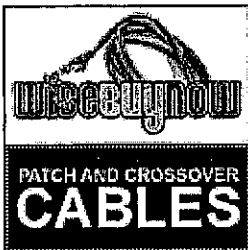
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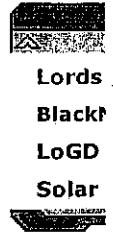
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Here is **Cheat Masters's** cheats and cheat codes for Marvel: Ultimate Alliance. At this site, we try to provide you with the latest and most popular cheat codes, hints and tips for Marvel: Ultimate Alliance. Whatever cheats you're looking for, it can all be found here. New cheats are added frequently for PS3 .

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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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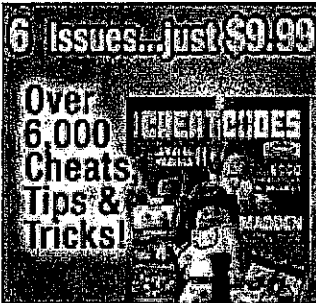
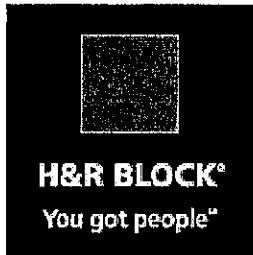
- One Stop Shop marker

At the "Press Start" screen, press Up(2), Down(2), Left, Right, Up, Down to unlock a special marker for the Junkman Engine part in the back room of the One Stop Shop in Career mode. **Note:** This code can only be enabled once per career.

- Burger King Challenge

At the "Press Start" screen, press Up, Down, Up, Down, Left, Right, Left, Right. If you entered the code correctly, a message will appear stating that you have unlocked a "Special Challenge Event" will appear. At the main menu, select the "Challenge Series" option. Scroll all the way to the bottom and choose #59, the Burger King Challenge. Successfully complete the challenge to be able to use all Junkman parts on cars you have in "My Cars". **Note:** Before applying

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Junkman parts, press A in the performance parts place to get them as high as they can go, then apply Junkman to each part. By doing this, it gives better stat raises.

- Castrol Syntec Ford GT

At the "Press Start" screen, press Left, Right, Left, Right, Up, Down, Up, Down to unlock the Castrol Syntec Ford GT.

- Porsche Cayman

At the "Press Start" screen, press LT, RT(3), Right, Left, Right, Down to unlock the Porsche Cayman.

- Easy money

Find an easy race such as a drag or something short that you can win quickly. Win the race and get the money. Go back to the safe house and start the race again. Win the race to get the same amount of money again. Repeat this process as much as desired. This is quite useful when you need that extra bit of power to defeat a Blacklist Rival, but don't have the money for a better car or parts.

Defeat one of the opponents on the blacklist. You will get two marks to use on several different things. Do not use them on the Uniques early in the game. Instead, use them on the middle or the left "Random" choices. They should usually come out to either a large cash bonus or the opponent's pink slip.

- Easy upgrades

Before you can do anything, you must win the Burger King Challenge. Once you win it, you will unlock all unique parts (also called Junkman parts). Get any car and put all the parts on it except performance. Once you have your car the way you desire, go to the performance shop. Max out your car, then put the Junkman parts on. Max out your car again. Then put on the Junkman parts again. Your car should be fully upgraded now.

- Easy bounty

Get some cops to chase you, then go to the bus stop. Get on top of the buses and make sure that the front of the car is at the edge of the last bus so that the cops can see you and do not lose you. Keep looking behind you, because the cops will sometimes find a way on top of the buses. When they do get on the buses, just reverse as soon as you see them coming and push them off. Only one cop car will come on top of the bus. Do this for as long as desired. When you want to lose them, just reverse, park in the middle of the buses, and wait until your Cool Down bar fills. The cops will also drive crazy and crash into themselves, giving you extra bounty and bring up your rap sheet rankings on police vehicles immobilized and police vehicles involved.

- Getting the most money when selling your car

When you sell a car, you will only get half of its list value; however, there is a trick that works well for Pinkslips that you have won and no longer want. Take your car to the shop, then go to the parts area. Go into the body kit, spoiler, hood, rims, and roof air areas and set everything to stock. When you check out, you will see anywhere from \$1,000 to \$18,000, depending on what Pinkslip car you are stripping. Do not try this with performance parts. The shop will charge you money for downgrading. Once you have stripped your car of all accessories, leave and go to your safe house. Sell the car, and you will have made a lot of money on the side. Do this every time you intend to sell any car.

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- Quick start

Get a perfect launch on your tachometer when launching from the start line to get a boost. When the needle turns blue drop the clutch and hold on.

- Nitrous and grip

Hitting nitrous torques the chassis back, giving the rear tires immensely more weight under the new acceleration. The end effect is that you will go straight. If your tail is sliding out or you are about to spin out of control, hit your nitrous to get straighten out. This is a great trick in combination with Speedbreaker. With the correct timing, you can take most corners at any speed.

- Nitrous boosting

It is critical when you get past Blacklist Member #6 to use your nitrous wisely and strategically. Instead of just holding Nitrous in desperation to get ahead, press and release it when the tachometer is about to shift to the next gear. Upon the next gear shift, continue pressing Nitrous until the next upcoming gear shift. This is a great way to cut time off your race.

- Avoid and remove strikes

After getting busted and taking a strike, turn off the system the next time you get pulled over. Resume the game and those strikes will be removed.

- Avoiding impound strikes

If you get busted, during the scene when the cops are wrestling you to the ground, disconnect the controller then reconnect it and you will be at the pause screen. Then, jump to safe house to not get an impound strike.

- Avoiding police

Go to the bus terminal with any Heat Level. Normally you would go left or right to take the jump or drive up the middle to take the shortcut. Instead of using the ramps to jump, stop at the apex of the ramp, then turn and drive in the middle of the walkway. Stop there and wait. The cops will not come up the ramp after you if you are in the middle of the walkway. No matter what the Heat Level, the cops will not get you and they will eventually drive away.

When completing a race, if the police radio in the car you are driving and you do not want to run from them, press Down and choose another race. Alternately, you may also jump to your safe house (must be done before you are seen or the pursuit begins). If not, you must drive to it yourself in Cool Down mode. To jump to the safe house, pause the game and press Right until seen. Additionally, upon reaching level 4 (Most Wanted) there will be a lot of police chasing you. At this level, cops are excellent at boxing you in. If you cannot move forward, use reverse for a couple of seconds to get away from the block; spin your car around and get out of there.

The best way to escape the police is to evade long enough to get into Cool Down mode, then find a hiding spot. By sticking to the cities you will find lots of Cool Down spots to sit and hide your car until the heat is off. This is also a good way to avoid helicopters which appear if you reach level 4 on your map. Another good method is to run into the triangles on your map, which mark places where you can ram into shops and other roadside items to disable the cops. Highways are good places to get blockades and strike strips which are challenges for milestones. Additionally, never respawn your car in a pursuit, as the police will always catch you.

(A) field. Look on the map for a small triangle towards the top left. Use highways in a circle around the field to achieve your missions. Once you have gained enough bounty, city damage, roadblocks, etc., drive through an entrance to the baseball field, hitting the pursuit breaker on the way in. Make sure that you slow down some before hitting the breaker so that it does not send you through the other side of the field. Once you make it in the field, stay there and wait out the Cool Down period. The cops should be off of you and will not be able to find you. This works almost all the time to get rid of the cops. Just driving through random blockers rarely works when you are at wanted levels 4 and 5.

(D) • Levels of police action

The various levels of police action are as follows:

Heat Level 1: Marked patrol cars and cruisers. They mostly chase and try to run you off the road. If you have a quick car, they are not hard to get away from.

Heat Level 2: Unmarked patrol cars and cruisers, roadblocks. The police mainly try to ram you off the road and setup roadblocks. Avoid roadblocks by doing an emergency brake lock U-turn or go through them. You can get through by ramming the cars on either end of the roadblock or by going through a weak point like the sawhorse or a gap between the cars. Use Speedbreaker to see the weak point in the roadblocks and use nitrous to ram straight through. Some road blocks will not extend all the way across the road -- you can go through where they have not placed a car.

Heat Level 3: Marked GTO (Monaro) police cars, marked 4WDs (Rhinos), rolling road blocks, roadblocks. These are quicker and you need to use objects to knock down in front of them to disable them. Lead the chase with these vehicles through the cities to use knock down points (for example, the giant donut sign, etc.) to disable the vehicles and end the chase. Then, find somewhere to hide when you hit Cool Down mode. "Rhinos" will ram you from the front. Listen for the call over the police radio. You can usually see these coming on your map or on the road ahead. Depending on which car you have, you can get away with ramming them head on. Otherwise, just use Speedbreaker again to change lanes before they ram you.

Heat Level 4: Unmarked GTO (Monaro) police cars, helicopters, spike strips. The unmarked GTOs (Monaros) usually chase in packs and are very hard to avoid. They will try to box you in by surrounding the car from the front and back and slamming the brakes to take away any room you have to escape. Avoid this by staying ahead and using the same tactics used in level 3. For the helicopters, use tunnels and underground parking lots to escape from them. When they spot you, they can radio the police to your location. Spike strips are set up usually on main roads and highways. You can see them on the map when you see only one vehicle over to left of the road not driving (i.e., pulled over). Aim for the police car and use nitrous to ram it and get away. If you hit the spike strip you will get caught.

Heat Level 5: You will not reach this level until you are at Blacklist #3. When you reach this level, all the best and toughest police come out. The helicopters get more aggressive, there are more spikes, and more belts are called in on you. You must also deal with "cross" cop Corvettes. Cross and his team will apprehend you at all cost. Like in level 4, the unmarked GTO cars will surround and box you in and hit the brakes. Corvettes will also try to use rolling road blocks. If you reach level 5, make sure you are in your fastest vehicle. You will need the nitrous.

• Higher Heat levels

You start Campaign mode only being able to achieve Heat levels 1 and 2 (City Police). By defeating certain Blacklist Rivals, you can then achieve the higher Heat levels:

Heat level 3 (State Police): Defeat the Blacklist Rival #13.

Heat level 4 (Undercover State Troopers): Defeat the Blacklist Rival #9.

Heat level 5 (Federal Authorities): Defeat the Blacklist #5 rival. After you beat the Rockport's Most Wanted level, Heat level 5 will then consist of both the Federal Authorities and Cross' Street Racin' Unit.

Heat level 6 (Undercover Federal Authorities): On the final challenge (Challenge Series mode) and on the final level of Campaign mode. Sgt. Cross joins in the pursuit on the final level.

- Lowering Heal levels

To lower the Heat from your car, go to a Stop Shop and enter. Then, change the color of your car, leave and do not move. Press Up to go back in and change the car back to its original color. Your Heat will now be lower by 1. Do this multiple times to reach condition 1 again.

- Regaining control

When approaching a corner at a high speed, quickly assess whether or not you can get through it cleanly as fast as possible and without touching the inside or outside barriers. If you start drifting (or worse, careening out of control) toward a barrier, turn on your Speedbreaker in order to regain control via increased handling and traction. During this period of slowed time, straighten out your car and put it back into an ideal racing line. Once you are straight and driving in the correct direction, quickly turn off Speedbreaker and hit the Nitrous hard to rip out of the remainder of the corner.

- Better car performance

After upgrading your car with engines, suspension, brakes, etc., pause the game and go to "Performance Tuning". For better handling for the Lamborghini, Porsche, Corvette, and Viper, set the "Height" of you car to "-1". If you need more gripping power either take the "Height" to "-2" or set the "Aerodynamics" to "+1". If you go overboard with the performance tuning options (anything past "+3" or "-3"), the car will actually handle worse.

- Recommended car

The best start car to use until you get the Eclipse is the Cobalt SS. When you win blacklist races, try for the three "?" markers. You can get cash or the pink slip car. If you get their car, go to the safe house and sell it. You can get good money by doing this, and get unique upgrades after you start getting into the visuals (after you switch from the Cobalt). After you defeat Ming and get get his Lamborghini, it should make progressing further in the game easier. When you get his Lamborghini, go to the tuner shop and add in any upgrades needed for performance.

After beating Blacklist #8, you will have a choice to buy the Lotus Elise. At this point you should have enough money to buy it. If not, you may want sell to get enough money. Once you have the money, buy that car. It is great at road handling, and is very fast once you have maxed out its performance. **Note:** The stock top speed and handling do not look high at first.

- Car upgrade test

(E)

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If you are unsure which car is the best to use when upgraded, you can upgrade all the cars that are unlocked for free in the main menu. Go to "My Cars", select a car that is available, and upgrade it with the parts that are available. By doing this, you will not waste all your money in Career mode.

- Blacklist cars

If you win the Pinkslips to a Blacklist car, you may want to use the Blacklist car as your own and make the necessary upgrades to performance, as most of the upgrades will have been already made by the Blacklist owner. You usually do not need to spend too much money to increase the performance, handling, etc. Sometimes these cars will have upgrades that have not been unlocked yet, but most of these are usually visual. Only do this if the vehicle you have won has better attributes than the one you are currently driving in its standard mode. You can check this out in the car shop. It is a good idea to keep about three to five nice quick cars in your safehouse.

- Blacklist milestones

Blacklist milestones are things you need to do to rack up your bounty so you can challenge the next person on the Blacklist. Check these out so you know what you need to do to increase your points. Once the milestones are completed, you must work on increasing the points. The best way to do this is to cause as much major damage as possible by taking out police cars, traffic, and crashing through shops (for example, the donut shop and other places you will notice in the later levels). Try to rack up as much bounty and escape before your status has reached level 4. If your status is already level 4, then choose a different car for awhile until the status goes down before returning to your preferred car. Once your status hits level 4, it is harder to get into Cool Down mode to find somewhere to hide. Avoid getting caught, as you will lose the bounty you have racked up during the chase.

- Blacklist cars

Defeat the indicated Blacklist Rival to win the corresponding car:

- Aston Martin DB9: Blacklist Rival #7
- Audi A3 3.2 Quattro: Blacklist Rival #15
- Audi A4 3.2 FSI Quattro: Blacklist Rival #14
- Audi TT 3.2 Quattro: Blacklist Rival #15
- BMW GTR (Race version): Blacklist Rival #1
- Cadillac CTS: Blacklist Rival #12
- Corvette C6: Blacklist Rival #5
- Corvette C6.R: Complete 100% of the game
- Dodge Viper SRT 10: Blacklist Rival #6
- Ford GT: Blacklist Rival #4
- Lamborghini Gallardo: Blacklist Rival #6
- Lamborghini Murcielago: Blacklist Rival #4
- Lotus Elise: Blacklist Rival #8
- Mazda RX-7: Blacklist Rival #9
- Mazda RX-8: Blacklist Rival #12
- Mercedes-Benz CLK 500: Blacklist Rival #8
- Mercedes-Benz SL 500: Blacklist Rival #11
- Mercedes-Benz SLR McLaren: Blacklist Rival #3
- Mitsubishi Eclipse: Blacklist Rival #14
- Mitsubishi Lancer Evolution VIII: Blacklist Rival #11
- Mustang GT: Blacklist Rival #12
- Pontiac GTO: Blacklist Rival #10
- Porsche 911 Carrera S: Blacklist Rival #7
- Porsche 911 Turbo S: Blacklist Rival #5
- Porsche Carrera GT: Blacklist Rival #3
- Porsche Cayman S: Blacklist Rival #10
- Renault Clio V6: Blacklist Rival #13
- Subaru Impreza WRX STI: Blacklist Rival #9

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Toyota Supra: Blacklist Rival #13  
Vauxhall Monaro VXR: Blacklist Rival #10

- Achievements

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

Defeat Clarence Callahan "Razor" (350 points): Defeat Blacklist Boss 1  
Defeat Eugene James "Earl" (25 points): Defeat Blacklist Boss 9  
Defeat Hector Domingo "Ming" (25 points): Defeat Blacklist Boss 6  
Defeat Ho Seun "Sonny" (10 points): Defeat Blacklist Boss 15  
Defeat Isabel Diaz "Izzy" (10 points): Defeat Blacklist Boss 12  
Defeat Jade Barrett "Jewels" (25 points): Defeat Blacklist Boss 8  
Defeat Joe Vega "JV" (85 points): Defeat Blacklist Boss 4  
Defeat Karl Smit "Baron" (25 points): Defeat Blacklist Boss 10  
Defeat Kira "Kaze" Nakazato (25 points): Defeat Blacklist Boss 7  
Defeat Lou Park "Big Lou" (25 points): Defeat Blacklist Boss 11  
Defeat Ronald McCrea "Ronnie" (100 points): Defeat Blacklist Boss 3  
Defeat Toru Sato "Bull" (200 points): Defeat Blacklist Boss 2  
Defeat Victor Vasquez "Vic" (10 points): Defeat Blacklist Boss 13  
Defeat Vince Kilic "Taz" (10 points): Defeat Blacklist Boss 14  
Defeat Wes Allen "Webster" (75 points): Defeat Blacklist Boss 5

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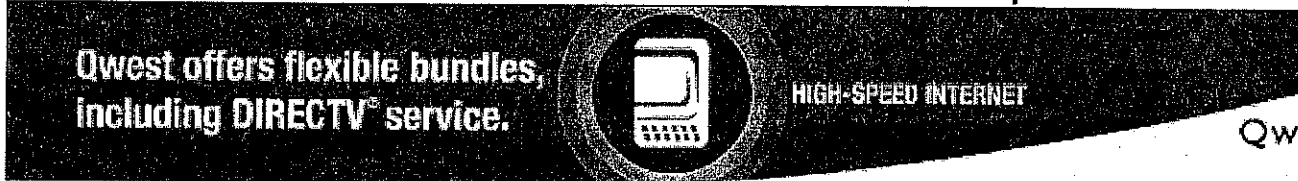
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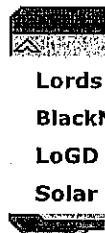
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**Achievements** (Need For Speed: Most Wanted)

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

Defeat Clarence Callahan "Razor" (350 points): Defeat Blacklist

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**Boss 1**

Defeat Eugene James "Earl" (25 points): Defeat Blacklist Boss 9  
 Defeat Hector Domingo "Ming" (25 points): Defeat Blacklist Boss 6

Defeat Ho Seun "Sonny" (10 points): Defeat Blacklist Boss 15  
 Defeat Isabel Diaz "Izzy" (10 points): Defeat Blacklist Boss 12  
 Defeat Jade Barrett "Jewels" (25 points): Defeat Blacklist Boss 8  
 Defeat Joe Vega "JV" (85 points): Defeat Blacklist Boss 4  
 Defeat Karl Smjt "Baron" (25 points): Defeat Blacklist Boss 10  
 Defeat Kira "Kaze" Nakazato (25 points): Defeat Blacklist Boss 7  
 Defeat Lou Park "Big Lou" (25 points): Defeat Blacklist Boss 11  
 Defeat Ronald McCrea "Ronnie" (100 points): Defeat Blacklist Boss 3  
 Defeat Toru Sato "Bull" (200 points): Defeat Blacklist Boss 2  
 Defeat Victor Vasquez "Vic" (10 points): Defeat Blacklist Boss 13  
 Defeat Vince Kilic "Taz" (10 points): Defeat Blacklist Boss 14  
 Defeat Wes Allen "Webster" (75 points): Defeat Blacklist Boss 5

**Avoid and remove strikes**

After getting busted and taking a strike, turn off the system the next time you get pulled over. Resume the game and those strikes will be removed.

**Avoiding impound strikes**

If you get busted, during the scene when the cops are wrestling you to the ground, disconnect the controller then reconnect it and you will be at the pause screen. Now, jump to safe house to not get an impound strike.

**Avoiding police** \*Need For Speed: Most Wanted\*

Go to the bus terminal with any Heat Level. Normally you would go left or right to take the jump or drive up the middle to take the shortcut. Instead of using the ramps to jump, stop at the apex of the ramp, then turn and drive in the middle of the walkway. Stop there and wait. The cops will not come up the ramp after you if you are in the middle of the walkway. No matter what the Heat Level, the cops will not get you and they will eventually drive away.

When completing a race, if the police radio in the car you are driving and you do not want to run from them, press Down and choose another race. Alternatively, you may also jump to your safe house (must be done before you are seen or the pursuit begins). If not, you must drive to it yourself in Cool Down mode. To jump to the safe house, pause the game and press Right until seen. Additionally, upon reaching level 4 (Most Wanted) there will be a lot of police chasing you. At this level, cops are excellent at boxing you in. If you cannot move forward, use reverse for a couple of seconds to get away from the block; spin your car around and get out of there.

The best way to escape the police is to evade long enough to get into Cool Down mode, then find a hiding spot. By sticking to the cities you will find lots of Cool Down spots to sit and hide your car

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until the heat is off. This is also a good way to avoid helicopters which appear if your reach level 4 on your map. Another good method is to run into the triangles on your map, which mark places where you can ram into shops and other roadside items to disable the cops. Highways are good places to get blockades and strike strips which are challenges for milestones. Additionally, never respawn your car in a pursuit, as the police will always catch you. typo


A

An easy way to get away from cops at high wanted levels is to find the baseball field. Look on the map for a small triangle towards the top left. Use highways in a circle around the field to achieve your missions. Once you have gained enough bounty, city damage, roadblocks, etc., drive through an entrance to the baseball field, hitting the pursuit breaker on the way in. Make sure that you slow down some before hitting the breaker so that it does not send you through the other side of the field. Once you make it in the field, stay there and wait out the Cool Down period. The cops should be off of you and will not be able to find you. This works almost all the time to get rid of the cops. Just driving through random blockers rarely works when you are at wanted levels 4 and 5.

### **Become a Cheat Master of Need For Speed: Most Wanted**

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 Need For Speed: Most Wanted in our **Forum** 

### **Better car performance** -Need For Speed: Most Wanted

After upgrading your car with engines, suspension, brakes, etc., pause the game and go to "Performance Tuning". For better handling for the Lamborghini, Porsche, Corvette, and Viper, set the "Height" of you car to "-1". If you need more gripping power either take the "Height" to "-2" or set the "Aerodynamics" to "+1". If you go overboard with the performance tuning options (anything past "+3" or "-3"), the car will actually handle worse.

### **Blacklist cars -Need For Speed: Most Wanted**

Defeat the listed Blacklist Rival to win the specified car:

Aston Martin DB9: Blacklist Rival #7  
 Audi A3 3.2 Quattro: Blacklist Rival #15  
 Audi A4 3.2 FSI Quattro: Blacklist Rival #14  
 Audi TT 3.2 Quattro: Blacklist Rival #15  
 BMW GTR (Race version): Blacklist Rival #1

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Cadillac CTS: Blacklist Rival #12  
Corvette C6: Blacklist Rival #5  
Corvette C6.R: Complete 100% of the game  
Dodge Viper SRT 10: Blacklist Rival #6  
Ford GT: Blacklist Rival #4  
Lamborghini Gallardo: Blacklist Rival #6  
Lamborghini Murcielago: Blacklist Rival #4  
Lotus Elise: Blacklist Rival #8  
Mazda RX-7: Blacklist Rival #9  
Mazda RX-8: Blacklist Rival #12  
Mercedes-Benz CLK 500: Blacklist Rival #8  
Mercedes-Benz SL 500: Blacklist Rival #11  
Mercedes-Benz SLR McLaren: Blacklist Rival #3  
Mitsubishi Eclipse: Blacklist Rival #14  
Mitsubishi Lancer Evolution VIII: Blacklist Rival #11  
Mustang GT: Blacklist Rival #12  
Pontiac GTO: Blacklist Rival #10  
Porsche 911 Carrera S: Blacklist Rival #7  
Porsche 911 Turbo S: Blacklist Rival #5  
Porsche Carrera GT: Blacklist Rival #3  
Porsche Cayman S: Blacklist Rival #10  
Renault Clio V6: Blacklist Rival #13  
Subaru Impreza WRX STi: Blacklist Rival #9  
Toyota Supra: Blacklist Rival #13  
Vauxhall Monaro VXR: Blacklist Rival #10

### **Blacklist Cars -Need For Speed: Most Wanted**

When you win the Pinkslips to a Blacklist car, you may want to use the Blacklist car as your own and make the necessary upgrades to performance, as most of the upgrades will have been already made by the previous owner. You usually do not need to spend too much money to increase the performance, handling, etc. Sometimes these cars will have upgrades that have not been unlocked yet, but most of these are usually visual. Only do this if the vehicle you have won has better attributes than the one you are currently driving in its standard mode. You can check this out in the car shop. It is a good idea to keep about three to 5 nice quick cars in your safehouse.

### **Blacklist milestones** Need For Speed: Most Wanted

Blacklist milestones are things you need to do to rack up your bounty so you can challenge the next person on the Blacklist. Check these out so you know what you need to do to increase your points. Once the milestones are completed, you must work on increasing the points. The best way to do this is to cause as much major damage as possible by taking out police cars, traffic, and crashing through shops (for example, the donut shop and other places you will notice in the later levels). Try to rack up as much bounty and escape before your status has reached level 4. If your status is already level 4, then choose a different car for awhile until the status goes down before returning to your preferred car. Once your status hits level 4, it is harder to get into Cool Down mode to find somewhere to hide. Avoid getting caught, as you will lose the bounty you have racked up during

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⑧ ↑ the chase.

**Burger King Challenge** \*Need For Speed: Most Wanted\*

At the "Press Start" screen, press Up, Down, Up, Down, Left, Right, Left, Right. If you entered the code correctly, a message will appear stating that you have unlocked a "Special Challenge Event" will appear. From main menu, select the "Challenge Series" option. Scroll all the way to the bottom and choose #59, the Burger King Challenge. Complete the challenge to be able to use all Junkman parts on cars you have in "My Cars". \*\*\* Before applying Junkman parts, press A in the performance parts place to get them as high as they can go, then apply Junkman to each part. By doing this, it gives better stat raises.

**Car upgrade test** Need For Speed: Most Wanted

If you are unsure which car is the best to use when upgraded, you can upgrade all the cars that are unlocked for free in the main menu. Go to "My Cars", select a car that is available, and upgrade it with the parts that are available. By doing this, you will not waste all your money in Career mode.

**Castrol Syntec Ford GT**

At the "Press Start" screen, press Left, Right, Left, Right, Up, Down, Up, Down to unlock the Castrol Syntec Ford GT.

**Easy bounty** \*Need For Speed: Most Wanted\*

Get some cops to chase you, then go to the bus stop. Get on top of the buses and make sure that the front of the car is at the edge of the last bus so that the cops can see you and do not lose you. Keep looking behind you, because the cops will sometimes find a way on top of the buses. When they do get on the buses, just reverse as soon as you see them coming and push them off. Only one cop car will come on top of the bus. Do this for as long as desired. When you want to lose them, just reverse, park in the middle of the buses, and wait until your Cool Down bar fills. The cops will also drive crazy and crash into themselves, giving you extra bounty and bring up your rap sheet rankings on police vehicles immobilized and police vehicles involved.

**Easy upgrades -Need For Speed: Most Wanted**

Before you can do anything, you must win the Burger King Challenge. Once you win it, you will unlock all unique parts (also called Junkman parts). Get any car and put all the parts on it except performance. Once you have your car the way you desire, go to the performance shop. Max out your car, then put the Junkman parts on. Max out your car again. Then put on the Junkman parts again. Your car should be fully upgraded now.

**Getting the most money when selling your car**

When you sell a car, you will only get half of its list value; however, there is a trick that works well for Pinkslips that you have won and no longer want. Take your car to the shop, then go to the parts area. Go into the body kit, spoiler, hood, rims, and roof air areas and set everything to stock. When you check out, you will see anywhere from \$1,000 to \$18,000, depending on

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what Pinkslip car you are stripping. Do not try this with performance parts. The shop will charge you money for downgrading. Once you have stripped your car of all accessories, leave and go to your safe house. Sell the car, and you will have made a lot of money on the side. Do this every time you intend to sell any car.

### **Higher Heat levels (Need For Speed: Most Wanted)**

You start Campaign mode only being able to achieve Heat levels 1 and 2 (City Police). By defeating certain Blacklist Rivals, you can then achieve the higher Heat levels:

Heat level 3 (State Police): Defeat the Blacklist Rival #13.

Heat level 4 (Undercover State Troopers): Defeat the Blacklist Rival #9.

Heat level 5 (Federal Authorities): Defeat the Blacklist #5 rival. After you beat the Rockport's Most Wanted level, Heat level 5 will then consist of both the Federal Authorities and Cross' Street Racin' Unit.

Heat level 6 (Undercover Federal Authorities): On the final challenge (Challenge Series mode) and on the final level of Campaign mode. Sgt. Cross joins in the pursuit on the final level.

### **Levels of police action**

The various levels of police action are as follows:

(D)  
Heat Level 1: Marked patrol cars and cruisers. They mostly chase and try to run you off the road. If you have a quick car, they are not hard to get away from.

Heat Level 2: Unmarked patrol cars and cruisers, roadblocks. The police mainly try to ram you off the road and setup roadblocks. Avoid roadblocks by doing an emergency brake lock U-turn or go through them. You can get through by ramming the cars on either end of the roadblock or by going through a weak point like the sawhorse or a gap between the cars. Use Speedbreaker to see the weak point in the roadblocks and use nitrous to ram straight through. Some road blocks will not extend all the way across the road -- you can go through where they have not placed a car.

Heat Level 3: Marked GTO (Monaro) police cars, marked 4WDs (Rhinos), rolling road blocks, roadblocks. These are quicker and you need to use objects to knock down in front of them to disable them. Lead the chase with these vehicles through the cities to

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use knock down points (for example, the giant donut sign, etc.) to disable the vehicles and end the chase. Now, find somewhere to hide when you hit Cool Down mode. "Rhinos" will ram you from the front. Listen for the call over the police radio. You can usually see these coming on your map or on the road ahead. Depending on which car you have, you can get away with ramming them head on. Otherwise, just use Speedbreaker again to change lanes before they ram you.

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Heat Level 4: Unmarked GTO (Monaro) police cars, helicopters, spike strips. The unmarked GTOs (Monaros) usually chase in packs and are very hard to avoid. They will try to box you in by surrounding the car from the front and back and slamming the brakes to take away any room you have to escape. Avoid this by staying ahead and using the same tactics used in level 3. For the helicopters, use tunnels and underground parking lots to escape from them. When they spot you, they can radio the police to your location. Spike strips are set up usually on main roads and highways. You can see them on the map when you see only one vehicle over to left of the road not driving (i.e., pulled over). Aim for the police car and use nitrous to ram it and get away. If you hit the spike strip you will get caught.

Heat Level 5: You will not reach this level until you are at Blacklist #3. When you reach this level, all the best and toughest police come out. The helicopters get more aggressive, there are more spikes, and more belts are called in on you. You must also deal with "cross" cop Corvettes. Cross and his team will apprehend you at all cost. Like in level 4, the unmarked GTO cars will surround and box you in and hit the brakes. Corvettes will also try to use rolling road blocks. If you reach level 5, make sure you are in your fastest vehicle. You will need the nitrous.

#### **Lowering Heat levels -Need For Speed: Most Wanted**

To lower the Heat from your car, go to a Stop Shop and enter. Now, change the color of your car, leave and do not move. Press Up to go back in and change the car back to its original color. Your Heat will now be lower by 1. Do this multiple times to reach condition 1 again.

#### **Money \$\$\$ Money (Need For Speed: Most Wanted)**

Find an easy race such as a drag or something short that you can win quickly. Win the race and get the money. Go back to the safe house and start the race again. Win the race to get the same amount of money again. Repeat this process as much as desired. This is quite useful when you need that extra bit of power to defeat a Blacklist Rival, but don't have the money for a better car or parts.

Defeat one of the opponents on the blacklist. You will get two marks to use on several different things. Do not use them on the Uniques early in the game. Instead, use them on the middle or the left "Random" choices. They should usually come out to either a large cash bonus or the opponent's pink slip.

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**Nitrous and grip** -[Need For Speed: Most Wanted ]

Hitting nitrous torques the chassis back, giving the rear tires immensely more weight under the new acceleration. The end effect is that you will go straight. If your tail is sliding out or you are about to spin out of control, hit your nitrous to get straighten out. This is a great trick in combination with Speedbreaker. With the correct timing, you can take most corners at any speed.

**Nitrous boosting**

It is critical when you get past Blacklist Member #6 to use your nitrous wisely and strategically. Instead of just holding Nitrous in desperation to get ahead, press and release it when the tachometer is about to shift to the next gear. Upon the next gear shift, continue pressing Nitrous until the next upcoming gear shift. This is a great way to cut time off your race.

**One Stop Shop Marker** -Need For Speed: Most Wanted

At the "Press Start" window, press Up(2), Down(2), Left, Right, Up, Down to unlock a special marker for the Junkman Engine part in the back room of the One Stop Shop in Career mode. \*\*\* This code can only be enabled once per career.

**Porsche Cayman** (Need For Speed: Most Wanted)

At the "Press Start" screen, press LT, RT(3), Right, Left, Right, Down to unlock the Porsche Cayman.

**Quick start** -[Need For Speed: Most Wanted ]

Get a perfect launch on your tachometer when launching from the start line to get a boost. When the needle turns blue drop the clutch and hold on.

**Recommended car** (Need For Speed: Most Wanted)

The best start car to use until you get the Eclipse is the Cobalt SS. When you win blacklist races, try for the three "?" markers. You can get cash or the pink slip car. If you get their car, go to the safe house and sell it. You can get good money by doing this, and get unique upgrades after you start getting into the visuals (after you switch from the Cobalt). After you defeat Ming and get get his Lamborghini, it should make progressing further in the game easier. When you get his Lamborghini, go to the tuner shop and add in any upgrades needed for performance.

After beating Blacklist #8, you will have a choice to buy the Lotus Elise. At this point you should have enough money to buy it. If not, you may want sell to get enough money. Once you have the money, buy that car. It is great at road handling, and is very fast once you have maxed out its performance. \*\*\* The stock top speed and handling do not look high at first.

**Regaining control** (Need For Speed: Most Wanted)

When approaching a corner at a high speed, quickly assess whether or not you can get through it cleanly as fast as possible and without touching the inside or outside barriers. If you start drifting (or worse, careening out of control) toward a barrier, turn

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on your Speedbreaker in order to regain control via increased handling and traction. During this period of slowed time, straighten out your car and put it back into an ideal racing line. Once you are straight and driving in the correct direction, quickly turn off Speedbreaker and hit the Nitrous hard to rip out of the remainder of the corner.

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- [Bonus weapons](#)

Successfully complete Campaign mode on any difficulty setting to unlock the Arc Charger, Backlash Grenade, L11-2 Dragon, Reaper, and Splitter weapons throughout your next game. The Reaper is found near the beginning of the first level when you start a [new game](#). The Splitter fires a salvo of large rockets. The secondary fire splits each rocket into a wall of mini-rockets. It is similar to the R.Y.N.O. from the original *Ratchet And Clank*.

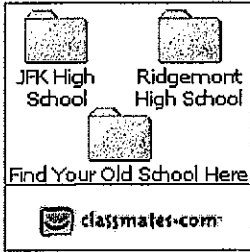
- [Movie player](#)

Successfully complete Campaign mode to unlock the movie player.

- [Superhuman mode](#)

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B

Successfully complete Campaign mode on the Hard difficulty setting to unlock the Superhuman difficulty setting.

- Hidden cinematic

Successfully complete Campaign mode on any difficulty setting. Then, select "Options" at the main menu and go to "Cinematics". Look for the last movie in the list called "Stranger Than Fission". This is a humorous outtake featuring the scene from the last battle in the game.

- Bonuses

Get the indicated number of Skill Points to unlock the corresponding reward:

- Concept Art Pack 1: 10 points
- Concept Art Pack 2: 20 points
- The Mighty Wrench (allies get a wrench): 40 points
- Flip levels: 70 points
- Clank backpacks: 100 points
- MP mechanic skin: 126 points

- Multiplayer skins and items

Successfully complete the indicated task to unlock the corresponding skin and/or item(s) in Online mode:

Bedroll 2, Pouches, Pouch (Fanny Pack): Reach level 34 - Captain status online

Beret, American Camouflage Uniform: Reach level 13 - Gunnery Sergeant status online

Black Ops skin: Successfully complete Campaign mode on the Superhuman difficulty setting

Black Ops skin with skull head: Successfully complete Campaign mode on the Superhuman difficulty setting with all Skill points

British Brick Uniform, Grenade Pouch, Leather Packs: Reach level 07 - Corporal status online

British Camouflage Uniform, Knife, Head 10: Reach level 58 - Supreme Commander status online

British Goggles, Radio, Binoculars: Reach level 16 - Staff Sergeant status online

Camouflage Helmet, Leather Backpack, Back Holster: Reach level 43 - Colonel status online

Cartwright skin, Leather Pouch, Canteen: Reach level 55 - General status online

Chest Pouches, Head Pouches, Head 5: Reach level 25 - Sergeant Major status online

Cloven skin: Register on <http://myresistance.net> and look at your profile for an online code specific to your game



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Commando Body, Commando Standard Uniform, Head 4: Reach level 19 - 1st Class Sergeant status online

Commando Camouflage Uniform, Belt knife, Backpack: Reach level 22 - Sergeant Major status online

Commando Leather Uniform, Chest Radio, Shirtless skin: Reach level 40 - Lieutenant Colonel status online

Head 6, British Desert Uniform, VTOL Pilot skin: Reach level 31 - Lieutenant status online

Head 7, British Helmet, Backpack: Reach level 37 - Major status online

Head 8, Canteen 1, Radio: Reach level 46 - Brigadier General status online

Head 9, American Helmet, American Arctic Uniform, Canteen: Reach level 52 - Lieutenant General status online

Mechanic skin: Get all Skill points in Campaign mode

Medic Helmet, Bedroll 1, Chute Pack: Reach level 28 - Sergeant Major of the Army status online

Nathan Hale skin, belt packs, shovel, backpack: Reach level 60 - Supreme Commander (3 PIPS) status online

Pouches, Medic Helmet 2, Head 3: Reach level 10 - Sergeant status online

UK Solider Body, British Green Uniform, Canteen 2: Reach level 04 - Private First Class status online

US Solider Body, Head 1 and 2, Small Helmet, American Standard and Dirty Uniforms: Reach level 01 - Private status online

Winters skin, American Advanced Uniform, Hip Bag: Reach level 49 - Major General status online

- Skill Points list

Successfully complete the indicated task to unlock the corresponding number of Skill Points:

*General*

Reading Is Fun! (2 points): Collect 10 Intelligence Reports.

Chicks Dig Eyestrain (3 points): Collect 20 Intelligence Reports.

Too Many Secrets (7 points): Collect all Intelligence Reports.

In For a Penny... (1 points): Kill 3 Hybrids with a single grenade.

Fetch (2 points): Kill a Howler with a grenade.

Acupuncture Is Cheaper (2 points): Kill 3 enemies at once with the Hedgehog.

Why Are These Candles Screaming? (3 points): Kill 8 Hybrids with fire in within 20 seconds.

Lovely Parting Gifts (2 points): Squat over 15 dead Hybrids.

Tag, You're It (2 points): Kill 5 enemies with the Bullseye within 30 seconds.

Gasping For Air (3 points): Kill 2 Hybrids in a level only after severing all

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of their hoses.

Nowhere To Hide (3 points): Kill 5 enemies in a level by shooting them through a wall with the Auger.

Twirly-Whirly (3 points): Kill 5 Menials with the Bullseye trap.

Turrets (3 points): Kill 6 enemies with the Chimeran Sentry gun.

Mechanical Thumbs (5 points): Successfully complete the game on the Hard difficulty setting.

#### *York*

Supersonic Meat Cubes (3 points): Kill 3 Leapers with a Frag grenade in the York level.

Homing Beacons (3 points): Kill 4 Hybrids with the Bullseye in the York level.

Chimera Pâtè (3 points): Run over 10 enemies with the tank in the York level.

#### *Grimsby*

Don't Worry, Insurance Has It Covered (3 points): Destroy 3 or more black boxes in the Grimsby level.

20th Sentry (3 points): Do not get his by a laser mine in the Grimsby level.

Personal Space Bubble (4 points): Do not let any Menial grab you in the Grimsby level.

#### *Manchester*

Lightfoot (4 points): Take no damage from the mines in the Manchester level.

This Is My Rifle, This Is My Gun (2 points): Kill the Stalker In Manchester Traffic Circle using only the M5A2.

#### *Nottingham*

In One Ear, Out The Other (2 points): Get at least 5 kills by headshot with the L23 Fareye in the Nottingham level.

#### *Cheshire*

Passive Aggressive (3 points): Kill 4 Hybrids or Menials with non-weapon damage in the Cheshire level.

We've Lost The Security Deposit Anyway (2 points): Break 10 medical lamps in the Cheshire level.

Mirror, Mirror (3 points): Destroy all glass objects in all three sections in the Cheshire level.

#### *Somerset*

Next Speed Trap, 50 Miles (3 points): Successfully complete the Somerset level in within 7 minutes 45 seconds.

I Can See My House From Here! (2 points): Jump at least 50m in the LU-P Lynx in Cheddar Gorge in the Somerset level.

Misplaced Aggression (2 points): Blow up all cars in the town section in the Somerset level.

They Came From Behind (3 points): Run over 3 Hybrids while driving in reverse in the Somerset level.

I Believe This Is Yours (3 points): Use only Chimeran weapons to kill enemies in the Somerset level.

#### *Bristol*

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One Eye Dog! (3 points): Kill a Howler with the L23 Fareye.  
A New Kind of Sourdough (4 points): Kill all enemies in the cafeteria of Southern Command with the XR-003 Sapper.  
Pint In One Hand, Darts In The Other (2 points): Inside Southern Command, shoot the center of all four dartboards with the L23 Fareye.

#### *Bracknell*

Karma's A Bitch (3 points): Kill all enemies in the Chimeran tunnels with only their native weapons; Bullseye for Hybrids, Auger for Steelheads, and Backlash Grenades for all.  
This is MY House (4 points): Do not let any Chinera stand on the mining platform in the Chimeran Tunnels for more than 10 seconds.

#### *London*

Leapin' Lizards (3 points): Take no damage from Rollers in the outskirts of London.  
Fast Like The Tortoise (2 points): Take no damage from Slipskulls in the outskirts of London.

#### *Thames*

Le Parkour (4 points): Finish the battlefields and rooftops in the outskirts of London within five minutes.

#### *Tower*

Breakin' the Law (3 points): Destroy the Reactor without using the L209 LAARK.  
Vanilla Only, Please (4 points): Reach the Reactor Room without using weapon secondary fire modes or grenades.  
What Would Hale Do? (2 points): Kill an Angel using only the Rossmore 236 combat shotgun.  
Return To Sender (3 points): Shoot five objects thrown at you by the Angels before they reach you.

#### • Medals

Successfully complete the indicated task in Online Multiplayer mode to earn the corresponding medal. Press L1 or R1 at the character stat screen to view your currently earned medals.

Assassin: Kill consecutive 20 enemies without dying.  
Auger Marksman: Kill 100 enemies with the Auger.  
Base Defender: Get 2,000 defensive kills across all game modes.  
BBQ Chef: Kill 100 enemies with the L11-2 Dragon.  
Elite Soldier: Kill consecutive 10 enemies without dying.  
Fanatic: Participate in 1,000 online matches.  
Fry Cook: Kill 100 enemies with the Arc Charger.  
Ghost: Get 100 stealth kills.  
Going Commando: Get 100 node or flag captures.  
Grenadier: Kill 100 enemies with grenades.  
Heavy Weapons Expert: Kill 100 enemies with rockets.  
Helping Hand: Get 100 assist kills.  
Hero: Play 200 ranked matches and place first at least 60 times.  
Insomniac: Compete in 5,000 online matches.  
Legend: Play 300 ranked matches and place first at least 100 times.  
Marksman: Kill 100 enemies with the M5A2 Carbine.  
Martial Artist: Get 30 melee kills.  
Nathan Hale: Successfully complete Campaign mode.  
Ninja: Get at least 60 melee kills.  
Precision Shot: Finish 10 matches with an accuracy of least 95%.

ALLI 000230

Professional: Get 100 headshots.  
Reclaimer: Get 200 node or flag recaptures.  
Savant: Play 100 ranked matches and place first at least 30 times.  
Sharpshooter: Kill 100 enemies with the L23 Fareye.  
Shotgunner: Kill 100 enemies with the Rossmore 236.  
Tagger: Kills 100 enemies with the bullseye.  
Unerring Aim: Finish 20 matches with an accuracy of least 85%.  
Unknown: Compete in 5,000 online matches.  
Up Your Arsenal: Get 100 kills with every weapon.

- Easy kills

Use the shotgun with the double barrel shot, then quickly take the L23 Fareye and shoot the head. This works best against tall targets.

- Lawn gnome in Somerset

At the beginning of the level, go out of the gate, then to your left. Take another left at the next turn. In the little garden area by the bench there is a gnome.

- Decoded messages

There is a Morse Code message on the pause menu in each level as well as from messages from some of the dead MIBs (Men In Black). The following is a list of the decoded messages, which give you some insight into who the MIBs are and their goals:

#### *York*

1. Operation Deliverance: "Red forces encountered. Non-uniform opposition confirmed."
2. A Lone Survivor: No message
3. Spires: "Biological attack imminent. Stand down. Observe any resistance."

#### *Grimsby*

1. Fates Worse Than Death: "Red facility located. Study of infection path proceeding."
2. Conversion: "Friendly interception anticipated. Abort Grayskin capture."
3. Hunted Down: "Friendly intelligence chatter positive to Grayskin's resistance."

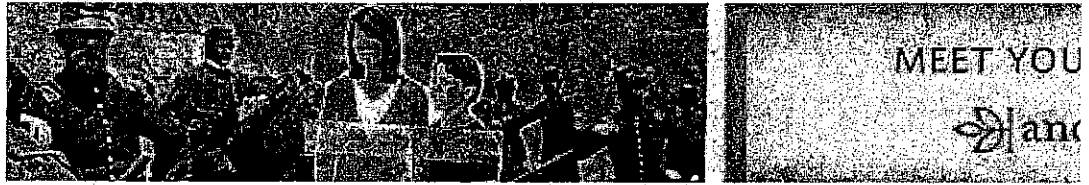
#### *Manchester*

1. Path Of Least Resistance: "Red anti air potential excessive. Hold off insertion."
2. The Cathedral: "Grayskin encounter with angel inevitable."
3. Outgunned: "Red tunnel network supports grid theory."

#### *Nottingham*

1. Into The Fire: "Friendly excavation investigation pending."
2. Conduits: "Red forces at friendly base in zone L770."
3. Viper's Nest: "Grayskin cut off in friendly base. Red forces present."





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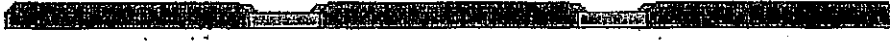


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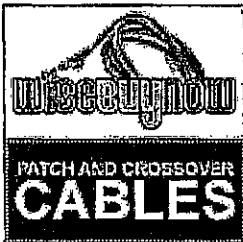
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**Become a Cheat Master of Resistance: Fall Of Man**

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

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You can also find out more help for Resistance: Fall Of Man in our [Forum](#)

### Bonuses

Get the listed number of Skill Points to unlock the listed reward:

Concept Art Pack 1: 10 points  
 Concept Art Pack 2: 20 points  
 The Mighty Wrench (allies get a wrench): 40 points  
 Flip levels: 70 points  
 Clank backpacks: 100 points  
 MP mechanic skin: 126 points

[Successfully]

(A)

### Bonus weapons

Finish Campaign mode on any difficulty setting to unlock the Arc Charger, Backlash Grenade, L11-2 Dragon, Reaper, and Splitter weapons throughout your next game. The Reaper is found near the beginning of the first level when you start a new game. The Splitter fires a salvo of large rockets. The secondary fire splits each rocket into a wall of mini-rockets. It is similar to the R.Y.N.O. from the original Ratchet And Clank.

### Decoded messages Resistance: Fall Of Man

On the pause menu in each level there is a Morse Code message, as well as from messages from some of the dead MIBs (Men In Black). The following is a list of the decoded messages, which give you some insight into who the MIBs are and their goals:

#### York

1. Operation Deliverance: "Red forces encountered. Non-uniform opposition confirmed."
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#### Manchester

1. Path Of Least Resistance: "Red anti air potential excessive. Hold off insertion."
2. The Cathedral: "Grayskin encounter with angel inevitable."
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**Nottingham**

1. Into The Fire: "Friendly excavation investigation pending."
2. Conduits: "Red forces at friendly base in zone L770."
3. Viper's Nest: "Grayskin cut off in friendly base. Red forces present."

**B****Hidden cinematic** (Resistance: Fall Of Man)

Finish Campaign mode on any difficulty setting. Then, select "Options" at the main menu and go to "Cinematics". Look for the last movie in the list called "Stranger Than Fission". This is a humorous outtake featuring the scene from the last battle in the game.

**Movie player** (Resistance: Fall Of Man)

Finish Campaign mode to unlock the movie player.

**Multiplayer skins and items**

Finish the listed task to unlock the listed skin and/or item(s) in Online mode:

Bedroll 2, Pouches, Pouch (Fanny Pack): Reach level 34 - Captain status online

Beret, American Camouflage Uniform: Reach level 13 - Gunnery Sergeant status online

Black Ops skin: Complete Campaign mode on the Superhuman difficulty setting

Black Ops skin with skull head: Complete Campaign mode on the Superhuman difficulty setting with all Skill points

British Brick Uniform, Grenade Pouch, Leather Packs: Reach level 07 - Corporal status online

British Camouflage Uniform, Knife, Head 10: Reach level 58 - Supreme Commander status online

British Goggles, Radio, Binoculars: Reach level 16 - Staff Sergeant status online

Camouflage Helmet, Leather Backpack, Back Holster: Reach level 43 - Colonel status online

Cartwright skin, Leather Pouch, Canteen: Reach level 55 - General status online

Chest Pouches, Head Pouches, Head 5: Reach level 25 - Sergeant Major status online

Cloven skin: Register on <http://myresistance.net> and look at your

profile for an online code specific to your game

Commando Body, Commando Standard Uniform, Head 4: Reach level 19 - 1st Class Sergeant status online

Commando Camouflage Uniform, Belt knife, Backpack: Reach level 22 - Sergeant Major status online

Commando Leather Uniform, Chest Radio; Shirtless skin: Reach level 40 - Lieutenant Colonel status online

Head 6, British Desert Uniform, VTOL Pilot skin: Reach level 31 - Lieutenant status online

Head 7, British Helmet, Backpack: Reach level 37 - Major status online

Head 8, Canteen 1, Radio: Reach level 46 - Brigadier General status online

Head 9, American Helmet, American Arctic Uniform, Canteen: Reach level 52 - Lieutenant General status online

Mechanic skin: Get all Skill points in Campaign mode

Medic Helmet, Bedroll 1, Chute Pack: Reach level 28 - Sergeant Major of the Army status online

Nathan Hale skin, belt packs, shovel, backpack: Reach level 60 - Supreme Commander (3 PIPS) status online

Pouches, Medic Helmet 2, Head 3: Reach level 10 - Sergeant status online

UK Solider Body, British Green Uniform, Canteen 2: Reach level 04 - Private First Class status online

US Solider Body, Head 1 and 2, Small Helmet, American Standard and Dirty Uniforms: Reach level 01 - Private status online

Winters skin, American Advanced Uniform, Hip Bag: Reach level 49 - Major General status online

### **Skill Points list** -[Resistance: Fall Of Man ]

Complete the listed task to unlock the listed number of Skill Points:

#### **General**

Reading Is Fun! (2 points): Collect 10 Intelligence Reports.

Chicks Dig Eyestrain (3 points): Collect 20 Intelligence Reports.

Too Many Secrets (7 points): Collect all Intelligence Reports.

In For a Penny... (1 points): Kill 3 Hybrids with a single grenade.

Fetch (2 points): Kill a Howler with a grenade.

Acupuncture Is Cheaper (2 points): Kill 3 enemies at once with the Hedgehog.  
Why Are These Candles Screaming? (3 points): Kill 8 Hybrids with fire in within 20 seconds.  
Lovely Parting Gifts (2 points): Squat over 15 dead Hybrids.  
Tag, You're It (2 points): Kill 5 enemies with the Bullseye within 30 seconds.  
Gasping For Air (3 points): Kill 2 Hybrids in a level only after severing all of their hoses.  
Nowhere To Hide (3 points): Kill 5 enemies in a level by shooting them through a wall with the Auger.  
Twirly-Whirly (3 points): Kill 5 Menials with the Bullseye trap.  
Turrets (3 points): Kill 6 enemies with the Chimeran Sentry gun.  
Mechanical Thumbs (5 points): Complete the game on the Hard difficulty setting.

### **York**

Supersonic Meat Cubes (3 points): Kill 3 Leapers with a Frag grenade in the York level.  
Homing Beacons (3 points): Kill 4 Hybrids with the Bullseye in the York level.  
Chimera Pâté (3 points): Run over 10 enemies with the tank in the York level.

### **Grimsby**

Don't Worry, Insurance Has It Covered (3 points): Destroy 3 or more black boxes in the Grimsby level.  
20th Sentry (3 points): Do not get his by a laser mine in the Grimsby level.  
Personal Space Bubble (4 points): Do not let any Menial grab you in the Grimsby level.

### **Manchester**

Lightfoot (4 points): Take no damage from the mines in the Manchester level.  
This Is My Rifle, This Is My Gun (2 points): Kill the Stalker in Manchester Traffic Circle using only the M5A2.

### **Nottingham**

In One Ear, Out The Other (2 points): Get at least 5 kills by headshot with the L23 Fareye in the Nottingham level.

### **Cheshire**

Passive Aggressive (3 points): Kill 4 Hybrids or Menials with non-weapon damage in the Cheshire level.  
We've Lost The Security Deposit Anyway (2 points): Break 10 medical lamps in the Cheshire level.  
Mirror, Mirror (3 points): Destroy all glass objects in all three sections in the Cheshire level.

**Somerset**

Next Speed Trap, 50 Miles (3 points): Complete the Somerset level in within 7 minutes 45 seconds.

I Can See My House From Here! (2 points): Jump at least 50m in the LU-P Lynx in Cheddar Gorge in the Somerset level.

Misplaced Aggression (2 points): Blow up all cars in the town section in the Somerset level.

They Came From Behind (3 points): Run over 3 Hybrids while driving in reverse in the Somerset level.

I Believe This Is Yours (3 points): Use only Chimeran weapons to kill enemies in the Somerset level.

**Bristol**

One Eye Dog! (3 points): Kill a Howler with the L23 Fareye.

A New Kind of Sourdough (4 points): Kill all enemies in the cafeteria of Southern Command with the XR-003 Sapper.

Pint In One Hand, Darts In The Other (2 points): Inside Southern Command, shoot the center of all four dartboards with the L23 Fareye.

**Bracknell**

Karma's A Bitch (3 points): Kill all enemies in the Chimeran tunnels with only their native weapons; Bullseye for Hybrids, Auger for Steelheads, and Backlash Grenades for all.

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Vanilla Only, Please (4 points): Reach the Reactor Room without using weapon secondary fire modes or grenades.

What Would Hale Do? (2 points): Kill an Angel using only the Rossmore 236 combat shotgun.

Return To Sender (3 points): Shoot five objects thrown at you by the Angels before they reach you.



**Superhuman mode**

Finish Campaign mode on the Hard difficulty setting to unlock the Superhuman difficulty setting.

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**Questions / Answers**

**Resistance: Fall Of Man**



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**Q:What are cloven?**



Question from: Unregistered

Rating: **52%**

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

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**Q:Where are all intell found?**

+ Most of the time from dead solders -Answer by: **Unregistered**



Question from: Unregistered

Rating: **50%**

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**Q:Where are all intell found?**



Question from: Unregistered

Rating: **47%**

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**Q:What are the black boxes in the grimsy level?**



Question from: Unregistered

Rating: **44%**

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**Q:How to dissappear?**



Question from: Unregistered

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# PlayStation 2

## Scarface: The World Is Yours

### Strategy Guide

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- Cheat mode

Pause the game and select the "Cheats" option, then enter one of the following codes to activate the corresponding cheat function. Mission cheats are unlocked after playing a mission.

#### **Babylon Club Redux mission**

Enter "S13" as a code.

#### **Cabana Cigar/Oakely Drive-In mission**

Enter "DW\_FRON" as a code.

#### **Deliver mission**

Enter "S12" as a code.

#### **Freedom Town Redux mission**

Enter "S07A" as a code.

#### **Marina Storage mission**

Enter "F\_M\_SHA" as a code.

#### **Nacho Contreras mission**

Enter "S09" as a code.

#### **Nacho's Tanker mission**

Enter "S10" as a code.

#### **The Dock Boss mission**

Enter "A51" as a code.

**Un-Load mission**

Enter "S11" as a code.

**Full health**

Enter "MEDIK" as a code.

**Full ammunition**

Enter "AMMO" as a code.

**1,000 Balls (trigger blind rage)**

Enter "FPATCH" as a code.

**Repair vehicle**

Enter "TBURGLR" as a code.

**Decrease cop heat**

Enter "FLYSTRT" as a code.

**Decrease gang heat**

Enter "NOBALLS" as a code.

**Increase cop heat**

Enter "DONUT" as a code.

**Increase gang heat**

Enter "GOBALLS" as a code.

**Ariel MK III race car**

Enter "OLDFAST" as a code.

**Bacinari**

Enter "666999" as a code.

**Bulldozer**

Enter "DOZER" as a code.

**Odin VH88 dump truck**

Enter "DUMPER" as a code.

**Bodog Stampede**

Enter "BUMMER" as a code.

**"The World Is Yours" song by BReal**

Enter "TUNEME" as a code.

**Black suit**

Enter "BLACK" as a code.

**Blue suit**

Enter "BLUE" as a code.

**Blue suit with shades**

Enter "BLUESH" as a code.

**Grey suit**

Enter "GRAY" as a code.

**Grey suit with shades**

Enter "GRAYSH" as a code.

**Hawaiian shirt**

Enter "HAWAII" as a code.

**Hawaiian shirt with shades**

Enter "HAWAIIG" as a code.

**Sandy shirt**

Enter "SANDY" as a code.

**Sandy shirt with shades**

Enter "SANDYSH" as a code.

**White suit**

Enter "WHITE" as a code.

### White suit with shades

Enter "WHITESH" as a code.

### Change time of day

Enter "MARTHA" as a code.

### Lightning

Enter "SHAZAAM" as a code.

### Rain

Enter "RAINY" as a code.

### Commit suicide

Enter "KILTONY" as a code.

- Get stronger weapons earlier

Some characters like the assassin and enforcer have stronger weapons. For example, play as the enforcer and call for one of Tony's cars. Once it arrives, go to the weapons trunk. Place the grenade launcher in the trunk, then switch back to Tony. When you go to the weapons trunk, the grenade launcher will still be there. You can do the same thing with the assassin to get the PSG-1.

- Easy money

Go down the road from your mansion. Left turn at the end to the parking lot where the trailer is parked in the corner of the yellowish brick wall. Enable the "1,000 Balls" code to fill your Balls meter. After enabling the code, exchange your Balls for money. Repeat this as many times as desired. The higher your rep, the more money you will get for your Balls.

In Little Havana, start at the front entrance of Pedro's pawn shop. Go south until you get to the auto clinic then turn right. At the southern end of the auto clinic building you will see a yellow pole separating the building and a wall. Go through this small doorway and all the way to the back to find a sperm bank, where you can sell your Balls. Keep enabling the "1,000 Balls" code and selling your Balls to get an unlimited amount of money.

Go to the industrial zone and look for the sperm bank. They will give you \$25,000 for your Balls. Enable the "1,000 Balls" code and just keep cashing in your Balls.

On Sandman Island, look for any Sandman leads that put you in a boat. Shoot the targets, then destroy their boats to have two crates appear; one with money and one with ammunition. Collect both crates for a nice amount of ammunition and money. This is an easy way to get money and ammunition, since you do not have any time limits on the boat missions.

To get better deals from drug suppliers, make sure your Gang Heat is low. You will get more product for the same amount of money. This especially helps if your Gang Heat and Cop Heat is at zero. 30 kg at

\$100,000 should net you \$13 to \$15 million.

B

On the island with the docks and winding roads, go by where the docks are located, at the top right corner of the island on the map. Follow the road to the building (the orange spot with the bank symbol on it). There should be a building with a sign that reads "Bodog"; it is a bar. There should be a cage as soon as you walk in, where you can bet on cock fights and people fighting. You can bet as high as \$25,000. There is also a casino in that building where you can also make money.

Sell some drugs, then shoot the drug dealer in the legs, but do not kill him. If you kill him you will get gang heat. Let your henchmen make the kill and you will not get any gang heat.

- Easy money and drugs

After selling drugs to a dealer, kill him and take his money and drugs.

- Duplicate henchman

Push your henchman with Square. While he is falling, call your limo. If done correctly, you should now have two henchmen.

- Killing gang members

D

Enable the "Bodog Stampede" code. Then, go after the gangs with it. The gun will have infinite ammunition and enough armor to take them all out. If the vehicle becomes badly damaged, enable the "Repair vehicle" code. However, you must move the Bodog Stampede once in awhile or they will pull you out. This also is very useful when taking over the storehouses because of all the armor it has.

- Avoiding shark attacks

A

If your character is ever stranded in the water, try to stay near large objects or boats in the water while swimming. As long as you are near a large object, the shark will not attack and you will even be able to sprint swim to other large objects (as long as they are not far away), until you get to a place that is out of danger. Additionally, if you have no soundtrack playing at the time the music will change to a "Jaws"-like tune. This indicates that the shark is after you; find a large object to swim to quickly.

- Montana investments

E

You can find these under the "Exotics" menu, and "Investments" option. The purpose of the investments is to provide different upgrades. You will need at least \$1.5 million (\$40 million for Montana Legal and \$20 million for Montana Sports) to purchase most of these investments. The investments will help you level up faster.

Montana Records: Unlocks new music tracks and create a new playlist.

Montana Holdings: Fronts will cost you 10% less to purchase.

Montana Fitness: All your henchmen gain 50% health.

Montana Productions: Unlocks all of Tony's clothing options in the cheat menu.

(E)

- ↑ Montana Legal: Visibility Events reduced by half (cops look the other way).
- Montana Sports: Maximum bets go up for all your gambling.
- Montana Financial: Launder all of your cash with 0% interest.
- Montana Defense: Carry an extra weapon and maximum ammunition.

- Dancing

Go to the Babylon Club, then go to the main area and hold L1. Tony will start to dance. You can make Tony spin by pressing R1. You can also use your Enforcer, Driver, etc. to dance at the club as well. Just press L1 to start dancing and R1 to spin.

(F)

- Shark attack
- Save the game before attempting the following. Go into the ocean from anywhere and start swimming, preferably away from land. After a while a giant shark should will appear and eat Tony.



Scarface: The World Is Yours PS2 Cheats Hints Codes Tips

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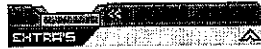
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Scarface: The World Is Yours cheats ( PS2)

Game Trading Information Provided by TradeLair

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Publisher:
Developer:
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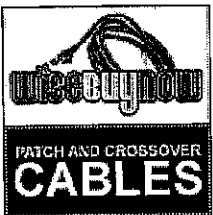
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Looking for Scarface: The World Is Yours cheat codes? Then look no further! ( **Scarface: The World Is Yours cheat codes are here!**) Here you will find the latest and most popular cheat codes, hints and tips for your PS2 games. Whatever you're looking for, it can all be found here. Check back often to find more cheats for Scarface: The World Is Yours.

**Submitted cheat codes / hints / tips**

Visitor Sumitted for: **Scarface: The World Is Yours**  
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**Cheats, Cheat Codes, Hints, Tips, and more**

**by CheatMasters**

[Printable Version]



(A)

**Avoiding shark attacks**

If your character is ever stranded in the water, try to stay near large objects or boats in the water while swimming. As long as you are near a large object, the shark will not attack and you will even be able to sprint swim to other large objects (as long as they are not far away), until you get to a place that is out of danger. Additionally, if you have no soundtrack playing at the time the music will change to a "Jaws"-like tune. This indicates that the shark is after you; find a large object to swim to quickly.

**Become a Cheat Master of Scarface: The World Is Yours**

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 Scarface: The World Is Yours in our **Forum**

**Cheat mode -Scarface: The World Is Yours**

Pause the game and select the "Cheats" option, then enter one of the following codes to activate the corresponding cheat function. Mission cheats are unlocked after playing a mission.

**Babylon Club Redux mission**

Enter "S13" as a code.

**Cabana Cigar/Oakely Drive-In mission**

Enter "DW\_FRON" as a code.

**Deliver mission**

Enter "S12" as a code.

**Freedom Town Redux mission**

Enter "S07A" as a code.

**Marina Storage mission**

Enter "F\_M\_SHA" as a code.

**Nacho Contreras mission**

Enter "S09" as a code.

**Nacho's Tanker mission**

Enter "S10" as a code.

**The Dock Boss mission**

Enter "A51" as a code.

**Un-Load mission**

Enter "S11" as a code.

**Full health**

Enter "MEDIK" as a code.

**Full ammunition**

Enter "AMMO" as a code.

**1,000 Balls (trigger blind rage)**

Enter "FPATCH" as a code.

**Repair vehicle**

Enter "TBURGLR" as a code.

**Decrease cop heat**

Enter "FLYSTRT" as a code.

**Decrease gang heat**

Enter "NOBALLS" as a code.

**Increase cop heat**

Enter "DONUT" as a code.

**Increase gang heat**

Enter "**GOBALLS**" as a code.

**Ariel MK III race car**

Enter "**OLDFAST**" as a code.

**Bacinari**

Enter "**666999**" as a code.

**Bulldozer**

Enter "**DOZER**" as a code.

**Odin VH88 dump truck**

Enter "**DUMPER**" as a code.

**Bodog Stampede**

Enter "**BUMMER**" as a code.

**"The World Is Yours" song by BReal**

Enter "**TUNEME**" as a code.

**Black suit**

Enter "**BLACK**" as a code.

**Blue suit**

Enter "**BLUE**" as a code.

**Blue suit with shades**

Enter "**BLUESH**" as a code.

**Grey suit**

Enter "**GRAY**" as a code.

**Grey suit with shades**

Enter "**GRAYSH**" as a code.

**Hawaiian shirt**

Enter "**HAWAII**" as a code.

**Hawaiian shirt with shades**

Enter "**HAWAIIG**" as a code.

**Sandy shirt**

Enter "**SANDY**" as a code.

**Sandy shirt with shades**

Enter "**SANDYSH**" as a code.

**White suit**

Enter "**WHITE**" as a code.

**White suit with shades**

Enter "**WHITESH**" as a code.

**Change time of day**

Enter "**MARTHA**" as a code.

**Lightning**

Enter "**SHAZAAM**" as a code.

**Rain**

Enter "**RAINY**" as a code.

**Commit suicide**

Enter "**KILTONY**" as a code.

**Dancing** Scarface: The World Is Yours

Go to the Babylon Club, then go to the main area and hold L1. Tony will start to dance. You can make Tony spin by pressing R1. You can also use your Enforcer, Driver, etc. to dance at the club as well. Just press L1 to start dancing and R1 to spin.

**Duplicate henchman**(Scarface: The World Is Yours)

Push your henchman with Square. While he is falling, call your limo. If done correctly, you should now have two henchmen.

**Easy money and drugs** Scarface: The World Is Yours

After selling drugs to a dealer, kill him and take his money and drugs.

**Easy money**(Scarface: The World Is Yours)

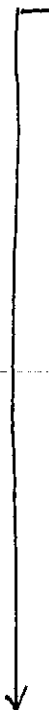
Go down the road from your mansion. Left turn at the end to the parking lot where the trailer is parked in the corner of the yellowish brick wall. Enable the "1,000 Balls" code to fill your Balls meter. After enabling the code, exchange your Balls for money. Repeat this as many times as desired. The higher your rep, the more money you will get for your Balls.

In Little Havana, start at the front entrance of Pedro's pawn shop. Go south until you get to the auto clinic then turn right. At the southern end of the auto clinic building you will see a yellow pole separating the building and a wall. Go through this small doorway and all the way to the back to find a sperm bank, where you can sell your Balls. Keep enabling the "1,000 Balls" code and selling your Balls to get an unlimited amount of money.

Go to the industrial zone and look for the sperm bank. They will give you \$25,000 for your Balls. Enable the "1,000 Balls" code and just keep cashing in your Balls.

On Sandman Island, look for any Sandman leads that put you in a boat. Shoot the targets, then destroy their boats to have two crates appear; one with money and one with ammunition. Collect both crates for a nice amount of ammunition and money. This is an easy way to get money and ammunition, since you do not

(B)





have any time limits on the boat missions.

To get better deals from drug suppliers, make sure your Gang Heat is low. You will get more product for the same amount of money. This especially helps if your Gang Heat and Cop Heat is at zero. 30 kg at \$100,000 should net you \$13 to \$15 million.

(B)

On the island with the docks and winding roads, go by where the docks are located, at the top right corner of the island on the map. Follow the road to the building (the orange spot with the bank symbol on it). There should be a building with a sign that reads "Bodog"; it is a bar. There should be a cage as soon as you walk in, where you can bet on cock fights and people fighting. You can bet as high as \$25,000. There is also a casino in that building where you can also make money.

Sell some drugs, then shoot the drug dealer in the legs, but do not kill him. If you kill him you will get gang heat. Let your henchmen make the kill and you will not get any gang heat.

(C)

**Get stronger weapons earlier**

Some characters like the assassin and enforcer have stronger weapons. For example, play as the enforcer and call for one of Tony's cars. Once it arrives, go to the weapons trunk. Place the grenade launcher in the trunk, then switch back to Tony. When you go to the weapons trunk, the grenade launcher will still be there. You can do the same thing with the assassin to get the PSG-1.

(D)

**Killing gang members**(Scarface: The World Is Yours)

Enable the "Bodog Stampede" code. Then, go after the gangs with it. The gun will have infinite ammunition and enough armor to take them all out. If the vehicle becomes badly damaged, enable the "Repair vehicle" code. However, you must move the Bodog Stampede once in awhile or they will pull you out. This also is very useful when taking over the storehouses because of all the armor it has.

(E)

**Montana investments**(Scarface: The World Is Yours)

You can find these under the "Exotics" menu, and "Investments" option. The purpose of the investments is to provide different upgrades. You will need at least \$1.5 million (\$40 million for Montana Legal and \$20 million for Montana Sports) to purchase most of these investments. The investments will help you level up faster.

Montana Records: Unlocks new music tracks and create a new playlist.

Montana Holdings: Fronts will cost you 10% less to purchase.

Montana Fitness: All your henchmen gain 50% health.

Montana Productions: Unlocks all of Tony's clothing options in the cheat menu.

Montana Legal: Visibility Events reduced by half (cops look the other way).

Montana Sports: Maximum bets go up for all your gambling.

E

Montana Financial: Launder all of your cash with 0% interest.

Montana Defense: Carry an extra weapon and maximum ammunition.

F

**Shark attack**(Scarface: The World Is Yours)

Save the game before attempting the following. Go into the ocean from anywhere and start swimming, preferably away from land. After a while a giant shark should will appear and eat Tony.

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**Questions / Answers**

**Scarface: The World Is Yours**

[Ask Question](#)

**Q:On the dock boss mission every time I am in the helicopter shooting at the people on the ship. I get shot down every time. Any hints?**

When you are going around the boat shoot the gas barrels it will help you eliminate more guys at once so they dont take + your power so fast. Other than that it is just trial and error remembering where the guys are going to be when going around. -Answer by: **Unregistered**

Use code tburglr to repair the helicopter when it gets severely damaged. Also you will land on the ship pause use + could fpatch to fill balls meter and shoot enemies use this strategy throughout the game and you should come out just fine. -Answer by: **Unregistered**

[Submit Answer](#)

Question from: **Unregistered**

Rating: **50%**

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

**Q:Is there a printable street map for Scarface PS2? Can any one HELP!**

+ Buy the stagity guide for the game there is a map inside - Answer by: **Unregistered**

Why you need a printable map there is a zoomable map on + the L2 menu under empire then press o to hide the littlem guide thing -Answer by: **Unregistered**

[Submit Answer](#)

Question from: **Unregistered**

Rating: **50%**

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

**Q:On the Coco's Lounge mission i kill the everyone until the sniper down by the trees, then the chopper comes, i blow it up and then nothing happens, the mission dosent end im just standing there PLEASE HELP ME PLZ!!!!!!! IM STUCK if anyone knows plz tell me?**

[Submit Answer](#)

Question from: **Unregistered**

Rating: **50%**



Was this QA: Bogus or Helpful

**Q:Hey!! how do u get ak47 an sniper guns?  
oh yeh an im stuck on the marina store house  
mission.ahhh so hard. plzzzzzz help!!!!**

+ Dont know about ak47 but switch to assissan and you will  
+ have a sniper after that call the driver & put the sniper in the  
trunk & then switch back to tony & get the sniper. -Answer  
by: Unregistered

 Submit Answer

Question from: Unregistered

Rating: 50%

Was this QA: Bogus or Helpful

**Q:How to get more music?**

+ Buy montana records (in the investments part of your exotics  
+ menu) -Answer by: Unregistered

 Submit Answer

Question from: Unregistered

Rating: 50%

Was this QA: Bogus or Helpful

**Q:After getting to level 7 all my exotics locked up. I lost  
almost all cars i purchased and lost all boats i purchased.  
Is this a glitch or is there a way i can get the game back  
to normal. with no boat i cant even do drug missions to  
finish games.?**

+ It is a glitch, the same thing happened to me but it was the  
+ thing in my house I got. -Answer by: Unregistered

+ Same to me . all got locked how i can get em unlocked? -  
+ Answer by: Unregistered

+ Get to lvl 8 or start a new game -Answer by: Unregistered

 Submit Answer

Question from: Unregistered

Rating: 45%

Was this QA: Bogus or Helpful

**Q:I am having trouble completing the distribution  
missions, I can collect all the money, but I can not figure  
out what to do next. There are no pickup area's, the bank  
wont let me deposite the money. What do I need to do to  
complete this mission?**

+ At the side of the bank there should be a red dot. Just drive  
+ your car on it. -Answer by: Unregistered

+ Go to the bank that has the drive through. There will be a red  
light, drive into it. you will get an option to complete  
+ distribution mission, select yes and then go inside the bank  
to save the game. When done you will have all of the money  
from your drugs sale. -Answer by: Unregistered

+ To finish your mission you have to go to the bank theres a  
+ drive-thru where you can deposit your money -Answer  
by: Unregistered

+ After your done distributin go to the bank not inside the bank  
+ the drivetru -Answer by: Unregistered

+ Every bank has a drive through(with some its garages) that  
+ you use only to end the distribution mission. after you end  
the mission make sure you go inside the bank and deposit  
your money before you handle the gang retaliation. -Answer  
by: Unregistered

[Submit Answer](#)

Question from: Unregistered

Rating: 44%

Was this QA: **Bogus** or **Helpful****Q:In the first mission, how do you get to your limo before the 3 miuntes are up and the cops beat you up?**

+ You have to go around the back of the mansion then through the hedge maze and out to the driveway -Answer by:Unregistered

+ Go through the hedgemaze and shoot all the thug guys. - Answer by:Unregistered

[Submit Answer](#)

Question from: Unregistered

Rating: 44%

Was this QA: **Bogus** or **Helpful****Q:When i got to the final level all my exotics locked including all my boats even the ones i purchased is this a glitch or is there something i can do?**

+ Yes because ur probably on a MISSION wich means u cant spawn or do anything. Try using cheats to spawn a car or something if that doesnt work then start the game over! - Answer by:bclark

+ The glitch is cause by cheating in the game, ive completed the game without the cheats, its hard but theres been a threw of us playing on it at work :Game store staff! -Answer by:bclark

[Submit Answer](#)

Question from: belark(3)

Rating: 44%

Was this QA: **Bogus** or **Helpful****Q:Im on the marine warehouse. I was woundering if anyone else has used a codebreaker for infinte health and tried to fight the helicopter. If that code is in does it give the copter infinte health as well?**

+ No. You need to enter the "repair vehicle' code TBURGLR - Answer by:Unregistered

+ I beat that level by Filling up my balls meter with the cheat code:FPATCH. then i trigger blind rage and shoot the helicopter, repeat as nessesary. -Answer by:Unregistered

+ Stay in the hummer in the warehouse area and use the garage for cover. Shoot the helicopter everytime it comes around. -Answer by:Unregistered

[Submit Answer](#)

Question from: Unregistered

Rating: 44%

Was this QA: **Bogus** or **Helpful****Q:How can I protect Sanman during tha palvtation mission, I can't do it. Any sugestion??? Help!**

+ A helicopter will drop off four or five snipers on the roof make sure you kill them all first. -Answer by:Unregistered

+ Park the 2 jeeps. 1 in front of the main entrance and one in front of the broken railing. then when you have to get in and out of the house enter the car and exit on the other side. the sandman will be stuck in the house. Now destroy them on without worrying about the sandman -Answer by:Unregistered

+ Make sure you have the bazooka. Then when the helicopters land shoot them down. This will shoot the helicopters and the

bad guys down. -Answer by: **Unregistered**

Question from: **Unregistered** Rating: 44%

Was this QA: **Bogus** Or Helpful

**Q:I am 99% percent complete with the game with just 1 gang to find and kill in Downtown. I swear I have searched every inch of the place and can't find this last gang. Anyone know where to find a map that shows where all the gangs are or can anyone help me with this problem?**

+ Finish all the enforcer missions and it should lure them out. - Answer by: **Unregistered**

Top left hand corner...have to follow railroad track from + industrial area 2 the west 2 a jump that will lead u to the top left hand section where the gang is... -Answer by: **Unregistered**

Question from: **Unregistered** Rating: 44%

Was this QA: **Bogus** Or Helpful

**Q:Where are all the gangs in north beach?**

+ Everywhere -Answer by: **Unregistered**

Question from: **Unregistered** Rating: 44%

Was this QA: **Bogus** Or Helpful

**Q:PLZ PLZ HELP!! How do u find da sandman on his first mission its not appearin on my map PLZ PLZ I NEED HELP?**

Question from: **Unregistered** Rating: 44%

Was this QA: **Bogus** Or Helpful

**Q:Hey i've looked all over the groves but i still cant find the balls trailer. Where is it and do you have to unlock it?**

Go to the front of the pawn shop and head south you will walk in front of a auto shop go to the south corner and look + down the side you will see a walk way with a yellow pole in the middle walk thru there and keep going till you come to a wall look to your left and that is the trailer -Answer by: **Unregistered**

Question from: **Unregistered** Rating: 43%

Was this QA: **Bogus** Or Helpful

**Q:How do i save then game onto my memory card?? please help because i hav to keep starting again**

+ Go to the bank -Answer by: **Unregistered**

+ You need to go to a nearest bank to save your game -Answer by: **Unregistered**

Question from: **Unregistered** Rating: 42%

Was this QA: **Bogus** Or Helpful

**Q:In the babylon club mission how do you finish it bad guys just keep coming and i acn't finish the mission. PLZ help?**

+ Trigger your rage when you get out of the restroom then when you get the guy to the gate -Answer by:Unregistered

+ Just get good cover and protect the man and his get away car will come soon -Answer by:Unregistered

I had some trouble here too!,,when you get to the end,on the load'n dock,and to the pink mark,,walk with the guy to the  
+ left around the little fence,(don't try to kill em all)and then a car will come and get him!!! But don't worrie,after that one everything is cake,,(In my book) -Answer by:Unregistered

+ U have 2 go through the kitchen and out the way u come in but u must protect them -Answer by:Unregistered

Just go to the bathroom where the vip is shooting bad guys along the way, get him, and leave right away shooting. Go  
+ out by way of the office you was in then through the kitchen and to the backdoor and to the red ring in the street his car will show up and get him. It is the easiest way to do this mission -Answer by:Unregistered

Question from: Unregistered

Rating: 42%

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

**Q:How do i get a Carbine Assault Rifle (M16) at ?with out being kill**

Cops are WAY TOO HARD to get one from and trunk before they shread you. So...

Helecopters!!!!!!!!!! -

Early in the game, when you jack the armored van, and take it to the bank, a 'whirly-bird' will chase you from above, and  
+ land on the free-way if you take long enough. Let it, kill everyone around it and take their S.A.W.s. Those are better than M16A1's! For those, just wait to unlock them, or for your personal gun runner to get them. They are not all great. Not like your mansion shootout. Ammo magazine and grenades are limited, and weak... you would be better off fending off a gang w/ a water pistol. Just keep boosting your stats, because they don't just unlock the \*special ladies\*. - Answer by:Unregistered

Question from: Unregistered

Rating: 43%

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

**Q:Im having problems taking over the cigar shop in little havanna?**

Question from: Unregistered

Rating: 43%

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

**Q:I am in level 7 and i own little havana,downtown and south beach and i finished all the missions for northe beach fronts but i didnt buy them so want should i buy from the exotics menu to get to level 8???????????????**

+ Its not hard get money from the big dealers on the idlands and buy expensive stuff -Answer by:Unregistered

Question from: Unregistered

Rating: 43%

Was this QA: Bogus Or Helpful

**Q:How many sandman missiins u have to do?**

+ They are not needed to pass the game.

+ They will help you get supplier deals. -Answer by:Unregistered

Question from: Unregistered

Rating: 43%

Was this QA: Bogus Or Helpful

**Q:Can some one please help me!! at the start of the game how do i get out of the garden? cos everytime i try the police are keep getting me! can some 1 also tell me is there a cheat that you can use to skip a mission?? please help****Thank you.**

Are you taking to long? cuz if you are you will not get away. basically you have a time limit and you have to get out of + there as fast as you can go back around the house to the garden and cut through the garden up towards the house. -

Answer by:Unregistered

Question from: Unregistered

Rating: 43%

Was this QA: Bogus Or Helpful

**Q:Can anyonehelp me on north beach im aving troubleon it im on penitula lounge?**

Question from: Unregistered

Rating: 43%

Was this QA: Bogus Or Helpful

**Q:Ok im having trouble with the marina storehouse mission i take out the gang but then a helicopter appears i try to take it down with all my weapons but nothin works wat should i do to beat it?**+I did rage with an AK took it out right after my rage ended. -  
Answer by:Unregistered

Go down to the first floor and make a left. There should be and overhead and a health. Hide under there until the + helicopter passes and then you chse it and shoot it with the AK. Because the helicopter cant shoot backwards. But when the helicopter turns corners, BE CAREFUL!!!! -Answer by:Unregistered

Before You Start The Mission Make Sure That You Have The + Bazooka, Sniper , And The AK 47(All That With Maximum Ammo -Answer by:Unregistered

I crouched behind one of the air conditioning units on the + roof and shot it with the Ak-47 then it span around then blew UP -Answer by:Unregistered

Question from: Unregistered

Rating: 41%

Was this QA: Bogus Or Helpful

**Q:How do I complete the race mission in miami on the**

**sandman mission the time keeps running out what car should I use is there a time cheat ?**

+ Use the code OLDFAST to get the fastest car in the game this is how I did it -Answer by: **Unregistered**

+ Use the bacinari -Answer by: **Unregistered**

+ Use the rattler once u by it -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **40%**

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

**Q:Simple question but how do you save a game?**

+ Any bank on the game. Look like little white hous(same place to launder money) -Answer by: **Unregistered**

+ Go to a bank -Answer by: **Unregistered**

+ Go 2 the bank -Answer by: **Unregistered**

+ Finish a mission or go 2 bank -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **40%**

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

**Q:I am on the Pedro's Pawn Shop mission. I am driving as fast as possible but still can't get back to the shop for the 3rd crate before time runs out. And I will still have to drop the 3rd crate off. Any suggestions? How can I get more time?**

Question from: **thegodfather(3)** Rating: **40%**

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

**Q:Is there a cheat for unlimmited money?**

+ Dosen't appear that way, i've checked everywhere with prevail. -Answer by: **Unregistered**

+ Enter the balls meter full cheat code and go to the sperm bank sell your balls thier and you get like 4000 for each full balls meter keep doing it till you get tired takes along time to get that 250000 limo. -Answer by: **Unregistered**

+ Drug Missions also help get money, kill gangs take their money from the dead members,, collect money from fronts, or do the races, I actually got over 10000 doing the races in the island..... -Answer by: **Unregistered**

+ I dont think there is ive bin on a lot of game websites and i didnt see one any were ive ad for a long time efore it came out over here i got it from chinand i avnt found one yet - Answer by: **Unregistered**

Question from: **Unregistered** Rating: **40%**

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

**Q:How can you get the money out of the Moneytrucks that`s driving around? Have tried every thing, but nothing works!**

+ Because its probaly just like the other cars but theres one mission dealing with the truck and you go to the banker and you get money out of it so in that truck you got money but

unless theres another mission dealing with a truck might have money. but other that that there just like other cars -  
Answer by: Unregistered

Question from: Unregistered

Rating: 38%

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

**Q:Was this gamer successfull? Becuase I didnt really hear anyone talking about it or it being on like G4tv.**

Yea its been doing pretty good. Only eight of the twenty-nine + reviews have scored it lower than 75%. X play only gave it a 3 out of 5 though. -Answer by: Unregistered

Question from: Unregistered

Rating: 38%

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

**Q:How do I steel the firs armored van? I'm stuck on stupid please hel me.**

The one with 50,000 cash in it? That's the first one i remember....

To steal it, get your rage meter full, go down and shoot a few + people, after you've killed 3 or 4 alot will start to rush you. Hold circle and kill them for health etc as you are shooting them walk towards the van and get in, then speed off. They cannot hurt you when you are in the van, as it has a nice bullet proof armour. Hoped this helped. -Answer by: Unregistered

Question from: Unregistered

Rating: 38%

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

**Q:What is the point of this game once u get 100% done please awsner this?**

+ Than you'll rule the world. -Answer by: Unregistered

Then youve gotten back your empire and you rule maimi feel + free to do whatever you want because your the king -Answer by: Unregistered

Question from: Unregistered

Rating: 38%

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

**Q:How do i get passed coco's lounge? What is the code for that mission?**

First off don't leave Coco until you are sure there are only a + few enemies left. Enemies attack from the front and back entrances. Watch for the X's and stay armored up with bullets. Preferrably the AK. -Answer by: Unregistered

Question from: Unregistered

Rating: 38%

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

**Q:Where is the sperm bank.?**

+ There is one near the pawn shop in the auto clinic -Answer by: Unregistered

+ Down the road from the mansion next to car park -Answer by: **Unregistered**

There are several of them but 1 of them is by tony's. if u go down Beach Drive heading towards Little Havana stop at the parking lot by the store House and go behind the wall that is shaped like an L u cant drive a car down the path because it wont fit but if u walk down there, then there is 1 of the sperm banks. -Answer by: **Unregistered**

Go to pedros pawn shop in little havana. When you get there,check your map. See the two squares @ the bottom left corner, the one above it is the sperm bank. Drive away from the bank until you see a gas station across the street. Take a right then a left into a hole under 2 roofs. then take a right until u see a trailer. Enable FPATCH and spend 1000 balls for money. the higher reputation you have the more money you'll get. repeat FPATCH until you're satisfied wit how much money u got. -Answer by: **Unregistered**

Near the 1st storehouse domntown there is a dealer just nearby there is a small entry next to building past car park walking away from storehouse its only wide enough to walk down then its there -Answer by: **Unregistered**

Go to the industrial zone and when you get out of the highway keep going str8 and there is going to be a bus that is it. -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **38%**  
 Was this QA: **Bogus** or **Helpful**

**Q:How do you get the money out of the moneytrucks?**

I'm guessing the money is from a distribution mission, just get back in the truck and get to a bank. Next to the bank should be a highlighted area, this will finish the distribution mission and give the you the money collected using the truck -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **38%**  
 Was this QA: **Bogus** or **Helpful**

**Q:How can i find the gang loctions for scarface?**

+ Look 4 skull faces or red spots -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **38%**  
 Was this QA: **Bogus** or **Helpful**


**Q:How do i get to the limo in level 1?**

+ You have to buy it from the exotics menu under garage. I'm not sure level it gets unlocked though. -Answer by: **Unregistered**

Question from: **Unregistered** Rating: **38%**  
 Was this QA: **Bogus** or **Helpful**

**Q:The storehouse in little havana is useless, I go into the open garage door and nothing appears, I have taken the 1 key they give you already(that might be the problem). But I have 2000 grams and it wont let me store anything?**






Question from: **Unregistered** Rating: **38%**  
 Was this QA: **Bogus** or **Helpful**

**Q:How do you find all the gangs?**

+ Do all your enforcer missions to lure them out -Answer by:**Unregistered**




Question from: **Unregistered** Rating: **33%**  
 Was this QA: **Bogus** or **Helpful**

**Q:Probably a stupid question, but i cant figure it out. How do you get into the babylon club? i get to the doors and dont know how to open them. thanks for the help**

+ That is the back entrance go in the front you dummy !!! - Answer by:**Unregistered**

+ If not go around the back way r u sure wen ur trying ur in a mission but try da back way -Answer by:**Unregistered**



Question from: **Unregistered** Rating: **33%**  
 Was this QA: **Bogus** or **Helpful**


**Q:I got a big one ok when you do a large suppiyers mission and take it to you store house it wont let me do the disribution mission y not ? i go in the hight lighted part but nuthing happins**

When asked if you would like to start distrubution follow the + flashing M to another garage and it will ask what vehicle you would like to distribute with -Answer by:**Unregistered**

I have the same problem it tellls me to pick a vehicle and i do + than after i pick the vehicle wether i move out of the garage or not it says i fucked up -Answer by:**Unregistered**

+ If you have less than 5 kg it wont let you do it. get more , decrease gang heats (noballs) -Answer by:**Unregistered**

You have to lower ure gang heat and also ure cop heat too + cheat no balls  
 4 gang and flystrt for cops -Answer by:**Unregistered**



Question from: **Unregistered** Rating: **33%**  
 Was this QA: **Bogus** or **Helpful**

**Q:Im gettin stuck in the hotel on the 3 or 4 mission not sure which 1 but how do u complete it after fighting the man pleas answer????**

Ok basically go in and kill stuff with whichever weapons you have, pick up either an uzi or a shotgun, blast the living hell out of everything using cover provided and behind the bar is some health, carry on watching the mini-map for red blips they are the enemies, when you get up the stairs blast the + guys in the kitchen and there is health in there if you need it, try using L1 to aim at them and target their heads, balls, arms and legs for more balls points, carry on round killing everything and eventually you get into a fist fight, finish that and a helicopter comes, git it with the uzi and kill all men who attack you, keep using cover, get to the lift and into the parking, from here you will need rage alot (cheat FPATCH

helps) blast em all to hell with the uzi or shotgun and get into the van drive it to the bank, launder the money and your done..... -Answer by:Unregistered

You are on mission 5 gaspar gomez I reccomend a smg go in and go up the ramp and turn right as you do kill the about 10 cock a roaches standing behind the indoor pool I want you to kill each one manually crouch once ina while to avoid dangerous shots(i did this in a spy mode that means that in this mission no one notices you until you reveal a weapon what I did was I snooped around and saw the people I had to kill I eventually drew my weapon but it resulted in death) you will be shot at by gang members on an upper balcony so get to the top of the ramp and turn right and finish off four or five gan members on the sme floor as you stay close to the wall so the balcony cock a roaches cant choot you kill the nearest cock a roach first including the ones coming around + the left corner close to where you stand stay on the floor near the pool and finish those guys lives.use auto targeting to locate three or four cock a roaches on the floor above you then look over the wall curved to the lower area and shoot the hell out of gaspars cock a roaches you have cleared all the enemies onthe living room and lower deck you know what to do then you get to ricardo beat him down then the cock a roaches will go after you kill all the cock a roaches destroy the helicopter steal the armored truck take it to the bank well im off to a club I was invited to. oh yeah I actually met Al Pacino in hollyly wood I still know him if we see each other we talk and laugh and all that stuff.Al Pacino blows me away(not the nasty kind of blow and not the drug blow) - Answer by:Unregistered

Submit Answer

Question from: Unregistered Rating: 33% Was this QA: Bogus or Helpful

**Q:On what island is the cockfight on i looked all over for it and i cant find what island is it on please help me!!!?**

+ Its in Nachos cruise ship in the islands..get on a boat and head south and ull end up in a completely different map of islands..the cockfight cage is in the huge casino tanker..but u have 2 do that mission first -Answer by:Unregistered

+ Its in the bigass tanker that you beat nacho contreras on... thats where... you can bet on cock fights or fist fights. -Answer by:Unregistered

+ It on the island where you fight nacho in his big boat -Answer by:Unregistered

The same island as the dock boss missions + it is on a big ship ther should be a icon on your map like a bank symbol -Answer by:Unregistered

Submit Answer

Question from: Unregistered Rating: 33% Was this QA: Bogus or Helpful

**Q:How Can you have a party in your mansion?**

+ No -Answer by:Unregistered

+ You cant! -Answer by:Unregistered

Submit Answer

Question from: Unregistered Rating: 33%

Was this QA: Bogus OR Helpful

---

**Q:How do you buy the plantation. i beat the plantation mission and the rest of the game but cannot figure out how to buy the plantation. I see the sandman standing on the porch of the house but he does nothing. Please Help. I thought the game developers just didnt finish the game.?**

+ You technically don't buy it, it's like it's already yours. If you enter an unused warehouse - one that doesn't have any product in it - you will see a green halo like you normally have and enter it and it will ask you to harvest 30 keys for \$500,000... great deal seeing that you get near \$30 mil back... -Answer by:Unregistered

+ You don't buy the plantation, but from that point on you really don't have to do missions for Felix. Just go to any of the storehouses & pull in like your going to distribute & it will say you can harvest 30kg for \$500,000. So now you can just pay for shipping & handling, instead of bringing it back yourself .LOL -Answer by:Unregistered

+ Dude im having the same problem so let me know if u get in anwser... -Answer by:Unregistered

Question from: Unregistered Rating: 33%

Was this QA: Bogus OR Helpful

**Q:When I get to the bank I cant talk to the teller anyone have this problem?**

+ You might be attempting a mission hold down L1 and it should tell you if you are attempting one. -Answer by:Unregistered

+ I think ur talking to the wrong teller if ur not on a mission.The teller is the one that haves the white house on its head. -Answer by:Unregistered

+ Yer i had that problem to i jst started the mission again then worked perfectly. -Answer by:Unregistered

Question from: Unregistered Rating: 33%

Was this QA: Bogus OR Helpful

**Q:Hello i am on the 3rd take over mission of a front the onw of the store near the cinema thing anyway when all the cars cum i can kill them but not the boss he jus kills me how do i do the whole misson.....and also doin cheats does it affect the game in any way thanxs?**

+ Stand on top of the theatre.....shoot away with the AK! - Answer by:Unregistered

Question from: Unregistered Rating: 33%

Was this QA: Bogus OR Helpful

**Q:How do u throw a party at your mansion?**

Question from: Unregistered Rating: 33%

Was this QA: Bogus OR Helpful

**Q:How do i kill all the gangs. Thats all i have left to do and its doing my head in because the skulls are not lite up.?**

+ If the skulls arent lit up it means uve already killed that gang  
-Answer by:Unregistered

You have to go hunting for the gangs in the alleys and in between the buildings and backroads. Once you find one it will show up on the screen and stay there until you take them out. Usually after you kill a gang you discover, one or more of the dark skulls will become highlighted -Answer by:Unregistered

+ I have all the gangs but 1 in north beach and i can't find it, is there a printable map where they are? -Answer by:Unregistered

Gangs are active and inactive during different parts of the day, so u will just have to look around on morning, noon, or night for gangs that are active. -Answer by:Unregistered

To the non-gamer that is looking for the gang in North Beach, go to the back of the hotel with the outside pool. Bottomfeeder!!! lol -Answer by:Unregistered

The dark skull means the gang is inactive and if its lit they are active and all u have to do when thre lit is go in the skull and KILL THEM ALL!!! -Answer by:Unregistered



Question from: Unregistered

Rating: 33%

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

**Q:The Femme Fatales. What is their purpose? They show up to the mansion, but are you suppose to do anything w/ them, or do they just stand around and complain?**

First of all there are 5 femme fatales but it says there are 10. Once u start to get the other 5 it says a femme fatale needs attention. if u got back to your mansion then u will get to see the femme's in just a bra and panties. -Answer by:Unregistered

+ Just a nother woman m8 u will learn 1day :-> -Answer by:Unregistered

The Femme Fatales are for health upgrades the more Femme Fatales you have the higher the upgrade it should appear on the stat menu when you press pause -Answer by:Unregistered



Question from: Unregistered

Rating: 33%

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

**Q:How do i get my weapons i unlock?**

You could find a guns dealer on the street or just buy one from your henchman catalogue. You buy them and toggle which of the three you want through the use of your weapons locker. Those can be found in any car you purchased or at your mansion in the dope room. -Answer by:Unregistered

+ Find a gun dealer and buy them. 1 of the gun vendors is by your mansion and another is buy the bank in little havanna. there are more all over the place but those are the only 2 i use most often -Answer by:Unregistered

+ Buy them. first you have to buy the gun dealer out of your exotics. -Answer by:Unregistered

Go to the R2 menu and click weapons to unlock them. call for one of your cars and go to the trunk and grab them. or go to your mansion and go to the gun locker -Answer by:Unregistered

Question from: Unregistered

Rating: 33%

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

**Q:I am at the Freedom town stage I killed everyone including the jeep now I can not find my way out where do I get out of there no one left to kill and nothing left to shoot up????Help**

+ Have you tried climbing up the stairs. I was at this stage, climbed up the stairs to kill the rest of the guys on the rest of the roof then the game went to a cut-scene where the target was trying to escape via the docks. -Answer by:Unregistered

Question from: Unregistered

Rating: 33%

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

**Q:Does anyone know where i take this damned armor car to get the cash out of it?**

+ You idiot you take it to the bank! you r talkin bout the mission right? otherwise u cant do any thing with the van except use it in distribution -Answer by:Unregistered

+ You're talking about if you steal it, right? I just did that and had a hard time figuring it out. I ended up going through the drive-thru and stopped near the ATM at the bank in South Beach. I am not sure which did it but it finally gave me the money. (I got rid of the cops first...) -Answer by:Unregistered

Question from: Unregistered

Rating: 33%

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

**Q:I am stuck in southbeach i have done all bar the fast food mission but i cant protect the boat as it is going around get the fins is there a easy way to do the level or a cheat to fix the boat?**

+ Well there is a cheat that repairs your car called tburglr - Answer by:Unregistered

Question from: Unregistered

Rating: 33%

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

**Q:What is drug smuggling?**

Question from: Unregistered

Rating: 33%

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

**Q:How/Where do I repair my fronts?**

+ Under 'Empire'-menu, 'Turf' and there you select the front and keep pressing square. -Answer by:Unregistered

+ Go to the front thats damaged and go to the owner of the shop and talk to him. -Answer by:Unregistered

Question from: Unregistered

Rating: 33%

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

**Q:After you kill Gaspar Gomez and go to the basement, how in the world do you steal the armored van? I have tryed it all. Plezz help me ^,-,^ think you**

You can't steal it. You have to buy it from the exotics menu.  
+ I'm not sure what level it unlocks at though. -Answer  
by:Unregistered

 Submit Answer

Question from: Unregistered

Rating: 33%

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

**Q:How do you get Tony to earn \$20,000 when selling coke it says i can but it still sells 100kg \$10,000 someone help me please?**

+ You can't earn more then 10.000 by selling coke on the streets -Answer by:Unregistered

 Submit Answer

Question from: Unregistered

Rating: 33%

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

**Q:I am at the part in the game where I gotta defend the plantation house and there is noone else around and noone is coming they are all dead yet the mission isn't finishing what's the deal?**

+ U cheated. -Answer by:Unregistered

 Submit Answer

Question from: Unregistered

Rating: 33%

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

**Q:I have completed the game 100%, but there is still one "locked song" left. How do I open the song with out a cheat code?**

+ Go to your mansion talk to the femme fatales and make a conversation with them.you will ask them to fuck.they will say yes.then it should appear in the sat phone -Answer  
by:Unregistered

 Submit Answer

Question from: Unregistered

Rating: 33%

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

**Q:How do i beat the mission at the babylon club when i have to escort the vp?**

+ Just keep trying i only just beat that mission i hated it i wet through it as quickly as posible and at many places i put the vip some safe and use the walls as cover. that is all the help i can give u this being a though question for a twelve year old. sincerly !AnDrEW! -Answer by:Unregistered

+ Don't stop to fight too long anywhere. Just run through it and kill as you go. -Answer by:Unregistered

 Submit Answer

Question from: Unregistered

Rating: 33%

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

**Q:Im on the mission where u have to meet pablo i can kill the 2 guys with macheties and then i get a gun but then i**

**get the living shit massacred out of me. can u help me please :) thankz?**

You must be patient on this mission. Once you get the gun, go around to the other side of "Freedomtown". Kill enemies and pick up a machine gun. Get on top of the building using the steps and kill the two enemies up there and take out the + jeep from the top of the building.  
They'll be a break in the action and you have to get to the dock and chase down Pablo. Kill the enemies on the dock and jump in the boat and take out Pablo ASAP! -Answer by: **Unregistered**

Question from: **Unregistered**

Rating: **33%**

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

**Q:Ive got the 100,000 dollar suppliers in the islands..but when I get the 15 keys, and I get in my boat to smuggle...i cant get back to miami..how do I get to distribute these keys?**

Question from: **Unregistered**

Rating: **33%**

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

**Q:I bye stuff and when I bye newer stuff my other stuff disappears!! I bought Gina and Manny's remains and I can't Find them now in pimp my masion! Can someone please HELP me!! Thank U?**

To find them, make sure you have purchased them, extend + "Unique Collectables" and it will be there :D -Answer by: **Unregistered**

If you think you misplaced something, just simply change + your mansion theme and it puts all purchased items back in your inventory -Answer by: **Unregistered**

Question from: **Unregistered**

Rating: **31%**

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

**Q:Is this game like grand theft auto can you nick cars and stuff?**

Better than that. You buy your cars, beat the crap out of + people, build your empire from the ground up, own fronts, and own the world -Answer by: **Unregistered**

+ Yes -Answer by: **Unregistered**

Question from: **Unregistered**

Rating: **30%**

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

**Q:Do u get to go to cuba?**

You have to get either to a dock or in the water and open up your boat menu (same as your car menu). Select the float + plane - this is the same as a limo and it will take you anywhere in miami and then onto cuba (just keep scrolling through all the places in miami first) -Answer by: **Unregistered**

Question from: **Unregistered**

Rating: **30%**

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

**Q:How to get away when u have to get kg's over on islands they always put u in a slow boat and the pirates kill u any hints tips?**

+ Zigzag the boat out of the islands...easy -Answer by:Unregistered

Question from: Unregistered

Rating: 30%

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

**Q:I've tried everything can someone explain more how the money, and drug code is done. i've wen't to the other side i can't bye from a street dealer so how am i supposed to get the stuff??**

If you need to get drugs kill the drug dealers that you sell it + to and also when u sell drugs kill the person you just sold them to you will get more drugs back -Answer by:Unregistered

+ Kill him and take his drugs and money -Answer by:Unregistered

+ Kill the people and take their drug money and either sell it on da street or at yo fronts -Answer by:Unregistered

Press L2 and choose "empire" then choose buisness and then + choose felix leads, and you will be led to a dealer and u can buy drugs off a him. -Answer by:Unregistered

U have 2 do the Felix missions....if u follow the advice below u will spend all ure money payin off ure gang heat...the felix + missions will lead u 2 supliers ...buy the yayo and sell 2 the fronts or sell 2 the street dealers...ull find out the rest as u go.... -Answer by:Unregistered

Question from: Unregistered

Rating: 29%

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

**Q:I only need to find 2 more gangs one in north beach and one in downtown does anyone know where are they PLEASE HELP ME !!!!!!!!!?**

Question from: Unregistered

Rating: 29%

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

**Q:What are balls and what are sperm shops in this game do they mean balls like what men have and do they mean sperm like what men produce i am not trying to be nasty or funny please answer soon.?**

Well As You play your balls fill up u can exchange balls for + cash at sperm anks the higher your reputaion is the more money u will get in exchange for your balls -Answer by:Unregistered

You know you can earn balls in the game. + there is this trailer (similar to the bloodbank) where you can trade your balls for cash. -Answer by:Unregistered

Question from: Unregistered

Rating: 29%

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

**Q:How do you get the gang icons to appear on your map**



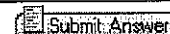
**so you can defeat all of them?**

You must discover where they are placed, once you visit the  
 + gang-spot it will appear on your map.  
 look on the internet for maps to help find em. -Answer  
 by: **Unregistered**


Question from: **Unregistered**Rating: **29%**Was this QA: **Bogus Or Helpful****Q:Where are nacho's gangs in downtown located?**

Question from: **Unregistered**Rating: **29%**Was this QA: **Bogus Or Helpful****Q:Hey i need help im on sand mans island and i passed all mission on that island but every time i want to smuggle kg the unknown gangs kill me and if i fight back the smugle is fuked up and have to do it agian? HELP**

Just do the deal and get the hell off the island! Don't worry  
 + about the island gangs shooting at you, because when you  
 pull out your gun the supplier's clan gets "itchy." -Answer  
 by: **Unregistered**


Question from: **Unregistered**Rating: **29%**Was this QA: **Bogus Or Helpful****Q:I'm on the bit when I have to kill Sosa in the hotel but he's not there how to I get to the van without the people in the helicopter or the his men killin me.?**

Question from: **Unregistered**Rating: **29%**Was this QA: **Bogus Or Helpful****Q:Money code, more drugs codes?**

Go to the blood bank and get full life then go to your mansion  
 get 1 of your boats and take it to the other side of the map  
 +so now your far away now yeh find any druggie around and  
 bye sum now kill him get his stuff and go back to your  
 mansion... did you forget your boaaat...? any way their  
 should b a case full under neath in your maitnence its cool u  
 get 100000 drugs and cash!!!!!! -Answer by: **Unregistered**

+ What? I didn't get what you mean't? -Answer by: **Unregistered**


Question from: **Unregistered**Rating: **27%**Was this QA: **Bogus Or Helpful****Q:Has anyone beaten the game yet. By the way is anyone having trouble keeping the gang away from your property while you are smuggling your drugs.?**

1. Get a Fast Boat And Great armour protection to leaves the Islands and Dodge Enemy Scouts.
2. After that Make sure that the police boats and Helicopters

<p>didn't spot you as you deliver the " kg " to your " Storehouse " on the nearest Yellow marked X.</p> <p>+ Hint: make sure that you have a fast enough car to get your Destinations and Plenty of Ammo and keep your character alive throughout the Game. -Answer by: <b>Unregistered</b></p>
<p>When i'm smuggling my drugs i get the fastest car there possibly is, dump the drugs as fast as you can... if they are attacking your front do that front first you can always fix your fronts later... -Answer by: <b>Unregistered</b></p>
<p>Make sure you have the surveillance and all the henchmen for each of your montana propities. you can buy these in the +turf section and they help you kill off the attacking gang members and give you time to get there and shoot them from your car. -Answer by: <b>Unregistered</b></p>
<p>I almost beat it! I bought everything and i have killed gasper, gomez, and sosa, but I have 6 or 7 gangs thats hard to find. I am at 96% game complete. If you beat the sandman mission on the islands he will give you the plantation. You +can go to any of your warehouses and deliver drugs but you have to pay 500,000 for them. At least you dont have to do supplier missions and boat it back across. Also if you can buy montana finances under investments they dont take any percent of your dirty money at the bank. -Answer by: <b>Unregistered</b></p>
<p>I am at 99% complete with total contol of Miami, all exotics purchased, all women. There is just 1 gang that I can not find in Downtown. The best boat for smuggling is the Attack +boat. It is faster then the boats chasing you and it's got a machinegun on it controled by your henchmen. Then, when distributing, if a front is under attack I just skip it and pay to repair it, you make plenty enough on the deal. -Answer by: <b>Unregistered</b></p>
<p>Finf the railroad track in the industrial zone tha leads to the +bridge via a jump...this is prob the gang location you are looking for... -Answer by: <b>Unregistered</b></p>
<p>+ Puma is the best car I find...lots of armour and fast... -Answer by: <b>Unregistered</b></p>
<p>The best boat to use is the drug boat with guns or the gun +boat there realy good. dont use the sport boat coz low armor -Answer by: <b>Unregistered</b></p>
<p style="text-align: center;"><input type="button" value="Submit Answer"/></p> <p>Question from: <b>Unregistered</b> <span style="float: right;">Rating: 25%</span></p> <p style="text-align: center;">Was this QA: <b>Bogus OR Helpful</b></p>

### Reviews, Comments, Pros & Cons, Rating

Reviews for: **Scarface: The World Is Yours**  
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#### Say hello to scarface the game

The best game around, better than grand theft auto, daym its good

By: **Unregistered**

Rating: 45%

Was this: **Bogus OR Helpful**

#### SANDMAN PLANTATION IS DUMB

HOW DO YOU BEAT THE SANDMAN PLANTATION MISSION!?! I KILL EVERYONE AND THEN I'M JUST STANDIN THERE STAIRING AT THE SANDMAN AND NOTHING HAPPENS! IT'S DUMB!

By: **Unregistered**

Rating: 38%

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

**Best game around(well at least for me)**

I would give gta san andreas a 1 compared to this game.I want to tell all the guys who made this to give themselves a pat on the back i love the chicks who made this game my number is (919) 7\*\*..\*\*\*\* and for the guys youre my best friend.

By: Unregistered

Rating: 100%

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

**Links below for more Scarface: The World Is Yours cheats**

**Scarface: The World Is Yours cheat codes.**

**Click here to find more Scarface: The World Is Yours cheat codes.**

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# Dreamcast

## Sega Smash Pack: Volume 1

### Message Boards

#### CCC Daily Poll

- Hidden artwork and audio

Place the game disc in a PC compatible CD-ROM drive to find Sega Swirl images and audio files of the title music.

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### **Altered Beast**

Strategy Guide

Message Boards

CCC Daily Poll

- Continue game

After losing a life, hold X and tap Start until restarting at the last game location played.

- Options menu

At the title screen, hold A and press Start to display an options menu.

- Level select

Enable the "Options menu" code. Select a level from the options menu and hold X + Start at the title screen to begin a game at that location.

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- Beast select

At the title screen, hold X + A + B + Down/Left and press Start. A menu that allows selection of the beast for each round will appear. Use the D-pad to change beasts and Start to exit the menu.

- Sound test

At the title screen, hold X + B + Up/Right and press Start.

- Interactive credits

The credits will appear after Athena is rescued. Punch or Kick the credits to force them to scroll downward.

- Two-player mode

Press Start on controller two to begin game play.

- Higher jumps

While jumping, hold Up.

- Defeating the second Boss

When Nelf turns into the big eye, get close to the middle of the eye when he is still in smoke form. Then use the electricity attack and he will die instantly. **Note:** You may still get hit while attacking. This trick is easier with a controller with a turbo feature.

- Defeating the final Boss

When you get to the Boss, duck and shoot your fireball. This works quickly and is effective. This is easy, because he uses his arms more than his legs -- he will only kick with about one in every ten punches. **Note:** You will still get hit -- jump back and forth if needed.

---

## Columns

- Second magic jewel

Create one row of normal jewels stacked almost to the top of the playfield. Allow a vertical space for only two of the three jewels in the next block to fit. Watch the preview window for the next magic jewel block. When it appears, quickly move it to the top of the prepared stack. The magic jewel will eliminate the "touching" color jewels, and all of the remaining jewels will drop down, as will the single magic jewel that was off the playfield. This single magic jewel will drop down and eliminate another group of colored jewels.

- 10,000 bonus points

Create one vertical column that is empty all the way to the bottom of the playfield. Watch the preview window for the next magic jewel block. Position it in a way so it falls down this column to the bottom.

- Create magic jewel

Begin a game in easy arcade mode. Fill the two columns on the far left or far right as high as possible with jewels to create a magic jewel.

(A)

## Golden Axe

Strategy Guide

Message Boards

\* CCC Daily Poll

- Level select

Select arcade mode, then hold Down/Left + A and press Start at the character selection screen. A number that corresponds to the starting level will appear in the upper left corner of the screen. Use the D-pad to change this value.

- Nine continues

Select arcade mode, then hold Down/Left + X + B. Release the buttons and press Start.

- Two player mode

Press Start on controller two in arcade, beginner, or duel mode.

(F)

## Phantasy Star 2

Strategy Guide

Message Boards

CCC Daily Poll

- Slow-motion mode

Pause the game while in the countryside by holding Start + A. Keep A pressed to move in slow-motion.

- No opponents in dungeons

Continuously press B to display the control menu and press A to close it while holding the D-pad in any direction.

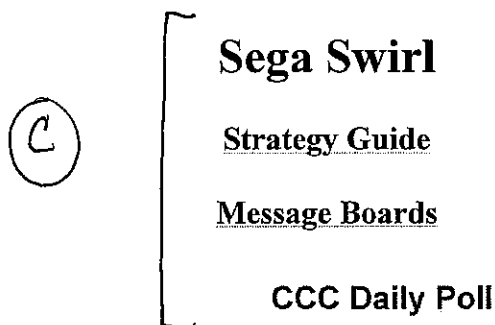
## Revenge Of Shinobi

- Infinite shurikens

Select the "Shurikens" choice on the options screen and set it to 00. After approximately ten seconds this value will change to an infinity symbol.

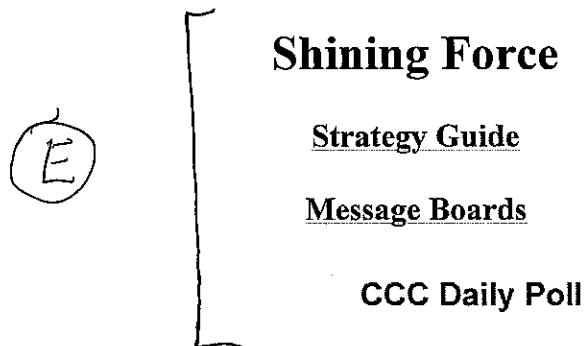
- End bonus

Complete any level with a number of shurikens equal to 11 times the number of remaining lives to add 30,000 bonus points to your score.



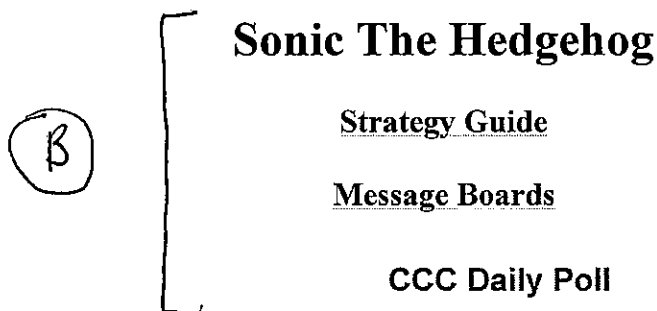
- Higher score

Execute a big move, then pause the game during the animation and choose to restart. The move you just did will register on your new game.



- Dialogue test

Hold A when the girl begins to say "Good Luck" to view any section of the game's dialogue.



- Level select

At the title screen, press Up, Down, Left, Right. If you entered the code correctly, you will hear a chime. Hold X + Start to begin a game.

- All Chaos Emeralds

Enable the "Level select" code, then choose the "Bonus level" option on the level selection screen. Obtain the Chaos Emerald, reset the game, and repeat the process until all of them are in your possession. Allow the game to continue after obtaining the last Chaos Emerald to start in the Green Hill Zone.

- Debug mode

At the title screen, press Up, A, Down, A, Left, A, Right, A, Start, then hold X. Continue to hold X until the game begins. Screen coordinates will appear instead of a score and the number of objects displayed will appear instead of the time remaining. Use one of the following controller actions to enable the corresponding debug code:

### **Object transformation**

Press A during the game to change Sonic into a game object. Press X to change into a new object. Press B to place an object on the screen. Press A again to revert back to Sonic. **Note:** The type of object that may be selectable will vary from level to level.

### **Invincibility**

Sonic is, by default, invincible in debug mode.

### **Slow-motion**

Pause the game and hold A.

### **Restart**

Pause the game and press X.

### **Frame advance**

Pause the game and press B.

- Control ending sequence

Enable the "Debug mode" code. Press A when Sonic is running with the animals at the end, then turn back into Sonic. You can now control yourself.

- Crazy Sonic



Hold X + A + B during demonstration mode to force Sonic to run into objects and act strangely. **Note:** This may also be done during the ending sequence after completing the Final Zone.

- Infinite lives

Collect the extra life at the very bottom of Green Hill Zone - Act 3. Accumulate 100 rings to obtain another extra life. Collect a third extra life located at the top of the loop-the-loop. Intentionally lose a life and repeat the process.

- Bonus points

Complete Green Hill Zone 1-1 or 1-2 in 29 seconds or less to receive 50,000 bonus points.

---

## Streets Of Rage 2

### Strategy Guide

### Message Boards

- Cheat mode

At the main menu, highlight the "Options" selection. Hold X + A on controller two, then hold B on controller one. Keep all buttons held until additional options that allow level selection, new difficulty levels (Mania and Very Easy), and increasing number of lives up to nine appear.

- Two players as same character

At the title screen, hold Down/Right + A on controller one and Left + X on controller two. Press B on controller two while all buttons are held. Select two player mode and choose the same character. **Note:** Both characters will appear identical.

- Reveal cheat menu code

Successfully complete the game on the hardest difficulty setting. The game will reveal the cheat code during the last picture of the ending credits.

- Kill one Boss only (stage 6)

In stage 6, with the 2 bosses, defeat Souther (the Boss with claws) and Stealth (the other Boss) will die as well.

- Bonus life locations

At the very start of stage 1, move to the bottom left of the screen and press A.

In the first scene of stage 1, if a player defeats Altet (the second opponent that appears from a manhole), he/she will get extra points and may earn an extra life.

In stage 2, after leaving the supply truck, go back in, move to the top, and press A.

In the alien house, stage 3, defeat Dehelits then search in the bushes at the bottom of the screen for an extra life.

---

## Vectorman

- Debug mode

At the options screen, press X, A(2), X, Down, X, A(2), X to display a debug menu, including level select.

- Full health

Pause the game and press X, A, Right, X, B, X, Down, X, A, Right, X.

- Collision detection dots visible

Pause the game and press X, A, X, B, X, A. Four dots will appear around Vectorman. If any projectile or enemy touches or passes through the area that these dots surround, Vectorman will be hit and usually take damage. There is also a fifth dot that represents Vectorman's boot blast. When you use the boot blast, the dot will move downward. If it touches an enemy, the enemy will be hit by the boot blast and take damage.

- Slow-motion

Pause the game and press Down, Right, X, B, Up, Left, X. The game will slow down when Vectorman is hit. Repeat the code to revert back to normal speed.

- Free movement

Pause the game and press B, X, Left(2), X, B, X, A. Vectorman will transform into a cursor that can be moved to any location in the level. Opponents, except for Bosses, are eliminated if they are touched by the cursor. Repeat the code to revert back to normal mode. **Note:** Enable this code when Vectorman is a bomb for invisibility and invincibility for the remainder of the level.

- View map coordinates

Pause the game and press A, X, Left(2), or A, X, Left, Down.

- Level warp

Move Vectorman below the Sega logo screen and shoot it 24 times. Jump and hit the logo with Vectorman's head 12 times. The phrase "Get Ready" will appear, then each letter in "Sega" will begin to fall. Collect 90 to 109 letters to warp to level 5. Catch 110 or more to warp to level 10.

- Invincibility

**Note:** This trick only works in a level that contains a morph icon. Get any morph icon, then before you completely change, pause the game and enable the "Free movement" code. Resume the game, then pause the game again and repeat the "Free movement" code. If done correctly, all enemies can be killed by simply walking into them.

- Level bonuses

Complete a level without shooting any targets for a point bonus. Complete a level without using photons for a photon bonus.

- Destroy the Sega logo

Position Vectorman on the ground just to the right of the Sega logo at the opening screen. Shoot directly up into the air to hit a hidden TV. Jump up from the logo towards that hidden location to collect the Orb power-up that was in the TV. Use the Orb to destroy the Sega logo.

- Hover

To hover in mid-air, aim down from where Vectorman is falling, then keep shooting. To go higher while hovering, use your jet pack feet. **Note:** This trick is easier with a controller with a turbo feature.

- Invisible and invincible

Collect the power-up to turn into a grenade. Pause the game when it explodes. Enable the "Free movement" code. This should allow you to move anywhere in the level as an exploding bomb. Locate the Boss, if available, at the end of the level. Enable the "Free movement" code again to face the Boss invisible and invincible.

- Item preview

To view the various items and power-ups in the game, simply point the option menu cursor to "Information" and press Start.

---

## Virtua Cop 2

- Play as Janet

Start a new game and select a stage. Then at the file screen, hold Start until the mission begins to play as Janet.

- Big head mode

Successfully complete the game on the easy difficulty setting. Then, press X, A, Y, B(3), Up(5) on controller D when the game returns to the "Press Start Button" screen. If you entered the code correctly, you will hear a sound.


- Mirror mode


Successfully complete the game on the normal difficulty setting. Then, press L, Left, L, Right, L, Down, L, Up, R, Left, R, Right, R, Down, R, Up on controller D when the game returns to the "Press Start Button" screen. If you entered the code correctly, you will hear a sound.

- Random mode

Successfully complete the game on the hard difficulty setting. Then, press B, Left, X, Y, X, Y, B, A, B, A, Right, Left, Right, Left on controller D when the game returns to "Press Start Button" screen. If you entered the code correctly, you will hear a sound.

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
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
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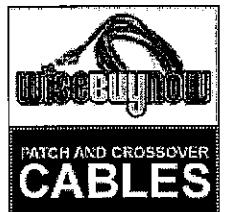
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**10,000 bonus points** \*Sega Smash Pack: Volume 1\*  
Create one vertical column that is empty all the way to the bottom of the playfield. Watch the preview window for the next magic jewel block. Position it in a way so it falls down this column to the bottom.

**All Chaos Emeralds**(Sega Smash Pack: Volume 1)  
Enable the "Level select" code, then choose the "Bonus level" option on the level selection screen. Obtain the Chaos Emerald, reset the game, and repeat the process until all of them are in your possession. Allow the game to continue after obtaining the last Chaos Emerald to start in the Green Hill Zone.


**Beast select** \*Sega Smash Pack: Volume 1\*  
At the title screen, hold X + A + B + Down/Left and press Start. A menu that allows selection of the beast for each round will appear. Use the D-pad to change beasts and Start to exit the menu.

**Become a Cheat Master of Sega Smash Pack: Volume 1**  
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

ALLI 000139

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 Sega Smash Pack: Volume 1 in our [Forum](#) 

### **Big head mode**

Successfully complete the game on the easy difficulty setting. Then, press X, A, Y, B(3), Up(5) on controller D when the game returns to the "Press Start Button" screen. If you entered the code correctly, you will hear a sound.

### **Bonus life locations**

At the very start of stage 1, move to the bottom left of the screen and press A.

In the first scene of stage 1, if a player defeats Altet (the second opponent that appears from a manhole), he/she will get extra points and may earn an extra life.

In stage 2, after leaving the supply truck, go back in, move to the top, and press A.

In the alien house, stage 3, defeat Dehelits then search in the bushes at the bottom of the screen for an extra life.

### **Vectorman**

#### **Bonus points**(Sega Smash Pack: Volume 1)

Complete Green Hill Zone 1-1 or 1-2 in 29 seconds or less to receive 50,000 bonus points.

### **Streets Of Rage 2**

#### **Strategy Guide**

#### **Message Boards**

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#### **Cheat mode** \*Sega Smash Pack: Volume 1\*

At the main menu, highlight the "Options" selection. Hold X + A on controller two, then hold B on controller one. Keep all buttons held until additional options that allow level selection, new difficulty levels (Mania and Very Easy), and increasing number of lives up to nine appear.

#### **Collision detection dots visible**

Pause the game and press X, A, X, B, X, A. Four dots will appear around Vectorman. If any projectile or enemy touches or passes through the area that these dots surround, Vectorman will be hit and usually take damage. There is also a fifth dot that represents Vectorman's boot blast. When you use the boot blast, the dot will move downward. If it touches an enemy, the enemy will be hit by the boot blast and take damage.

**Continue game -Sega Smash Pack: Volume 1**

After losing a life, hold X and tap Start until restarting at the last game location played.

**Control ending sequence**

Enable the "Debug mode" code. Press A when Sonic is running with the animals at the end, then turn back into Sonic. You can now control yourself.

**Crazy Sonic**

Hold X + A + B during demonstration mode to force Sonic to run into objects and act strangely. **Note:** This may also be done during the ending sequence after completing the Final Zone.

**Create magic jewel**-[Sega Smash Pack: Volume 1 ]

Begin a game in easy arcade mode. Fill the two columns on the far left or far right as high as possible with jewels to create a magic jewel.



*Picked up bug on cheatcc.com site that accidentally repeated the cheat code Central Daily Poll 6 times within this one game.*

**Debug mode**(Sega Smash Pack: Volume 1)

At the options screen, press X, A(2), X, Down, X, A(2), X to display a debug menu, including level select.

**Debug mode**

At the title screen, press Up, A, Down, A, Left, A, Right, A, Start, then hold X. Continue to hold X until the game begins. Screen coordinates will appear instead of a score and the number of objects displayed will appear instead of the time remaining. Use one of the following controller actions to enable the corresponding debug code:

**Object transformation**

Press A during the game to change Sonic into a game object. Press X to change into a new object. Press B to place an object on the screen. Press A again to revert back to Sonic. **Note:** The type of object that may be selectable will vary from level to level.

**Invincibility**

Sonic is, by default, invincible in debug mode.

**Slow-motion**



Pause the game and hold A.

**Restart**

Pause the game and press X.

**Frame advance**

Pause the game and press B.

**Defeating the final Boss -Sega Smash Pack: Volume 1**

When you get to the Boss, duck and shoot your fireball. This works quickly and is effective. This is easy, because he uses his arms more than his legs -- he will only kick with about one in every ten punches. **Note:** You will still get hit -- jump back and forth if needed.

Columns

**Defeating the second Boss**

When Nefl turns into the big eye, get close to the middle of the eye when he is still in smoke form. Then use the electricity attack and he will die instantly. **Note:** You may still get hit while attacking. This trick is easier with a controller with a turbo feature.

**Destroy the Sega logo** \*Sega Smash Pack: Volume 1\*

Position Vectorman on the ground just to the right of the Sega logo at the opening screen. Shoot directly up into the air to hit a hidden TV. Jump up from the logo towards that hidden location to collect the Orb power-up that was in the TV. Use the Orb to destroy the Sega logo.

**Dialogue test**(Sega Smash Pack: Volume 1)

Hold A when the girl begins to say "Good Luck" to view any section of the game's dialogue.

(B) [ Sonic The Hedgehog  
**Strategy Guide**  
**Message Boards**  
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**End bonus** \*Sega Smash Pack: Volume 1\*

Complete any level with a number of shurikens equal to 11 times the number of remaining lives to add 30,000 bonus points to your score.

C

Sega Swirl

**Strategy Guide**

**Message Boards**



CCC Daily Poll

**Free movement**

Pause the game and press B, X, Left(2), X, B, X, A. Vectorman will transform into a cursor that can be moved to any location in the level. Opponents, except for Bosses, are eliminated if they are touched by the cursor. Repeat the code to revert back to normal mode. **Note:** Enable this code when Vectorman is a bomb for invisibility and invincibility for the remainder of the level.

**Full health** \*Sega Smash Pack: Volume 1\*

Pause the game and press X, A, Right, X, B, X, Down, X, A, Right, X.

**Hidden artwork and audio**

Place the game disc in a PC compatible CD-ROM drive to find Sega Swirl images and audio files of the title music.

D

Altered Beast

**Strategy Guide**

**Message Boards**



CCC Daily Poll

**Higher jumps** Sega Smash Pack: Volume 1

While jumping, hold Up.

**Higher score** -Sega Smash Pack: Volume 1

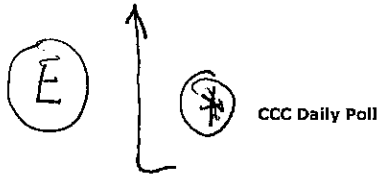
Execute a big move, then pause the game during the animation and choose to restart. The move you just did will register on your new game.

E

Shining Force

**Strategy Guide**

**Message Boards**



**Hover** \*Sega Smash Pack: Volume 1\*

To hover in mid-air, aim down from where Vectorman is falling, then keep shooting. To go higher while hovering, use your jet pack feet. **Note:** This trick is easier with a controller with a turbo feature.

**Infinite lives**(Sega Smash Pack: Volume 1)

Collect the extra life at the very bottom of Green Hill Zone - Act 3. Accumulate 100 rings to obtain another extra life. Collect a third extra life located at the top of the loop-the-loop. Intentionally lose a life and repeat the process.

**Infinite shurikens** Sega Smash Pack: Volume 1

Select the "Shurikens" choice on the options screen and set it to 00. After approximately ten seconds this value will change to an infinity symbol.

**Interactive credits**(Sega Smash Pack: Volume 1)

The credits will appear after Athena is rescued. Punch or Kick the credits to force them to scroll downward.

**Invincibility** -Sega Smash Pack: Volume 1

**Note:** This trick only works in a level that contains a morph icon. Get any morph icon, then before you completely change, pause the game and enable the "Free movement" code. Resume the game, then pause the game again and repeat the "Free movement" code. If done correctly, all enemies can be killed by simply walking into them.

**Invisible and invincible** \*Sega Smash Pack: Volume 1\*

Collect the power-up to turn into a grenade. Pause the game when it explodes. Enable the "Free movement" code. This should allow you to move anywhere in the level as an exploding bomb. Locate the Boss, if available, at the end of the level. Enable the "Free movement" code again to face the Boss invisible and invincible.

**Item preview**(Sega Smash Pack: Volume 1)

To view the various items and power-ups in the game, simply point the option menu cursor to "Information" and press Start.

Virtua Cop 2

**Kill one Boss only (stage 6)**

In stage 6, with the 2 bosses, defeat Souther (the Boss with claws) and Stealth (the other Boss) will die as well.

**Level bonuses**

Complete a level without shooting any targets for a point bonus. Complete a level without using photons for a photon bonus.

**Level select -Sega Smash Pack: Volume 1**

At the title screen, press Up, Down, Left, Right. If you entered the code correctly, you will hear a chime. Hold X + Start to begin

a game.

### **Level select -Sega Smash Pack: Volume 1**

Enable the "Options menu" code. Select a level from the options menu and hold X + Start at the title screen to begin a game at that location.

### **Level select** Sega Smash Pack: Volume 1

Select arcade mode, then hold Down/Left + A and press Start at the character selection screen. A number that corresponds to the starting level will appear in the upper left corner of the screen. Use the D-pad to change this value.

### **Level warp** Sega Smash Pack: Volume 1

Move Vectorman below the Sega logo screen and shoot it 24 times. Jump and hit the logo with Vectorman's head 12 times. The phrase "Get Ready" will appear, then each letter in "Sega" will begin to fall. Collect 90 to 109 letters to warp to level 5. Catch 110 or more to warp to level 10.

### **Mirror mode**(Sega Smash Pack: Volume 1)

Successfully complete the game on the normal difficulty setting. Then, press L, Left, L, Right, L, Down, L, Up, R, Left, R, Right, R, Down, R, Up on controller D when the game returns to the "Press Start Button" screen. If you entered the code correctly, you will hear a sound.

### **Nine continues** \*Sega Smash Pack: Volume 1\*

Select arcade mode, then hold Down/Left + X + B. Release the buttons and press Start.

### **No opponents in dungeons**-[Sega Smash Pack: Volume 1 ]

Continuously press B to display the control menu and press A to close it while holding the D-pad in any direction.

Revenge Of Shinobi

### **Options menu** Sega Smash Pack: Volume 1

At the title screen, hold A and press Start to display an options menu.

### **Play as Janet** -Sega Smash Pack: Volume 1

Start a new game and select a stage. Then at the file screen, hold Start until the mission begins to play as Janet.

### **Random mode** Sega Smash Pack: Volume 1

Successfully complete the game on the hard difficulty setting. Then, press B, Left, X, Y, X, Y, B, A, B, A, Right, Left, Right, Left on controller D when the game returns to "Press Start Button" screen. If you entered the code correctly, you will hear a sound.

### **Reveal cheat menu code** \*Sega Smash Pack: Volume 1\*

Successfully complete the game on the hardest difficulty setting. The game will reveal the cheat code during the last picture of the ending credits.

### **Second magic jewel -Sega Smash Pack: Volume 1**

Create one row of normal jewels stacked almost to the top of the playfield. Allow a vertical space for only two of the three jewels in the next block to fit. Watch the preview window for the next magic jewel block. When it appears, quickly move it to the top of the prepared stack. The magic jewel will eliminate the "touching" color jewels, and all of the remaining jewels will drop down, as

will the single magic jewel that was off the playfield. This single magic jewel will drop down and eliminate another group of colored jewels.

**Slow-motion mode -Sega Smash Pack: Volume 1**

Pause the game while in the countryside by holding Start + A. Keep A pressed to move in slow-motion.

**Slow-motion Sega Smash Pack: Volume 1**

Pause the game and press Down, Right, X, B, Up, Left, X. The game will slow down when Vectorman is hit. Repeat the code to revert back to normal speed.

**Sound test-[Sega Smash Pack: Volume 1 ]**

At the title screen, hold X + B + Up/Right and press Start.

**Two-player mode(Sega Smash Pack: Volume 1)**

Press Start on controller two to begin game play.

**Two player mode(Sega Smash Pack: Volume 1)**


Press Start on controller two in arcade, beginner, or duel mode.

(F)

Phantasy Star 2

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**Two players as same character**

At the title screen, hold Down/Right + A on controller one and Left + X on controller two. Press B on controller two while all buttons are held. Select two player mode and choose the same character. **Note:** Both characters will appear identical.

**View map coordinates-[Sega Smash Pack: Volume 1 ]**

Pause the game and press A, X, Left(2), or A, X, Left, Down.

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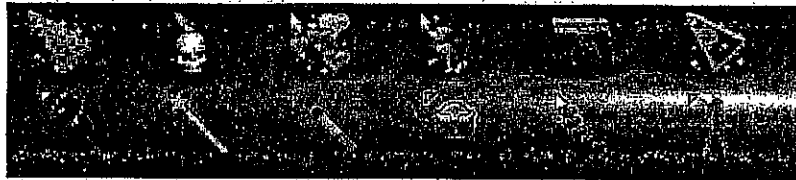
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Pause the game to display the "Fortress Of Solitude" menu. Then, enter one of the following codes at this menu to activate the corresponding cheat function. If you entered the code correctly, you will hear a sound. **Note:** Some codes cannot be enabled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

**Play as Bizarro in Free Roam mode**

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



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Infinite city health

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

Infinite stamina

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

All power-ups

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

All bonuses

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

- Alternate costumes

Successfully complete the indicated task to unlock the corresponding costume:

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

- Trophies

Successfully complete the indicated task to unlock the corresponding trophy:

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

- Breaking the sound barrier

(A)

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

- Developer memorial

(B)

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

- Achievements

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

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



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

Additionally, there are seven secret achievements:

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



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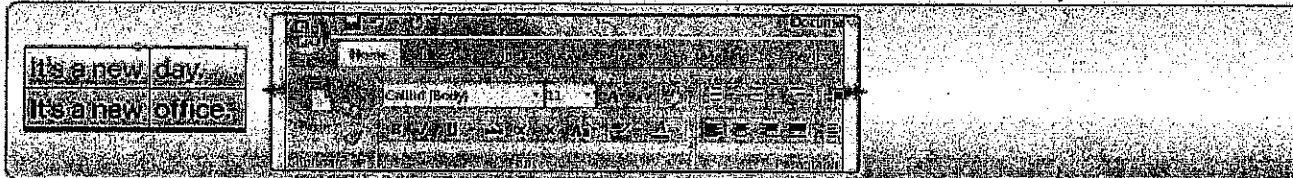
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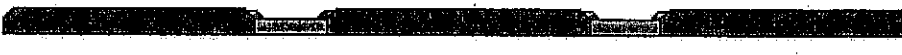
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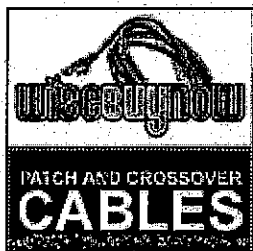
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**Achievements** Superman Returns: The Videogame

Accomplish the listed achievement to get the specified number of Gamerscore points:  
Hero of Metropolis (200 points): Complete all Metro Events and mini-games.  
Armageddon Averted (30 points): Complete Level 01: Meteor Storm.  
Mr. What's-his-name (50 points): Complete all mini-games.  
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Additionally, there are seven secret achievements:Warworld (50 points): Visited and dominated Warworld.Metallo Mastered (100 points): Stopped Metallo in the name of justice.Me aM savE yOU (100 points): By you is Bizarro not undefeated.The Mongul Hordes (100 points): Vanquished Mongul once again.Twisted (100 points): Saved Metropolis from the rampaging tornado.Versatile Fighter (30 points): Perform 99 fighting combos.Not That Super (0 points): Entered a cheat code.

**All bonuses** -Superman Returns: The Videogame  
Pause the game and press Left, Up, Right, Down, Y, X, Y, Up, Right, X to unlock all bonuses.

**All power-ups** (Superman Returns: The Videogame)  
Pause the game and press Left, Y, Right, X, Down, Y, Up, Down, X, Y, X.

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

[Successful]

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**Become a Cheat Master of Superman Returns: The Videogame**

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

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

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

A

**Breaking the sound barrier**

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

**Cheat mode** (Superman Returns: The Videogame)  
Pause the game to display the menu. Enter the codes here to

reap their benefits. Sounds will confirm positive entry.

B

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

**Infinite city health**

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

**Infinite stamina** \*Superman Returns: The Videogame\*

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

**Play as Bizarro in Free Roam mode**

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

**Trophies** -Superman Returns: The Videogame

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

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



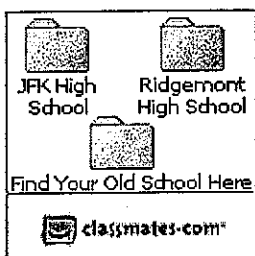
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without the shopkeepers doing anything. Your enemies will also just stand still unable to attack, allowing you to go into Sneak mode and attack for 4x to 6x damage, and pickpocket without consequence (except on guards who can catch you if you fail,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

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- Duplicate items

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

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- Permanent enchantment

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

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

- Infinite health

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

- Infinite recharge

Use the "Duplicate items" trick on a Soul Gem. Pick them all up. When an item is on low charge you can recharge it back to full without wasting money on Soul Gems or having to bother with soul trapping.

- Infinite gold

Go to the Talos Plaza District of Imperial City and find a house owned by a man named Dorian (Dorian's House) in the southeast section of the district. Break into his house and find him. When he tells you to leave, kill him. Do not press X to loot him and take all. Instead, take each item individually, finishing with the gold, which will not run out once it hits 8 pieces. Just keep selecting the gold he

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lower, but will just keep giving you as much gold as desired. **Note:** After you break in and he tells you to get out, talk to him. Go to "Persuade" and bribe him a lot. After that, kill him. He will now have more money to loot, which makes it easier to get more faster.

**Note:** To get infinite gold from Dorian easier, use the following trick. First, bribe him until you cannot do so anymore. Then, hit him with your weakest weapon, preferably your fists. Then, quickly hold Block and press X to yield to him. Because he is your friend, he will stop fighting. Then, talk to him again. His relationship will have dropped because you hit him, allowing you to bribe him more. Make sure you do not hit him too much or he will run away. Once his health gets low, the guards will probably charge you. After spending your time or paying them, go back to his house. His health will still be low from your attacks. Wait exactly 24 hours and his health will be reset. Repeat the entire process to get the desired amount of gold. Once you select the money from his pocket it will not go away, leaving you with unlimited money.

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

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

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

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

Use the "Duplicate items" trick inside a store. Make sure the item you duplicate is worth a lot of gold. Sell all but one of the item that was duplicated, then repeat the process as many times as desired. It is possible to make up to 50,000 gold in a few minutes.

6



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

- Infinite arrows

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

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

- Easy gold

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

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

- Easy experience

C



This trick requires that your character has a major skill of Sneak and either Destruction or Alteration. If your skills are Sneak and Destruction, gain access to Arcane University. Go to the area to make spells. Make a Drain Health spell that is set to "Self" and only uses 1 Magicka. Then, go upstairs. Go into Sneak mode and just run into the wall without stopping. Activate the magic spell repeatedly to gain levels quickly. **Note:** When you activate the magic spell it will seem as if it is hurting you, but it is not. If your skills are Sneak and Alteration, go into a room with a container (for example, cupboard, drawers, etc.). Run into the container in Sneak mode and use a "open very easy lock" repeatedly on the container.

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Use the following trick for easy experience in Leyawiin (Blade, Blunt, Destruction, Hand-To-Hand, Marksman, and Sneak). Go to Leyawiin and find Rosentia Gallenus' House. She has four Scamps. You can kill them and more will respawn. Sneak attack with a blade, mace, or hand-to-hand. Then, use a bow and cast fire. **Note:** If you use your bow, the arrows are hard to get back. If you finish the quest you cannot do this anymore.

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

- Easy magic skills

access to Arcane University. Then, buy the cheapest spell you can find for each of the magic based skills (Illusion, Conjuration, Alteration, Mysticism, Restoration, and Destruction). For Destruction, a Drain Spell is recommended. Go to where you make your own spells and select a spell. Make it so you only use up 1 Magicka and the spell is on "Self". Name the spell and create it. Do this with all the other types of magic based skills then make them all on "Self", including Destruction. If you used a Drain spell, when you use it on yourself it may appear you took damage but you do not, because you drain it from yourself to yourself. Cast the spells all the time when you are walking around or whenever possible. Your skills will increase quickly without having to wait between spellcastings. **Note:** This trick will only work if the spells are cast on "Self". Spells do not count towards experience unless they have an effect on something.

- Easy skill bonuses

Successfully complete all the Mage Guild Recommendation Quests to gain access to Arcane University. Then, create a Fortify Skill 100 spell that lasts for a few seconds on-self for Mercantile and/or Armorer. With the Mercantile spell, cast it in front of a merchant, activate them, and you will be able to invest 500 gold at their store without being a Master in Mercantile. In addition, you can drive harder bargains. For Armorer, cast the spell and then equip an Armorer's Hammer. Your hammer can be used infinitely without being a Master Armorer. You cannot, however, repair magical items without having legitimately reached the Journeyman Armorer level. Similar spells can be created for other attributes and/or skills: Personality and Speechcraft for raising people's dispositions, Security for picking any lock, etc.

- Easy Acrobatics skill

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

- Easy Alchemy skill

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

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

- Easy Alteration skill

To get quickly increase your Alteration skill, make sure you have these spells: Open Average Lock, Open Easy Lock, and Open Very Easy Lock. Then, find a chest that you would normally need a key or have to lockpick. Use the opposite spell of the chest. For example, if the chest requires the easy spell, use the very easy spell on it. Make sure you have some Magicka potions or you can just wait an hour every time you exhaust your Magicka supply. In a short period of time you will have leveled your Alteration skill dramatically.

- Easy Armor skill

There is a woman named Arvena Thelas in the town of Anvil who has four rats in her basement (the same as the first Fighter's Guild quest). If your level is high enough that rats do not cause you significant damage, you can break into her house, annoy the rats by punching them (or casting drain fatigue spells if your punch is too strong), then letting all four rats attack you while occasionally casting a heal spell. This is also useful for raising your Block skill, and is much easier than repeatedly causing summoned monsters to attack you.

Get an enchanted amulet, ring, or other item you can enchant with Water Breathing. Make sure it is a constant effect. Equip the item with Water Breathing, then jump in some water. Swim to the bottom, then hold [Up] to keep swimming into the floor. Your Athletics skill will greatly increase in just five minutes.

- Easy Conjunction skill

Near the town of Bruna, go east, then southeast. If you reach The Red Ruby Cave you went too far. You will need to go back west slightly. You should see a shrine, that once activated, will give you Conjunction points as well as a temporary bound weapon and/or greaves. You can keep activating the shrine every 24 hours. Wait in front of it for 24 hours, then activate it again. Repeat this as many times as desired.

- Easy Hand-To-Hand skill

D

This trick requires that your character has 100% or more Invisibility or Chameleon. This is done by either enchanting a number of armor, rings, or amulets, or you can enter an Oblivion Gate and keep reloading the game until you find the Sigil Stone that offers Silence and Chameleon. After you get that stone, use the "Duplicate items" trick to instantly enchant your items without having to find Soul Gems and Souls. Once you have Invisibility, go up to a guard and start beating him up using hand-to-hand combat. When he dies, more guards will keep spawning. You can just keep beating on them. You can also find a character that is marked with a crown that will not die, and only becomes unconscious. Because they do not see you, it is not bad. Also, they never die, so you can endlessly beat on them until you master Hand-To-Hand. Your skill increases about every 20 seconds or more, depending on how high your skill level already is.

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

- Easy Sneak skill

F

An easy way to increase your Sneak skill is to find someone who is sleeping. Find a wall that they are near, then run against the wall while sneaking. As long as no one can see you, your skill will increase until the person wakes. If this happens, wait until night and allow them go back to sleep.

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When you have the option to join the Thieves Guild by meeting Armand Christophe at the Imperial Water Front garden around 11 p.m., accept his task. He will offer you the option to buy lockpicks, but do not buy any. Go into Sneak mode and get behind him. Not only will you get the lockpicks from him, you can also repeatedly pickpocket him to build up your Sneak skill. He will just tell you to go ahead, and that he does not need it anyway.

After the assassination of Emperor Uriel Septim (during the opening mission), leave the Emperor's body with one of his guards, Baurus. Walk down the newly revealed "secret" passage, then turn around. You should still be able to see Emperor Septim's body and part of Baurus. Walk to the nearest corner (to your left), go into Sneak mode, then walk forward to quickly increase your Sneak level.

Join the Dark Brotherhood. When you receive your first quest to kill Rufio, enter his room and go into Sneak mode. Rufio sleeps for 20 hours a day. Walk around in his room to gain very easy Sneak levels.

Successfully complete the Fighting Arena in the Imperial City and become Grand Champion. Once you collect all your money from the Bloodworks person, go outside. There will be a kid that runs up to you and says that he is your biggest fan and ask if he can follow you around. Select "Yes you may follow me around" and he will go wherever you go. Go to any place that is away from

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

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

- Easy Ebony and Umbra Sword

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

- Easy Imperial Arena

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

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

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- Easy lockpick use

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

- Easy stealing

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

bounty, and you will still have the stolen item.

- Easy kills with Nord race

Select the Nord as your race and choose The Lover as your star pattern. Get an enemy down a little bit in health, then use The Lover's star pattern ability to stun them. While they are stunned, hit them with Nordic Frost. This will kill almost all enemies and works well as a finisher.

- Easy items

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

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

- Easy lockpicks and Sneak level

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

- Saving lockpicks

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

- Stat boost

Successfully complete all fifteen of the Daedric quests to get a large stat boost. You can choose any of the three major skill sets; Combat, Guild, or Magic. Each gives you a ten point permanent boost to the related stats and some of the related skills. It is extremely worth it to do the Daedric quests considering all the other good items you will get while doing the quests. You can activate up to fourteen at once if you are at a high enough level. The final quest requires level 21+, and you must have completed all of the other Daedric quests.

Take any desired Sigil Stone and either an already enchanted item or regular item and enchant the item with a Sigil Stone. Then, use the "Duplicate items" trick on it to get a permanent stat boost for whatever the item was meant to increase. Repeat this with the same or different enchantment to continuously get stat boosts in that category. You can then sell the extra copies for extra gold.

- Making stolen items authentic

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

- Making Black Soul Gems

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

- Katana

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

- Nocturnal's Cown

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

- Skeleton Key

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

- Secret treasure

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

- Good cheap house

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

- Good weapon

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

- Good armor

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

- Getting desired Sigil Stones

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

- Glass and enchanted weapons and armor in Border Watch

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

- Glass weapons and armor in Rockmilk Cave

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

- Shadowmere

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



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

- Unicorn

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

- Vampires

There is a broken down fort that is the base for some relatively weak vampires directly south of Chorrol. The fort is called Fort Carmala, and it is located near Hackdirt, very close to northeast of Weatherleah. To reach it, if you have not done the Hackdirt or Weatherleah quests, go to Chorrol. Leave from the south gate and move directly south. If you reach the city of Hackdirt, you are near it. Look for a group of white rocky ruins. The door to the cave is among the ruins.

- Becoming a vampire

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

Dark Brotherhood Story: Become a member of the Dark Brotherhood by killing an innocent person, going to sleep in an inn, traveling to the Inn of Ill Omen, and killing Rufio. Travel to the Sanctuary and talk to Vicente and finish all of his contracts. He will then ask if you wish to become a vampire. Say "Yes", then sleep on the slab. When you wake up, sleep again for twenty four hours three times. You are now a full-fledged vampire.

Order Of Virtuous Blood Story: It is not required to begin the quest, but if you do the vampires will be easier to kill. If you have not, travel along the river just to the east of Imperial City until you find a cave. Go in and you should find lots of vampires. Attack one and let it hit you a few times. Kill it, then go back to Imperial City. Get a room in an inn and sleep for twenty four hours three times. You are now a full-fledged vampire.

- Benefits and weaknesses of being a vampire

Vampires get a boost in many of their stats and abilities. The increase in abilities of a vampire is not determined by how much he sleeps but by how much he goes without feeding. Not exactly, but for each day a vampire goes without feeding, he will get a 5 point increase to his vampire stats and skills. To receive these increases the vampire must sleep or wait. The game will notify you of these stat boosts. If the vampire is well fed, light will not harm him, but he will have 25% weakness to fire. After the first stat boost (which boosts vampire stats from 5 to 10), he will lose this weakness to fire. By looking under the magic tab, then the last of the five tabs in the magic section, one can

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percentage is, the sun will do more or less damage to you, from Sun Damage 1 all the way to 8. Furthermore, the time of the day is also important for sun damage. At dusk and dawn the damage dealt is very small, even to a 100% vampire. However, noon is a very dangerous time for a full vampire as he will have just enough time to run from one house on one side of the street to the other (depending on how much life he has). The stats that being a vampire increases are: Vampire Stats, Strength, Speed, Willpower, Sneak, Mysticism, Illusion, Hand to Hand, Destruction, Athletics, Acrobatics, and Resist Normal Weapons. Depending on which stage of the vampire you are in, you will get from 5 to 20 points in each of these stats (25% vampire = 5 points; 25% vampire = base vampire, fully fed). Other special stats or skills get added depending on the vampire level. Vampire Skills that are always present are: Hunter's Sight (Nighteye and Detect Life), Resist Disease 100%, and Resist Paralysis 100%.

Vampire 25%  
Weakness to Fire: 20  
+5 to all of the vampire stats

Vampire 50%  
Vampiric Seduction (charm on touch)  
+10 to all of the vampire stats

Vampire 75%  
Reign of Terror (fear)  
+15 to all of the vampire stats

Vampire 100%  
Embrace of Shadows (Invisibility + Night Eye)  
+20 to all of the vampire stats

**Note:** Most people and merchants will not talk to you in this form.

At base level you get +5 to Strength, Willpower, Speed, Acrobatics, Athletics, Destruction, Hand 2 Hand, Illusion, Mysticism, and Sneak. You also get a resistance to disease and paralysis, and a small resistance to normal weapons. For every day you go without feeding (up to a maximum of four days), your boosted skills will go up by an additional 5, as will your resistance to normal weapons. You also get a spell for each of the four days; on day one Hunter's Sight (Night Eye/Detect life), on day two Vampire's Seduction (Charm), on day three Reign of Terror (silence/demoralise area), and finally on day four Embrace of the Shadows (180 seconds Invisibility, 90 seconds Night Eye). The weaknesses are, on day one (within 24 hours of last feeding) weakness to fire, you are safe from the sun; on day two (48 hours from last feeding), burn in sunlight; on day three (72 hours from last feeding), increased damage from sun; and on day four (over 96 hours from last feeding), everyone will recognize you as a vampire and most will not interact with you and there will be another increase in sun damage.

- Feeding as a vampire

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

- Cure for vampiricy

You must first have access to Arcane University. Go in and talk to the mage and he will tell you to talk to a man in Skingrad. Do as he says and run errands for whoever you need to talk to. Eventually you will be allowed to get rid of your vampiricy.

- Enemy and item levels

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

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

#### *Armor*

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

#### *Weapons*

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

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

- Keeping quest items after theft

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

- Bonuses from quest items retained

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

- Easily completion of Independent Thievery requirements

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

(B)



- Completing the Brother Good Betrayed quest

When you are in Bruma, the house on the right behind the temple (coming from the east gate) will have a guard in front of it. The guard will tell you that someone has been murdered. Later when you go in, there will be a woman and two guards. One of the guards will allow you to have a dialogue menu so you

(B)

husband was murdered by a vampire hunter (though she does not think he was a vampire). She will tell you to find out more by locating the vampire hunter. To find where he is you can just talk to innkeepers, but he will always be in the Sac And Tap to the left of the east gate. Do not bribe the owner of the Sac And Tap because he will never tell you where he is. To get him to give you the key to the vampire hunter's room, get the Charm spell in the basement of the house of the widow. Use it on the Sac And Tap owner and he will happily give you the key. When you go into his room in the back, there is a book behind a table. Take the book to the guard you talked to at the widow's house. He will then tell you to meet him outside the Sac And Tap. Once you do this, he will tell you that the vampire hunter has made a break for a cave beyond the town. You may find three guards in the fields killing each other. If you see this happening, you may want to wait it out and take their armor. There also may be one or two bandits on the way that are relatively easy to defeat. You will need a very high Acrobatic or Agility skill for the next part. Immediately after you see the vampire hunter stepping out of the side cave, shoot a fireball or snowball at him then run out of the cave. He should follow you. Keep running all the way back to Bruma. If you go in, he will follow and the guards will take him out. It is easier to get away from the vampire hunter if you jump as much as you can and quickly run in a zig-zag pattern. It will also be helpful if you cast healing or protecting spells on yourself during the sprint back to Bruma. If done correctly, you can finish the mission with very little skill or strength.

- Different weapons in Taking Care Of Lex quest

While doing the "Taking Care Of Lex" quest for the Thieves Guild, you must scald the paper with Lex's seal. Just beside the desk where the seal is, you will see a chest. If you come in the door directly behind the chest, you will get an Elven longsword, Glass longsword, Orcish helmet, and a Myhril sheild. If you come in from the door upstairs, you will get an Elven longsword and Dwarven greaves. If you come in the exact entrance, you will not be able to open the chest.

- Easy kills in The Purification quest

While doing the "The Purification" quest for the Dark Brotherhood, use the following trick to easily kill some of the members in the sanctuary such as Ocheeva and Vincent. First, get your Disposition with them as high as possible, then sneak attack them with a dagger. Before they have a time to retaliate, propose a yeild. You can attack and yeild repetedly until they are killed.

- Floating paintbrushes

There are paintbrushes stored in random containers at various locations. If you take one out and drop it, it will not fall. It will just float in the location you were looking at when you dropped it. You can drop them in sets of two or more and use them as steps to reach high places. You can also use them as barriers between you and enemies.

- Unnamed sword

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

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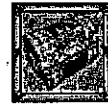
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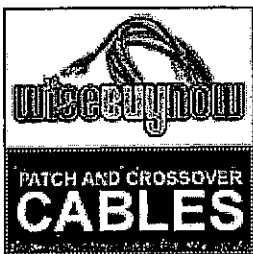
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### **Becoming a vampire** -The Elder Scrolls 4: Oblivion

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

**Dark Brotherhood Story:** Become a member of the Dark Brotherhood by killing an innocent person, going to sleep in an inn, traveling to the Inn of Ill Omen, and killing Rufio. Travel to the Sanctuary and talk to Vicente and finish all of his contracts. He will then ask if you wish to become a vampire. Say "Yes", then sleep on the slab. When you wake up, sleep again for twenty four hours three times. You are now a full-fledged vampire.

**Order Of Virtuous Blood Story:** It is not required to begin the quest, but if you do the vampires will be easier to kill. If you have not, travel along the river just to the east of Imperial City until you find a cave. Go in and you should find lots of vampires. Attack one and let it hit you a few times. Kill it, then go back to Imperial City. Get a room in an inn and sleep for twenty four hours three times. You are now a full-fledged vampire.

### **Benefits and weaknesses of being a vampire**

Vampires get a boost in many of their stats and abilities. The increase in abilities of a vampire is not determined by how much he sleeps but by how much he goes without feeding. Not exactly, but for each day a vampire goes without feeding, he will get a 5 point increase to his vampire stats and skills. To receive these increases the vampire must sleep or wait. The game will notify you of these stat boosts. If the vampire is well fed, light will not harm him, but he will have 25% weakness to fire. After the first stat boost (which boosts vampire stats from 5 to 10), he will lose this weakness to fire. By looking under the magic tab, then the last of the five tabs in the magic section, one can see all the current effects on his character. The first thing is a "vampire meter" that has a percentage of how much one is a vampire (25% increments, starting at 25% going up to 100 in four stages). Depending on how high that percentage is, the sun will do more or less damage to you, from Sun Damage 1 all the way to 8. Furthermore, the time of the day is also important for sun damage. At dusk and dawn the damage dealt is very small, even to a 100% vampire. However, noon is a very dangerous time for a full vampire as he will have just enough time to run from one house on one side of the street to the other (depending on how much life he has). The stats that being a vampire increases are: Vampire Stats, Strength, Speed, Willpower, Sneak, Mysticism, Illusion, Hand to Hand, Destruction, Athletics, Acrobatics, and

Resist Normal Weapons. Depending on which stage of the vampire you are in, you will get from 5 to 20 points in each of these stats (25% vampire = 5 points; 25% vampire = base vampire, fully fed). Other special stats or skills get added depending on the vampire level. Vampire Skills that are always present are: Hunter's Sight (Nighteye and Detect Life), Resist Disease 100%, and Resist Paralysis 100%.

Vampire 25%  
Weakness to Fire: 20  
+5 to all of the vampire stats

Vampire 50%  
Vampiric Seduction (charm on touch)  
+10 to all of the vampire stats

Vampire 75%  
Reign of Terror (fear)  
+15 to all of the vampire stats

Vampire 100%  
Embrace of Shadows (Invisibility + Night Eye)  
+20 to all of the vampire stats  
\*\*\* Most people and merchants will not talk to you in this form.

At base level you get +5 to Strength, Willpower, Speed, Acrobatics, Athletics, Destruction, Hand 2 Hand, Illusion, Mysticism, and Sneak. You also get a resistance to disease and paralysis, and a small resistance to normal weapons. For every day you go without feeding (up to a maximum of four days), your boosted skills will go up by an additional 5, as will your resistance to normal weapons. You also get a spell for each of the four days; on day one Hunter's Sight (Night Eye/Detect life), on day two Vampire's Seduction (Charm), on day three Reign of Terror (silence/demoralise area), and finally on day four Embrace of the Shadows (180 seconds Invisibility, 90 seconds Night Eye). The weaknesses are, on day one (within 24 hours of last feeding) weakness to fire, you are safe from the sun; on day two (48 hours from last feeding), burn in sunlight; on day three (72 hours from last feeding), increased damage from sun; and on day four (over 96 hours from last feeding), everyone will recognize you as a vampire and most will not interact with you and there will be another increase in sun damage.

#### **Bonuses from quest items retained**

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

(A)



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

### Completing the Brother Good Betrayed quest

(B)

When you are in Bruma, the house on the right behind the temple (coming from the east gate) will have a guard in front of it. The guard will tell you that someone has been murdered. Later when you go in, there will be a woman and two guards. One of the guards will allow you to have a dialogue menu so you can choose a response. You may have to bribe the guard to let you conduct your own investigation. After you talk to the woman, she will tell you that her husband was murdered by a vampire hunter (though she does not think he was a vampire). She will tell you to find out more by locating the vampire hunter. To find where he is you can just talk to innkeepers, but he will always be in the Sac And Tap to the left of the east gate. Do not bribe the owner of the Sac And Tap because he will never tell you where he is. To get him to give you the key to the vampire hunter's room, get the Charm spell in the basement of the house of the widow. Use it on the Sac And Tap owner and he will happily give you the key. When you go into his room in the back, there is a book behind a table. Take the book to the guard you talked to at the widow's house. He will then tell you to meet him outside the Sac And Tap. Once you do this, he will tell you that the vampire hunter has made a break for a cave beyond the town. You may find three guards in the fields killing each other. If you see this happening, you may want to wait it out and take their armor. There also may be one or two bandits on the way that are relatively easy to defeat. You will need a very high Acrobatic or Agility skill for the next part. Immediately after you see the vampire hunter stepping out of the side cave, shoot a fireball or snowball at him then run out of the cave. He should follow you. Keep running all the way back to Bruma. If you go in, he will follow and the guards will take him out. It is easier to get away from the vampire hunter if you jump as much as you can and quickly run in a zig-zag pattern. It will also be helpful if you cast healing or protecting spells on yourself during the sprint back to Bruma. If done correctly, you can finish the mission with very little skill or strength.

### Cure for vampiricy The Elder Scrolls 4: Oblivion

You must first have access to Arcane University. Go in and talk to the mage and he will tell you to talk to a man in Skingrad. Do as he says and run errands for whoever you need to talk to. Eventually you will be allowed to get rid of your vampiricy.

### Different weapons in Taking Care Of Lex quest

While doing the "Taking Care Of Lex" quest for the Thieves Guild, you must scald the paper with Lex's seal. Just beside the desk

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

#### **Duplicate items**

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

#### **Easily completion of Independent Thievery requirements**

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

#### **Easy Acrobatics skill**

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

#### **Easy Alchemy skill**

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

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

#### **Easy Alteration skill**

To quickly increase your Alteration skill, make sure you have these spells: Open Average Lock, Open Easy Lock, and Open Very Easy Lock. Then, find a chest that you would normally need a key or have to lockpick. Use the opposite spell of the chest. For example, if the chest requires the easy spell, use the very easy spell on it. Make sure you have some Magicka potions or you can just wait an hour every time you exhaust your Magicka supply. In

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

#### **Easy Armor skill** (The Elder Scrolls 4: Oblivion)

There is a woman named Arvena Thelas in the town of Anvil who has four rats in her basement (the same as the first Fighter's Guild quest). If your level is high enough that rats do not cause you significant damage, you can break into her house, annoy the rats by punching them (or casting drain fatigue spells if your punch is too strong), then letting all four rats attack you while occasionally casting a heal spell. This is also useful for raising your Block skill, and is much easier than repeatedly causing summoned monsters to attack you.

#### **Easy Athletics skill** \*The Elder Scrolls 4: Oblivion\*

Get an enchanted amulet, ring, or other item you can enchant with Water Breathing. Make sure it is a constant effect. Equip the item with Water Breathing, then jump in some water. Swim to the bottom, then hold [Up] to keep swimming into the floor. Your Athletics skill will greatly increase in just five minutes.

#### **Easy Conjunction skill**

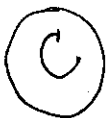
Near the town of Bruna, go east, then southeast. If you reach The Red Ruby Cave you went too far. You will need to go back west slightly. You should see a shrine, that once activated, will give you Conjunction points as well as a temporary bound weapon and/or greaves. You can keep activating the shrine every 24 hours. Wait in front of it for 24 hours, then activate it again. Repeat this as many times as desired.

#### **Easy Ebony and Umbra Sword**

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

#### **Easy experience** -[The Elder Scrolls 4: Oblivion ]

This trick requires that your character has a major skill of Sneak and either Destruction or Alteration. If your skills are Sneak and Destruction, gain access to Arcane University. Go to the area to make spells. Make a Drain Health spell that is set to "Self" and only uses 1 Magicka. Then, go upstairs. Go into Sneak mode and just run into the wall without stopping. Activate the magic spell repeatedly to gain levels quickly. \*\*\* When you activate the magic spell it will seem as if it is hurting you, but it is not. If your skills are Sneak and Alteration, go into a room with a container (for example, cupboard, drawers, etc.). Run into the container in Sneak mode and use a "open very easy lock" repeatedly on the



container.

typos

C

Use the following **trick** for easy experience in Leyawiin (Blade, Blunt, Destruction, Hand-To-Hand, Marksman, and Sneak). Go to Leyawiin and find Rosentia Gallenus' House. She has four Scamps. You can kill them and more will respawn. Sneak attack with a blade, mace, or hand-to-hand. Then, use a bow and cast fire. \*\*\* If you use your bow, the arrows are hard to get back. If you finish the quest you cannot do this anymore.

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

### Easy gold (The Elder Scrolls 4: Oblivion)

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

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

D

### Easy Hand-To-Hand skill

This trick requires that your character has 100% or more Invisibility or Chameleon. This is done by either enchanting a number of armor, rings, or amulets, or you can enter an Oblivion Gate and keep reloading the game until you find the Sigil Stone that offers Silence and Chameleon. After you get that stone, use the "Duplicate items" trick to instantly enchant your items without having to find Soul Gems and Souls. Once you have Invisibility, go up to a guard and start beating him up using hand-to-hand combat. When he dies, more guards will keep spawning. You can just keep beating on them. You can also find a character that is marked with a crown that will not die, and only becomes unconscious. Because they do not see you, it is not bad. Also, they never die, so you can endlessly beat on them until you master Hand-To-Hand. Your skill increases about every 20 seconds or more, depending on how high your skill level already is.

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

E

### Easy Imperial Arena -The Elder Scrolls 4: Oblivion

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

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

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

(E)

grammar  
typo

#### Easy items \*The Elder Scrolls 4: Oblivion\*

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

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

#### Easy kills in The Purification quest

While doing the "The Purification" quest for the Dark Brotherhood, use the following trick to easily kill some of the members in the sanctuary such as Ocheeva and Vincent. First, get your Disposition with them as high as possible, then sneak attack them with a dagger. Before they have a time to retaliate, propose a yeild. You can attack and yeild repetedly until they are killed.

#### **Easy kills with Nord race**

Select the Nord as your race and choose The Lover as you star pattern. Get an enemy down a little bit in health, then use The Lover's star pattern ability to stun them. While they are stunned, hit them with Nordic Frost. This will kill almost all enemies and works well as a finisher.

#### **Easy lockpicks and Sneak level**

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

#### **Easy lockpick use** (The Elder Scrolls 4: Oblivion)

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

#### **Easy magic skills** The Elder Scrolls 4: Oblivion

Complete all the Mage Guild Recommendation Quests to gain access to Arcane University. Then, buy the cheapest spell you can find for each of the magic based skills (Illusion, Conjuration, Alteration, Mysticism, Restoration, and Destruction). For Destruction, a Drain Spell is recommended. Go to where you make your own spells and select a spell. Make it so you only use up 1 Magicka and the spell is on "Self". Name the spell and create it. Do this with all the other types of magic based skills then make them all on "Self", including Destruction. If you used a Drain spell, when you use it on yourself it may appear you took damage but you do not, because you drain it from yourself to yourself. Cast the spells all the time when you are walking around or whenever possible. Your skills will increase quickly without having to wait between spellcastings. \*\*\* This trick will only work if the spells are cast on "Self". Spells do not count towards experience unless they have an effect on something.

#### **Easy skill bonuses** \*The Elder Scrolls 4: Oblivion\*

Complete all the Mage Guild Recommendation Quests to gain access to Arcane University. Then, create a Fortify Skill 100 spell that lasts for a few seconds on-self for Mercantile and/or Armorer. With the Mercantile spell, cast it in front of a merchant,

activate them, and you will be able to invest 500 gold at their store without being a Master in Mercantile. In addition, you can drive harder bargains. For Armorer, cast the spell and then equip an Armorer's Hammer. Your hammer can be used infinitely without being a Master Armorer. You cannot, however, repair magical items without having legitimately reached the Journeyman Armorer level. Similar spells can be created for other attributes and/or skills: Personality and Speechcraft for raising people's dispositions, Security for picking any lock, etc.

#### **Easy Sneak skill** The Elder Scrolls 4: Oblivion

An easy way to increase your Sneak skill is to find someone who is sleeping. Find a wall that they are near, then run against the wall while sneaking. As long as no one can see you, your skill will increase until the person wakes. If this happens, wait until night and allow them to go back to sleep.

*grammar*

(F) When you have the option to join the Thieves Guild by meeting Armand Christophe at the Imperial Water Front garden around 11 p.m., accept his task. He will offer you the option to buy lockpicks, but do not buy any. Go into Sneak mode and get behind him. Not only will you get the lockpicks from him, you can also repeatedly pickpocket him to build up your Sneak skill. He will just tell you to go ahead, and that he does not need it anyway.

After the assassination of Emperor Uriel Septim (during the opening mission), leave the Emperor's body with one of his guards, Baurus. Walk down the newly revealed "secret" passage, then turn around. You should still be able to see Emperor Septim's body and part of Baurus. Walk to the nearest corner (to your left), go into Sneak mode, then walk forward to quickly increase your Sneak level.

Join the Dark Brotherhood. When you receive your first quest to kill Rufio, enter his room and go into Sneak mode. Rufio sleeps for 20 hours a day. Walk around in his room to gain very easy Sneak levels.

Complete the Fighting Arena in the Imperial City and become Grand Champion. Once you collect all your money from the Bloodworks person, go outside. There will be a kid that runs up to you and says that he is your biggest fan and ask if he can follow you around. Select "Yes you may follow me around" and he will go wherever you go. Go to any place that is away from guards and people. Go into Sneak mode and select "Pickpocket" on the kid. You will be brought into his inventory. Exit out of his inventory and do not steal anything. Repeat this by selecting pickpocket and exiting. You will gain Sneak experience very quickly. He does not care if you pickpocket him because he is your "biggest fan".

*grammar*

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

**Easy stealing -The Elder Scrolls 4: Oblivion**

Get the Gray Fox's mask and put it on. Steal something and wait for the guards to tell you, "Oh, you are the Gray Fox. I'm going to kill you" (or something similar). Select "Resist Arrest". Then, go to your inventory and take off the mask. Exit the menu, then yield to the guard by holding Block and pressing [Space] to talk to him at the same time. He should walk away. You will not have a bounty, and you will still have the stolen item.

**Enemy and item levels**

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

**Armor**

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

**Weapons**

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

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

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

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



**Floating paintbrushes**

There are paintbrushes stored in random containers at various locations. If you take one out and drop it, it will not fall. It will just float in the location you were looking at when you dropped it. You can drop them in sets of two or more and use them as steps to reach high places. You can also use them as barriers between you and enemies.

**Getting desired Sigil Stones**

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

**Glass and enchanted weapons and armor in Border Watch**

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

**Glass weapons and armor in Rockmilk Cave**

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

**Good armor (The Elder Scrolls 4: Oblivion)**

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

**Good cheap house** -The Elder Scrolls 4: Oblivion

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

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

**Good weapon** -The Elder Scrolls 4: Oblivion

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

**Infinite recharge** (The Elder Scrolls 4: Oblivion)

Use the "Duplicate items" trick on a Soul Gem. Pick them all up. When an item is on low charge you can recharge it back to full without wasting money on Soul Gems or having to bother with soul trapping.

**Infinite arrows** -The Elder Scrolls 4: Oblivion

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

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

**Infinite gold** (The Elder Scrolls 4: Oblivion)

Go to the Talos Plaza District of Imperial City and find a house owned by a man named Dorian (Dorian's House) in the southeast section of the district. Break into his house and find him. When he tells you to leave, kill him. Do not press X to loot him and take all. Instead, take each item individually, finishing with the gold, which will not run out once it hits 8 pieces. Just keep selecting the gold he is carrying and take it. Do this repeatedly, and the number of gold pieces remaining will freeze when it gets down to 8 gold pieces. It will not go any lower, but will just keep giving you as much gold as desired. \*\*\* After you break in and he tells you to get out, talk to him. Go to "Persuade" and bribe him a lot. After that, kill him. He will now have more money to loot, which makes it easier to get more faster.

\*\*\* To get infinite gold from Dorian easier, use the following trick. First, bribe him until you cannot do so anymore. Then, hit him with your weakest weapon, preferably your fists. Then, quickly hold Block and press [Space] to yield to him. Because he

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is your friend, he will stop fighting. Then, talk to him again. His relationship will have dropped because you hit him, allowing you to bribe him more. Make sure you do not hit him too much or he will run away. Once his health gets low, the guards will probably charge you. After spending your time or paying them, go back to his house. His health will still be low from your attacks. Wait exactly 24 hours and his health will be reset. Repeat the entire process to get the desired amount of gold. Once you select the money from his pocket it will not go away, leaving you with unlimited money.

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

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

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

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

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

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Use the "Duplicate items" trick inside a store. Make sure the item you duplicate is worth a lot of gold. Sell all but one of the item that was duplicated, then repeat the process as many times as desired. It is possible to make up to 50,000 gold in a few minutes.

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

#### **Infinite health** \*The Elder Scrolls 4: Oblivion\*

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

#### **Keeping quest items after theft**

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

#### **Making Black Soul Gems**

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

**Making stolen items authentic**

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

**Nocturnal's Cowl**

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

**Permanent enchantment**

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

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

**Saving lockpicks -The Elder Scrolls 4: Oblivion**

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

**Secret treasure**

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

**Shadowmere (The Elder Scrolls 4: Oblivion)**

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

**Skeleton Key** -[The Elder Scrolls 4: Oblivion ]

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

**Stat boost** -The Elder Scrolls 4: Oblivion

Complete all fifteen of the Daedric quests to get a large stat boost. You can choose any of the three major skill sets; Combat, Guile, or Magic. Each gives you a ten point permanent boost to the related stats and some of the related skills. It is extremely worth it to do the Daedric quests considering all the other good items you will get while doing the quests. You can activate up to fourteen at once if you are at a high enough level. The final quest requires level 21+, and you must have completed all of the other

Daedric quests.

Take any desired Sigil Stone and either an already enchanted item or regular item and enchant the item with a Sigil Stone. Then, use the "Duplicate items" trick on it to get a permanent stat boost for whatever the item was meant to increase. Repeat this with the same or different enchantment to continuously get stat boosts in that category. You can then sell the extra copies for extra gold.

### **Super character**

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

### **Unicorn (The Elder Scrolls 4: Oblivion)**

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

### **Unnamed sword** \*The Elder Scrolls 4: Oblivion\*

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

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

**Vampires** The Elder Scrolls 4: Oblivion

There is a broken down fort that is the base for some relatively weak vampires directly south of Chorrol. The fort is called Fort Carmala, and it is located near Hackdirt, very close to northeast of Weatherleah. To reach it, if you have not done the Hackdirt or Weatherleah quests, go to Chorrol. Leave from the south gate and move directly south. If you reach the city of Hackdirt, you are near it. Look for a group of white rocky ruins. The door to the cave is among the ruins.

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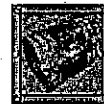
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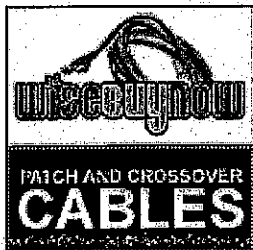


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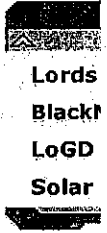
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**Cheat Masters's** cheats and cheat codes for The Legend Of Zelda: Twilight Princess. We have the latest and most popular cheat codes, hints and tips for **The Legend Of Zelda: Twilight Princess**. New cheats are added almost daily.

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### Alternate sword sheathing

Immediately after killing a monster, press A to put away your sword. It will do the same sheathing move as when you kill a Boss or when you learn a new Hidden Skill.

### Always daytime

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


**Become a Cheat Master of The Legend Of Zelda: Twilight**

ALLI 000212

### **Princess**

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 The Legend Of Zelda: Twilight Princess in our [Forum](#) 

### **Bigger Bomb Bags**

Score 25 points playing Iza's boat game by shooting jars on the way down to Lake Hylia. Yellow jars are worth 1 point and red jars are worth 2 points. After you score 25 points Iza's helper will allow you to carry double the bombs in all of your Bomb Bags. The amount of bombs in each bag depends on what type of bombs you are currently holding in each bag.

### **Big Wallet - Adult Wallet**

The Adult Wallet can be obtained after defeating the giant Twilight Bug at Lake Hylia. Go to Hyrule Castle Town as a human, then go to the southeast alleyway and look for a door. Go inside and give Agatha any Golden Bug you have caught and she will give you an Adult Wallet (Big Wallet), capable of holding 600 Rupees. One Golden Bug is outside the south entrance of Castle Town, on the top of a large vine covered column. Blow up the rocks with a bomb and a Golden Ladybug will come out. It will resemble a point of light. Hit it with the boomerang and grab it with A. There are also two Golden Ants in Kakariko and Kakariko graveyard.

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

### **Blue Chu Jelly**

In the first actual room of Lakebed Temple, there will be Blue Chu Jelly. You can collect this as many times as desired, as long as you leave the temple each time before you get it again.

### **Bottle in Fishing Hole**

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

### **Bottle with Fairy Tears**

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

### **Catching fish**

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

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

### Catching the Hylian Loach

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

### Control Cucco

Hit a Cucco about 8 times to go into its view and to be able to move it around. The easiest way to do this is just after you get the Iron Boots. Walk outside the building to find a Cucco. Wear the boots and roll into it 8 times.

### Defeating the Twilight Dragon [LATCH]

Use the Double Clawshots first and grab onto its tail when it is not attacking you. Immediately after latching onto its tail, use the Iron Boots to bring it down so its armor breaks. After doing this a few more times, he will rip off the rest of the armor and it will start to rain. The rain will bring floating plants from the ground that circle the battleground. Use the Clawshot on the plants and circle around the dragon while dodging his flame attacks. When you are behind him, use the Clawshot on his back and attack the jewel with your sword. After one or two more times, he will be defeated and you will get the last shard of the Twilight Mirror.

### Donation discount

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

### Easy Hearts -The Legend Of Zelda: Twilight Princess

When you defeat the Boss of the Yeti's place, the two Yetis will hug. About 300 Hearts will appear. Each time you talk to them another one will come out.

### Easy Kills with Ball and Chain

When you have the Ball and Chain, throw it behind your enemies. If it hits them on the way back it is very powerful and should kill them in one hit.

When you have the Shield Bash and Helm Splitter, do a Shield Bash and press A afterwards to do a Helm Splitter. Then, do a spin move. This is helpful when you are facing one enemy and your health is low.

### Easy Lantern Oil and Red Potion

After getting an Empty Bottle you can get as much Lantern Oil and Red Potion for as cheap as 0 Rupees (the unsafe way) or 1 Rupee (the easy and safe way). Go to the small shop near the Forest Temple run by the talking bird. You can take whichever item desired. If you do not wish to pay, run. If you are not fast

Bonus Headings

[FIRST]

A

enough the bird will attack you repeatedly, then when you return he will call you a thief and may attack you again. However, if you want to use the safer method, grab as much as you desire, then walk over to the box besides the bird. Only pay 1 Rupee no matter what the price is. He will make a comment about how cheap you are getting it for, but will not attack.

### Easy Lantern Oil

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

### Easy Rupees The Legend Of Zelda: Twilight Princess

In Kakariko Village, after you have the ability to change into a wolf whenever desired, and after you can make bomb arrows, turn into a wolf and jump on top of the big building with the giant bell on top. Shoot the bell with a Bomb Arrow to get a Silver Rupee (worth 200 Rupees).

After you have filled your third Vessel Of Light and are again in human form, go to the Howling Stone high up on the cliff by Lake Hylia (the one you could not reach as a wolf). Behind it is a bombable wall leading into a cave. Bomb the wall and go in. Make sure you have plenty of Bombs and Lantern Oil. Bomb the walls all around the cave to find enough Rupees to fill your wallet.

### Fairies

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

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

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

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

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

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

### Finding Worms

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

**Flight-By-Fowl mini-game wins**

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

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

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

**Fyrus**

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

**Ganondorf**

When fighting Ganondorf, take out the fishing rod. He will drop his guard and watch the bobber. While his guard is down, take out your sword and hit him. Repeat this until he is defeated.

**Getting Bomb Bags**

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

**Getting the kitten back to the shopkeeper**

To get the kitten in the Prologue, you must have a Fishing Rod. Go behind the locked house and catch a fish. Then instead of pressing A, press B. Link will throw the fish at the cat. The cat will take the fish back to the shop. Talk to the shopkeeper to collect your reward.

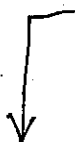
**Giant puzzle solution in Sacred Grove**

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

**Golden Bug locations**

The locations of all 24 Golden Bugs are as follows:

(C)



Ant - Kakariko Village: The male is located on a tree to the right of the hole in the back of the Kakariko graveyard. The female ant is in the house just prior to the bomb shop on the west side of the village.

Beetle - Faron Province, Hyrule Field: The male is located on a tree in the southern portion of Hyrule Field. The tree is positioned between two raised land masses. The female is on a tree on the western side of the field. It is just south of the giant dirt patch.

Butterfly - Hyrule Field east of Castle Town: The male is just south of the east entrance of Castle Town is a small flower patch containing the male. The female is on a vine-covered ledge just northeast of the east castle town exit. ) Grasshopper

Dayfly - Gerudo Desert: The male is found in the southern part of the desert, almost dead center, north of the barricades. The female is found in the trenches at the southeast end of the desert (near the chunk of bridge). It is recommended that you do this at nightfall.

Dragonfly - Zora's Domain: The male is on top of the hill at the southwest end of the domain. The female is right in front of the boating game shack.

Grasshopper - Eldin Province, Hyrule Field: The male is at the entrance to Kakariko Village. The female is at the northeastern part of the map. This is best done at night.

Ladybug - South of Castle Town: The male is on the vine covered pillar southwest of the gate. The female is near the three trees of the left side of the balcony. ) Typo

Mantis - Great Hylian Bridge: The male is on the wall of the northern half of the bridge. The female is on a rock just south of the bridge. It is easier to find her by looking at the bridge.

Phasmid - Eldin Bridge: The male is on the arch on the south end of the bridge. The female is on a cliff to the north of the bridge. You will need the Clawshot.

Pill Bug - Kakariko Gorge: The male is on the southern end of the bridge. The female is found by some flowers on the southwest corner, north of the bridge.

Snail - Sacred Grove: The male is on the inside of the southwestern alcove. The female is inside the Temple Of Time, on west side of the staircase.

Stag Beetle - Hyrule Field north of Castle Town: The male is near a tree on the east side of the bridge. The female is on the northern side of the field, above a bombable entrance to an icy cave.

**Heart Pieces**

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

**heavily armored opponents**

(D)

You first fight this heavily armored enemy as a mini-Boss in the Temple Of Time. You will then see him several times later as regular monsters. The strategy is the same each time. First, if you are having trouble timing the dodge to attack him multiple times, you can just wait and use the Mortal Draw ability when he gets close enough. \*\*\* This does not work on the mini-Boss version, but works on every other one. He will lose one piece of armor every time you hit him with the Mortal Draw. When he throws his sword away he will begin wielding a smaller sword. Get close to him, roll behind him, and use the Rising attack (where you roll around him and rise up from the ground spinning). He will block the Rising Attack but will become vulnerable to regular attacks immediately afterwards. Do this three times and he will be defeated.

**Howling Stone locations**

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

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

North Zora's River: Northeast of boat shop.

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

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

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

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

**Hylia Shield**

Once you complete the Goron Temple and free Hyrule from the Twilight, go to Hyrule Town. Go to the southwest side of the town square. Enter the building there. Immediately when you enter, you should see a Goron standing there. Talk to him and he will thank you for saving their mines. He will then ask if you would like to buy the Hylia Shield for approximately 210 Rupees.

**Infinite Rupees**

Bring 60 Poe Souls to Jovani to get unlimited Rupees.



(E)

### Invincibility

Collect all sixty [60] Poe Souls and take them to Jovani. He is in a house in the southeast corner of Castle Town. Turn into a wolf and dig your way inside. Use your senses to find out where to dig. After you give him 60 Poe Souls he will give you unlimited Rupees. Then, go to Malo Mart in the Kakariko village. Donate enough money to lower the prices at the Town Castle's Malo Mart. You will now be able to buy a Magic Armor there for 598 Rupees. The Magic Armor makes you immortal, but normally reduces your Rupees until you have no more. Because you have unlimited rupees, you will stay immortal.

[A SILVER RUPEE WORTH 200 RUPEES]

[CAN GET]

### Larger Quivers

Enter the large tent in Southeast Hyrule Castle Town and play the "STAR" mini-game. If you have the Clawshot, win level 1 of the mini-game to unlock the Big Quiver, with a capacity of 60 arrow. If you have the Double Clawshot, win level 2 of the mini-game to unlock the Giant Quiver, with a 100 arrow capacity.

[CAN]

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

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

### New Malo Mart with Magic Armor

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

### Playing Fetch in Castle Town

After entering Castle Town from the gate to the east, go south as if traveling to Agitha's house. There is a brown and white dog laying by a tree near a bone. Pick up the bone and throw it. The dog will run to get it then bring it back for you to throw again.

### Restoring Health

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

[E]

[YOU ARE]

(F)

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

[AROUND]

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

### Resume game in dungeons

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When in a dungeon, save and turn off the game, when the game is resumed you normally have to go through the entire dungeon again to get back to the room where you left off. To avoid this, before you save use your Ooccoo and warp out. Then, save and turn off the game. When you turn it back on, use your Ooccoo again to resume in the room where you left off.

### RollGoal mini-game

After receiving a letter about new events near Zora's Domain, go to the Fishing Hole in Upper Zora's River. It is through a door in a cliff just east of the canoe rentals. After reaching the fishing area, go inside the nearest building and talk to the guide (Hena). Decline her offer to fish. Walk into the top right corner of the room and press C to look at the board game on the shelf. The guide will instruct you to play "RollGoal", a mini-game designed mostly to show the capabilities of the Wii-mote. The mini-game costs 5 Rupees per play and you win 10 Rupees for each round completed. Complete the 1-8 round to unlock the Frog Lure. Complete the 8-8 round for Hena to completely fill your wallet and to unlock the Special Edition of the RollGoal mini-game. This version of the mini-game is free and allows you to choose any level with a time limit of 4:00:00, but you cannot win any Rupees.

### Safe fall -The Legend Of Zelda: Twilight Princess

When you are in Ordon, pick up a chicken and run off a hill or some other high location. The chicken will flap its wings and you will be able to hover to the ground.

### Sinking Lure

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

### Sword moves

Ending Blow: When an enemy is on the ground, stab them.

Shield Attack: This attack lowers an enemies guard and lets you attack freely. It is useful against armored foes.

Back Slice: This move is rather difficult to perform. Lock on and jump around your enemy until you roll, then you swing your sword.

Helm Splitter: After successfully using a shield attack you can jump above an enemy's head and attack in mid-air, landing behind them.

Mortal Draw: As an enemy approaches you, press A. This will almost always kill the enemy.

Jump Strike: Lock on with Z and hold A to perform a powerful

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version of the jump attack. It hits multiple foes.

**Great Spin:** Upgrade your spin attack to have a longer range and to do more damage. However, you must have full health to use it.

### **Talking to Epona**

When you are able to become both human and wolf, go to a patch of "Horse Calls" as a wolf. Press A to howl. Howl the song as listed with blue lines, and Epona will come to you. Still as a wolf, go up to Epona and talk to her. She will tell you to hurry up and turn back into a human.

### **the Gerudo Temple Boss**

(H)

An easy way to defeat this Boss is to use the spinner and go along the side of the sand pit he is in the middle of until you are directly behind him. Hit the "support bone" which is the spine. To hit the bone you must use the spinner's attack. Each time more skeletons will come up to block you from reaching the spine, but they do not regenerate. If you kill one, the next time you attack there will be a gap in the wall of skeletons which you can slip through and attack. After you have done this three or four times the sand drains and the head of the beast will still remain. Use the spinner to raise the platform. As you walk out, an intermission sequence of the head coming to life and knocking Link off the platform will play. You must use the spinner to climb the platform. After awhile the head will start shooting fireballs at you while you are climbing. The key here is to jump from the platform track to the track on the wall every time he tries to hit you with a fireball. The head will then get irritated and come in beside you, at which time you can jump and attack it with the spinner. When on the ground attack the sword that Zant puts in its head. Repeat this two more times to kill him and get a heart container.

### **The Legend Of Zelda: Majora's Mask reference**

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

### **The Legend Of Zelda: Ocarina Of Time reference**

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

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

### **Twilight Monsters**

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

### **Walk upside down without Iron Boots trick**

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

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

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## Questions / Answers

### The Legend Of Zelda: Twilight Princess



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



Question from: Unregistered

Rating: 69%

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

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

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

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


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


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


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


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


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


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

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

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

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

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

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

ALLI 000223

Was this QA: Bogus OR Helpful

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



Question from: Unregistered

Rating: 52%

Was this QA: Bogus OR Helpful

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

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

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

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



Question from: Unregistered

Rating: 53%

Was this QA: Bogus OR Helpful

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## The Legend Of Zelda: Twilight Princess

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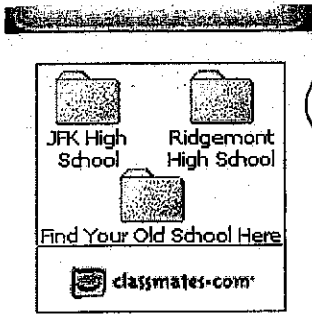
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- **Bottle with Fairy Tears**  
Bring 20 Poe Souls to Jiovani to get a Bottle with Fairy Tears.
- **Infinite Rupees**  
Bring 60 Poe Souls to Jiovani to get a Silver Rupee worth 200 Rupees. Talk to him again to get another Silver Rupee worth 200 Rupees. Repeat this as much as desired.
- **Invincibility**  
Collect all 60 Poe Souls and bring them to Jovani. He is in a house in the southeast corner of Castle Town. Turn into a wolf and dig your way inside. Use

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your senses to find out where to dig. After you give him 60 Poe Souls he will give you a Silver Rupee worth 200 Rupees. Talk to him again to get another Silver Rupee worth 200 Rupees. Repeat this as much as desired. Then, go to Malo Mart in the Kakariko village. Donate enough money to lower the prices at the Town Castle's Malo Mart. You will now be able to buy a Magic Armor there for 598 Rupees. The Magic Armor makes you immortal, but normally reduces your Rupees until you have no more. Because you can get unlimited Rupees, you can stay immortal.



G

- RollGoal mini-game

After receiving a letter about new events near Zora's Domain, go to the Fishing Hole in Upper Zora's River. It is through a door in a cliff just east of the canoe rentals. After reaching the fishing area, go inside the nearest building and talk to the guide (Hena). Decline her offer to fish. Walk into the top right corner of the room and press C to look at the board game on the shelf. The guide will instruct you to play "RollGoal", a mini-game designed mostly to show the capabilities of the Wii-mote. The mini-game costs 5 Rupees per play and you win 10 Rupees for each round completed. Successfully complete the 1-8 round to unlock the Frog Lure. Successfully complete the 8-8 round for Hena to completely fill your wallet and to unlock the Special Edition of the RollGoal mini-game. This version of the mini-game is free and allows you to choose any level with a time limit of 4:00:00, but you cannot win any Rupees.



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More News...

- Getting Bomb Bags

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

- Bigger Bomb Bags

Score 25 points playing Iza's boat game by shooting jars on the way down to Lake Hylia. Yellow jars are worth 1 point and red jars are worth 2 points. After you score 25 points Iza's helper will allow you to carry double the bombs in all of your Bomb Bags. The amount of bombs in each bag depends on what type of bombs you are currently holding in each bag.

- Bigger Quivers

Enter the large tent in Southeast Hyrule Castle Town and play the "STAR" mini-game. If you have the Clawshot, win level 1 of the mini-game to unlock the Big Quiver, with a 60 arrow capacity. If you have the Double Clawshot, win level 2 of the mini-game to unlock the Giant Quiver, with a 100 arrow capacity.

- Bigger Wallet

The Adult Wallet can be obtained after defeating the giant Twilight Bug at Lake Hylia. Go to Hyrule Castle Town as a human, then go to the southeast alleyway and look for a door. Go inside and give Agitha any Golden Bug you have collected and she will give you an Adult Wallet (Big Wallet), capable of holding 600 Rupees. One Golden Bug is outside the south entrance of Castle Town, on the top of a large vine covered column. Blow up the rocks with a bomb and a Golden Ladybug will come out. It will resemble a point of light. Hit it with the boomerang and grab it with A. There are also two Golden Ants in Kakariko and Kakariko graveyard.

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

B

- Fairies

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

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

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

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

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

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

- Donation discount

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

- New Malo Mart with Magic Armor

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

- Easy Hearts

When you defeat the Boss of the Yeti's place, the two Yetis will hug. About 300 Hearts will appear. Each time you talk to them another one will come out.

When you are low on Hearts, go to any spring whose spirit you have returned (for example, Ordon's spring in Ordon). Walk around in the spring for awhile and your hearts will slowly fill up. Alternately, you can go to the Hot Springs at Death Mountain to regain Hearts.

- Easy Heart Pieces

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

When you are a wolf, go to Lake Hylia and play the song that gets Plumm near you. Talk to him and he will tell you the game will start when you take flight. Play the song again and a giant Twilight bird will come pick you up. Get 10,000 points by hitting only the red ones and get a big combo (shown in the lower right screen). When you finish, he will give you a Heart Piece. If you do it again and surpass your high score, Plumm will give you 100 Rupees.

- Easy Rupees

Exit Castle Town through the south gate. Climb the pillar to the left. At the top is a circle of rocks. Turn into a wolf and dig in the middle. You will drop into a

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cave filled with water with two small islands on each side. Kill the enemies for a chest, then knock down the bee hive for bait. You can catch record breaking Pike and Greengills here and nearly every other cast can yield a bag of Rupees. It is possible to fill your wallet here.

After you have filled your third Vessel Of Light and are again in human form, go to the Howling Stone high up on the cliff by Lake Hylia (the one you could not reach as a wolf). Behind it is a bombable wall leading into a cave. Bomb the wall and go in. Make sure you have plenty of Bombs and Lantern Oil. Bomb the walls all around the cave to find enough Rupees to fill your wallet.

In Kakariko Village, after you have the ability to change into a wolf whenever desired, and after you can make bomb arrows, turn into a wolf and jump on top of the big building with the giant bell on top. Shoot the bell with a Bomb Arrow to get a Silver Rupee worth 200 Rupees.

This trick requires the bow combined with bombs. Warp or go to Kakariko Village. At the top of the Shaman's house is a giant bell. Aim the bow to the inside of the it and shoot. You can see it clearly with the Hawk Mask that you can buy at Malo's Mart. A kind of light will fall from the inside and stays on the roof of the house. To get it you must go where no one can see you and transform into a wolf. At the side of the house there is a hand-cart. Get over it and Midna will help you jump to the top of the house. There will be a Silver Rupee worth 200 Rupees.

Go to Lake Hylia to play the little bird's mini-game where you pop the fruit balloons. Get a perfect score by getting everything at the beginning (you should have 24 points) then just hit all twenty strawberries to get a Silver Rupee worth 200 Rupees.

There is a dog and bone near the Castle Town west gate. If you throw the bone into the patch of grass to the right of the doctor's house, the dog will try to get it, but will instead come back with a Rupee. You can do this as many times as desired.

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

- Easy Blue Chu Jelly

In the first actual room of Lakebed Temple, there will be Blue Chu Jelly. You can collect this as many times as desired, as long as you leave the temple each time before you get it again.

- Easy Lantern Oil

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

- Easy Lantern Oil and Red Potion

After getting an Empty Bottle you can get as much Lantern Oil and Red Potion for as cheap as 0 Rupees (the unsafe way) or 1 Rupee (the easy and safe way). Go to the small shop near the Forest Temple run by the talking bird. You can take whichever item desired. If you do not wish to pay, run. If you are not fast enough the bird will attack you repeatedly, then when you return he will call you a thief and may attack you again. However, if you want to use the safer method, grab as much as you desire, then walk over to the box besides the bird. Only pay 1 Rupee no matter what the price is. He will make a comment about how cheap you are getting it for, but will not attack.

- Easy kills

When you have the Ball and Chain, throw it behind your enemies. If it hits them on the way back it is very powerful and should kill them in one hit.

When you have the Shield Bash and Helm Splitter, do a Shield Bash and press A afterwards to do a Helm Splitter. Then, do a spin move. This is helpful when you are facing one enemy and your health is low.

- Easy Flight-By-Fowl mini-game wins

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

- Free arrows

To get free arrows, find an enemy that shoots arrows at you (usually fire arrows). Keep dodging them. After the arrows that were fired at you hit the ground, you can retrieve them. You may only have a few seconds to do this. Repeat this as many times as desired.

- Sparkling gold Chu Jelly

The rare Chu jelly (golden and sparkling) can be found in various places (for example, in the Snowpeak area). This is very valuable Chu jelly because it restores all of your hearts and also temporarily increases your attack strength.

- Always daytime

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

- Restore health

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

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

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

- Safe fall

When you are in Ordon, pick up a chicken and run off a hill or some other high location. The chicken will flap its wings and you will be able to hover to the ground.

- Resume game easily in dungeons

While in a dungeon and you save and turn off the game, when the game is resumed you normally have to go through the entire dungeon again to get back

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to the room where you left off. To avoid this, before you save use your Ooccoo and warp out. Then, save and turn off the game. When you turn it back on, use your Ooccoo again to resume in the room where you left off.

- Frog Lure

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

- Sinking Lure

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

- Hylian Loach

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

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

- Bottle in Fishing Hole

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

- Catching a fish

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

- Finding Worms

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

- Hylian Shield

Once you complete the Goron Temple and free Hyrule from the Twilight, go to Hyrule Town. Go to the southwest side of the town square. Enter the building there. Immediately when you enter, you should see a Goron standing there. Talk to him and he will thank you for saving their mines. He will then ask if you would like to buy the Hylian Shield for approximately 210 Rupees.

When you are in the Goron mines, go to the village beneath it, then go to Huryle Field. The postman will soon run up to you, giving you a letter that describes the Hyllan Shield. The general store in the village beneath Death Mountain (Goron mines) has the shield for 200 Rupees.

- Control Cucco

Hit a Cucco approximately eight times to go into its view and to be able to move it around. The easiest way to do this is just after you get the Iron Boots. Walk outside the building to find a Cucco. Wear the boots and roll into it eight times.

- Talking to Epona

When you are able to become both human and wolf, go to a patch of "Horse Calls" as a wolf. Press A to howl. Howl the song as indicated with blue lines, and Epona will come to you. Still as a wolf, go up to Epona and talk to her. She will tell you to hurry up and turn back into a human.

- Getting the kitten back to the shopkeeper

To get the kitten in the Prologue, you must have a Fishing Rod. Go behind the locked house and catch a fish. Then instead of pressing A, press B. Link will throw the fish at the cat. The cat will take the fish back to the shop. Talk to the shopkeeper to collect your reward.

- Playing fetch

In Castle Town, after entering the gate to the east, go south as if traveling to Agitha's house. There is a brown and white dog laying by a tree near a bone. Pick up the bone and throw it. The dog will run to get it then bring it back for you to throw again.

- Mirror

After getting the lantern, go to Link's house and climb down into the basement. Take out your lantern and look around the area of the chest with the purple Rupee to find a mirror. Switch to first person mode to see Link's reflection.

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

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

- Walk upside down without Iron Boots

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

- Alternate sword sheathing

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

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

- Giant puzzle solution in Sacred Grove

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

- Killing rats in Gerudo Desert temple

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

- Fighting skeletons in Gerudo Desert temple

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

- Better quality sound

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

- Triforce on Golden Ladybug

While in Princess Agitha's house, if you have already caught a Golden Ladybug, look on its back. When the glow goes away you should see the Triforce in the center of its back.

- Golden Bug locations

The locations of all 24 Golden Bugs are as follows:

Ant - Kakariko Village: The male is located on a tree to the right of the hole in the back of the Kakariko graveyard. The female ant is in the house just prior to the bomb shop on the west side of the village.

Beetle - Faron Province, Hyrule Field: The male is located on a tree in the southern portion of Hyrule Field. The tree is positioned between two raised land masses. The female is on a tree on the western side of the field. It is just south of the giant dirt patch.

Butterfly - Hyrule Field east of Castle Town: The male is just south of the east entrance of Castle Town in a small flower patch containing the male. The female is on a vine-covered ledge just northeast of the east castle town exit. ) *Granny*

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

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In the trenches at the southeast end of the desert (near the chunk of bridge). It is recommended that you do this at nightfall.

Dragonfly - Zora's Domain: The male is on top of the hill at the southwest end of the domain. The female is right in front of the boating game shack.

Grasshopper - Eldin Province, Hyrule Field: The male is at the entrance to Kakariko Village. The female is at the northeastern part of the map. This is best done at night.

Ladybug - South of Castle Town: The male is on the vine covered pillar southwest of the gate. The female is near the three trees of the left side of the balcony. typo

Mantis - Great Hyllan Bridge: The male is on the wall of the northern half of the bridge. The female is on a rock just south of the bridge. It is easier to find her by looking at the bridge.

Phasmid - Eldin Bridge: The male is on the arch on the south end of the bridge. The female is on a cliff to the north of the bridge. You will need the Clawshot.

Pill Bug - Kakariko Gorge: The male is on the southern end of the bridge. The female is found by some flowers on the southwest corner, north of the bridge.

Snail - Sacred Grove: The male is on the inside of the southwestern alcove. The female is inside the Temple Of Time, on west side of the staircase.

Stag Beetle - Hyrule Field north of Castle Town: The male is near a tree on the east side of the bridge. The female is on the northern side of the field, above a bombable entrance to an icy cave.

• Howling Stone locations

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

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

North Zora's River: Northeast of boat shop.

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

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

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

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

• Sword moves

Ending Blow: When an enemy is on the ground, stab them.

Shield Attack: This attack lowers an enemies guard and lets you attack freely. It is useful against armored foes.



**Back Slice:** This move is rather difficult to perform. Lock on and jump around your enemy until you roll, then you swing your sword.

**Helm Splitter:** After successfully using a shield attack you can jump above an enemy's head and attack in mid-air, landing behind them.

**Mortal Draw:** As an enemy approaches you, press A. This will almost always kill the enemy.

**Jump Strike:** Lock on with Z and hold A to perform a powerful version of the jump attack. It hits multiple foes.

**Great Spin:** Upgrade your spin attack to have a longer range and to do more damage. However, you must have full health to use it.

- Surviving energy balls

You can use an empty bottle against the energy balls that the possessed Princess Zelda shoots at you. It will work the same as the sword. It will look as if Link is punching the energy ball but it will not hurt him.

- Defeating Darkhammers

When battling Darkhammers (for example, the three in the last room of the Cave of Ordeals), throw bombs. This takes their armor off quickly. Once all of it is off, it will dodge if you throw bombs. To kill it with the armor off, get close enough until it tries to hit you. Just before it hits you, roll out of the way to get in back of it. Then, just start slashing it with your sword.

- Defeating the Dynalyfos Duo

When fighting the Dynalyfos Duo in the City in the Sky, do not keep attacking them; they will block all of your attacks then hit you with an attack of their own. Take out your ball and chain and throw it at them. They will be stunned for a few seconds. Try to get in a few attacks. Repeat this strategy until they are defeated. Alternately, when you enter the room stay where you are and take out your bow and arrow. Combine it with the Hawkeye and shoot the Dynalyfos. They will fly back against the wall. Repeat this until they are defeated. **Note:** You should have 60 arrows. Arrows are weak against them and you are likely to run out before you kill them. Although arrows are weak against the Dynalyfos, it is better than rushing into the battle and losing a lot of HP.

- Defeating Fyrus

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

- Defeating Ganondorf

When fighting Ganondorf, take out the fishing rod. He will drop his guard and watch the bobber. While his guard is down, take out your sword and hit him. Repeat this until he is defeated.

Ganon will start the battle by taking over the Princess and knocking out Midna. She will fire balls of energy at you. When they hit, Midna will explain that your sword can reflect them. When it connects three times with Zelda, Midna will pull Ganondorf out of her and the next stage will begin. Ganon will turn into a large beast with a jewel in his head. Shoot the jewel with an arrow then attack his belly. He will disappear and red swirling portals will appear. One will turn blue

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before he charges at you from it. Continue shooting until he disappears each time you shoot him, Midna will tell you to turn into the beast. When Ganon charges again, target him and hold A, which will imitate the cattle wrestling from the start of the game. Midna will grab him and you must select a side to throw him to, then attack his belly. Ganon will appear to die but will return once more. Midna will use the fused shadows to try and kill his spirit while teleporting Zelda and Link away from harm. Hyrule Castle will explode from all the magic yet Ganon will remain. You will start the third stage of fighting Ganon with him on horseback and Zelda given Light Arrows from the Spirits. You must ride close to Ganon so she can shoot him then attack with your sword. **Note:** If Ganon gets behind you he will attack and knock you off then play chicken until you can get behind him again. After a certain number of hits on horseback, you will face him in a sword fight. He will teleport every so often, but you can easily roll away. The best way to kill him now is use the rolling attack from behind, then swing your sword afterwards. He will take the spinning hit and two slashes afterwards, but then block the rest. After this, Ganon will be defeated.

• Defeating the Gerudo Temple Boss

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An easy way to defeat this Boss is to use the spinner and go along the side of the sand pit he is in the middle of until you are directly behind him. Hit the "support bone" which is the spine. To hit the bone you must use the spinner's attack. Each time more skeletons will come up to block you from reaching the spine, but they do not regenerate. If you kill one, the next time you attack there will be a gap in the wall of skeletons which you can slip through and attack. After you have done this three or four times the sand drains and the head of the beast will still remain. Use the spinner to raise the platform. As you walk out, an intermission sequence of the head coming to life and knocking Link off the platform will play. You must use the spinner to climb the platform. After awhile the head will start shooting fireballs at you while you are climbing. The key here is to jump from the platform track to the track on the wall every time he tries to hit you with a fireball. The head will then get irritated and come in beside you, at which time you can jump and attack it with the spinner. When on the ground attack the sword that Zant puts in its head. Repeat this two more times to kill him and get a heart container.

• Defeating heavily armored opponents

(D)

You first fight this heavily armored enemy as a mini-Boss in the Temple Of Time. You will then see him several times later as regular monsters. The strategy is the same each time. First, if you are having trouble timing the dodge to attack him multiple times, you can just wait and use the Mortal Draw ability when he gets close enough. **Note:** This does not work on the mini-Boss version, but works on every other one. He will lose one piece of armor every time you hit him with the Mortal Draw. When he throws his sword away he will begin wielding a smaller sword. Get close to him, roll behind him, and use the Rising attack (where you roll around him and rise up from the ground spinning). He will block the Rising Attack but will become vulnerable to regular attacks immediately afterwards. Do this three times and he will be defeated.

• Defeating the Twilight Dragon

(A)

First, use the Double Clawshots and latch onto its tail when it is not attacking you. Immediately after latching onto its tail, use the Iron Boots to bring it down so its armor breaks. After doing this a few more times, he will rip off the rest of the armor and it will start to rain. The rain will bring floating plants from the ground that circle the battleground. Use the Clawshot on the plants and circle around the dragon while dodging his flame attacks. When you are behind him, use the Clawshot on his back and attack the jewel with your sword. After one or two more times, he will be defeated and you will get the last shard of the Twilight Mirror.

• Defeating Twilight Monsters

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

- Defeating Zant

Zant will go through almost every Boss battle you have done so far. You must defeat him essentially the same way. The trick is remembering how you defeated the Boss in the first place. The final battle against Zant is fairly easy, but he moves erratically. Block his spin attack and do the rolling attack from behind to land more hits.

- Malo comments

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

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

When you find him in Kakariko Village, enter his shop and he will say rude things to you.

When you are showing off your archery skills to the children, cancel. He will ask if you need more arrows. Say "No" and he will ask if you want to give up. Select "I am no quitter". He will then quickly respond with some snide comment about how slow you are.

After the store is closed in Kakariko Village, come back at certain times of the night. Before morning, he will leave comments on his door.

- Make Midna mad

When you are restoring items such as the bridge in Kakariko Gorge, the fountain in Zora's Domain, or the bridge north of East Hyrule, go to the Item. Then, warp somewhere besides where the location should be. Midna will get frustrated and yell at you.

- Invisible sprinkler system

Once you finish restoring Darbus back to normal, go over to the bomb shop and enter the building. Find and stand next to Barnes. Take out your lantern and he will quickly tell you to put it out. Then, stand somewhere else out of sight of him. He will stomp the ground and spray water all over you. It does not matter where you are in the building. You will always get water sprayed on you if you pull out your lantern.

- Mario series reference

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

- The Legend Of Zelda: Majora's Mask reference

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

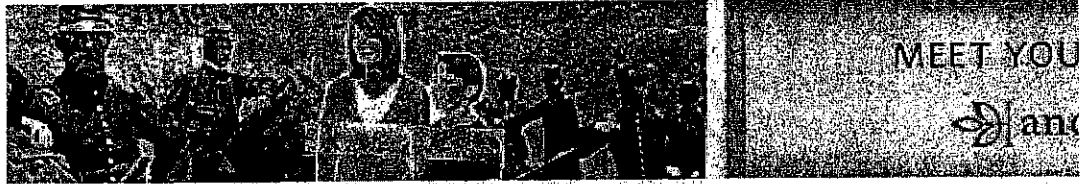
- The Legend Of Zelda: Ocarina Of Time references

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

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

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



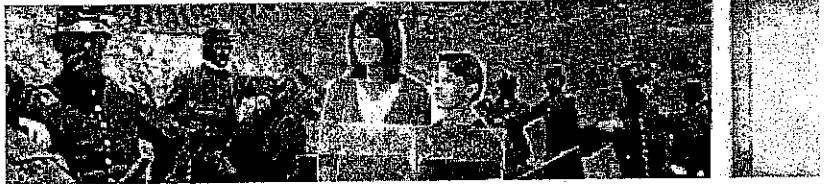
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- All characters

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

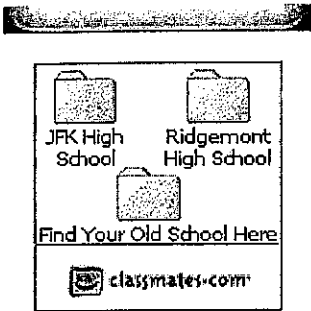
- Invincibility

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

- Level 99 characters

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

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- Add one point to all skills

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

- Extra melee damage

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

- Fast characters

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

- Infinite Xtreme tokens

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

- 100,000 Tech-Bits

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

- All Danger Room courses

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

- All skins

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

- All comics

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

- All concept art

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

- All game cinematics

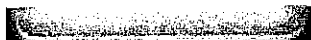
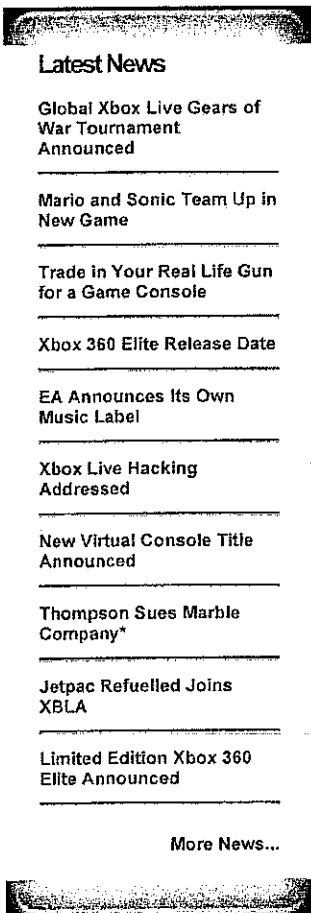
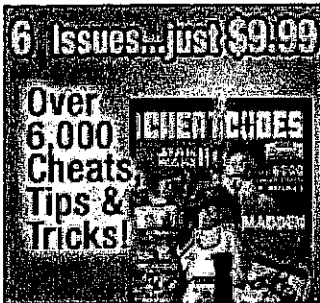
At the review menu, press Left, Right(2), Left, Down(2), Left, Start to unlock all game cinematics.

- All loading screens

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

- Completion bonuses

Successfully complete the game to unlock the hard difficulty setting (enemies at level 50). You can also start a new game with your previous characters at



their current experience level.

- Play as Dark Phoenix

Successfully complete the game to unlock Dark Phoenix.

- Play as Deadpool

Successfully complete the game to unlock Deadpool.

- Play as Iron Man

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

- Play as Professor Xavier

Successfully complete all Danger Room missions to unlock Professor Xavier.

- Alternate costumes

Some characters begin the game with some alternate costumes available:

Bishop: 70's costume  
Colossus: Xtreme costume 2  
Cyclops: Xtreme costume 2  
Jean Grey: Dark Phoenix costume  
Juggernaut: Original costume  
Magneto: Ultimate Non-Helmet costume (starting costume without helmet)  
Nightcrawler: Xtreme costume 2  
Rogue: Coat costume  
Scarlet Witch: 70's costume  
Storm: 70's costume  
Sunfire: 70's costume  
Toad: Brown costume  
Wolverine: Ultimate costume

Successfully complete Act 1 to unlock the following costumes:

Colossus: 70's costume  
Cyclops: Original costume, 70's costume  
Iceman: Snowman costume  
Jean Grey: Phoenix costume, 70's costume  
Nightcrawler: 70's costume  
Storm: 70's costume (another one)  
Wolverine: Original costume (Brown and Gold)

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

Successfully complete Act 4 to unlock the following costumes:

Colossus: Xtreme costume, Gladiator costume, Ultimate Non-Steel Skin costume (starting costume with normal skin)  
Cyclops: Xtreme costume, Snowfields costume  
Iceman: Non-Ice Skin (the same as in X-Men Legends)  
Juggernaut: Original Non-Helmet costume  
Nightcrawler: Xtreme costume  
Storm: Xtreme costume, Snowfields costume

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

The bonus characters already have the following costumes available:

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

- Team bonuses

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

Age of Apocalypse (Any four heroes with Age of Apocalypse costume): +100% attack rating  
 Agile Warriors (Nightcrawler, Sunfire, Toad, Deadpool): +5% experience points  
 Brotherhood of Evil (Juggernaut, Magneto, Scarlet Witch, Toad): +5% experience points  
 Bruiser Brigade (Juggernaut, Colossus, Wolverine, Rogue): 20 energy gained per knockout  
 Dark Past (Rogue, Deadpool, Gambit, Wolverine): 5% damage inflicted goes to health  
 Double Date (Rogue, Gambit, Jean Grey Cyclops): 20 health gained per knockout  
 Energy Corps (Gambit, Bishop, Cyclops, Iron Man): +5% damage  
 Family Affair (Magneto, Professor X, Scarlet Witch, Juggernaut): +5 health regeneration  
Femme Fatale (Storm, Scarlet Witch, Rogue, Jean Grey): 5% damage inflicted goes to health  
 Forces of Nature (Storm, Iceman, Sunfire, Magneto): +10 to all resistances  
Heavy Metal (Colossus, Juggernaut, Iron Man, Magneto): +10 to all stats  
 New Avengers (Iron Man, Scarlet Witch, Wolverine, Bishop): +15% maximum health  
 New X-Men (Nightcrawler, Storm, Colossus, Wolverine, Sunfire, Bishop): +15% maximum health  
 Old School (Cyclops, Jean Grey, Iceman, Magneto, Toad, Professor X): +15% max energy  
 Raven Knights (Iceman, Professor X, Iron Man, Deadpool): +60% techbit drops  
 Special Ops (Bishop, Deadpool, Nightcrawler, Gambit): +5% damage

- Saving anywhere

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

- Easy experience

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

- Easy items

In Act 2 after you rescue Beast on Mikhail's Warship, Blink will open a portal back to Avalon. Go through the portal to Avalon then immediately return to the warship. The scene of rescuing Beast will play again, and the ship will be undamaged. You can go back and get all the items again. Repeat this as many times as desired. Additionally, to get easy Techbits, health packs, energy

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A

packs, and items, return to the top of Apocalypse's tower where you fight Archangel. Smash all of the containers to get random free items. Repeat this as many times as desired.

Have Gambit and Toad on your team. Have Gambit use Prince of Thieves, and Toad use Plunder (this requires at least two extreme points). Do this when near a weapons cache and you can get about five times the amount of what you would normally get. This includes health/energy packs, and Techbits, but you still only get one special item.

- Good combo

This combo works when you have Wolverine and Juggernaut on your team. With Juggernaut, walk over to Wolverine and pick him up, just as you would do to a chair or other item. When you throw Wolverine, he will do a diving attack to nearby enemies. This also works if you need to send Wolverine over large holes.

D

- Strong Gambit

Once your characters get to about level 30, use Sunfire, Bishop, Toad, and Gambit as your team. The idea is to pump up Gambit as much as possible. Put as much of the stats as possible into each ability as follows: Sunfire = Flaming Fury, Bishop = Energy Fury, Toad = Secretion, Gambit = Energy Form. Also, put an extra 6 or 7 stats into each characters Mutant Mastery so that they will recover EP faster. During the game, activate all the abilities listed above and switch to Gambit. He will be able to run very fast and be super strong. Eventually he will have +200% movement, +400% or more attack and many of damage and defense bonuses. Also, because they regain their EP fast, you can reuse the abilities as soon as the affects wear off.

- Strong Iceman

Iceman is the strongest character in the game. If you boost him correctly, he can kill most of his opponents with just a single hit on melee attack. Distribute his Status Points wisely, developing more on his Focus and Speed. At his Projectiles Mutant Powers, concentrate on his Cold Crush, and a little in Freeze Beam and Ice Slide. Do not spend Skills Points in Boost Mutant Powers, as they are useless. Also, if the rest of this is done correctly, Iceman will grow strong enough to easily fight alone. Spend the maximum you can in his Passive Skills, particularly in Ice Combat and Cold Mastery. Get the Danger Room Disk: Challenge - Iceman, and get and equip his Signature Unique Item, Cryogenic Booster. That brings a very good trait, Double Cold Damage. As for other equipment, put some that give bonus to Damage (not Energy Damage, Electric Damage, or Radiation Damage). If done correctly, Iceman can hit easily his enemies (because of the high Speed), hit lots of enemies with the Cold Crush Projectile Mutant Power, and will inflict lots of damage. For example, you can do 500 and even more damage with melee attack, depending on your level, because of the Passive Skills, Ice Combat, Cold Mastery, and the Cryogenic Booster Signature Unique Item.

- Recommended team

Having two blasters (for example, Magneto) and two brawlers (for example, Wolverine) works well. The following team is highly useful, because there are times where you will need a mutant with super strength to move an object out of the way. If you need a bridge formed, use Magneto. If you need a flyer, both Magneto and Ironman will work. The heavy metal group is Colossus, Juggernaut, Ironman, and Magneto.

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

Iron Man: He is a combination of all types of characters (good at melee and ranged attacks, can fly, can smash easily and push or lift massive objects). Expend Skills Points in his Mutant Attack Power Gamma Bolts (if the Projectile hits a wall, it comes back), and all his Passive Skills.

Nightcrawler: He has very fast melee attacks and can do a lot of damage if you expend lots of Skill Points in the Mutant Power Attack Teleport Frenzy and all his Passive Skills, Sword Mastery (you do not need to improve this very much), Teleport Mastery, Uncanny Reflexes, and Critical Strike. Also, his Xtreme Attack, Master Of Chaos, is the best against Bosses (you can do nine hits when at maximum level) and PVP (Player VS Player).

Professor X: He cannot do more damage than Iceman, but is faster (because of the Passive Skill Clairvoyance) and all his skills are very useful.

If Iron Man and Professor X are not unlocked, try these characters:

C

Bishop: A good choice if you do not have Professor X. He can even become more powerful than Professor X. He can inflict even more damage and has Passive Skills that make him fast (Power Trip) and gives energy damage (Energy Combat). Develop this Mutant Power Attacks: Full Auto, Bio Beam, and Bio Blast. However, Professor X is better because of his low cost of EP for Mutant Attacks and walks and melee attacks faster.

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

A great team for Story mode is Colossus, Sunfire, Gambit, and Iceman. Colossus is strong and has a powerful attack. This allows you to avoid using a special attack. Sunfire has fire power, can hit people from far away, and can fly. Gambit can hit from far away, is fast, and has strong attacks. Iceman has ice power, can hit from far away, build bridges, and fly with his ice slide.

Another great team is Iron Man, Deadpool, Juggernaut, and Professor X. Professor X can hit enemies hard and fast. Iron Man can fly and has a good ranged attack. Deadpool is a good melee brawler. Juggernaut has the best Xtreme power in the game, Path Of Destruction.

• Final area

B

First, step into the power chamber in the middle of the vault of ages. Since there is only a limited amount of time you have to use the harmonic powers, choose a faster character to do this. There is a yellow meter that will show you how much harmonic power time you have remaining. Go straight up or straight down to reach the generators. The downward path has a small maze in it. Go right instead of left. At the generator, Apocalypse will be waiting. You must beat him up before you can destroy the generator. Destroy the generator and repeat the same process with the other one. It does not have a maze, and it will be a straight shot directly to it. Just like before, Apocalypse will be waiting for you at the generator. After destroying the power of the harmonic machine, he will bring statues of the horsemen to life. You must focus your attacks on the horsemen and get them out of the way before tackling Apocalypse. When you kill the horsemen, they will return to statue form. Then, kill Apocalypse twice to complete the game. **Note:** Make sure you have a full load of health and energy packs before attempting this.



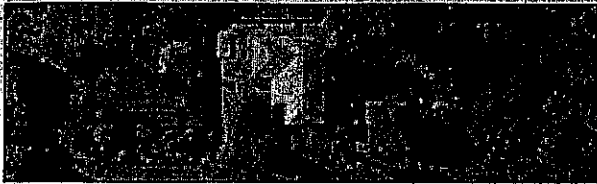
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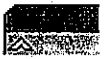
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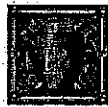
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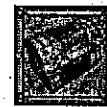
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**100,000 Tech-Bits**

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

**Add one point to all skills**

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

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

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



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

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

**All concept art**

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

**All Danger Room courses**

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

**All game cinematics**

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

**All loading screens**

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

**All skins X-Men Legends 2: Rise Of Apocalypse**

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

**Alternate costumes**

Some characters begin the game with some alternate costumes available:

**Bishop:** 70's costume

**Colossus:** Xtreme costume 2

**Cyclops:** Xtreme costume 2

**Jean Grey:** Dark Phoenix costume

**Juggernaut:** Original costume

**Magneto:** Ultimate Non-Helmet costume (begining costume without helmet)

**Nightcrawler:** Xtreme costume 2

**Rogue:** Coat costume

**Scarlet Witch:** 70's costume

**Storm:** 70's costume

**Sunfire:** 70's costume

**Toad:** Brown costume

**Wolverine:** Ultimate costume

Complete Act 1 to unlock the following costumes:

**Colossus:** 70's costume

**Cyclops:** Original costume, 70's costume

**Iceman:** Snowman costume

**Jean Grey:** Phoenix costume, 70's costume

**Nightcrawler:** 70's costume

**Storm:** 70's costume (another one)

**Wolverine:** Original costume (Brown and Gold)

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

Complete Act 4 to unlock the following costumes:

**Colossus:** Xtreme costume, Gladiator costume, Ultimate Non-Steel Skin costume (begining costume with normal skin)

**Cyclops:** Xtreme costume, Snowfields costume

**Iceman:** Non-Ice Skin (the same as in X-Men Legends)

**Juggernaut:** Original Non-Helmet costume

**Nightcrawler:** Xtreme costume

**Storm:** Xtreme costume, Snofields costume

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

The bonus characters already have the following costumes available:

**Deadpool:** Unmasked costume


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

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

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

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

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

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

### **Completion bonuses**

Complete the game to unlock the hard difficulty setting (enemies at level 50). You can also start a new game with your previous characters at their current experience level.

### **Dark Phoenix X-Men Legends 2: Rise Of Apocalypse**

Complete the game to unlock Dark Phoenix.

### **Deadpool X-Men Legends 2: Rise Of Apocalypse**

Finish the game to unlock Deadpool.

**Easy experience**

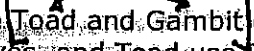
Go to the Holding Pen level for easy leveling up. There is a location where enemies keep teleporting onto the screen; it is just before the last area entrance. \*\*\* If you stay too long without saving, your game will freeze.

[IN ACT 2]

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

After you rescue Beast on Mikhail's Warship in Act 2, Blink will open a portal back to Avalon. Go through the portal to Avalon, then immediately return to the warship. The scene of rescuing Beast will play again, and the ship will be undamaged. You can go back and get all the items again. Repeat this as many times as desired. Additionally, to get easy Techbits, health packs, energy packs, and items, return to the top of Apocalypse's tower where you fight Archangel. Smash all of the containers to get random free items. Repeat this as many times as desired.

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Have  Toad and Gambit on your team. Have Gambit use Prince of Thieves, and Toad use Plunder (this requires at least two extreme points). Do this when near a weapons cache and you can get about five times the amount of what you would normally get. This includes health/energy packs, and Techbits, but you still only get one special item.

**Extra melee damage**

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

**Fast characters**

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

**Final area** X-Men Legends 2: Rise Of Apocalypse

First, step into the power chamber in the middle of the vault of ages. Since there is only a limited amount of time you have to use the harmonic powers, choose a faster character to do this. There is a yellow meter that will show you how much harmonic power time you have remaining. Go straight up or straight down to reach the generators. The downward path has a small maze in it. Go right instead of left. At the generator, Apocalypse will be waiting. You must beat him up before you can destroy the generator. Destroy the generator and repeat the same process with the other one. It does not have a maze, and it will be a straight shot directly to it. Just like before, Apocalypse will be waiting for you at the generator. After destroying the power of the harmonic machine, he will bring statues of the horsemen to life. You must focus your attacks on the horsemen and get them out of the way before tackling Apocalypse. When you kill the horsemen, they will return to statue form. Now, kill Apocalypse twice to complete the game. \*\*\* Make sure you have a full load of health and energy packs before attempting this.

(B)

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

This combo works when you have Wolverine and Juggernaut on your team. With Juggernaut, walk over to Wolverine and pick him up, just as you would do to a chair or other item. When you



throw Wolverine, he will do a diving attack to nearby enemies. This also works if you need to send Wolverine over large holes.

### Infinite Xtreme tokens

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

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

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

[Play As]

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

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

[THEN]

### Level 99 characters

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

### Professor Xavier

Finish all Danger Room missions to unlock Professor Xavier.

[Successfully Complete]

### Recommended team

Having two blasters (for example, Magneto) and two brawlers (for example, Wolverine) works well. The following team is highly useful, because there are times where you will need a mutant with super strength to move an object out of the way. If you need a bridge formed, use Magneto. If you need a flyer, both Magneto and Ironman will work. The heavy metal group is Colossus, Juggernaut, Ironman, and Magneto.

[ICE MAN IS]

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

**Iron Man:** He is a combination of all types of characters (good at melee and ranged attacks, can fly, can smash easily and push or lift massive objects). Expend Skills Points in his Mutant Attack Power Gamma Bolts (if the Projectile hits a wall, it comes back), and all his Passive Skills.

**Nightcrawler:** He has very fast melee attacks and can do a lot of damage if you expend lots of Skill Points in the Mutant Power Attack Teleport Frenzy and all his Passive Skills, Sword Mastery (you do not need to improve this very much), Teleport Mastery, Uncanny Reflexes, and Critical Strike. Also, his Xtreme Attack, Master Of Chaos, is the best against Bosses (you can do nine hits when at maximum level) and PVP (Player VS Player).

Professor X: He cannot do more damage than Iceman, but is faster (because of the Passive Skill Clairvoyance) and all his skills are very useful.

If Iron Man and Professor X are not unlocked, try these characters:

**Bishop:** A good choice if you do not have Professor X. He can even become more powerful than Professor X. He can inflict even more damage and has Passive Skills that make him fast (Power Trip) and gives energy damage (Energy Combat). Develop this Mutant Power Attacks: Full Auto, Bio Beam, and Bio Blast. However, Professor X is better because of his low cost of EP for Mutant Attacks and walks and melee attacks faster.

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

A great team for Story mode is Colossus, Sunfire, Gambit, and Iceman. Colossus is strong and has a powerful attack. This allows you to avoid using a special attack. Sunfire has fire power, can hit people from far away, and can fly. Gambit can hit from far away, is fast, and has strong attacks. Iceman has ice power, can hit from far away, build bridges, and fly with his ice slide.

Another great team is Iron Man, Deadpool, Juggernaut, and Professor X. Professor X can hit enemies hard and fast. Iron Man can fly and has a good ranged attack. Deadpool is a good melee brawler. Juggernaut has the best Xtreme power in the game, Path Of Destruction.

#### **Saving anywhere**

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

#### **Strong Gambit X-Men Legends 2: Rise Of Apocalypse**

Once your characters get to about level 30, use Sunfire, Bishop, Toad, and Gambit as your team. The idea is to pump up Gambit as much as possible. Put as much of the stats as possible into each ability as follows: Sunfire = Flaming Fury, Bishop = Energy Fury, Toad = Secretion, Gambit = Energy Form. Also, put an extra 6 or 7 stats into each characters Mutant Mastery so that they will recover EP faster. During the game, activate all the

abilities listed above and switch to Gambit. He will be able to run very fast and be super strong. Eventually he will have +200% movement, +400% or more attack and many of damage and defense bonuses. Also, because they regain their EP fast, you can reuse the abilities as soon as the affects wear off.

### **Strong Iceman** ~~X-Men Legends 2: Rise Of Apocalypse~~

Iceman is the strongest character in the game. If you boost him correctly, he can kill most of his opponents with just a single hit on melee attack. Distribute his Status Points wisely, developing more on his Focus and Speed. At his Projectiles Mutant Powers, concentrate on his Cold Crush, and a little in Freeze Beam and Ice Slide. Do not spend Skills Points in Boost Mutant Powers, as they are useless. Also, if the rest of this is done correctly, Iceman will grow strong enough to easily fight alone. Spend the maximum you can in his Passive Skills, particularly in Ice Combat and Cold Mastery. Get the Danger Room Disk: Challenge - Iceman, and get and equip his Signature Unique Item, Cryogenic Booster. That brings a very good trait, Double Cold Damage. As for other equipment, put some that give bonus to Damage (not Energy Damage, Electric Damage, or Radiation Damage). If done correctly, Iceman can hit easily his enemies (because of the high Speed), hit lots of enemies with the Cold Crush Projectile Mutant Power, and will inflict lots of damage. For example, you can do 500 and even more damage with melee attack, depending on your level, because of the Passive Skills, Ice Combat, Cold Mastery, and the Cryogenic Booster Signature Unique Item.

(D)

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spanning  
Gambit

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

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

Age of Apocalypse (Any four heroes with Age of Apocalypse costume): +100% attack rating

Agile Warriors (Nightcrawler, Sunfire, Toad, Deadpool): +5% experience points

Brotherhood of Evil (Juggernaut, Magneto, Scarlet Witch, Toad): +5% experience points

Bruiser Brigade (Juggernaut, Colossus, Wolverine, Rogue): 20 energy gained per knockout

Dark Past (Rogue, Deadpool, Gambit, Wolverine): 5% damage inflicted goes to health

Double Date (Rogue, Gambit, Jean Grey Cyclops): 20 health gained per knockout

Energy Corps (Gambit, Bishop, Cyclops, Iron Man): +5% damage

Family Affair (Magneto, Professor X, Scarlet Witch, Juggernaut): +5 health regeneration

Femme Fatale (Storm, Scarlet Witch, Rogue, Jean Grey): 5% damage inflicted goes to health

Forces of Nature (Storm, Iceman, Sunfire, Magneto): +10 to all resistances

Heavy Metal (Colossus, Juggernaut, Iron Man, Magneto): +10 to all stats

New Avengers (Iron Man, Scarlet Witch, Wolverine, Bishop): +15% maximum health

New X-Men (Nightcrawler, Storm, Colossus, Wolverine, Sunfire, Bishop): +15% maximim health  
Old School (Cyclops, Jean Grey, Iceman, Magneto, Toad, Professor X): +15% max energy  
Raven Knights (Iceman, Professor X, Iron Man, Deadpool): +60% techbit drops  
Special Ops (Bishop, Deadpool, Nightcrawler, Gambit): +5% damage

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